

# THE FAR GAME: Constraints Sparking Creativity

## Homecoming Exhibition of the Korean Pavilion

**from** La Biennale Architettura di Venezia 2016

March 3 - May 7, 2017

ARKO Art Center, Seoul, Korea

Opening: March 3, 2017, 6pm

Curated by Sung Hong KIM, Eungee CINN, Keehyun AHN, Seungbum KIM, Isak CHUNG, Da Eun JEONG

The homecoming exhibition of *The FAR Game: Constraints Sparking Creativity*, originally presented at the Korean Pavilion during the 15th International Architecture Exhibition, La Biennale di Venezia 2016, will be held in Seoul.

FAR (Floor Area Ratio) refers to the ratio of a building's total floor area to the size of the plot upon which it is built. *The FAR Game*, curated by Sung Hong KIM and 5 co-curators and presented by Arts Council Korea (ARKO), explores the challenges and achievements of contemporary Korean architecture under these current regulatory constraints, and illustrates the struggle of architects in Seoul who strive to improve the residents' quality of life by utilizing space effectively.

For the past 50 years, maximizing FAR has been a driving force behind the sustainable growth of Korean urban architecture, and remains to be the most challenging task for the majority of Korean architects today. In the midst of an ongoing tug of war between market demands and government regulations, Korean urban architects are consistently asked to come up with innovative solutions to overcome that heed constraints and satisfy three parties: the landlord (customer) who wants to maximize the floor area on the a limited piece of land, the government (regulator) who restricts and controls the ratios, and the developer (supplier) who tries to find best solutions to a solution that satisfies both sides.

The exhibition is designed to track changes in the FAR game after the global economic crisis of 2008, and highlight the best examples of creative responses to the demands of FAR. In Venice, the Korean Pavilion consisted of 5 sections: 1. What are the Rules of the Game? 2. How is the FAR Game played? 3. What are the Forces at Play in the FAR Game? 4. Artist Perspectives on the FAR Game 5. Why does the FAR Game Matter?

The homecoming exhibition in Seoul has added a new section for the 36 participating

architects who will present their recent projects and design philosophies.

For more information about the exhibition please go to:

<http://art.arko.or.kr/nr4/>

### **Related Events**

Roundtable with 35 participating architects and 6 curators

April 8, 11am, Space Feelux, ARKO Art Center

April 21, 7pm, Gallery 2, ARKO Art Center

### **Arts Council Korea**