

## **The FAR Game**

### **Korean Pavilion, the 15th International Architecture Exhibition, 2016 Venice Biennale**

*The FAR Game is played on the front lines of Korean architecture.*

FAR (Floor Area Ratio) is the ratio of a building's total floor area to the size of the site it is built upon. Maximizing a building's FAR is a battle that 99% of Korean architects must wage in order to keep their job.

It could be said that a clear identity for Korean architecture has been blurred amid the struggle between conflicting agendas: demolition vs. regeneration, privatization vs. nationalization, aesthetics vs. practicality. But underneath all of these considerations, the FAR Game always rages. It touches the everyday lives of both the rich and the poor, the white-collar and the blue-collar. It has been a driving force behind the growth and amplification of Korea and its architecture for the last 50 years.

Seoul is the capital of South Korea, but one could go so far as to say it essentially *is* South Korea. It holds the Triple Crown of density: the most populated, densest, and most concentrated. Half of the population of South Korea resides in the Greater Seoul Metropolitan Area, with about half of that, or over 10 million people, living in the capital city proper. It took only 45 years for Seoul's population to reach 10 million from 1 million. Compare that with London, which went from 1 million to 8 million in 150 years, or New York City which took 170 years to accomplish the same feat. Seoul's land price has grown 1,176 times over this period.

The average FAR of the 660,000 buildings in Seoul is only 124%. The great discrepancy between population and building density creates a tremendous pressure on development. Today, 200% is the minimum threshold for new development. Thus being knowledgeable about and skillful at the FAR Game is a prerequisite for survival for architects. The game is played using a triad of variables (land, law, and building) through the interactions of three teams: consumers desiring optimal volume, suppliers attempting to achieve it, and controllers restricting it.

Korean architects must figure out how to make the most out of every square meter

because floor area equals money. The game works across all building types and scales from super tall buildings and vast apartment complexes to miniature houses. There are both overt and covert ways to play the game, rules to be followed and sometimes rules that are broken.

The FAR Game also imposes itself on endogenous architectural principles such as height, number of floors, underground parking, building envelope, ceiling height, façade perforation, depth and ratio of plans, and vertical profiles of programs. So it affects the details of buildings as well as the collective urban landscape.

Is the goal of the FAR Game just to maximize rentable space to enhance profits? Or is there something more to the spaces that have been expanded or encroached upon by the game? Can we use the game to make something of value to the public at large?

*The FAR Game* at the Korean Pavilion is both an analytical and an imaginative exploration of Korean cities, using Seoul as the core. It surveys mid-scale and mixed buildings, projects, and case studies that have turned short-term economic motives into different social and cultural values. Some of them skirt legality and standard formalities of the cityscape, but they provide valuable clues about the impact of the game on the urban fabric.

Many young Korean architects seem to have tried to see the constraints of the game as a creative force in their designs, understanding the mechanism of capitalist cities, but not giving up the social functions of architecture. It is hard to say that there are collective theories or a consistent movement behind these phenomena, but their attitudes and approaches certainly distinguish them from the previous generation of architects. They are fighting the good fight, and expanding the battlefield of the FAR Game.

The FAR Game, rooted in our past, will continue to exert itself on the development of architecture in Korea well into the future. *A far game*, indeed.