

LONDON PUBLIC LIBRARY



Introduction

"A library is infinity under a roof"

Gail Carson Levine

The ancient library of Alexandria was at its time the largest in the world and one of the most beautiful buildings of antiquity. Inside you could find great sources, colonnades, botanical gardens, a zoo, dissecting rooms, an observatory, a large dining room for critical discussions and ten large research rooms for each subject. Founded in the third century B.C., it was home to 900,000 manuscripts of the ancient world in order to help maintain the Greek culture and civilization. It was considered a temple dedicated to learn and offered a good atmosphere of study, research and work to the best minds of the time until final fire 48 BC.

Libraries are entities that were developed along with books and writing. In the beginning they were similar to what we consider nowadays a file; however, its appearance has been changing over time. In medieval times universities functioned as records and libraries were sources of knowledge. For example, the University of Cambridge keeps in its extensive archive has Caedmon's anthem (Cædmon) that was written in the early middle ages and is the first manuscript preserved of the English language.

England is the cradle of great writers who are juxtaposed at different times. Proofs of these are the romances that were dedicated to King Arthur and his court, the Canterbury Tales of Chaucer, William Shakespeare's works, Edgar Allan Poe, Virginia Woolf, among others.

Charles Dickens described in his stories a complex atmosphere of the Victorian London. Through these stories, the reader can recreate that effervescent London that chaotically moved around the markets and theatres. His description of people and activities at night, tells us about the distances, the shadows, the dangers and opportunities of this big city.

The city of London is one of the most intense and heterogeneous capitals of the world: A place where everything fits. From the dark industrial revolution to modern architecture, the city has managed to absorb the different times by accumulation and juxtaposition. Life in London has been narrated through time by a lot of English authors that, such as Dickens, described the tangible and intangible even more eloquently than a map of the city from that period.

What is the relationship between London and stories?

What is the definition of a library today?

Proposal

Literature laid the foundations of culture in our society and throughout the centuries delineated the boundaries of knowledge in our cities. Today architecture faces new challenges and cities are increasingly dynamic and constantly changing.

Formerly the literary information was available in shelves, papyrus and books. Nowadays we have a variety of formats such as text lines and digital files. The information is available in books, newspapers, tablets, videos and digital books. So much so, that since 2002 the digital archive of humanity surpassed the historical analogue archive.

For this reason ARCHMedium proposes the creation of a new public library for the city of London. Located in the financial district and near the Thames River, we suggest the creation of a place where culture, history and technology interlace to generate activity in the London of the 21st century.

In the financial district, on the banks of the Thames River, the new library is established as an entity of public and collective use, in a way that reflects the values of today's society.

Site

Since its inception, London is a city in constant change. The last major urban transformation was for the 2012 Olympics where they took advantage of the sports facilities for the renewal and regeneration of the city.

Located on the south bank of the Thames, the Southwark neighbourhood has undergone many changes in the last 20 years. The recent completion of the largest tower in Europe, The Shard, confirms the precedent set by the transformation of the Tate Modern.

In 1995, architects Herzog & de Meuron transformed Bankside Power Station into a spectacular museum of modern art and laid the foundation for the development of new cultural industries in depressed areas.

Years later the study of Norman Foster made a master plan, which includes the construction of more than 279,000 sqm of offices, luxury hotels, restaurants, gyms and the city council itself.

The location of London Public Library emerges as a natural complement to Foster's master plan. In the initial planning, many luxurious and private sectors were implemented; therefore we propose inserting an equipment of public and collective use.

Located in Potter Fields gardens the plot of 6.000m² is located near the Thames River and close to the Tower Bridge. The site is well connected to public transportation, and has great views of the Shard, Swiss Re and landscape Railroad Southwark.

The library should be inserted as continuity to the master plan and should fit naturally with the London scale. The building does not have any limitation in plant height but it has to keep 100 % of the green footprint of the site. That is, you can occupy the whole site but you must distribute the outdoor public space on deck or any other proposed area.



2.2 Program

The new LPL must be a natural continuation of the city and a point of total access to information. An institution that redefines the classic concept of the library and is transformed into a warehouse of information where all forms of information, new or old, are presented equally to the public.

The program contains different privacy gradients along the building. A great Hall welcomes visitors as a continuation of the public space of the city. Large reading and work rooms transform the library into a great space of living, relationships and encounters. While other smaller and closed rooms are used for studies that require concentration. The bookshelves must be publicly accessible allowing users to search the information.

The children centre serves as an area for training and entertainment for children. With information specifically for them and a susceptible architecture, this centre will be used as a small nursery in the library. Parents working in multiple offices to the area can leave their children while they work around.

The leisure centre is established as an entertainment venue where users can read lighter literature as well as watch videos and play games.

+/- 10% circulation (the measurements are estimated)

*Special attention will be made to the relationship with the public space outside the solar and the flexibility in the interior arrangements.

* Being as it is an academic competition, the proposed areas in this brief should be taken as guidance. You can add or eliminate areas to the program in order to fit your proposal, provided that it justified in the panel.

Public

Hall	250m ²
Bar/Restaurant	300m ²
Exhibition room	400m ²
Small auditorium	250m ²
Magazine and newspaper room	250m ²
Restrooms	50m ²
	1500m²

Administration

Library reception	100m ²
Administration offices	300m ²
Restrooms	100m ²
File room	500m ²
	1000m²

Consultations

Video library room	500m ²
Reprographics room	250m ²
Computer room	250m ²
Shelf area	1500m ²
	2500m²

Main rooms

Working area	6000m ²
Encounter area	3000m ²
Investigation rooms	3000m ²
Leisure centre	500m ²
Childrens centre	500m ²
	13000m²

Total	18000m²
--------------	---------------------------

3. Organization Criteria

3.1 Eligibility

3.1.1 Students

This category will accept architecture and related fields undergraduate students who can prove their student status on the day the competition launches with some official document (student ID or enrolment papers).

Graduate, masters, and PhD students who are currently enrolled in some official course can also participate, but only if they obtained their undergraduate degree less than 3 years ago.

The 3 year rule applies to graduate, masters and PhD students who are CURRENTLY ENROLLED only!

3.1.2 Young Architects

This category will accept young professional architects who graduated less than 10 years ago (according to their degree expedition date) can also join the competition and opt to win the “young gradautes” prize which will be awarded separately from the student prizes.

In both categories teams can be formed by just one member or up to six (6). Members of a team don't necessarily have to be students at the same university or live in the same country.

It is not necessary that all members of a team are architecture specialists. Having a photographer, artist, philosopher, etc. on a team can help to see the project in a new way, thus enriching the final result. However, it is recommended that at least one member of the team has some experience in architecture.

The registration fee is paid per team, regardless of how many members form it.

3.2 Prizes

3.2.1 Students

1º	2º	3º
----	----	----

2.500€ 1.000€ 500€

+

- Considered for publication in an architecture magazine.
- First prize one-year subscription to architecture magazine
- Displayed in ETSAB university (Barcelona)
- Reviews in digital magazines and several architecture blogs.

10 Honorable mentions

- Considered for publication in an architecture magazine.
- Displayed in ETSAB university (Barcelona)
- Reviews in digital magazines and several architecture blogs.

3.2.2 Young Architects

- 2.000€
- Considered for publication in an architecture magazine
- One-year subscription to DETAIL magazine
- Displayed in ETSAB university (Barcelona)
- Reviews in digital magazines and several architecture blogs.

3 Honorable mentions

- Considered for publication in an architecture magazine
- Displayed in ETSAB university (Barcelona)
- Reviews in digital magazines and several architecture blogs.

The Young Architects prize will be awarded separately from the student prizes. Students won't opt to win this prize in the same way that young architects won't opt to win student prizes. The projects submitted by these two groups will be judged separately.

*Depending on which country you live and pay taxes in, the cash prizes might be subject to some withholding to comply with the corresponding legal regulations.

3.3 Jury

The jury will be formed by the following members:

- **Esteve Bonell - President**
- **Marta Peris - Young architect**
- **Jordi Adell - Architect**
- **Shaun Pilgrem - Local architect**
- **Jaume Prat Ortells - Critic**

*All members of the jury have expressed their willingness to take part in the voting process of this competition. However, their participation is subject to their professional commitments.

3.4 Calendar

June 8th 2015	Special Entry period starts
July 19th 2015	Special Entry period ends
July 20th 2015	Early Entry period starts
Aug 16th 2015	Early Entry period ends
Aug 17th 2015	Regular Entry period starts
Sept 13th 2015	Regular Entry period ends
Sept 27th 2015	Submission deadline
Oct 7th 2015	Jury meeting
Oct 30th 2015	Winners announcement

3.5 Registrations

The entry periods will be divided as follows:

Special	June 8- July 19th	60.50€*
Early	July 20th - Aug 16th	90.75€*
Regular	Aug 17th- Sept 13	121€*

*Registration prices include VAT (value added tax).

The registration fee is per team, regardless of how many members are on the team.

If a team wants to submit more than one proposal to the competition they will have to register each proposal separately and pay an additional fee for each proposal they wish to submit.

For a project to be accepted the team must be properly registered to the competition. All registrations will be done through the ARCHmedium website (ARCHmedium.com), where you will be asked to choose between several payment options.

After completing the registration form each team will be assigned with a registration code. It's important to keep this registration code in a safe place since it will allow your team to access the intranet where you'll have access to your registration status, payment tools, and the upload form to submit your project as we will explain in further sections of this document.

3.6 Payments*

All payments made through Bank Transfer or Western Union must be identified with the registration code of the team they belong to so that we can relate them correctly. If we receive a payment that is not properly identified we won't be able to relate it to your team and your participation will not be confirmed until you provide a proof of payment.

Accepted payment methods:

Credit or Debit Cards.

You may use any major credit or debit card (VISA, MasterCard, American Express, etc.). All payments will be handled by PayPal to ensure the highest security standards on the web. ARCHmedium will never get direct access to your card details. Your registration will be confirmed automatically. We do not charge any extra fees for the use of this payment method.

Pay-Pal.

It is the fastest, easiest, and most secure way to pay online. Your registration will be received instantly. We do not charge any service fees when you use Pay-Pal, debit cards, or credit cards.

Bank Deposit

You must make a deposit of the stipulated amount (according to your registration period) to the account below. **

Bank: Caixa Catalunya
 Account holder: ARCHmedium
 # Account: 2013 0405 94 0203925775
 Concept: Registration Code (three letters)
 IBAN: ES7420130405940203925775
 SWIFT: CESCESBBXXX

Western Union

For payments via Western Union please contact us at marketing@archmedium.com

* Once the payments are received and the registration is confirmed the fees won't be refunded or transferred to other competitions under any circumstance.

** The date that must be considered to identify which registration period you belong to is the date that ARCHmedium will receive the deposit and not the day that it is sent.

***Any bank fees that this operation might generate must be paid by the sender.

3.7 FAQ

During the competition, all participants are permitted to ask questions which help them better understand the project description and/or any other aspect of the competition.

Any questions that are not resolved in this document or in the FAQ section on our website must be made through the ARCHmedium's Facebook page. This ensures that all participants have access to the same amount of information.

3.8 Documentation

All the necessary documentation to develop the project, such as pictures of the site, videos, AutoCad drawings, etc. will be available at the ARCHmedium website so that anyone can download them before or after joining the competition. They may access and download the materials as many times as they need to. No additional information or working material will be provided to teams after registering.

Participants are free to use all this material in the context of this competition. They are also allowed to create their own graphic documents or to find new ones from other sources.

3.9 Presentation

Each team will submit only one din-A1 size (59,4, 84,1cm), landscape or portrait panel with their proposal.

This panel must be identified with the registration code of the team and the registration code ONLY; any panel including team names or personal names might be disqualified without refund.

Each team is responsible for choosing which information they include in their panel so that the jury may gain the clearest understanding of their project.

The representation technique is completely free (2D drawings, pictures of models, sketches, renders, collages, etc.). The jury will not only evaluate the quality of the project but also the clarity and quality of the presentation.

We do not recommend including large amounts of text on the panel. The project should be explanatory enough through the graphic material. However, certain notes might be acceptable. These notes must be written in English ONLY—any text written in a different language will not be taken into account and may lead to a team's disqualification.

3.10 Submission

Submissions must be done through the ARCHmedium's intranet only, before the date indicated on the competition calendar. You must log in with your username and password and follow the upload process. No submissions will be accepted by e-mail or any other medium. The submission page will be automatically closed after the submission date and time are reached, not allowing any modifications or aggregations after that, so please, try to upload your project 24 hours in advance so that you have time to solve any issues that might come up along the way (they always do!).

The panel must be no other size than Din-A1 and be in no other format than JPG. The maximum weight of the file is 12MB.

3.11 Evaluation Criteria

The jury will be in charge of establishing the key points that this project needed to address based on the site, brief, etc. and evaluate each project accordingly.

As part of the design process we recommend that each team takes the necessary time to research the working site as well as other case study projects that might relate to the brief in hand to determinate what aspects of the project are the most unique and therefore need to be addressed and successfully solved to achieve a good result.

Remember that this is an ideas competition, an opportunity for experiment and explore the limits of architecture. The jury reserves the right to award any proposal that fails at any of the parameters mentioned in these rules, as long as it justifies the breach of the rule in favor of the architectural design of the proposal.

3.12 Voting System

The voting system to choose the winning projects is as follows:

1. ARCHmedium team, following the jury's instructions, will make an initial selection of 50 projects in response to the above criteria.
2. The members of the jury will study both the pre-selected projects and all others privately and include, if they consider it necessary, any of the non-selected projects in the initial list of 50.
3. At the meeting, the jurors will discuss all the pre-selected projects (The ARCHmedium's selected 50 projects plus the projects added by the jury) to decide the winner, second and third prize and honorable mentions.

3.13 Intellectual Property

All the material submitted to the competition will become part of ARCHmedium's files. ARCHmedium will have full rights to publish and promote this material, always making proper mention of their authors. For any other purposes the authors of the projects will keep full rights over their design.

By submitting a proposal you are giving ARCHmedium the right to use the received material in both printed and on-line publications. ARCHmedium will also have the right to modify any of the mentioned material at its will in order to better adapt it to the different formats and layouts that different publications might have.

3.14 Additional Notes

- ARCHmedium reserves the right to make any changes to this document (dates, deadlines, requirements, etc.) as long as the changes benefit a majority of the competition participants. Any modifications will be announced on the ARCHmedium's Facebook page. It is each team's responsibility to check the ARCHmedium's Facebook page on a regular basis to follow and incorporate all changes.
- Under no circumstances will members of the jury, members of the organization, or persons with a direct personal or professional relationship with members of the jury or the organization be allowed to participate in this competition.
- The project of this competition is a fictitious job and will not be built. The provided documentation has been modified to better meet the goals of this competition and, as a result, the provided documents do not fully correspond with reality.
- This project is only an exercise, and therefore it will not necessarily follow any existing building or urban planning regulations.
- No one has hired or contacted ARCHmedium in order to organize this competition. The idea and program of this competition have been fully developed by ARCHmedium to serve solely as an academic exercise.
- ARCHmedium has no relation to the owners of the site where this exercise is proposed to be and therefore cannot guarantee that participants will have any access to the property.
- ARCHmedium competitions are academic and have no relation

3.14 Thanks

ARCHmedium wants to thank the collaborators that have contributed to the organization of this competition. We would also like to thank the jury members, without whom this project would not have been possible.

