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6|2023 **Tecnica e Forma**

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Morphologies > Logomorphies.

Equation “logic+technology+form” in the new complex City

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Morphologies > Logomorphies. Equation "logic+technology+form" in the new complex City

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Since the beginnings of 21st century and with the digital revolutionary age, a new relational logic (based on complex and evolving processes) has replaced the old (com)positional logic. A new logic that calls for cooperation with new digital technologies, but above all with the key SINs (Information + Interaction + Interconnexion + Integration + Innovation): a substantive equation for a new way of defining spaces, cities and habitats. In a very short period of time, we have experienced a paradigm shift in architectural and urban thinking: far from built objects and cities based primarily on a linear, deterministic, static and preferably formalized and/or formalizer (compositional) logic, we are assisting to the emergence of an architecture and urbanism based on a less linear, more fluctuant, and technological (combinatorial) logic; more strategic, procedural and formulativ e, than substantively formal: a more flexible, dynamic and "open" logic, absolu- tely - and overall - interactive and responsive. New tools for mapping, modeling, orienting and building our habitats allow us to create new virtual, but decisively real, shared and co-decisional scenarios able to project the reality itself, merging the material with the immaterial, through new techniques of (re)cognition and (re)definition; concerning - and questioning also - the old concept of morphology, transferring it to a new, more logo-morphic interpretation.

Dall'inizio del XXI secolo e con l'era della rivoluzione digitale, una nuova logica relazionale (basata su processi complessi e in evoluzione) ha sostituito la vecchia logica (com)posizionale. Una nuova logica che richiede la collaborazione con le nuove tecnologie digitali, ma soprattutto con le SIN (Informazione + Interazione + Interconnessione + Integrazione + Innovazione): un'equazione sostanziale per un nuovo modo di definire spazi, città e habitat. In un periodo di tempo molto breve, abbiamo assistito a un cambiamento di paradigma nel pensiero architettonico e urbano: lontano dagli oggetti costruiti e dalle città basate principalmente su una logica lineare, deterministica, statica e preferibilmente formalizzata e/o formalizzabile (compositiva), stiamo assistendo all'emergenza d'una architettura e un'urbanistica basate su una logica meno lineare, più fluttuante e tecnologica; più strategica, procedurale e formulante (combinatoria) che sostanzialmente formalizzante. Una logica più flessibile, dinamica e "aperta", assolutamente - e complessivamente - interattiva e reattiva. I nuovi strumenti di mappatura, modellazione, orientazione e costruzione dei nostri habitat ci permettono di creare nuovi scenari virtuali, ma decisamente reali, condivisi e co-decisionali, in grado di progettare la realtà stessa, unendo lo materiale con le l'immateriale attraverso nuove tecniche di (ri)conoscimento e di (ri)definizione; riguardando - e mettendo anche in discussione - il vecchio concetto di morfologia, trasferendolo a una nuova interpretazione più logo-morfica.

Key words: *Advanced Urbanism, Morphologies/Logomorphies, Informational Logic, Prospective Strategies, n-City (Multi-city)*

Parole chiave: *Urbanistica Avanzata, Morfologie/Logomorfie, Logica Informativa, Strategie Pro- spettiche, n-Città (Multi-città)grafico italiano*

Fig. 1. Ramon Prat-Manuel Gausa: *Urban Perplexities* (Collage, from Ian Mc Hugi: *Le spectre de la croissance ioncontrôlée, Architecture d'aujourd'hui* 303, 1996, and from partial plans of residential areas in Catalonia). A new type of processes, a new type of structures, a new type of complex and polymorphous topologies. Situations open to latent questions and concerns.



▪ *Urbanism and Urban Planning, Urbanities and Geo-Urbanities*

The theme of urban morphology as the tradition of a certain shared “logic of form” (of its figurations, but also of its modes and modalities) is particularly relevant in the context of a call on *Technique and Form*, and it is not surprising the current interest in this topic and its possible declinations given the emergence – in the late 1990s and early 2000s – of a new international generation of ideas which – from the assumption of a technological change and the critique of eclectic languages and formalist calligraphies – would show a certain aversion (or apprehension) to continue using such terms – form, morphology – as a priority way of approaching the contemporary city. Indeed, the digital revolution that was already beginning to be sensed in those years was to be ac-



Fig. 2. Patch-City (or Net-City), 1990-2000. The development of large communication arteries associated with zonal development, monofunctional archipelagos and scattered thematic patches, beyond the urban perimeters of proximity (Photographs: Manolo Laguillo for the magazine *Quaderns de Arquitectura y Urbanismo*, 187, 1999).

accompanied by the very explosion of the old canonical city – with more or less recognizable centers and peripheries – and its jumping of scale towards more complex and irregular structures, with *poly-centers* and *para-series*, with peri-urbanities and meta-urbanities.

In the recent and accelerated transfer between centuries the old enclaved city (*Site-City*) would have ended up oscillating, then, towards a new dispersed poly-urbanity (*Sprawl City*, *Ink-stain City* or *Patchwork City* according to different authors) of conflicting entropic consequences (and random dynamics) in the absence of adequate holistic strategies, capable of orienting increasingly irregular processes; dynamics that seemed to escape the old vocationally coherent instruments (disciplinary and disciplined) of the old approaches to space. Faced with the impressive mutations underway, urban cultures and administrations between centuries (especially those related to European and/or Western contexts more linked to the old traditional urban disciplines) were going to rehearse three major models called to face this new “multiplied and multiform dimension” of the new urban territories of relationship (*fig. 1*).

The term *Past-City* would identify, in fact, a first “revisionist” and neo-traditionalist model (1970-1980 > 1990) in which the *city as memory* (historicism and formalism, urban reconstruction and evocation, etc.) was to constitute the main paradigm of an essentially “post-modern” urban culture – particularly active in the last term of the 20th century – focused on the recovery of the urban formal tradition (and its evocative recreation and/or reconstruction); a model generated from the apparent nostalgia of an ancient civic space of harmonic yearnings and aesthetic arcadias¹.

In front of the evocative *Past-City* the voices *Patch-City* or *Net-City* (*fig. 2*) would describe a second developmentalist and macro-structuralist model

Fig. 3. *Icon City (Brand-City) 2000-2010: The city as a brand. Object design, collectionism of elements (and of events), trend design, iconic gestures - and gestualities -, media presence and (implicit) economic and tourist growth would be presented as tactical solutions capable of ensuring a certain model of (a-ideological) management sufficiently effective to put on the competition map between cities their best exhibition and/ or collection pieces; reference signings (and "guaranteed" calligraphies). Source (collage by Nicola Canessa from archival elements, Fragment, Area 16,1 2018).*



(1980-1990 > 2000) in which the city understood as super-rig would constitute the basic frame of a material(istic) extension and occupational development in a hinterland articulated from large arterial grids; nettings aimed at ensuring an efficient interconnection and colonization in a territory "within reach" (for land occupation) referred to communication nets and construction sets as archipelagos of specific programmatic enclaves.

The term *Icon-City* (or *Brand-City*) (fig. 3) would translate, in turn, a third *objectualist* and *economicist model* (1990 > 2000-2010) in which the city as an iconographic product would be the expression of an export/import confidence in the selected design, the urban marketing and an efficient filo-economic management.

Past-City and urban revisionism, *Patch-City* or *Net-City* and structuralist developmentalism, *Icon-City* and design objectualism, were thus to characterize, with greater or lesser incidence depending on the contexts, urban models incapable, however, of recovering the old mechanisms of formal outlined and/or determinist urbanism; models incapable, however, of facing the challenges of a new time associated with the digital-technological-informational revolution and the new logics of this more and more complex emerging city, increasingly metabolically impure and unpredictable.

The last 30 years have confirmed the evidence of this spectacular change of scale (and paradigms) that has accompanied the recent definition of our spaces of living, exchange and sociability. At the same time, they have attested to the affirmation of a new type of urban approaches determined to decidedly work with and from a new "logic of complexity".



If, since the beginning of the 21st century, the revolutions of the new digital era were to increase the simultaneity and heterogeneity of our own urban environments, the need for a new, more advanced logic (based on innovative research and prospecting) became increasingly evident in the transfer of centuries².

A logic called to work with new digital technologies, but above all with the decisive conjugation 5INs (Information + Interaction + Interconnexion + Integration + Innovation) as a substantive equation for a new conception of spaces, cities and habitats themselves.

“Exploring new *Multinter* (multi-layered and inter-active) Strategies” (fig. 4) could be the saying of this new, more holistic look at a constantly evolving organism, in which holistic and strategic urban prospecting and projection, processing and programming, recognition and interweaving, adaptation and optimization, connection and coordination, would constitute the bases of a possible “advanced urbanism” – *post-postmodern* – attentive to this increasingly elastic and irregular configuration of the new urban processes; and aware to their necessarily transversal approach (multi-level, multi-scale and multi-relational); an approach likely to favor a correct integration between environmental and informational dynamic systems and subsystems, in a new *n-City*, multiple and multiplied, physical and virtual, material and immaterial³.

The old classical space (absolute) and the modern space-time (relative) has been succeeded by a new space-time-information (more complex, dynamic and interactive) definitely open in its manifestations, expressing the very transfer of the old idea of *composition* (classical) and *position* (modern) – or *reposition* (postmodern) – to that of contemporary, dynamic, informational and interactive *disposition*.

Fig. 4. *Past City, Patch City, Icon City* would reveal themselves as self-referential models enclosed in a spiral of old and new forms for a city that was increasingly defined as an informational process (or system). José Díaz: GAS APPS (IA- AC-MAA01 2014, Faculty: W. Müller, G. de la Camara, J. Vivaldi, M. Bravo, P.Ros).

▪ *A stage of interpretation. 1990-2000*

In the recent history of this new prospective agenda, we can recognize different periods and focuses of attention (and research), associated both with the different researches of the moment and with the development and evolution of the technical/technological, cultural and referential apparatus linked to them⁴.

As we have pointed out, after years of historical revisionism and instrumental calligraphy (modern and postmodern), the last decades of the 20th century were to be characterized by the initial impact of the new digital universe and its strong computational component.

The consolidation of Windows systems, which appeared in 1985 and became widespread during the 1990s, the appearance of the first PCs and laptops, as well as the familiarization and experimentation, both instrumental and formal, with early software programs such as AutoCAD (1982/1990), Illustrator (1987), Vector Works (1990), Photoshop (1990), GIS (1990), SCANNER (1984-90), were to support pioneering essays determined to express the “symptoms” of this new logic *in progress*; and to concretize them in new spatial responses, less taxonomically predictable or predetermined; more complex and “multi-formatted”.

In this sense, the first part of the 1990s would be marked by the intellectual assimilation of this dynamical and processual (but also “urban-territorial”) leap of scale, of global dimensions where the city would be no longer understood as a recognizable form but as a complex and relational, “multi-layered and inter-active” proces produced beyond the old traditional definitions: trying to recognize and map that new type of conditions proper to this more polyhedral and undisciplined environment, generated beyond the traditional narratives of the “return to the History” of the ‘70/’80 or the “return to the (super)Structure” of the ‘80/’90 or the “return to the Design” (and to the Object) of the ‘90 and beginning of the new century⁵.

The term *Fractal-City (Void-Boid City)* (fig. 5) would allude to a first moment of researches particularly attentive to the exploration of a new type of more open and irregular urban and territorial geometries and to their own patterns of definition and development⁶.

The dispersive manifestation itself of the new “meta-urban” organisms had evidenced, at the turn of the centuries, the transfer of the old profiled (or perimetric) purity of the traditional centripetal and/or *pseudo-Euclidean* conformations towards a new type of spatial configurations, more rhizomatic, more dendritic and “open”: more *fractal* and/because fractalized. Geometries connected with variable, changing and adaptable patterns, in which the void, the open, the interstitial space (understood as a new operative “inter-space”) was going to present itself as a new and decisive urban-territorial actor/vector: an operative subsystem, linked to the new urban dynamics and called to configurate dilations and separations, gaps and cuts, but also possible paths as corridors/connec-

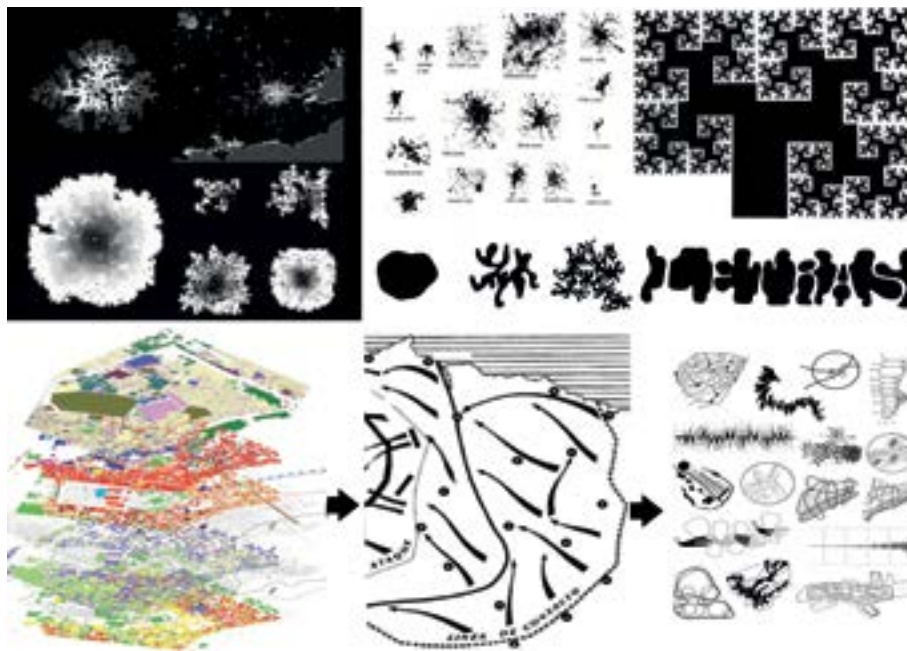


Fig. 5. Alberto Meda, *Sedia Light-Light, Alias*, 1987.

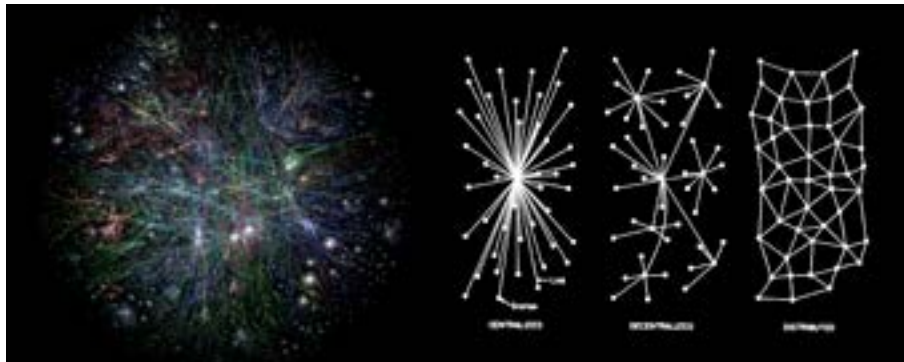
tors of environmental definition: the combination full-empty, volume-surface, occupied-vacant (dense or open spaces) would be revealed as a new paradigm associated with that very important encounter between city and landscape so transcendental in the following decade⁷.

In parallel, to the exploration of the new fractal city, the growing interest towards a decisively “n-dimensional” reading of the city – a *Multi-Layer-City* – would identify another type of parallel explorations oriented, in turn, towards a more complex and simultaneous recognition of the new urban condition⁸, through new operational and evolutionary devices at the same time (multi-level and multi-scale). The attention to this multiplied dimension of the *n-City* (as a paradigm directly associated with complex systems) and the exploration of a new capacity for digital simulation, would favor the exploration of possible “recorded and rasterized” structures, translated into new projective and evolving formulations, generated from systemic approaches to the urban project and its capacity to synthesize layers of information and networks of interaction (and interconnection).

▪ *A stage of integration. 2000-2010*

Since the beginning of 2000, a new event has had an impact on the development of the digital era with the definitive emergence of the Internet and the exponential growth of Web 2.0. *Internet of people*, called to standardize (thanks to the www. code) access and connectivity protocols⁹.

Fig. 6. Global map of networked hyper-connections in the Internet universe. Successive urban structures: radial mononuclear (central), semi-articulated sub-nuclear (satellite), poly-nuclear networked (multi-relational).



A development that is quickly consolidated with the spectacular appearance of the first browsers and data search engines and the first social networks (Yahoo-1996-2000, Wikipedia-2001 Google-2000-2002, LinkedIn-2002, Facebook-2004-2007, Youtube-2005, Twitter-2006, Instagram-2010, etc..) that contribute to favoring a new framework of interconnected relationships and exchanges, not only “virtual” in their own operational definitions, but “real” in their causal effects (socio-economic, cultural, environmental and spatial) thanks to the increase, also (from 2003) of applications associated with the development of intelligent mobile telephony (2003-first Blackberry, 2007-IPhone, 2008-Samsung Galaxy).

If the new city-territory (fig. 6) had revealed itself, more and more, as a complex “poly-territory” of relationships (apparently destined to favor the dispersed implantation of uses and functions in an extended and arterially accessible land) the qualitative – and not speculative – approach of that new urban-territorial organism, evidenced the need to explore a greater multiple and interactive integration between systems and subsystems (at different scales) favoring frameworks of action (and relationship); frameworks able to generate not only new and more responsible economical/territorial approaches but increasingly coordinated inter-actions between places and in-between-places.

The reading and articulation of this new diversified and integrated condition (networked and in networks”) was to be highlighted as a new possible key to action associated with the progressive translation of the very notion of “net/network” (the old paradigm of the neo-modern metropolitan city) to that of “mesh/network”, as a new, more flexible, elastic and plural connective and distributive logic for a new type of intertwined and interlaced *city-mobility-landscape* organization; an organization in which the notion of *Multi-city* would refer to an interpretation of the city-region as a new *geo-urbanity* articulated in the territorial (global) and reinforced in the urban (local).

Conceiving the city “outward and inward”; promoting interurban “linking” operations (*Land-Links, Land-Grids*) but also urban “reinforcement” and “recycle” operations (*ReCitying*); promoting the very idea of landscape not

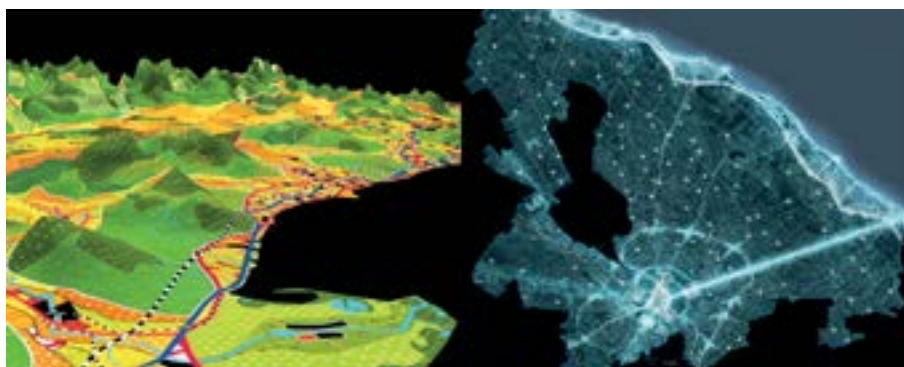


Fig. 7. *Network-City & Re-Citying, 2000-2015. Intertwined networked developments exo and endo.*

Above. Catalunya Land-Grid, 2003 (Actar Arquitectura + IAAC-Hi-CAT).

Allow. EccoLecce, New strategic plan, 2010-2012. Mosé Ricci (with F. Alcozer, S. Favargiotti, L. Mazzari, C. Sabeto, E. Sommariva, J. Sordi, University of Genoa and University of Salento.

only as an interlocking interstitial void but also as an authentic “operational and structural system”, open to use and activity and perfectly combinable with geo-urban patterns, fabrics and matrices¹⁰.

The term *Network-City* (or *Mesh-City*) (fig. 7) would express this will to explore a new type of interwoven geo-urban organization, or in network/s, proposing possible braided integrated systems, associated with new mosaics of variable meshed densities (*dis-densities* as discontinuous - but interlaced - densities); Inter-structures, topologically knitted and ecologically inter-wined, very different from the large super-structuralist rigs of the late twentieth century¹¹.

Faced with the mechanistic dynamics of the diffuse city but also with the paradigm of the large, compact and homogenizing city, a third way was to defend – especially in the late 1990s and early 2000s – this new multi-meshed – polycentric, polyhedric and integrated – networked definition, based on the existence of nuclei of variable density and intensity, of in-between (intermediate and intermediary) open/landscape spaces and of multiple meshes of diversified fluxes and mobilities (fast and slow), integrated, all of them, in multi-urban settlements, accorded to the natural and geographic conditions of their contexts¹².

As pointed out, the notion of *Re-Citying* (also interpretable as *re-Siting*, phonetically, but also eidetically) would allude to the exploration of a new type of urban redefinition (the city as re-informed material) in which the prospect of such multi-urban, networked approaches would be transferred to the reactivation of the city-node itself.

Outward *diastolic* dilatations would need, in fact, to be combined with inward *systolic* consolidations, going beyond the expansive (material) growths to more intensive (and environmental) developments.

- Concentrating, reinforcing and qualitatively reactivating the nuclear “centers”;
- Outlining and/or modeling the city edges (perimeters, margins, limits);
- Connecting (articulating and re-urbanizing) the dispersed aureoles of the peri-urban sprawls;
- Re-naturalizing, finally, the traditional urban fabrics, while still favoring

Fig. 8. Re-Citying, 2010-2012.

Various urban prospection projects. Above. Actar Arquitectura + GIC-Lab UniGe. Barcelona Multi-String Central Parc, 2012: a targeted reinterpretation of the Barcelona super-blocks. Center. Actar Arquitectura + Intelligent Coast: Barcelona-Mar, Multi-Ramblas, 2010, a proposal conceived for the big strip of Barcelona close to the sea. Allow. GIC-Lab UniGe: New pro-to-masterplan for the Val Polcevera, 2018, a redefinition of the area after the fall of the Morandi Bridge, with new meshed connectors and a fluctuant river/side park.



a reactivation and reinforcement of the city itself from its own innovative “re-information”: redefining, restructuring, reprogramming and/or recycling it in order to re-impulse its own potential¹³.

Between the Rio Summit in 1992 and 2012, the successive reports and messages issued by experts would make it possible to evaluate, with scientifically proven data (thanks precisely to digital development), the effects of human activity (and above all of cities and territories) on global warming and its negative environmental consequences, economic and social; showing to the public light the intensity of the changes produced and the risk factors derived from them, positively rethinking, in this sense, the use of resources, but also of urban pre-existences, from new combinations between plots, types, programs, circuits, uses and environments.

New processes on a territorial scale and on a local scale were already recognizable that would no longer be those of the *city-urbs* vs. *nature-silvus*, nor those of the *centre* vs. *the periphery* or those of a new compact (morphological) city vs. the diffuse (anti-logical) city, but those of a new *geo-urban multi-city*, polycentric and dis-dense, *urbanly* reinforced and *territorially* interwoven by flexible infra-, intra-, inter-, trans-, eco-, endo- and info-structural meshes and networks¹⁴ (fig. 8); dynamics called to integrate in new strategic matrices, conceptions, combinations and connections as *multi-valent* as decidedly *poly-valent* environmental answers.

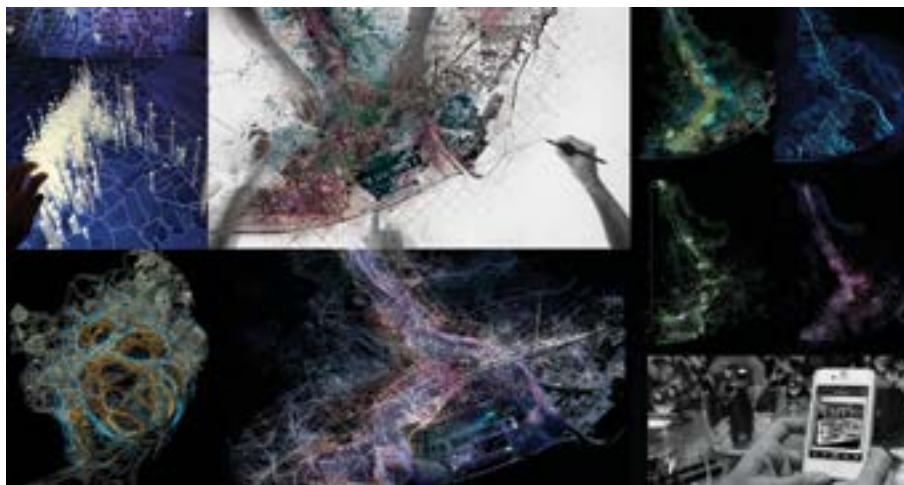


Fig. 9. *Smart-Cities, Intelligent Cities 2010-2020. Towards a new type of global management/interaction between data, spaces, citizens and evolving registers. Left in blue: Carlo Ratti, MIT: Senseable City Lab and 300.000 Kms. Architects: Visualizations of urban data (2012- 2017). Wright. Actar Arquitectura + GIC-Lab UniGe: Parc Agrari del Baix Llobregat: a park of parks, 2017-2019. New structural interpretations of the park as a multi-programmatic landscape conjugated as an interactive space with networked applications between owners, farmers, citizens and users.*

▪ *A phase of interaction (and interactivity). 2010-2020*

The second decade of the 21st century has seen the exponential development of technologies that have multiplied the potential for interaction between spaces, contexts, media and users, thus initiating a stage of increasingly ubiquitous processing capacities and increased performance, and which call for a new expanded (and at the same time immersed) dimension; a dimension called to rapidly assume the hybrid condition – physical and virtual – of contemporary “(hyper)reality”¹⁵.

Since the middle of the first decade of the s. XX (2005-2008) the evolution of mobile telephony – from the first 1G generation to the recent 5G – parallel to the progressive development of apps or networked applications, has not only favored the growing portability of new interactive capabilities but has also highlighted the decisive importance of data processing generated in real time (Real-Time-Data) and the potential of a new type of *sensor-sensed* and *cosed-coded* environments, disseminated and dynamically distributed, amplifying the *interaction(s)* between *information(s)* thanks to the improved capacity of recording, storing and managing data (BIG-DATA) so linked to the very emergence of the concept of Smart Cities¹⁶.

The concept of *Smart-Cities*, *Sense-Cities* or *Intelligent-Cities* (fundamental in the second decade of the 21st century) (fig. 9) would call for a new type of urban “management” in which the city would tend to be understood, more and more, as a *meso-informational* system (a “medium” between information) destined to integrate, to process, and hypothetically to improve, diverse factors of urban incidence in scenarios – theoretically and tendentially – more positive/ positivized, safe and qualitative: informational processes susceptible of reinforcing the levels of efficiency in/among Urban Services, Structures, Strategies and Spaces (USSSS) reducing the cost and consumption of re-

Fig. 10. *Smart-Cities, Intelligent Cities, Co-Cities, 2010-2020. Above, from left to right: Natural Contexts and artificial Big Data environments and Smart Streets as communicative environments, generators of expressive or luminous avatars (IAAC Research, 2012-2014). Allow. From a new co(l/n)ective intelligence, a new urban active mediation of direct responses in situations of scarce resources permits to generate spontaneous co-designed and participatory solutions (GIC-Lab, Rurbact UniGe: Caserma Gavoglio, Genova).*



sources, optimizing their management and promoting new positive synergies between citizens, habitats and local governances: a more efficient and networked (real-time) administration of traffic, energy, water, health, waste, uses and activities, risks and threats, productive landscape and balanced land-use related to urban planning itself; dynamics that, at the end of the first decade of the 21st century, seemed to lead to the *n-City* towards an increasingly parametric (and parametrizable) dimension, in which the very notion of information tended to be understood, more and more, as data-factor and data-indicator¹⁷.

The research developed in this “third moment” of searches would tend to deepen the exploration of the new interactive capabilities associated with the accelerated progression of the encounter (and crossing) between reality and virtuality, materiality and digitality (integrated or embedded in sensitive materials); but, also, between matter (reactive) and environment (reactivated); between environment (acted) and agents (actuators). From a new hyper-collective (and hyper-connective) shared condition attentive to new co-productive processes (co-decided and co-decisive) as elements directly associated with a new “exchanging” systematics, progressively expanded in its performances and applications.

In this sense, the concept of *Co-Cities* (fig. 10) alludes today to the exploration of a new paradigm, that of the cooperative city (co-participatory, conjugated, co-responsible and co-decisional) and its translation into a new type of “fuzzy intelligence”, more holistically intercommunicated (*Common Cities, Learning-Cities & Smart Citizens*, etc.); a new *co(l/n)ective* condition in/among spaces and

behaviors called to explore a new kind of interactivity – and co-responsibility – social and environmental, responsible and responsive, at the same time¹⁸.

A new social *e-Co-mediation* would emerge, in which the technological and the phenomenological would be combined with the *act-logical* (with a new logic of action); the sophisticated with the spontaneous; the processual with the mobilizing; the artificial with the natural; propitiating (beyond aesthetic prejudices or stylistic filters) the obtaining and/or the optimization not only of the “simply and directly necessary” but of the “qualitatively and sensitively necessary”; without conventional aesthetic prejudices¹⁹.

Promoting a social reconquest of the public space interpreted as a relational *topos*, open to the simultaneous, to the multiple and the mutable; to the variable and the spontaneous, but above all to the plural, that is to the co-experiential and the convivial²⁰.

▪ *New Challenges*

Where remains, then, the old urban form in this new framework of action, of technical/technological change? where the traditional notion of morphology? Precisely (perhaps) in that transfer from the formalizing to the formula-ting; a transfer open not to closed layouts, figures or gestures in space but to more open (and virtually evolutionary) “oriented trajectories”, in which a new type of new, more diversified and irregular topologies, more flowing, fluctuating or fluid – far from the old substantive essence of the old trinomial definition “form-figure–volume”, and its essential, fixed and/or static declination; stable, established and/or stabilized – would be those that would define the new maps of action and interaction²¹.

But, also, in this transfer from the formulating to the re-formulated, open to the new urban-architectural and urban-territorial network conjugations, no longer macro-structural but flexible and procedural, in which the urban morphology itself would be diluted in a set of intertwined mosaics, as plural as heterogeneous: structures where knits and knots, wefts and lattices, meshes and meshes, topographies and topologies – fields and environments – would coexist multi-related and multi-relational (interconnected and inter-connectable) as varied (or variable) as diverse (and diversified).

And, likewise, in that transfer from the re-formulated to the co-formulated (to the mediated, to the flexibly reactive) in which broad bundles of diverse possibilities, associated with possible varied scenarios susceptible of combine “information-projection-action” in new (in)formal and informational responses (both strategic and multifaceted) would put in crisis any absolute idea of a substantive logic of pre-designed form; leading it towards a new kind of multiplicity and “instability” inherent to its own (and new) responsive (and responsible) multiple (but driven) interpretation in which the architect/urbanist would have passed from his old role of prescriber/designer to that of prospector/inductor of new option/

decision potentialities. Combining reactive information(s) with attractive visions and experiential actions in new spatial challenges able to generate “integrative, narrative and performative horizons, at the same time”.

New open horizons (and new open/driven systems) in which the notion of urban morphology would find itself in serious trouble when it would continue encouraging univocal or coherent conformations (figurative or type-votive compositions) in the face of a new genre of evolving scenarios (generated beyond the traditional figurative or objectual rituals); scenarios not only more ambivalent but more multivalent (or decidedly polyvalent); first, as we have pointed, more hybrid and fluctuating; then more diversified and elastic; and finally more varied and variable, more adaptable and adaptive (reactive, responsive and interactive).

In this will of recognizing, analyzing, organizing or projecting our complex (multi)urban organisms (more and more fluctuating and slighting, more rebellious, conflictive and unpredictable, but also richer in events and information(s) as conditions, volitions, solicitations, situations and possible operations) the new urbanism and the new architecture must, however, continue to work with key spatial terms such as Form, Order, Organization: terms surely understood, therefore, in a different way; less disciplinary and disciplined than the old secular and/or seminal conceptions:

- Form as Formulation (or open Configuration rather than as closed Figuration); understanding the idea of Configuration as a processual, optimized and synthetic answer between other various linked trajectories
- Order as a capacity of relation (of orientation, negotiation and conjugation) rather than as a will of Control; understanding Order as a flexible interand intra-structural capacity of conjugation and coordination.
- Organization as Flexible Conjunction rather than as Regulated Subjection; understanding Organization as a plural and mixed agreement.

Dynamics, in fact, related to a techno-cognitive change that would prefer to call – forcing the conventional definitions – for “*varied forms associated with the same set of open and consistent logics*” (*logomorphies*) rather than “regulated logics linked to the same type of forms, closed and coherent” (*morphologies*).

The adventure that has supported these researches has shown an intense will to get involved with the culture of one’s own time, claiming the role of an architecture and urbanism associated with a new cultural, creative, technological, scientific, social and political thought at the same time: a collective adventure (and no longer a mere register of “marks”, more or less iconic) determined to combine project activity and intellectual reflection when it comes to continuing to qualitatively define habitats and environments, scenarios and living spaces in line with the ambitious concerns – rather than with the contingent inertias-- of society itself.

▪ NOTE

- ¹ ROSSI 1966.
- ² BATTY, LONGLEY 1997, pp. 74-83; GAUSA, GUALLART, MÜLLER 2003; RATTI, CLAUDEL 2016.
- ³ BALLESTEROS, BARAHONA 1998, p. 60; GAUSA 2018.
- ⁴ GAUSA, VIVALDI 2021.
- ⁵ GAUSA *et alii* 2003.
- ⁶ BATTY, LONGLEY 1997, pp. 74-83. 7 GAUSA 2012; WALDHEIM 2016.
- ⁸ FARGAS, PAPAIZIAN 1994, p. 90.
- ⁹ GAUSA, VIVALDI 2021.
- ¹⁰ GAUSA 2011; LLOP 2011.
- ¹¹ GAUSA *et alii* 2003.
- ¹² GAUSA 2011; LLOP 2011.
- ¹³ GAUSA 2011; RICCI 2012; CARTA, LINO, RONSIVALLE 2017.
- ¹⁴ GAUSA 2011; GAUSA 2020.
- ¹⁵ GAUSA, VIVALDI 2021.
- ¹⁶ KOMNINOS 2008; RATTI, CLAUDEL 2016; CANESSA 2021.
- ¹⁷ GAUSA. 2012; RATTI, CLAUDEL 2016.
- ¹⁸ GEHL 2010.
- ¹⁹ GAUSA, VIVALDI 2021.
- ²⁰ AMAN, DELSO 2016, pp. 92-107.
- ²¹ GAUSA, VIVALDI 2021.

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