

The FAR Game is predicated on the demand for precious floor space in hyper-dense urban conditions, where architects are challenged to balance the desires of consumers, controllers, and suppliers of which they are a part.



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# are the

## Rules

of the

#### Game?



The 36 buildings showcased illustrate how constraints can spark creativity, and turn a craving for quantity into a desire for quality.

# HOW is

## the FAR







A description of the background forces that govern the FAR Game, including hyper-density, land price, compressed growth, and characteristics of the urban fabric.



# are the

#### Forces at

Play in

## the FAR

#### Game?



Images of everyday life from the urban landscape, signals of FAR Game battles won and lost, as captured and portrayed by artists.

### Artist



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In this section, drawings, photographs, and videos span the cityscape and bring its built structures into view, individually and collectively, to expose the scars of FAR Game battles won and lost. Each artist renders the vivid reality of the lived urban space from their own perspective, going beyond the analytical investigations held in board rooms and drafting rooms. This section puts a different

face on the FAR Game, one which expresses
the collective sentiments as well as collective
desires of the citizens that inhabit the city.



The importance of the FAR Game to Korea and to architecture in general, as told from various perspectives including those of curators, architects, planners, researchers, developers, land owners, and nameless local builders.





# the FAR



#### Matter?