Skateboarding Space And The City Architecture And The Body | b7f924a5619e2530ff8eab32c14ca1a9

Skateboard Studies

Inside the complex and misunderstood world of professional street skateboarding On a sunny Sunday in Los Angeles, a crew of skaters and videographers watch as one of them attempts to land a “heel flip” over a fire hydrant on a sidewalk in front of the Biltmore Hotel. A staff member of the hotel demands they leave and picks up his phone to call the police. Not only does the skater land the trick, but he does so quickly, and spares everyone the unwanted stress of having to deal with the cops. This is not an uncommon occurrence in skateboarding, which is illegal in most American cities and this interaction is just part of the process of being a professional street skater. This is just one of Gregory Snyder’s experiences from eight years inside the world of professional street skateboarding: a highly refined, athletic and aesthetic pursuit, from which a large number of people profit. Skateboarding LA details the history of skateboarding, describes basic and complex tricks, tours some of LA’s most famous spots, and provides an enthusiastic appreciation of this dangerous and creative practice. Particularly concerned with public spaces, Snyder shows that skateboarding offers cities much more than petty vandalism and exaggerated claims of destruction. Rather, skateboarding draws highly talented young people from around the globe to skateboarding cities, building a diverse and wide-reaching community of skateboarders, filmmakers, photographers, writers, and entrepreneurs. Snyder also argues that as stewards of public plazas and parks, skateboarders deter homeless encampments and drug dealers. In one stunning case, skateboarders transformed the West LA Courthouse, with Nike’s assistance, into a skateable public space. Through interviews with current and former professional skateboarders, Snyder vividly expresses their passion, dedication and creativity. Especially in relation to the city’s architectural features—ledges, banks, gaps, stairs and handrails—they are constantly re-imagining and repurposing these urban spaces in order to perform their ever-increasingly difficult tricks. For anyone interested in this dynamic and daunting activity, Skateboarding LA is an amazing ride.

The Ideal City

From Simmel and Burgess, to Zukin, Fainstein and Soja this title presents classic and contemporary writing on the culture of cities. Themes include: culture and technologies; everyday lives; contesting identity; boundaries and transgressions; utopias and dystopias, and possible...
urban futures.

**Grind**

Overcrowding, noise and air pollution, long commutes and lack of daylight can take a huge toll on the mental well-being of city-dwellers. With mental healthcare services under increasing pressure, could a better approach to urban design and planning provide a solution? The restrictions faced by city residents around the world during the COVID-19 pandemic has brought home just how much urban design can affect our mental health – and created an imperative to seize this opportunity. Restorative Cities explores a new way of designing cities, one which places mental health and wellness at the forefront. Establishing a blueprint for urban design for mental health, it examines a range of strategies – from sensory architecture to place-making for creativity and community – and brings a genuinely evidence-based approach that will appeal to designers and planners, health practitioners and researchers alike - and provide compelling insights for anyone who cares about how our surroundings affect us. Written by a psychiatrist and public health specialist, and an environmental psychologist with extensive experience of architectural practice, this much-needed work will prompt debate and inspire built environment students and professionals to think more about the positive potential of their designs for mental well-being.

**The Routledge Handbook of Henri Lefebvre, The City and Urban Society**

Skateboarding is both a sport and a way of life. Creative, physical, graphic, urban and controversial, it is full of contradictions - a billion-dollar global industry which still retains its vibrant, counter-cultural heart. Skateboarding and the City presents the only complete history of the sport, exploring the story of skate culture from the surf-beaches of '60s California to the latest developments in street-skating today. Written by a life-long skater who also happens to be an architectural historian, and packed through with full-colour images – of skaters, boards, moves, graphics, and film-stills – this passionate, readable and rigorously-researched book explores the history of skateboarding and reveals a vivid understanding of how skateboarders, through their actions, experience the city and its architecture in a unique way.

**Skateboarding, Space and the City**

The Situationists, who first appeared on the architectural scene in the 1960s, regarded cities as the ultimate opportunity for creative self-expression. While there are many publications about the history of the Situationist International, New Babylonians offers unique coverage of how their tactics are currently employed in architectural and urban strategies. It features renowned architects and educators who were first generation Situationists and also highlights some of the most exciting international practitioners involved in urban design today. * Contains contributions from an impressive roster of academics, designers, writers, and art practitioners * Offers timely and lively insights about contemporary urban architecture and art

**The Dissertation**

To be a skateboarder today is a much different experience than it was for much of the 1990s. The photographs, quotes, and anecdotal text in '93 til captures a time in skateboarding when making a livable income as a professional skater was a luxury and public understanding of
skateboarding was at an all-time low. It was a time when skateboarding was searching for an identity, a time before Instagram and big corporate influences. Street skating was coming of age, testing its limitations and aligning itself with a new and innovative style of hip-hop culture that was emerging. Looking back, many skaters today feel as though the '90s were the golden years of skateboarding. '93 til is a captivating portal into a decade and a culture that is remembered with warmth and nostalgia. Much of the photography that Pete has unearthed for '93 til was buried in boxes for close to two decades and hasn't never been seen or published before. The 250-page book also contains several timeless images from his years shooting for SLAP and Transworld Skateboarding Magazine that will be familiar to the initiated. In addition to his stunning action shots are plenty of portraits and unguarded, candid moments that span from the late '80s up through 2004. The book reveals a raw, unapologetic perspective of a world that no longer exists. Also included in the book alongside Pete's imagery are quotes and anecdotes from legends like Tony Hawk, Arto Saari, Jamie Thomas, Guy Mariano, Nyjah Huston, Geoff Rowley, Stevie Williams and others. Pete moved on from his career in skate photography in 2004 and is currently living in Brooklyn.

**Common Space**

Go behind the scenes and learn how craftsman Jake Eshelman makes one-of-a-kind skateboards by hand with this nonfiction book that’s full of photographs and illustrations about his process. Jake Eshelman of Side Project Skateboards in Houston, Texas, grew up with a love of skateboarding. After meeting his future wife in college, Jake decided to turn his passion into a career: making one-of-a-kind skateboards from beautiful pieces of found wood. This book gives readers an inside glimpse into Jake’s creative process, from wheel to finished wheel! Charts, infographics, and bold photographs make this a picture book for anyone who is curious about how a skateboard is made. This book also features a history of skateboarding, a timeline, and resources to inspire kids to make their own objects by hand.

**Full Bleed**

Philip lives for skateboarding. School is merely the break between trying to land a difficult jump and outrunning the security guards. When he and his best friend Wally meet a professional skateboarder who videotapes himself for his website, Philip thinks they can do it too—and make money at the same time. When they start getting hits on their website—and making money—they start to feel the pressure to do more and more dangerous stunts. Also available in Spanish or French.

**The Arsenal of Exclusion & Inclusion**

BONUS: This edition contains a When Skateboards Will Be Free discussion guide. “The revolution is not only inevitable, it is imminent. It is not only imminent, it is quite imminent. And when the time comes, my father will lead it.” With a profound gift for capturing the absurd in life, and a deadpan wisdom that comes from surviving a surreal childhood in the Socialist Workers Party, Saïd Sayrafiezadeh has crafted an unsentimental, funny, heartbreaking memoir. Saïd’s Iranian-born father and American Jewish mother had one thing in common: their unshakable conviction that the workers’ revolution was coming. Separated since their son was nine months old, they each pursued a dream of the perfect socialist society. Pinballing with his mother between makeshift Pittsburgh apartments, falling asleep at party meetings, longing for the luxuries he’s taught to despise, Said waits for the revolution that never, ever arrives. “Soon,” his mother assures him, while his long-absent father quixotically runs as a socialist candidate for president in an Iran about to fall under the ayatollahs. Then comes the
hostage crisis. The uproar that follows is the first time Saïd hears the word “Iran” in school. There he is suddenly forced to confront the combustible stew of his identity: as an American, an Iranian, a Jew, a socialist and a middle-school kid who loves football and video games. Poised perfectly between tragedy and farce, here is a story by a brilliant young writer struggling to break away from the powerful mythologies of his upbringing and create a life—and a voice—of his own. Saïd Sayrafiezadeh’s memoir is unforgettable.

The City Cultures Reader

From the duo behind the massively successful and award-winning podcast Stuff You Should Know comes an unexpected look at things you thought you knew. Josh Clark and Chuck Bryant started the podcast Stuff You Should Know back in 2008 because they were curious—curious about the world around them, curious about what they might have missed in their formal educations, and curious to dig deeper on stuff they thought they understood. As it turns out, they aren't the only curious ones. They've since amassed a rabid fan base, making Stuff You Should Know one of the most popular podcasts in the world. Armed with their inquisitive natures and a passion for sharing, they uncover the weird, fascinating, delightful, or unexpected elements of a wide variety of topics. The pair have now taken their near-boundless "whys" and "hows" from your earbuds to the pages of a book for the first time—featuring a completely new array of subjects that they've long wondered about and wanted to explore. Each chapter is further embellished with snappy visual material to allow for rabbit-hole tangents and digressions—including charts, illustrations, sidebars, and footnotes. Follow along as the two dig into the underlying stories of everything from the origin of Murphy beds, to the history of facial hair, to the psychology of being lost. Have you ever wondered about the world around you, and wished to see the magic in everyday things? Come get curious with Stuff You Should Know. With Josh and Chuck as your guide, there’s something interesting about everything (except maybe jackhammers).

Skateboards

This book explores the cultural, social, spatial, and political dynamics of skateboarding, drawing on contributions from leading international experts across a range of disciplines, such as sociology and philosophy of sport, architecture, anthropology, ecology, cultural studies, sociology, geography, and other fields. Part I critiques the ethos of skateboarding, its cultures and scenes, global trajectory, and the meanings it holds. Part II critically examines skateboarding in terms of space and sites, and Part III explores shifts that have occurred in skateboarding’s history around mainstreaming, commercialization, professionalization, neoliberalization and creative cities.

Skateboarding, Space and the City

Space is both a product and a prerequisite of social relations, it has the potential to block and encourage certain forms of encounter. In Common Space, activist and architect Stavros Stavrides calls for us to conceive of space-as-commons – first, to think beyond the notions of public and private space, and then to understand common space not only as space that is governed by all and remains open to all, but that explicitly expresses, encourages and exemplifies new forms of social relations and of life in common. Through a fascinating, global examination of social housing, self-built urban settlements, street trade and art, occupied space, liberated space and graffiti, Stavrides carefully shows how spaces for commoning are created. Moreover, he explores the connections between processes of spatial transformation and the formation of politicised subjects to reveal the hidden emancipatory potential of contemporary, metropolitan life.
**Design Like You Give a Damn [2]**

Skateboarding and Femininity explores and highlights the value of femininity both within skateboarding and wider culture. This book examines skateboarding’s relationship to gender politics through a consideration of the personal politics connected to individual skateboarders, the social-spatial arenas in which skateboarding takes place, and by understanding the performance of tricks and symbolic movements as part of gender-based power dynamics. Dani Abulhawa analyses the discursive frameworks connected to skateboarding philanthropic projects and how these operate through gendered tropes. Through the author’s work with skateboarding charity SkatePal, this book offers an alternative way of recognising the value of skateboarding philanthropy projects, proposing a move toward a more open and explorative somatic practice perspective.

**The Accidental Playground**

Although rarely explored in academic literature, most inhabitants and visitors interact with an urban landscape on a day-to-day basis is on the street level. Storefronts, first floor apartments, and sidewalks are the most immediate and common experience of a city. These “plinths” are the ground floors that negotiate between inside and outside, the public and private spheres. The City at Eye Level qualitatively evaluates plinths by exploring specific examples from all over the world. Over twenty-five experts investigate the design, land use, and road and foot traffic in rigorously researched essays, case studies, and interviews. These pieces are supplemented by over two hundred beautiful color images and engage not only with issues in design, but also the concerns of urban communities. The editors have put together a comprehensive guide for anyone concerned with improving or building plinths, including planners, building owners, property and shop managers, designers, and architects.

**The Most Fun Thing**

For the first time in the history of the planet, more than half the population - 3.3 billion people - are now living in cities. Two hundred years ago only 3 per cent of the world’s population were urbanites, a figure that had remained fairly stable (give or take the occasional plague) for about 1000 years. By 2030, 60 per cent of us will be urban dwellers. City is the ultimate handbook for the archetypal city and contains main sections on ‘History’, ‘Customs and Language’, ‘Districts’, ‘Transport’, ‘Money’, ‘Work’, ‘Tourist Sites’, ‘Shops and markets’, ‘Nightlife’, etc., and mini-essays on anything and everything from Babel, Tenochtitlán and Ellis Island to Beijing, Mumbai and New York, and from boulevards, suburbs, shanty towns and favelas, to skylines, urban legends and the sacred. Drawing on a wide range of examples from cities across the world and throughout history, it explores the reasons why people first built cities and why urban populations are growing larger every year. City is illustrated throughout with a range of photographs, maps and other illustrations.

**California Concrete**

The city is an always changing human experiment. But in the last half century, it has changed more than ever before - with little sign of slowing down. As this phenomenon takes place, an increasing number of architects, innovators and policy-makers are rethinking the city to make the most of space and resources. This book chronicles the design of urban futures. From apps designed to curb food waste to inventive...
fresh water infrastructure, The Ideal City explores the many initiatives and experiments, all with the shared goal of making the cities of tomorrow a happier, healthier and more inclusive place to be.

'93 Til

With its detail, depth, compassion and vision Campo's work makes an invaluable contribution to the growing literature on the unplanned and the undesigned spaces and activities in cities today. Highly illustrated and artfully researched, the book will draw readers into a unique space in one of New York City's most popular boroughs.

Drive

That's A Crazy One is an inside look at the youth culture that dominated downtown NYC in the early 1990's. That same culture that helped spark the multi-million dollar industries of skateboarding and streetwear that exist now. The subjects were the inspiration for Larry Clark's cult classic film KIDS. In stark contrast to the storyline told in the film, it is the true capture of what life was like for the cast of KIDS prior to the film being made and released. Photographed by Mel Stones & High throughout 1991-1995, the two teenage girls used NYC public school darkrooms to develop and print these images. Shot by insiders, That's A Crazy One is a rare archival portrait of early NYC street skating and the intimate relationships that existed between this crew of kids. Shot in low light on 35mm film pushed to the max, the images are grainy and gritty and bring you back to Pre-Giuliani New York rawness. That's a Crazy One features images that run a wide gamut, from kids sleeping on the train, skateboarding through the streets, smoking weed and drinking 40's, to the abandoned buildings and roof that were their playgrounds. However it is the dedication of the book that sets the tone for the images that follow. Once read, you realize that many of the kids on these pages are no longer among the living. Often mistaken as a documentary film, KIDS left an aftershock amongst this group of teenagers long after the limelight faded, with no solid foundation many met tragic ends. These lives so superficially portrayed on screen were genuinely struggling and that struggle materialized in the deaths of many of them. The images evoke the painful truth of how one can feel alone and together at the same time. Too painful to face their losses, these images have remained archived for over 20 years. That's A Crazy One takes you through their cathartic journey. All profits from book sales will be donated to NYC Public Schools Photography Program in memorial to their departed.

Shredders

Skateboarding is not immediately associated with university research projects. It is first and foremost a physical activity, and no scholarly approach can substitute for the empirical knowledge gained through the act of skateboarding itself—the movement of the body with and on a skateboard. Nevertheless, the theoretical implications of this movement and its spatial, cultural, and social settings are ripe for exploration within a number of different academic disciplines. The publication provides a comprehensive insight into these discourses. Since skateboarding can influence and touch upon so many aspects of our everyday life through its unique appropriation of and relation to the urban environment, the theoretical reflections and discursive explorations it triggers can alter the way we think and move.

When Skateboards Will Be Free
Skateboarders are an increasingly common feature of the urban environment with an estimated 40 million worldwide. Iain Borden demonstrates that street-style skateboarding offers a critique of architecture, the city and capitalism.

City

This title investigates how the meanings and politics of urban sustainability are being radically rethought in response to the economic downturn and the credit crunch.

Skateboarding and Religion

This book explores the ways in which religion is observed, performed, and organised in skateboard culture. Drawing on scholarship from the sociology of religion and the cultural politics of lifestyle sports, this work combines ethnographic research with media analysis to argue that the rituals of skateboarding provide participants with a rich cultural canvas for emotional and spiritual engagement. Paul O’Connor contends that religious identification in skateboarding is set to increase as participants pursue ways to both control and engage meaningfully with an activity that has become an increasingly mainstream and institutionalised sport. Religion is explored through the themes of myth, celebrity, iconography, pilgrimage, evangelism, cults, and self-help.

That's a Crazy One

What if you could save a rare species from extinction? What if you could travel through time, to any location at any point in history? What if you could thwart the assassination attempt of a leader? Would you take the risk? In the fifth book of this compelling, metaphysical journey, the Joy Council intervenes to prevent dragons from being lured to their deaths as the new dragon prince's life is endangered. A new world must be created if the dragons have any chance of escaping a 900-year-old relentless tracker. But don't get too comfortable, because a plot to kill Commander Ashtar results in the deportation of those who are not native residents of Earth. In this exhilarating otherworldly adventure, readers will meet a myriad of interesting characters, travel through time and space, and experience a voyage unlike anything you can imagine.

New Babylonians

The shots in Full Bleed span 30 years, with contributions from over 40 photographers. This tenth anniversary edition is a comprehensive overview of one of the most diverse and rich skating locations in the world, bringing together legendary skaters and iconic photographers.

Skateboard Tough

An in-depth look at skateboarding culture by a promising young scholar
**Moving Boarders**

As soon as Brett Thyson steps on "The Lizard", the mysterious skateboard he unearthed in his backyard, he can feel its power. It glides smoothly and effortlessly, but Brett can't shake off the feeling that there's something not quite right about it.

**Skateboarding and the City**

Once considered a kind of delinquent activity, skateboarding is on track to join soccer, baseball, and basketball as an approved way for American children to pass the after-school hours. With family skateboarding in the San Francisco Bay Area as its focus, Moving Boarders explores this switch in stance, integrating first-person interviews and direct observations to provide a rich portrait of youth skateboarders, their parents, and the social and market forces that drive them toward the skate park. This excellent treatise on the contemporary youth sports scene examines how modern families embrace skateboarding and the role commerce plays in this unexpected new parent culture, and highlights how private corporations, community leaders, parks and recreation departments, and nonprofits like the Tony Hawk Foundation have united to energize skate parks--like soccer fields before them--as platforms for community engagement and the creation of social and economic capital.

**You Should Always Skateboard**

A stunningly photographed tribute to female skaters of all ages and backgrounds, from novice to pro--plus an illustrated history of the skateboard, skating tips and tricks, and more. In celebration of the rad, undying spirit of skateboarding, Shredders features gorgeous photography and stories of today's most awesome female skaters. The women and girls profiled range from rising young riders like eight-year-old Ariel Cai--who shreds at the largest indoor skate park in China--to old-school pros like Laura Thornhill Caswell--the first woman to get a signature model board--and today's star shredders like X Games gold winner and Tony Hawk protégé Lizzie Armanto. From street and slalom skaters to park queens and long-distance pushers, Shredders features athletes and hobbyists of all skate styles, ages, backgrounds, and skill levels, showing that skateboarding has something for everyone. For aspiring skaters, Shredders is the perfect entryway into the world of skateboarding, with tips for setting up and maintaining your board as well as overviews of skate styles, history, and slang. And Shredders also invites experienced riders to fall back in love with the sport that embodies freedom, individuality, and active self-expression. Skaters of every stripe are sure to find their inspiration to shred within these pages.

**Return of Dragons**

Southern California is the birthplace of skateboard culture and, even though skateparks may be found worldwide today, it is where these parks continue to flourish as architects, engineers and skateboarders collaborate to refine their designs. The artist Amir Zaki grew up skateboarding, so he has an understanding of these spaces and, as someone who has spent years photographing the built and natural landscape of California, he has a deep appreciation of the large concrete structures not only as sculptural forms, but also as significant features of the contemporary landscape, belonging to a tradition of architecture and public art. To capture the images in this book, Zaki photographed in the early-morning light, climbing inside the bowls and pipes while there were no skaters around. Each photograph is a
composite of dozens of shots taken with a digital camera mounted on a motorized tripod head. The resulting images are incredibly high resolution and can be printed at a large scale with no loss of detail. Their look is unusual in that Zaki's lens is somewhat telephoto, which has the effect of flattening space, yet the angle of view is often quite wide, which exaggerates spatial depth. The technology also allows Zaki to photograph certain areas from difficult positions that would otherwise be impossible to capture. Zaki makes the point that, by climbing deep inside these spaces, the visual experience is fundamentally different from viewing them from outside. In his text, Tony Hawk - one of world's best-known professional skateboarders - describes how Zaki's photographs of empty skateparks and open skies evoke memories of the idyllic freedom and the sense of potential that he felt when he first visited a skatepark as a child and saw skaters flying like birds in and out of the concrete pools and bowls. Hawk has skated in some of the parks featured in this book, and for him several of Zaki's images, taken from the skater's perspective, recall the experience of trying to learn a particular trick. A beautiful full pipe that looks like a barrelling wave may be, for Hawk and other seasoned skateboarders, a perfect example of function and form fitting together flawlessly in a well-designed skatepark. In his essay, the Los Angeles-based architect Peter Zellner offers a different perspective. Skateparks are made by excavating large open areas of land within city parks. The forms inside them may represent ocean waves, mountainous terrain and other features from nature, but they are permanently frozen in cement like Brutalist architecture. Every shape, line, transition, hip, tombstone, coping, stair, flow, tile, bowl, pipe, spine, rail, ledge, roll-in, kidney, clover, square and bank serves a specific purpose - to provide a challenging thrill and maximum pleasure for the rider. In this sense, skateparks epitomize function over form. In Zaki's mesmerizing photographs, however, these concrete landscapes suggest a more complex and integrated relationship with the history of design and architecture in Southern California.

Skateboarding and Femininity

For many Americans who grew up in a small town, childhood and adolescence revolved around the skatepark. As time passes, however, these people drift away from skateboarding and the spaces where they learned to do it. Part memoir, part travelogue, part essay, Small Town Skateparks is the story of an adventure to discover the role skateparks play in such lives and the role they played in the author’s own. Clint Carrick grew up at the skatepark. Every day of the summer, he and his friends would loaf at the dilapidated park with warped plywood ramps strewn with rusty nails. They were the outsiders of the town, or at least thought of themselves that way. They wore jeans and ripped skate shoes and felt free in their special hang out, the skatepark, where they had their own language, their own heroes, and their own views of the world. In this setting they matured from children awestruck of high school kids to bored young men desperate to get out. Clint, now an adult, rekindles these forgotten memories as he drives across the country visiting unremarkable skateparks in America’s small towns. Why is he drawn to these skateparks? What is their charm? How does the skatepark function as an institution, and what is the indelible mark it leaves on those who grow in its womb? As he makes his way further west, Clint relearns how to skate. He chats with locals, crashes, bleeds, and hears a lot of stories that sound like his own. The rust begins to wear off, but questions remain. Can someone who left skating behind rediscover the activity that defined his youth? Can someone who abandoned skateboarding make the skatepark once again his home?

Skateboarding

Have you ever gone skateboarding on the moon? Or tried to skate through a snowstorm? How about boarding through the jungle trees with monkeys? Join Axle on an adventure of trying to skateboard in the most unlikely places.
Small Town Skateparks

Who gets to be where? The Arsenal of Exclusion & Inclusion examines some of the policies, practices, and physical artifacts that have been used by planners, policymakers, developers, real estate brokers, community activists, and other urban actors in the United States to draw, erase, or redraw the lines that divide. The Arsenal inventories these weapons of exclusion and inclusion, describes how they have been used, and speculates about how they might be deployed (or retired) for the sake of more open cities in which more people have access to more places. With contributions from over fifty architects, planners, geographers, historians, and journalists, The Arsenal offers a wide-ranging view of the forces that shape our cities. by Interboro (Tobias Armbrorst, Daniel D'Oca, Georgeen Theodore)

Strangely Familiar

What do our cities mean to us? How do we experience them? Some of the answers (and many more questions) are to be found in the unexpected spaces of the metropolis. Urban living - the ways we use and inhabit places and the ways our lives are shaped by those places - is illuminated in the series of provocative views presented here. Shopping in London to squatting in Amsterdam. Spatial cleansing in New York to modernising Venice. Suffragettes to working women of colour. Bohemian Berlin cafes to Naples street markets. Prostitution to surveillance. Downtown Sao Paolo to suburban Manchester. Berthold Lubetkin to Jules Dassin. Skateboarding in Los Angeles to speeding on the Westway. Strangely Familiar is a book about the unexpected, about the vitality and complexity of the everyday. From the curious to the popular, from the virtuous to the terrifying, the architectures of modern life are here laid bare. Contributors: Elisabetta Andreoli, Iain Borden, M. Christine Boyer, Iain Chambers, Jonathan Charley, Barry Curtis, Dolores Hayden, Joe Kerr, Sandy McCreery, Doreen Massey, William Menking, Jane Rendell, Edward W. Soja, Lynne Walker, Elizabeth Wilson

Stuff You Should Know

Design Like You Give a Damn [2] is the indispensable handbook for anyone committed to building a more sustainable future. Following the success of their first book, Architecture for Humanity brings readers the next edition, with more than 100 projects from around the world. Packed with practical and ingenious design solutions, this book addresses the need for basic shelter, housing, education, health care, clean water, and renewable energy. One-on-one interviews and provocative case studies demonstrate how innovative design is reimagining community and uplifting lives. From building-material innovations such as smog-eating concrete to innovative public policy that is repainting Brazil’s urban slums, Design Like You Give a Damn [2] serves as a how-to guide for anyone seeking to build change from the ground up. Praise for Design Like You Give a Damn [2]: “The resourcefulness of the projects in the book is inspiring, its information practical (see Stohr’s chapter on financing sustainable community development) and its numerous factoids sobering.” —TMagazine.blogs.NYTimes.com

Skateboarding LA
The City at Eye Level

In the tradition of Barbarian Days, a memoir in essays of Kyle Beachy's decade-long quest to uncover the hidden meaning of skateboarding, and how this search led unexpectedly to insights on marriage, love, loss, American invention, and growing old. In August of 2011, writing professor and aspiring novelist Kyle Beachy published his first essay on skate culture, a brutal takedown of Nike's scorched-earth tactics which had gutted the once-mighty independent skate shoe market. It would not be his last. For a decade and counting, Beachy has been skate culture's freshest, most illuminating, at times most controversial voice, writing candidly about the increasingly popular and fast-changing pastime Beachy first picked up as a young boy and has continued to practice well into adulthood. What is skateboarding? What does it mean to still skate at forty, four decades after the kickflip was first invented? How does one live like an adult while engaging in an activity and lifestyle that are fundamentally childish? How does having a passion like skateboarding, which breaks bones, abrades skin, and takes as much as it gives, shape one's understanding of contemporary American life? Of growing old and getting married? In the tradition of William Finnegan's Barbarian Days, Zen and the Art of Motorcycle Maintenance, and Murakami's What I Talk About When I Talk About Running, THE MOST FUN THING approaches universal truths though a deep exploration of a specific subject. It is a rich account of Beachy's struggle to pin down the meaning of the pastime that became his life's greatest obsession, and to find a place for it in an increasingly complicated life as an adult, a professor, and a husband.

Skateboarding and Urban Landscapes in Asia

The Dissertation is one of the most demanding yet potentially most stimulating components of an architectural course. Properly done, it can be a valuable contribution not only to the students own learning development but also to the field of architecture as a whole. This book provides a complete guide to what to do, how to do it, when to do it, and the major pitfalls involved. This is a comprehensive guide to all that an architecture student might need to know about undertaking the dissertation, including new material on CD-ROM and online sources, web based research techniques, digital images, alternative imaging strategies, key architecture links, referencing and new dissertation extracts. It clearly navigates the student through the whole process of writing, preparing and submitting a dissertation, as well as suggesting what to do after the dissertation has been completed. Subjects covered include how to write a proposal, which research methodologies and techniques to adopt, which libraries and archives to utilize (including special architectural resources on the net), as well as how to structure, reference and illustrate the final submission. The authors also take architecture students into new terrain, suggesting alternative methods of undertaking dissertations, whether as video, prose writing, multimedia or other forms of expression. Furthermore, this guide includes new examples of exemplary dissertations of all kinds, as completed by students in Europe and North America so that the reader can clearly see the kinds of work which they themselves might choose to pursue. Also in the Seriously Useful Guides Series: * The Crit * The The Portfolio * Practical Experience

Skate Life

As urban development in Asia has accelerated, cities in the region have become central to skateboarding culture, livelihoods, and consumption. Asia's urban landscapes are desired for their endless supply of 'spots'. A spot is assemblage of objects, surfaces and obstacles holding the possibilities to perform skateboarding manoeuvres (tricks). Spots are not built for skateboarding; they are accidents of urban
planning and commercial activity; glitches in the urban machine. Skateboarders and filmers chase these glitches searching for spots to make 
skate video, the currency of the industry and skateboarding's primary cultural artefact. Once captured, performances at Asia's spots 
circulate rapidly through digital platforms to millions of skateboarders, enrolling spots from Shenzhen, Dubai and Ramallah into an 
alternative cartography of the region. By focusing on this alternative way of desiring and consuming urban Asia, this book explores the ways 
skateboarding resets relational and comparative hierarchies of urban development within Asia and between Asia and the West.

**The Future of Sustainable Cities**

“The open road”—it's a phrase that calls to mind a sense of freedom, adventure, and new possibilities that make driving one of our most 
liberating activities. In Drive, Iain Borden explores the way driving allows us to encounter landscapes and cities around the world. He takes 
particular notice of how driving is portrayed in film from America to Europe to Asia and from Hollywood to the avant-garde, covering over a 
century of history and referencing hundreds of movies. From the dusty landscapes of The Grapes of Wrath to the city streets of The Italian 
Job; from the aesthetic delights of Rain Man and Traffic to the existential musings of Thelma and Louise and Vanishing Point; from the 
freeway pleasures of Radio On and London Orbital to the high-speed dangers of Crash, Bullitt, and C'était un Rendezvous; this book shows 
how driving with different speeds, cars, roads, and cities provides experiences and challenges beyond compare. Borden concludes that as an 
integral part of modern life, car driving is something to be celebrated and even encouraged, making Drive a timely riposte to anti-car 
atitudes, and those blind to the richness of life behind the wheel.

**Restorative Cities**

The Routledge Handbook of Henri Lefebvre, The City and Urban Society is the first edited book to focus on Lefebvre's urban theories and 
ideas from a global perspective, making use of recent theoretical and empirical developments, with contributions from eminent as well as 
emergent global scholars. The book provides international comparison of Lefebvrian research and theoretical conjecture and aims; to 
engage with and critique Lefebvre's ideas in the context of contemporary urban, social and environmental upheavals; to use Lefebvre's 
spatial triad as a research tool as well as a point of departure for the adoption of ideas such as differential space; to reassess Lefebvre's 
ideas in relation to nature and global environmental sustainability; and to highlight how a Lefebvrian approach might assist in mobilising 
resistance to the excesses of globalised neoliberal urbanism. The volume draws inspiration from Lefebvre's key texts (The Production of 
Space; Critique of Everyday Life; and The Urban Revolution) and includes a comprehensive introduction and concluding chapter by the 
editors. The conclusions highlight implications in relation to increasing spatial inequalities; increasing diversity of needs including those of 
migrants; more authoritarian approaches; and asymmetries of access to urban space. Above all, the book illustrates the continuing relevance 
of Levebvre's ideas for contemporary urban issues and shows - via global case studies - how resistance to spatial domination by powerful 
interests might be achieved. The Handbook helps the reader navigate the complex terrain of spatial research inspired by Lefebvre. In 
particular the Handbook focuses on: the series of struggles globally for the 'right to the city' and the collision of debates around the urban 
age, 'cityism' and planetary urbanisation. It will be a guide for graduate and advanced undergraduate teaching, and a key reference for 
Practitioners and activists in the field will also find the book of relevance.