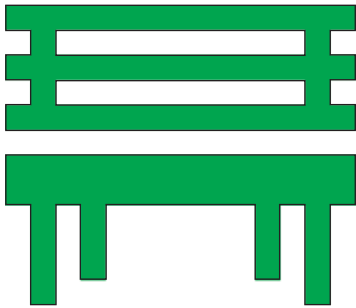


**MLM-001**  
**LEXICON**

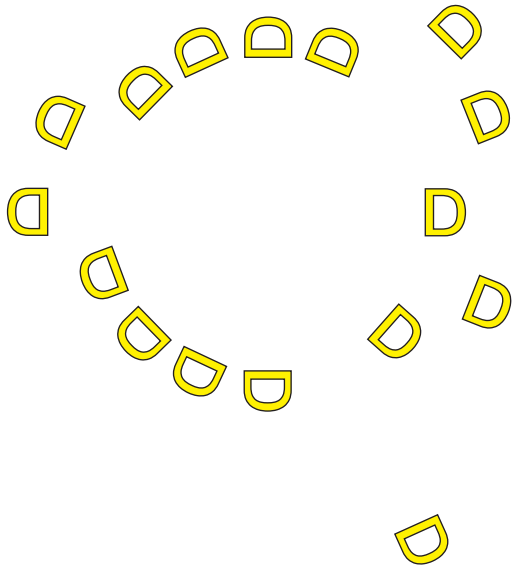
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## comfence



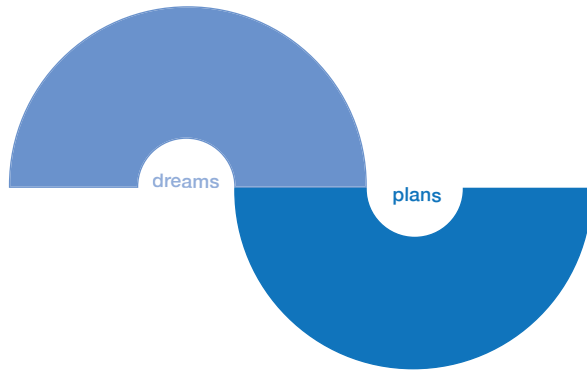
In MLM-001, areas are delineated by comfences.  
They close off, encourage, invite.  
As enclosures, they stimulate people to  
approach each other.

someday



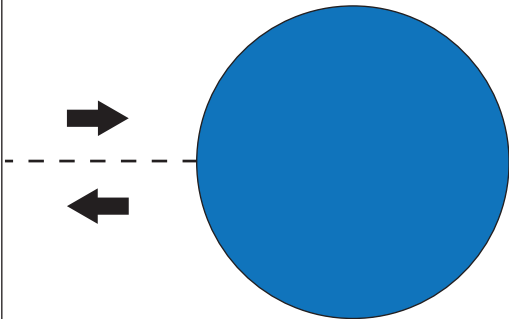
In MLM-001 every week ends on someday.  
People bring food.  
Everyone comes outside.

# dreamstream



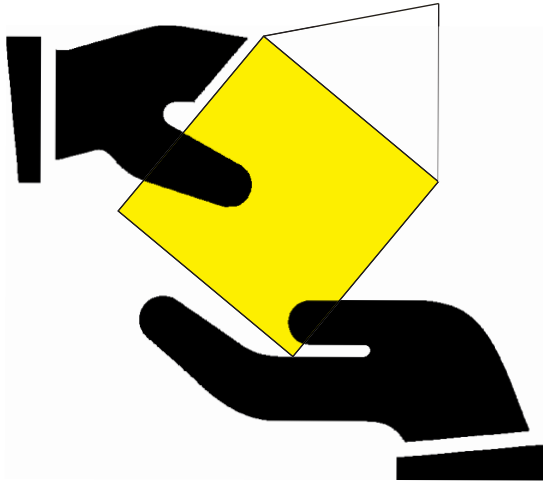
A dreamstream winds its way through MLM-001.  
Along her banks, vague dreams become actual plans.

## isle off



MLM-001 has its own isle off, attracting people from everywhere. Anyone can come over for amusement and relaxation. On the water you can take your mind off things.

## right to usespace



The right to usespace applies in MLM-001.  
Each inhabitant is entitled to 1 interior space and 1 outdoor space, whether or not adjacent.  
Outdoor spaces can never become interior spaces and vice-versa.  
This right is not a property right, but a right of use.  
Space is not for sale as a piece of carpet on a roll.  
Inhabitants borrow a living space and return it to the next user in a re-usable state.  
Living space is always lived space:  
it is never empty.

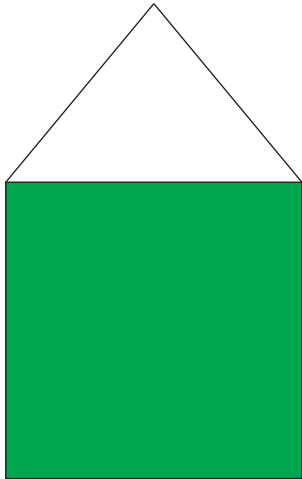
## shide out



In MLM-001, peers share a shide out. Children, youngsters, adults and seniors each have an exclusive common hiding place untraceable for other inhabitants. A shared secret.

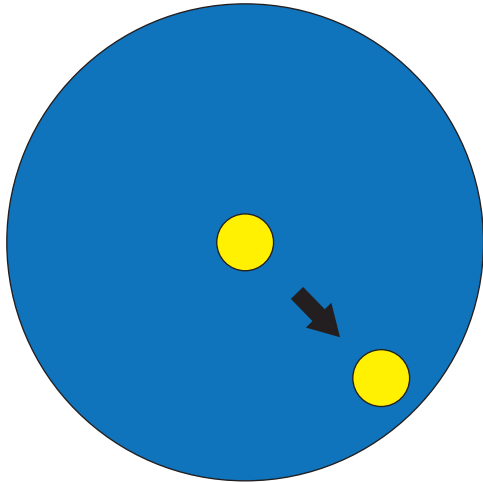


## greenmaster



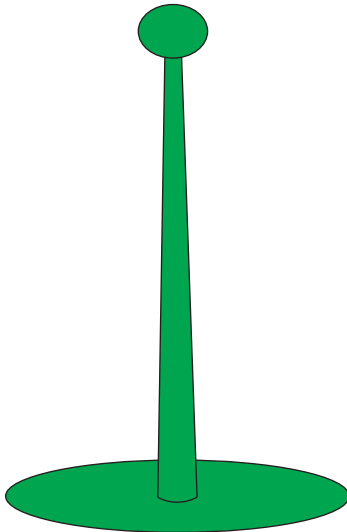
In MLM-001 annually one of the inhabitants is elected greenmaster. They monitor the balance of plants for pollination, consumption, water purification,... They accompany the other inhabitants in sowing, removing or maintaining crops. By the end of the year, the greenmasters pass on their know-how to their successors.

## middleshift



Every year a middleshift takes place in MLM-001.  
The centre shifts.  
The beating heart moves.  
This way, corners are illuminated  
that would otherwise be forgotten.

## multipole



Multipoles stand in MLM-001.  
They serve multiple purposes at once:  
light source, signpost, anchor point,  
shady spot, power supply, birdhouse,  
sundial, climbing tree,...

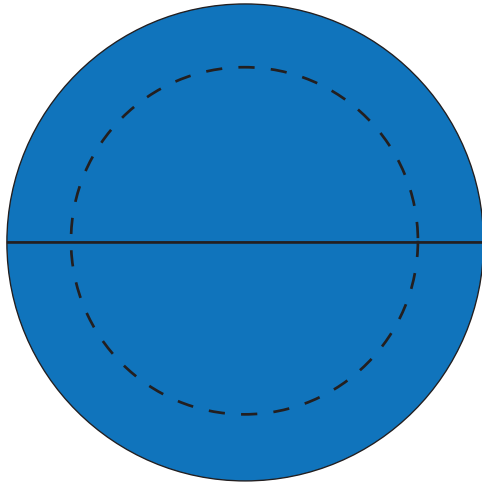
A multipole is more than a pole.  
No pole is simply shining.

motorred



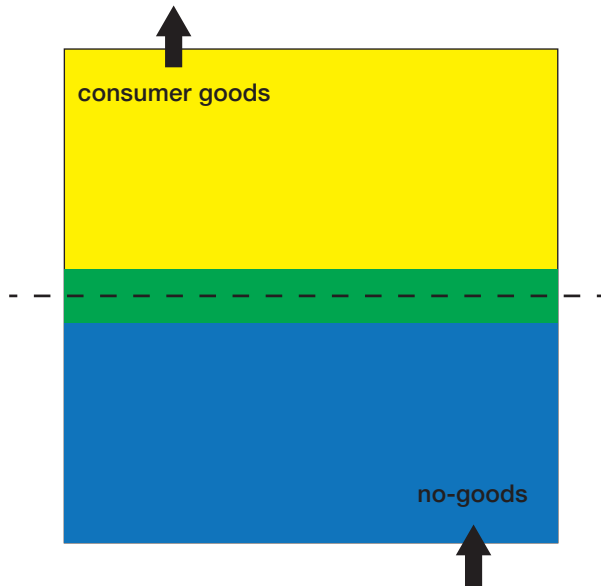
In MLM-001 the colour motorred is used for the few streets where motorized traffic can pass. Other roads are only for autonomous traffic: pedestrians, (water) cyclists, paddle boats, ... The distance between point A and point B is expressed in a variable measure that indicates how much energy someone needs: stepping force, pedalling force, rowing force. For inhabitant 1 it is close by, for inhabitant 2 it is exhaustingly far.

## desire trail map



There is a desire trail map of MLM-001.  
It traces the paths that grew from  
the inhabitants' desires.  
Trails connect different areas or  
lead to nowhere.  
They are not planned.  
The desire trail map is continuously updated  
but always remains outdated.

## turnover market



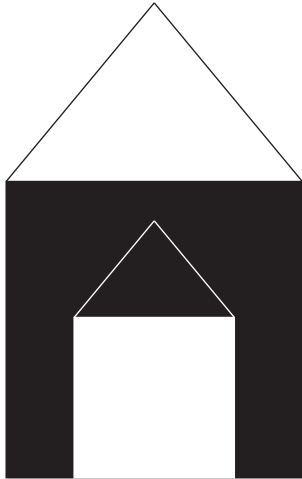
MLM-001 has a turnover market.

There is nothing for sale.

At the back, you bring unwanted no-goods:  
a double purchase, a surplus, a wrong choice.

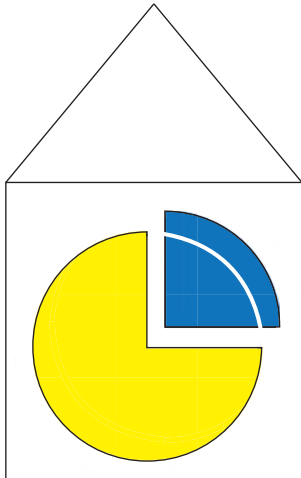
At the front, you choose wanted consumer goods.  
A turnover market is never too big, never too small.

## indeterminarea



In MLM-001 stands an indeterminarea.  
An empty space without a clear function.  
The building belongs to everyone.  
A public shelter.  
A place where everything is possible.  
Each inhabitant can temporarily reside there  
and fill in the space according to their desires.

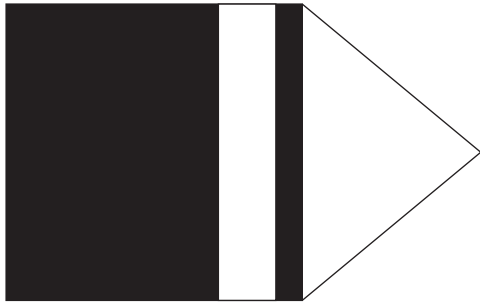
## revelling school



There is a revelling school in MLM-001.  
Everyone has access to the building.  
Youngsters learn from adults,  
adults learn from the young.  
Everyone is a pupilteacher.  
Apart from learning time, there is  
time to eat, to celebrate, ...

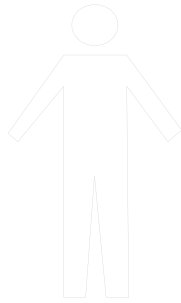


## pause place



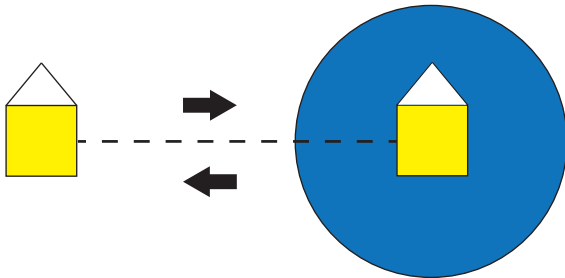
MLM-001 has a pause place.  
It seems useless: you cannot find,  
pick up or send anything there.  
It is a place of standstill and pause.  
To wait, to nap, to hang around.  
Time out.

## retreat suit



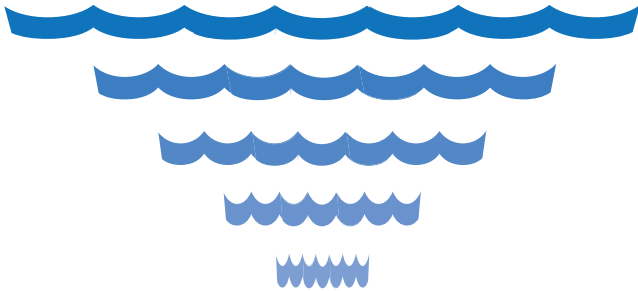
**In MLM-001, each inhabitant owns a retreat suit.  
An outfit for disappearing into the environment.  
A cocoon with varying colours and patterns.  
This individual space of isolation is mobile and  
placeless.**

## homeswitch



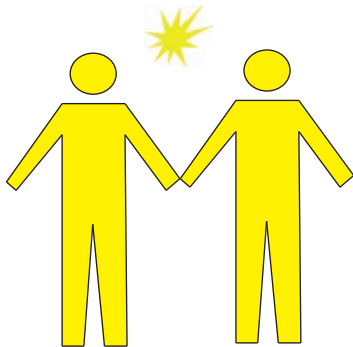
There is a system of homeswitch in MLM-001 between centre and periphery. Inhabitants temporarily exchange their open space on the water with inhabitants from densely built-up areas. This way outsiders feel how it is to live here and vice-versa.

## timephoon



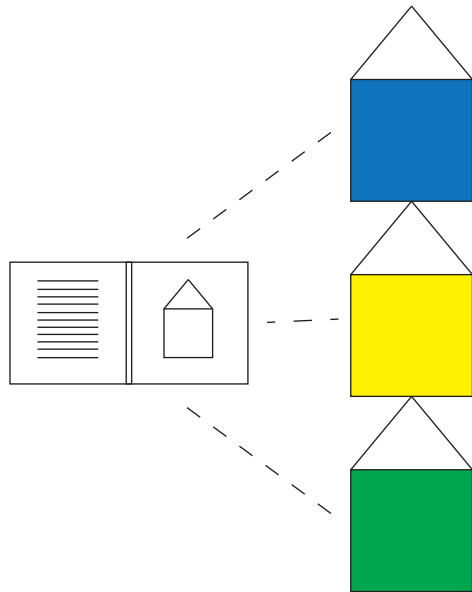
In MLM-001, every now and then, each inhabitant experiences a timephoon. It usually happens in an open space on the water. The movement of water disappears, time seems to stand still. Underneath the surface, you see all that has passed. The big things and the little things. The good and the bad. Reflected all the way down to the bottom. It is as if the water carries all memories. Someone who has just arrived or someone who has lived here for years, each inhabitant knows what MLM-001 is built on.

## sparkcontact



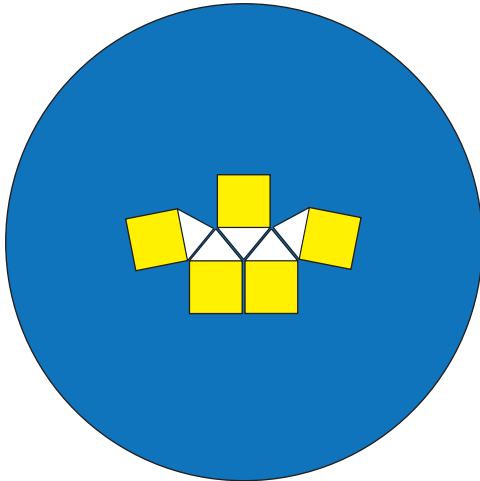
MLM-001 runs on sparkcontact.  
Energy is generated by encounter and exchange.  
The electricity of a couple in love,  
a band making music together,  
an inspiring class at the revelling school.  
But also, a neighbours' quarrel,  
a slap in the face,  
a heated discussion.  
Sparkcontact is alternating current.

## white paper



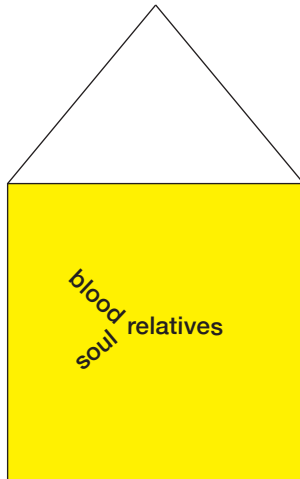
In MLM-001 one uses the white paper as a starting point for each new home. This housing concept guidebook must be put into practice according to the inhabitant's perception of living quality. There is no home without the white paper. There is no home with only the white paper. It is the white sauce in the lasagne.

## alterunity



**MLM-001 is an alterunity.**  
**There are no price ranges or models in this residential area.**  
**All homes are affordable.**  
**Inhabitants are not a uniform unity but are connected by their choice to live together in this place.**  
**They can inter- and disconnect their living spaces in a flexible way, according to needs and desires, for a short or long term.**  
**There are always overlaps and shared zones.**

## chosen family



In MLM-001 people live in chosen families. Inhabitants choose to share a home base. A couple with a child, a group of friends, ... Their choice is based on a specific desire. Some want security, others a shared environment. This choice is flexible and not definitive, unique but not exclusive: inhabitants can live in several families. The chosen family only sets one condition: family members take care of each other.



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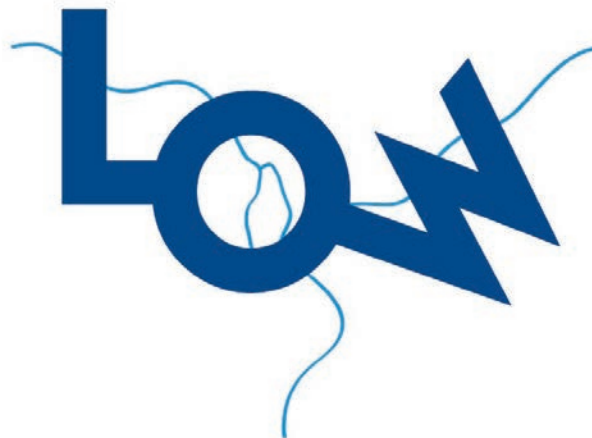
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