

Summary

ALEKSANDRA PYZIAK-SADULSKA (Academy of Fine Arts in Warsaw) / How to familiarize modernity? Situationist practices in Jacques Tati's movie *Playtime*

The article covers introductory research on the subject of the nature of space in Jacques Tati's movie – *Playtime*. It raises the topic of the impact of modernist architecture on human environment and of the ways inhabitants make their usually alienating surroundings more familiar. Situationist practices, often unconsciously used by Mr Hulot, cause the modernist architecture of the 60's to become more friendly. The city is being transformed into the space of the game between the objects and their users. Eventually, people abolish stiff architectural system and they finally create the new area of unhampered play – *Playtime*.