

# PCBL Skärholmen "Runes plan"



## PUCKELBOLL IN SKÄRHOLMEN

Puckelboll is the title of an interactive art project created by the Swedish artist Johan Ferner Ström. The piece is an artistic impression of the phenomenon football and how it resembles the playground of life which is neither equilateral nor level. The ball doesn't go where you want, the different halves of the field are not the same for everybody and the goals are definitely not the same size. The football field's injustices are negated by the varying skills and strengths of the players. The unfairness of the playing pitch makes the game fair in a remarkable way which invites to a more imaginative way of playing. Games on equal terms can take place between skilled and unskilled players, boys and girls, old and young.

## SPONTANEOUS SPORTS

Through simple changes in playing conditions J.F. Ström has taken the most popular of sports and created a new idea for a game, a game where one does not have to be the best to win and the elements of serendipity and luck are constantly in play. The project wants to bring back the playful game and question the elitism which exists in sport. The project fulfills three important functions in the urban space:

1. Aesthetically
2. Social
3. Pedagogical

## FACTS

This Puckelboll pitch was inaugurated in Stockholm 2014 while the area as a whole is still in progress.  
Client: City of Stockholm, Skärholmens Stadsdelsnämnd  
Artist: Johan Ferner Ström  
Architects: Sofia Brydolf landscape, Dan Johansson/Lab71  
Contractors: Spentab AB  
The pitch measures 1000 m<sup>2</sup> and is asymmetrical. It is built in artificial turf with under construction of rubber granules. The Puckelboll pitch is design protected since 2004.  
PRV: 7786, OHIM: 278296  
Photographers: David Puig Serinyà, Johan Ström, Dan Johansson  
[www.johanstrom.com](http://www.johanstrom.com)