



THE GREAT PLAGUE OF DULLNESS –

BRIEFLY ABOUT POLISH CITYSCAPE

Phenomenon of boredom among the cityscape is extremely overwhelming. Simultaneously it is very rarely taken in serious academic discourses. Boredom that occurs in space is strictly connected with people's existence. It accompanied all of us every day. The same shops in the same galleries, the same buildings recurring as houses from catalogs strictly arranged in housing estates designed with the same plans. Boredom in this case may be considered in the psychological, sociological or visual way. I would like to focus on the visual part, because in the age of post-modern world it is the visuality that plays fully dominant role in the perception of the surrounding space. Sense of sight is the one that is mainly responsible for the perception of space and therefore creating an actual experience - especially nowadays. Physiognomy of urban space as a space of people's everyday presence represents kind a pattern in which we base our further actions. Thus we should ask ourselves if the current landscape of a city is a good model? The Great Plague of Dullness interweaving with desperate attempts of artistic expression causes degradation of this space and lack of desire to change, therefore - to remain in boredom. Feeling of boredom in the city is synonymous with its death as an organism, which by definition should be full of life conglomeration of elements that attract attention at every step, in the positive sense of this expression. Boredom is therefore a serious problem which is simply not yet realized. It is high time to take boredom seriously.