Knowing How: Extrastatecraft

Repeatable formulas like spatial products and free zone cities make most of the space in the world, and some of the world’s most radical changes are being written in the language of this almost infrastructural spatial matrix. Administered by mixtures of state and extrastate players and driven by profound irrationalities, infrastructure space generates de facto, undeclared forms of polity that can outpace law. It is the secret weapon of some of the world’s most powerful players. Even at a moment of ubiquitous computing, infrastructure space is itself an information system with the power and currency of software—a spatial operating system for shaping the city. It is not a thing. It is too large to be in any one place. It cannot be assessed by its name, shape or outline but rather by what can only be called its disposition—latent properties that unfold over time and territory, propensities within a context or potentials in arrangement. Three of the six sessions will focus on an understanding of disposition as a rehearsal for design encounters with infrastructure space. As unlikely as it may seem, this matrix space potentially brings to the art of design another relevance with different aesthetic pleasures and political capacities. The expanded techniques of form-making and political activism—the means to manipulate the operating system—often rely not only on “know that” but also on “knowing how.”

Session One: I Love Cruise
Session Two: Zone

Session Three: Split Screen: Active Form and Disposition

Session Four: The One, The Binary, the One-to-One and the Many

Session Four: Stories
(Recommended) John Arquilla and David Ronfeldt, Networks and Netwars: The Future of Terror, Crime and Militancy (Rand, 2001), ix-25

Session Six: Extrastatecraft
