

# PUBLICATIONS

The School supports two student-edited publications. *Perspecta: The Yale Architectural Journal*, the oldest student-edited architectural journal in the United States, is internationally respected for its contributions to contemporary discourse with original presentations of new projects as well as historical and theoretical essays. *Perspecta's* editors solicit contributions from distinguished scholars and practitioners from around the world, and then, working with graphic design students from the School of Art, produce the journal. *Retrospecta*, an annual journal that includes samples of student work and activities at the School during each academic year, is edited by students and published by the School.

The School also publishes *Constructs*, a twice-yearly news magazine that highlights activities and events at the School, including interviews with visiting faculty members, articles on issues relevant to what is being analyzed and discussed in the design studios, and previews and reviews of the School's exhibitions and lectures. *Constructs* also covers important non-Yale events, exhibitions, and publications. Back issues may be searched online at [www.architecture.yale.edu/publications/constructs](http://www.architecture.yale.edu/publications/constructs).

The School maintains an active publications program ([www.architecture.yale.edu/publications](http://www.architecture.yale.edu/publications)). Books published in 2021 and 2022 include:

*Perspecta 54: Atopia*, edited by Melinda Agron, Timon Covelli, Alexis Kandel, and David Langdon, examines the spatial end-product of a society seemingly flattened by supra-territorial flows of information and material. It expresses both a physical artifact and condition of mass culture, and like the global systems of production and consumption from which it is conceived, atopia is both nowhere and everywhere at once. For the contributors of *Perspecta 54*, the ephemeral conditions of atopia are also an invitation to an equally unconstrained critical practice. Blurred boundaries – geopolitical, virtual, technical, disciplinary – offer sites for transgressive speculation and critique from beyond the limits of traditional design agency.