URBAN GAMEBOARD · KARTAL

The Great Game | Istanbul

ACADEMIC RECORD · DIARY · PROCESS · EXHIBITION · OUTCOMES

24–25 Aug 2026 Online seminars · **29 Aug – 8 Sep 2026** On site

Kartal Municipality · Politecnico di Torino (DAD) · AURA İstanbul · UBT · MSFAU

thegreatgame-istanbul.com

Introduction

Academic record of the 2026 Design Summer School in Kartal. Twenty-one students, seven contracts, eleven days on site.

NOTE

Report Booklet · Edition 01. Compiled after the close of the on-site programme, September 2026.

Kartal is the gameboard. Seven contracted perspectives, one boulevard, and eleven days in which drawing and negotiation had to happen in the same room.

THE GREAT GAME | ISTANBUL · 2026



Fig. 01 The cohort assembled for The Great Game | Istanbul, Design Summer School 2026.

Institutions & figures

145	21	13	11	7	~360
APPLICATIONS	STUDENTS	TUTORS	DAYS ON SITE	CONTRACTS	HECTARES

HOST

Kartal Municipality

Gökhan Yüksel (Mayor) · Ekrem Eray Arda · Ali Apaydın · Ali Atan · Coşku Bozduman · Uras Deniz Söğüt · Gülnihal Altın Öztürk · Umut Veli Develi · Nurettin Canpolat · Serkan Taş · Serkan Boztepe · Abdullah Bahadır Şaşmaz · Hande Kara · Esra Mıhçı Şahin · Nur Irmak Deveci · Tunay Akarsu · Mücahit Akdağ

ITALY

Politecnico di Torino — DAD

Michele Bonino · Alp Arda (coordinator) · Valeria Federighi · Edoardo Bruno · Batuhan Yılmaz

TURKEY

AURA Istanbul

Yılmaz Değer · Sinan İzgi · Seda Altan · Gizem Dikici

KOSOVO

UBT College Kosovo

Edmond Hajrizi · Binak Beqaj · Shqiprim Ahmeti · Lendi Osmani

TURKEY

Mimar Sinan Fine Arts University

Güldehan Atay · Arbil Ötkünç · Kumru Çılgın Çalış · Dilvin Hazal Akkaya Usman

Five institutions and one municipality shared a single gameboard: teaching, planning practice, and research held in the same room for eleven days.

CONSORTIUM · KARTAL 2026

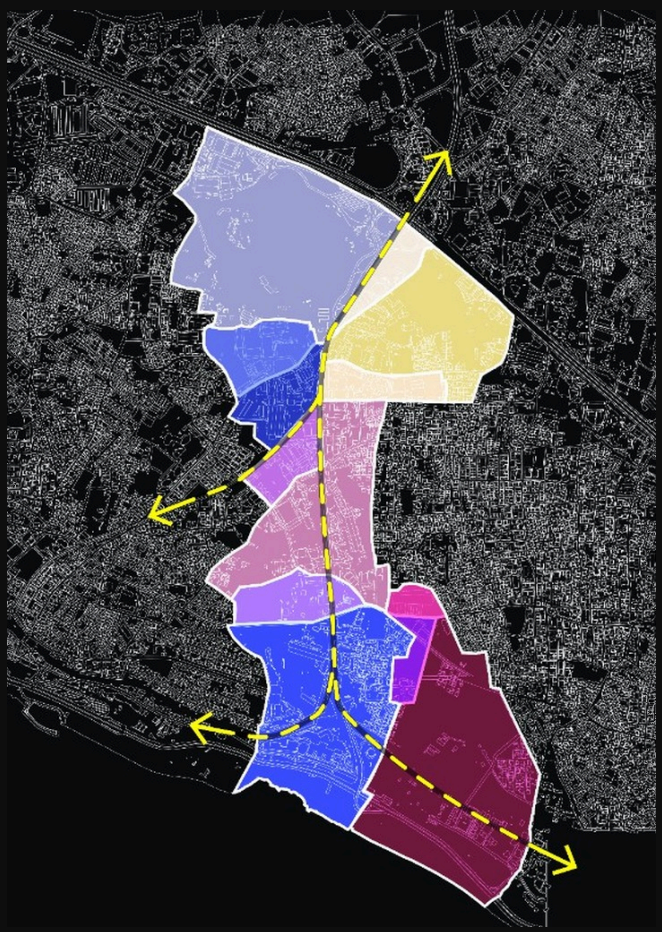
Seven contracts

Each team of three received one perspective. The work was to define a strategy, align actors, and legitimise design through negotiation.

NOTE

Perspectives are contracts: teams design on behalf of the client, never as the client.

#	CLIENT	TITLE	STUDENTS
01	Ministry of Environment	Grounds of Coexistence	Teodor Angelov · Poema Doli · Beyza Çetin
02	Residents' Association	Topselvi Common Ground	Beril Avcıoğlu · Era Desku · Esin Otman
03	Big Tech Tycoon	Playable Area	Harsh Satam · Lendiana Fetaj · Defne Adiloğlu
04	Private Developer	Adaptive Reuse / Industrial Memory	Micaela Margherita Ferraris · Milot Qerimi · Beray Dağtekin
05	Municipality of Kartal	Düğüm	Andrea Kedhi · Eli Binxhija · Belinay Hira Güney
06	Cultural Foundation	Kent İzleri	Vera Sofia Palazzi · Erdonis Duraku · Berna Narli
07	Infrastructure Commission	Cities Without Ground	Viktoria Hristova · Gramoz Gashi · Simay Habiboğlu



Kartal gameboard Seven contracted territories on the boulevard spine. Urban Gameboard · Edition 01.

Gameboard Navigator

Seven team perspectives · everything turns on the boulevard. The working diagram records overlapping claims on Kartal; the legend is the original navigator text.

NOTE

Document ref. TGG-IST-2026-NAV · Urban Gameboard · Edition 01

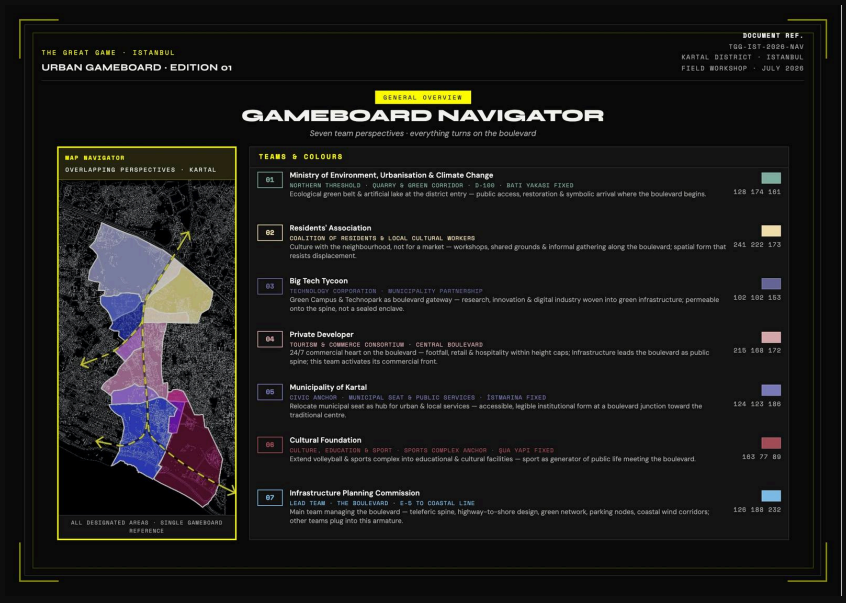


Fig. 07 Gameboard Navigator — overlapping group divisions across the seven contracted perspectives. Urban Gameboard · Edition 01.

01 Ministry of Environment, Urbanisation & Climate Change

Northern threshold · quarry & green corridor · D-100 · Batı Yakası fixed

Ecological green belt & artificial lake at the district entry — public access, restoration & symbolic arrival where the boulevard begins.

02 Residents' Association

Coalition of residents & local cultural workers

Culture with the neighbourhood, not for a market — workshops, shared grounds & informal gathering along the boulevard; spatial form that resists displacement.

03 Big Tech Tycoon

Technology corporation · Municipality partnership

Green Campus & Technopark as boulevard gateway — research, innovation & digital industry woven into green infrastructure; permeable onto the spine, not a sealed enclave.

04 Private Developer

Tourism & commerce consortium · central boulevard

24/7 commercial heart on the boulevard — footfall, retail & hospitality within height caps; Infrastructure leads the boulevard as public spine; this team activates its commercial front.

05 Municipality of Kartal

Civic anchor · municipal seat & public services · IstMarina fixed

Relocate municipal seat as hub for urban & local services — accessible, legible institutional form at a boulevard junction toward the traditional centre.

06 Cultural Foundation

Culture, education & sport · sports complex anchor · Şua Yapı fixed

Extend volleyball & sports complex into educational & cultural facilities — sport as generator of public life meeting the boulevard.

07 Infrastructure Planning Commission

Lead team · the boulevard · E-5 to coastal line

Main team managing the boulevard — teleferic spine, highway-to-shore design, green network, parking nodes, coastal wind corridors; other teams plug into this armature.

PROGRAMME

24 August – 9 September 2026

ONLINE · ARRIVAL · FIELD · PARTNER VENUE · STUDIO · COLLECTIVE CHECK · EXHIBITION

24 AUG · MON	**Seminar 1 — Great Game + Istanbul explanation (online)**	Online	Game + Istanbul
25 AUG · TUE	**Seminar 2 — Critical Perspectives & Kartal (online)**	Online	Kosovo team + Municipality site presentation
29 AUG · SAT	**Arrivals**	Istanbul	Check-in, welcome speech — Destiny Hotel
30 AUG · SUN	**Kartal Visit & On-Site Orientation**	Hangar	Full-day field survey; first team roundtables — national holiday
31 AUG · MON	**Kick-off at AURA**	AURA Istanbul	Great Game Experience public presentation (Federighi & Bruno)
1 SEP · TUE	**Historical Peninsula & Mimar Sinan**	Peninsula · Mimar Sinan	Evening presentation with Emre Arolat
2 SEP · WED	**Independent Site Visits & Studio**	Hangar	FIRST COLLECTIVE CHECK — Roundtable 1
3 SEP · THU	**Hangar Working Session**	Hangar	Wild card from Municipality Planning Commission
4 SEP · FRI	**Online Lecture & Client Visit**	Online · Hangar (hybrid)	Tsinghua lecture (Liu Jian & Lai Yuan) — Roundtable 2
5 SEP · SAT	**Hybrid Lecture & Wild Card**	AURA Istanbul	SECOND COLLECTIVE CHECK + Michele Bonino
6 SEP · SUN	**Half-Day Studio**	Hangar	Collective working morning
7 SEP · MON	**Final Revision**	Mimar Sinan	FINAL COLLECTIVE CHECK with all actors
8 SEP · TUE	**Final Exhibition & Closing**	Hangar	Public exhibition; closing ceremony with Mayor Gökhan Yüksel
9 SEP · WED	**Italy & Kartal Meeting**	Kartal	Post-workshop reflection meeting with municipal and Polito teams

Method, region, metropolis

ONLINE · YOUTUBE LIVE @AURAISTANBUL · ONLINE LECTURE 01 & 02 — GAME RULES · MARMARA REGION

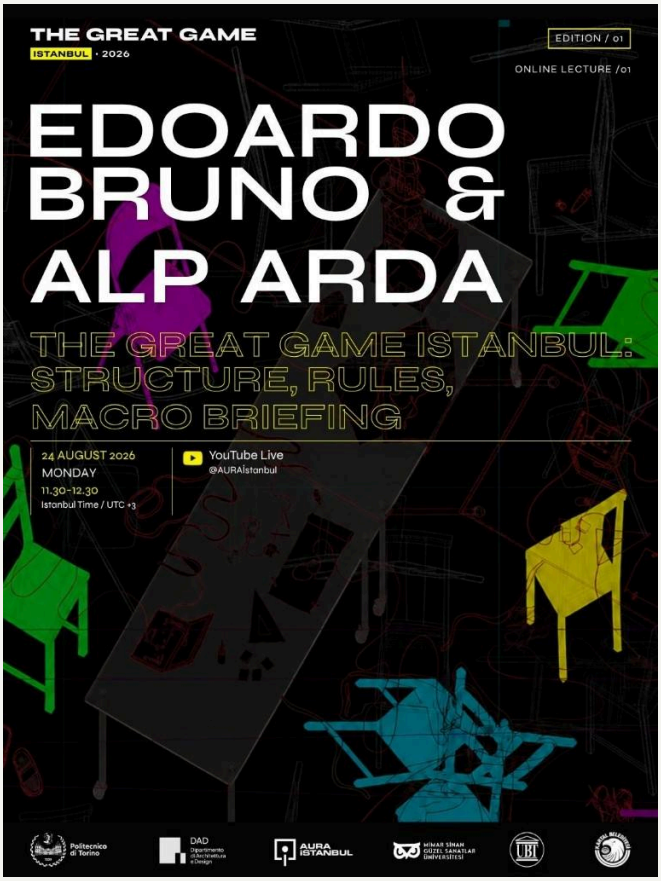


Fig. 02 Lecture poster, OL/01: Alp Arda & Edoardo Bruno — Structure, Rules, Macro Briefing. **Watch recording ↗**



Fig. 03 Lecture poster, OL/02: Özlem Altınkaya Genel — Reading Istanbul at the Regional Scale. **Watch recording ↗**

Monday 24 August opened The Great Game | Istanbul quietly, on screens rather than streets. There were no sessions on 21–23 August; the arc began here on YouTube Live @AURAistanbul, with three lectures that moved from method to regional horizon to metropolitan geography—still days before anyone would check into Kartal. Online Lecture / 01 (11.30–12.30) was delivered by Alp Arda & Edoardo Bruno (Politecnico di Torino — DAD). Alp Arda set the tone gently but firmly. He traced the Game's lineage from Detroit—where Federighi & Bruno first published the method—through Kiruna and Belgrade, and named what ordinary studios leave unspoken: negotiation. Tutors alone are not enough; here students would negotiate with peers, municipal hosts, and a live game world. Bruno then offered the philosophical armature. Against the linear myth of imagining-then-building, he turned to Bruno Latour's Daedalus and metis: design proceeds by detour. Reality fights back; drawings and actors accumulate; objects mediate rather than obey. The gun-citizen, the speed bump as delegated morality, Ferraris's strategy beyond ideology, Argan's design against utopia, Latour's Berlin key of association and substitution—each pressed the same claim, that projects must be socialised, registered, and proved.

What lingered from Alp's closing was the operative grammar itself. Seven teams of three would each receive a perspective—still as architects, never as the client—and could make only two moves: design and talk. Design without talk remains utopia; talk without design remains rhetoric. Negotiation and the accumulating project would be tested on Kartal's actual site, producing artifacts accountable to institutions rather than taste alone.

Online Lecture / 02 (12.30–13.30) shifted the scale outward. Özlem Altınkaya Genel (University of Groningen) presented Reading Istanbul at the Regional Scale, drawing on nearly fifteen years of Marmara research. She cast Marmara as Turkey's hinge between Mediterranean and Black Sea systems, dominated by Istanbul yet irreducible to the municipal boundary. Using provincial yearbooks, village surveys, GIS, and cluster methods associated with Murat Güvenç, she showed northern–southern Marmara fragmentation long before mega-projects. CORINE land-cover readings and the 2021 mucilage crisis made sprawl under fragmented NUTS-2 governance feel less abstract. Two SLEUTH-informed 2040 scenarios—independent (laissez-faire) versus integrated (coordinated peripheral growth)—showed that even the preferred integrated path still pushes urban land into severe earthquake zones on the eastern axis. For Kartal, the boulevard territory could not be designed as an island: seismic futures and hinterland sprawl were already design parameters.

Online Lecture / 03 (13.30–14.30) closed with Murat Güvenç's Reading Istanbul Through Data. Güvenç offered a visual narrative of four Istanbuls—Ottoman modernising capital; stagnating Republican port; Glorious Thirty dual city of gecekondu and yık-yap-sat densification; twenty-first-century global city-region—while warning that changing administrative units make pure time-series analysis treacherous. His master key was the E5 after the 1973 Bosphorus Bridge: a thoroughfare that connects Asian and European sides yet separates incongruous housing regimes, lifestyles, and ecological conditions. Extreme density and gateway geography explained Istanbul's concentrated night-light footprint. By evening the cohort held three vocabularies—Latourian game rules, Marmara 2040 scenarios, and the E5 as social boundary—ready for 25 August.

RECORDINGS

OL/01 Arda & Bruno ↗

OL/02 Altınkaya Genel ↗

OL/03 Güvenç ↗

NOTE

Recordings: OL/01 Arda & Bruno · OL/02 Altınkaya Genel · OL/03 Güvenç — @AURAistanbul.



Fig. 04 Lecture poster, OL/03: Murat Güvenç — Reading Istanbul Through Data. **Watch recording ↗**

Only two moves: design and talk. Design without talk remains utopia; talk without design remains rhetoric.

ALP ARDA · ONLINE LECTURE 01

Limits of transformation · Reading Kartal

ONLINE · YOUTUBE LIVE @AURAISTANBUL · JACOBS–MOSES CHECKLIST; THE MUNICIPALITY PRESENTS THE SITE

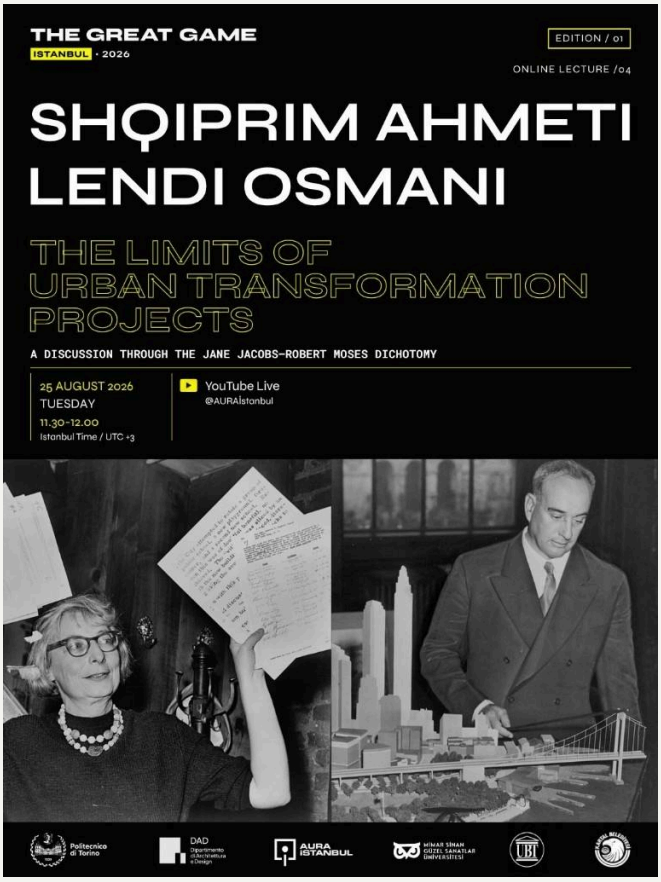


Fig. 05 Lecture poster, OL/04: Shqiprim Ahmeti & Lendi Osmani — Limits of Urban Transformation. **Watch recording ↗**

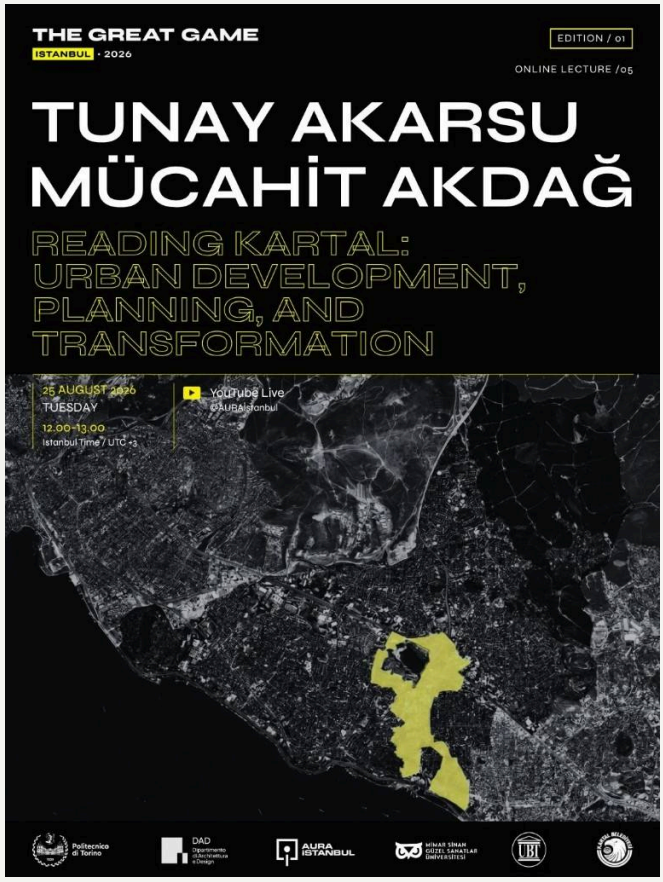


Fig. 06 Lecture poster, OL/05: Tunay Akarsu & Mücahit Akdağ — Reading Kartal. **Watch recording ↗**

Tuesday 25 August turned from metropolitan framing toward caution and toward Kartal itself. Online Lecture / 04 (11.30–12.00), announced under Shqiprim Ahmeti & Lendi Osmani (UBT College Kosovo), addressed The Limits of Urban Transformation through the Jane Jacobs–Robert Moses dichotomy—not as antiquarian theory, but as a practical checklist against repeating failure where the Game would soon walk. What lingered was less a catalogue of harms than a moral pressure: gentrification and displacement, affordability collapse, inequitable development, infrastructure strain and mismatch, historic-preservation loss, community resistance. Who really benefits when revitalisation rebrands a district without serving those who built it?

Who really benefits when revitalisation rebrands a district without serving those who built it?

JACOBS–MOSES CHECKLIST · ONLINE LECTURE 04

Two Istanbul cases made the costs concrete. In Tarlabaşı, more than four thousand residents were displaced; originals were priced out; building volume grew five- to six-fold; and 210 of 278 historic buildings were transformed, wiping physical memory with social networks. In Fikirtepe—close to the Kartal working ground—physical growth tracked social decline: population fell by roughly half while rebuilt fabric prepared capacity for more than 100,000; parks took only 0.35% and health facilities 0.09%. Moses appeared as the automobile-led, top-down clearance paradigm; Jacobs as the living-system counter-paradigm of mixed uses, short blocks, mixed building ages, and eyes on the street. Cross Bronx, Washington Square, and LOMEX marked where those philosophies clashed. For The Great Game, Kartal contracts that clear industrial memory for market returns without community pathways would inherit the Fikirtepe–Tarlabaşı pattern.

Online Lecture / 05 (12.00–13.00) brought the host into the seminar. Mücahit Akdağ and Tunay Akarsu of Kartal Belediyesi presented Reading Kartal. Akdağ reconstructed the statutory ladder with patience: the 2009 1/100,000 Istanbul territorial plan naming Kartal (with Ataşehir) a first-degree Anatolian centre; the 2006 Zaha Hadid competition win and 2008 zoning later cancelled after owner lawsuits; IMM's 2015 master plan; and Kartal's 2022 implementation plan. After coastal, residential, risk, and natural-park removals, the remaining playground is about 257 hectares, staged in twelve phases, with 52% public uses, 42% conversion from industrial plots, 6% existing residential, and roughly 47,000 planned population. Active industry must relocate—submit a plan within three years if none exists, vacate within six. Urban design codes still carry Hadid-derived character zones—Boulevard, Edges, Coast, E-5—with stepped podiums and dual north–south green axes beside the boulevard spine.

Akarsu narrated the site as historical and playable ground: Yunus Cement and the quarry-to-coast cable of the 1930s; E5-era large industry from the 1950s; agricultural displacement; clearance after 2000; the flooded quarry lake as a northern recreational stake. He outlined municipal visions for seven indicative sub-regions—green-belt gateway, culture–arts hub, Siemens-adjacent technology park, commercial boulevard heart, public new-town-centre focus, culture–education–sport, and coastal dock/marina logics—while marking fixed constraints such as the West Bank project and high-risk zones outside the gameboard. Together, 25 August closed the online seminars: Jacobs–Moses ethics and Kartal's cancelled-then-reapproved plan ladder became the twin tests for every later field walk, wild card, and Hangar contract. Arrival at Destiny Hotel on 29 August would begin translating that vocabulary into on-site evidence.

RECORDINGS

OL/04 Ahmeti & Osmani ↗

OL/05 Akarsu & Akdağ ↗

NOTE

Recordings: OL/04 Ahmeti & Osmani · OL/05 Akarsu & Akdağ — @AURAistanbul.

DIARY · KARTAL VISIT & ORIENTATION **30 AUGUST 2026**

Walking the gameboard

Sunday 30 August coincided with a national holiday, yet it became the workshop's first full immersion in Kartal's industrial–infrastructural landscape. The day began at Hangar with a briefing that clarified itinerary, safety, and a gentler pedagogical aim: treat the route as a shared gameboard rather than a conventional site tour. From Hangar the group walked a sequence of stakes that would recur throughout the week—mining and quarry landscapes linked to ministry green-belt and extraction politics; the Siemens Ar-Ge campus as a technology and research anchor; Eczacıbaşı's industrial presence; Peron Istanbul; Mutlu Akü; an İBB car park; the approximately forty-five-metre boulevard corridor; clusters of remaining industrial units. Each stop was narrated briefly as a stake in the game. The quarry as contested ecological and ministerial territory; Siemens as a possible tech-campus future; the boulevard as shared infrastructure whose cross-section would force negotiation among mobility, ecology, and development; the industrial units as residual productive fabric whose fate would test any claim about just transition. What the walk made tangible, online seminars could only name: Kartal's transformation is not a single project but a field of overlapping claims on land, risk, and infrastructure capacity.

VENUE

Hangar · Kartal district

KEY MOMENT

Full-day field survey; first team roundtables — national holiday



Fig. 10 Pre-walk discussion with Kartal Municipality hosts, Hangar.



Fig. 09 Siemens Ar-Ge campus, Kartal — technology and research stake along the field itinerary.



Fig. 11 Orientation exchange before the industrial–infrastructural survey.

Lunch in Kartal Çarşı offered a pause inside the district's everyday commercial grain before the afternoon shifted into organised play. Batuhan Yılmaz led Playing Istanbul, an onboarding exercise that translated the morning's observations into roles, alliances, and provisional positions. First team roundtables followed, asking groups to map what they had seen onto the seven perspectives and to name conflicts that could not be resolved by a single master gesture. The holiday field day became a working session: evidence gathered on foot became material for contracts that would later be argued in studio. Teams were pushed to distinguish descriptive notes from argumentative stakes—why a car park matters to municipal mobility policy, why a battery plant matters to industrial retention, why the boulevard's width matters to every subsequent land-use claim.

Evidence gathered on foot became material for contracts that would later be argued in studio.



Fig. 21 General pre-survey view of the Kartal gameboard territory.



Fig. 12 Quarry ridge and hill of the former mine, northern Kartal.



Fig. 15 Entrance to the mining / extraction area, northern gameboard edge.

Presence on site was dense and multi-institutional. Among those walking were Alp Arda, Valeria Federighi, Edoardo Bruno, Yılmaz Değer, Sinan İzgi, Seda Altan, Güldehan Atay, Dilvin Hazal Akkaya Usman, Lendi Osmani, Shqiprim Ahmeti, Batuhan Yılmaz, and the Kartal Municipality host team. Their co-presence mattered. The walk was not a private studio reconnaissance but a shared calibration of what would count as evidence. Faculty, municipal hosts, and Kosovo partners heard the same quarry edge and the same boulevard section, establishing a common reference set for later disagreement. By evening the group possessed a spatial lexicon—green belt, tech campus, boulevard, residual industry, municipal parking, pharmaceutical and battery production footprints—against which later proposals could be tested. The holiday had become the first public proof that The Great Game would be played on Kartal's actual terrain, with institutional actors walking the same corridors that researchers would later redraw.

NOTE

On the walk: Arda · Federighi · Bruno · Değer · İzgi · Altan · Atay · Akkaya Usman · Osmani · Ahmeti · B. Yılmaz · Kartal Municipality hosts.



Fig. 19 Working conditions at the Siemens campus edge.



Fig. 16 Cohort at the mining area during the first on-site orientation.



Fig. 17 Participants on the hill of the mine overlooking residual industrial fabric.



Fig. 13 Field view during the 30 August site itinerary.



Fig. 14 Field view during the 30 August site itinerary.



Fig. 18 Peron Istanbul — logistics and productive fabric along the walk.

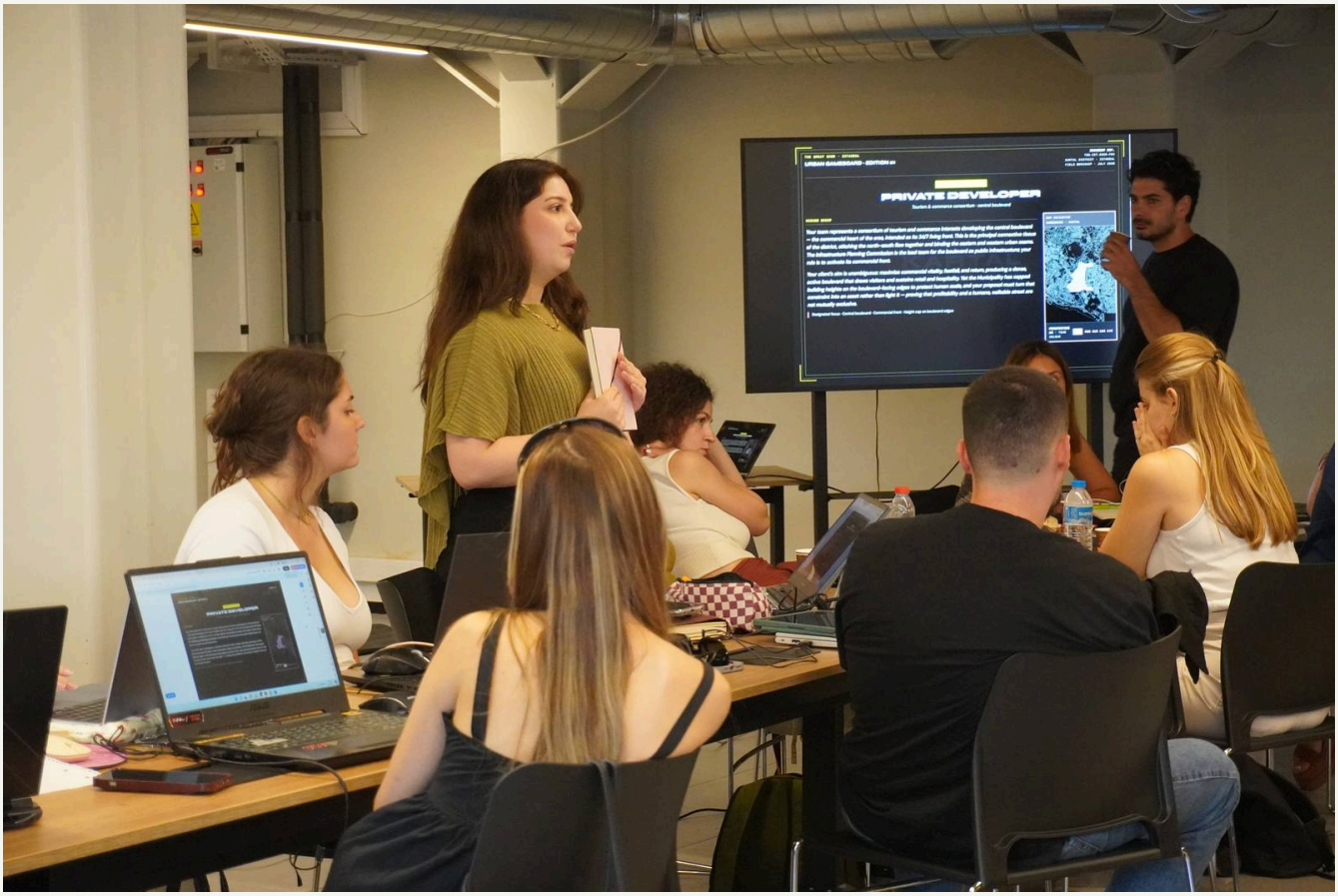


Fig. 22 Post-walk discussion, 30 August 2026.



Fig. 20 Site edge condition prior to detailed band surveys.



Fig. 23 Collective team session with municipal hosts after the field day.

The Great Game Experience

Monday 31 August marked the formal kick-off at AURA Istanbul. The day opened with a ferry crossing from Kadıköy to Beşiktaş—a short metropolitan passage that nonetheless reframed the workshop geographically. Kartal's Asian-side industrial belt was now paired with a European-side cultural institution as co-hosts of method. At AURA a welcome sequence introduced partners, timeline, and the expectation that studio work would remain accountable to municipal and academic publics. The centrepiece was the Great Game Experience public lecture by Valeria Federighi & Edoardo Bruno, which traced earlier iterations of the method across Detroit, Kiruna, and Belgrade. By placing Istanbul beside those precedents, the lecture argued that the Game is portable without being generic: each city supplies distinct institutional pressures, while the apparatus of moves and perspectives remains stable enough to compare outcomes. Municipality directors attended in the room, converting what might have been an internal academic briefing into a hybrid public event where planning authority and design research shared the same acoustic space.

VENUE

AURA Istanbul

KEY MOMENT

Great Game Experience public presentation (Federighi & Bruno)



Fig. 25 Lecture poster, PL/01: Valeria Federighi & Edoardo Bruno — The Great Game Experience.

The municipal delegation's presence felt substantive rather than ceremonial. Directors and unit leads including Ali Apaydın, Ali Atan, Uras Deniz Söğüt, Gülnihal Altın Öztürk, Umut Veli Develi, Nurettin Canpolat, Serkan Taş, and colleagues from strategy, planning, information systems, and related services listened to the comparative lecture and remained available for the studio turn that followed. Their attendance signalled that Kartal expected the workshop not only to generate images but to speak in registers intelligible to finance, plan–project coordination, and youth services as well as to classical urban design. The lecture's Detroit–Kiruna–Belgrade arc thus worked as a diplomatic instrument: it showed that Politecnico di Torino's method had already been pressure-tested elsewhere, and it invited Kartal's administration to judge whether that method could serve local boulevard, industrial, and seismic agendas without erasing district-specific constraints.

Planning authority and design research shared the same acoustic space.



Fig. 26 Public lecture, Federighi & Bruno, AURA Istanbul.

Studio drawing began the same afternoon. The Private Developer team recorded an early height and programme sketch before the public session had fully closed — Fig. 24 belongs after the lecture, not beside the poster.

NOTE

Process work after the AURA presentation. Municipal delegation in attendance: Apaydın · Atan · Söğüt · Altın Öztürk · Develi · Canpolat · Taş.



Fig. 24 Early process sketch, Private Developer perspective.



Fig. 27 Kick-off presentation at AURA Istanbul.



Fig. 28 Kick-off presentation at AURA Istanbul.

Evening studio work at AURA pushed the public lecture into operational practice. Groups began working through client perspectives, translating comparative lessons into Kartal-specific claims about infrastructure, land value, ecology, housing, and institutional agency. Presentations started to take shape as short, contested statements rather than polished final boards. Mentors circulated among tables, asking whether each claim could survive the municipality's presence and whether talk had kept pace with drawing. With Alp Arda among those circulating, the kick-off day closed a circuit opened online: rules had been declared, sites had been walked, and now the Game's talk dimension was staged before the municipality itself. AURA's rooms became the first indoor arena where ferry geography, comparative method, and Kartal's directors converged into a single working public for The Great Game | Istanbul, setting the tone for every collective check that followed.

Municipal officers, tutors, and students in one room: the contracts acquired witnesses.



Fig. 29 Kick-off presentation at AURA Istanbul.



Fig. 30 Public session at AURA Istanbul with municipal directors present.



Fig. 31 Studio working hours at AURA following the public lecture.

Hans, bazaars, traces

Tuesday 1 September moved the workshop into Istanbul's deep historical grain while keeping parallel process work alive at Hangar. Ozan Avcı led a Historical Peninsula walk that began from Karaköy's threshold condition—port, finance, and tourist flows layered over older mercantile tissues—and proceeded through hans, bazaar structures, and mosque complexes that still organise routes, property, and ritual time. The walk was not offered as picturesque heritage tourism. Avcı asked participants to read courtyard logistics, covered commercial sequences, and sacred–civic adjacencies as living infrastructures of density and negotiation. For a group preparing contracts about Kartal's industrial waterfront and boulevard futures, the peninsula supplied a counter-archive: centuries of incremental adaptation, overlapping ownership, and public–private porosity that contemporary large-scale planning often flattens. Karaköy's hans in particular showed how productive and commercial programmes can persist inside thick urban fabric without requiring tabula rasa clearance—a lesson with immediate bearing on residual industrial units observed the previous Sunday in Kartal's productive corridors.

VENUE

Historical Peninsula · Karaköy to the hans

KEY MOMENT

Walk with Ozan Avcı — courtyard logistics, covered sequences, sacred–civic adjacencies



Fig. 32 Historical Peninsula walk.



Fig. 33 Mosque visit with Ozan Avcı during the peninsula itinerary.



Fig. 34 Historic gallery / han sequence with Ozan Avcı.

While the peninsula walk and Arolat lecture occupied the day's visible calendar, Hangar sustained parallel process work. Teams refined field notes from 30 August, adjusted perspective assignments, and prepared the independent site visits scheduled for the following day. Alp gathered the Hangar hours toward contractual discipline so that cultural enrichment would not dissolve into unstructured tourism. This split geography—historic centre and museum lecture on one track, Kartal studio infrastructure on the other—embodied the workshop's dual obligation: to learn Istanbul's longer urban intelligence and, simultaneously, to keep Kartal's gameboard under continuous editorial pressure. By nightfall, participants carried both a peninsula lexicon of hans, bazaars, and mosques and an Arolat vocabulary of trace, ready to test against the district's industrial and infrastructural stakes in the days ahead. Kartal's gameboard cannot be designed in isolation from Istanbul's longer urban intelligence; neither can historical learning replace the district's specific industrial, seismic, and infrastructural stakes already mapped on 30 August.

NOTE

Han courtyards read as logistics: gates, thresholds, and shared upper galleries.



Fig. 42 Collective gathering, Mimar Sinan Fine Arts University.



Fig. 35 Peninsula walk — mercantile and civic fabric.



Fig. 41 Working session, Mimar Sinan museum context.

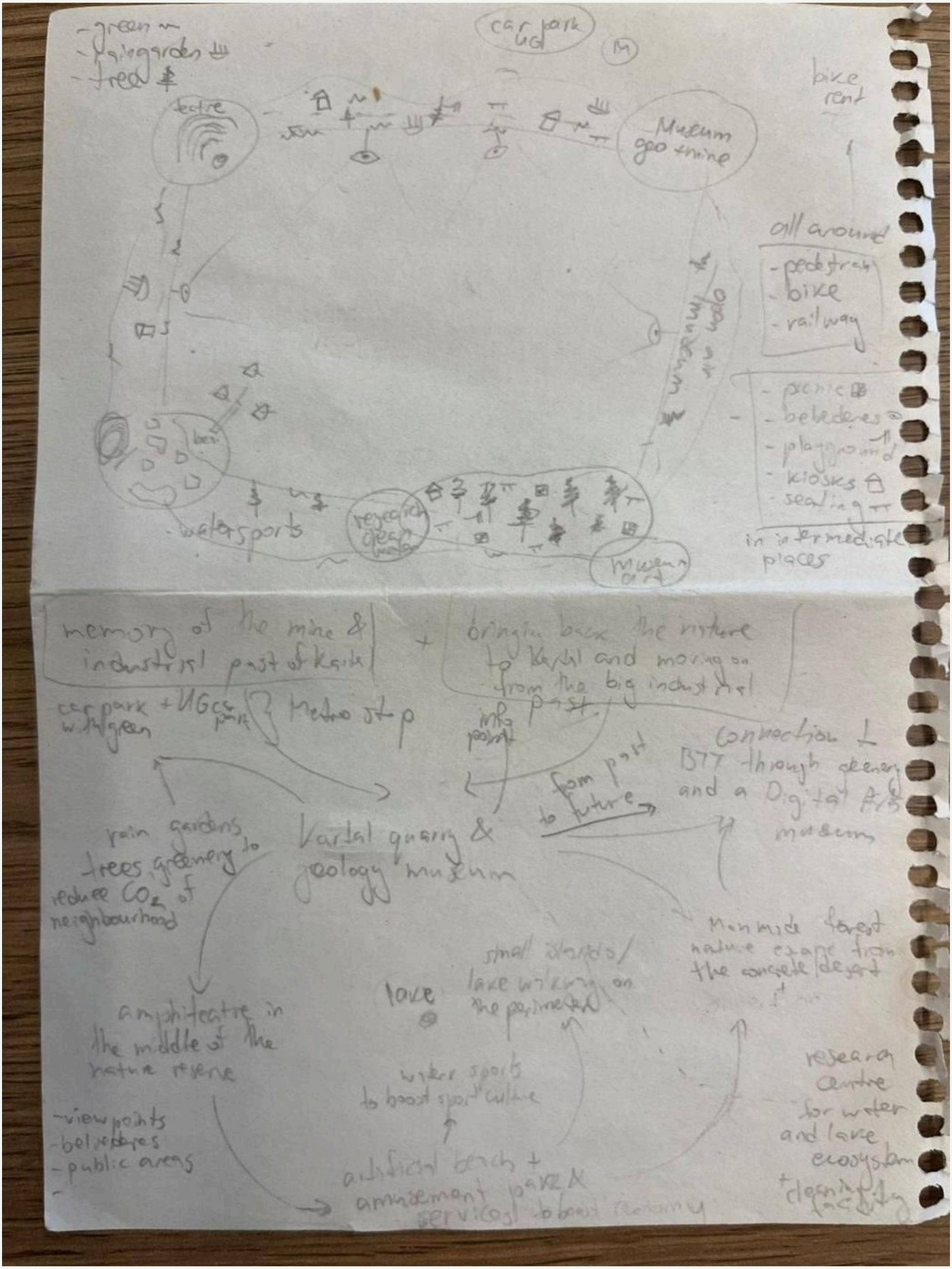


Fig. 36 Ministry perspective: early process mapping.

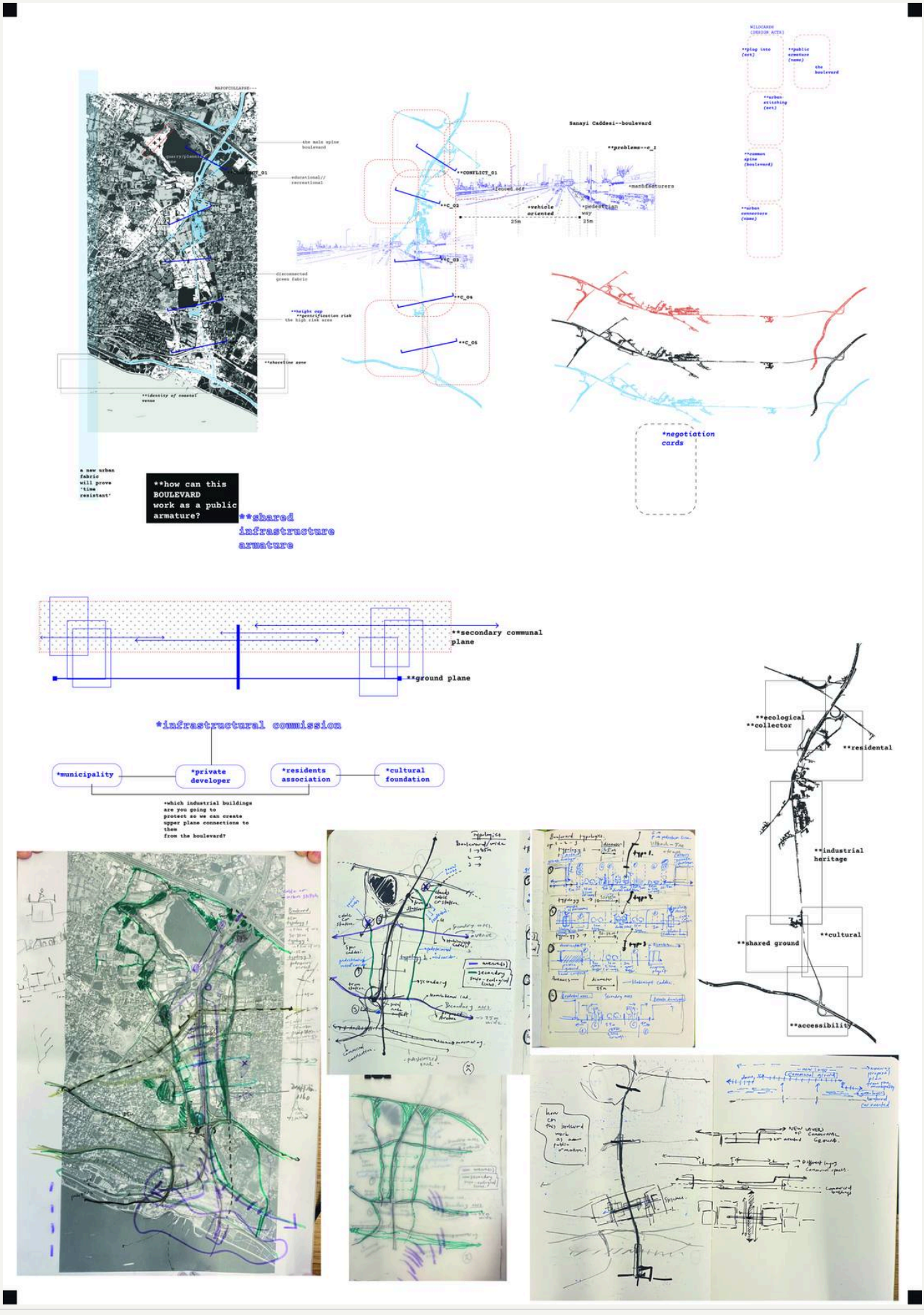


Fig. 37 Infrastructure Planning Commission process work.

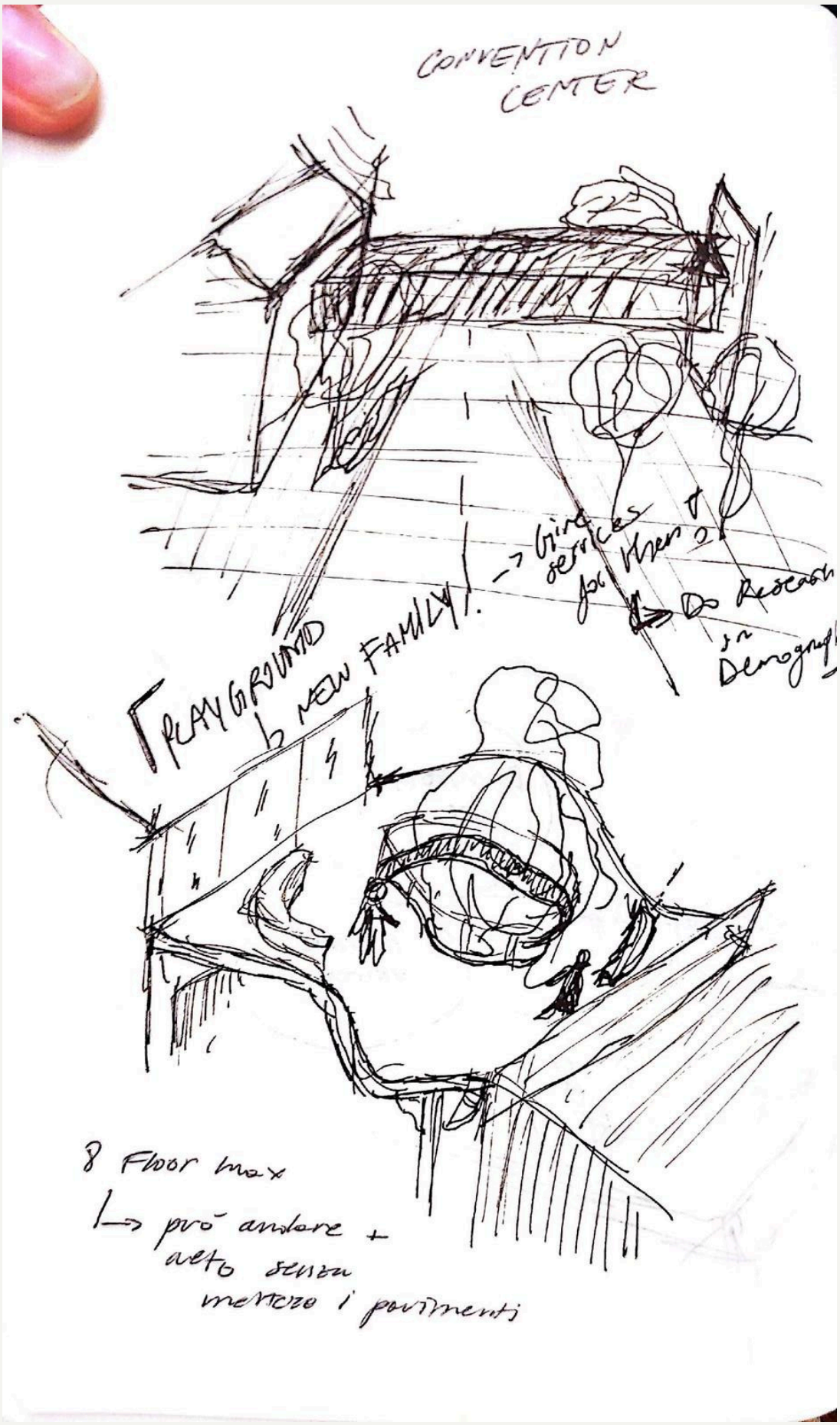


Fig. 99 Private Developer process sketches: convention centre, playground / new family, and eight-floor height notes. 1 September 2026.

DIARY · PUBLIC LECTURE **1 SEPTEMBER 2026**

Emre Arolat — Scent of the Trace

VENUE · MSFAU PAINTING AND SCULPTURE MUSEUM · İSTANBUL RESIM VE HEYKEL MÜZESI

Arolat himself needs little introduction to a Turkish audience. Founding partner of EAA — Emre Arolat Architecture, with studios in Istanbul, London, and New York, he is among the most internationally recognised figures of contemporary Turkish architecture: the Sancaklar Mosque, a building of earthwork and light rather than dome and ornament, and the Aga Khan Award-winning İpekyol textile factory stand as key references for a practice that treats context, topography, and memory as primary materials. His presence gave the workshop's first public evening both architectural weight and a direct line to the debates on trace and erasure that Kartal's own transformation raises.

VENUE

MSFAU Painting and Sculpture Museum

KEY MOMENT

Evening public lecture · EAA — Emre Arolat Architecture

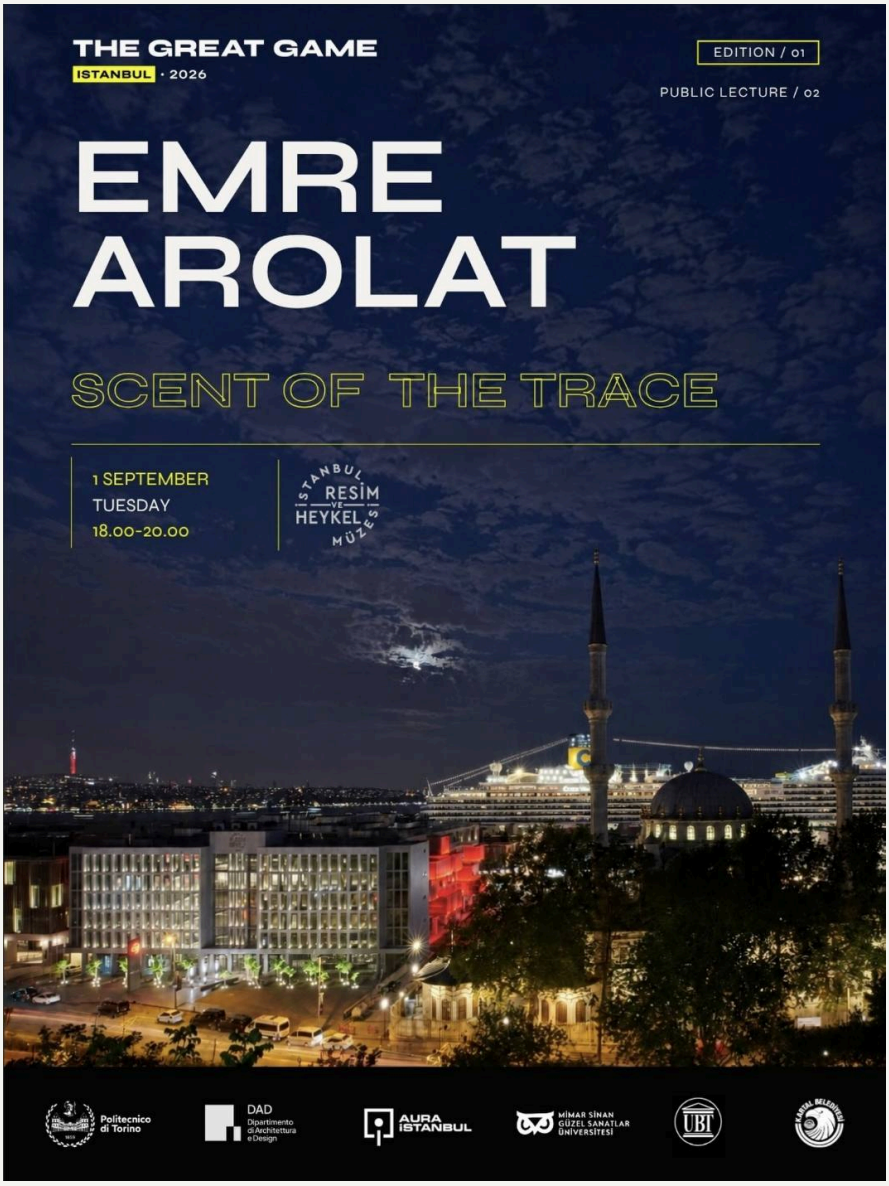


Fig. 38 Lecture poster: Emre Arolat — Scent of the Trace.

Evening brought a different but complementary register at Mimar Sinan Fine Arts University's Painting and Sculpture Museum, where Emre Arolat presented Scent of the Trace. The lecture situated architectural authorship beside questions of memory, material residue, and the ethics of intervening in places already marked by earlier projects. What lingered was Arolat's insistence that traces—legal, industrial, ecological—are design materials rather than obstacles to novelty, a framing that resonated with Kartal's cancelled Hadid-era ambitions and with the workshop's own ethic of remaking. Hosted within MSFAU's institutional space, the evening also affirmed the Turkish university partnership as more than logistical support: Mimar Sinan entered the week as a venue of public architectural discourse tied directly to continuity, erasure, and responsible remaking in metropolitan Istanbul.

Traces — legal, industrial, ecological — are design materials rather than obstacles to novelty.



Fig. 39 Emre Arolat lecture, MSFAU Painting and Sculpture Museum.

Traces — legal, industrial, ecological — are design materials rather than obstacles to novelty.

EMRE AROLAT · MSFAU PUBLIC LECTURE

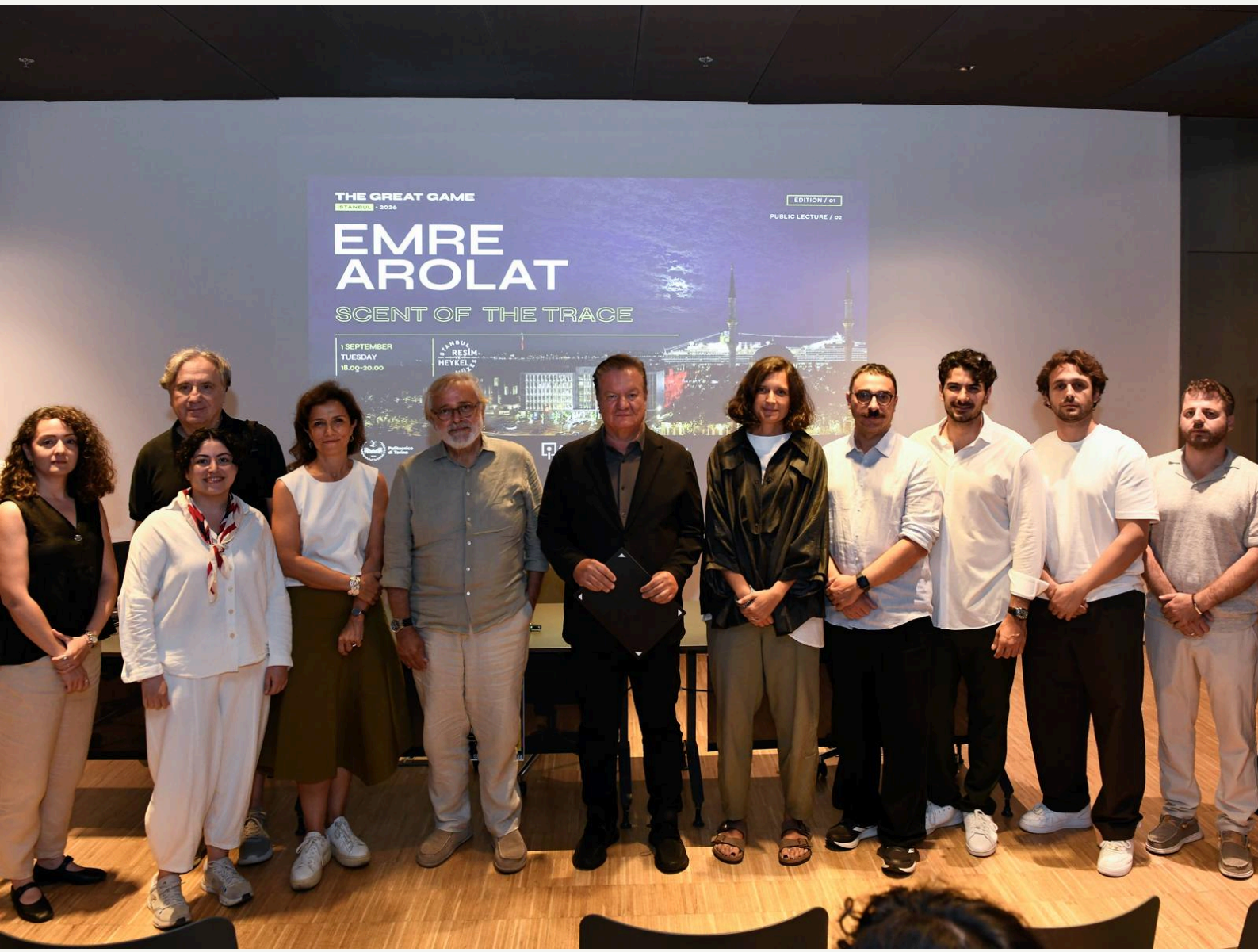


Fig. 40 Cohort with Emre Arolat after the evening lecture.

Three bands, first collective check

Wednesday 2 September organised the workshop into three site groups covering upper, central, and waterfront Kartal, converting the Sunday overview into differentiated fieldwork. Each group was charged with collecting evidence at a resolution the boulevard-scale walk could not provide: parcel edges, access frictions, ecological remnants, housing interfaces, and programmatic voids specific to their band of the district. The division refused a single synoptic photograph of Kartal; instead it forced comparison among topographic and social conditions that share municipal administration yet diverge in risk, land value, and everyday use. Upper territories posed questions of hillside fabric and extraction adjacency; central bands raised issues of connectivity to the boulevard and residual production; the waterfront confronted coastal exposure, logistics memory, and public access. Returning to Hangar, teams began to treat their notes as arguments rather than inventory, already anticipating the fifteen-minute discipline of Roundtable 1.

VENUE

Kartal · Hangar Istanbul

KEY MOMENT

First collective check — Roundtable 1

RECORDINGS

OL/06 Kankan Collective ↗

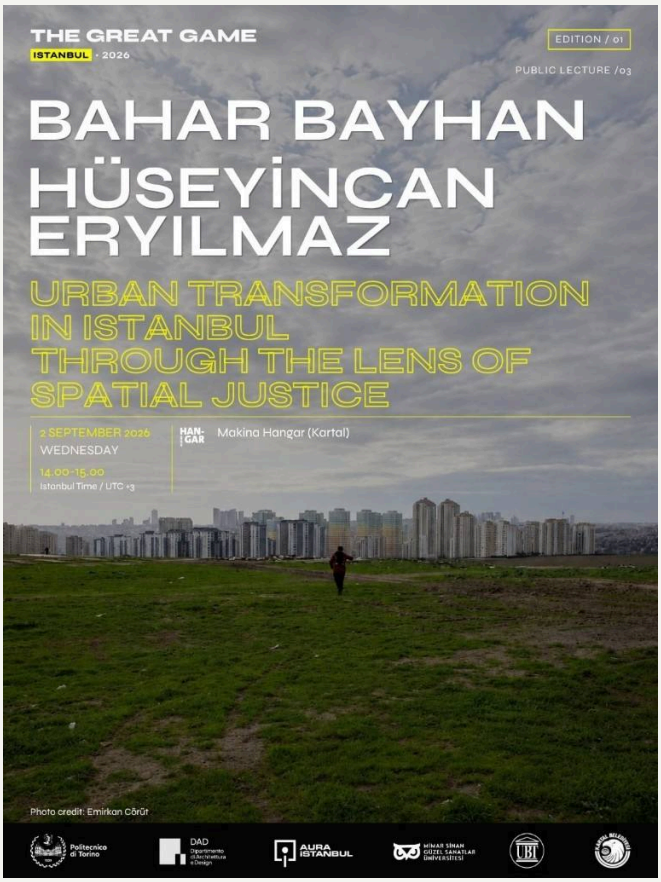


Fig. 43 Lecture poster, PL/03: Bahar Bayhan & Hüseyincan Eryılmaz — Mekanda Adalet.



Fig. 46 Lecture poster, OL/06: Kankan Collective — Interscalar Mapping.
Watch recording ↗

Two external inputs sharpened the day's critical frame. An online session with kankan on Interscalar Mapping offered tools for relating building, district, and regional readings without collapsing them into one diagram. The method proved useful for a site where a forty-five-metre boulevard, ministry green-belt claims, and residual factories must be discussed together yet not confused as a single problem. Mekanda Adalet Derneği contributors Bahar Bayhan & Hüseyincan Eryılmaz then addressed urban transformation as a public-health question, insisting that displacement, construction dust, disrupted care networks, and loss of open space are health outcomes as much as planning externalities. Their intervention reframed Kartal's redevelopment stakes away from purely morphological optimisation and toward measurable effects on bodies and communities—an ethical check on any proposal that treats residents as abstract density figures.

Displacement, construction dust, disrupted care networks, and loss of open space are health outcomes as much as planning externalities.



Fig. 49 Ministry team board work, 2 September 2026.

Afternoon Roundtable 1 gave each group fifteen minutes to present provisional claims before partners and peers. The short format favoured clarity over spectacle: what conflict had each band revealed, which perspective owned that conflict, and what evidence would be required next. Binak Beqaj and Edmond Hajrizi presented within this collective check, extending UBT's role from the earlier Jacobs–Moses seminar into live critique of Kartal proposals and reinforcing the Kosovo partnership as an active jury rather than a distant guest. Roundtable 1 thus became the workshop's first formal collective check—named as such in the calendar—where independent site intelligence, interscalar method, and justice-as-health arguments were forced into spoken contracts. Hangar closed the day as a studio of contested drafts rather than a warehouse of unexamined photographs. By naming Roundtable 1 as the first collective check, the calendar also prepared participants for escalating accountability: later checks would demand sharper contracts, while Beqaj and Hajrizi's presence ensured that comparative critique from UBT remained embedded in Kartal's on-site decision sequence rather than confined to the opening online seminars.

NOTE

Roundtable 1 — first collective check. kankan · Interscalar Mapping.



Fig. 51 Residents' Association site visit, central Kartal band.

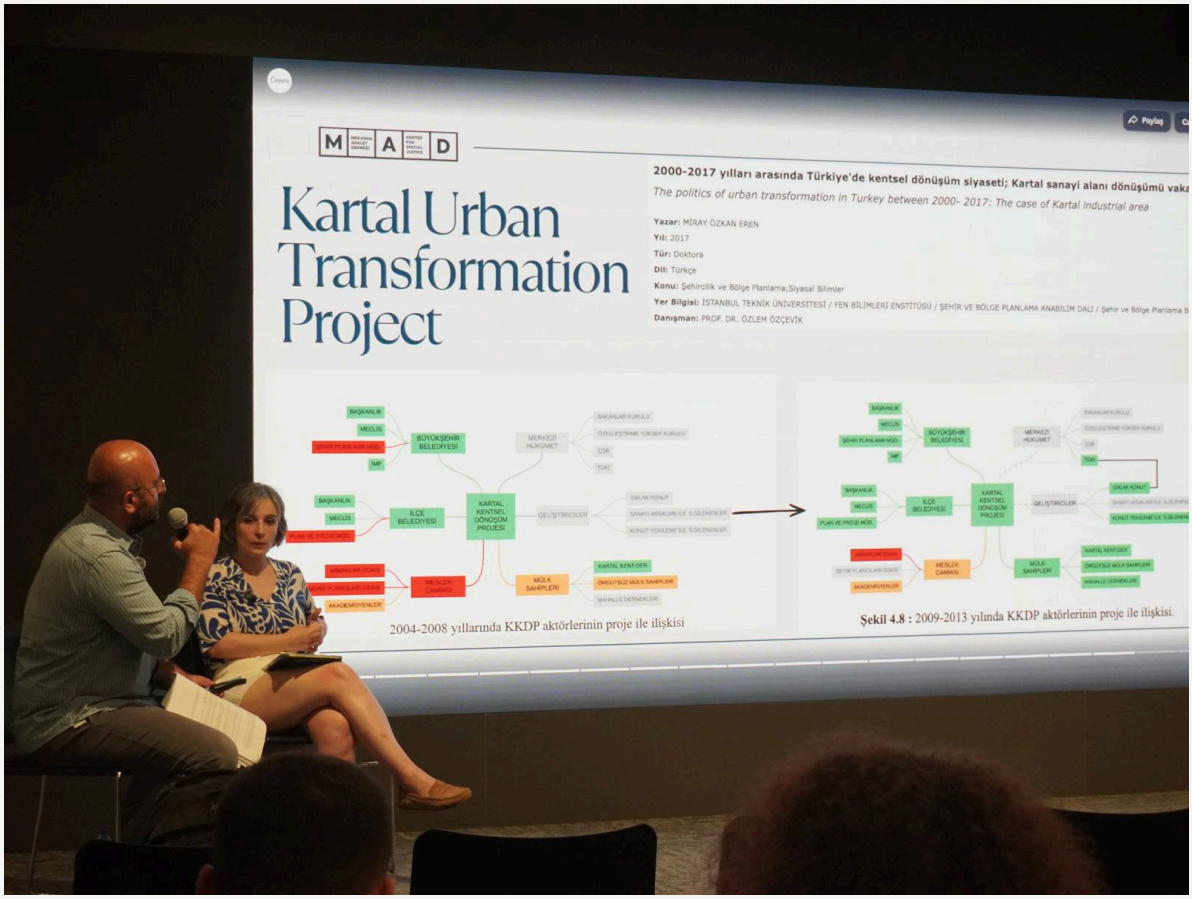


Fig. 44 Mekanda Adalet Derneği presentation, Hangar.



Fig. 45 Discussion following the Mekanda Adalet session.



Fig. 47 Kankan Collective online session.



Fig. 48 Team review timetable during Roundtable 1 preparations.

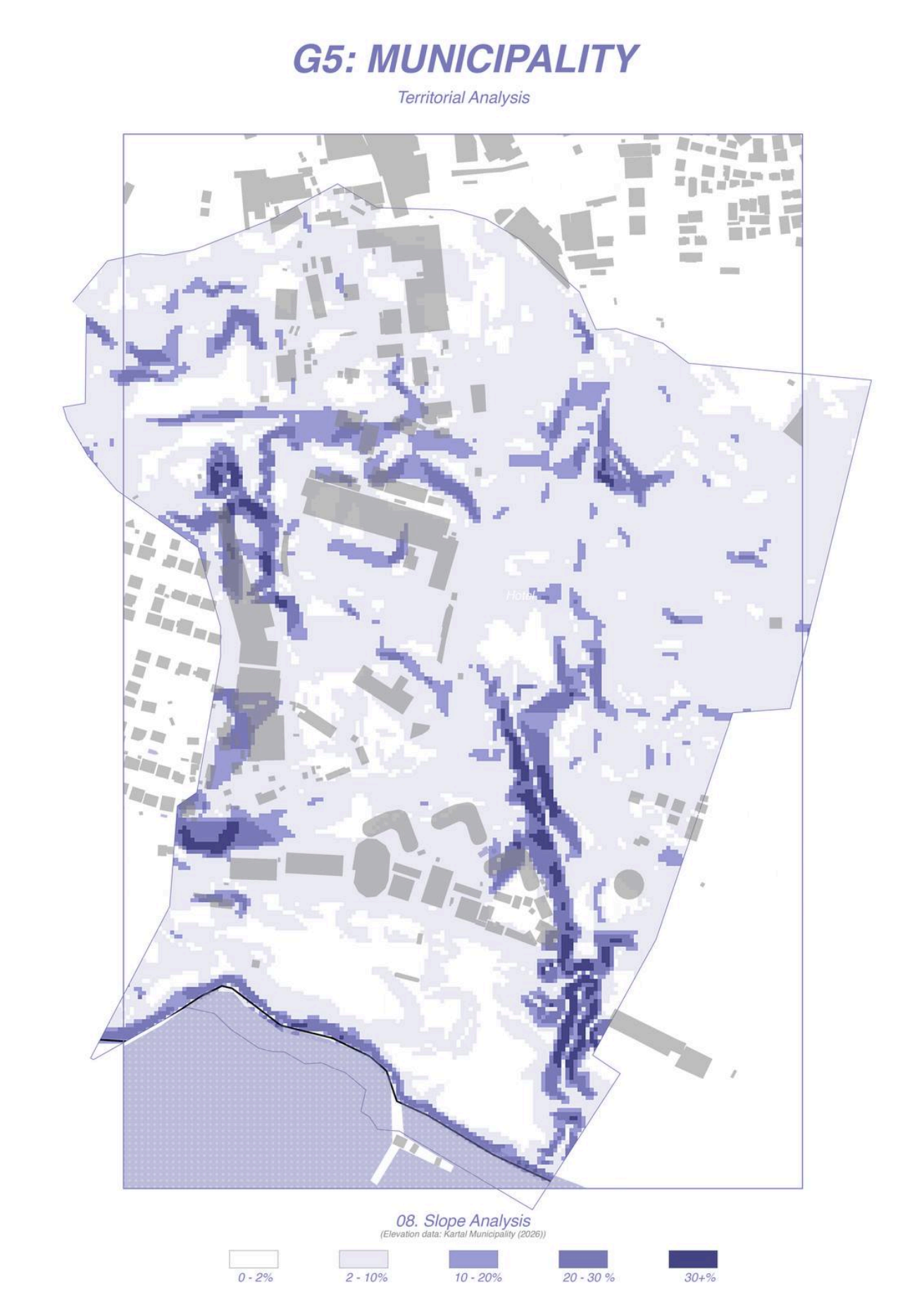


Fig. 50 Municipality team: slope analysis drawing, 2 September 2026.

The same afternoon the Private Developer team cut a section through the boulevard and the rectory line — a working drawing, not a final board.

NOTE

Process sketch dated 2 September 2026.

Process drawings were the currency of negotiation: sections and heights that could be argued with the municipality, not renderings to be admired.

PRIVATE DEVELOPER · WORKING DRAWING

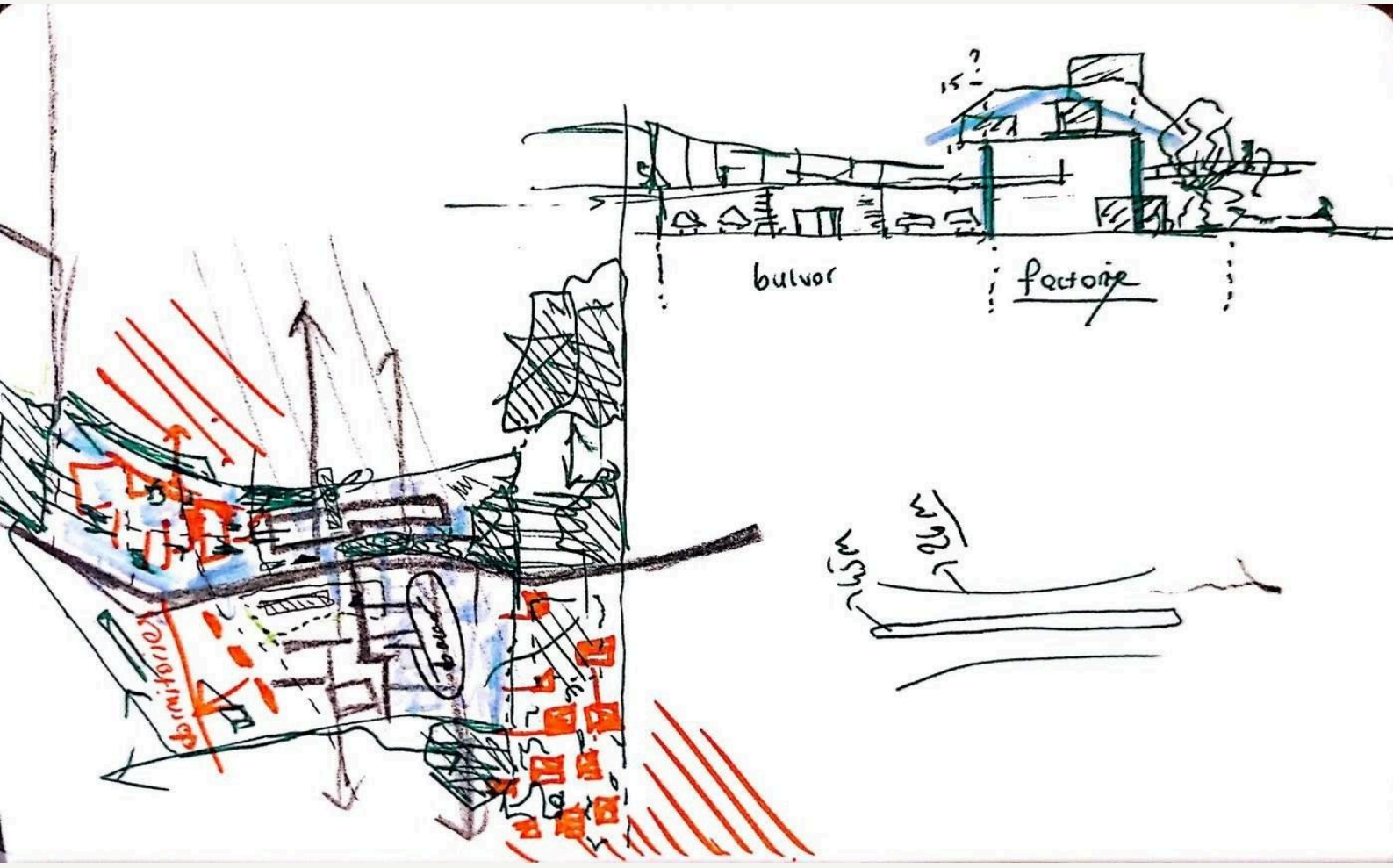


Fig. 100 Private Developer sectional sketch — boulevard and rectory. 2 September 2026.

Inside the municipal machine

Thursday 3 September kept the workshop inside Hangar for a working session structured around institutional access rather than external lecture. The pivotal encounter was a meeting with Mayor Gökhan Yüksel, which placed the Game's talk dimension in direct dialogue with Kartal's highest elected office. The exchange was not a ceremonial greeting. Teams and faculty heard municipal priorities articulated at mayoral scale—boulevard implementation, service delivery, district identity, and the political tempo of transformation—while the mayor in turn encountered the workshop's comparative method and its insistence on multiple client perspectives. Questions from both sides tested whether studio language could survive executive scrutiny and whether municipal ambitions could be stated without collapsing the seven perspectives into a single slogan. What lingered was a quieter confirmation: proposals emerging from Hangar would be judged partly by whether they could survive contact with decision-making rather than only with peer studio culture.

VENUE

Kartal Belediyesi · Hangar

KEY MOMENT

Wild card from the Municipality Planning Commission



Fig. 53 Studio exchange at the municipal model table.



Fig. 52 Municipal visit beside the physical model, Kartal Belediyesi.



Fig. 55b Meeting with municipal hosts, Kartal Belediyesi, 3 September 2026.



Fig. 54b Cohort around the Kartal physical model, Kartal Belediyesi, 3 September 2026.

Unit visits followed, opening windows into imar and ruhsat processes as well as parks and related service logics. Walking these administrative interiors mattered because Kartal's planning ladder, already introduced online by Akdağ and Akarsu, is enacted daily through permits, inspections, green-space maintenance, and inter-unit coordination. Participants saw how a design claim about the boulevard or residual industry must eventually pass through forms, approvals, and departmental mandates. The visits therefore functioned as fieldwork inside bureaucracy: evidence about how the municipality actually processes change, allocates attention, and translates political direction into technical files. For foreign and local partners alike, this was a rare chance to observe the machinery that will outlast any single workshop exhibition and that will determine whether contracts become policy-relevant.

Fieldwork inside bureaucracy: how the municipality processes change, allocates attention, and translates political direction into technical files.



Fig. 54 Participants around the Kartal physical model.

Wild cards introduced by Tunay Akarsu, Mücahit Akdağ, and municipal interns disrupted any settled studio consensus. The wild-card mechanism —planned in the calendar as input from the Municipality Planning Commission milieu—injected unexpected constraints, data fragments, or scenario twists that forced groups to renegotiate contracts midstream. Interns' participation underscored that Kartal's planning culture includes emerging practitioners as well as directors, and that the Game's audience is generationally mixed. Some wild cards challenged assumptions about land availability; others complicated timelines or exposed conflicts between units. By the end of the day, Hangar had absorbed mayoral speech, unit-level procedure, and wild-card turbulence into a single working atmosphere. The Great Game's rule that talk and design continually interrupt each other was no longer abstract: it had been staged as municipal presence inside the studio itself, preparing teams for the hybrid Tsinghua day ahead. In retrospect, 3 September was the day the Game's municipal client became fully embodied—not only as a lecture audience at AURA, but as mayor, unit staff, planners, and interns capable of rewriting studio assumptions in real time.

KEY MOMENT

Mayor Gökhan Yüksel with the workshop cohort

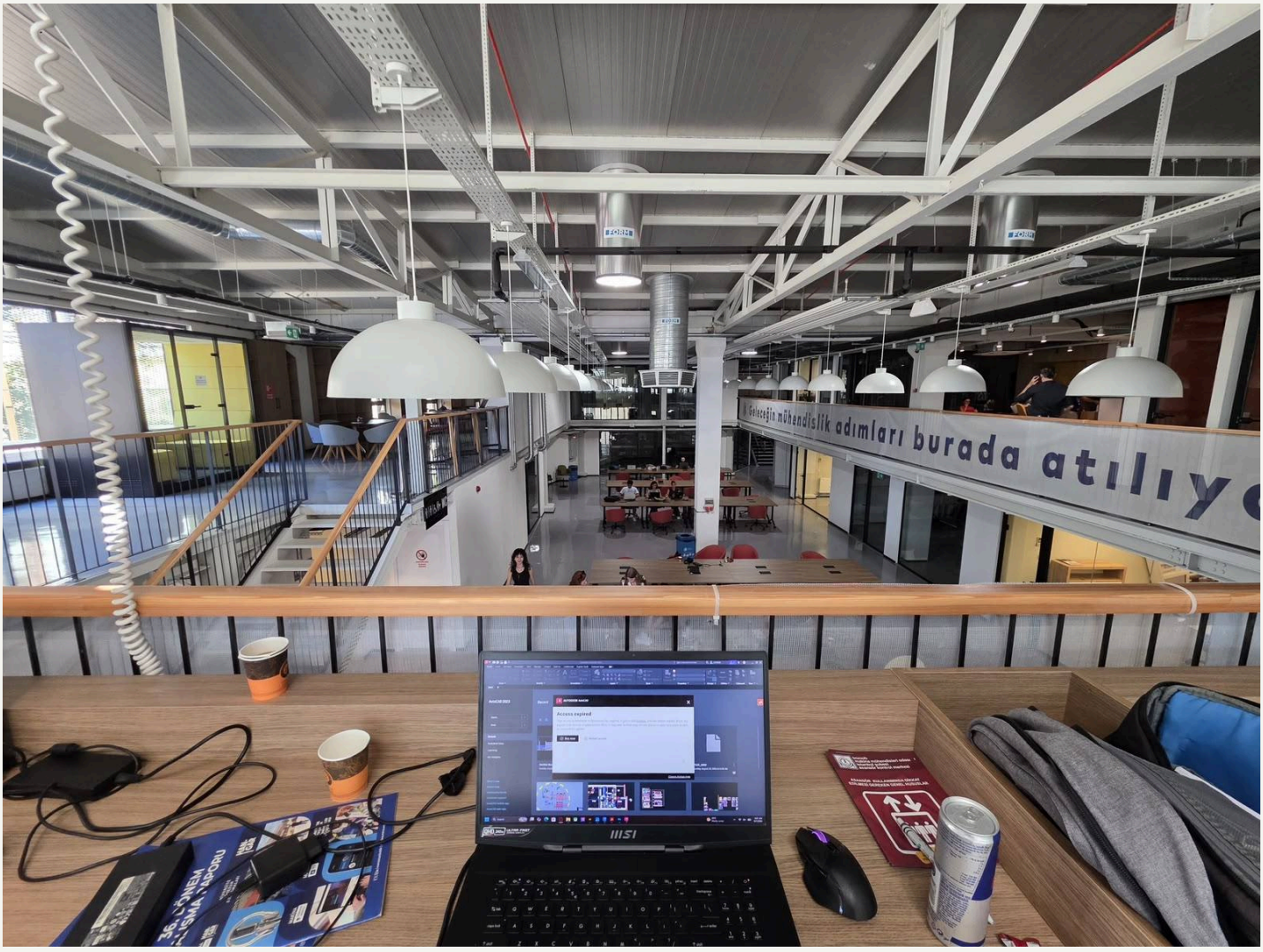


Fig. 57 Studio work from the upper Hangar level.



Fig. 55 Mayor Gökhan Yüksel with the workshop cohort.



Fig. 56 Mayoral session inside Hangar.

Beijing as comparative mirror

Friday 4 September operated as a hybrid day linking Hangar studio labour to an online lecture from Tsinghua University. Liu Jian addressed Beijing planning governance, outlining how large-city coordination, statutory instruments, and multi-level authority shape what can be proposed and implemented. For a Kartal workshop already navigating cancelled court decisions, boulevard zones of roughly 257 hectares, and ministry green-belt claims, Liu's account offered a comparative mirror: different institutional architectures produce different design freedoms and different failure modes. The lecture asked participants to treat governance not as background context but as a primary design parameter—who decides, at what scale, with which tools of enforcement and revision. Discussion after the talk returned repeatedly to how Istanbul's layered authorities—municipal, metropolitan, ministerial—create a governance puzzle no less intricate than Beijing's, even if the instruments differ in legal form and political tempo.

VENUE

Online · Hangar (hybrid)

KEY MOMENT

Tsinghua lecture (Liu Jian & Lai Yuan) — Roundtable 2

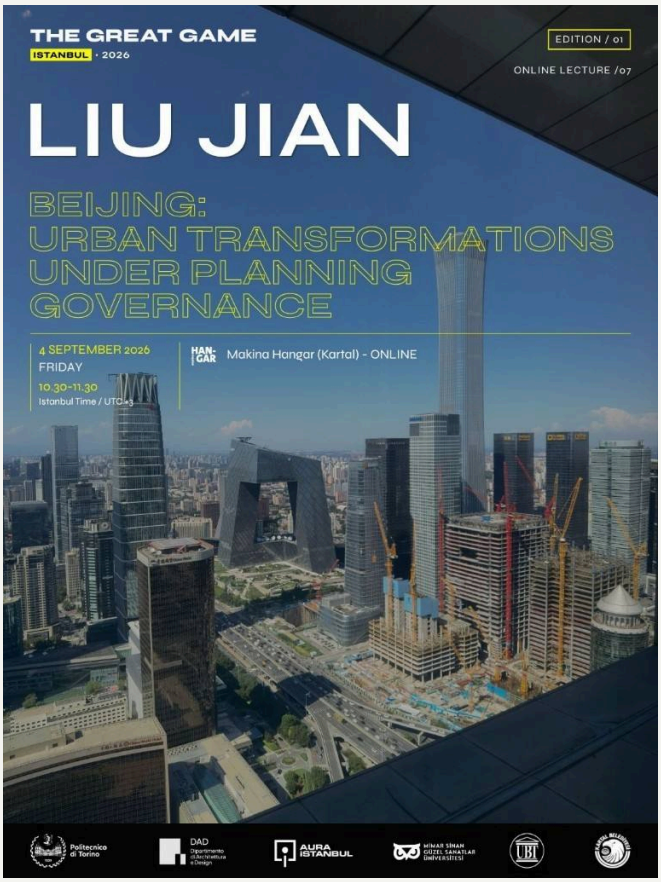


Fig. 58 Lecture poster, OL/07: Liu Jian — Beijing planning governance.

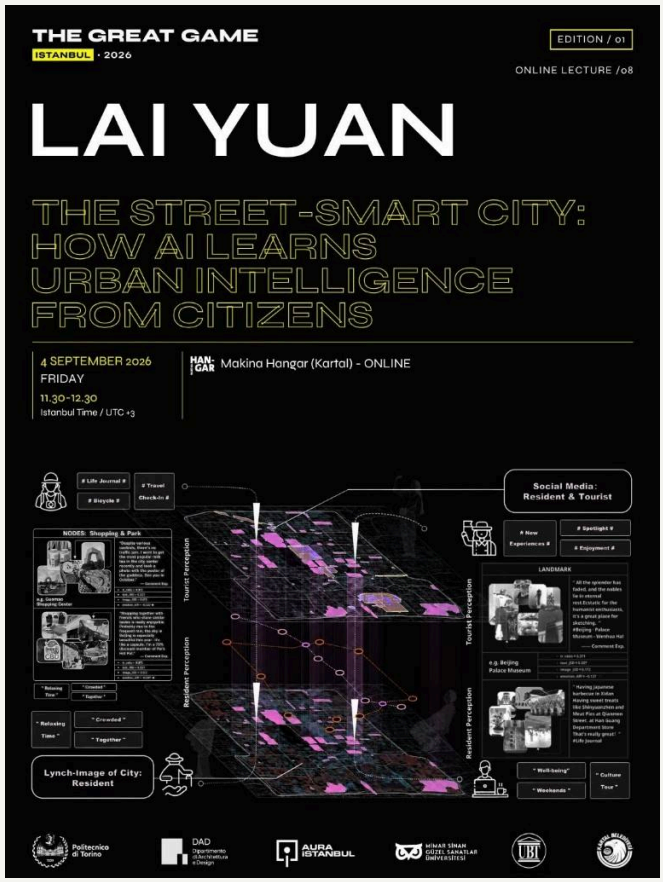


Fig. 60 Lecture poster, OL/08: Lai Yuan — The Street-Smart City.

Lai Yuan followed with a presentation on the street-smart city, shifting attention from metropolitan governance diagrams toward the intelligence of streets as sensors of everyday behaviour, incremental adaptation, and public life. Where Liu emphasised institutional structure, Lai emphasised granular urban experience and the risk that smart-city rhetoric erases street-level knowledge. Held together, the two Tsinghua contributions bracketed the workshop's scalar problem: Kartal needs both a readable governance argument and a street-smart sensitivity to industrial edges, waterfront access, and neighbourhood continuity. Online delivery did not diminish intensity; Hangar remained the listening and debating room, so hybridity meant shared physical presence around a remote intellectual input from Beijing, keeping the Torino–Istanbul–Beijing research triangle audible inside the studio while client visits and internal critique continued on site.

The Torino–Istanbul–Beijing research triangle stayed audible inside the studio.



Fig. 59 Liu Jian online lecture, hybrid day at Hangar.

Roundtable 2 occupied the afternoon as the second major collective check of the week. Groups returned to short-format accountability, now required to show how Beijing governance lessons and street-smart criteria had altered or hardened their Kartal contracts. The roundtable demanded evidence of learning across the hybrid interface rather than polite citation. Client perspectives were re-tested: which claims still held after contact with comparative governance, and which had been exposed as locally under-specified? Mentors and municipal interlocutors pressed for sharper links between street observations and institutional pathways. By evening, the studio had folded Tsinghua's double lecture into the same argumentative chain that began with Latour's rules and the E5 social boundary—an international method conversation anchored, still, in Kartal's parcels, procedures, and contested boulevard futures. The hybrid format of Client Visit and Online Lecture thus did double work: it imported Tsinghua's governance and street-smart arguments into Hangar while keeping Kartal's own actors present to judge whether those arguments could travel without becoming ornamental theory.

NOTE

Roundtable 2 — second collective check after the Tsinghua lectures.



Fig. 61 Lai Yuan online lecture.



Fig. 62 Infrastructure Commission: social-nodes process drawing.

Between research and practice

The weekend-to-Monday sequence of 5–7 September concentrated the workshop's second collective check, a practice lecture, and final revision pressure into three tightly linked days. On Saturday 5 September at AURA Istanbul, Michele Bonino delivered Between Research and Practice, articulating six roles through which academic designers negotiate institutional worlds, with reference to Shougang and Venice among other cases. Bonino's lecture situated the director of Politecnico di Torino's DAD not only as a guest speaker but as a partner modelling how research can enter practice without surrendering critical distance. The six roles offered participants a vocabulary for self-positioning inside The Great Game: when to act as analyst, mediator, author, critic, institutional interlocutor, or public advocate. A collective check followed, coupled with a wild card from the AURA milieu that again destabilised premature closure. Groups had to show progress since Roundtable 2 while absorbing Bonino's role framework and AURA's unexpected prompt—demonstrating that the second collective check was a genuine stress test rather than a rehearsal for applause before the final exhibition.

VENUE

AURA Istanbul · Hangar · Mimar Sinan

KEY MOMENT

Second collective check + Michele Bonino; final check, print lists 16:00

RECORDINGS

PL/04 Michele Bonino ↗

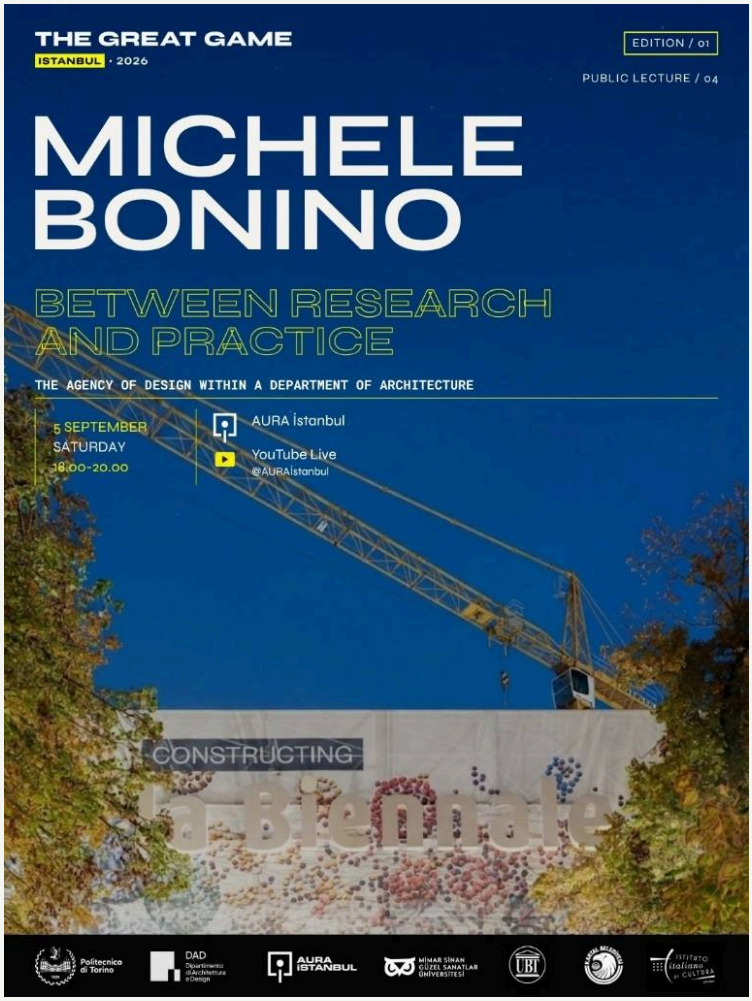


Fig. 65 Lecture poster, PL/04: Michele Bonino — Between Research and Practice. **Watch recording ↗**

MICHELE BONINO · AURA ISTANBUL · 5 SEPTEMBER 2026



Fig. 66 Michele Bonino lecture, AURA Istanbul, 5 September 2026.



Fig. 66b Michele Bonino lecture, AURA Istanbul, 5 September 2026 — Mole Antonelliana on screen.

Sunday 6 September returned the cohort to Hangar for a half-day studio. The shortened calendar was deliberate: a collective working morning rather than another lecture stack, giving teams uninterrupted hours to integrate Bonino's roles, municipal wild cards, and site evidence into exhibition-ready arguments. The half-day format intensified editing. Without the cover of continuous external programming, groups confronted gaps in drawings, weak perspective assignments, and unresolved conflicts among upper, central, and waterfront claims. Coordinators circulated with production checklists; partners offered targeted critiques rather than new theoretical frames. Hangar functioned as a pressure chamber for synthesis, where the week's accumulated talk had to become legible boards and spoken contracts fit for a public audience that would include the mayor and partner institutions.

Hangar functioned as a pressure chamber for synthesis.



Fig. 64 Private Developer: map and section sketch during final revision.

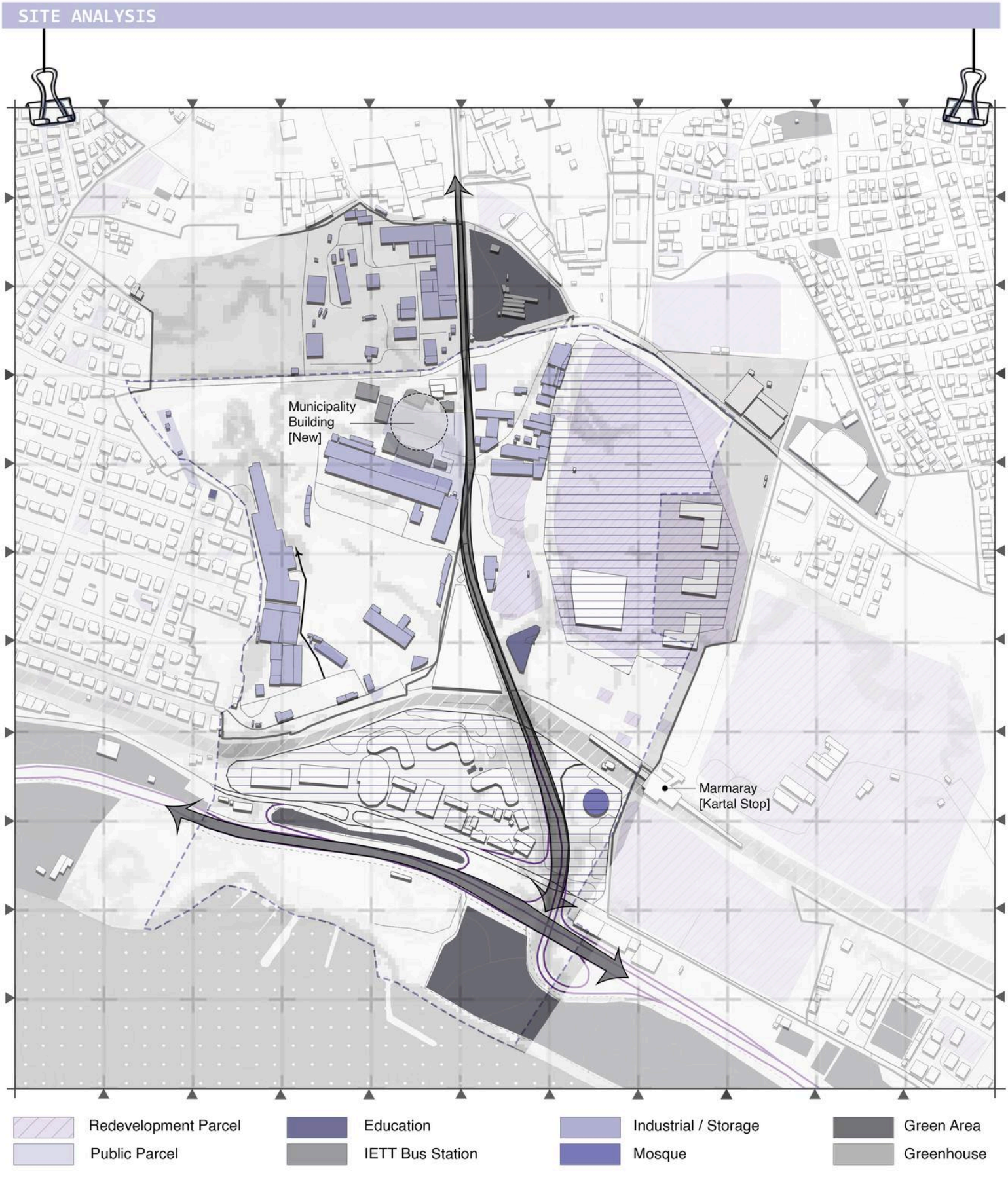


Fig. 63 Municipality team site analysis, 5 September 2026.

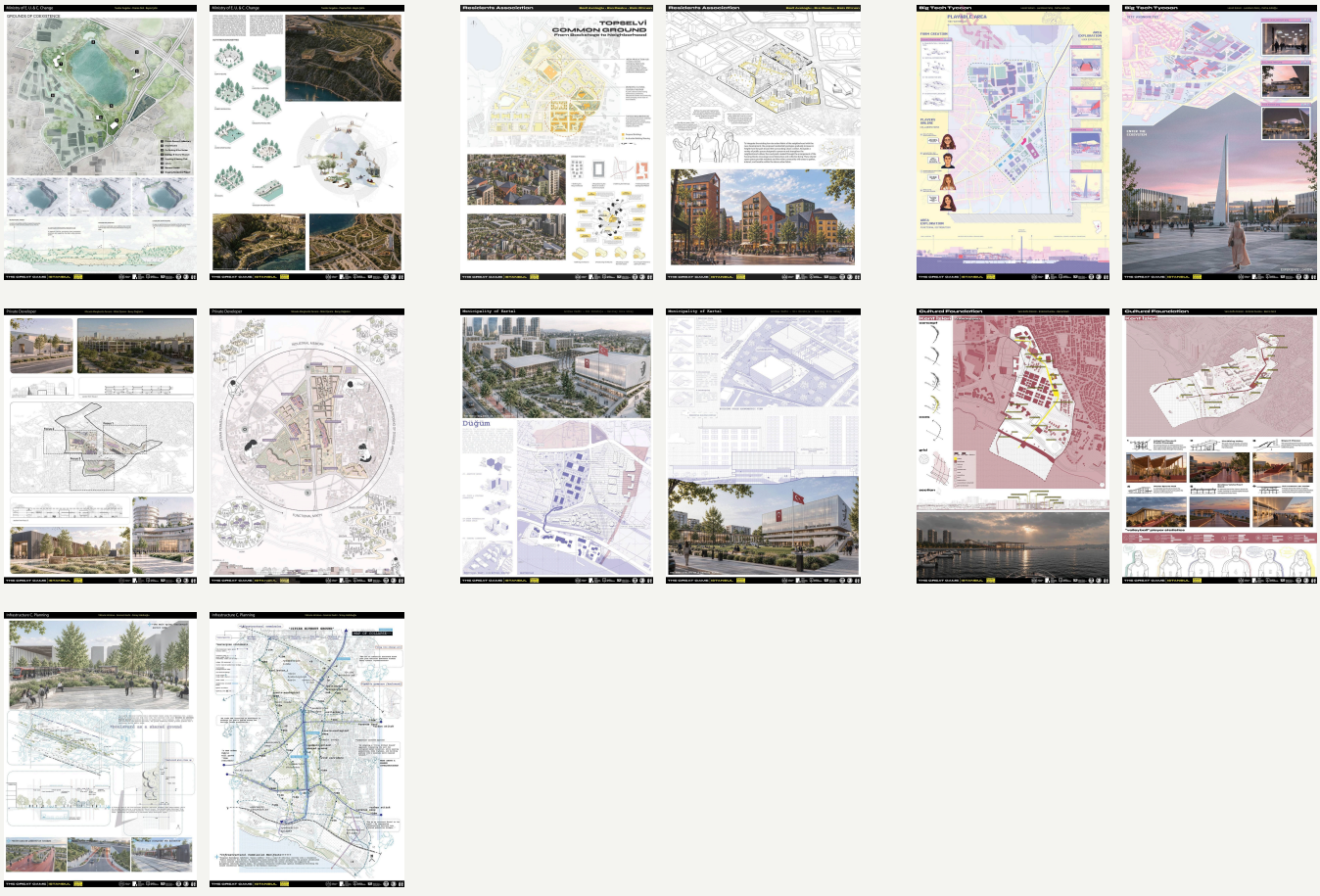
Monday 7 September staged the final collective check with all actors, convened in the Mimar Sinan orbit of the programme, with a hard checkpoint at 16:00 for print lists. The deadline converted intellectual negotiation into production discipline: what would be exhibited had to be named, sequenced, and prepared for output. Final check meant that municipality, Polito, AURA, UBT, and MSFAU interlocutors could still contest content, but only inside a closing window before files locked for print. Across 5–7 September the workshop thus moved from Bonino's role theory and AURA wild-card turbulence, through a focused Hangar morning, to a shared print threshold—research and practice compressed into the last manufacturing hours before public exhibition of the seven contracts that would close The Great Game | Istanbul. Taken together, the three days formed a deliberate ramp from Bonino's six-role lecture and AURA check, through Hangar's half-day synthesis, to the 16:00 print list that made the exhibition irreversible and forced every remaining disagreement into a publishable form.

NOTE

16:00 print list — exhibition files lock.

At 16:00 on 7 September the print list closed. From that moment the contracts existed as fourteen boards, and the argument moved from the studio to the public room.

FINAL CHECK · HANGAR ISTANBUL



Opening talks

Tuesday 8 September brought The Great Game | Istanbul into public exhibition at Hangar. Presentations organised around seven contracts made visible the week's cumulative method: each contract staged a negotiated claim among perspectives rather than a solitary masterplan vision. Visitors could read how quarry and green-belt politics, technology-campus ambitions, boulevard infrastructure, residual industry, and waterfront conditions had been translated into argueable positions. The exhibition format refused the silent board; talk remained part of the display as groups defended moves before a mixed audience of partners, municipal staff, and guests. Hangar's industrial character framed the event appropriately: proposals about Kartal's productive landscapes were shown inside a working space rather than a neutral white cube, keeping atmosphere aligned with content and with the field day that had opened the on-site week.

VENUE

Hangar Istanbul

KEY MOMENT

Public exhibition; closing ceremony with Mayor Gökhan Yüksel

GENERAL INTRODUCTION

Alp Arda

Politecnico di Torino — DAD



Fig. 122 Alp Arda giving the general introduction, Makina Hangar.

OPENING TALK

Gökhan Yüksel

Mayor of Kartal



Fig. 75 Closing ceremony: Mayor Gökhan Yüksel addressing the room.

OPENING TALK

Gökhan Yüksel

Mayor of Kartal



Fig. 76 Mayoral remarks during the final presentation.

OPENING TALK

Michele Bonino

Politecnico di Torino — DAD



Fig. 77 Michele Bonino speaking at the closing ceremony.

OPENING TALK

Güldehan Atay

Mimar Sinan Fine Arts University

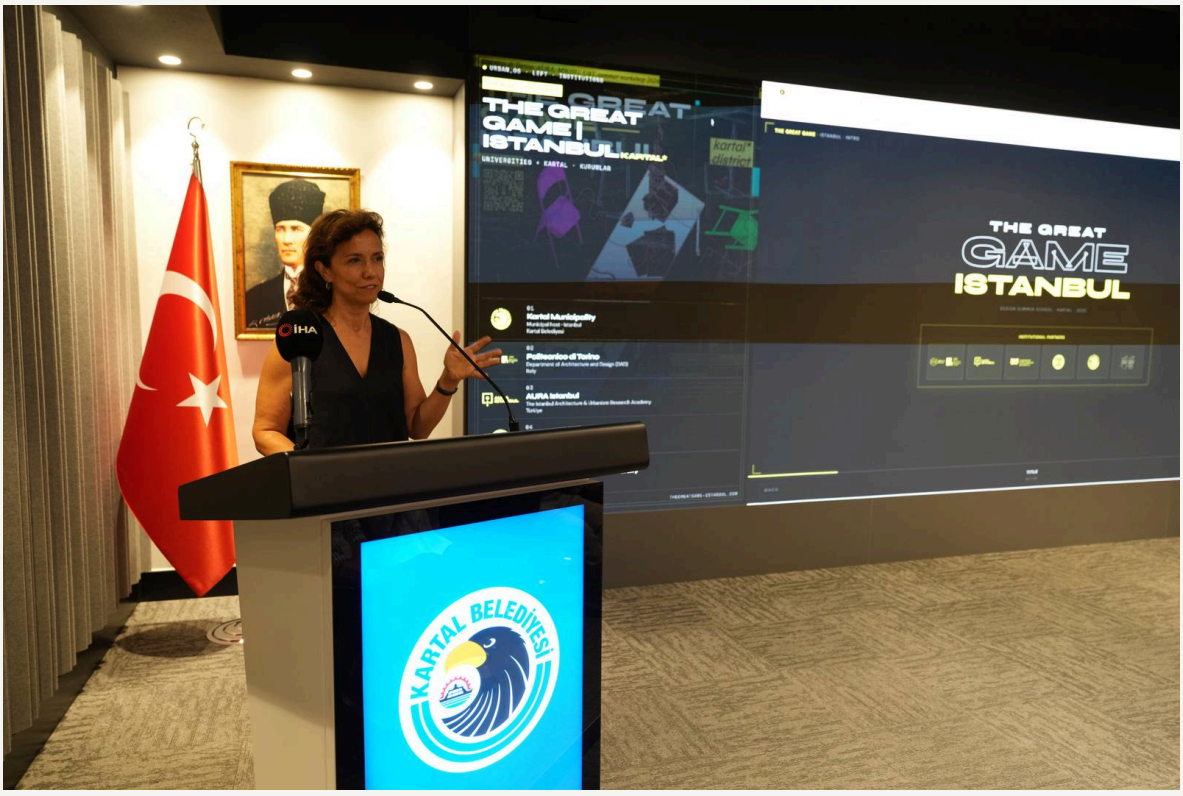


Fig. 78 Closing exchange with Güldehan Atay and municipal hosts.

OPENING TALK

Yılmaz Değer

AURA Istanbul

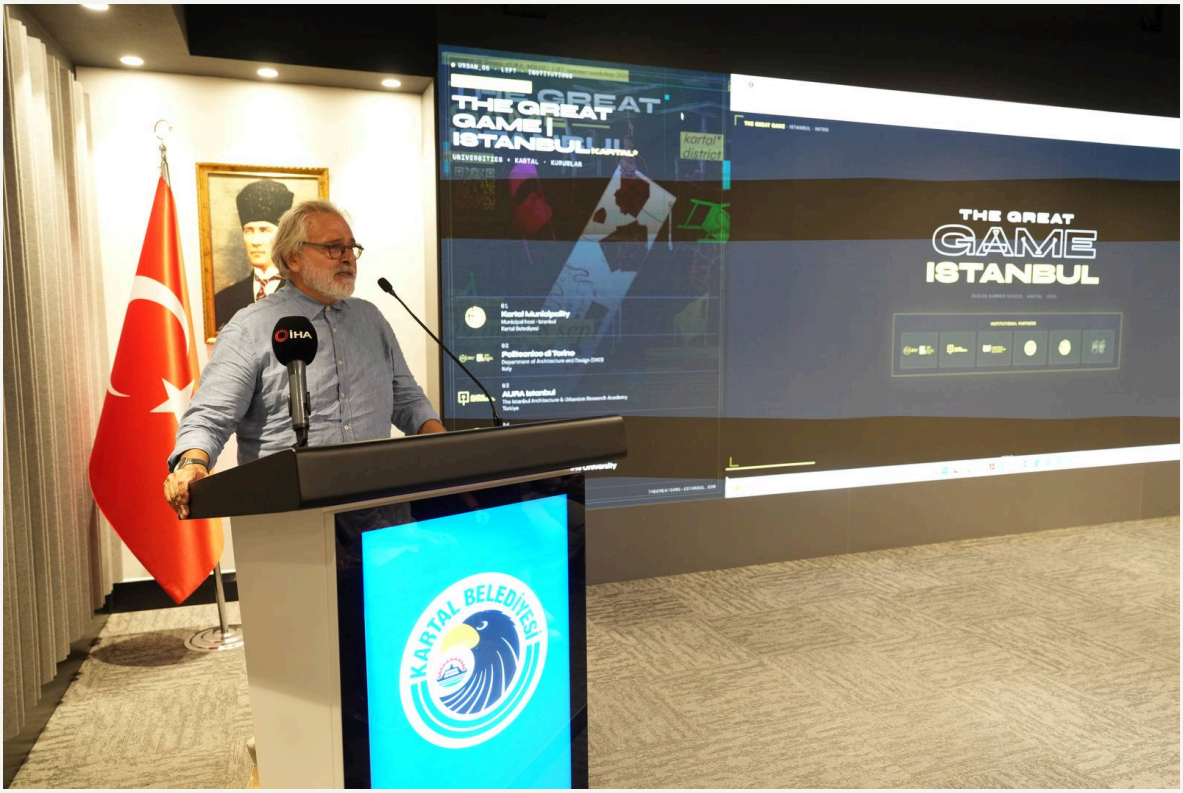


Fig. 79 Yılmaz Değer (AURA) at the closing ceremony.

OPENING TALK

Shqiprim Ahmeti

UBT College Kosovo

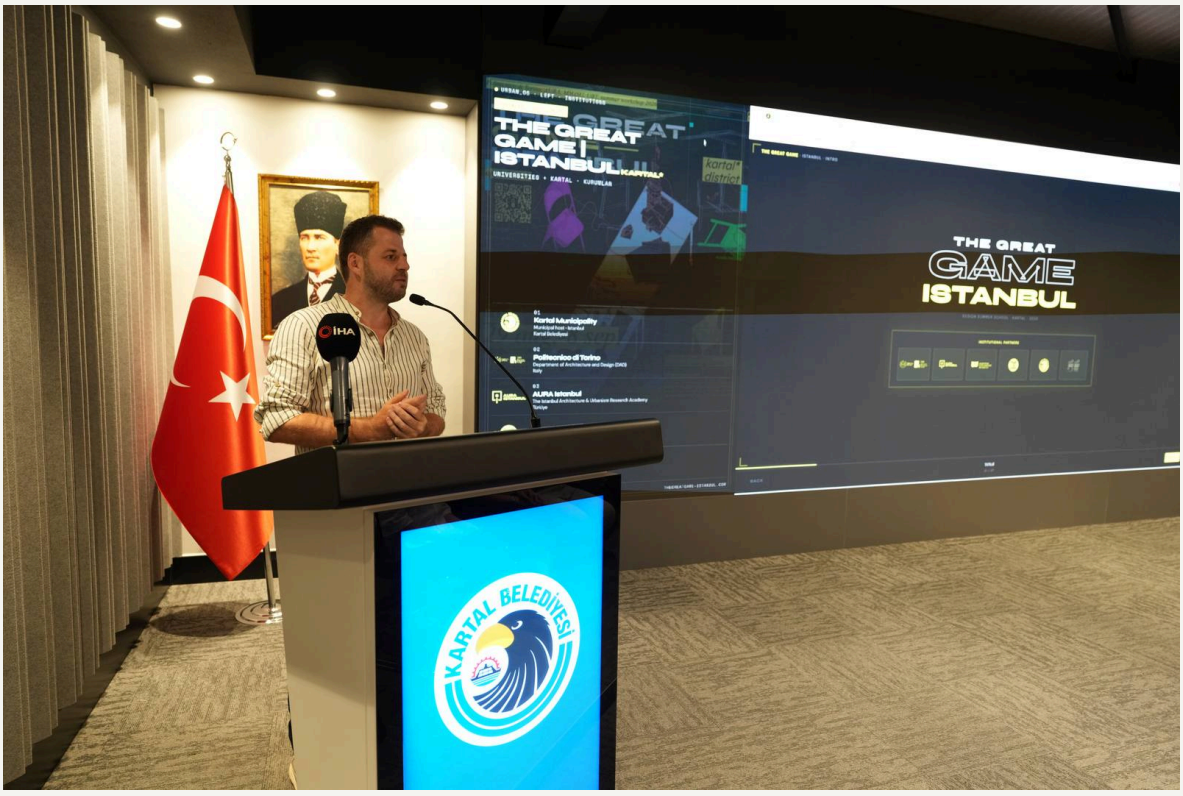


Fig. 80 Shqiprim Ahmeti (UBT) at the closing ceremony.

Alp Arda gave the general introduction; five voices then opened the day before the room was handed over to the students.

OPENING TALKS · MAKINA HANGAR

01

Alp Arda

Politecnico di Torino — DAD

02

Gökhan Yüksel

Mayor of Kartal

03

Michele Bonino

Politecnico di Torino — DAD

04

Güldehan Atay

Mimar Sinan Fine Arts University

05

Yılmaz Değer

AURA Istanbul

06

Shqiprim Ahmeti

UBT College Kosovo

Student presentations

With the opening talks closed, the floor passed to the twenty-one students. Each team defended its contract in front of municipal staff, tutors, and invited guests: not a masterplan to be admired, but a negotiated position on one shared boulevard. The photographs that follow carry each project title and the keywords of its contract.

01
Grounds of Coexistence
Ministry of Environment

02
Topselvi Common Ground
Residents' Association

03
Playable Area
Big Tech Tycoon

04
Adaptive Reuse / Industrial Memory
Private Developer

05
Düğüm
Municipality of Kartal

06
Kent İzleri
Cultural Foundation

07
Cities Without Ground
Infrastructure Commission



CONTRACT 01 · MINISTRY OF ENVIRONMENT

Grounds of Coexistence

green belt · quarry lake · public access · symbolic arrival

Teodor Angelov · Poema Doli · Beyza Çetin

Fig. 81 Final presentation: Ministry of Environment contract.

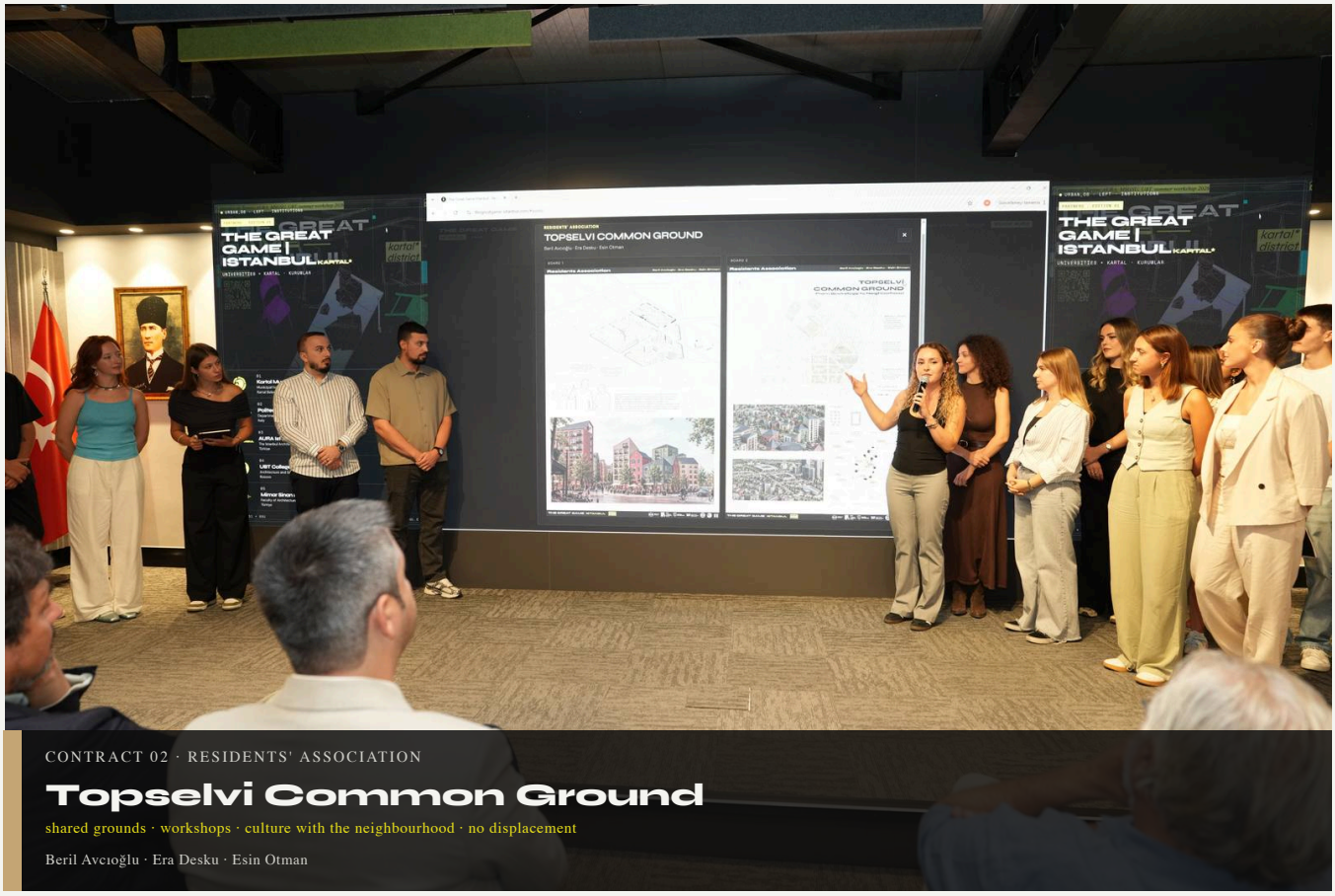


Fig. 82 Final presentation: Residents' Association contract.



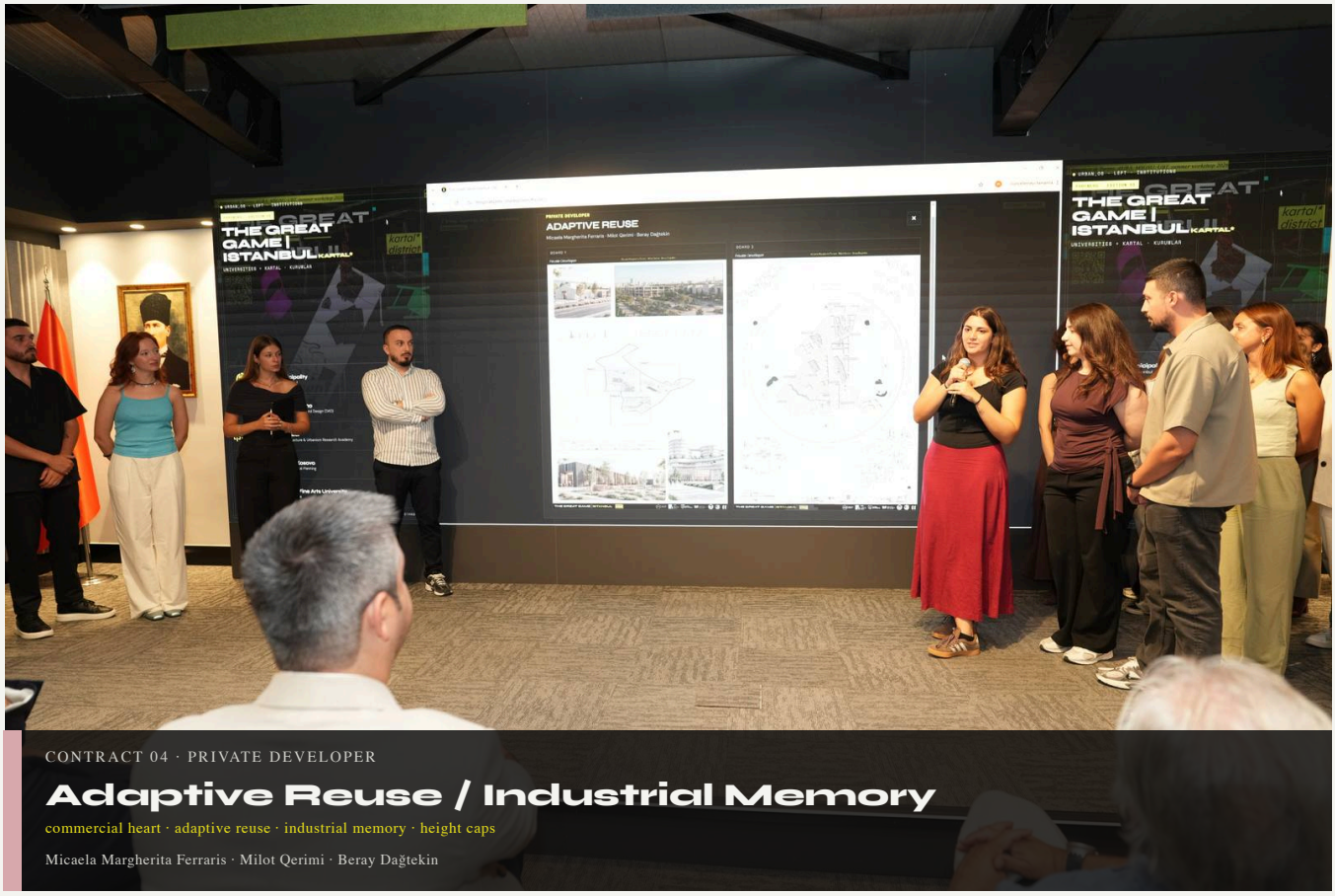
Fig. 83 Final presentation: Big Tech Tycoon contract.



Fig. 84 Final presentation: Big Tech Tycoon contract.



Fig. 85 Final presentation: Private Developer contract.



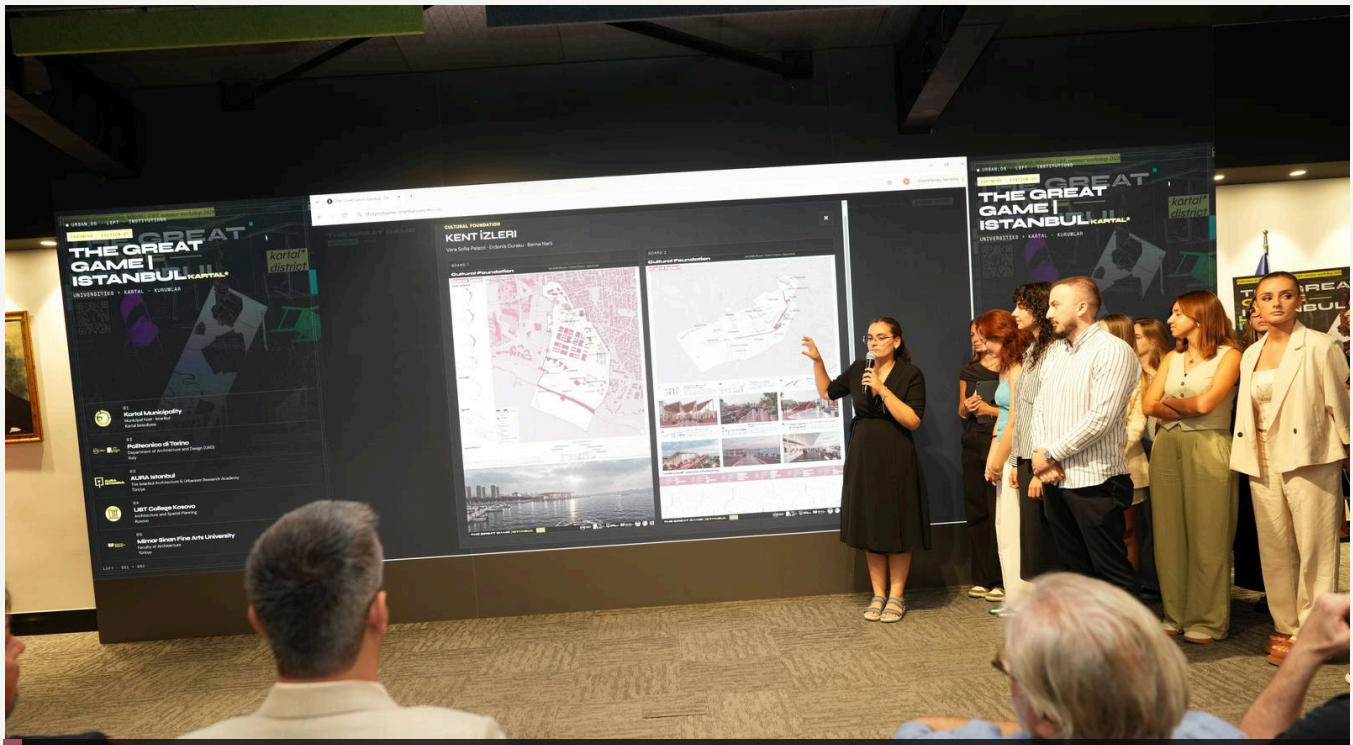
CONTRACT 04 · PRIVATE DEVELOPER

Adaptive Reuse / Industrial Memory

commercial heart · adaptive reuse · industrial memory · height caps

Micaela Margherita Ferraris · Milot Qerimi · Beray Dağtekin

Fig. 86 Final presentation: Private Developer contract.



CONTRACT 06 · CULTURAL FOUNDATION

Kent İzleri

sport & education · cultural facilities · public life

Vera Sofia Palazzi · Erdonis Duraku · Berna Narli

Fig. 87 Final presentation: Cultural Foundation contract.

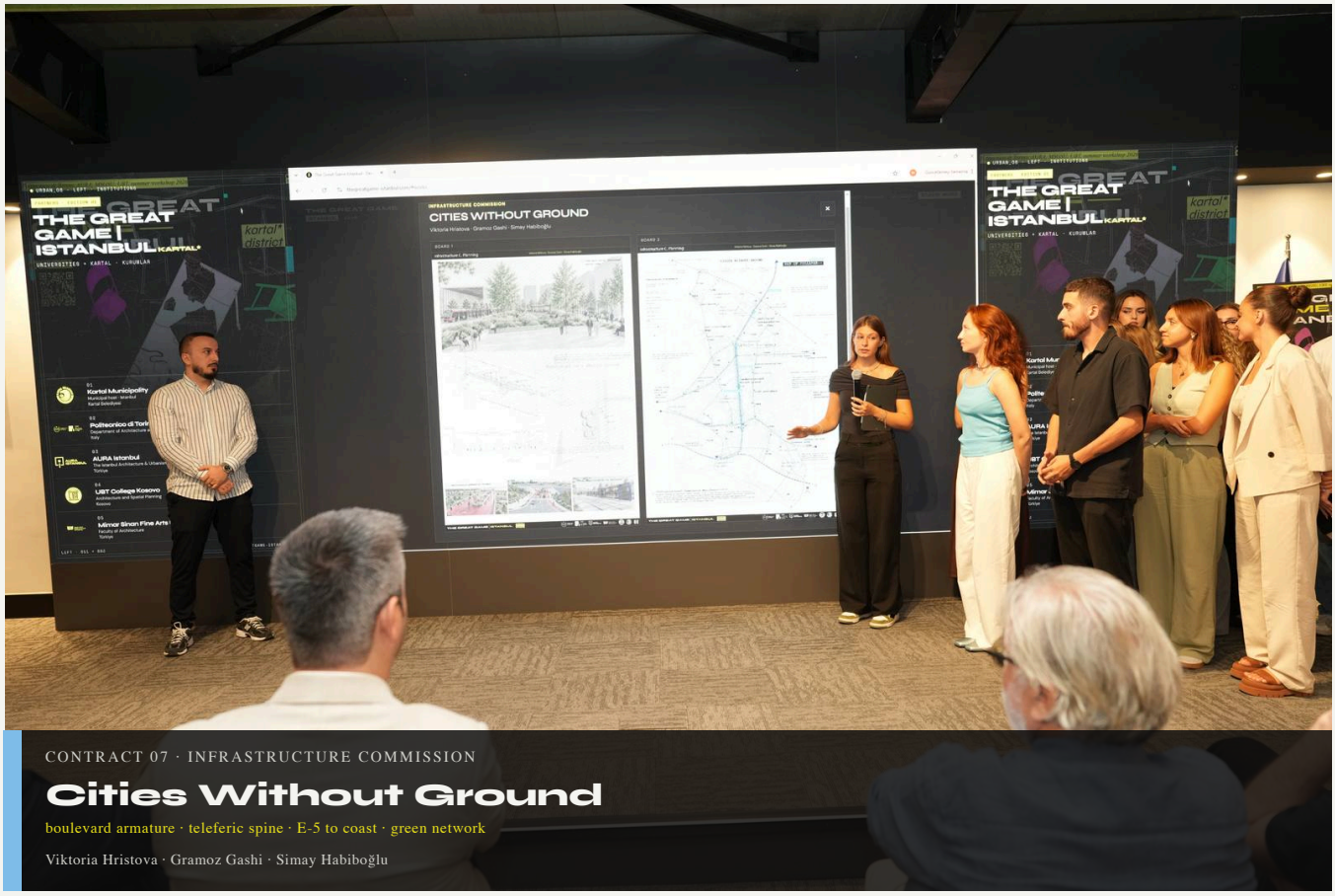


Fig. 88 Final presentation: Infrastructure Commission contract.

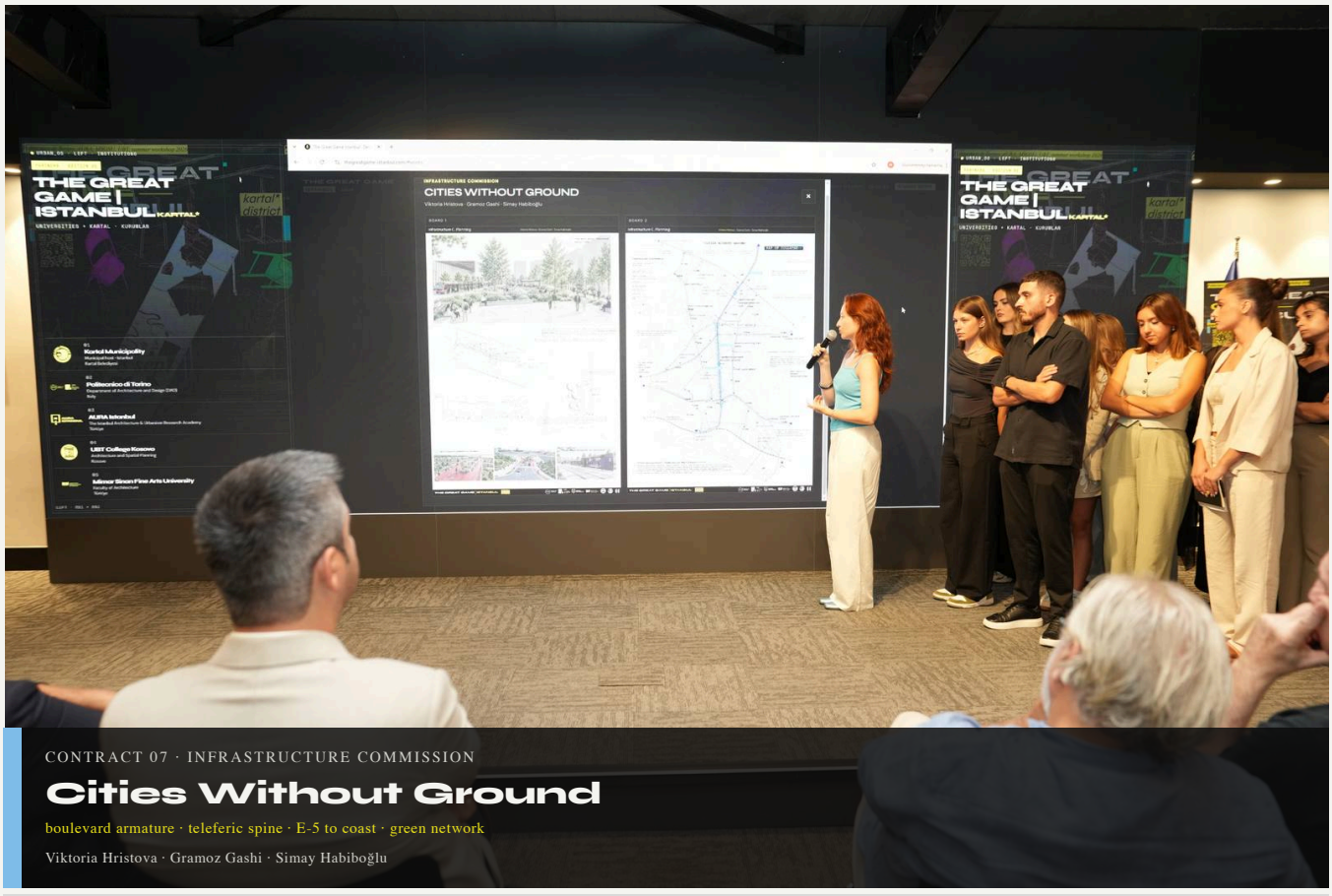


Fig. 89 Final presentation: Infrastructure Commission contract.

The closing ceremony gathered institutional voices around Mayor Gökhan Yüksel's presence, marking municipal ownership of the week's outcomes. Partner remarks by Michele Bonino, Yılmaz Değer, Güldehan Atay, and Shqiprim Ahmeti articulated the multi-city consortium that had carried the Game—Politecnico di Torino's research leadership, AURA's Istanbul mediation, Mimar Sinan's academic hosting, and UBT's critical comparative voice. Their speeches emphasised continuity: exhibition boards were not an end state but a public record of contracts that Kartal and the universities might reopen in subsequent planning cycles. The mayor's closing situated those contracts inside district politics, reminding participants that design talk succeeds only when it remains legible to local governance and to residents who will live with boulevard, industrial, and ecological decisions long after the workshop ends.

Exhibition boards were not an end state but a public record of contracts that Kartal and the universities might reopen.

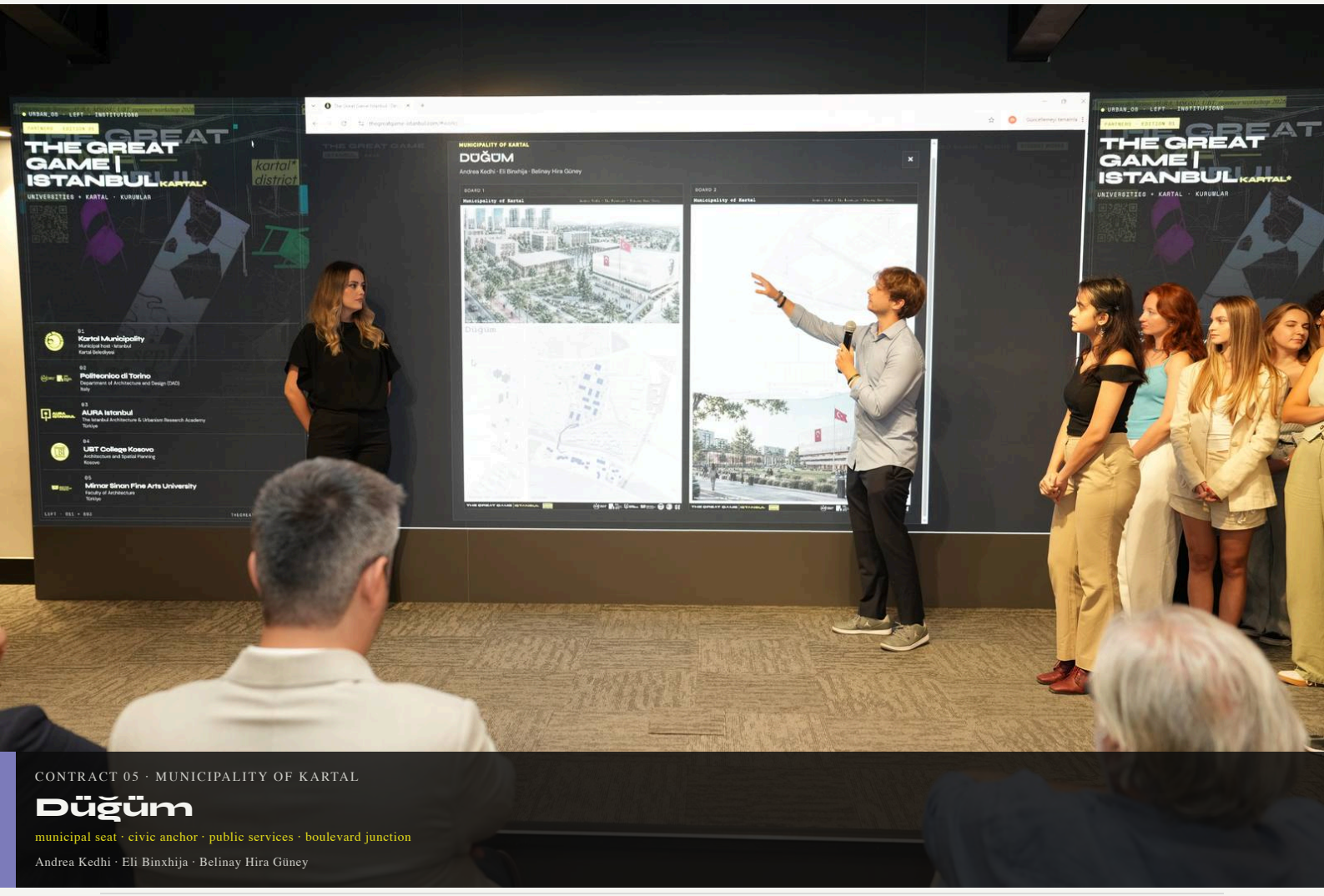


Fig. 68 Municipality team at the final presentation, Makina Hangar.

DIARY · EXHIBITION LAYOUT **8 SEPTEMBER 2026**

The room as gameboard

HANGAR ISTANBUL · ONE ROOM, SEVEN TABLES, ONE DIAGONAL SPINE

The exhibition in the Hangar was built on the founding concept of The Great Game: a universe in which the stories of architecture offices are told around a table. A long diagonal table was placed at the centre of the room and treated as infrastructure, and each group was given a large table of its own, where fragments and drawings of their own work were laid out. The entrance opened with five vertical panels — introduction, poster, the exhibition in numbers, logos, and credits. In the back room, two boards per group hung from a curtain rig together with two large collective drawings. Analogue material was supported by screens: one large television in the back room and two beside the central table, running the sideshows of the whole workshop.

1
DIAGONAL TABLE AS INFRASTRUCTURE

7
GROUP TABLES

14
BOARDS ON THE CURTAIN RIG

2
COLLECTIVE DRAWINGS

5
ENTRANCE PANELS

3
SCREENS

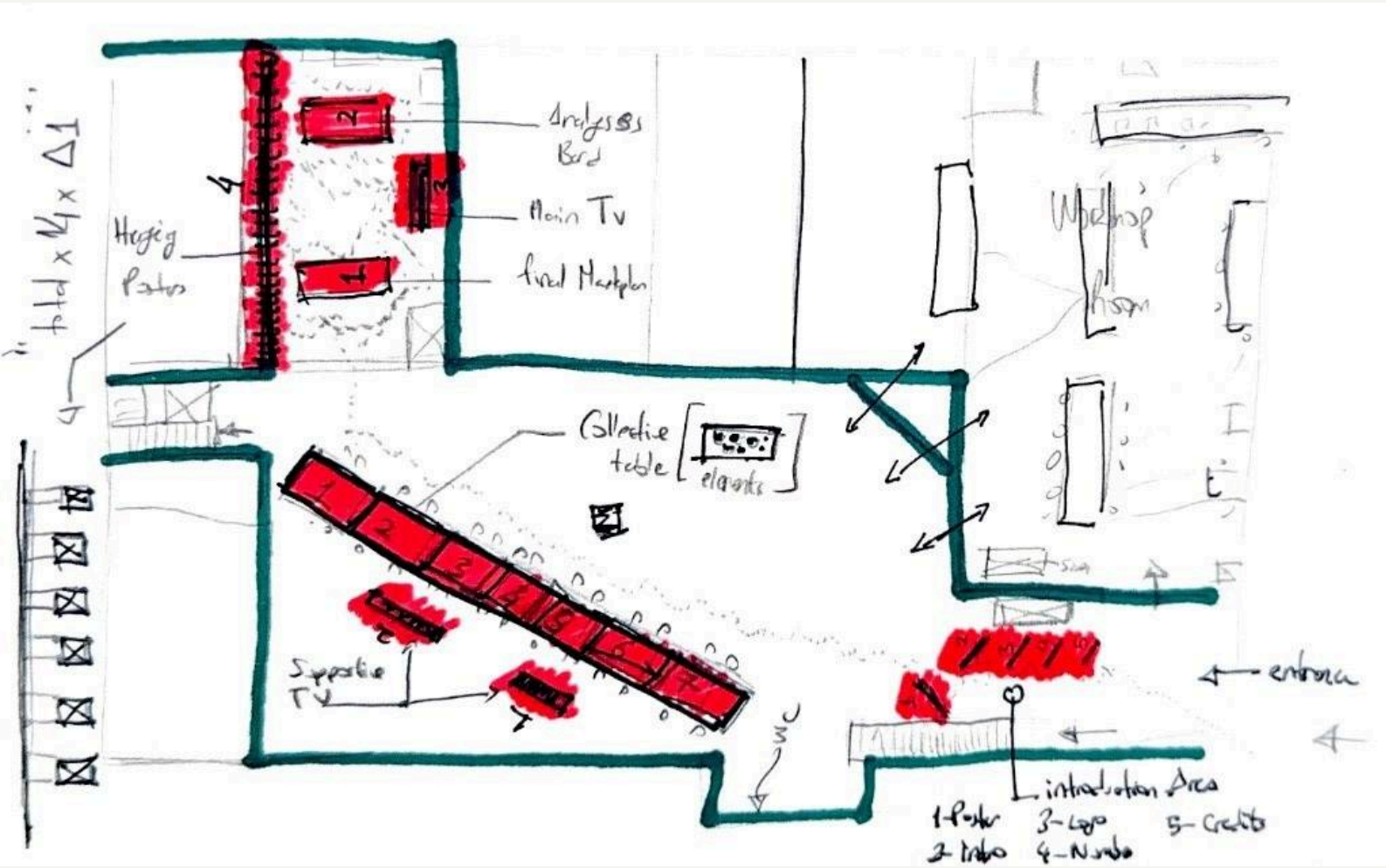


Fig. 69 Hand-drawn layout plan for the exhibition hang.



Fig. 67 Print production for the final exhibition boards.



Fig. 70 Table-making and exhibition assembly, final day.



Fig. 123 Process sketches on the exhibition table, Makina Hangar.



Fig. 72 Exhibition tables before public opening, Makina Hangar.



Fig. 73 Exhibition room with contract tables in place.

The hangar held the seven contracts as a single public room: tables, boards, and the collective map. Fourteen plates followed the seven perspectives, each defended in front of municipal staff, partners, and guests.

NOTE

Fourteen contract boards · seven perspectives.

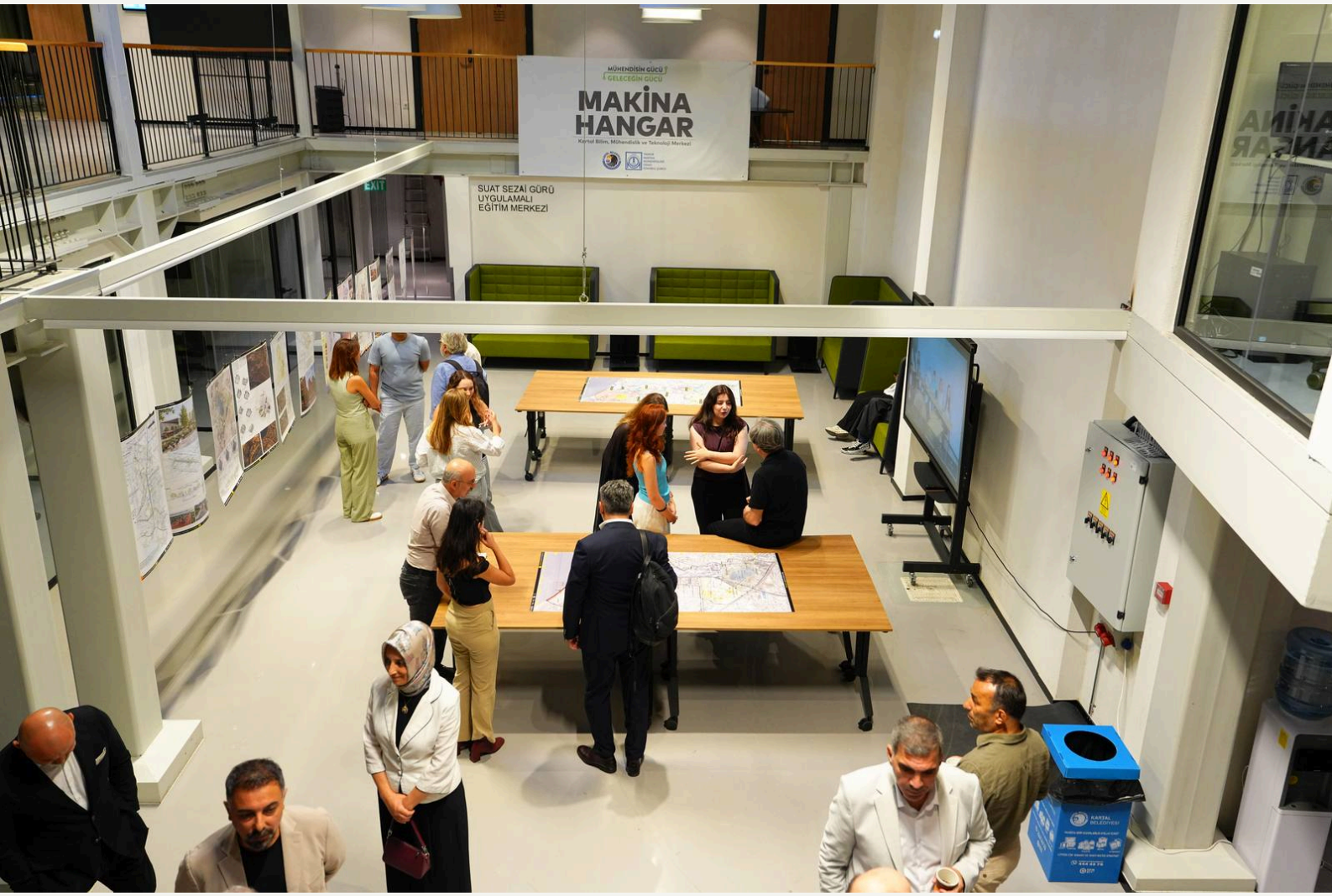


Fig. 92 Exhibition room during public opening.



Fig. 125 Exhibition entrance: the workshop poster on the yellow frame, looking into the Hangar tables.



Fig. 121 Exhibition entrance: four introductory panels on the pink frames, Makina Hangar.



Fig. 91 Exhibition entrance, Makina Hangar.



Fig. 90 Mayor's closing remarks after the seven contracts.



Fig. 94 Exhibition boards as installed.



Fig. 96 Mayor Gökhan Yüksel and Alp Arda reviewing the exhibition.



Fig. 97 Collective gathering at the close of presentations.

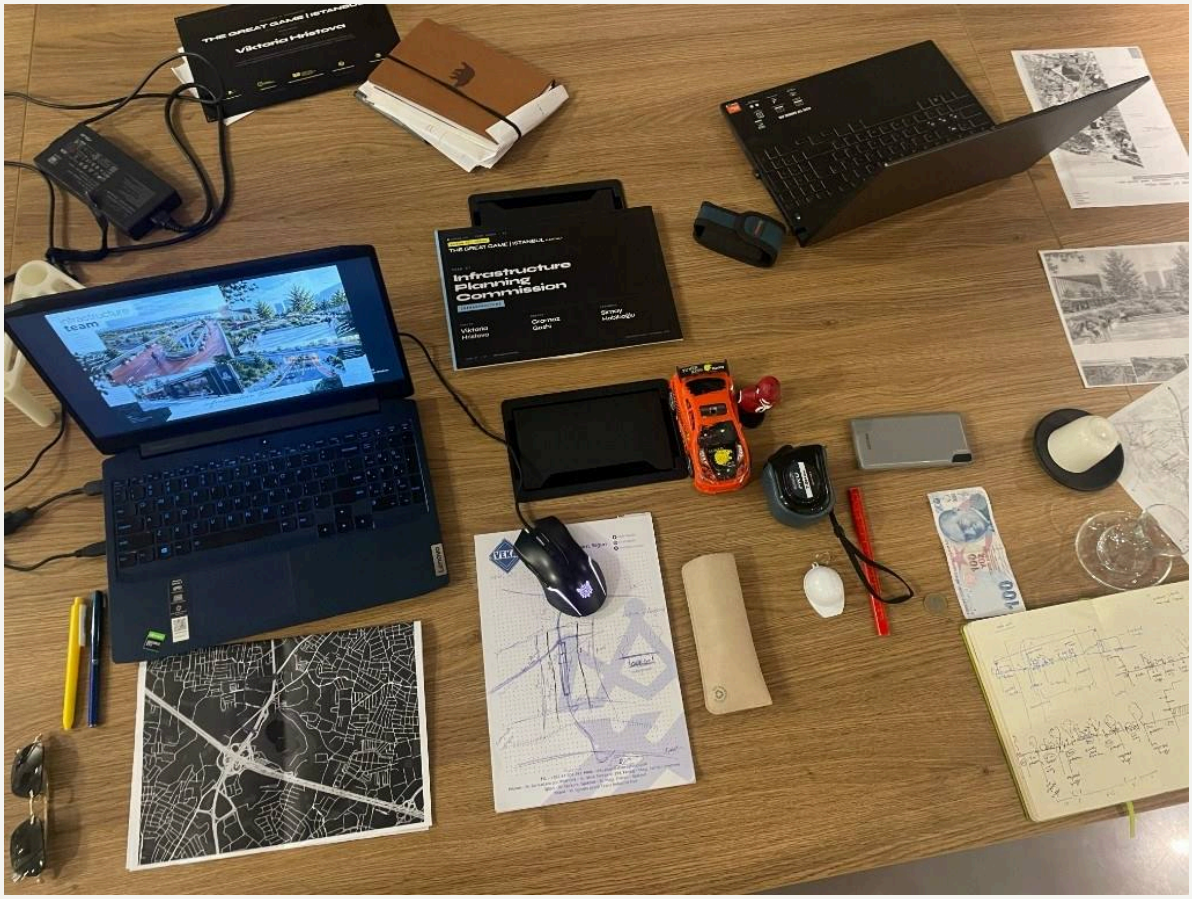


Fig. 71 Infrastructure Commission exhibition table.

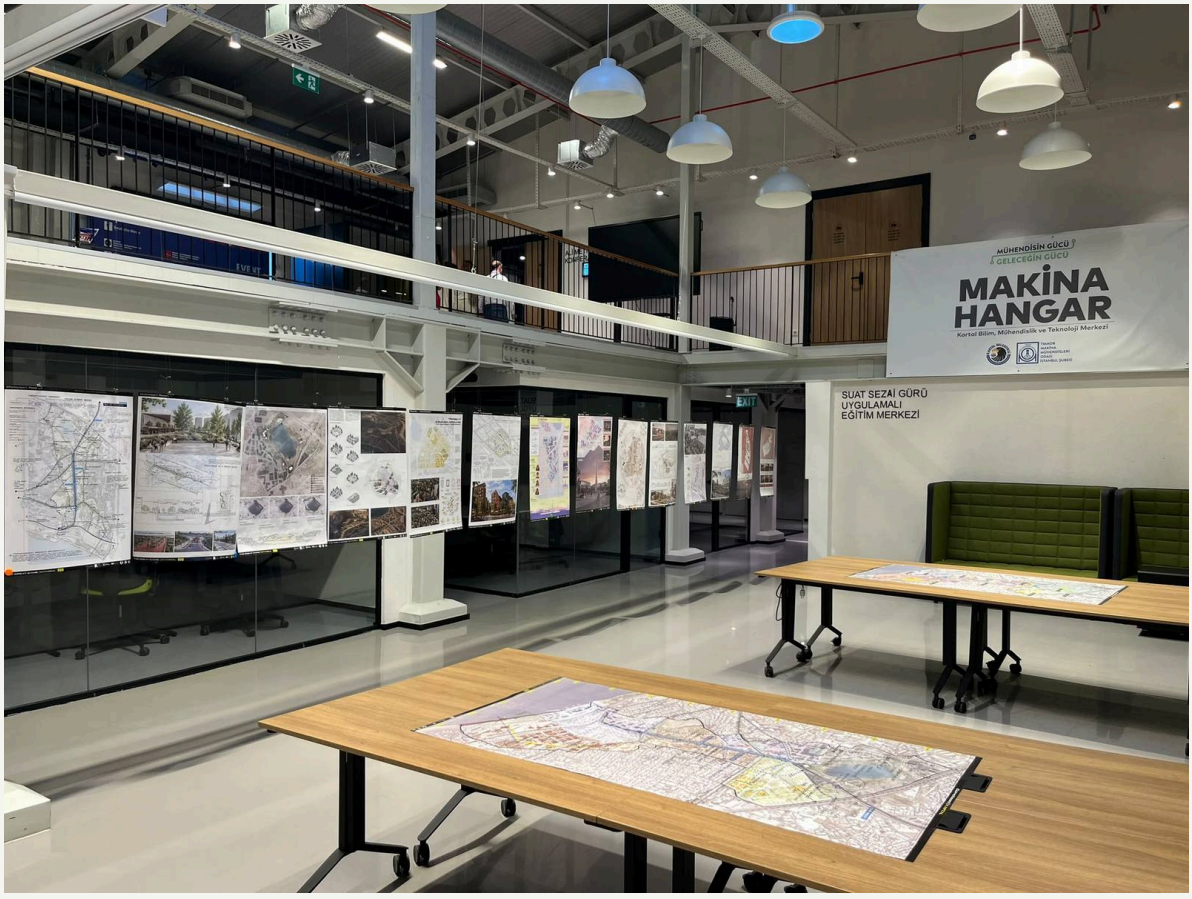


Fig. 93 Exhibition room, board hang and visitor circulation.



Fig. 95 Discussion around the collective map during the final day.



Fig. 98 Final team photograph with Lendi Osmani and Alp Arda.



Fig. 124 A student briefing Mayor Gökhan Yüksel beside the collective drawing, Makina Hangar.



Fig. 126 Mayor Gökhan Yüksel and a student reading the collective map during the exhibition.

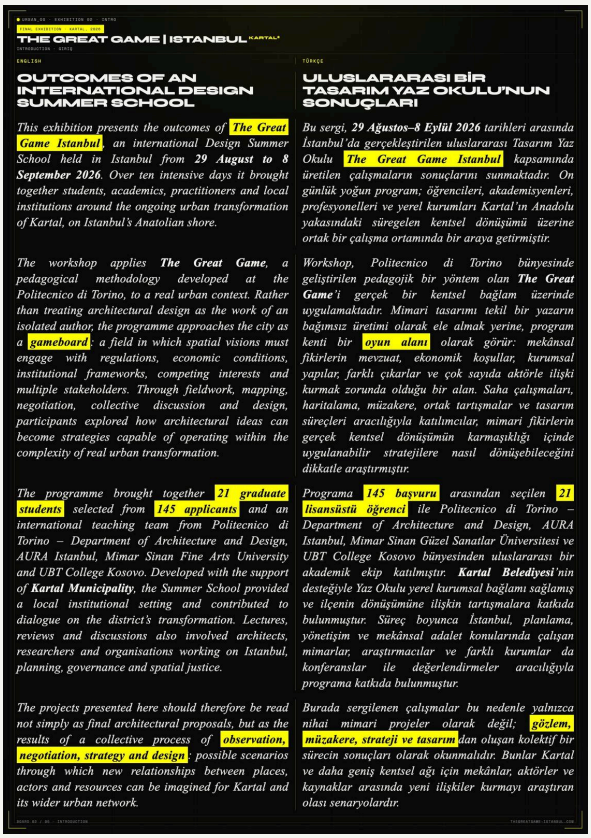


Fig. 101 Exhibition entrance panel: introduction.



Fig. 102 Exhibition entrance panel: partner logos.



Fig. 103 Exhibition entrance panel: workshop numbers.

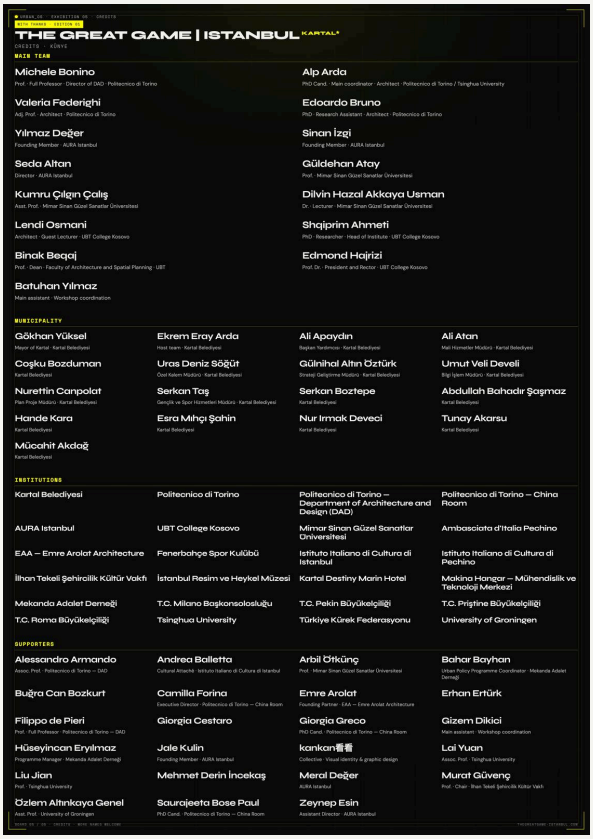


Fig. 104 Exhibition entrance panel: credits.

Italy and Kartal

A quieter working conversation in Kartal closed the programme. Without the pressure of public display, partners reviewed what the Game had clarified, where evidence remained thin, and which institutional channels could carry selected ideas forward. The discussion addressed follow-up responsibilities, documentation, and the risk of treating exhibition energy as a sufficient outcome. With Alp Arda among those closing the circle, the meeting completed a calendar that had begun with online seminars on 24–25 August and arrivals on 29 August. Between those poles the workshop had walked industrial stakes, opened AURA with a comparative public lecture, studied the Historical Peninsula, absorbed justice and Tsinghua inputs, met the mayor, survived wild cards, and printed seven contracts for Hangar. That last exchange was not another presentation but a joint assessment of how research, practice, and municipality might continue the Game after the exhibition lights were switched off. Taken together, the closing days completed both the public and the institutional arcs: Hangar made the seven contracts visible, the mayor and partners ratified the consortium in speech, and the Kartal meeting converted closing-ceremony energy into an agenda for continued municipal–Polito collaboration.

VENUE

Kartal

KEY MOMENT

Post-workshop reflection meeting with municipal and Politecnico teams

That last exchange was not another presentation but a joint assessment of how research, practice, and municipality might continue the Game after the exhibition lights were switched off.

9 SEPTEMBER 2026 · KARTAL

Collective drawings

ENTRANCE SEQUENCE · AS-FOUND ANALYSIS · COLLECTIVE MASTERPLAN

Two shared drawings closed the hangar: the as-found reading of Kartal, and the collective masterplan onto which every contract had to plug. They are not a single authorial vision — they are the gameboard the seven perspectives agreed to argue over in public.

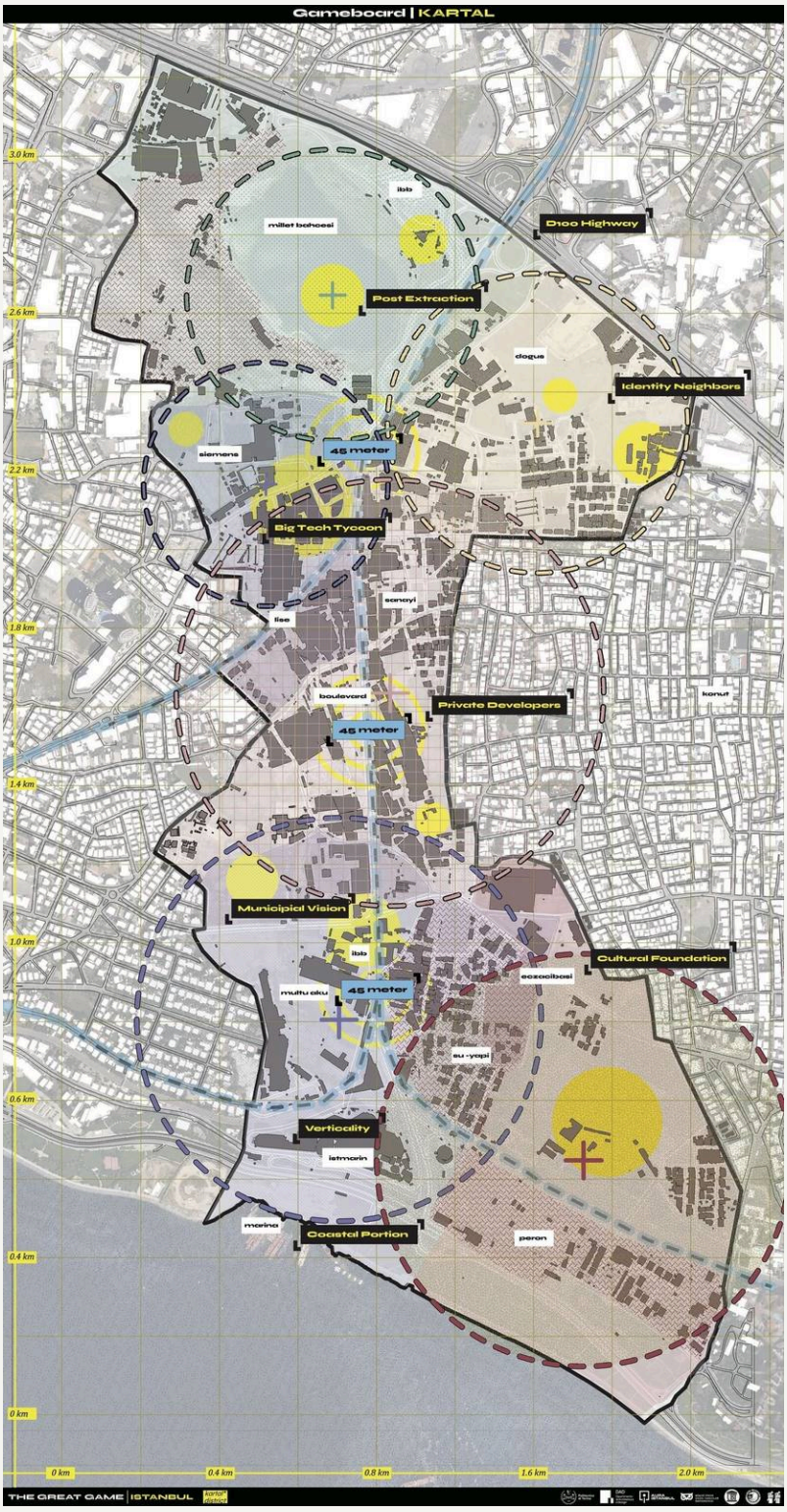


Fig. 105 Collective analysis board — as-found conditions.

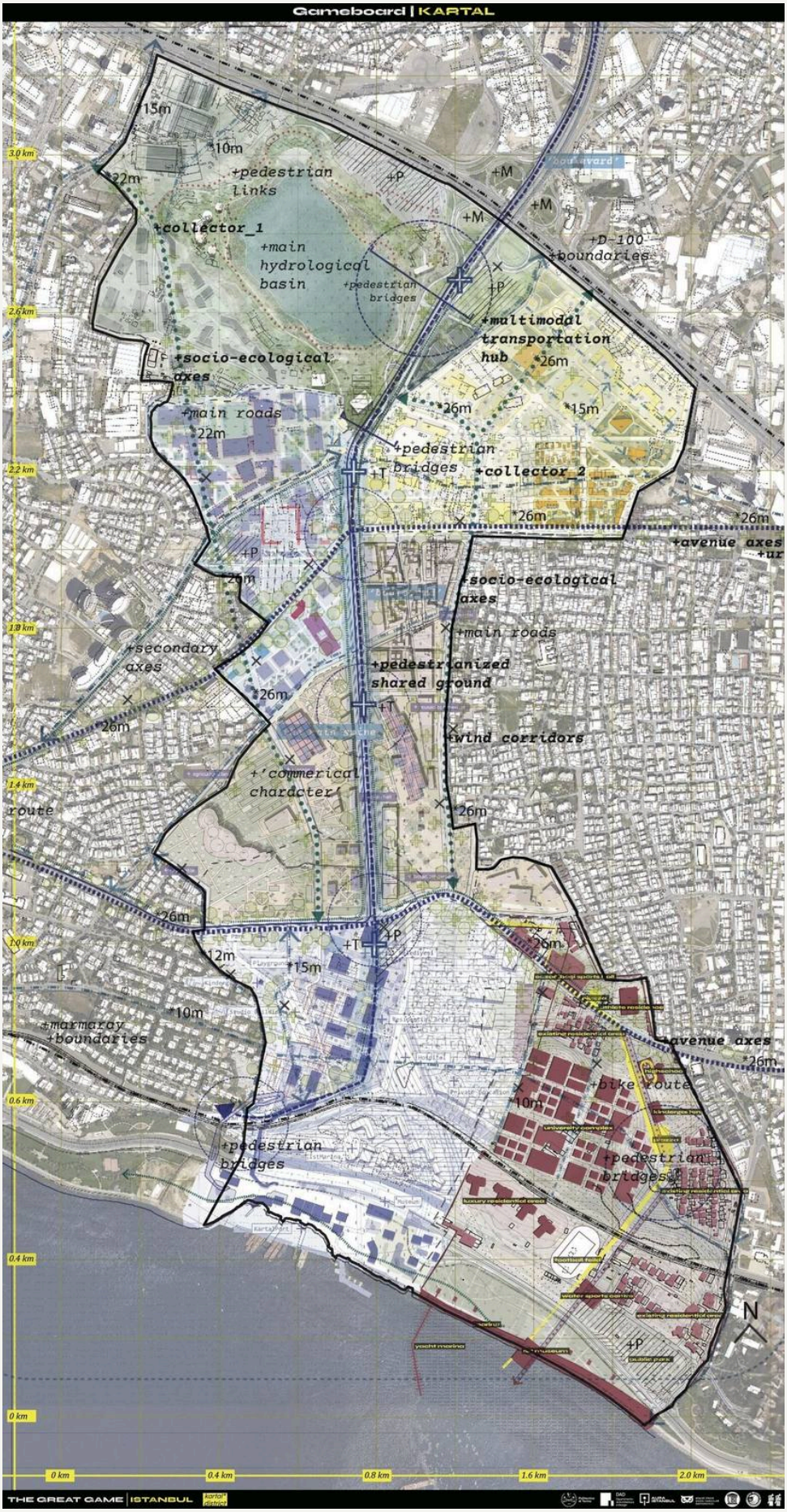


Fig. 106 Collective masterplan drawing as exhibited.

CLIENT · MINISTRY OF ENVIRONMENT

Grounds of Coexistence

Northern threshold · quarry & green corridor · D-100 · Batı Yakası fixed

Ecological green belt & artificial lake at the district entry — public access, restoration & symbolic arrival where the boulevard begins.

Teodor Angelov · Poema Doli · Beyza Çetin

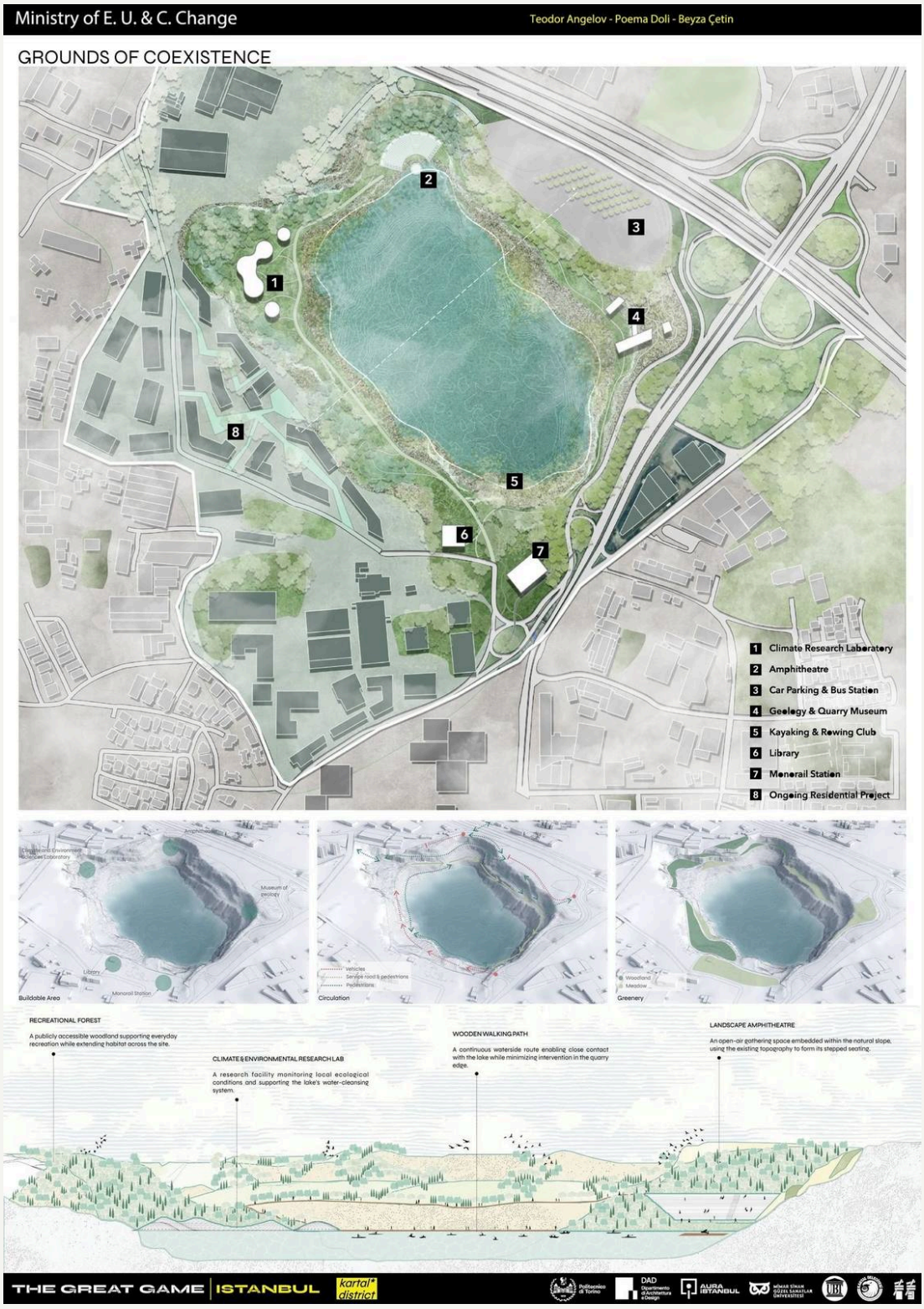


Fig. 107 Contract 01 · Ministry — Grounds of Coexistence (board A).



Fig. 108 Contract 01 · Ministry — Grounds of Coexistence (board B).

CLIENT · RESIDENTS' ASSOCIATION

Topselvi Common Ground

Coalition of residents & local cultural workers

Culture with the neighbourhood, not for a market — workshops, shared grounds & informal gathering along the boulevard; spatial form that resists displacement.

Beril Avcıoğlu · Era Desku · Esin Otman



Fig. 109 Contract 02 · Residents — Topselvi Common Ground (board A).



Fig. 110 Contract 02 · Residents — Topselvi Common Ground (board B).

CLIENT · BIG TECH TYCOON

Playable Area

Technology corporation · Municipality partnership

Green Campus & Technopark as boulevard gateway — research, innovation & digital industry woven into green infrastructure; permeable onto the spine, not a sealed enclave.

Harsh Satam · Lendiana Fetaj · Defne Adiloğlu

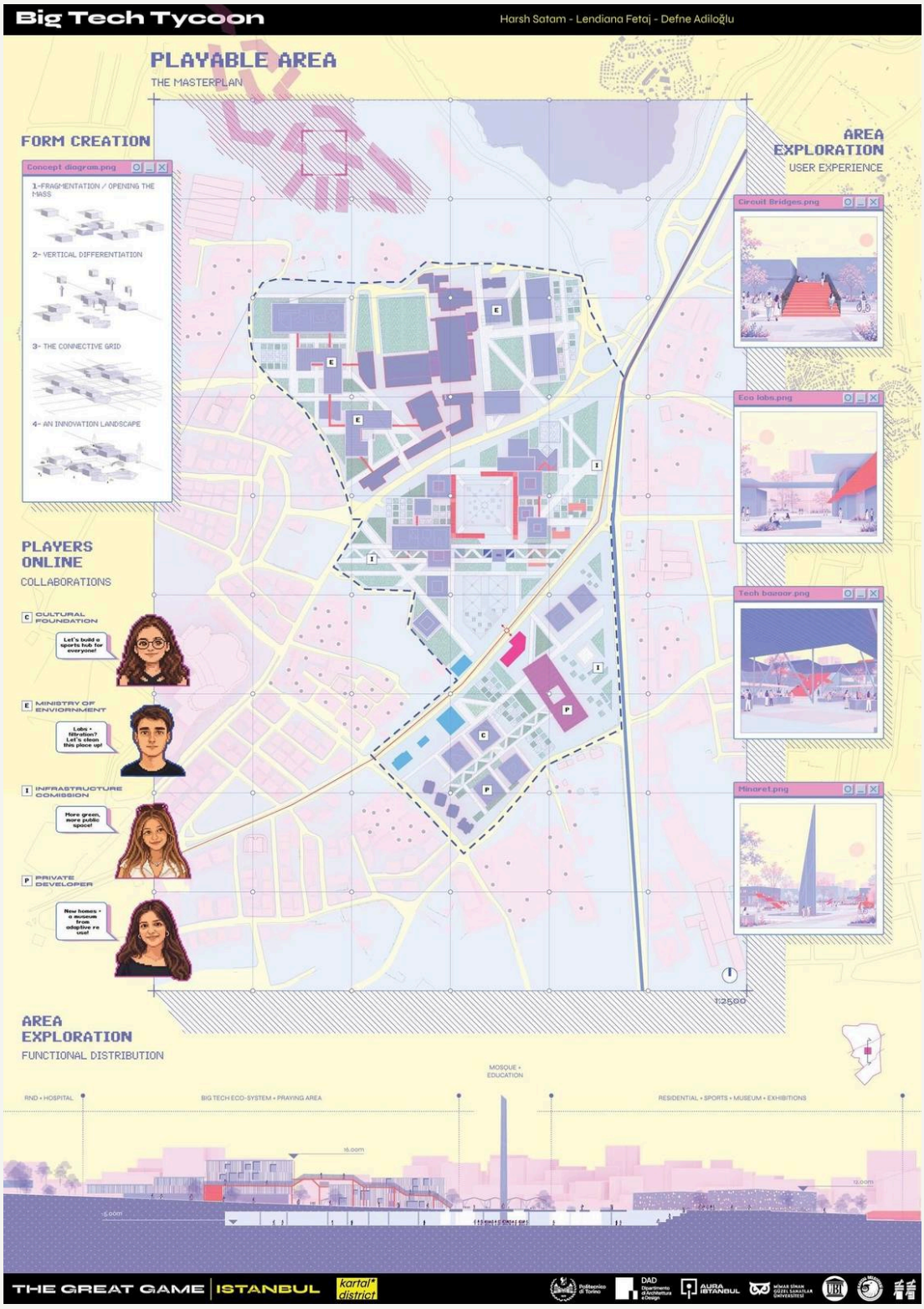


Fig. 111 Contract 03 · Big Tech — Playable Area (board A).



Fig. 112 Contract 03 · Big Tech — Playable Area (board B).

CLIENT · PRIVATE DEVELOPER

Adaptive Reuse / Industrial Memory

Tourism & commerce consortium · central boulevard

24/7 commercial heart on the boulevard — footfall, retail & hospitality within height caps; Infrastructure leads the boulevard as public spine; this team activates its commercial front.

Micaela Margherita Ferraris · Milot Qerimi · Beray Dağtekin



Fig. 113 Contract 04 · Private Developer — Industrial Memory (board A).



Fig. 114 Contract 04 · Private Developer — Industrial Memory (board B).

CLIENT · MUNICIPALITY OF KARTAL

Düğüm

Civic anchor · municipal seat & public services · İstMarina fixed

Relocate municipal seat as hub for urban & local services — accessible, legible institutional form at a boulevard junction toward the traditional centre.

Andrea Kedhi · Eli Binxhija · Belinay Hira Güney



Fig. 115 Contract 05 · Municipality — Düğüm (board A).



Fig. 116 Contract 05 · Municipality — Düğüm (board B).

CLIENT · CULTURAL FOUNDATION

Kent İzleri

Culture, education & sport · sports complex anchor · Şua Yapı fixed

Extend volleyball & sports complex into educational & cultural facilities — sport as generator of public life meeting the boulevard.

Vera Sofia Palazzi · Erdonis Duraku · Berna Narli

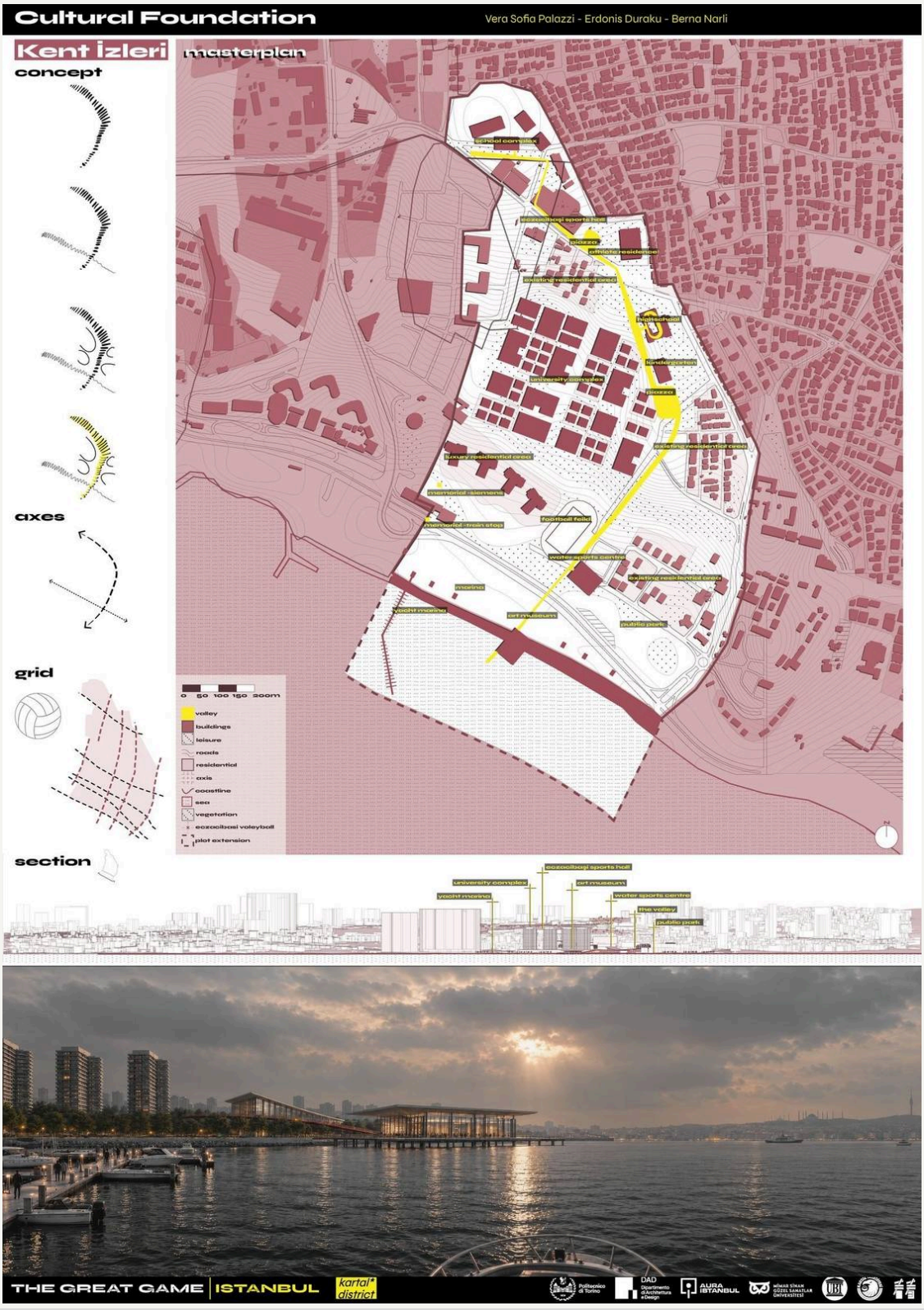


Fig. 117 Contract 06 · Cultural Foundation — Kent İzleri (board A).



Fig. 118 Contract 06 · Cultural Foundation — Kent İzleri (board B).

CLIENT · INFRASTRUCTURE COMMISSION

Cities Without Ground

Lead team · the boulevard · E-5 to coastal line

Main team managing the boulevard — teleferic spine, highway-to-shore design, green network, parking nodes, coastal wind corridors; other teams plug into this armature.

Viktoria Hristova · Gramoz Gashi · Simay Habiboğlu

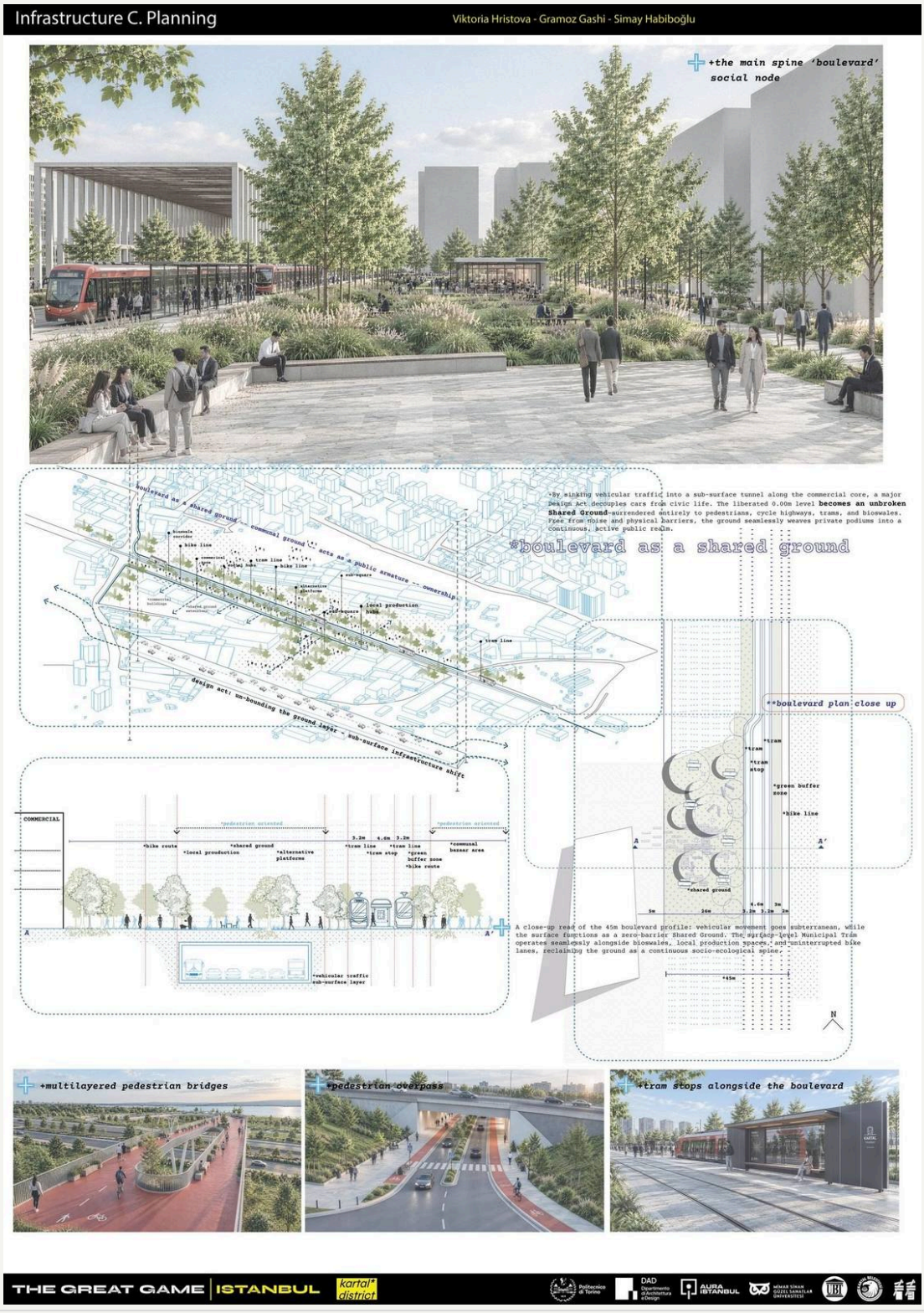


Fig. 119 Contract 07 · Infrastructure — Cities Without Ground (board A).

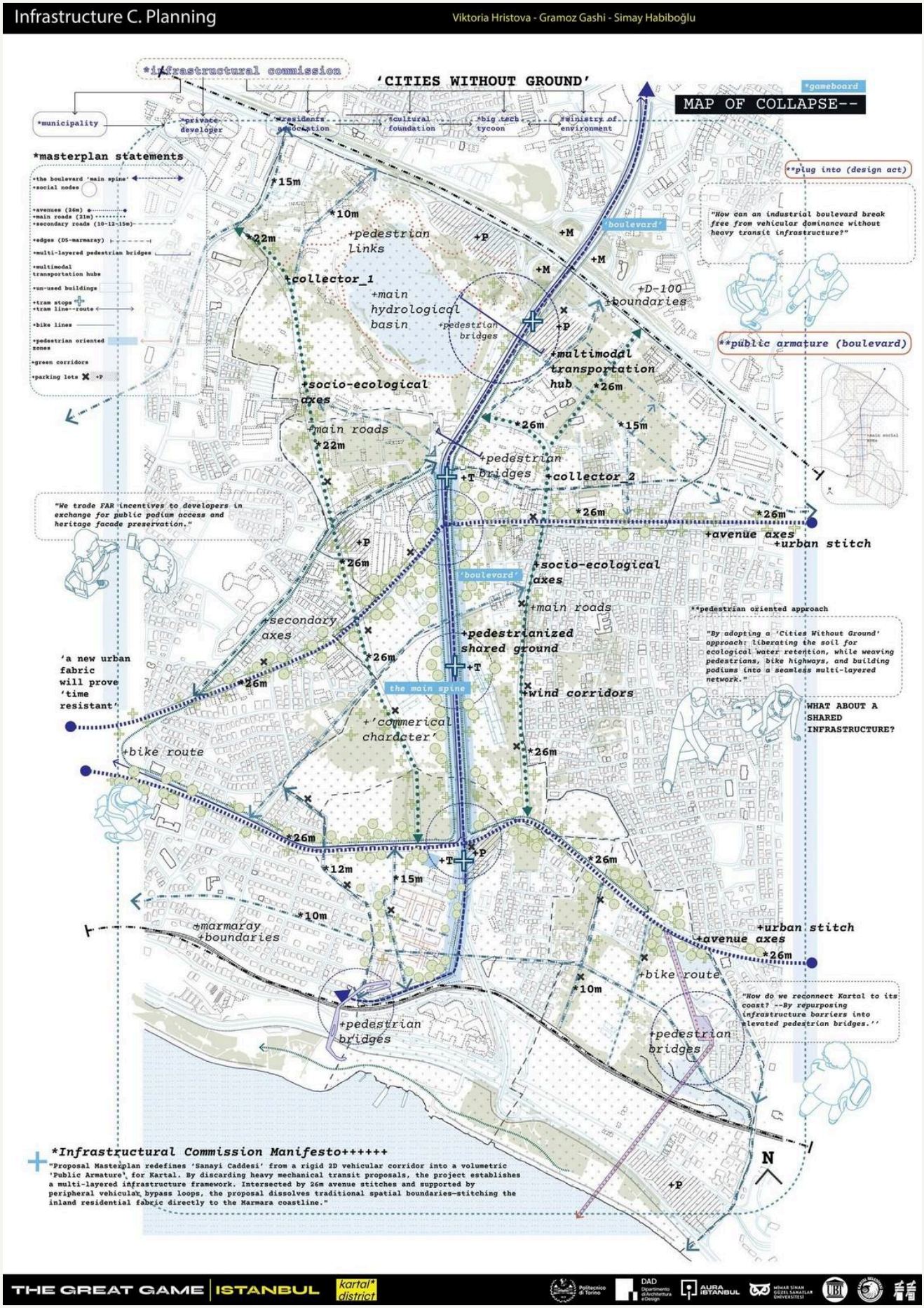


Fig. 120 Contract 07 · Infrastructure — Cities Without Ground (board B).

Credits

Main team

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Alp Arda
PhD Cand. · Main coordinator · Architect · Politecnico di Torino / Tsinghua University

Valeria Federighi
Adj. Prof. · Architect · Politecnico di Torino

Edoardo Bruno
PhD · Research Assistant · Architect · Politecnico di Torino

Batuhan Yılmaz
Main assistant · Workshop coordination · Politecnico di Torino

Yılmaz Değer
Founding Member · AURA Istanbul

Sinan İzgi
Founding Member · AURA Istanbul

Seda Altan
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Güldehan Atay
Prof. · Mimar Sinan Güzel Sanatlar Üniversitesi

Kumru Çılgın Çalış
Asst. Prof. · Mimar Sinan Güzel Sanatlar Üniversitesi

Dilvin Hazal Akkaya Usman
Dr. · Lecturer · Mimar Sinan Güzel Sanatlar Üniversitesi

Lendi Osmani
Architect · Guest Lecturer · UBT College Kosovo

Shqiprim Ahmeti
PhD · Researcher · Head of Institute · UBT College Kosovo

Binak Beqaj
Prof. · Dean · Faculty of Architecture and Spatial Planning · UBT

Edmond Hajrizi
Prof. Dr. · President and Rector · UBT College Kosovo

Municipality of Kartal

Gökhan Yüksel
Mayor of Kartal · Kartal Belediyesi

Ekrem Eray Arda
Host team · Kartal Belediyesi

Ali Apaydın
Başkan Yardımcısı · Kartal Belediyesi

Ali Atan
Mali Hizmetler Müdürü · Kartal Belediyesi

Coşku Bozduman
Kartal Belediyesi

Uras Deniz Söğüt
Özel Kalem Müdürü · Kartal Belediyesi

Gülnihal Altın Öztürk
Strateji Geliştirme Müdürü · Kartal Belediyesi

Umut Veli Develi
Bilgi İşlem Müdürü · Kartal Belediyesi

Nurettin Canpolat
Plan Proje Müdürü · Kartal Belediyesi

Serkan Taş
Gençlik ve Spor Hizmetleri Müdürü · Kartal Belediyesi

Serkan Boztepe
Kartal Belediyesi

Abdullah Bahadır Şaşmaz
Kartal Belediyesi

Hande Kara
Kartal Belediyesi

Esra Mıhçı Şahin
Kartal Belediyesi

Nur Irmak Deveci
Kartal Belediyesi

Tunay Akarsu
Kartal Belediyesi

Mücahit Akdağ
Kartal Belediyesi

Credits

Institutions

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Politecnico di Torino — Department of Architecture and Design (DAD)

Politecnico di Torino — China Room

AURA Istanbul

UBT College Kosovo

Mimar Sinan Güzel Sanatlar Üniversitesi

Ambasciata d'Italia Pechino

EAA — Emre Arolat Architecture

Fenerbahçe Spor Kulübü

Istituto Italiano di Cultura di Istanbul

Istituto Italiano di Cultura di Pechino

İlhan Tekeli Şehircilik Kültür Vakfı

İstanbul Resim ve Heykel Müzesi

Kartal Destiny Marin Hotel

Makina Hangar — Mühendislik ve Teknoloji Merkezi

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KARTAL BELEDİYESİ

Politecnico di Torino

DAD Dipartimento di Architettura e Design

AURA İSTANBUL

UBT

MİMAR SİNAN GÜZEL SANATLAR ÜNİVERSİTESİ