



A group of students and teachers from
Spiru Haret University, Faculty of Architecture
will participate **between 16 and 18 July 2014** in the **Biennale Sessions** of the **Venice Architecture Biennale**.

The team will hold on 17 July 2014, starting with 2.30 pm., at Sale d'Armi / Arsenale di Venezia, an interactive workshop entitled **PLAY CONTEXT. PLAY EVOLUTION. PLAY BUCHAREST.**



Our proposal focuses on the central area of Bucharest, site of the incomplete Civic Centre started in the 1970s. Following a political decision, almost 1/5 of the city, host of many historical buildings and memories was wiped out. A monumental axis and out of scale administrative buildings were implanted onto the severed urban fabric, as an ostentatious proof of new society values. Aesthetics, materials and attitude towards the remaining context are indifferent to any former and current architectural style and culture. It has nonetheless become the defining puzzle of the city, even if politics, economics and culture have since evolved. What we aim at is to provoke thoughts through a game-like approach. Imagine the site as a canvas/ board for your own interventions, trying to fill in the gaps, to friendly connect to your fellow playmates. Is completion possible? Is the void to remain a witness of history? Your objective and unbiased opinion is needed.

For further information please visit:

<http://www.labiennale.org/en/architecture/exhibition/biennale-sessions/>
and https://www.facebook.com/events/673545362680493/?ref_dashboard_filter=upcoming&source=1