Digital-Cultural Ecology and the Medium-Sized City

Abstract Submission Form

1.   **Paper / Proposal Title:** Ideal spaces

2.   **Format:** Written paper

2.   **Author(s) Name:** Michael Johansson & Ulrich Gehmann

4.   **Email contact details:** michael.johansson@hkr.se; ugehm@t-online.de

5.   **University or Company Affiliation:** Kristianstad University, Kristianstad sweden and University of Karlsruhe (KIT), Germany

6.   **Abstract (300 words):**

There are many different kinds of mediated worlds, and that topic has been essential through our occidental history; and not just quite recently since technical devices allowed for 'mediating' worlds in encompassing, and new ways. In the working group *Ideal Spaces* we are concerned with mediated worlds: especially the one of ideal worlds reconstructed, mainly concentrating on a classical topic of a "mediated" city through history, namely that of a utopian ideal city. How these utopian places have to be conceived as being 'ideal' ones. How this has been mediated, in terms of their modes of presentation, but also in those of the ideas underlying them as regards the different audiences that were thought to be addressed by them? These historical conceptions of what an 'ideal world' should, or could be is a classical topic of our cultural sphere, and focuses upon one perspective of relevance, that of an ideal city. The latest since the onset of what has been called 'modernity', now providing the actual background of the actually built cities we all live in, as our environment of relevance. Such conceptions of 'ideal' relevant worlds can be compared, as a background folio, with the approaches towards an 'ideal' environment as they become evident in on the concept of The City of Abadyl. That in itself is a proposed ideal city, a fantasy, a set of codes and models, a library of maps, architecture, artefacts and prototypes, derived from mostly realized cities and places . Since its inception in 1999 it has grown into a large database of materials interlinked through the shape of a city. The approach in this project is to create an environment which

facilitates research, design and artistic work practice in complex production environments such as those of digital media and it´s forms of representation.

7. Author(s) Biography (200 words each):

Michael Johansson, artistic associate professor at Kristianstad University department of Design and computer Science. Since 1999 involved in research at the Interactive institute, Space and virtuality studio, and between 1998-2007 at Malmo University arts and communication. Since 2010 he works at the collaborative media lab Kristianstad University, Sweden.

Ulrich Gehmann, Dipl Biol. et lic. oec. HSG et MA history, studied Biology,Business Administration, and History. Manager in industry and international consulting; director in charge for management consulting in Bucharest, Romania. Lecturer at Wuppertal University, Germany, for business administration. Founder of the research group formatting of social spaces, and of the journal New Frontiers in Spatial Concepts, University of Karlsruhe (KIT), Germany.

http://architecturemps.com/