presented, do you have suppositions about what are the magnets for a public gathering of the kind you're celebrating?

ALEX KRIEGER: But we should not equate urbanism with crowding. A park that is empty most of the time is not necessarily un-urban. Another consideration before you answer the question: A group of designers like us think of urban design as projects, but it's not always projects. Sometimes urban life takes over and acts on projects and places. In the space underneath the Hong Kong bank, the Filipino women were not the point of departure for the design, but they transformed this place. Is urban design inevitably associated with authorship in the way that a book or a piece of architecture is? More often than not it's actually absent authorship, because it entails a whole range of endeavors, some design-oriented and some process-oriented.

MACHADO: But that doesn't mean that they are good.

KRIEGER: The results might be good even though they might have been the result of a number of actions, both design and policy.

MACHADO: What I'm proposing is that strong authorship in the forming of place may be the seed for a better urban design once it becomes integrated into city life.

PAUL GOLDBERGER: *Urban design* must be authored, because design implies conscious intent. But *urbanism* does not have to be authored.

MOUSSAVI: Initially I wanted to challenge the divide between inside and outside, and whether we like it or not, architecture getting larger and larger, and incorporating inside what before would have been outside. Therefore disciplinary barriers are being broken, and so if our designs are to engage with the contemporary city, we too need to blur those barriers.

It is true that urban spaces don't always have to be about lots of people, although those that attract lots of people highlight certain conditions that are desirable and that we should try to understand. My examples share a certain project incompleteness. The projects are completed by others, not the designers. For projects to include incompleteness or allow unpredictability, rather than insist on completeness and equilibrium, presents a very interesting design issue.