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The endeavor to maximize this ratio at all costs, within the confines of strict building regulations, is known in Korea as *the FAR Game*. (Add) It is land, rules, and building that constitute the triad of variables of the FAR Game. (With diagram)

Let me list the reasons I disagree with this addition:

- It does not aid in simplifying an understanding of the FAR Game. Rather, it adds more variable/terms to think about and complicates it. As far as I am concerned, this particular model on its own is not useful in any way
- 2. This triad is not 'picked up' later and used as a means of clarification
- These two diagrams are crowding each other and don't really relate clearly to each other
- The next section offers another triad, and so the inclusion of this one here muddles the flow of the explanation

My understanding was that a diagram would be put there that was like one of the three images in the "Relationship between plot, BCR and FAR. In it, there would be a simple labeling of land plot and a shaded and labeled floor area without any 'ratio'. This to me would help the critical 'initial understanding' of FAR in the mind of the spectator, upon which the subsequent detailed explanation is built.

If you are not going to do that and you want to leave the other image with the red shading, at least let me know so that I can properly introduce that image in the main body of the introduction. In my opinion this is a very good image, but it is being used in the wrong place. It is too early to see this. The right place for it would be within a new introduction to Section 2, or it could even be on its own before section 2.1 just with its caption.

> OK. We will test a simplified diagram as you suggested. I am not sure making a new sub-section for this diagram at Section 2 is appropriate. Don't you think we need to mention the three variables (land-rules-building) somewhere at Section 1 with three players at the Section 1? We will leave this until the last moment. Anyway, is this sentence correct?

It is land, rules, and building that constitute the triad of variables of the FAR

Game. (With diagram)

p.27 <mark>p.28?</mark>

[Additional caption]

The horizontal layers indicate how building storeys were added in response to the changes in building rules.

I changed this > The horizontal layers indicate how building storeys were planned and constructed in response to the changes in building rules.

[graph]

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I know it is difficult to read the graph. Let me try to explain.



Profiles of all Medium-rise (under 7 stories) Residential and Small Retail Buildings in Seoul

x-axis: period (10 years interval)

y-axis: number of storeys

Width: the total aggregated amount of floor area

Colors indicate the different space programs: brown indicates single detached houses, red multi-family houses, blue apartment buildings, orange other miscellaneous residential spaces, and green retail spaces (keunsaeng)

Thus the building profile in each section represents the number of storeys (height), the total amount of floor area, and space programs of all buildings constructed in each period. The number on the left indicates the total gross floor area and the one on the right the total number of buildings.

[title] Profiles of <mark>a</mark>ll Medium-rise (under 7 stories) Residential and Small Retail Buildings in Seoul

Each section represents the number of storeys (height), the total amount of floor area, and space programs of representative types constructed in each period. The number on the left indicates the total gross floor area and the one on the right the total number of buildings.

#1 I can't read the graphic at all, so I can't really verify this description, nor do I really understand it. I don't know what a 'section' is or what 'representative types' means. You'll have to help me out on this one.

<u>Section</u>: we mean 7 columns at each storey, the total 49 (7 columns x 7 storey) at the diagram. 'section' is a wrong expression? column? If section is a proper word, we mean each section <u>represents a proto type</u> constructed in each period.

At the bottom of each section, the number on the left indicates the total gross floor area and the one on the right the total number of buildings.

[To the right of graph]

Two exemplary profiles:

Representative types - 7 storeys and 5 storeys respectively - constructed in the 2000s.

Two examples are drawn from 49 types on the left. The upper is from 7 storeys, the bottom from 5 storeys, both from 2000s. (6th along x-axis, 5th and 7th along y-axis).

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[graph]

The FAR of 88% of All Buildings in Seoul
The Diagram on the left
x-axis: period (10 year interval)
y-axis: FAR
Dots represent about 600,000 of the 640,000 buildings in Seoul.
The Diagram on the right
x-axis: the total number of buildings (about 600,000)
y-axis: FAR
Dots represent 600,000 of the 640,000 buildings in Seoul.



[Left graph] Sorry we meant left graph.

[below x-axis]

1970: Introduction of FAR Limit in Building Regulations

1990: BCR Limits were revised

1997 Foreign Exchange Crisis

2001 Sub-categorization of FAR Limit by zoning area

[Above graph parallel to x-axis]

1990s: Height Limit regulations exceed FAR Limit

2003: Tendency to reach FAR Limit

#3 I don't really understand this 'Tendency' and how it relates to a specific year

Before 2003, buildings were constructed with larger floor areas, but not really

were built to be reached the FAR limit (maybe because of economic reasons and constraints of sites and etc.) But it is apparent after 2003 that the FAR limits become the clear demarcations/boundaries for planning, design and construction of buildings (particularly in the range of 100% ~ 300% FAR)

The infographic on the left shows the stepwise distribution of FAR with some intervals. The distribution of FAR is clearly demarcated into three different periods – before 1997, between 1998 and 2003, and after 2003. These were the years when the regulations regarding FAR limits were intensified. >

#4 Saying 'These were the years' doesn't make sense here, as you are giving year 'ranges'. And I don't know what you mean by 'were intensified'. Again you will have to explain it to <mark>me.</mark>

<u>These were the years when the FAR limits were increased or decreased.</u> or . These were the years when the regulations regarding FAR limits were heightened or lightened? Does this make sense?

[Right graph]

[Heading]

The two highest peaks occur at 100% and 200%, the FAR limits for different zoning ar eas.

On the right infographic the two highest peaks are shown at 100% and 200%, the FAR limits for different zoning areas. These demonstrate how the FAR Game really is a concerted effort to capture every possible millimeter of space allowable.

If you look at the right graph, you will see the peaks at 60%, 100%, 150%, 200%, 250%, 300% (100% and 200% are highest).

Building Typologies Graph (below x-axis)

* Seungnum KIM's revision) Please help him.

1950-53: Korean War
1960s – 1980s: Primarily Detached House Construction
1985: Legalization of the Multi-family House for sale (*dasedae jutaek*)
1990: Legalization of the Multi-family House for rent (*dagagu jutaek*)
1990: First of Multi-family Housing Boom (low-interest loan promotion for multi-family house construction)
1997: Foreign Exchange Crisis
2003: Second of Multi family Housing Boom (Prenotification of tightening regulation on multi-family house parking lots)
2008: Global Financial Crisis
2010: Third of Multi-family Housing Boom Easement of a parking-lot regulation for small-sized multi-family houses

Title: FAR of All Buildings in Seoul



p.5 Title of Image

Title:

The FAR Game in Urban Architecture in Seoul

[Original Photo by Kyungsub SHIN, from 'Scrutable Landscape Series No.017, 2015, Pigment Print']

Title:

36 Buildings Showcased at the Korean Pavilion

[Image: Curating Team]

Stereotypical Medium Multifamily House, 2016

[Model by Staff of Korean Pavilion; Photo by Taeyoon KIM]

Sectional Perspective of Tetris House, 2016 [Drawing by Curating Team]