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»NOVA« ŠTEVILKA

»NEW« ISSUE

Uvodni nagovori k novim številkam revij - znanstvenih, strokovnih ali poljudnih - se običajno začnejo: »Pred nami je nova številka revije ...«. Tudi revija Igra ustvarjalnosti kot »nova številka« ponuja nekaj zanimivosti, še vedno pa sledi nagovoru »ustvarjalnosti in inovacij« kot modelu raziskovanja na vseh poljih prostorskega delovanja. Številka z letnico 2017, 5. številka, se ne osredotoča na posebno tematiko, čeprav je bila sprva zastavljena kot številka z usmeritvijo v prispevke, namenjene raziskovanju »naravnega in grajenega okolja – vloge ekoloških kazalnikov«. Pri pripravi te številke smo se znova srečali s problemom objavljanja, ki je danes obremenjeno - prej kot z željo po odkrivanju novosti in raziskovanju, ki spodbuja miselno ali ročno kreativnost -, z nabiranjem točk, objav in meril za doseganje numerično in znanstveno preverljivih ciljev točkovanj, ki so osnova skoraj vsakega raziskovalnega okolja. Igra ustvarjalnosti želi slediti odkrivanju inovacij, ki se zgodijo v prepletu dela med akademskim in pedagoškim znanjem. Zato je tudi številka pred nami raznolika, pestra in pokriva široko polje prostorskega raziskovanja.

Številki namenjamo dva posebna uvodnika, ki pojasnujeta kreativnost s teh dveh vidikov razvoja, torej v teoriji in praksi. Luka Skansi opisuje igrivost kot srečanje zunanjega motiva in njen vpliv na domišljijo arhitektov. Kot sam pravi, so »podoba, slika ali izkustveni prostor, urbani kompleks« pogojevali življenje arhitekta, kot »srečanje«, ki je vzgib prelomnice v kulturi osebnosti. Urednici imava takšno izkušnjo še iz časov študentskih let. »Delavnica Žetale« je namreč vplivala na vse najino kasnejše snovanje in ustvarjanje. Enotedenski odmik od fakultete je v študijskem obdobju pomenil poseben odnos do raziskovanja prostorskih značilnosti. V spominu nama je predvsem ostalo delo na maketi tik pred zaključno predstavitvijo. Naselje Žetale, v 90. letih odmaknjeno od vseh trgovskih centrov in večjih središč, brez fotokopirnic, sodobnih 3D tiskalnikov, kapa plošč, barvnih paspartujev, barv, sprejev in podobnega, samo domišljija, lokalni material in roke. Domišljija je sledila ideji, kako predstaviti model hiše po načelih prepletanja tradicionalnih elementov v sodobno kompozicijo. Lokalni materiali so se razvili ob ideji izdelave makete. Roke vseh udeležencev pa

Editorials to new issues of journals, whether scientific, professional, or popular publications, typically start off by saying: "We are pleased to announce that the new issue of ...". The "new issue" of Creativity Game offers interesting subject matter, still mostly addressing "creativity and innovation" as a model of exploration in all fields of spatial activity. This 5th issue, volume 2017, does not focus on any specific topics, even though it was initially dedicated to exploring "the natural and built environment – the role of ecological indicators". When preparing this issue, we once again encountered the problem of scholarly publishing, which rather than with the desire to discover new things, to research, and to encourage creativity of the mind and hands, it is burdened by collecting points, publications, and meeting the criteria for achieving quantifiable goals of scoring, underlying almost each research environment. This journal is trying to pursue the discovery of innovations that occur as an interplay of academic and educational knowledge. The issue in front of us is therefore diverse and covers a wide field of spatial research.

This issue features two Editorials explaining creativity from the two aspects of development, in theory and practice. Luka Skansi describes creativity as the encounter of an external motif and its impact on architects' imagination. According to him, "the image, picture, experiential space, the urban complex" conditioned the life of the architect, as an "encounter", triggering a crossroads in the culture of personality. The Žetale workshop was such a crossroads for us, both editors-in-chief, which affected all our further endeavours. Spending a week away from the faculty during our study period meant we could build a special relationship to studying spatial characteristics. Our work on the model right before the final presentation is particularly memorable. In the 1990s, the Žetale settlement was located far away from commercial centres and major towns, there were no print shops, state-of-the-art 3D printers, foam boards, coloured passepartouts, paints, sprays – all that remained was creativity, local materials, and our hands. Creativity followed the idea of how to present the model of a house using the principles of mixing the traditional elements into a modern composition. Local materials were developed along with the idea of constructing a model. The hands of everyone involved provided the only

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so bile edini »3D tiskalnik« v dani situaciji. Maketa, ki je nastala kot tradicionalni model participacije javnosti, z vsemi vključenimi ekološkimi kriteriji. Kako? Hrib smo ustvarili z drvmi, ki so lokalni material, teren pa je nastal s pomočjo pridnih kuharic OŠ Žetale, iz testa za kruh. Lahko bi našli še več drugih »ekoloških meril«, ki smo jih nezavedno vpletli. A pomembno je, da smo sledili igri in motivu ustvarjanja nečesa skupnega, za ljudi in z ljudmi, ki so verjeli v našo domišljijo. Ta delavnica je najin osebni nagovor usmerila v vključevanje »igrivosti in ustvarjalnosti« v vsakdanje pedagoško delo.

Drugi uvodnik pa to misel nadaljuje v sodobno izvedbo – japonski paviljon, ki ga predstavljata Tadej Glažar in Vid de Gleria. Tovrstnega dela ne moremo nadomestiti z obsežno literaturo, le praksa nam pojasni razumevanje in prikaže svet domišljije v novi luči. Čudovit izdelek, ki bo nedvomno pustil za vsa naslednja leta vsem, ki so sodelovali pri razvoju modela, neponovljivo zgodbo znanja in izkušnje poetike prostora. To so prelomnice, ki se z združenimi močmi razvijejo v neponovljivo zgodbo in spodbudijo željo po še naslednji, novi izkušnji. V duhu igre ustvarjalnosti. In v duhu raziskovanja ekologije naravnega in grajenega okolja.

Uvodnikoma sledijo prispevki različnih avtorjev, ki v svoji zgodbi raziskovanja prav tako odkrivajo drobce osebnosti, znanja in novega pogleda na prostorske razsežnosti. Sledijo predstavitev delavnic in raziskovalnih projektov.

Želiva vam prijetno branje in raziskovanje ekoloških meril v raznolikih prikazih te številke.

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3D printer. The model was produced as a traditional model of public participation, by considering all ecological criteria. And how did we do it? The hill was created from locally available wood logs, while the terrain was made with the helping hands of the cooks from the Žetale primary school – from bread dough. We could list many other "ecological criteria", which we subconsciously used. What really matters is that we followed the game and motive to create something together, for people and with people who believed in our creativity. This workshop directed our personal stance towards including "games and creativity" into everyday educational activities.

The second Editorial takes this thought further, as a contemporary manifestation of it – the Japanese Pavilion as presented by Tadej Glažar and Vid de Gleria. This kind of work cannot be replaced by extensive literature review, only practice can deepen understanding and show the world of imagination in a new light. This wonderful product will be remembered as a unique story of knowledge and experience of poetics of space for everyone who took part in developing the model. Such milestones evolve, as a joint effort, into unique stories and encourage the desire for the next, new experience. In the spirit of a creativity game. And in the spirit of exploring the ecology of the natural and built environment.

The Editorials are followed by papers by various authors who discover, through their own exploration of stories, various bits of personality, knowledge, and new perspectives on spatial dimensions. This is followed by presentations of workshops and research projects.

We wish you a pleasant reading and exploration of ecological criteria, as they are diversely represented in this issue.

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