

The golden influence, Maybe?

(Tokyo, December 2008)

The noun 'creative city' seems to become the salvation strategy for cities, where every city is evaluated by their creative productivity. Quick collages, brand marketing, investor's spreadsheets, and the new technology have taken over, but do not produce more than stronger global competition between cities. Though artists, galleries, bars and restaurants make part of cities attractiveness, attractiveness can not simple be created by their huge quantity.

The study of successful cities in history reveals that disruptions in their development are a common characteristic. Disruptions never made part of any development strategy. The paper asks if the thoughtful application of 'disruptions' in city planning could help to regenerate cities in a better way than common strategies of over-determination.

We assume that 'interstitial spaces' (Freiräume), which are currently not valued in city planning, play an important role in the cultural production process, and that via their evaluation and management society might keep up with the creation of continuously stimulating environments.