Dear Richard,

To answer your question first. Dozens of buildings, primarily medium scale residential and commercial complex, by different architects (and some are by non-architects) are collected and analyzed by our curating team from the angle of The FAR Game, and presented in drawings, models, and graphics as a single and coherent framework. It means the exhibit is not a collection of individual projects, but a collective project by our curating team.

So you still prefer The FAR Game as the main title. I like the new title, ***The FAR Game: Constraints Sparking Creativity.***

And John's (Prof. Peponis) response to your opinion:

Richard's response is very clear headed and articulate.
As I read it, I end up liking: "The FAR game: constraints sparking creativity" but also "The FAR game: turning constraints into advantage". The final choice has indeed to depend on content. Will we only emphasize "good design" (in the standard architectural criticism sense) or will we succeed in including investor's opinions and even users' opinions, or even in including data on performance, so that we can indeed show that "creativity" is not merely about "beauty" or "elegance" but also about program and programmatic benefit?

Whether it is either the main title or sub title, it seems we will keep The FAR Game. We will discuss for the next few days. I will get back to you. Thanks always.

Best, Sung.