

HAYAT MEMAT*

is a space/scenario/system design for various city actors who are trying to survive/live/enjoy.

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Hayat-Memat reflects a paradox, since it provides a living space for survival cases while habiting amusement activities. It causes to forget memat, the death.

Can survival and recreational activities take place in one space?

Can various actors from different backgrounds live together for a certain amount of time in a space designed both for survival and recreational activities?

*hayat memat: life and death.