

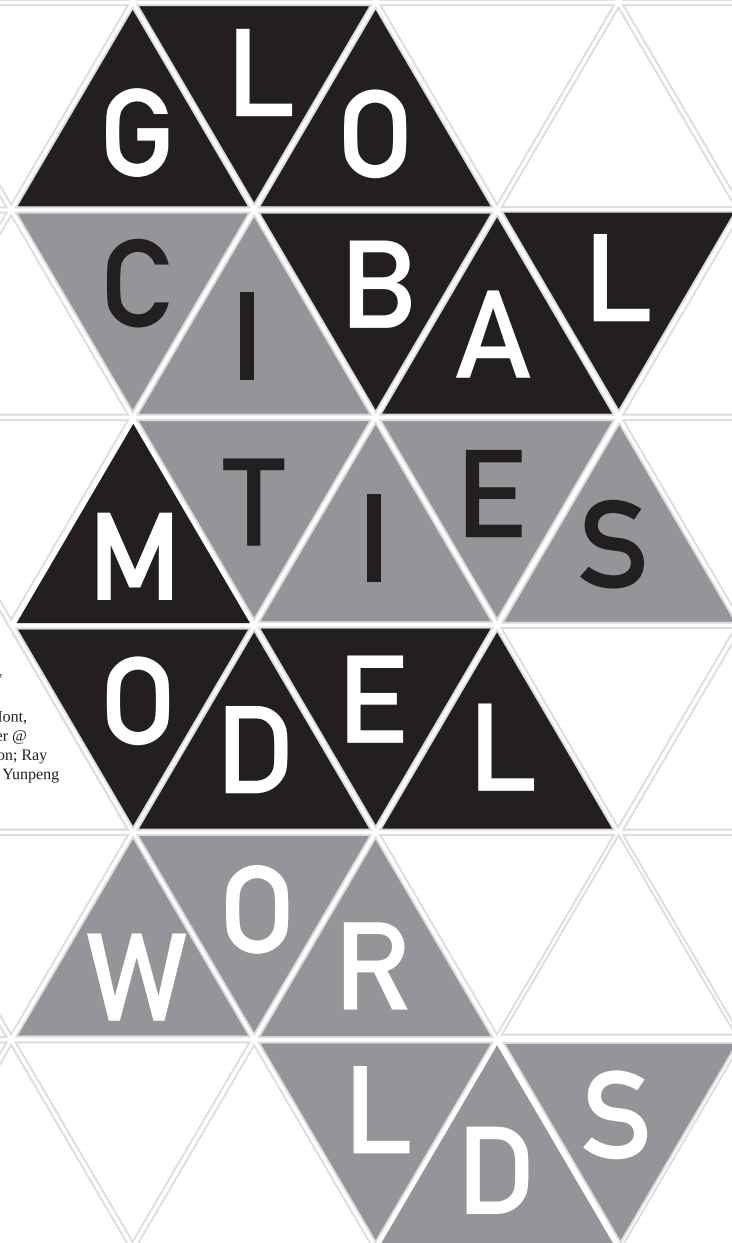
**A MEGA-EVENT** is a large-scale sporting or cultural event that has major implications for its host cities. Initiated in Western Europe and the US during the 19th century, these spectacular events attracted growing audiences. Visitors marveled at the latest inventions and feats of human ability, celebrated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

**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 pavillions and amusement zones.

**Global Cities, Model Worlds** is a project by **Ryan Griffis, Lize Mogel, and Sarah Ross**. It is made possible by a grant from the Graham Foundation for Advanced Studies in the Fine Arts, and created during an Art & Technology Residency at the STUDIO for Creative Inquiry in partnership with the Miller Gallery at Carnegie Mellon University for the 2011 Pittsburgh Biennial. Support for the residency was provided by the Pennsylvania Council on the Arts and the National Endowment for the Arts. It is on view from September 16th through December 11, 2011, at the Miller Gallery at Carnegie Mellon University as part of the Pittsburgh Biennial. [www.cmu.edu/millergallery](http://www.cmu.edu/millergallery)

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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 mega-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.

