

Dear Ricky,

After our talk over Skype, John and I pondered alternative titles for hours in Athens. I am also working with our curating team here after I returned to Seoul. Yet the best title is so far,

“Creative Constraints: The FAR Game” or

“Creative Constraints: The FAR Game City”

John and I agree that “The FAR Game” may not deliver the content/message of exhibition explicitly. But I would like to keep “The FAR Game” as the subtitle, because it is the one with which I applied for the curatorship of Korean Pavilion, and jurors bought the idea. I also asked associate and assistant curators to join me with this theme.

Please find the PPT file where we collected buildings, which we think good examples of the FAR Game. Most of them are medium size, and were built in Seoul and surrounding areas for less than five 5 years. We will not show them as individual work of architecture. We will anatomize them by elements and types, and exhibit them in graphics, diagrams, or models as coherent phenomena. We will show how architects go beyond the inertia of the FAR Game, and how additional values (social/cultural as well as economic) are gained.

Apart from the building examples, we will show many numbers in graphics, which explain the unique condition of Korean cities (Seoul as the core), and the tough frontiers of Korean architecture. Movie clips and photos are also considered to be shown. Please give us some insights.

Thank you and sorry for interrupting your Christmas.

Best,

Sung KIM