

A Penguin Book
in association with the Arts Council of Great Britain

How to play the environment game Theo Crosby



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How to play the environment game
Theo Crosby

Our environment changes rapidly, continually; landmarks disappear overnight; communities are broken up, families displaced, whole neighbourhoods transformed through 'redevelopment'. We find the process bewildering and regret most of its results.

But who is responsible? How does it work? Why, when social knowledge and technological skills might seem to place Utopia within our reach, are the results almost always bad? Whose failure is it?

This book, and the exhibition on which it is based—conceived by Theo Crosby and designed by Pentagram—try to show some of the many elements, series, interests, moves and ploys that make up the most fascinating and important game in the world, a game of infinite dimensions, in which the players win in proportion to their involvement.

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