

# LITERATUREMPFEHLUNG

29.06

## **10. Die Stadt als Gesellschaftsmodell / Games, Visions and Utopias**

- Banham, R., 1976. Megastructure: urban futures of the recent past. Harper and Row, New York.
- Brückner, H., 2003. Delta Evolution and Culture — Aspects of Geoarchaeological Research in Miletos and Priene, in: Wagner, G.A., Pernicka, E., Uerpmann, H.-P. (Eds.), Troia and the Troad: Scientific Approaches, Natural Science in Archaeology. Springer, Berlin ; New York.
- Campanella, T., Firpo, L., Salvetti Firpo, L., Bobbio, N., 1997. La città del sole. Laterza, Bari.
- Cuthbert, A.R., 2007. Urban design: requiem for an era – review and critique of the last 50 years. Urban Design International 12, 177–223. doi:10.1057/palgrave.udi.9000200
- Derouet, C., Kandinsky, W., Boissel, J., 1984. Kandinsky: œuvres de Vassily Kandinsky, 1866-1944, Collections du Musée national d'art moderne. Centre Georges Pompidou, Musée national d'art moderne, Paris.
- Fishman, R., 1982. Urban utopias in the twentieth century: Ebenezer Howard, Frank Lloyd Wright, and Le Corbusier, 1st MIT Press pbk. ed. ed. MIT Press, Cambridge, Mass.
- Fuller, R.B., Snyder, J., 2013. Operating manual for spaceship earth, New ed. ed. Müller, Baden.
- Gilman, H., Riley, T., Metropolitan Museum of Art (New York, N.Y.) (Eds.), 2002. The changing of the avant-garde: visionary architectural drawings from the Howard Gilman collection. Museum of Modern Art, New York.
- Howard, E., 2010. Garden cities of tomorrow. Dodo Press, Gloucester, Gloucestershire.
- Kraft, T., 1975. Behaviour therapy and personality change. Int J Soc Psychiatry 21, 111–116.
- Lang, F., 1927. Metropolis.
- Le Corbusier, 1999. Œuvre complète. Birkhäuser, Basel.
- McHale, J., 1969. The future of the future. G. Braziller, New York.
- Münchener Stadtmuseum. (1970). Revolutionsarchitektur : Boullée, Ledoux, Lequeu. Münchener Stadtmuseum, 14. Mai-20. Juni 1971. Hrsg. in Zsarb. mit d. Inst. for the Arts, Rice Univ., Houston. Baden-Baden: Staatl. Kunsthalle.
- Rosenau, H., Boullée, E.L., 1976. Boullée & visionary architecture. Academy Editions ; Harmony Books, London : New York.
- Sewell, J., 2010. The formation of Roman urbanism, 338 - 200 B.C. between contemporary foreign influence and Roman tradition, Journal of Roman archaeology Supplementary series. Journal of Roman archaeology, Portsmouth, RI.
- Vercelloni, V., Tortora, H., 1994. Europäische Stadtutopien: ein historischer Atlas. Diederich, München.
- Ward, S.V. (Ed.), 1992. The Garden city: past, present, and future, 1st ed. ed, Studies in history, planning, and the environment. E & FN Spon, London ; New York.
- Branzi, Andrea (2006): No-stop city, Orléans : HYX Editions.
- Rossi, Aldo (1984): The architecture of the city, Cambridge, Mass.: MIT Press.
- Schauer, Lucie (1982): Stadt und Utopie : Modelle idealer Gemeinschaften, Berlin : Frölich & Kaufmann.

Van der Ley, Sabrina (2008): Megastructure reloaded; visionäre Stadtentwürfe der sechziger Jahre reflektiert von zeitgenössischen Künstlern, Ostfildern: Hatje Cantz.

Lemagny, Jean-Claude (1968): Visionary Architects: Boullée, LeDoux, Lequeu, Houston : Univ. of St. Thomas.

Rosenau, Hellen (1976): Boullée and Visionary Architecture, London: Academy Editions Ltd.

Libeskind, Daniel (1994): Architekturen und Schriften, Radix-Matrix, München: Prestel.

Holloway, Mark (1966): Heavens on Earth, Utopian Communities in America, 1680-1880, London: Dover Publications

McHale, John (1968): The Future of the Future, London:George Braziller

### **Zusätzliche Literatur:**

<https://tr.im/djBVR> (Wikipedia's page on Filarete)

<https://tr.im/lum52> (Frank Lloyd Wright's Utopian Dystopia)

<https://tr.im/k9kJe> (An interactive interview series on the life and work of Cedric Price)

<https://tr.im/Qexy5> (Fun Palace by Cedric Price )

<https://tr.im/CnHxc> (Movements through Cedric Price's Fun Palace)

<https://tr.im/0KkoJ> (An interview with Peter Cook)

<https://tr.im/N4EE6> (An interview with Peter Cook, Ron Herron, Shelly Kappe)

<https://tr.im/e0UW1> (An interview with Yona Friedman)

<https://tr.im/J8N6s> (An interview with Andrea Branzi)

<https://tr.im/S10Pu> (Andrea Branzi, The Weak Metropolis)

<https://tr.im/5rEVf> (Andrea Branzi, Modello di Urbanizzazione Umida)

<https://tr.im/5fB07> (Andrea Branzi, Pineta Architettura)

<http://www.ibiblio.org/lifepatterns/> (Convey`s Game of Life)

<http://bit.ly/29iS7d> (Transformation of house-typology in the ancient Priene city)