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Discovery Museum Amongst a Park in the Sky

Entry by: Peter Cook
Collaborators: C. J. Lim,
Claudia Nickel, and
Simon Herron

Award: Second Runner-
up and Building Center of
Japan Award

Peter Cook and his collaborators set out to specify the competition theme of the Intelligent Plaza in visionary detail. Formally derived from the nervously homogenous pastiche of Kawasaki's roovescape, his Discovery Museum Amongst a Park in the Sky is positioned and conceived as Kawasaki's landmark on the waterfront. The team proposes it as a symbiotic supermachine, both filled and empty, a construct of museum, vertical park, watering place, resort, and voyage of discovery. His thesis is that the new media should mark the death of the traditional museum and its suffocating, forbidding, "don't touch" linearity. Taken as a metaphor, Cook's museum proposal implicitly postulates that, given different political priorities, society itself could take on different, more freely exploratory, playful forms, if it only manages to creatively intertwine the strands of nature and advanced technology to tickle human inspiration. Popular games may serve as possible models for public engagement in playful electronic queries. Pachinko, the ubiquitous urban postwar habit, could inspire an "intelligent" version, and thereby make electronic data access less threatening.



