

CHATELET REDESIGNED

Just as in the board game—with their instructions, players, inconveniences and rewards—our urban landscapes such experiential opportunity—emotional, transitional, dynamic and of the sort that is too hard to explain in one demanding sentence on a colorful little card. But rather than infinite candy paths, friendly temporal jails, shiny trophies, and beautiful swirly rabbit holes—our modern urbanscapes are too often drained of the potential of exploration. This world may be filled with amusement parks, playgrounds and basketball courts designated for time wasted wonderfully in the back and forth of play—a human necessity despite years lived; however, the frivolous joy of adventure in its naivety is disregarded before confessing its ideal: spontaneity. The more years lived the more potential invested in “meaning” albeit that which is lost from lack of the childish bliss of swings and hopscotch and the pleasant tumbling downfalls of jenga blocks and of the ring around that girl Rosie. Thus, the more modern, technological, reactionary our urban becomes—the less potential for that which diverts systematic functionality—exploration, uncertainty, diversion, dysfunction—PLAY! So—despite such rigid systems of functionality that this so-called adult world insists upon, our urban renewal plan comes with the foremost intention of spiting those who attempt to rain on our parade of curious frivolity. Our metro world ditches all stockings and ties and proposes costume chests and changes! Our time mustn't be spent swiping left time and time again in search for someone to pretend to listen to but instead spent listening to books read in our mothers voice—books of interest rather than those skimmed to fulfill an assignment. Our alarms no longer wake us at 7 am for the banality of emails and conferences but rather we are eternally sleeping in mini-van car rides, awoken only once we arrive to those amusement parks we used to frequent more often. Those we now meet again only once we have children of our own. This amusement park discards “don't pass go” cards and instead welcomes and encourages and well, forces everyone to get lost.

