

Istanbul: The Walled City





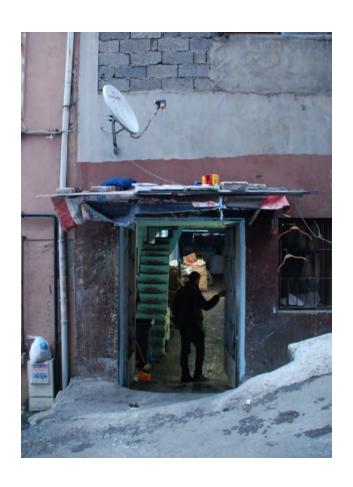




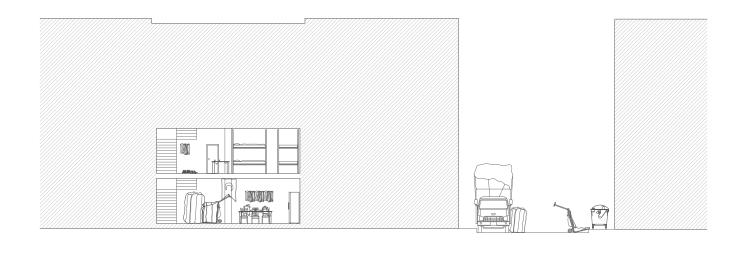


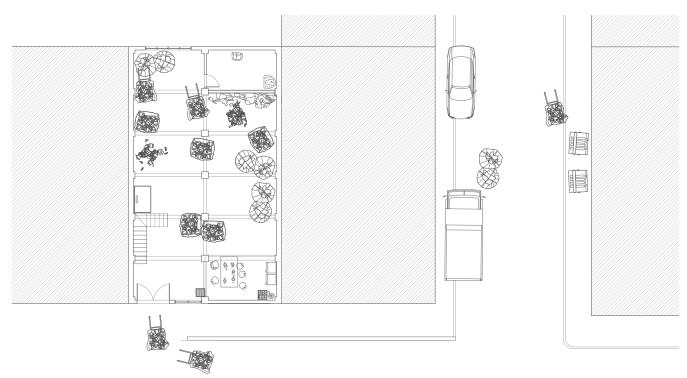




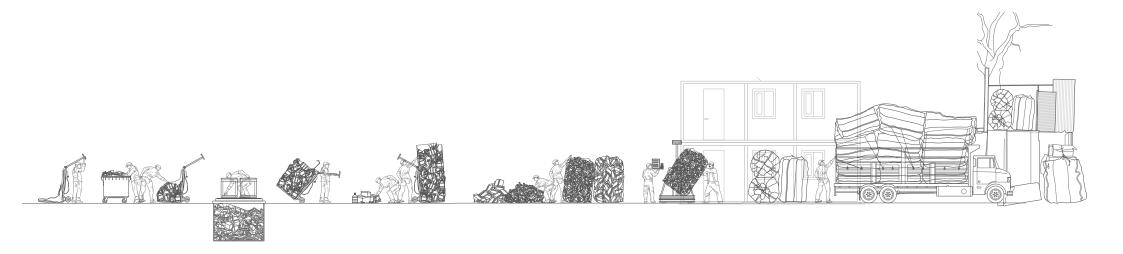








Enter the Margin







Ali



Ahmet

Omer

Moat Gardener Last Inhabitant



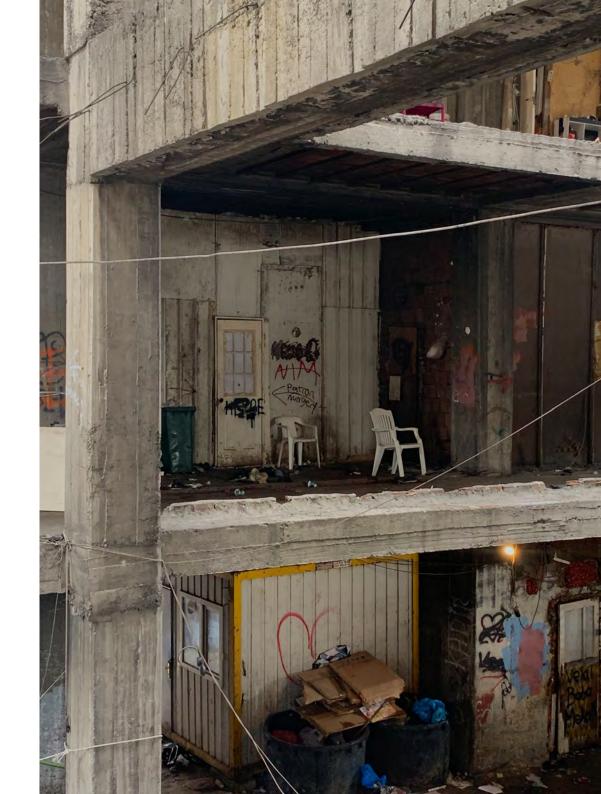
Omer

Street Gleaner

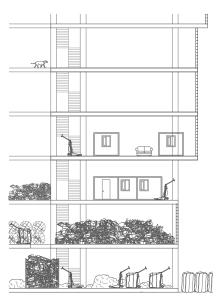


Omer

Street Gleaner











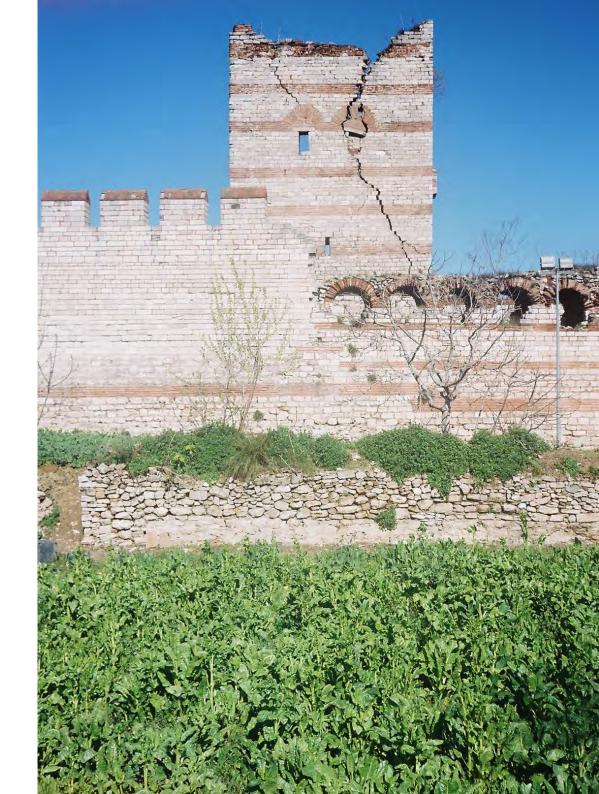
Ali

Moat Gardener

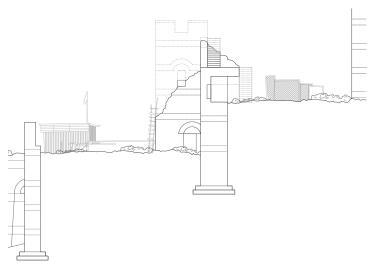


Ali

Moat Gardener











Ahmet

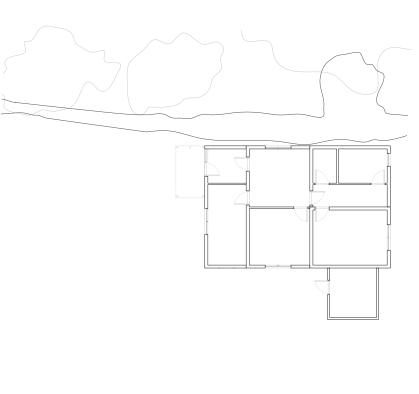
Last Inhabitant



Ahmet

Last Inhabitant





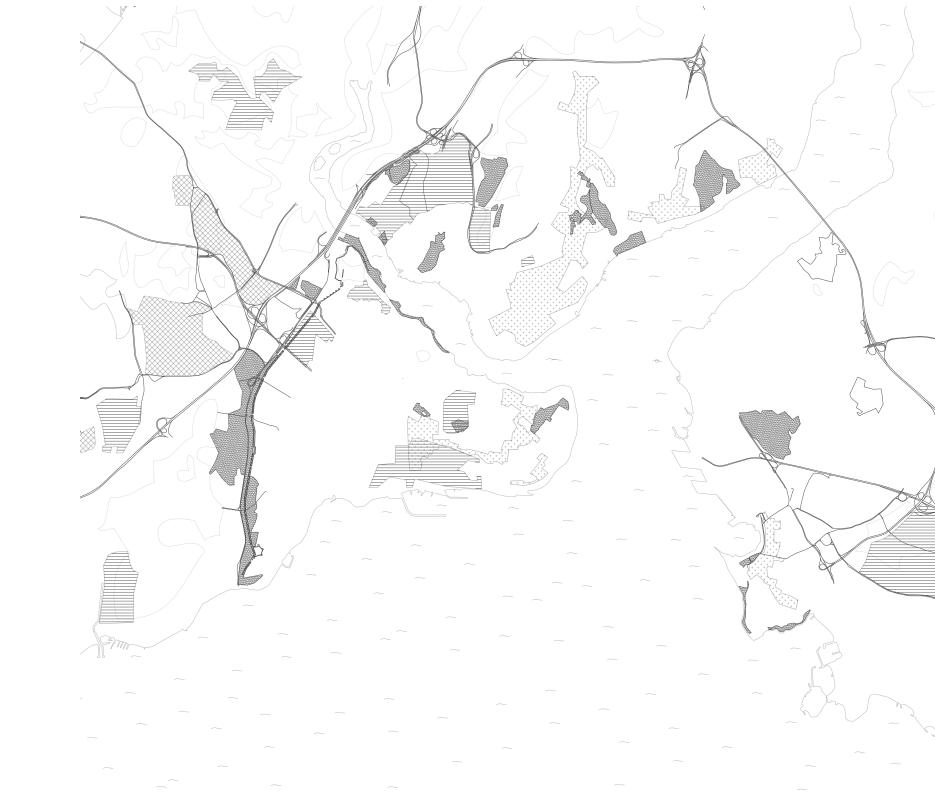




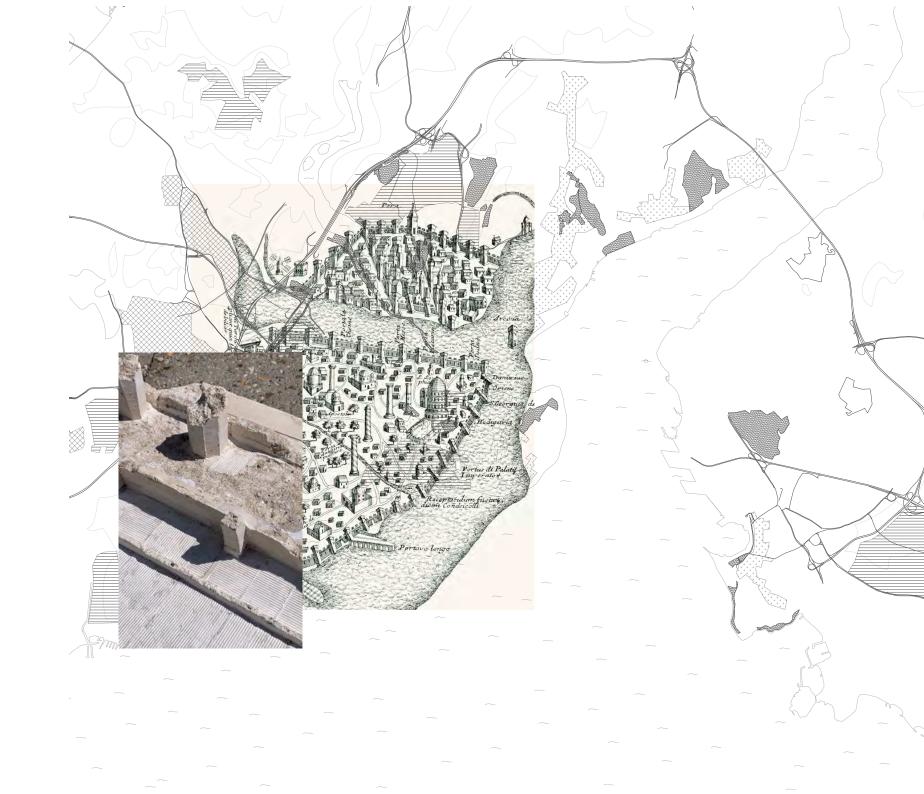
CONCLUSION

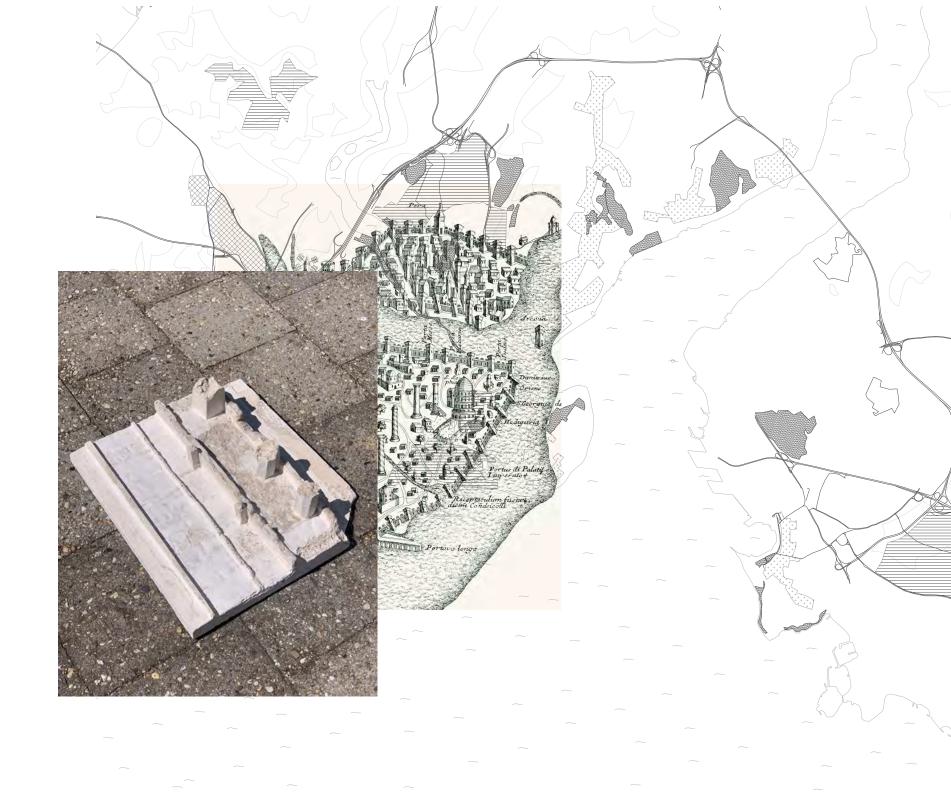
Custodians have carved moments of the commons into the marginlands, acting against hyper—commodification of public space

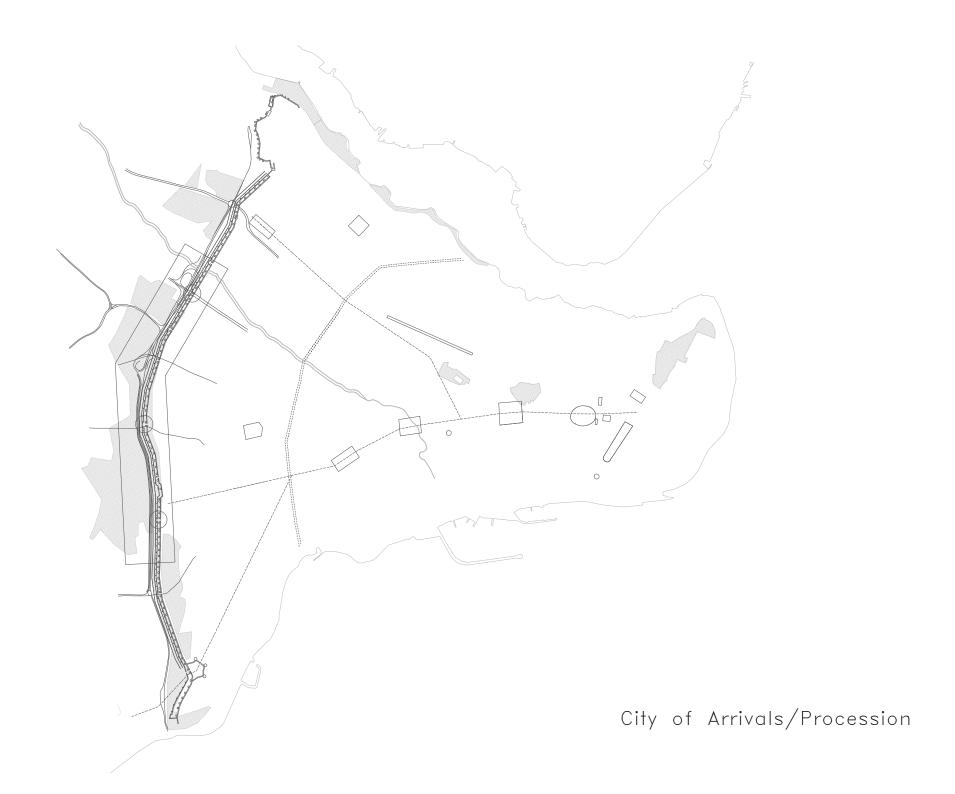
How could a contemporary commons be developed in this context?

















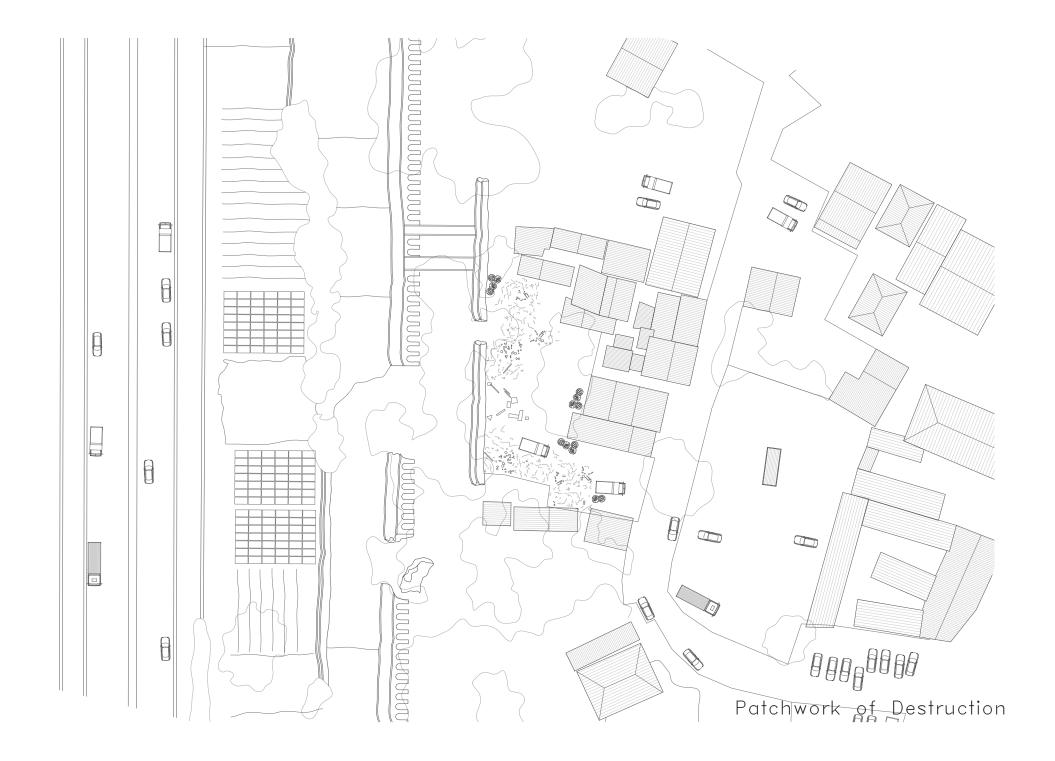
Active Garden Sports Fields and Clubs Passive Cemetery Park/Green Demolition Otopark (asphalt)

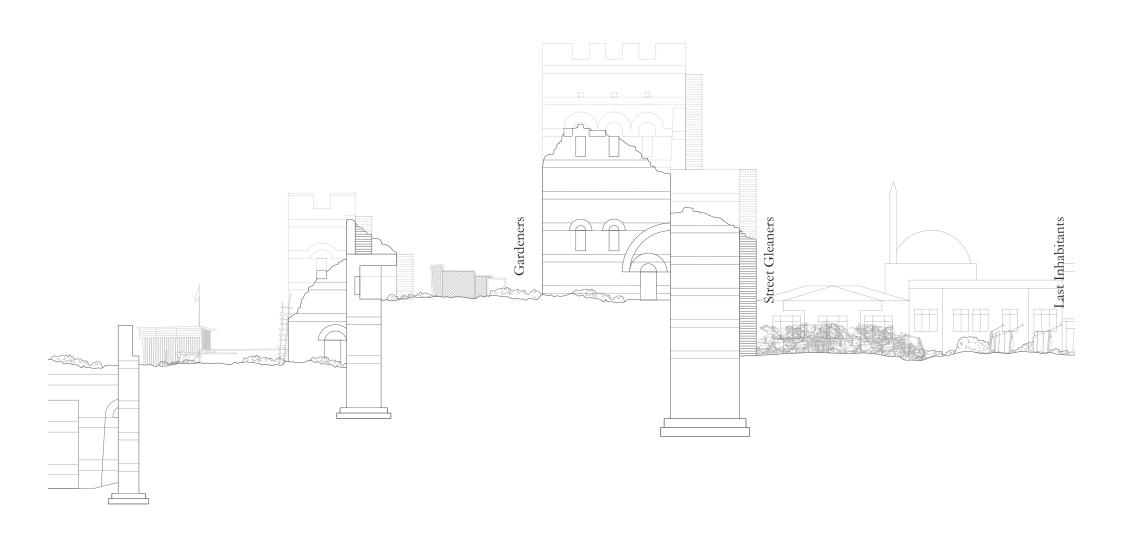
Ground as weave of textures



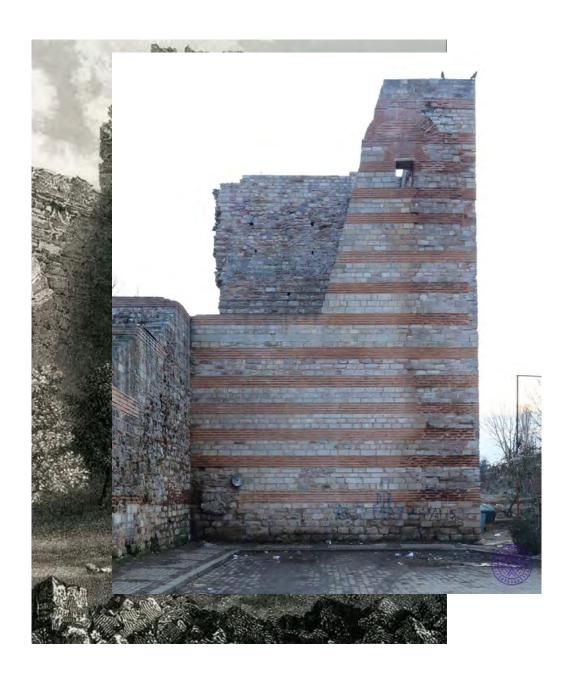


Patchwork of Destruction





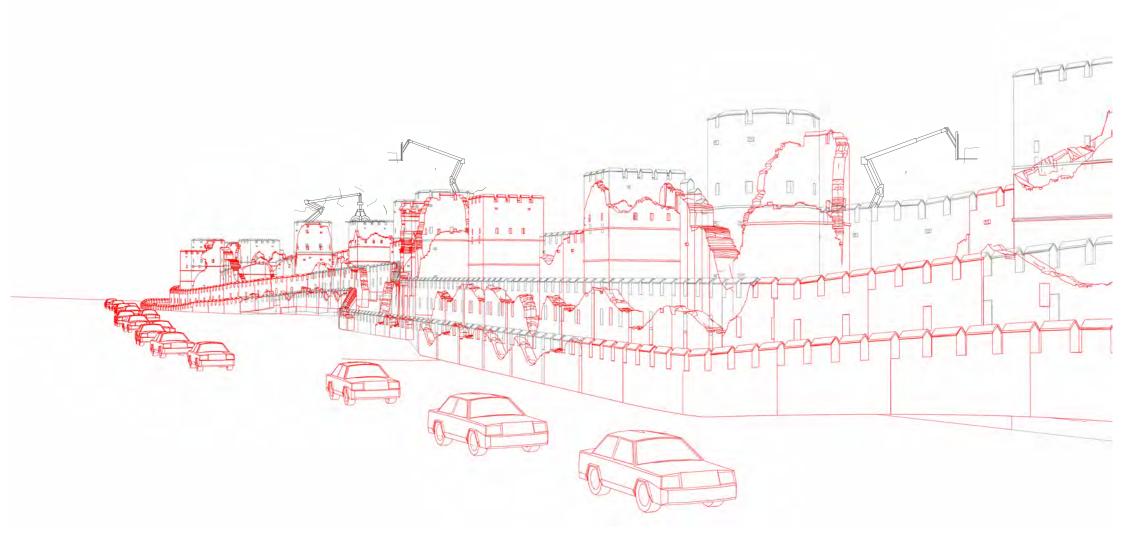


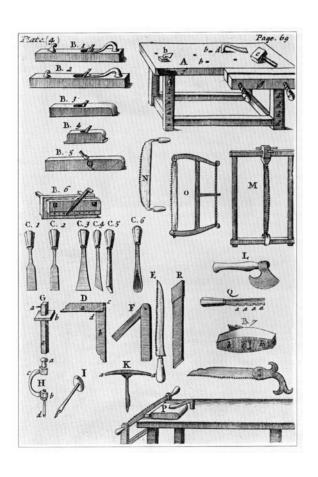


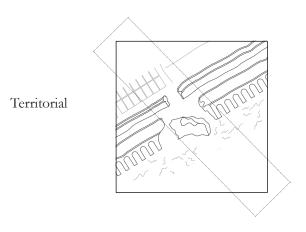


How could a contemporary commons be developed in the rapidly commodified marginlands?

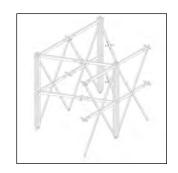
In this instance, the case of the Land Walls



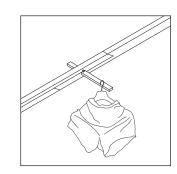


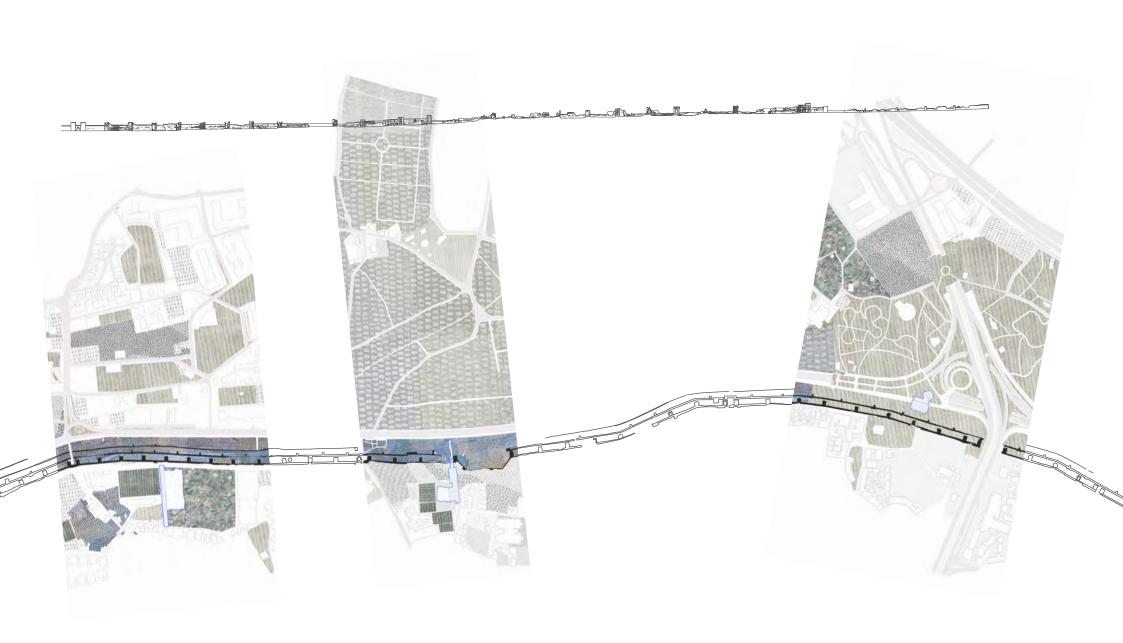


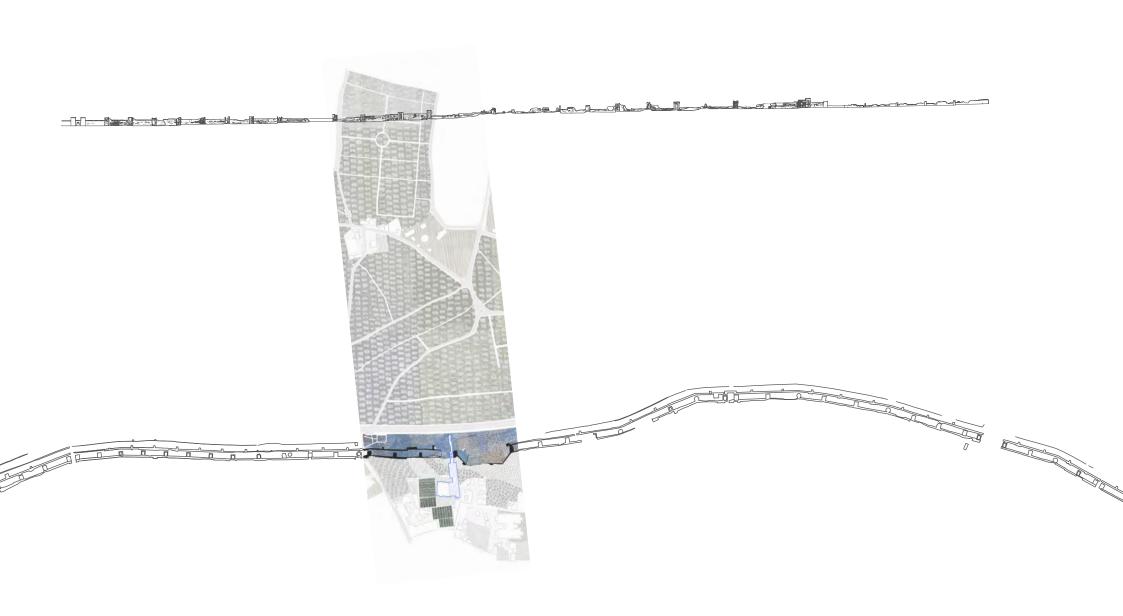
Structural

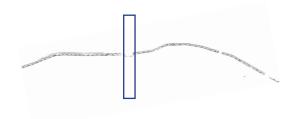


Habitual





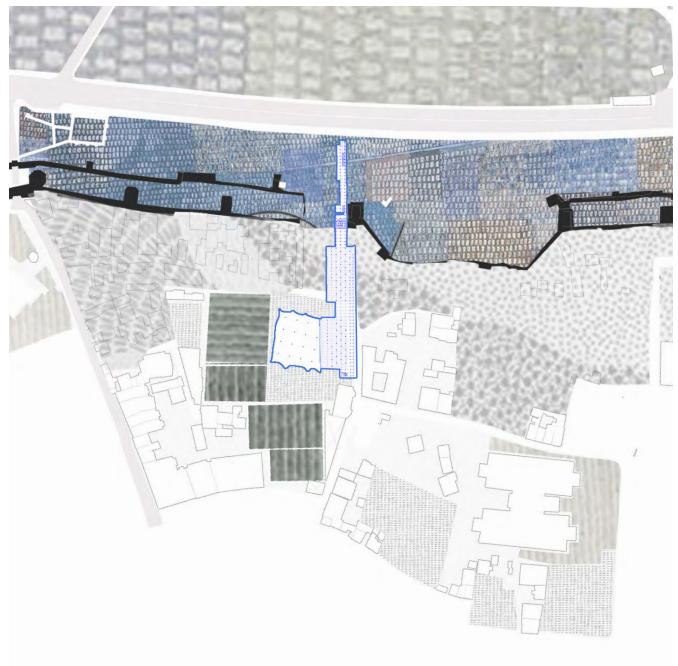




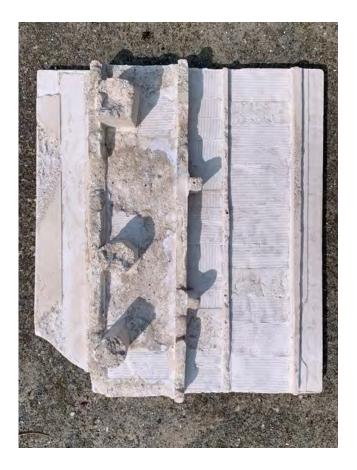
Lost Tower

Primary School

Sports Fields



Infrastructure to Activate Ground





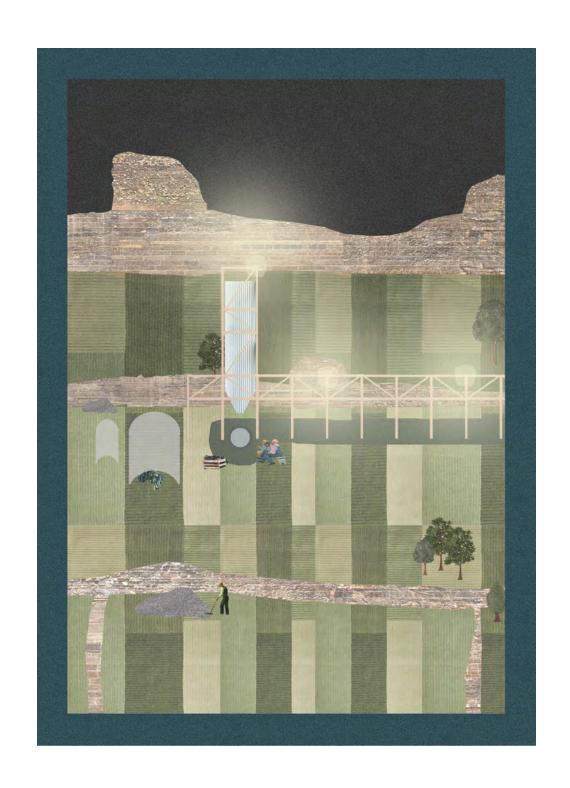








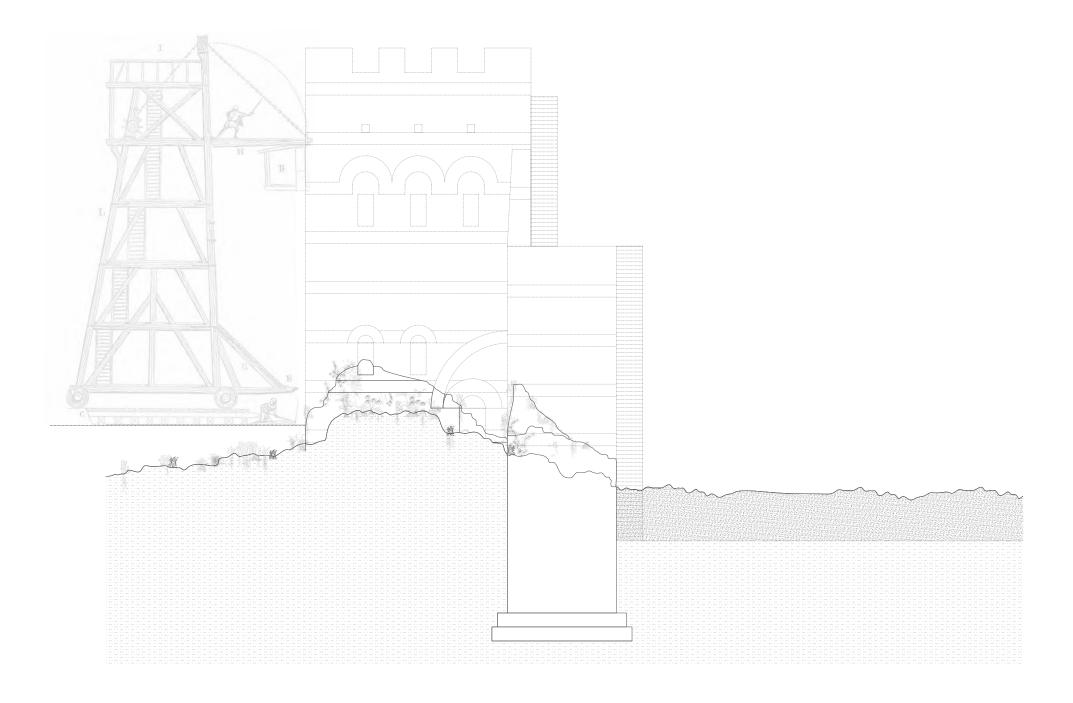
Scaffolding as Repairer: Fountain

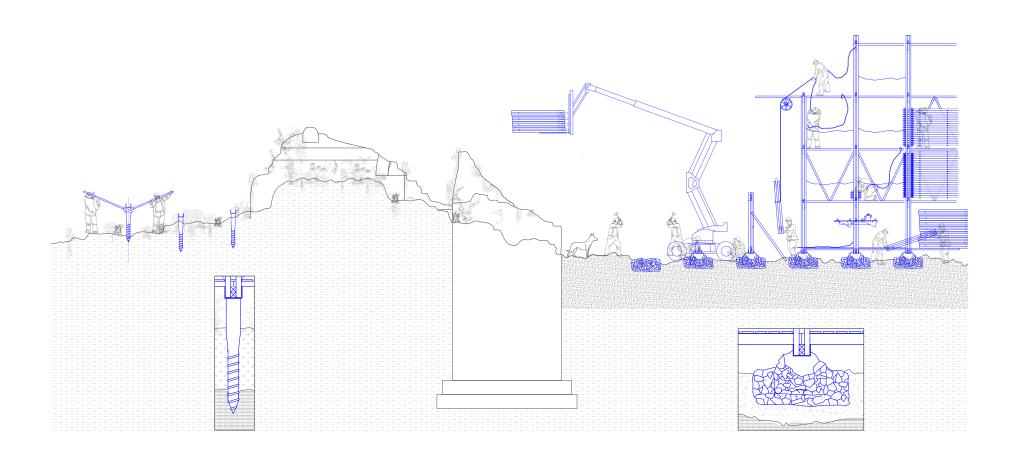


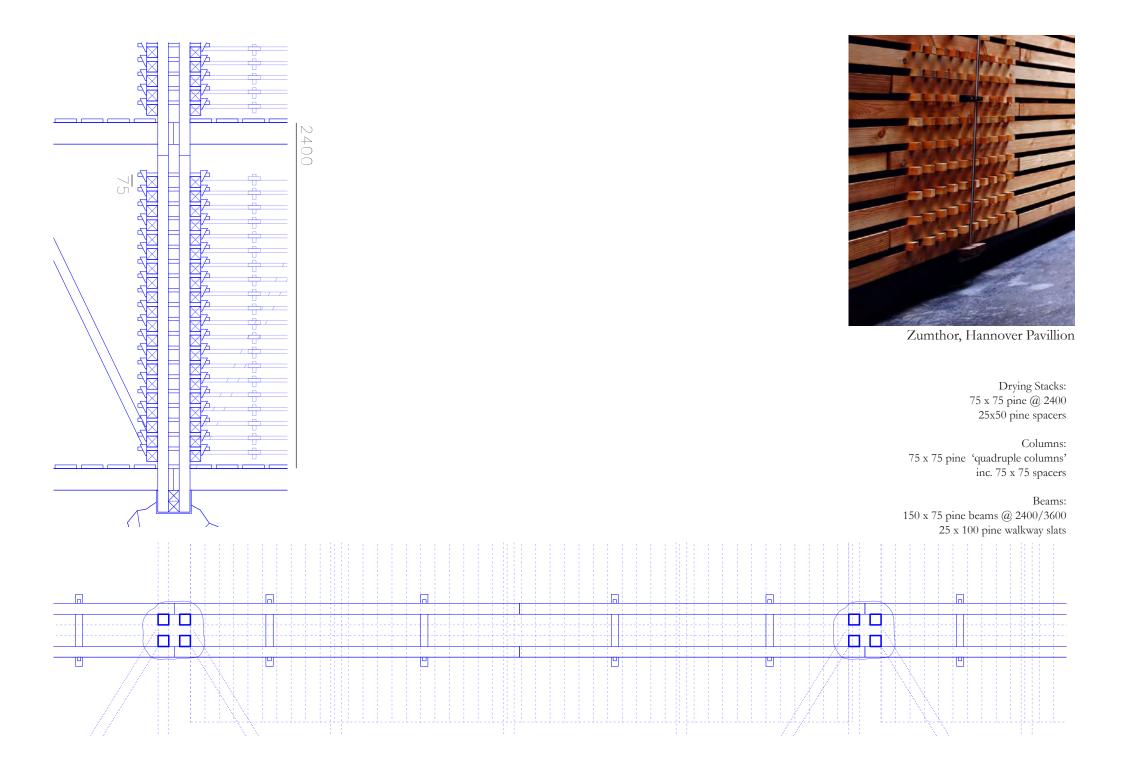
Scaffolding as Gatherer: Well

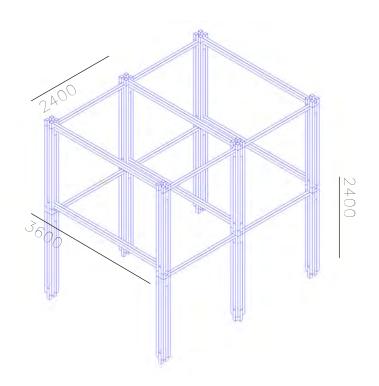


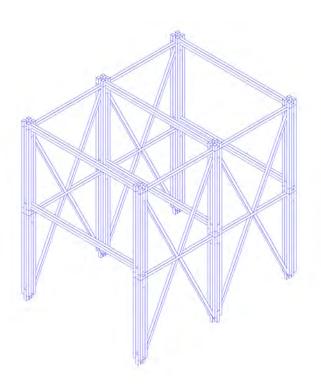
Scaffolding as Activator: School // Market

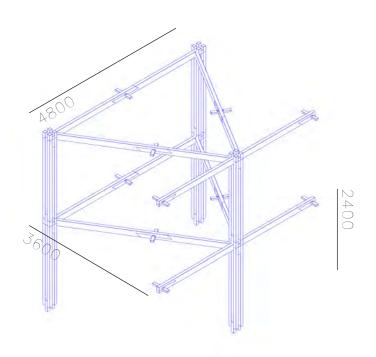


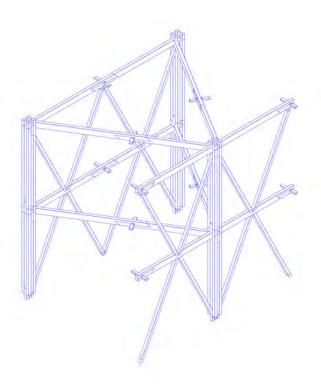


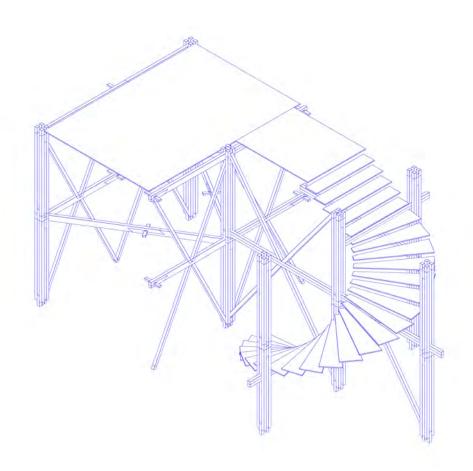


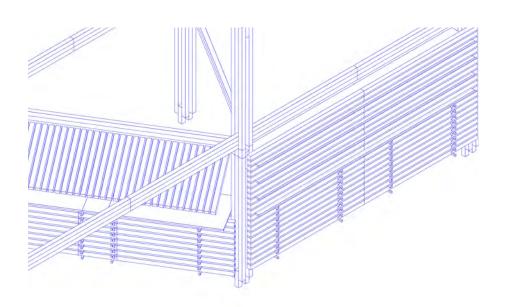


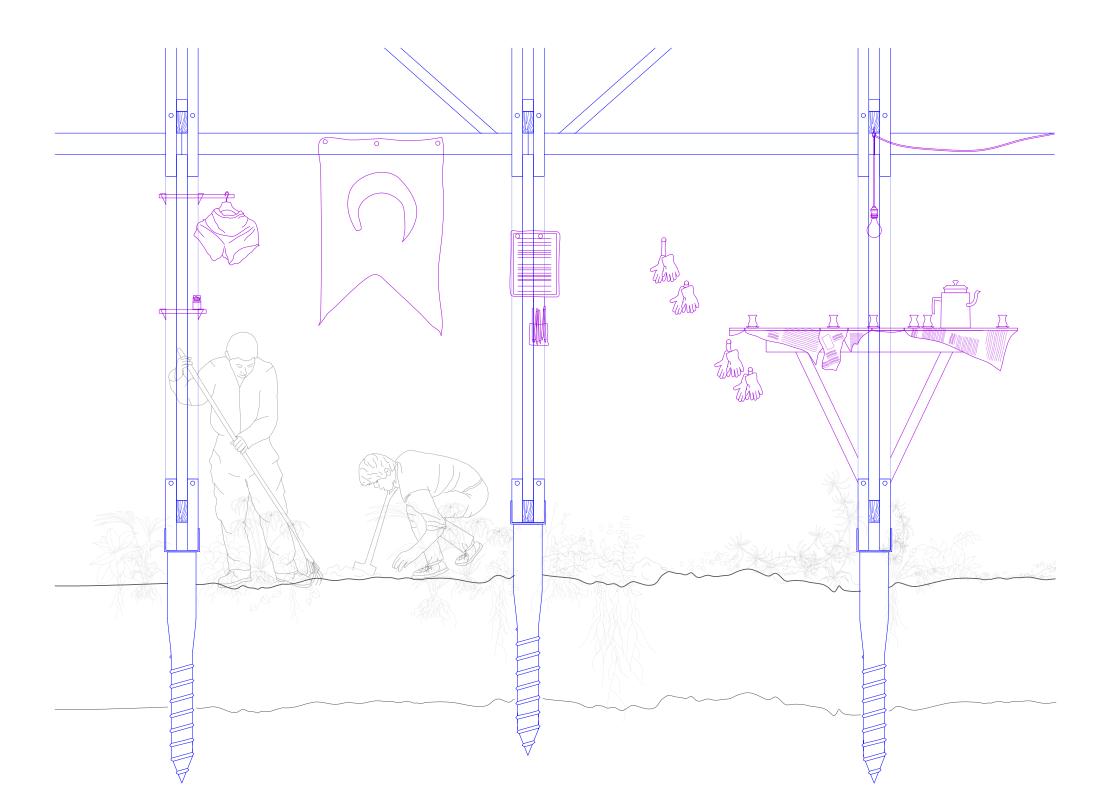


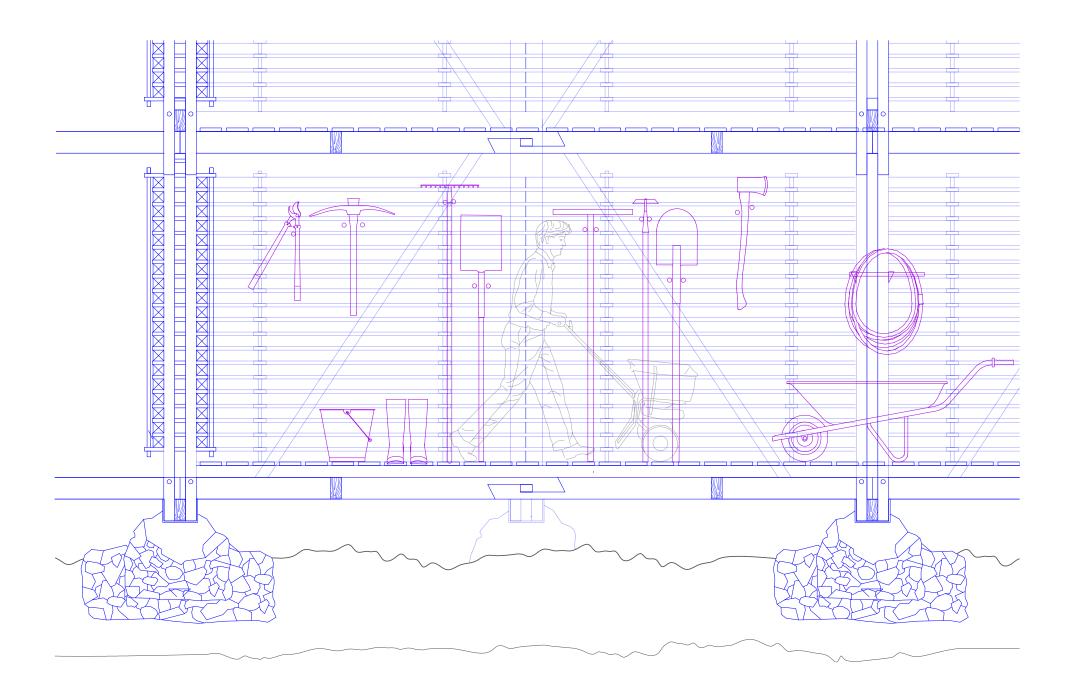










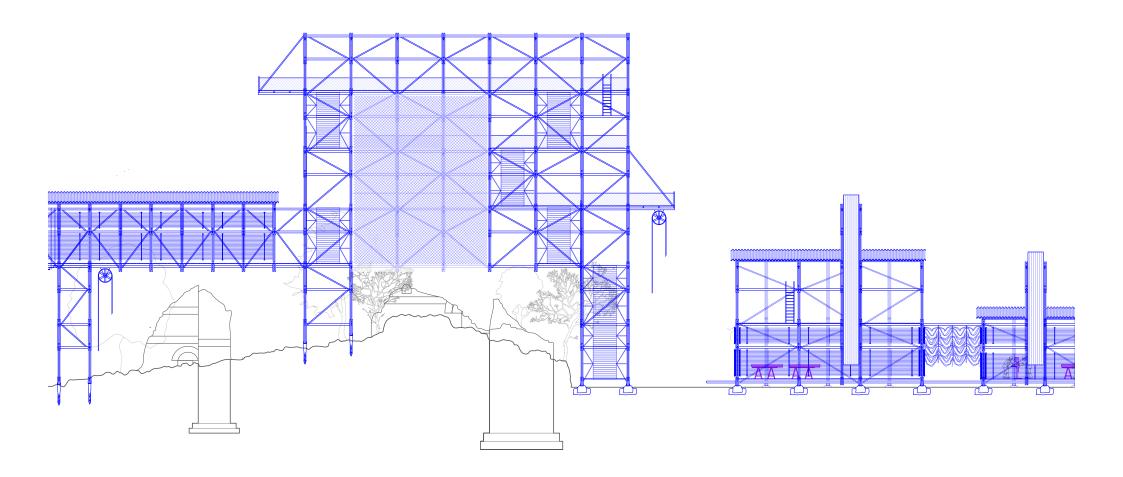


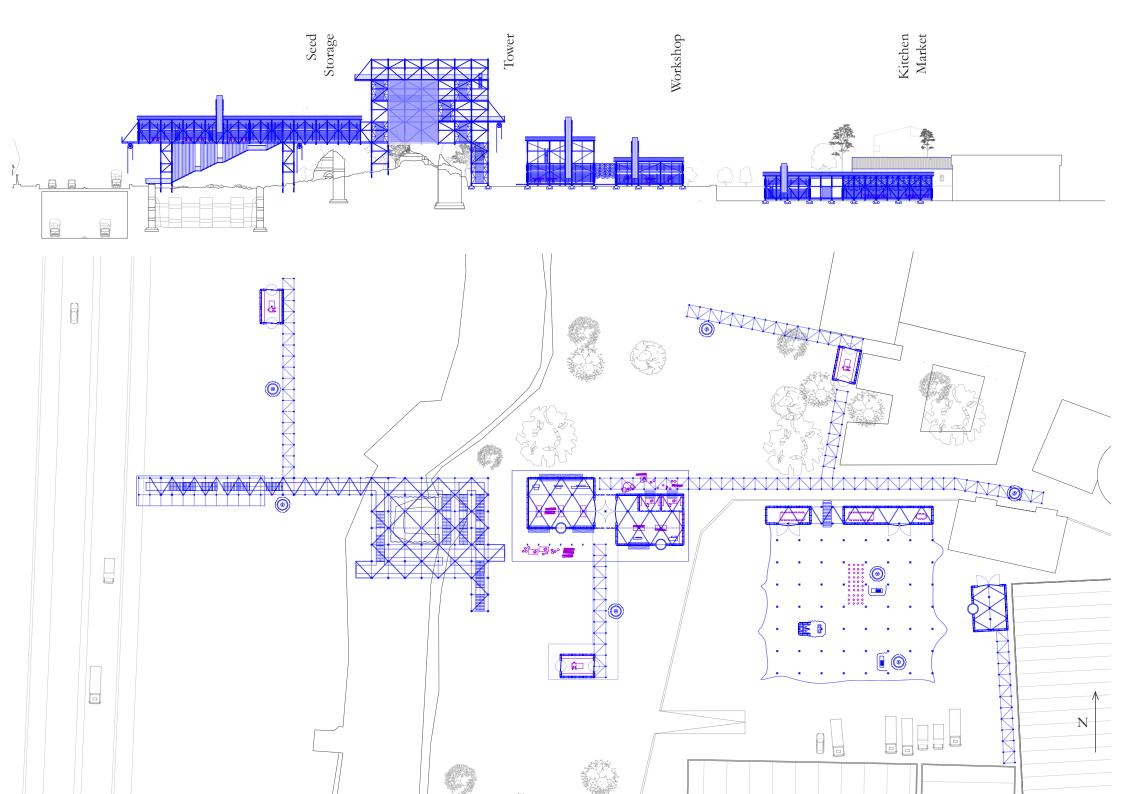


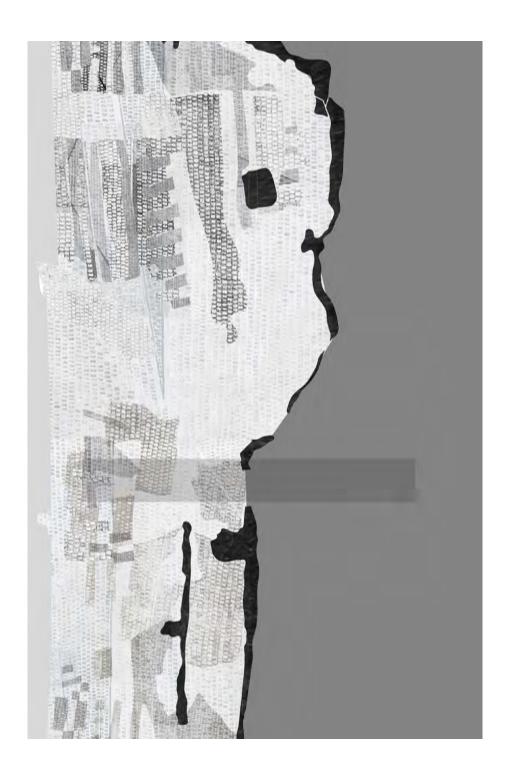




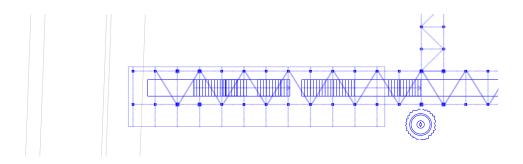


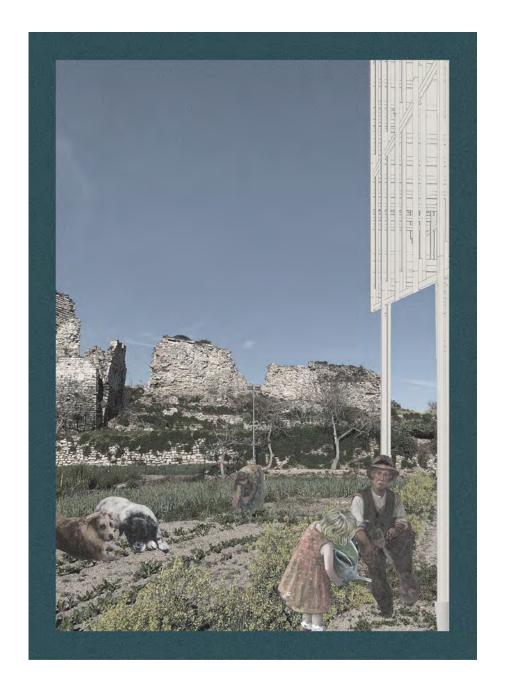




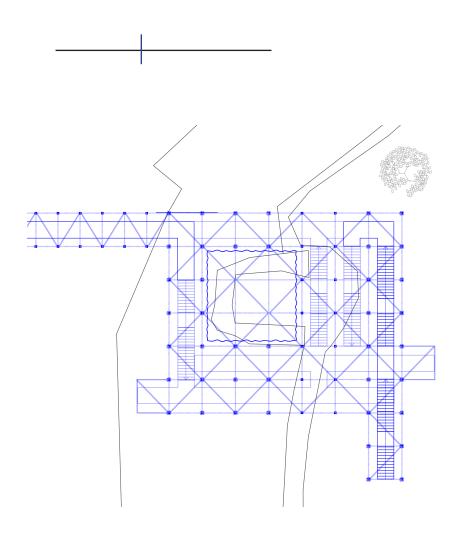


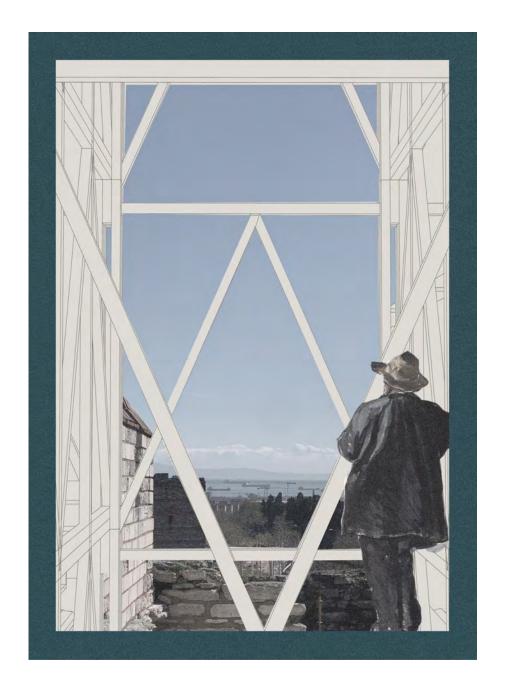




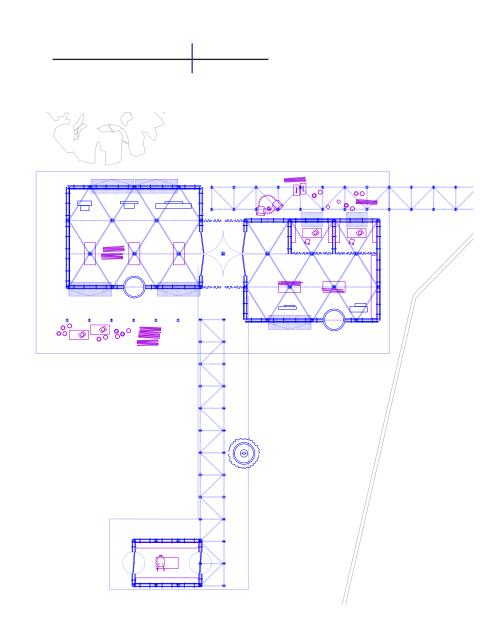


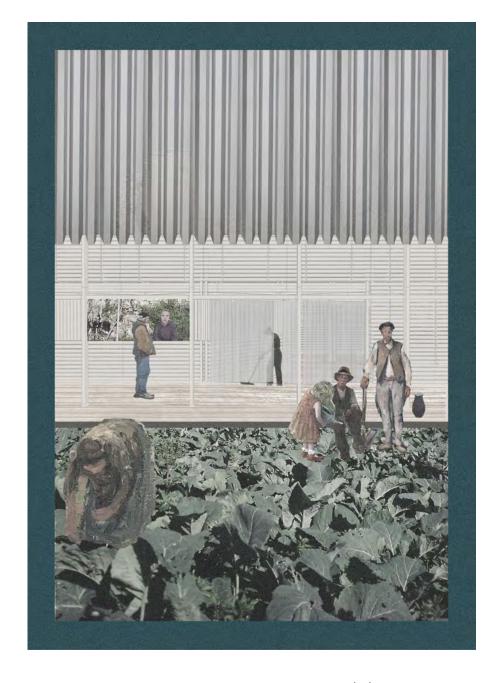
Arriving





Ascending





Teaching // Learning

