

APPROPRI-ACTION

SPATIAL APPROPRI-ACTION

city, as well as shaping and reimagining public

spaces in ways that are meaningful to each one

of us. I\* dedicate the role of the post-industrial

is a post-industrial method for performing democracy, claiming everyone's right to the

# Work for collective sharing

Skateboarding is so much more than a sport. It is a community, where people gladly share their knowledge, both in terms of teaching tricks and revealing their favorite spots to skate. Sharing the experience and hyping each other is a main aspect of skating. When it comes to change-making, a single person can't do it alone either. Reach out when geed help and share your knowledge and your work for others to make use of. Believe that collective sharing will pay of

WORKSHOP: Spatial appropri-Action in h&m

DBSERVED PROBLEM: Binary division of gender and limited options for gender creative expression.

<u>ormative categorization of genders through clothing</u>

# Make use of what is already existent and give a new context or a new purpose

Like skaters, jumping over holes in the asphalt or down the curbs, it is about making use of what is available and creating new meaning from the mundane. Who says that a bench is only for sitting on, or that your old drapes can't become a new skirt? If we make use of all the things around us, we don't have to invent new stuff, or produce tons of shit all the time.

Embrace the process and continue re-iterating

Skaters spend way more time failing their tricks than landing them. Trying and failing, trying and failing is an important part of a process that you can't or shouldn't try to escape. Moreover, in skating there is never a stage of completion, and there are endless variations to do within the same trick. No matter how good you are, there will always be a next level to progress to, as there will always be another variation or alternative to try out. By continuously imagining new improvements and adjustments, we can keep accommodating our needs and desires.

Placing a dress from the "girls" department onto a mannequin in the "boys" department Taking a GAMER hoodie from "boys" department and putting it onto a mannequin in the "girls" department. Moving "female" accessories such as handbags and colored scarfs and putting them in the "mens" department.

for the post-industrial designer.

designer to you. And everyone else.

isual documentation of spatial

Inspired by skaters' ability to re-interpret architecture and make use of objects in different ways than they're design suggest ways of the industrial society and appropriate spaces to fit you own needs and desires. Instead of accepting the limitations they encourage you to imagine "what if..?"

nap of Copenhagen does not work with the ic of efficiency, it can't guide you from place A to B. Instead it can guide us towards an imagined and desired future(s). The method used to create the map, can be applied in other contexts, to mediate between lived realities and inspire a collective process of world making.

Use time as your friend. The 'post-' can also happen in between

Analyze time and rhythm of others to understand where and when it's the right moment for a postindustrial design intervention. Skaters know exactly which places they can skate during daytime, or nighttime, by considering the flow and rhythm of other people. Likewise, consciously observing places and crowds is a tool for knowing when to act. You will quickly find that there's lots of spaces either totally abandoned, or partly unused.

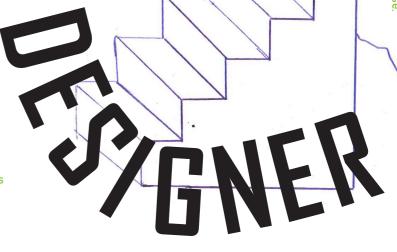
# Don't let fear stop you

Dealing with fear is a big part of skateboarding! Whether it's about trying out a new trick, or kating in a place guarded by security or angry neighbors. When it comes to changing things for the better, we can't ither sit around and wait for someone to "approve" of it.

fear stop you, embrace the process and ntinue re-iterating, make room for diversity and multitude of uses.

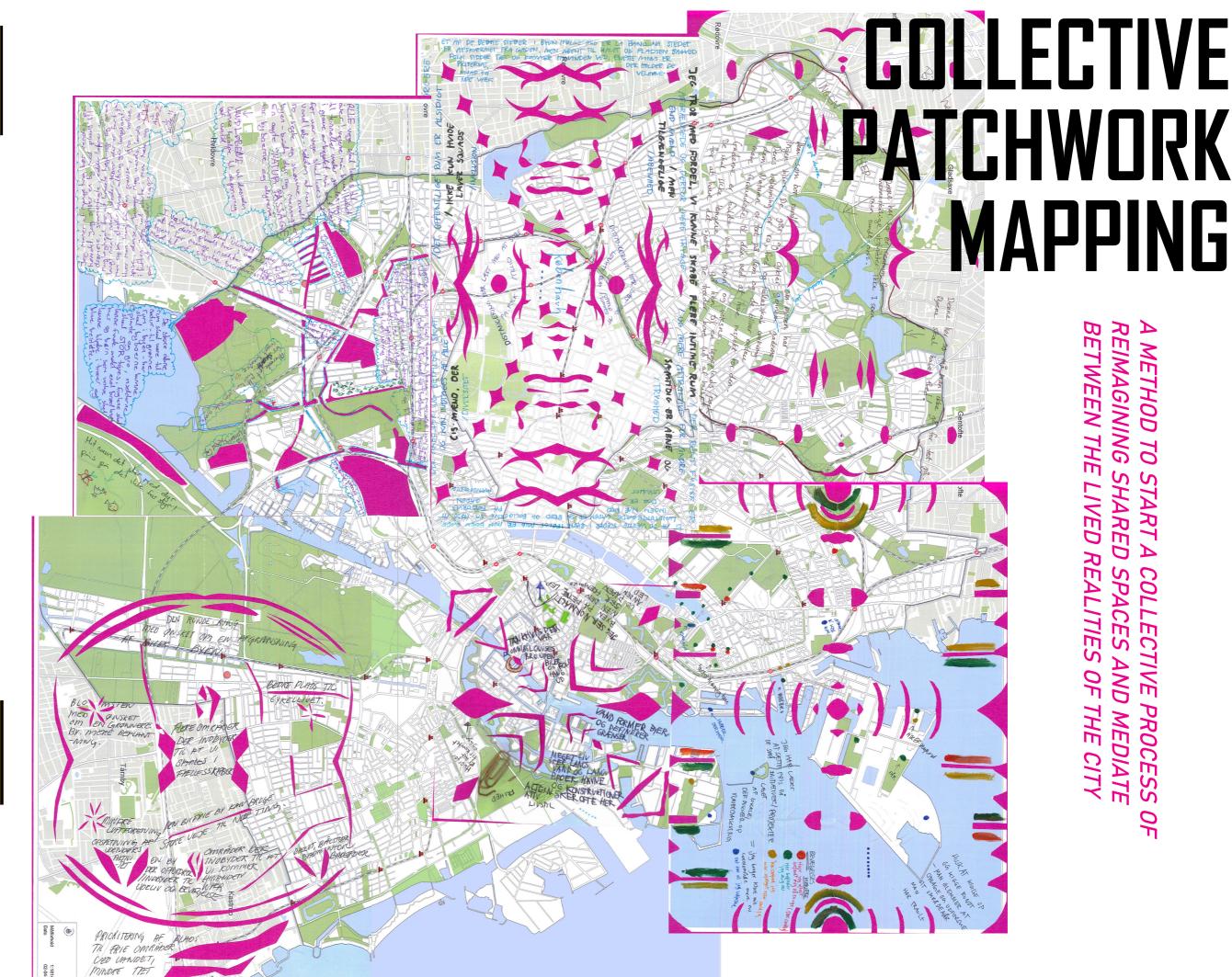
## Chose creative labour over market driven

Forget about capitalism, efficiency and money. Who cares!? In skaleboarding it's ot about winning or getting from A to B the fastest. It's about being creative, finding new ways of moving and most importantly: enjoying it. Create for the sake of creating.



\*Alien Potato

BETWEEN THE LIVED REALITIES OF THE CITY REIMAGINING A METHOD TO SHARED SPACES **COLLECTIVE PROCESS** AND MEDIATE



COPENHAGEN - IMAGINATIONS FROM APRIL 2020

# OLLECTIVELY:

Cut a map of your city into amongst the participants.

old the map as you like. Out in the city to free you

you to be able to use the city for?

If everything was possible, how How would we live and move ar would you organize the city? ound? How would we use the

# NDIVIDUALLY:

Note down or draw your thoughts and reflections onto the

# OLLECTIVELY:

can and collect all pieces atchwork map of your sha