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Sommario/riassunto	Walking (including drift, derive and radical walking) is the principal way for people to engage with the built environment. Artist-walkers, performance artists, urban activists and others have created a new discipline out of urban walking. This book takes a step further, acknowledging the more active role we can all take. It reinvents the walker as architect-walker and offers tools and tactics for the engaged urban walker, a philosophy of ambulant architecture and countless examples of ways in which the authors and others are already practising architect-walking. 'The Architect-Walker' is Wrights & Sites' anti-manifesto for changing a world while exploring it. It is a tool for playful debate, collaboration, intervention and spatial meaning-making. An invitation to engage. A few suggestions and observations from the book: * Build something, however small, that is not allowed. * Un-pave your garden. Make a hedgehog run under the fence. * Crawl more. * Protect what gaps you can. They aren't empty. They aren't yours. * In a group and in bright sunlight, carry sticks and timbers. Only pay

attention to the shadows you cast. \* Even to stand and look at the sky is to become a human signpost. \* Find empty niches waiting to be filled with memorials to unacknowledged women. \* Submit a planning application to move a major building 10cm. \* What if we were to see the body as an ambulant building that is able to change the nature of space? \* What is the smallest physical presence required to create a space? \* Make alliances with sinkholes and dazzle - when the reflection from a skyscraper melts the streets. \* When enough people dance a new dance of place, it becomes a different place. \* Carry a small bell for ringing on the hour to restore local time to the streets. \* Hang a red rope between two brass stands in front of a random space. Unhook it and usher people in. \* Be conservationists of edgelands, authors of fake planning applications, chalkers of fake hobo symbols.

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