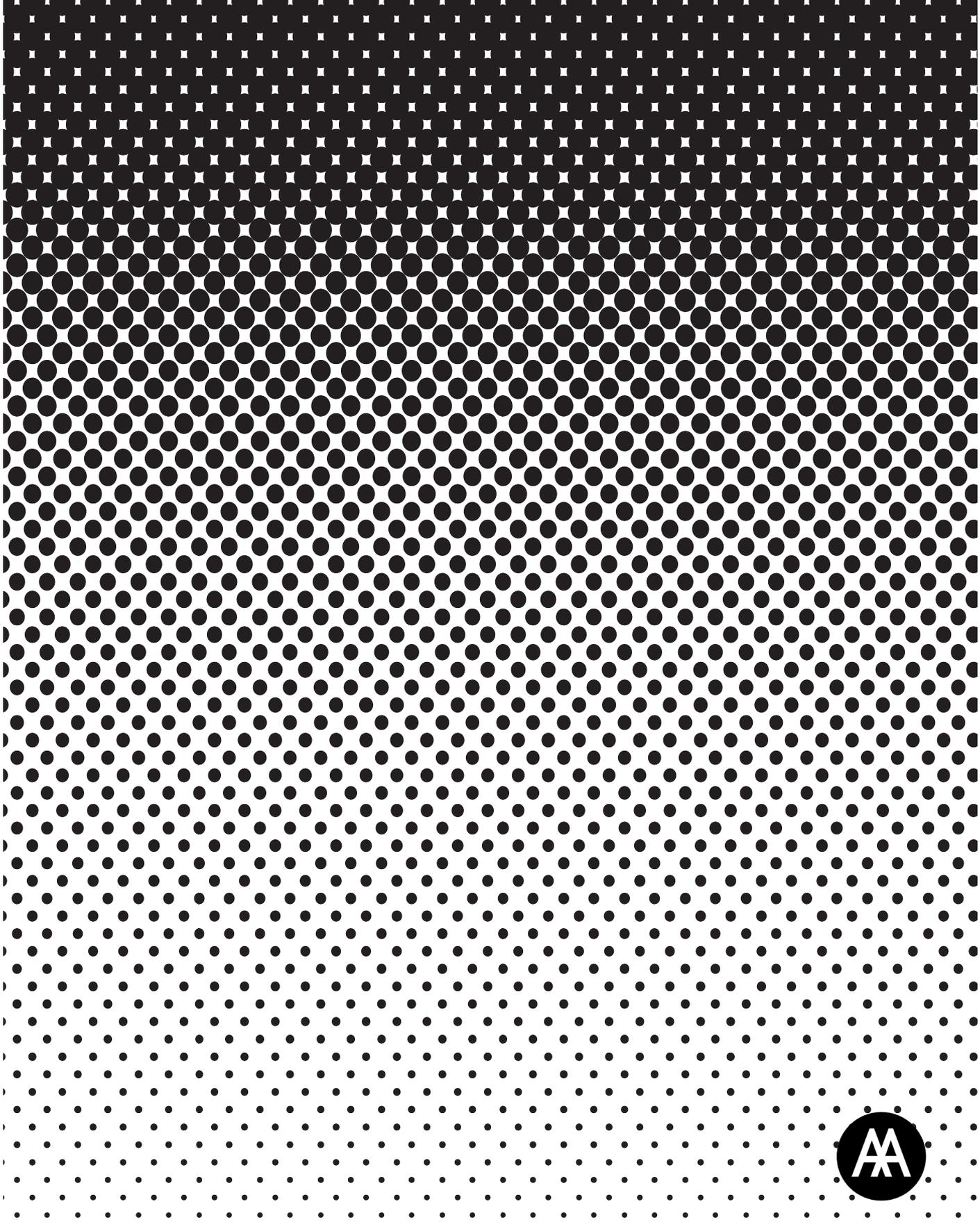


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The Possibility of an Island

Decameron by Giovanni Boccaccio, tells the story of a group of young people that escaped Florence during the black plague, taking refuge together in the countryside of Tuscany. For Boccaccio, the suspended time given by the plague and the condition of isolation provides the literary expedient for a moment of general rethinking. As the stories of the protagonists follow one another, the images, relational structures and values of society that would otherwise be lost are reconstructed. Similarly, the workshop is at the center of this global epidemic that we are experiencing within the same landscape.

June 21, 2020 - July 03, 2020
Chianti, Tuscany, Italy

Today in this rare moment of suspension we find ourselves with the possibility of an island.

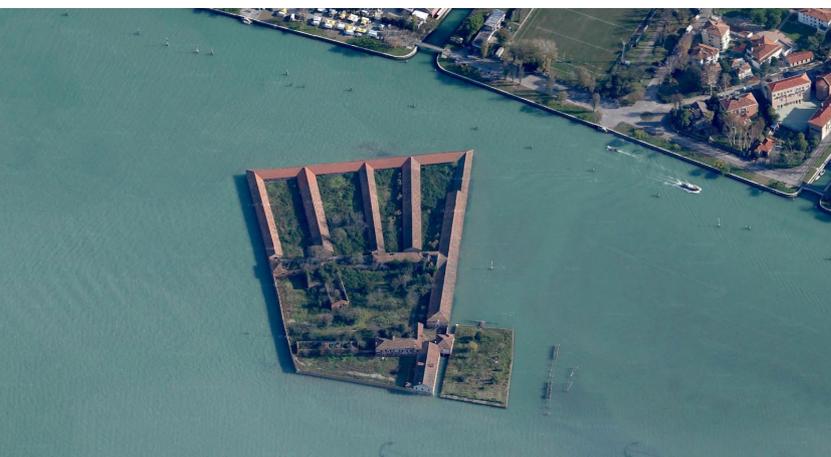
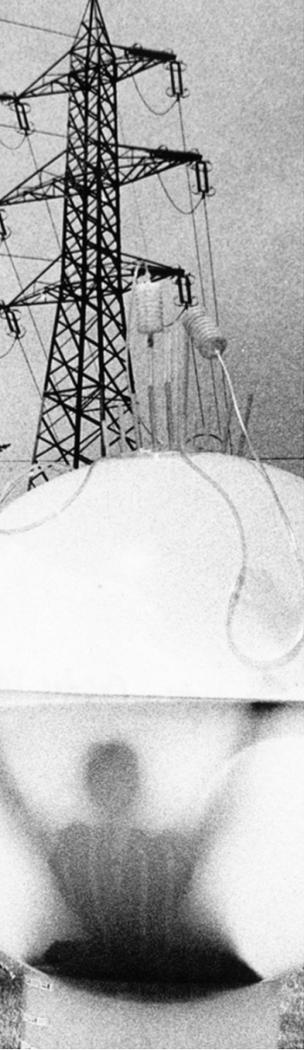
Situated within the countryside of Tuscany, a site with history of both Decameron and radical works of Italian design, we now reactivate the countryside as a space of transversal collective productive forces.

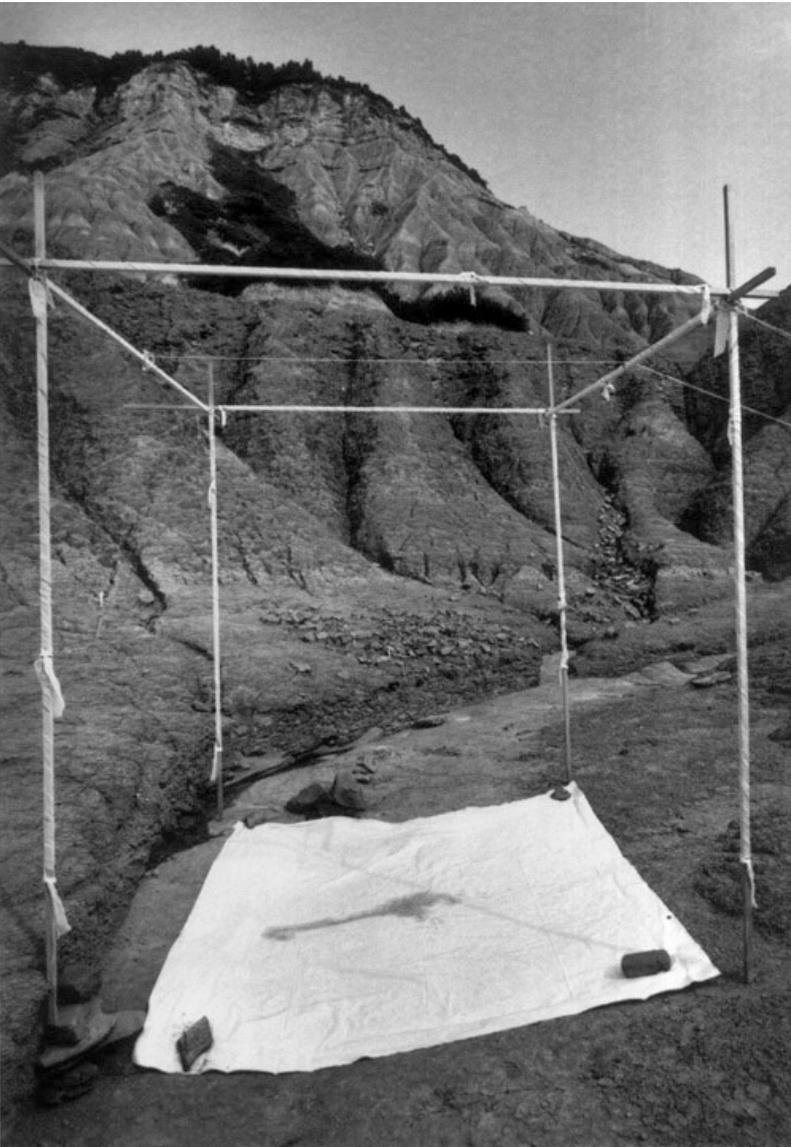
The two-week visiting school will develop an experimental episode that responds to this unprecedented moment in time – addressing issues such as isolation, transition and temporality. The workshop seeks to produce new tools, practices and rituals that reflect on this particular moment in time.



Islands have become associated with political separation, quarantine and a symbol of our changing environmental conditions as water levels rise and plastics form archipelagos. The island enables critical selectivity rather than imposed connectivity, a rarity in an age of constant status updates and notifications. As such the island constrains; which tends to be a key ingredient for a design brief.

The island is understood here in its most abstract sense. It can be a toolkit for isolation, a garment, a shelter, 1:1 island prototype, a floating structure on the lake, a code for living, a new form of governance, a micro-nation.





Students will work in small teams with leading young contemporary collectives (Fosbury, Parasite 2.0, (ab)Normal, CAPTCHA, PLSTCT, Space Caviar and Forgotten Architecture) on design briefs that address the spatial quality of temporality and transition.

Inspired by the storytelling structure of Decameron, the visiting school will feature daily lectures and additional workshops from esteemed international guests that serve as the structure and inspiration for the projects.

The Possibility of an Island visiting school is produced in collaboration with Architectural Association with applications open from international architecture and design students. Accommodation at Agriturismo Il Gualdo is included in the workshop cost.

June 21, 2020 - July 03, 2020
Agriturismo Il Gualdo
Chianti, Tuscany, Italy

www.aaschool.ac.uk/chianti
www.instagram.com/possibility_of_an_island

FACULTY

Sofia Pia Belenky is an architect from New York, USA based in Milan, Italy. She completed her BFA at Bard College in 2011 and continued her studies at the Graduate School of Architecture, Planning and Preservation at Columbia University, Architectural Association and Strelka Institute. Sofia Pia works as a researcher and designer with Space Caviar in Milan, Italy and previously collaborated with a number of other offices in New York, London and Paris. Her work with Space Caviar uses built work, event and exhibition design, research, writing, and film as forms of an extended mode of architectural practice.

Luigi Savio is among the founders of (ab)Normal. During the past three years he has been collaborating with Baukuh in Milan (2016), and OMA/Rem Koolhaas in Rotterdam (2016-2017), in which he mainly worked within the research unit AMO. Between 2018 and 2019 he was working together with Studio Folder in Milan, specifically for the set design of the XXII Triennale of Design "Broken Nature" curated by Paola Antonelli. He is currently collaborating with GRACE architecture office in Milan.

Margherita Marri is an Italian architect based in Milan, she graduated with honors from the Politecnico di Milano where she currently works as a teaching assistant. Her master thesis Logistics Landscape: unveiling protocols is part of a wider research carried out with the research practice CAPTCHA that investigate the contemporary condition through the relation between architecture, technology and ecology. Together with CAPTCHA she has been part of the lectures series DON18 from Microsoft to Microdosing at ETH-Zurich and she curated for Milano Arch Week 2019 in the context of the XXII Triennale Milano/ Broken Nature: Design Takes on Human Survival a series of panel discussion and the exhibition Machines of Loving Grace. She is currently completing, for a private client, the construction of a project in the Maremma countryside with the aim of joining the rural scenery to the artistic production. Her essays and articles have been published, among others, on Domus-Web and StrelkaMag.

Fosbury Architecture (F.A) is an Italian collective of architectural design and research based in Milan. Founded in 2013, F.A engages in a wide range of projects, from urban strategies to domestic environments, from independent fanzines to labyrinths. F.A's work was awarded in several international competitions including European13 (Leeuwarden), the Museum of Natural Sciences (Turin), YAC (Bologna) and Recycling Socialism (Tallinn Architecture Biennale). F.A's work was exhibited at the Chicago (2017) and Venice (2016) Biennale and Adhocracy Athens (2015) amongst others.

In 2019 F.A's work was presented at the 1st Biennale d'Architecture et de Paysage Versailles, at Lisbon Architecture Triennale and at the XXII Triennale di Milano, as curators of the new Urban Center pavilion.

F.A recently published the book: *Incompiuto: The Birth of a Style*.

(ab)Normal is a creative agency engaged in the multidisciplinary exploration of areas such as design, architecture, scenography and graphic design. The project began as a Graphic Novel without chronology, in which outdated 3d objects and unrealized formal obsessions are rearranged into spatial narratives. The images, highly iconographic, allegorically describe the strange intersection between the Internet, Gaming and Religion. (ab)Normal has been published in magazines such as Domus and Abitare and has contributed with his works to various cultural events related to design and architecture, such as the Oslo Triennale (OAT2019), the Ljubljana Biennale (BIO26), The Swiss Architecture Museum (SAM), Triennale of Milan, Haus der Architektur in Graz (HDA). (ab)Normal has been founded in 2017 by Marcello Carpino, Mattia Inselvini, Davide Masserini and Luigi Savio.

Parasite 2.0 are Stefano Colombo, Vedano al Lambro (MB), 1989; Eugenio Cosentino, Luino (VA), 1989; Luca Marullo, Catania, 1989. They are based in Milan and Brussels. The practice was founded in 2010 as an independent research unit, a space of expression parallel to the academic environment. They investigate the status of human habitats, acting within a hybrid of architecture, design and scenography.

PLSTCT is a duo established in 2017 by Grazia Mappa and Gabriele Leo. We both trained as architects and then we shifted to a critic and performative understanding of space. Following a series of individual experiences, we decided to work together. Our work and research has contributed to several research platforms, both academic and independent, such as the ETH Zurich Architecture Department and the Institute of Queer Ecology. We recently have been selected as contributors for "The State Of The Art Of Architecture", an exhibition intended to reflect on new forms of contemporary architectural thought, curated by Joseph Grima for Triennale di Milano. We'll co-curate the 2020 public program for the Milano Urban Center with a proposal called Milano Versus, focusing on the hidden dark sides of the increasing flourishing of megacities. In 2018 we started Post Disaster Rooftops, a critic learning platform on the condition of the Mediterranean scenario aiming to shed light on the role of marginal territories - on a global scale - within capital flows systems.

CAPTCHA is a research design platform that investigates our contemporary condition through the relation between architecture, technology and ecology. Contrary to the challenge-response test it is named after, CAPTCHA tries not to tell computers and humans apart. It is run by Politecnico di Milano alumni Margherita Marri and Andrea Mologni, currently based in Milan and Berlin.

Bianca Felicori is an Italian architect. Born in Bologna and based in Milan, she is an editor working in architecture and the visual arts. She writes for Domusweb, Elle Decor and Artribune. She also wrote for Rivista Undici (Rivista Studio), Mulieris Magazine, Artribune Magazine, Collateral, Woo Mezzometroquadro with the artist Mimmo Paladino. She has given lectures at KooZA/rch, Milano Arch Week, SUNNEL, Zero, and Altrove Festival. In 2019, she founded Forgotten Architecture, a platform to discover forgotten and less known modern architecture all over the world.

