

10104 - 101-1 ""

#### dilemma

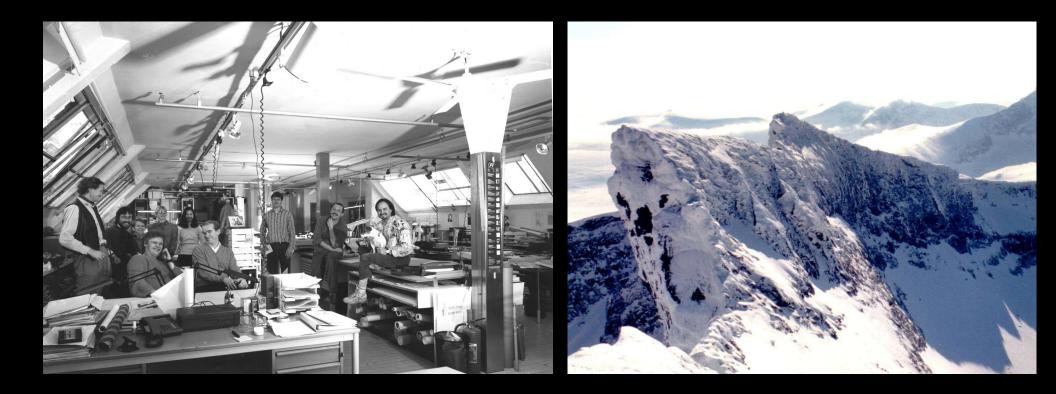
/dɪˈlɛmə,dʌɪˈlɛmə//(noun) a situation in which a difficult choice has to be made between two or more alternatives, especially ones that are equally undesirable.. <sub>Oxford Languages</sub>

#### innovation

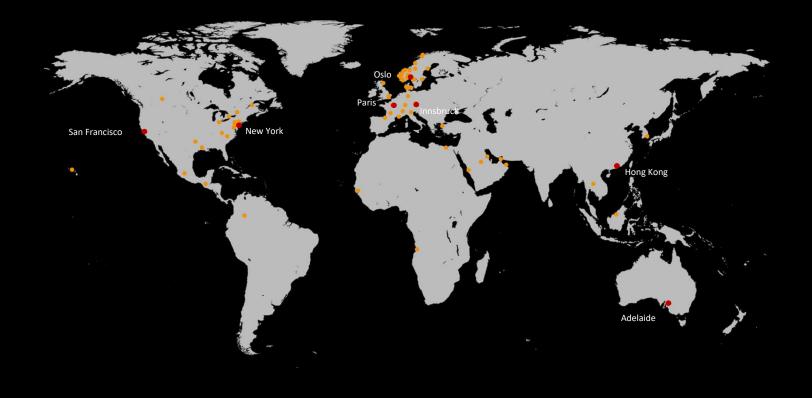
/Inəˈveɪʃ(ə)n/(noun) the action or process of innovating a new method, idea, product, etc. Oxford Languages



/tʌɪm/ (noun) the indefinite continued progress of existence and events in the past, present, and future regarded as a whole . Oxford Languages







Snøhetta 🚈



















innovation

#### characteristics

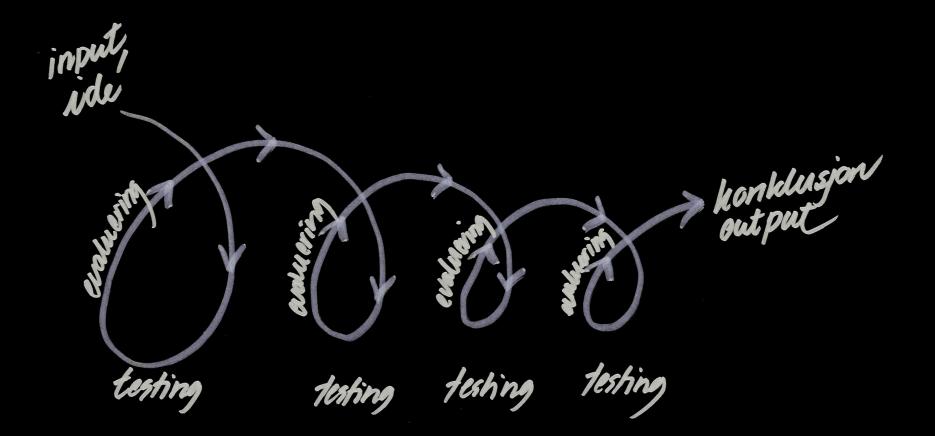
## 1. culture











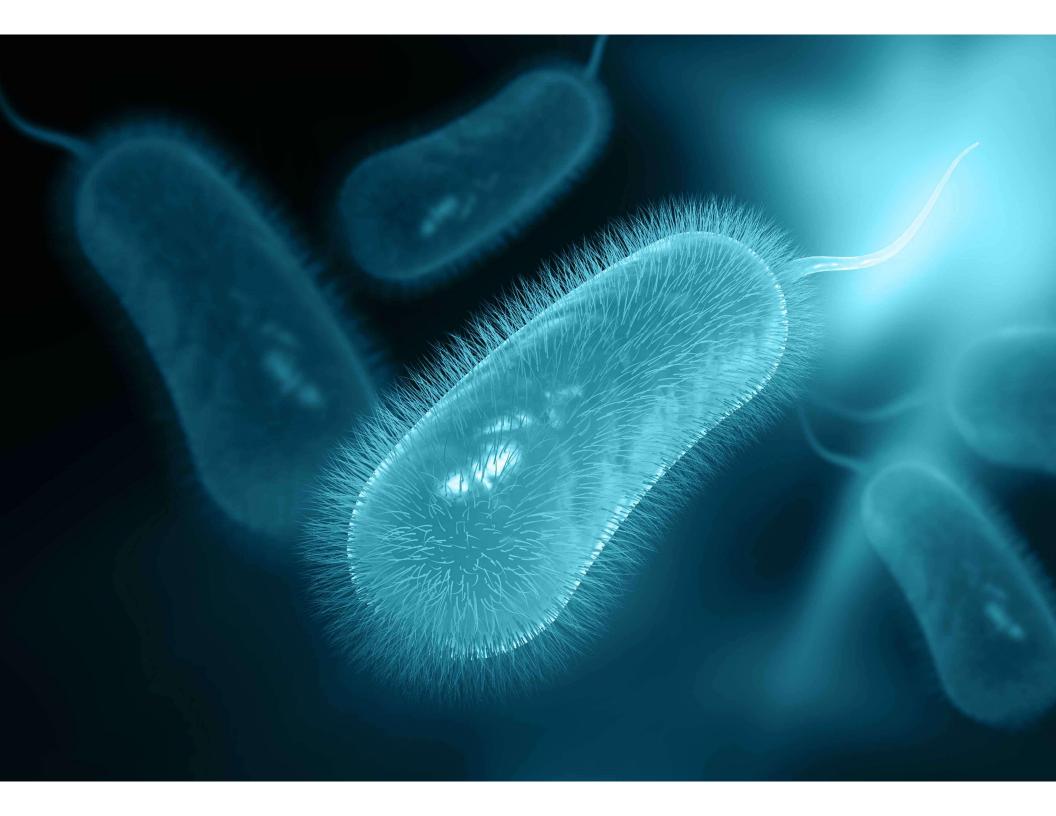




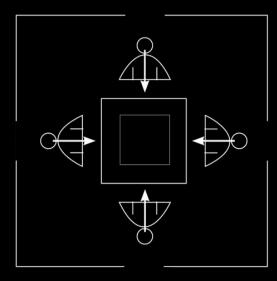
### punk production

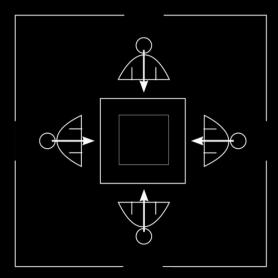
The most powerful element of the punk project is its underlying refusal to give up imagining something other than the world as it is... | punks | cannot fully imagine what the better world would look like, but refuse to accept the one that they know as final. Stacy Thompson (2004: p. 4). Punk Productions: Unfinished Business

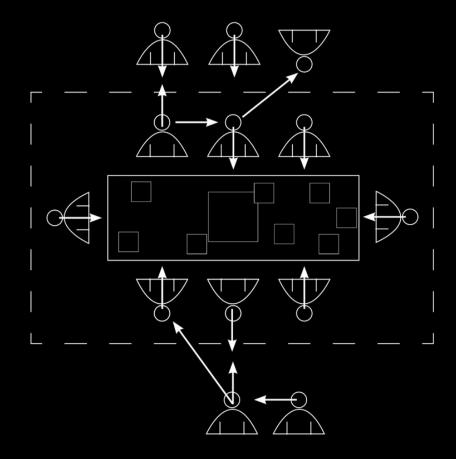


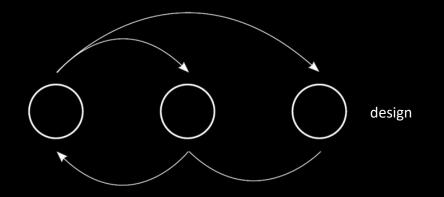


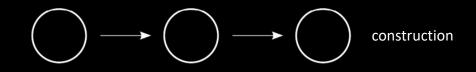
## 2. complexity



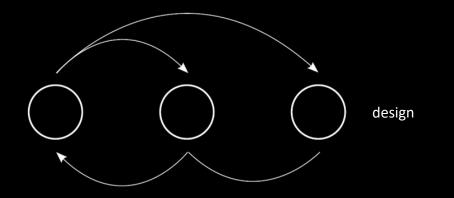






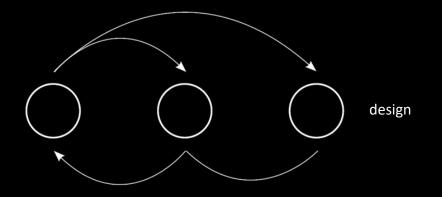


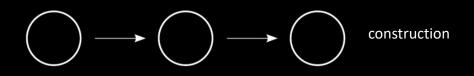
















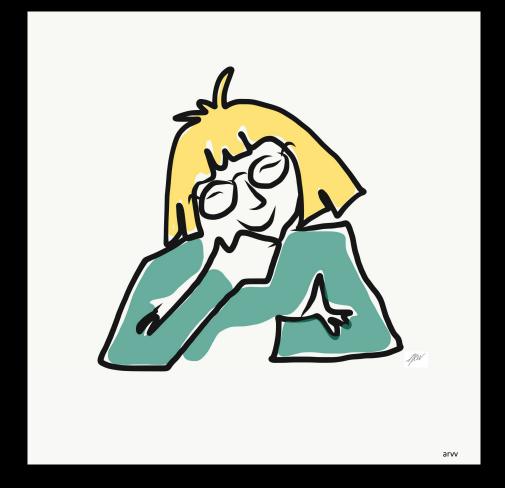


## 3. time

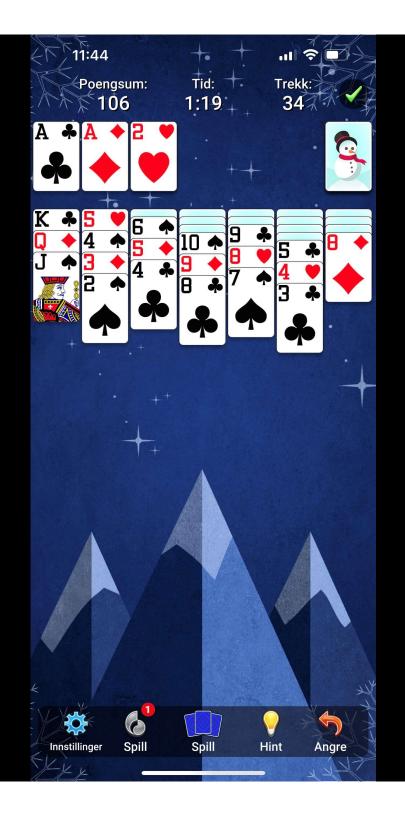
Kahneman

## 'thinking fast and slow'



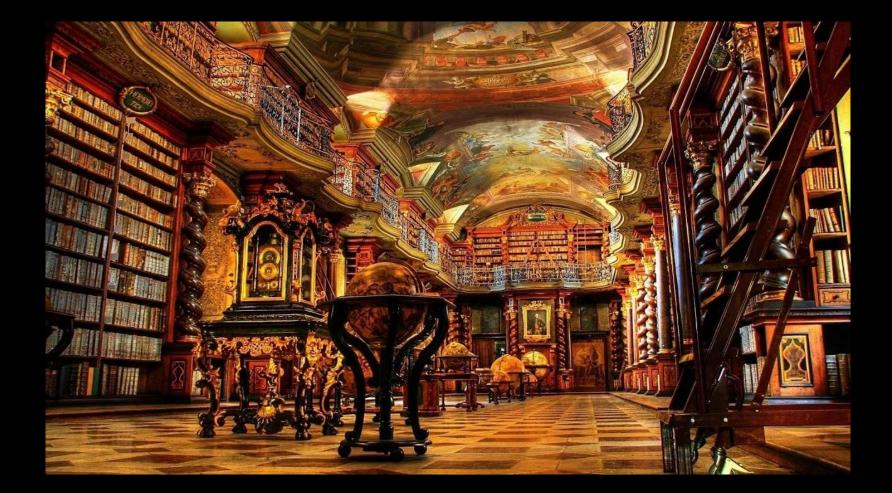


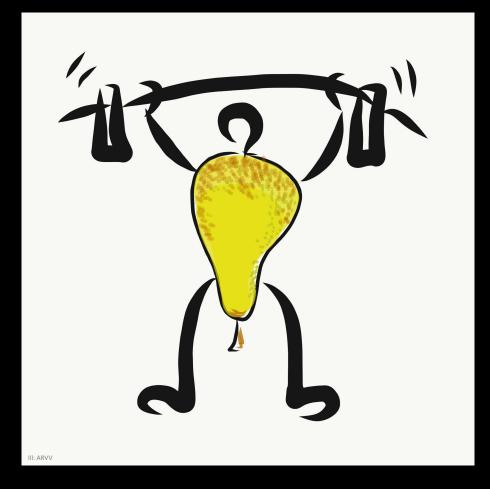
#### procrastination

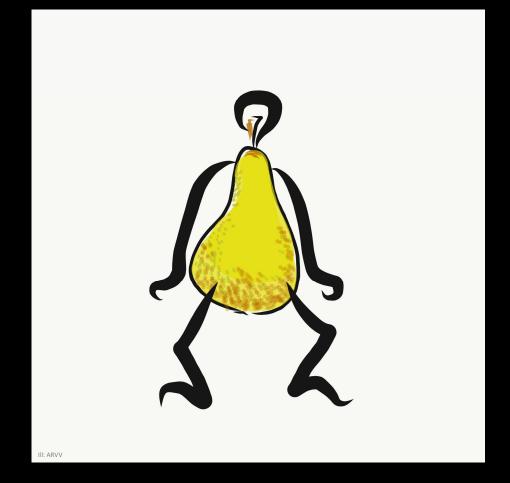


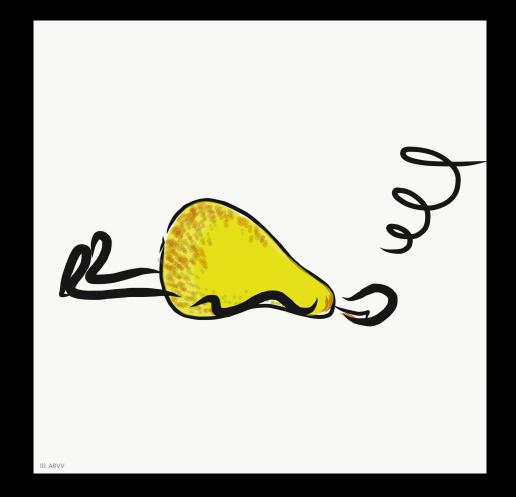


# summing up











## complex simplicity

people process project



# eat love pray



Architecture is not difficult. It just takes a lot of time.