Museum of the Phantom City

Transforming the way in which we experience the city thanks to mobile app of visionary designs

The Museum of the Phantom City is a public art project that uses personal digital devices to transform the city into a living museum. The downloadable mobile app reveals visionary speculative design proposals for various sites in New York City â€" Buckminster Fullerâ€™s dome over Midtown, for example, or Raymond Loewyâ€™s helicopter landing field planted over Bryant Park, or Michael Sorkinâ€™s scheme for a homeless colony on the West Side railyards. Architects Irene Cheng and Brett Snyderâ€™s project explores how mobile technology might go beyond traditional navigational functions to transform the way we experience the city. Inspired by the Situationists who strived to make ordinary landscapes appear unfamiliar and strange, this â€œmuseum without wallsâ€ hopes to intensify urban experiences, introducing pleasure and mystery to the metropolitan condition.

Project author or developer:
Cheng+Snyder

Where:
US / Ã‰tats-Unis / Manhattan

Website:
phantomcity.org/

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