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reSITE is excited to announce the launch of the second season of the podcast *Design and the City*. Our podcast aims to share ideas on how to create more livable and lovable cities through as many different lenses as we can. reSITE is a global platform connecting people and ideas to improve the urban environment, and typically, this would happen through live events hosted in Prague and other European cities. The podcast is an ideal format to tackle the same issues in the virtual environment and stay connected to discuss a better future, together.

We've launched into our second season in bi-weekly episodes featuring interviews with guests involved in all aspects of city-making, urban development, architecture and design like Vishaan Chakrabarti (PAU, William W. Wurster Dean of the College of Environmental Design at the University of California, Berkeley), Gary Hustwit (Filmmaker, *Urbanized*, *Helvetica*), Julia Gamolina (Editor-in-chief, *Madame Architect*), Stefan Sagmeister (Graphic Designer, Sagmeister, Inc.) Christele Harrouk (Managing Editor, *ArchDaily*) with more to announce soon. Martin Barry, Founder and Chairman of reSITE, and a landscape architect himself, leads the talks with a majority of the guests.

"As an architect, sometimes it's better to work on it, and try to make a difference, and to enlarge that, as such. I think some of our designs in Asia show that we try to

achieve a certain kind of liberty in our planning, liberty that didn't exist under [previous] circumstances, and to deal with that."

Design and the City - a podcast by reSITE about the ways we can use design to make cities more livable and lovable kicked off its second instalment with **Winy Maas, co-founder of MVRDV and The Why Factory**.

*"And the American dream, as it was concocted—what's really interesting is, if you look at the 1930s, when the idea of the "American dream" was first born, and I talked about this in my first book—was not about cars and houses. It was actually about equal opportunity. The first time you hear mention of the "American dream," it is about achieving equal opportunity, regardless of a person's status, race, or gender. [This was a] really, really radical idea, going back to the 1930s" - **Vishaan Chakrabarti (PAU, William W. Wurster Dean of the College of Environmental Design at the University of California, Berkeley)***

*"I think no woman wants to be known as a "woman in architecture," they just want to be known as architects and professionals and experts in their field of focus, or their field of interest." - **Julia Gamolina (Editor-in-chief, Madame Architect)***

Five episodes released in fall 2020 feature:

Winy Maas (co-founder, MVRDV and The Why Factory)

Vishaan Chakrabarti (PAU, William W. Wurster Dean of the College of Environmental Design at the University of California, Berkeley)

Julia Gamolina (Editor-in-chief, *Madame Architect*)

Stefan Sagmeister (Graphic Designer, Sagmeister, Inc.)

Gary Hustwit (Filmmaker, *Urbanized, Helvetica*)

Our picks from Season 1

Ravi Naidoo on Giving Design a Higher Purpose
Chris Precht on a New Generation of Architects
Thomas Heatherwick on Designing on a Human Scale
 East Meets West with **Yoko Choy** featuring **Beatrice Leanza, Jee Liu and Jaime Wallace**

DESIGN AND THE CITY Season 2

Design and the City Season 2 will explore a diverse array of topics concerning the future of our cities through prominent designers, architects, journalists, activists and beyond. By exploring the challenges and problems our current urban environments are facing through a diverse mix of perspectives, we can begin to imagine what a city that is built for everyone looks like. The topics we will explore will include the following, but are not limited to:

Surveillance and Security: Why can smart cities technology be a double-edged sword? How can weaving this technology into our cities benefit us? How can drawing on 5G technology, sensor networks, big data and artificial intelligence help us conserve resources on a massive scale? What are the dangers of the misuse of surveillance that have risen along with COVID-19? How does it create the potential for exploitation of the population? How can we use design tools based in technology to investigate human rights' abuses?

Real Estate Development Post-COVID: What are the post-COVID storefronts of the future? Who's going to lease them and fill them with life? How will digital and physical storefronts evolve? What role will ghost kitchens play into this landscape? How do we connect investors with funds and people with ideas? How will real estate hurt those already impacted most by COVID, such as renters and people in informal living conditions?

Leisure in Cities Post-COVID: Events, culture and massive gatherings have become an integral part of some cities' identities. Concerts, festivals, expos and conferences tested and challenged their flexibility, inflated their size and drove their business and attractiveness. How will our future cities handle conferences and large scale events, post-COVID? What will their role in cities and future cities be? How will our future cities handle conferences and large scale events, post COVID? What will their role in cities and future cities be?

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Food Security and Sustainability: What are food deserts? How do we approach food security to foster future urban demands and ecological resilience? How do we scale-up for the design of new processes and materials? How can responsive design innovate our experience? What are some alternative means for cities and their inhabitants to become much more self-sufficient in supplying their own food and energy?

Inclusivity and Inequality What does a city that functions for everyone look like? How can we design inclusive, pedestrian-friendly streets and public spaces with grassroots input? How do we prevent pandemic-induced redesigns that would deepen inequity and mistrust in communities that have been disenfranchised and underserved for generations? How do we help build resilience in our communities, designing with and for young people and under-represented groups in society? How will improving public transport, transitioning to renewable energy and investing in future-focused infrastructure create more equitable cities? If we want to avoid utopian urbanism projects in the wake of COVID transformations, where should cities' funding priorities be?

reSITE is a global platform connecting people and ideas to improve the urban environment.

reSITE has set itself the goal of making our cities more liveable and lovable. Our events, stories, talks and podcast sit at the intersection of architecture, urbanism, politics, culture, city-making, design, technology, development and economics. We feature thought leaders whose work pushes the boundaries on how we build, design, regenerate and create life in cities, and frame them through many lenses, convening them in one place. All to make our cities more livable, competitive, resilient, inclusive, mobile and designed with humans in mind to protect public space, architecture, and sustainable development in cities.