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Hackers as vital disruptors, inspiring a new wave of activism in which ordinary citizens take back democracy. Hackers have a bad reputation, as shady deployers of bots and destroyers of infrastructure. In *Coding Democracy*, Maureen Webb offers another view. Hackers, she argues, can be vital disruptors. Hacking is becoming a practice, an ethos, and a metaphor for a new wave of activism in which ordinary citizens are inventing new forms of distributed, decentralized democracy for a digital era. Confronted with concentrations of power, mass surveillance, and authoritarianism enabled by new technology, the hacking movement is trying to "build out" democracy into cyberspace.

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A Stalinist Skyscraper, Capitalist Warsaw, and a City Transfixed

How socialist architects and planners worked collectively to urbanize and develop the global South during the Soviet era In the course of the Cold War, architects, planners, and contractors from socialist Eastern Europe engaged in a vibrant collaboration with those in West Africa and the Middle East in order to bring modernization to the developing world.

Architecture in Global Socialism shows how their collaboration reshaped five cities in the global South: Accra, Lagos, Baghdad, Abu Dhabi, and Kuwait City. Łukasz Stanek describes how local authorities and professionals in these cities drew on Soviet

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prefabrication systems, Hungarian and Polish planning methods, Yugoslav and Bulgarian construction materials, Romanian and East German standard designs, and manual laborers from across Eastern Europe. He explores how the socialist development path was adapted to tropical conditions in Ghana in the 1960s, and how East European architectural traditions were given new life in 1970s Nigeria. He looks at how the differences between socialist foreign trade and the emerging global construction market were exploited in the Middle East in the closing decades of the Cold War. Stanek demonstrates how these and other practices of global cooperation by socialist countries—what he calls socialist worldmaking—left their enduring mark on urban

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landscapes in the postcolonial world. Featuring an extensive collection of previously unpublished images, *Architecture in Global Socialism* draws on original archival research in sixteen countries and a wealth of in-depth interviews. This incisive book presents a new understanding of global urbanization and its architecture through the lens of socialist internationalism, challenging long-held notions about modernization and development in the global South.

Moscow Monumental

The Terraforming

The future of politics after the pandemic COVID-19 exposed the pre-existing conditions of the current

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global crisis. Many Western states failed to protect their populations, while others were able to suppress the virus only with sweeping social restrictions. In contrast, many Asian countries were able to make much more precise interventions. Everywhere, lockdown transformed everyday life, introducing an epidemiological view of society based on sensing, modeling, and filtering. What lessons are to be learned? The Revenge of the Real envisions a new positive biopolitics that recognizes that governance is literally a matter of life and death. We are grappling with multiple interconnected dilemmas—climate change, pandemics, the tensions between the

individual and society—all of which have to be addressed on a planetary scale. Even when separated, we are still enmeshed. Can the world govern itself differently? What models and philosophies are needed? Bratton argues that instead of thinking of biotechnologies as something imposed on society, we must see them as essential to a politics of infrastructure, knowledge, and direct intervention. In this way, we can build a society based on a new rationality of inclusion, care, and prevention.

Architecture in Global Socialism

The Revenge of the Real

The Revenge of the Real Politics for a Post-

Pandemic World
Verso Books
Politics for a Post-Pandemic World
The Palace Complex

The Palace of Culture and Science is a massive Stalinist skyscraper that was "gifted" to Warsaw by the Soviet Union in 1955. Framing the Palace's visual, symbolic, and functional prominence in the everyday life of the Polish capital as a sort of obsession, locals joke that their city suffers from a "Palace of Culture complex." Despite attempts to privatize

it, the Palace remains municipally owned, and continues to play host to a variety of public institutions and services. The Parade Square, which surrounds the building, has resisted attempts to convert it into a money-making commercial center. Author Michał Murawski traces the skyscraper's powerful impact on 21st century Warsaw; on its architectural and urban landscape; on its political, ideological, and cultural lives; and on the bodies and minds of its

inhabitants. The Palace Complex explores the many factors that allow Warsaw's Palace to endure as a still-socialist building in a post-socialist city.

Architectures of the Post Anthropocene Eastern Europe, West Africa, and the Middle East in the Cold War

An in-depth history of the Stalinist skyscraper In the early years of the Cold War, the skyline of Moscow was forever transformed by a citywide skyscraper building project. As the steel girders of the monumental towers went up, the centuries-old metropolis was reinvented to embody the greatness of Stalinist society. Moscow Monumental explores how

of the late Stalin era fundamentally reshaped daily life in the Soviet capital. Drawing on a wealth of original archival research, Katherine Zubovich examines the decisions and actions of Soviet elites—from top leaders to master architects—and describes the experiences of ordinary Muscovites who found their lives uprooted by the ambitious skyscraper project. She shows how the Stalin-era quest for monumentalism was rooted in the Soviet Union's engagement with Western trends in architecture and planning, and how the skyscrapers required the creation of a vast and complex infrastructure. As laborers flooded into the city, authorities evicted and rehoused tens of thousands of city residents living on the plots selected for development. When completed in the mid-1950s, these seven ornate neoclassical buildings served as elite apartment complexes, luxury hotels, and ministry and university

headquarters. Moscow Monumental tells a story that is both local and broadly transnational, taking readers from the streets of interwar Moscow and New York to the marble-clad halls of the bombastic postwar structures that continue to define the Russian capital today.

How Hackers Are Disrupting Power, Surveillance, and Authoritarianism

Coding Democracy

The most significant architectural spaces in the world are now entirely empty of people. The data centres, telecommunications networks, distribution warehouses, unmanned ports and industrialised agriculture that define the very nature of who we are today are at the same time places we can never visit. Instead they are occupied by server stacks and hard drives, logistics bots and mobile shelving units,

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autonomous cranes and container ships, robot vacuum cleaners and internet-connected toasters, driverless tractors and taxis. This issue is an atlas of sites, architectures and infrastructures that are not built for us, but whose form, materiality and purpose is configured to anticipate the patterns of machine vision and habitation rather than our own. We are said to be living in a new geological epoch, the Anthropocene, in which humans are the dominant force shaping the planet. This collection of spaces, however, more accurately constitutes an era of the Post-Anthropocene, a period where it is technology and artificial intelligence that now computes, conditions and constructs our world. Marking the end of human-centred design, the issue turns its attention to the new typologies of the post-human, architecture without people and our endless expanse of Machine Landscapes. Contributors: Rem Koolhaas, Merve Bedir and Jason Hilgefort, Benjamin H Bratton,

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Ingrid Burrington, Ian Cheng, Cathryn Dwyre, Chris Perry, David Salomon and Kathy Velikov, John Gerrard, Alice Gorman, Adam Harvey, Jesse LeCavalier, Xingzhe Liu, Clare Lyster, Geoff Manaugh, Tim Maughan, Simone C Niquille, Jenny Odell, Trevor Paglen, Ben Roberts. Featured interviews: Deborah Harrison, designer of Microsoft's Cortana; and Paul Inglis, designer of the urban landscapes of Blade Runner 2049.

Machine Landscapes

Soviet Skyscrapers and Urban Life in Stalin's Capital