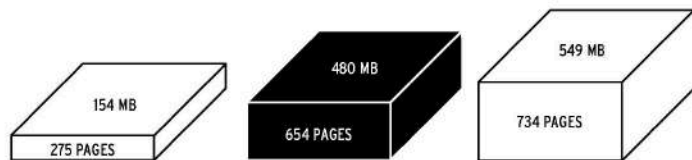


57:00

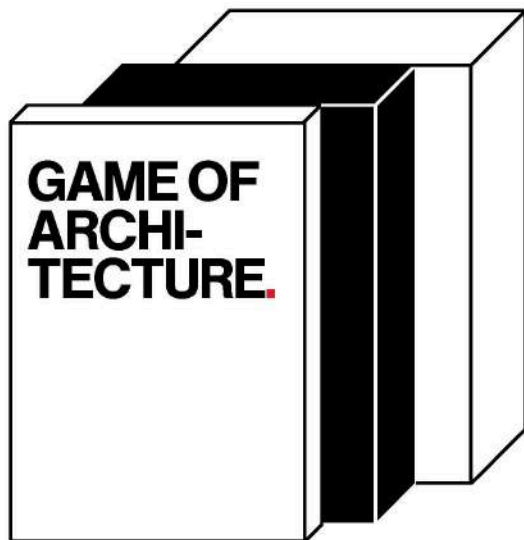
The Game of Architect/ure.



**VOLUME 1
LEVELS 1-4**
1. INTRODUCTION
2. PROPOSITION
3. TIKI TACTICS
4. GAME OF HOUSING

**VOLUME 2
LEVEL 5**
5. ACTION REPLAYS

**VOLUME 3
LEVEL 6**
6. REPRESENTATIONS

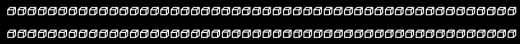
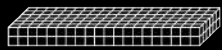


0. INSTR- UCTIONS

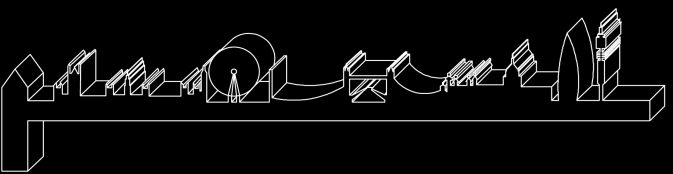
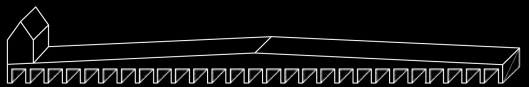
Instructions How To Use, even Read, This Book.

The following Instructions suggest how one can use, possibly even read the threee volumes, six levels and 1,663 pages of this 'book'. I apologise for the page count but this quantity of research data is emblematic of our informational age with which the architect today has to play with. Use this book as an autobiography (level 1), a minifesto (level 2), as a novel (level 3), as a monograph (level 5) but also as a manual (levels 1-6). Once upon a time game instructions were lengthy descriptors that attempted to nuance the reader with every play possibility and troubleshooting solution. Today game play instructions are no more than a page such is our desire for immediate participation and intuitive learning. You are thus not even reading this.

53:00 GAME PLAN



WHAT FE



CITY

PROFESSION

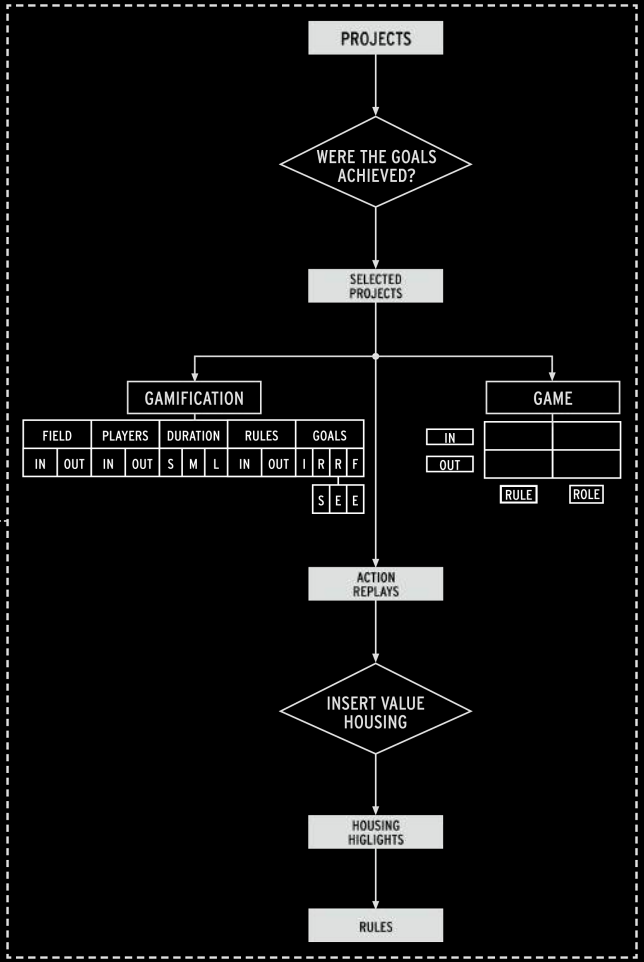
PRACTICE

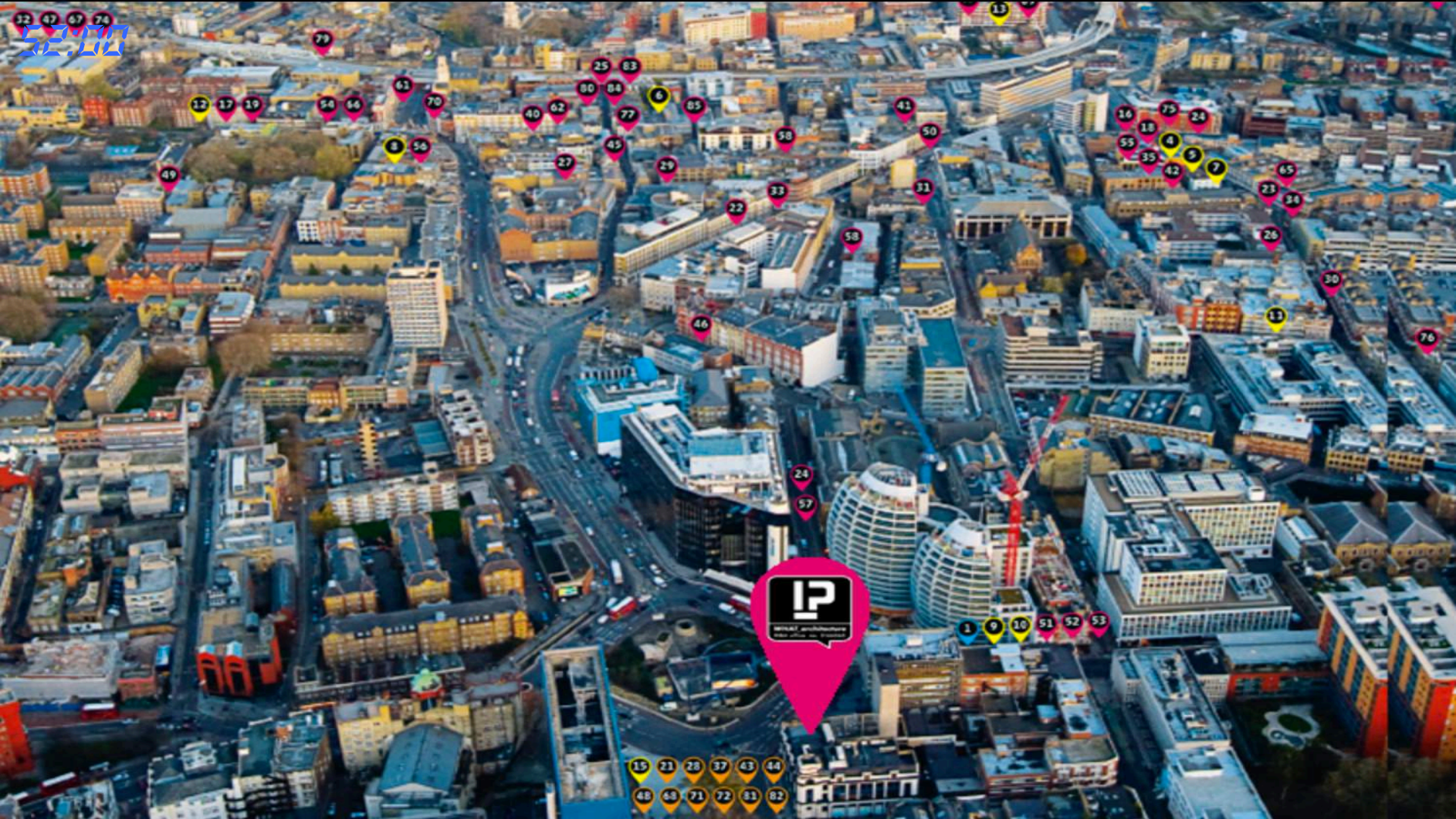


PRACTICE 2.0

PROFESSION 2.0

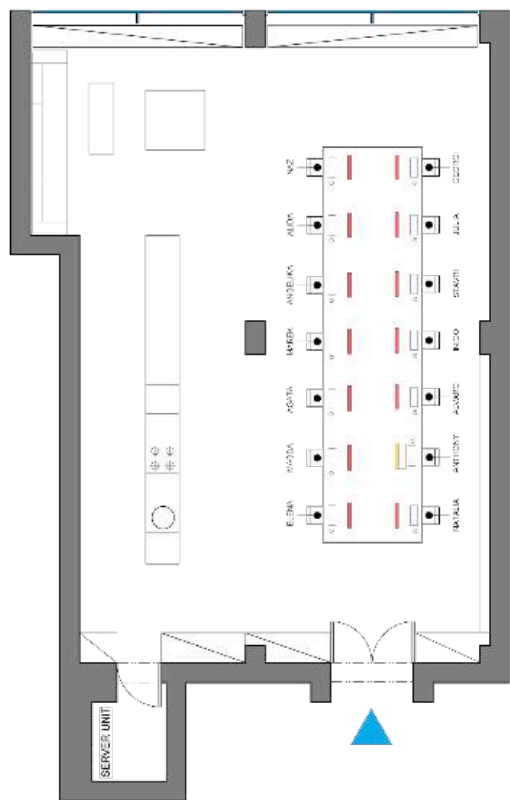
CITY



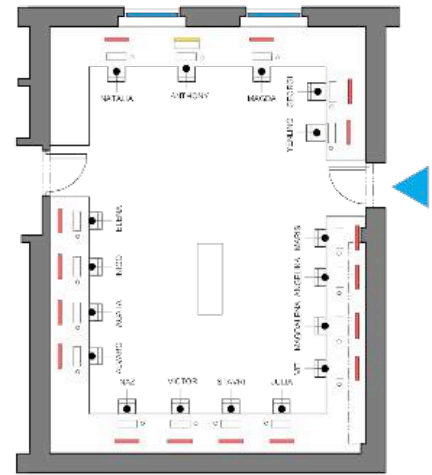


52.00





100 City Road



14 Anning Street

5:00 WORKSPACE



Shoreditch Station

Shoreditch House

Box Park



Shoreditch House Swimming Pool

MODEL ROOM PARTY ROOM

FOOD SUPPLY / BAR / PICNIC BOX PARK

LARGE MEETING ROOM SHOREDITCH HOUSE

SMALL MEETING ROOM RICH MIX

BAR THE OWL & PUSSYCAT

FOOD SUPPLY TESCO

WORK STATION 14 ANNING STREET

PUB BUCKET + BARROW

PITFIELD CAFE

MEDIUM MEETING ROOM ACE HOTEL



Tesco Food Supply



Pit Field Cafe's Interior



Pit Field Cafe's Entrance



Shoreditch+



Allpress



The Great Wall



Sainsbury's



B@1 Bar



Book Club



Ace Hotel Meeting Room A



Ace Hotel Meeting Room B



Moo



Nobrow



Plastic People



Cyclo



The Owl and Pussycat



Cyclo



The Hoxton Shoreditch



The Co-operation



Cargo Disco



Argos



Beigel Shop



EAT



Pod



Rivinton



The Corner Shop



Tuckshop



Kahalla



Shoreditch Grind

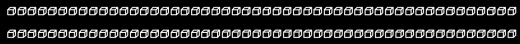
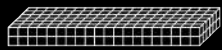


Hoxton Square Kitchen

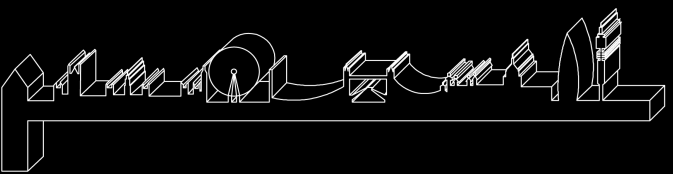
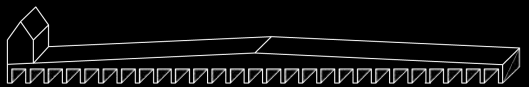


Itsu

50:30 GAME PLAN



WHAT FE



CITY

PROFESSION

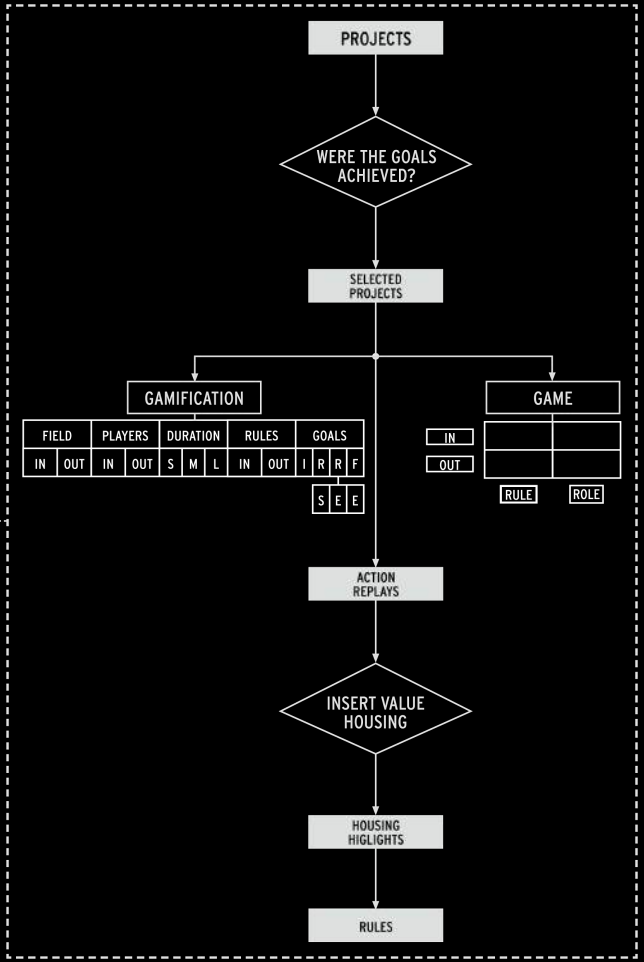
PRACTICE



PRACTICE 2.0

PROFESSION 2.0

CITY



50:00 ACTION REPLAY

"Under Section 20 of the Architects Act 1997, the title 'architect' is protected. It can only be used in business or practice by someone who has had the education, training and experience needed to become an architect, and who is registered with us. Firms or partnerships can use 'architect' in their business name, as long as a registered architect is in direct control. When someone uses the title 'architect', it means that people can check with us that they are dealing with a trained and qualified professional. The Act also protects the public from dishonest individuals who deliberately mislead people by calling themselves something they're not. The name 'architect' is sometimes used in a way that isn't connected to building and design. For example, 'software architect' or 'systems architect' are examples from the computer and IT industry. We take the common sense view, and accept that no one could be misled into thinking this had something to do with the design and construction of buildings, and we wouldn't take any action in these cases."

<http://arb.org.uk/what-we-do-to-regulate-use-of-the-title-architect>

GAMIFICATION

FIELD		PLAYERS		DURATION			RULES		GOALS			
IN	OUT	IN	OUT	S	M	L	IN	OUT	I	R	R	F
S E E												

GAME

INSIDE		
OUTSIDE		
	RULE	ROLE

000off_ Game of Architekt

AR: 5.4.1a
Project: 000off_ WHAT_ architecture
Rule: The Architects Act 1997, S20
Referee: ARB
Players: vs Anthony Hoete

49:30 CHARTERED RIBA PRACTICE!



ER: ELIZABETH REINGA!

The

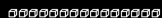
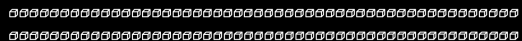
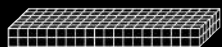


ARCHITECTURAL CITIZENSHIP!

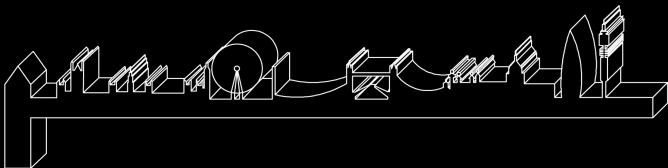
WHAT ARCHITECTURE

QUOTING EUROPEAN DIRECTIVE 85/384/EC, THE ROYAL INSTITUTE OF BRITISH ARCHITECTS / ARB DEMANDED BRITISH CITIZENSHIP TO TRANSFER 'FOREIGN' QUALIFICATIONS. YOU ARE THUS INVITED ON MONDAY 9 AUGUST 3.30PM TO THE ARCHITECTURAL CITIZENSHIP OF ANTHONY HOETE AT HACKNEY TOWN HALL. DRINKS FOLLOW AT THE NEWLY RECONSTITUTED 'EMPIRE' NEXT DOOR!

49:00 GAME PLAN



WHAT FE



CITY

PROFESSION

PRACTICE

PROJECTS

SELECTED
PROJECTS

ACTION
REPLAYS

GAME OF
HOUSING

HOUSING
HIGHLIGHTS

RULES

PRACTICE 2.0

PROFESSION 2.0

CITY

PROJECTS

WERE THE GOALS
ACHIEVED?

SELECTED
PROJECTS

GAMIFICATION

FIELD		PLAYERS		DURATION			RULES		GOALS		
IN	OUT	IN	OUT	S	M	L	IN	OUT	I	R	F
									S	E	E

GAME

IN

OUT

RULE

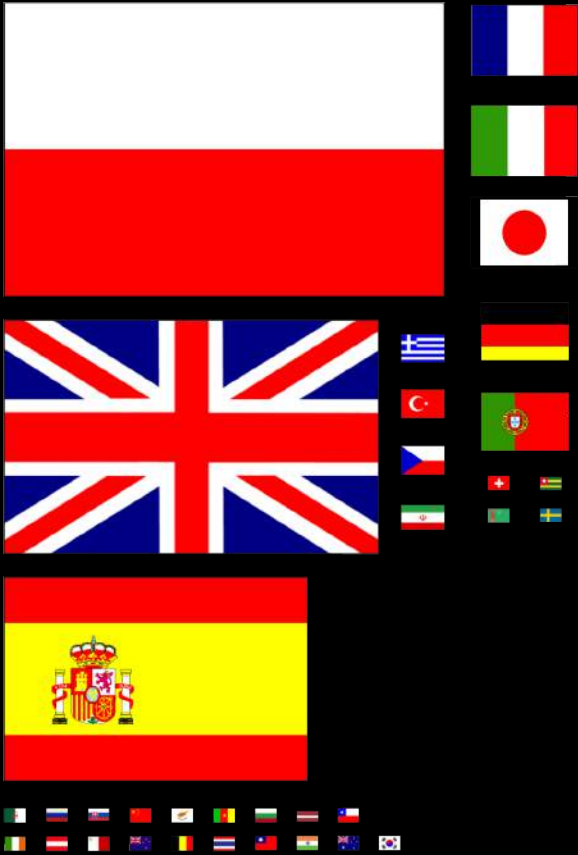
ROLE

ACTION
REPLAYS

INSERT VALUE
HOUSING

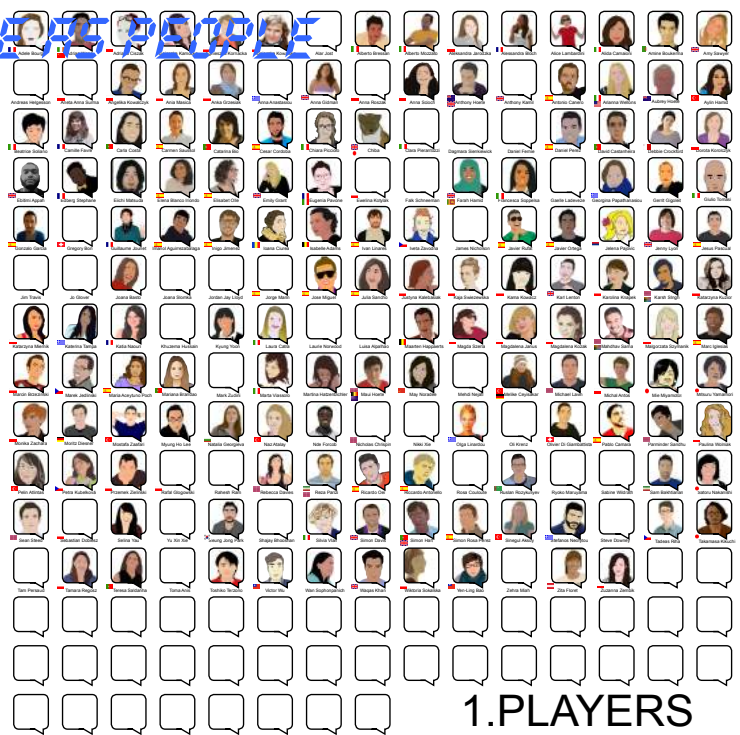
HOUSING
HIGHLIGHTS

RULES

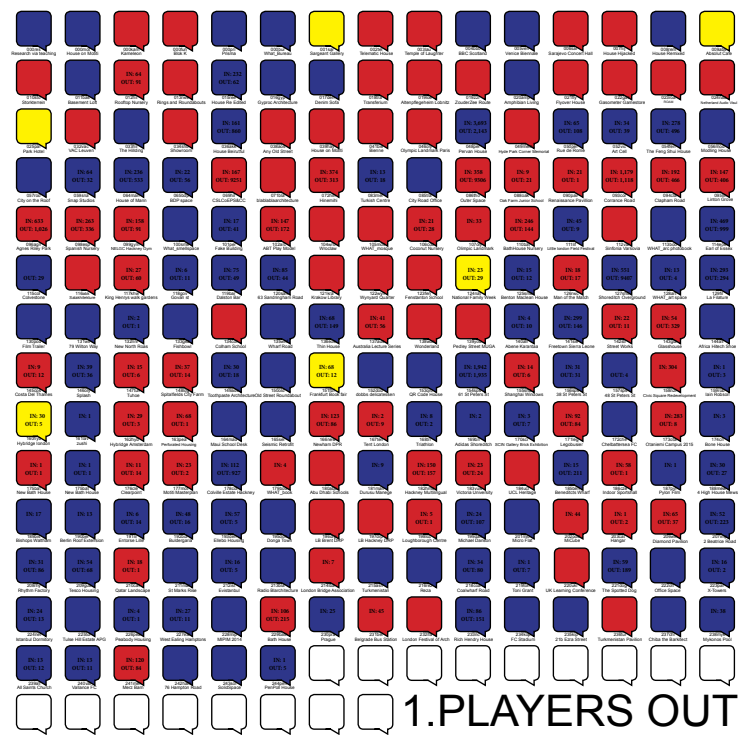
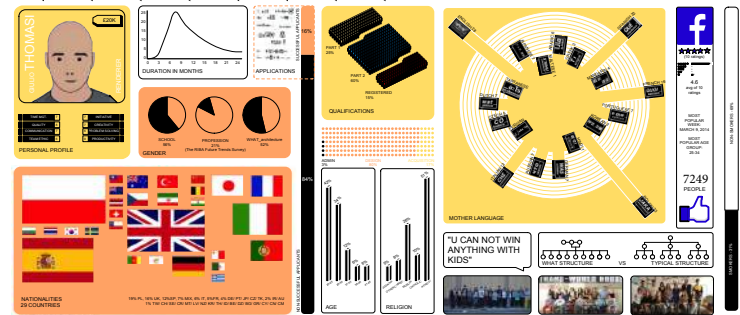


20% PL, 17% UK, 14% SP, 5% FR, IT, 4% PT, JP, DE, 2% TK, CZ, IR, GR, 1% CH, ID, CR, AU, TW, BE, TH, NZ, MT, AT, IE, SE, TM, TG, CL, LV, BG, CM, CY, CN, SK, RU, DZ

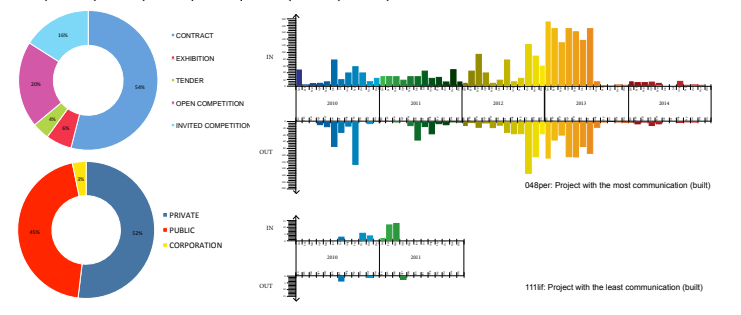
49:00 PRACTICE PEOPLE



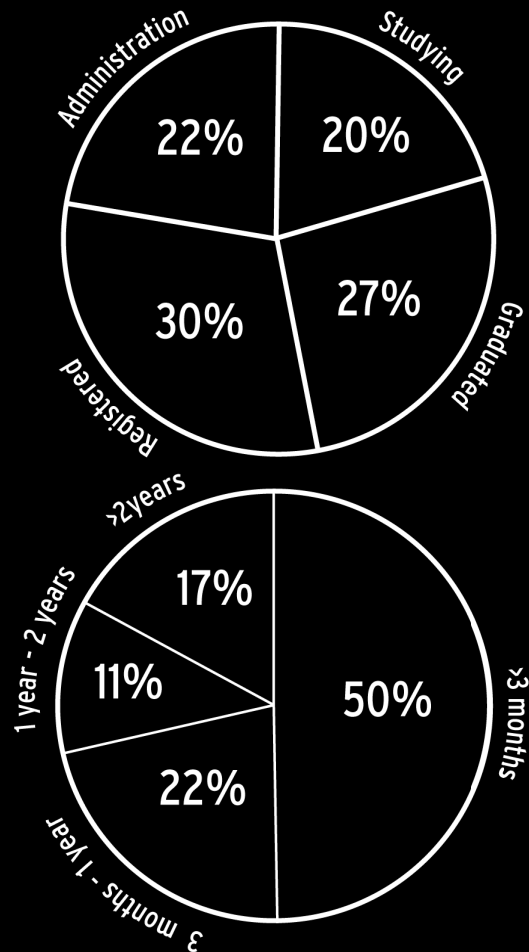
1.PLAYERS

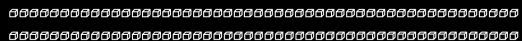
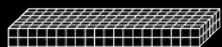


1.PLAYERS OUT

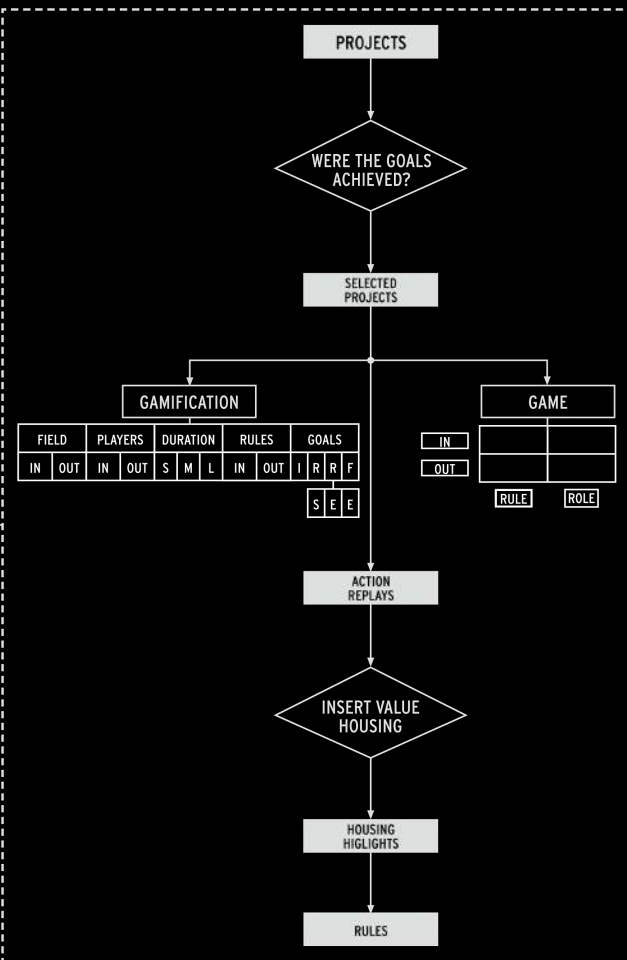
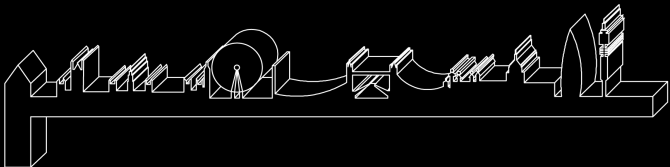


**“You cannot
win anything
with kids”**

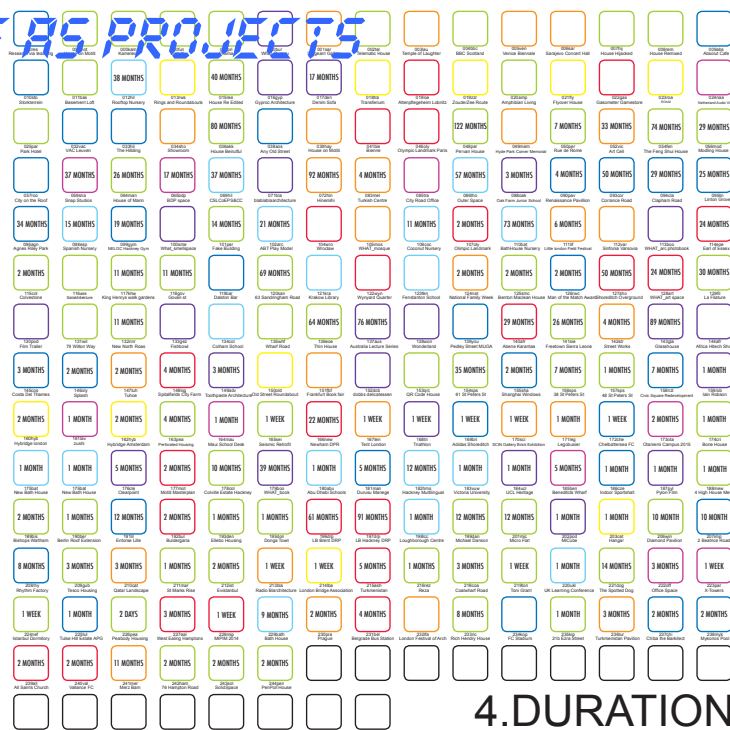




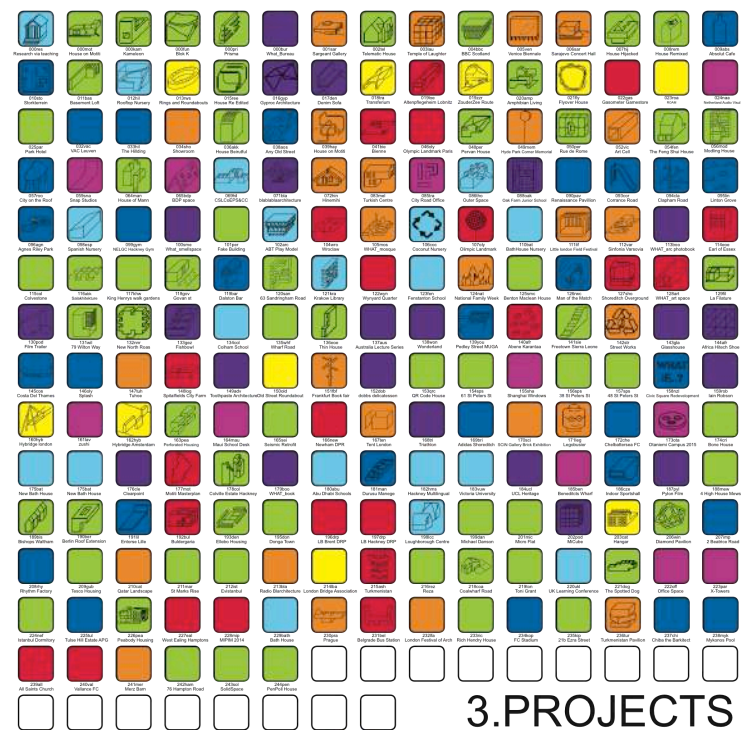
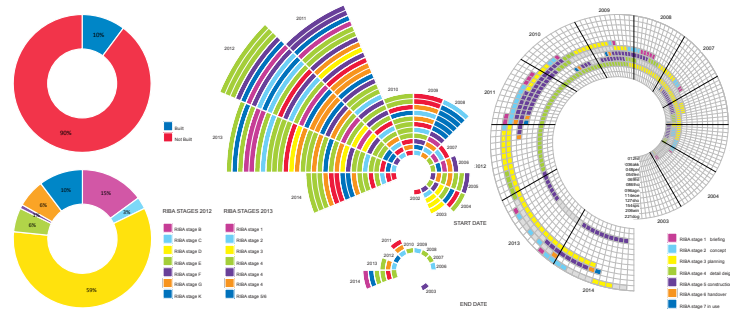
WHAT FE



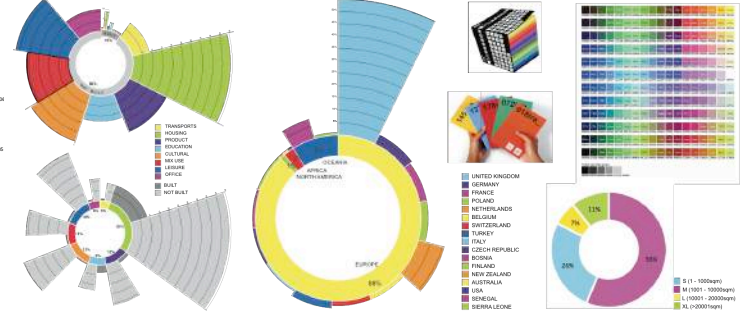
47:30 PRACTICE AS PROJECTS



4.DURATION



3.PROJECTS



47:00 PRACTICE AS PROJECTS

**“95% of the built
environment is not
designed by architects”**

47:00 ARCHITECTURE WITHOUT ARCHITECTS

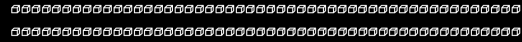
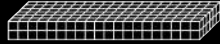


47:00 INFRASTRUCTURE

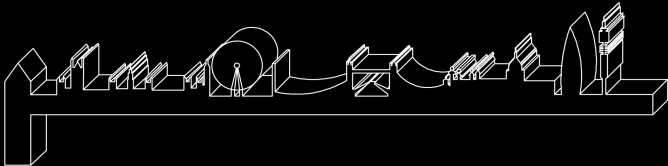


**“90% of what we design
doesn’t get built yet 100%
of what we do is
architecture.”**

46:00 GAME PLAN



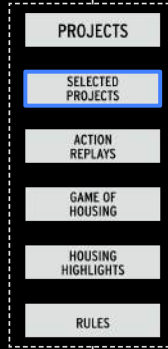
WHAT FE



CITY

PROFESSION

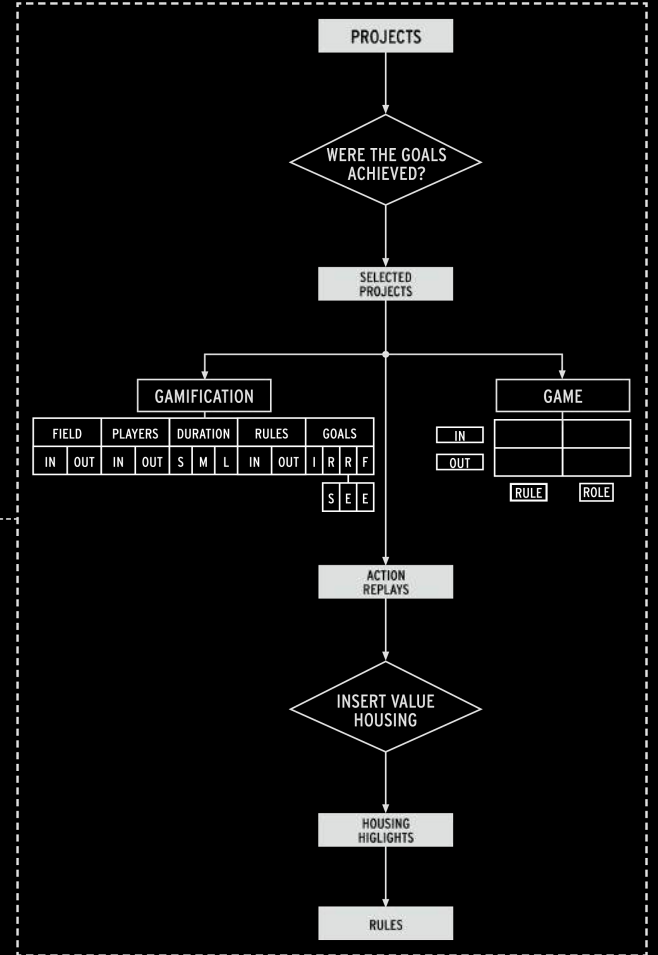
PRACTICE



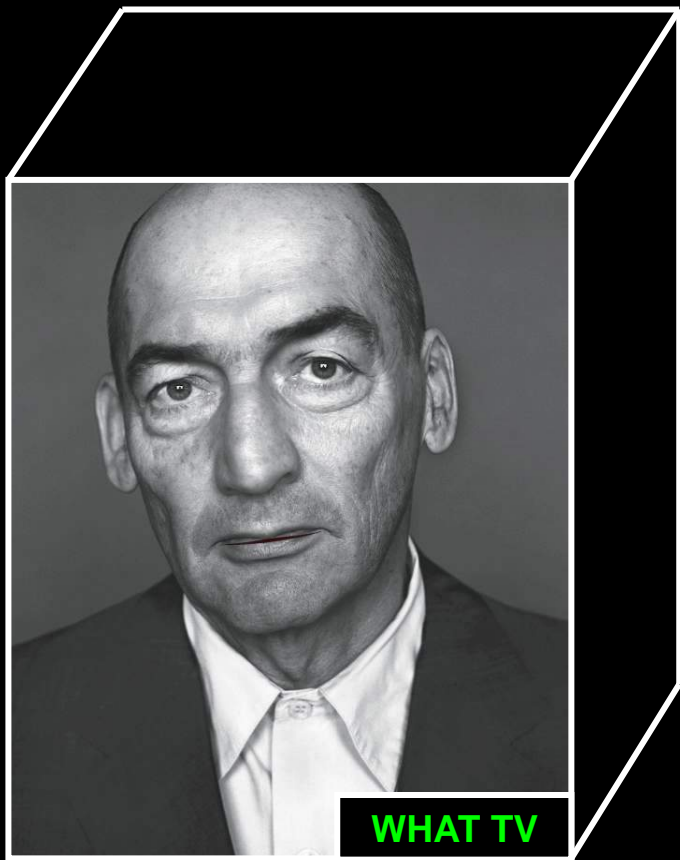
PRACTICE 2.0

PROFESSION 2.0

CITY



44:00 GOALS



**What are the goals
for the Game of
Architecture?**

46:00 AWARDS

1. 10 Year Award
2. A International Architectural Products Design Awards
3. A' Design Prize
4. Aga Khan Award for Architecture
5. AIA Architecture Firm Award
6. AIA Gold medal
7. AIA Institute Honor Awards
8. AIA Thomas Jefferson Award for Public Architecture
9. AIA Twenty-five Year Award
10. AJ120 Awards
11. Alvar Aalto Medal
12. Annie Spink Award
13. APLD International Landscape Design Awards
14. APS National CDM Awards
15. AR Awards
16. AR EMERGING ARCHITECTURE AWARDS
17. AR Future Project Awards
18. AR Global Architecture Graduate Awards (GAGA)
19. AR Houses Award
20. AR&D Emerging Architecture Awards
21. Architect of the Year Awards (Building Design)
22. Architects Journal Small Projects Awards
23. Architects Journal Women in Architecture Award
24. Architecture in Perspective Annual Competition
25. Arnold W. Brunner Memorial Prize
26. ASLA
27. Australian Institute of Architects Gold Medal
28. AZ Awards
29. BALI National Landscape Awards
30. Beijing Cityvision Competition
31. Best Tall Building Awards
32. Brick Awards
33. Britain's Top Tradesman Award
34. British Construction Industry Awards
35. British Engineering Excellence Awards
36. British Expertise Awards (Construction News)
37. British Homes Awards
38. Buckminster Fuller Challenge
39. Builder and Engineer Awards
40. Builders' Merchants Awards for Excellence
41. Building Awards
42. Carbuncle Awards
43. CIBSE Building Performance Awards
44. Civic Trust
45. Civic Trust Awards
46. Collaborative Achievement Award
47. Concrete Society Awards
48. Constructing Excellence Awards
49. Construction Manager of the Year Awards
50. Construction Marketing Awards
51. Construction News Awards
52. Construction News Specialists Awards
53. Core77 Design Awards
54. Croatian Architects Association Award
55. CTBUH Skyscraper Award
56. Dedalo Minosse International Prize for commissioning a building
57. Design & Health International Academy Awards
58. Deutscher Architekturpreis
59. DIY Week Awards
60. Don't Move, Improve Awards
61. EBie Awards
62. Emerging Architectural Practice Award
63. Emirates Glass LEAF Award
64. Emporis Skyscraper Award
65. Emporis Skyscraper Award
66. Erich Schelling Architecture Award
67. European Museum of the Year Award
68. European Prize for Urban Public Space
69. Excellence in Design Awards
70. Forum AID Award
71. G14 Awards (Glass & Glazing Industry)
72. Gold Medal
73. Good Design Award
74. Grand Design Awards
75. Grande médaille d'or de l'Académie d'Architecture
76. Green Apple Awards for the Built Environment and Architectural Heritage
77. Greenbuild Awards
78. Ground Engineering GE Awards
79. Heinrich Tessenow Medal
80. Housebuilder Product Awards
81. Housing Design Awards
82. Housing Excellence Awards
83. Housing Innovation Awards
84. IET Achievement Medals
85. IET Young Woman Engineer of the Year Awards
86. Inaugural Wheelwright Prize
87. Innovation Award
88. International Architecture Awards
89. International Architecture Awards
90. International Holcim Awards for Sustainable Construction
91. INTERNATIONAL PRIZE FOR SUSTAINABLE ARCHITECTURE FASSA BORTOLO 2012
92. International Property Awards (UK)
93. International Tunnelling and Underground Space Awards
94. IOC/IAKS Award for Sports & Leisure Facilities
95. IOC/IPC/IAKS Architecture and Design Award for Students and Young Professionals 2015
96. Jane Drew Prize Prize
97. Jencks Award
98. Landscape Institute Awards
99. LEAF Awards
100. Manser Medal (RIBA special awards)
101. Matsumoto Prize
102. Mies van der Rohe Awards
103. National Design Awards
104. National Urban Design Awards
105. NCE ACE Consultants of the Year Awards
106. New Civil Engineer NCE Graduate Awards
107. New Homes Garden Awards
108. NHBC Health and Safety Awards
109. NZIA Awards
110. Outstanding Building of the Year (TOBY) International Awards
111. Outstanding Structure Award
112. P/A Awards
113. Performance Award
114. Placemaking Awards (Renewal & Regeneration)
115. Praemium Imperiale
116. Prime Ministers Award for Better Public Building
117. Prix d'architecture de l'Équerre d'argent
118. PRIX EUROPEEN D'ARCHITECTURE PHILIPPE ROTTHIER
119. Property Care Association PCA Awards
120. QATAR DESIGN AWARDS
121. R+D Awards
122. RAIC Gold Medal
123. Red Dot Design Award
124. Renzo Piano Foundation Prize
125. Rethinking The Future Awards 2015
126. Retrofit Awards
127. RIAS Awards
128. RIBA National Awards
129. RIBA Presidents medals
130. RIBA Research Awards
131. RIBA Royal Gold Medal
132. RIBA Stirling Prize
133. RICS Awards
134. Roofing Awards
135. Royal Academy of Engineering Awards
136. Royal Academy of Engineering ERA Foundation Entrepreneurs Award
137. Royal Academy of Engineering Major Projects Award
138. Rudy Bruner Award for Urban Excellence
139. SEED Awards for Excellence in Public Interest Design
140. Shed of the Year Awards
141. Sikkens Prize
142. Society of Experiential Graphic Design (SEGD) Global Design Awards
143. Stephen Lawrence prize (RIBA special Awards)
144. Structural Awards
145. Summit Skills Awards
146. Surface Design Awards
147. Sustainable Housing Awards
148. TFHMF Award
149. The Bloomsbury Association Prize
150. The Dwell Vision Award
151. the Moriama RAIC International Prize
152. The Pritzker Architecture Prize
153. Thomas Jefferson Medal in Architecture
154. Timber in Construction Awards
155. Topaz Medallion for Excellence in Architectural Education
156. UIA Gold Medal
157. UK design Awards
158. UK Trade Awards
159. Urban Habitat Award
160. Venice Prize
161. Vincent Scully Prize
162. Wan Awards
163. WAN Awards Residential
164. WAN Education Awards
165. WAN International Architecture Awards Healthcare
166. WAN Product Innovation Awards
167. WAN Urban Design Awards
168. Westside Urban Forum Design Awards
169. What House? Awards
170. Wienerberger Brick Award
171. Wolf Prize in Arts
172. Women in Construction Awards
173. Wood Awards
174. World Architecture Festival Awards
175. World Demolition Awards
176. World Interiors News WIN Awards

45:30

GAMIFICATION											
FIELD		PLAYERS		DURATION			RULES		GOALS		
IN	OUT	IN	OUT	S	M	L	IN	OUT	I	R	F
									S	E	E

GAME	
INSIDE	
OUTSIDE	
RULE	ROLE

The Gamification of Architecture?

45:30 AWARDS

[illegible]

		GAME
INSIDE		
OUTSIDE		
	RULE	ROLE

069hil_ Scoring architecture

AR: 5.3.2
Project: 069hil_CSLCoEPS&CC
Players: WHAT_architecture,
London Borough of Hillingdon



FOREMEN:

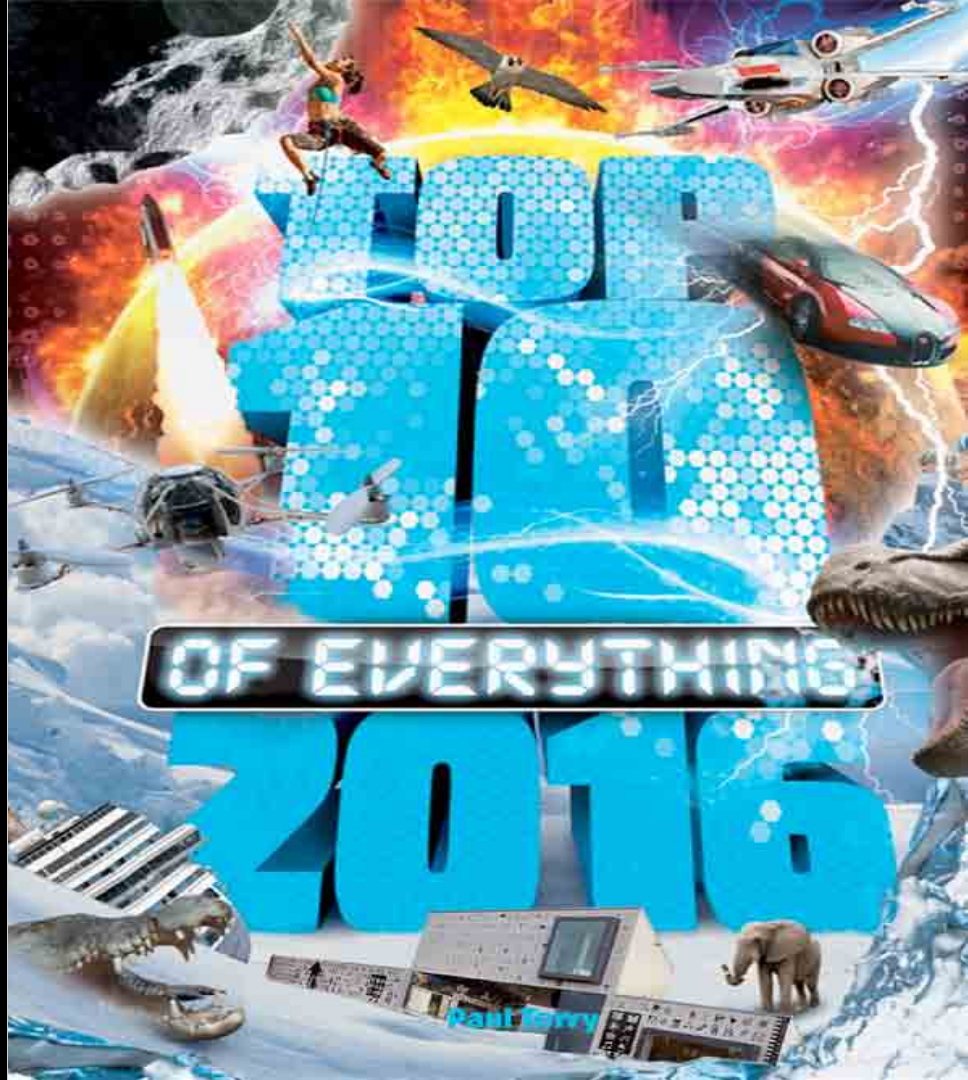
BRICK LAYERS:

Stylianos Antoniou, Ana Troster, Anja Feldmaier

GUINNESS WORLD RECORDS

© 2006 Wiley Periodicals, Inc. *Journal of Interpersonal Violence* 21(12): 1661–1674. DOI: 10.1177/0886260506288511

Can you distinguish which of the two images is a rendering?

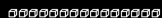
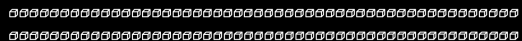
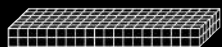


44:30 AWARDS

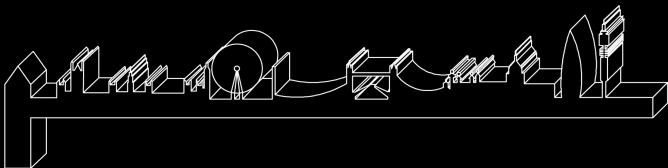


**Award Winning
Architect!?**

42:30 GAME PLAN



WHAT FE



CITY

PROFESSION

PRACTICE

PROJECTS

SELECTED
PROJECTS

ACTION
REPLAYS

GAME OF
HOUSING

HOUSING
HIGHLIGHTS

RULES

PRACTICE 2.0

PROFESSION 2.0

CITY

PROJECTS

WERE THE GOALS
ACHIEVED?

SELECTED
PROJECTS

GAMIFICATION

FIELD		PLAYERS		DURATION			RULES		GOALS		
IN	OUT	IN	OUT	S	M	L	IN	OUT	I	R	F
									S	E	E

GAME

IN

OUT

RULE

ROLE

ACTION
REPLAYS

INSERT VALUE
HOUSING

HOUSING
HIGHLIGHTS

RULES

42:37 SELECTED ACTION REPLAYS



41:30 ACTION REPLAY EXAMPLE

What was the game?

The Temple of Laughter is a seminal project for the practice in the sense that it exposes an early interest (from 1994) in the games within architecture. The proposal plays with the rules of an international architectural competition. The submission requirements asked for a drawing and a model and with set constraints for their maximum dimensions: a 900mm square envelope for the drawing and a 300mm cubic envelope for the model. Given this specification, I wondered: could one devise a proposal whereby the drawing literally built the model and, conversely, the model built the drawing?

In submitting a single object that was simultaneously drawing and model, the conventions of 'what constitutes architectural representation' was challenged. The architects' drawings have historically been the principle communication tool to convey information ranging from ideological expression through to construction detailing. Yet with the Temple of Laughter the drawing was purely a two-dimensional plan(e) emptied of any inscription and thus devoid of meaning yet latent with the potential to transform, origami-like, into a 3D model.

So how to organise the six unfolded planes of a cube in such a manner that there for a 9 x 9 double faced drawing of 162 faces? How to connect the 27 cubes together each by a single hinge along an edge so that they could be swung together into a 3 x 3 x 3 cube which held its form? This geometrical puzzle required solving if at all possible. I deployed what I today term "8-bit parametricism" to solve the problem involving the use of part-analogue (paper), part-digital (computer) modelling to crack the problem. This involves the use of low-tech high-speed part-analogue (paper), part-digital (computer) modeling processes to crack the problem. Having lost some of the original drawing – models, I replayed this Action in 2015 and used the Fold It application, a protein folding game, to create an animation that demonstrated the hinging movements between the cubes.



003lau_Compensation rules as puzzle

Action Replay no. 5.1.1a

Project: 003lau_Temple of Laughter

Jury: Thom Mayne, Wolf Prix

Players: Anthony Hoete + Yuji Fukui

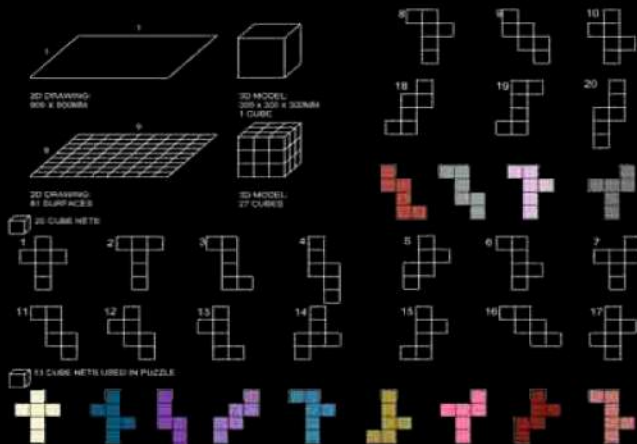
41:00 ACTION REPLAY

5.1.1a.1 2D drawing to 3D cube

A 900x900 surface divided into a 9x9 grid yields 81 10x10 squares, which over both sides gives 162 10x10 squares.

A 300x300 subdivides into 27 10x10 cubes. Six surfaces per cube results in 162 10x10 squares.

There are over 20 ways to arrange 6 10x10 squares to form a net for a cube.



5.1.1a.2 Configuring cubes

The cubes can be configured into a meta-cube in a variety of permutations



5.1.1a.3 Arranging nets & calculating connections

The specific nets for each cube were selected and arranged so that 27 nets could fit across two sides of the surface. One net was omitted to give a void at the centre of the puzzle. Then connections were placed between nets so that the cubes could only be assembled/dissambled in one order - a puzzle to make a puzzle.



5.1.1a.4 8-bit parametricism

The arrangement of nets and cubes was calculated using analogue and digital models simultaneously. We replayed this process on the



40:30 ACTION REPLAY

5.1.1b.1 Making the Temple of Laughter

Unwanted floorboards removed from another of our projects, 44 Grafton Terrace Chalk Farm, formed the basis of our 1:1 submission.



5.1.1b.2 The Temple of Laughter

The Temple of Laughter stands assembled and ready to be shipped. When it is unwrapped it will collapse into the drawing of itself.

41:30 ACTION REPLAY EXAMPLE

What was the game?

Qatar National Day (18th December) lies close to the Winter solstice which gave us the possibility to have the longest shadows on the site not only for climatic but also for symbolic reasons. It was also a requirement were the memorial 'field' was visually permeable from the surrounding residences. Normally you might enlist the services of a daylight consultant in designing to meet this aspiration but WHAT_architecture deployed our in house expertise to calculate the location, size and shape of the columns and their pediments.

An iterative process involving detailed and exhaustive analysis of various configurations revealed the optimal number of columns which creates the maximum shadow coverage but also permits transparency through the Memorial structure when seen from neighbouring housing. This configuration is referred to as '9-8 7-7 Qatar Corniche'. Then, due to the pragmatic concerns of cost and build-ability, we rationalised the column heights into discrete dimensional packages. Yet the landscape morphology maintains the optimal resolution.

GAMIFICATION												
FIELD		PLAYERS			DURATION			RULES		GOALS		
IN	OUT	IN	OUT		S	M	L	IN	OUT	I	R	F
										S	E	E

GAME	
INSIDE	
OUTSIDE	
RULE	ROLE

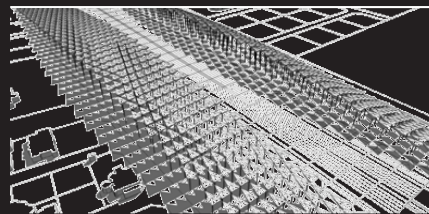
210qat_ Play of Light

Action Replay no. 5.1.13b

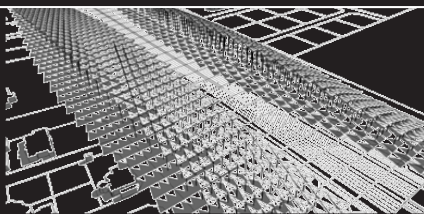
Project: 210qat_Qatar landscape

Players: WHAT_architecture + Mecanoo

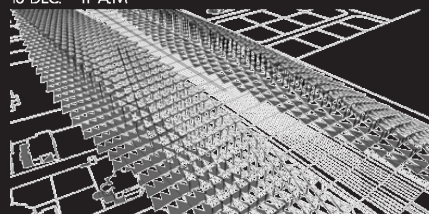
40:30 ACTION REPLAY



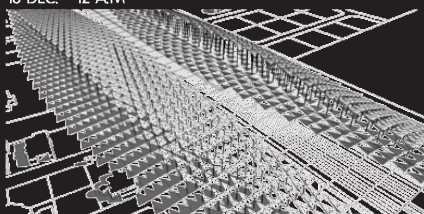
18 DEC. - 11 A.M



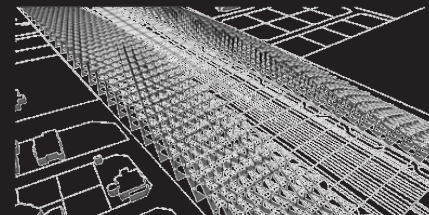
18 DEC. - 12 A.M



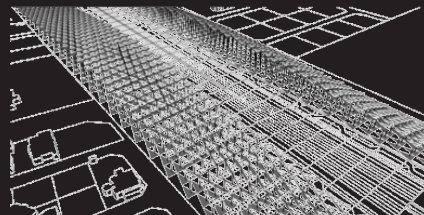
18 DEC. - 1 P.M



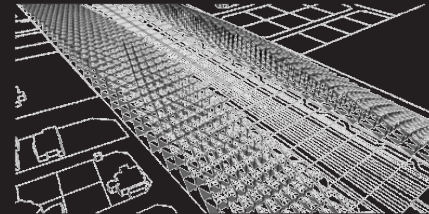
18 DEC. - 2 P.M



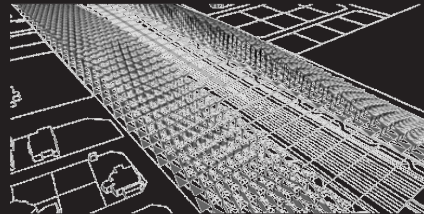
21 JUNE - 11 A.M



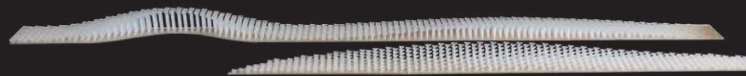
21 JUNE - 12 A.M



21 JUNE - 1 P.M



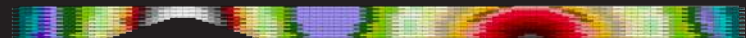
21 JUNE - 2 P.M



MODEL - GLOBAL MORPHOLOGY



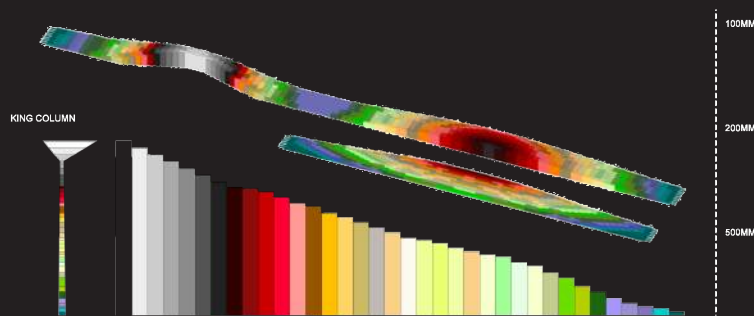
SECTION



PLAN



HEIGHT BY COLORS



KING COLUMN

CROSS REFERENCE TO DEFINE VERTICAL HEIGHTS



40:30 ACTION REPLAY

5.1.13.10 Final CGI

Wajbah Park Memorial viewed at night. The park morphology is designed using arabic geometry to resemble a sand dune, with the spacing of columns and size of capitals optimised to maximise shadow coverage onto the landscape whilst maintaining the visual permeability from the highway

41:30 ACTION REPLAY EXAMPLE

What was the game?

Paint is a surface treatment often considered cosmetic by architects, yet other disciplines (such as art history) and other cultures treat paint with reverence. WHAT_architecture used a 'paint by numbers' game as part of a consultation on a conservation project both as a light-hearted activity for everyone to take part in, and as a means to draw attention to the mistaken history of the colour of the building.

Hinemihi is a Maori meeting house located within the grounds of Clandon Park, near Guildford, in Surrey. Hinemihi originally comes from Te Wairoa, on the North Island of New Zealand, and her creation was commissioned by Chief Aporo Te Wharekaniwha of the sub-tribe Ngati Hinemihi. To the Maori who built her, Hinemihi was a physical embodiment of an honoured ancestress of Ngati Hinemihi, and Hinemihi is considered to be a living being.

The meeting house Hinemihi o te Ao Tawhito (Hinemihi of the Old World) was built in 1881 and stood on the North Island in the village of Te Wairoa, a few kilometres from the Pink and White Terraces on the shores of Lake Rotomahana. In 1892 the Governor of New Zealand, the fourth Earl of Onslow, dismantled and shipped Hinemihi to England with instructions for reassembly in Clandon Park, Surrey.

The following century in the English climate has not treated her well and she is in need of restoration. As part of the preparation for the conservation process, the UCL Department of Archaeology undertook a 'forensic paint analysis' on Hinemihi. It was revealed that she was originally painted in garish shades of orange and blue, not the earthy brown tones which currently cover her.

GAMIFICATION											
FIELD		PLAYERS		DURATION			RULES		GOALS		
IN	OUT	IN	OUT	S	M	L	IN	OUT	I	R	F
									S	E	E

GAME	
INSIDE	
OUTSIDE	
RULE	
ROLE	

072hin_ Paint by numbers

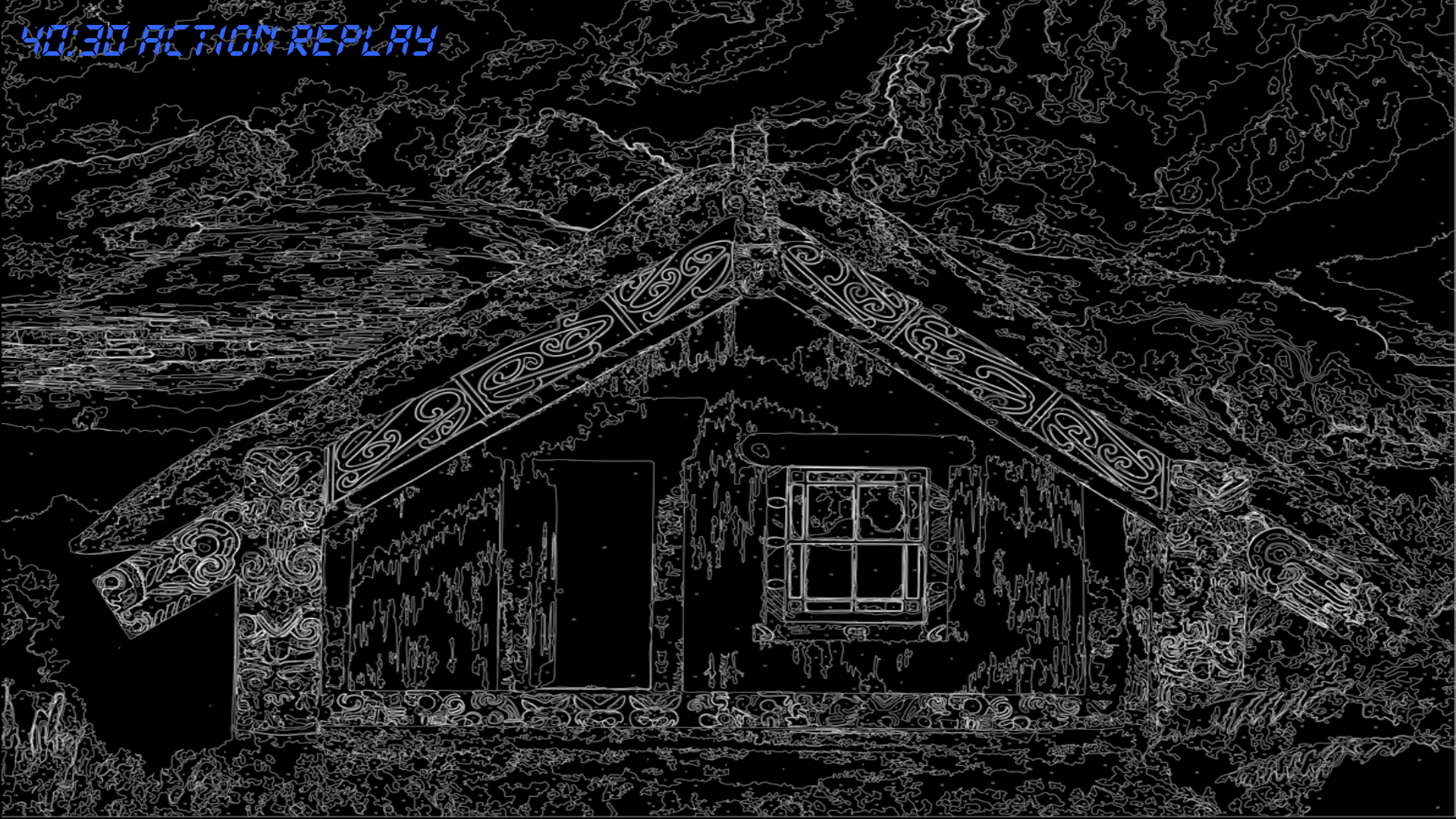
Action Replay no. 5.2.7

Project: 072hin_Hinemihi

Players: UCL Institute of Archeology
WHAT_architecture



40:30 ACTION REPLAY



40:30 ACTION REPLAY



40:30 ACTION REPLAY

40:30 ACTION REPLAY

5.2.7.2-3 Designing the paint by number canvas (Previous Pages)

A photomontage (5.2.7.2) of Hinemahi against the backdrop of an erupting Volcano formed the basis for the paint by number template (5.2.7.3) which was printed onto canvas

5.2.7.4 Paint by Number Workshops (This Page)

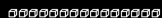
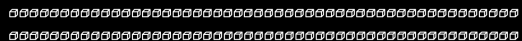
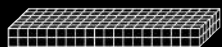
Members of the British Maori community and visitors to Clandon park collaborating on the paint by numbers canvas

5.2.7.5 Paint by Number Workshops (Overleaf)

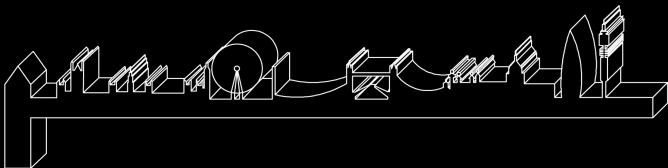
The completed paint by numbers canvas



40:00 GAME PLAN



WHAT FE



CITY

PROFESSION

PRACTICE

PROJECTS

SELECTED
PROJECTS

ACTION
REPLAYS

GAME OF
HOUSING

HOUSING
HIGHLIGHTS

RULES

PRACTICE 2.0

PROFESSION 2.0

CITY

PROJECTS

WERE THE GOALS
ACHIEVED?

SELECTED
PROJECTS

GAMIFICATION

FIELD		PLAYERS		DURATION			RULES		GOALS		
IN	OUT	IN	OUT	S	M	L	IN	OUT	I	R	F
									S	E	E

GAME

IN

OUT

RULE

ROLE

ACTION
REPLAYS

INSERT VALUE
HOUSING

HOUSING
HIGHLIGHTS

RULES

40:00 RELEVANCE

**What game is relevant
and worth playing!?**

40:00 RELEVANCE

Game of Housing

— THE LONDON UNDERGROUND —

RENT MAP



38:30 RULES OF HOUSING



Process relating to:
Planning



Process relating to:
Building for Life



Process relating to:
National housing
standards



Process relating to:
Building regulations



Process relating to:
Other regulations

National standards & guidance

(applicable to all housing)

National planning policy eg:
PPS1: Delivering sustainable development
PPS3: Housing
PPS9: Biodiversity & geological conservation
PPS17: Planning for open space, sport & recreation
PPS24: Planning & noise
PPS25: Development & flood risk

National guidance eg:
Manual for Streets

National housing standards eg:
Building for Life
Secured by Design - New Homes 2010
Lifetime Homes

Code for Sustainable Homes
Category 1: Energy & CO2 emissions
Category 2: Water
Category 3: Materials
Category 4: Surface Water Run-off
Category 5: Waste
Category 6: Pollution
Category 7: Health & Wellbeing
Category 8: Management
Category 9: Ecology

Building regulations
Part E (Resistance to the passage of sound)
Part F (Ventilation)
Part L (Conservation of Fuel & Power)
Part M (Access to and Use of Buildings)
Part A, B, C, D, G, H, J, K, P

Other regulations eg:
Insurance standards (NHBC etc)
Flood & Water Management Act (sustainable drainage)
Water regulations (mains supply)
Water regulations (sewer)
Highways regulations (278/38)
Other utilities standards (eg gas, electricity, telecoms)
Environmental regulations (eg site waste management plan)

Additional standards & guidance

(applicable depending on location, type of project and assessment procedure)

Regional/local planning policy eg:
Regional spatial strategy
Local development framework

Specific guidance for schemes dependent on context eg:
CABE guidance: as relevant to application
Natural England guidance: as relevant to application
English Heritage guidance: as relevant to application
Planning and Design for Outdoor Sport and Play
The Play Strategy
Urban Design Compendium 1 & 2

Assessment

Planning committee/delegated powers
Design & access statement (DCLG 01/2006 Section 3)

CABE
Natural England
English Heritage
Fields in Trust
Play England

Building for Life assessment
Crime prevention design adviser

Code for Sustainable Homes assessment

HCA investment management system

Considerate constructors scheme monitor
Ecology report

Approved Inspector/local authority building control
Acoustic testing consultant
Robust details plot registration & check list
As built pressure test
SAP (standard assessment procedure) assessment

Certification

Planning approval
Planning approval notice

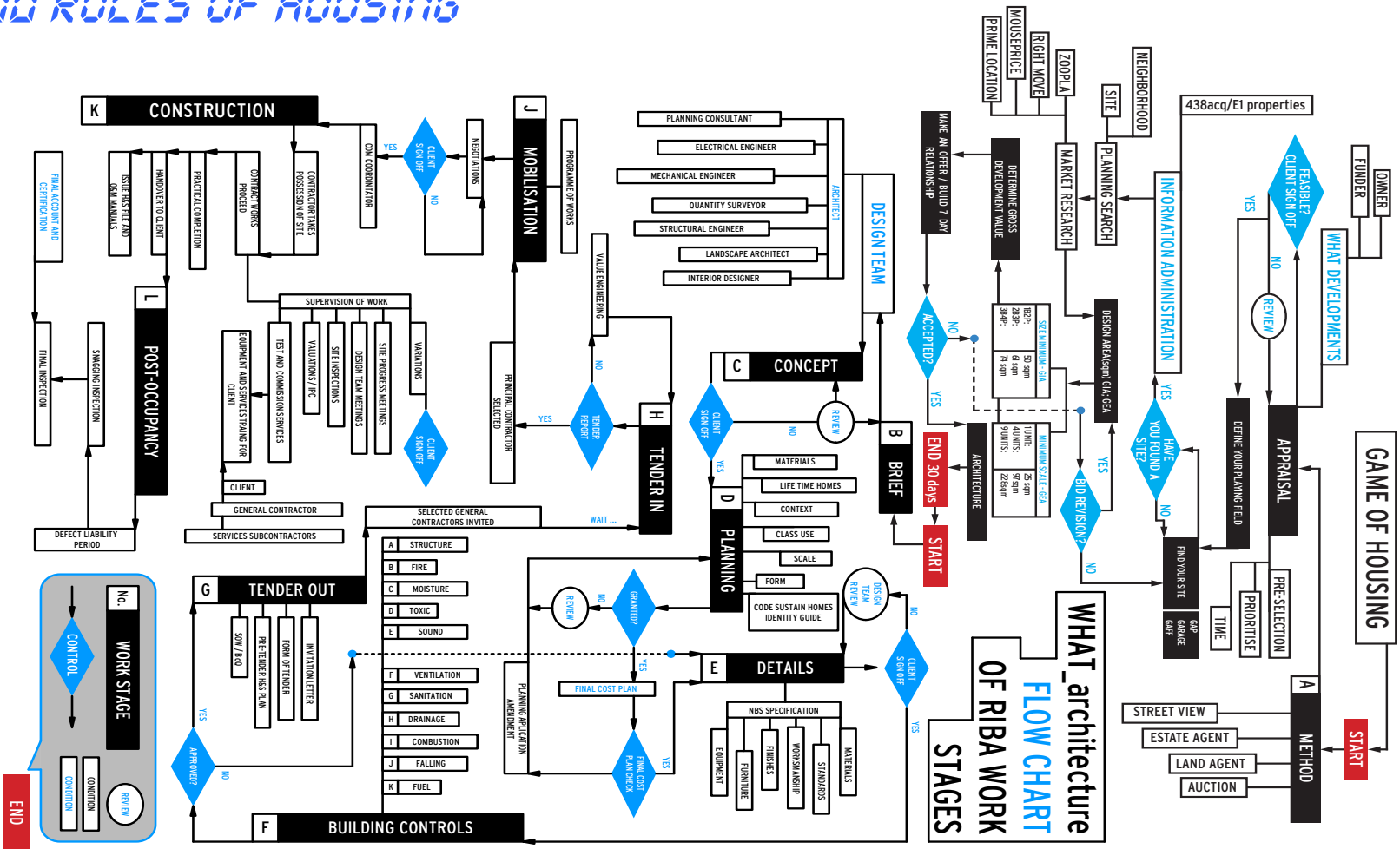
Building for Life award (if submitted)
Secured by Design certificate

Code for Sustainable Homes certificate
or
Code for Sustainable Homes ni-rated certificate

Building regulations final certificate
Acoustic testing results
or
Robust details compliance certificate
Pressure testing results
Energy performance certificate (EPC)

Insurance certificate sign-off
Sustainable drainage approval
Section 51A agreement - adoption of mains water
Section 104 agreement - adoption of sewer
Section 278 and/or 38 agreement - adoption of highways

38:00 RULES OF HOUSING



Transformative practice: 5 roles, 5 rules

5 ROLES:

DEVELOPER

CONTRACTOR

COMMUNICATOR

PLANNER

AGENT

5 RULES:

STYLE

SIZE

DENSITY

HERITAGE

USE

37:00 RULES OF HOUSING

