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## STATEMENT

NTUA participation on the program concerns the presentation of three different approaches that explore design strategies, as also theoretical tools for the analysis and 'promotion' of the urban body inside the permaculture context.

The first, titled "*EcoSophic Game-Design*": *Towards a Playful BioTopical Architecture*, explores possibilities arising by gameology - based on the principles of ecosophic design. The possible redefinition of public space is examined through the sporadic installation of designed interventions that organize a playful ecosystem able to play a pedagogical role through collective and individual activities.

The second, titled "*Towards an urban body ecology of elements and connections*", takes the hypotheses that the urban body is a self-adapted ecology made of material and non-material components and examines different relationships in an attempt to destabilize the static division of matter and idea.

The third, titled "*Perma-culturing City Branding*", investigates the dimension of permaculture design as a central axis of the branding name of a city attempting to specify the conditions and possible consequences of such a case.