

WorldWideWob

The Game about the Future of a City

A marked example is the challenge to the population of the city of Wolfsburg – that “coherent” prototype of a city conjured up out of nothing according to the standpoints of capitalist efficiency – to interfere in the future development of their city encouraged by various interests. By means of participation in a parlour game that appears to have been based on classical Monopoly, the unloved yet exemplary city mutates into the board while the “classical” city users – known as inhabitants – and the chance passers-by turn into the players. The game “WorldWideWob”, functioning according to the principles of proof of knowledge and an exchange of roles, turns the participation conjured up each day into real action. This is so successful, since the emotionalising of the game makes a more radical commitment possible than can be expected from the citizens in everyday life, where they are subject to constraints more fraught with loss. *Annelie Pohlen*

board game, 2003-04

Play the Place – Beispiele den Raum, Kunstverein Wolfsburg, 2003 (solo exhibition)

un-built cities, Kunstverein Bonn, 2003

Non Standard Cities, Halle auf dem Schlachthofgelände, Berlin 2004

on the move. verkehrskultur II, Westfälischer Kunstverein, Münster/Germany 2006

Shrinking Cities, KW – Institute for Contemporary Art, Berlin 2004 and in Spielehaus, Halle 2005 and in Deutsches Architekturmuseum, Frankfurt 2007/08

steirischer herbst, rotor in „Scherbe“, Graz/Austria 2009



After a long phase of preparing and testing different prototypes in a series of exhibitions, the board game “WorldWideWob” was published at the end of 2004 in an edition of 1000.

“WorldWideWob
The Game about the Future of a City”
by Pia Lanzinger

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