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# Time For Play: Why Architecture Should Take Happiness Seriously



## Synopsis

Over the last 15 years AZCâ™s architectural work has developed through a diverse range of experiences. This book, Time for Play, presents exhibition pavilions, temporary installations, and ideas competitions â€” a mix of built and un-built projects. â€œ...Todayâ™s situation promotes innovation, supports creativity and enriches projects, calling on our intelligence. We are forced to take a new look at practices and uses, to consider different ways of doing things, to think about the humanity of a place; and all this when we still find it so hard to understand community needs, and even more so to keep up with changing society.â€• And this is the position taken by AZC architects. Faced with a changing world, they propose solutions that are novel in their shape, use, cost and temporality.

## Book Information

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