Introduction

1. Performing Place
2. Place as Performance
3. Performative Places

Conclusion

book 1
Chapters bring in case study projects alongside literary and others projects to illustrate / support the arguments

book 2
Case studies are laid out with comprehensive description

Case Studies
1. Taking Place
2. Blind Spots
3. 10-ways to mis-use a building
4. Home is Where The Piano is
5. Mechanical Operations
6. A Day With A Duck
7. Things to do with shopping centres
8. Market Meditations
9. Flora & Fauna Tours
10. Play The City
11. Demolition Mood Board
12. Another project

how to (re) define these? into 3 categories events / objects / invitations?