

Think	S.u.n "Space is the machine" (Hillier)	Do			
1. Complicate yourself! Increase complexity	Empty spaces (Koolhaas) inclusive and exclusive Inside and outside	 Randonnee, travelling, listening, reading, cruising, living, laughing, cooking drinking, dreaming			
2. Inject theory! Theory/discourses Ethics	Philosophy Architecture theory	Space of exploration and exploitation Social space (spheres)	Dance floors and chill-out spaces Public space	Produce texts, theories, art (photos, theatre, politics ...) Exhibitions, publications... Politische statements Responsibility	
3. Invent problems! Deconstruct/de-territorialize	old solutions	Analyse!	Smooth and striated spaces Palaces and tents Zones of undecidability, in-betweens, passages	Critique Reflection Philosophising	
4. Create concepts! Magmatic projects	Amalgamate, synthesize!	MERZ-space Creative space	Magmatic / liquid / fluid space Freespace	Make it work! Assemblage, design Maps	
5. Strategize! Planning	Lava	Frontstage Space of traduction, Space of foldings Leadership /	seduction, reduction management	Production, performance, consulting Plans Applications, Implications, complications	
6. Invent tactics! Guerrilla	Re-magmatise lava	Backstage Streams, flows, waves Improvisation /	self-organizing	Action, Surfing Trouble shooting Diagrams	Trouble shooting Trouble shaping
7. Feedback!		(Un-) Learning, becoming Space of transformation		Keep things in motion/development/flux and transformation	
8. Noise, irritation	Heterotopias Space of fantasy (no questions of utility,	efficiency costs...)		Undone (unerhoertes, ungesagtes, ungedachtes, ungeheures, unsinniges, unbestimmtes, ungedrehtes...)	
9. Unthinkable Sonderbares, fabelhaftes, wunderbares, phantastisches	Space of monsters Space of slack	(zoo) (=future resources)		Our visions of future projects, developments, products...	