

# V!RUS13

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## V!RUS 14: CALL FOR PAPERS WEAVING THE CITY

The V!RUS journal fourteenth issue seeks to discuss the processes that contribute to the making of the city, prioritizing the action of different actors who continuously weave it, in different dimensions: from physical space to its hybridism with the virtual sphere; from the scale of furniture, equipment and buildings to the urban and territorial scope; from temporary interventions to long-term spatial requalification projects; from the transformations through planning and public policies to those resulting from the inhabitants direct and daily action. Understanding the dynamic interweaving of these issues from different but cooperative perspectives - historical, technological, political and administrative, artistic, environmental, behavioral and others - is purpose of this call.

The idea that the city is continually woven by many hands derives from the systemic understanding proposed by so-called complex thinking, which defines complexity as weaving together, or *com-plectere* in its Latin form. Locus where the great flows of the planet reverberate, the contemporary city is produced by multiple actors, from public managers, planners and scholars to private business groups, third sector organizations and, in particular, by its inhabitants.

Since the center-periphery dichotomy, the city has been transformed into a territory punctuated by enclaves of either exclusivity or marginalization, succeeded, in turn, by the blurring of its physical boundary zones. Indeed, from the advent of digital media, urban life runs simultaneously in physical and virtual spheres: we live in the city of Urbe, Wave, Airbnb, but also, and above all, of WhatsApp and online social networks.

Neoliberal city or city for people, city of single thought or place for coexistence of differences, who weaves the city? According to which interests? Through which accomplishments? By what methods can such processes be mapped? What languages would we use to register them?

In addition to works dealing with the above issues and their interrelationships, we welcome contributions addressing the spaces of habitation and the diversity of ways of life; organized society actions such as social, ethnic and gender movements; mobility, accessibility and physical displacement in cities; the specific architecture and design formulations within transdisciplinary actions; the role of green areas as spaces for collective living in parks, community gardens and water bodies; the role of the university as a social actor and research producer with and for society; the information technology's role in the development of software and hardware for mapping and simulating urban processes, on platforms such as GIS, BIM and CIM and



augmented and virtual reality applications; the audiovisual part in building readings, expressions and dynamic documentation of the city and its sounds; actions and discussions in the culture area, related to street arts and maker culture.

In addition to text and still images, we welcome photo essays, videos, short films, animations and gifs, sound and musical pieces and testimonials in audio files, architectural, art installation projects, urban planning and building projects and criticism, slide shows and further digital languages considering Nomads.usp's interest in exploring the potential of digital media use on the Internet for academic communication.

Contributions will be received IN ENGLISH, PORTUGUESE OR SPANISH on the journal website until March 12th, 2017, according to the guidelines for authors, available at [www.nomads.usp.br/virus/submissao\\_submission.php](http://www.nomads.usp.br/virus/submissao_submission.php).

### **IMPORTANT DATES**

December 2016	first call for papers
February 2017	second call for papers
<b>March 12th</b>	<b>deadline for receipt of papers</b>
April 28th	notification acceptance and adjustment requests sent to authors;
May 14th	deadline for receiving the final paper original language version (Portuguese, English or Spanish) with requested adjustments;
May 28th	deadline for receiving the translated version (into Portuguese or English)
July 2017	release of V!RUS 13