A MEGA-EVENT is a large-scale sporting or cultural event that has major implications for its host cities. Initiated in Western Europe and the US during the 19th century, these spectacular events attracted growing audiences. Visitors marveled at the latest inventions and feats of human ability, celebrated cultural achievements and found themselves in an increasingly connected world. Mega-events are designed to be temporary visions of a model world.

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THE MODERN OLYMPIC GAMES are based on the ancient Greek Olympics. They are guided by the philosophy of Olympism, a set of ideas that links human progress, athleticism, and international cooperation.

THE WORLD’S FAIRS (or international Expo) celebrate ideas of technological and social progress, embodied in national and corporate pavilions and amusement zones.
Olympics only last two weeks; Expos six months. For a short time, their host cities operate according to a different logic, as temporary buildings are erected, temporary employment is offered, temporary laws are enacted, ALL TEMPORARILY DEFINING THE CITY.

IMAGINE A GLOBAL CITY connected to a network of cities, wielding power and influencing the world's economy. This city is a stage for global culture, commerce, and politics. It is a unique destination for entrepreneurship and tourism. It is this vision that drives the global competition for mege-events.

As urban areas become denser, IT IS INCREASINGLY DIFFICULT TO CARVE OUT SPACE FOR A MEGA-EVENT. One way that cities make room is to move or demolish what stands in the way, sometimes forcibly.