

THE FAR (FLOOR AREA RATIO) GAME: CONSTRAINTS SPARKING CREATIVITY

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YEONDOO JUNG, SEUNG WOO BACK, JINYEOL JUNG AND 2 ADDITIONAL ARTISTS

La Biennale di Venezia: The Korean Pavilion | May 28 - November 27 2016



The Korean Pavilion at the 15th International Architecture Exhibition examines the challenges and consequences of architecture in improving the quality of urban life. Led by artistic director Sung Hong Kim and co-curators Keehyun Ahn, Isak Chung, Eungee Cinn, Da Eun Jeong, and Seungbum Kim, the title "Floor Area Ratio" describes the total floor space of a residence and its relationship to its geographic location or site. The exhibition focuses on the social dynamic at work between a city's laws and systems, and the demands of clients and architects who seek quality while meeting these demands. While illuminating the unique and dense growth of South Korea, The FAR (Floor Area Ratio) Game: Constraints Sparking Creativity also explores the potential for urban renewal and redevelopment. The 15th International Architecture Exhibition, titled "Reporting From the Front," is curated by Chilean architect Alejandro Aravena (b. 1967) and organised by La Biennale di Venezia.

IMAGES FROM THIS EXHIBITION



Building Recollections, Installation view...
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Building Recollections, Installation view...
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from "유적을 게임: 창의성을 촉발..."