LEARNING

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ALTERNATIVE DESIGNS FOR UNIVERSITIES

Competition Brief and Rules

NON ARCHITECTURE
COMPETITIONS

INTRODUCTION

We can consider "architecture" everything that has already been designed and/or built. That would define a realm of conventional solutions, often repeated in a self-referential system. We imagined a counterpart, a "non architecture". A world of unexplored designs and countless possibilities, that if found, could enlarge and change permanently the boundaries of architecture. A universe of chances and opportunities never challenged by architects before. A limitless field of investigation that includes everything that is not architecture, yet.

Non Architecture Competitions aims to find unconventional and unexplored design solutions in the field of architecture. It consists in a series of nine competitions. All competitions have their focus on finding innovative approaches to specific issues of functionality in architecture, seeking non-traditional approaches in architect's work.

Learning- Alternative designs for Schools is the eighth Non Architecture Competition.

IN PARTNERSHIP WITH

MEDIA PARTNER

SUPPORTED BY

The aim of the "Learning" competition is to develop design proposals for the university, intended as a space of higher education, training and teaching on all levels and disciplines.

The participants are asked to create innovative and unconventional projects on this theme, questioning the very basis of the notion of university. Recently a series of new initiatives have emerged in relation to learning experience.

The digitalization of education empowered processes of serious gaming as a learning tool, through app and interface, while video tutorials introduced a brand new dimension of bottom-up knowledge sharing movements. Organizations like Coursera, TED and Edx managed to grasp the qualities of remote learning and translated them into professional educational tools, providing online courses and lectures for anyone around the world. Along the same line, many universities started providing entire programs online, reducing costs and giving large flexibility to their students. On the other hand, many institutions still rely and invest in direct human interaction as main vehicle for education. Innovation operates by empowering not only the teacher-student relationship, but also the potential for collaboration and mutual motivation between learners, trans-disciplinarity and inter-disciplinarity in the outside world.

Within this context, with critical thinking and a creative attitude, participants are urged to investigate what kind of spatial qualities can support or empower the process of learning in the future. Designers are asked to merge considerable programmatic innovation and valuable design tools. The proposal could be a device, piece of furniture, interior design project, pavilion, building, urban plan or something other. Scale of intervention, program dimensions and location are not given and they can be chosen by the participants to better suit their project.

Some basic topics of investigation to approach the competition theme can already be deduced from the definition of the word "university":

university *noun* [C]

A **high-level educational institution** in which **students study** for **degrees** and **academic research** is done.

As follows, essential aspects of universities today can be questioned:

- Does the **institution** have to be represented by a building with lecture theatres? Couldn't it be a device, capable of incorporating the entire infrastructure needed to educate learners? Alternatively, couldn't it be a network in the city, an interconnected system of facilities that can accommodate flexible learning environment? Or can it be just a flexible room, adaptable to the diverse needs and conditions? Couldn't it have a different or critical role in the making of a city?

- Does **education** have to occur within the traditional defined roles of teacher and student? Should only high-level education be provided, or can it be explored as a communal activity and knowledge sharing dynamic, built on a community of learners rather than a class? What kind of spatial aspects can enhance those processes?

- Within the learning space, does a university imply interaction or separation from fellow **students**? How is social-interaction relevant when it comes to learning activities and how can design empower that? Or is isolation a value to pursue? What kind of design could favour it?

- Are **degrees** and standard educational programs still part of the future of university, or will instead trans-disciplinarity and life-long-learning offer new models? What kind of space can respond to those conditions?

- In a society heading towards digitalization and big-data, how will **education** and **research** change, and what kind of space will be the most suitable to support them? Will technology be the dominant feature, or will instead separation from technology become a benefit?

- Will traditional **disciplines** still be the backbone of professional education, or will students experience a much more diverse and personal journey towards their education? How will universities change accordingly?

These are the questions to suggest to the participants as possible fields of investigation. Each project can tackle one or more of the issues suggested, as well as raising new ones in relation to the competition topic. Just try to be as

creative and unconventional as possible.

This competition has been developed in collaboration with the international research program Intrepid Knowledge, which is currently conducting a trans-disciplinary research on the future of universities. If you want to receive more useful insights on the theme of the competition subscribe to our newsletter. You will get updates on Intrepid's research,

RULES

ELEGIBILITY

Non Architecture Competitions are open to all human beings, from every age and cultural background, working in groups or individually. Teams can be formed by a maximum number of 5 people. The registration fee is paid per team, regardless of how many members form it. Personal information of all the team members can be uploaded during the submission procedure.

PRIZES

Non Architecture Competitions wants to be unconventional also in the way it rewards its participants. There will be in fact 3 winners. In addition 9 honourable mentions will be awarded. Each of the three jury members will select one winner and three honourable mentions.

The prizes are the following:
- **WINNERS** (3 prizes): 1.000 euros, publication in the Non Architecture Competitions books and website, and reviews in digital magazines and several architecture blogs.
- **HONOURABLE MENTIONS** (9 prizes): Publication in the Non Architecture Competitions books and website, and reviews in digital magazines and several architecture blogs.
- **FINALISTS**: Publication in the Non Architecture Competitions books.

*Publications are subject to the agenda and availability of the magazines.

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

The jury will be formed by the following members:

Astrid Piber
Partner at UNStudio

Arjen Wals
Professor Transformative Learning for Socio-ecological Sustainability/Unesco Chair at WUR University

Prue Chiles
Professor of Architectural Design Research and Acting Director of Architecture at Newcastle University.

PROJECT REQUIREMENTS

No scale and no location.

In asking for an unconventional approach, we are also providing one. The rules of the competition and its organization will not limit, but rather allow for the freedom to approach each topic as the participant sees fit.

Therefore there is no given site, scale of intervention or exact program dimensioning. Projects can be developed in abstract locations as well as specific places, and they can go from the scale of interior design to urban strategies. Just remember that every proposal should be focused on a very specific condition, showing one simple concept, clearly communicated and fully developed.

PRESENTATION REQUIREMENTS

Non Architecture is also unconventional in its submission requirements, not asking for posters or booklets. The participants are in fact asked to submit one ZIP folder, named with the code and the title of the project (CODE_Title), containing:
- A presentation image (JPEG), showing the qualities of your design, in one catchy and representative impression. This file must be named as follows: "CODE_Title of the project_Presentation" (check some examples **here**).
- A technical image (JPEG), showing in a 2d drawing a specific technical/organizational aspect of the project. This file must be named as follows: "CODE_Title of the project_Technical" (check some examples **here**).

- A functional image (JPEG), showing a specific functional peculiar aspect of the project. This file must be named in the same manner as the other two images, as followed: "CODE_Title of the project_Functional" (check some examples **here**).
- A Word Document that clearly states the **title** and **subtitle** (maximum of 10 words), followed by a short **description** (maximum of 200 words). The text must be written in English. This file must be named as follows: "CODE_Title of the project_Text".
- A Word Document with the team's info in the following format: **Name + Surname** of each team member (seperated clearly), **Nationality** (multiple options can be added), **Institution** (company or university attended, to be included just in case you want it to be visible once your project is published). This file must be named: "CODE_Title of the project_Team".

EVERY SUBMISSION HAS TO BE ANONYMOUS, so do not include your name, your submission code, or any other reference to you in the texts or in the images. After being evaluated, the projects will be reconnected to their authors through the identification code. Additional details on the team members and on the projects will be required during the submission procedure.

All the images must be **A4, 300 dpi, portrait** (vertical). There is no need to completely fill the layout with images or add a frame, additionally try to avoid using texts in the images. Try to convey in each file one specific idea in one simple image. Avoid to overcrowd it with too much material. IMAGES ARE NOT MEANT TO BE POSTERS. Each one image shows one single content, SO FOR EVERY IMAGE YOU CAN INCLUDE JUST ONE SINGLE VISUALIZATION (ex. one drawing or one rendering). Check our Pinterest reference boards for examples.

The images do not demand for any kind of specific technique of representation, as long as they respect the guidelines given. They can be technical drawings, diagrams, collages, pictures, renders, models, paintings, hand drawings, etc. Be creative!

We highly recommend you **do not add texts to the images**, and leave the Word document for further explanations. The projects should be explanatory enough through the graphic material. Any text written in a different language will not be taken into account and may lead to a team's disqualification. In the same way every submission which doesn't respect the guidelines given might be disqualified.

CALENDAR

1-15 October	Special registration period
16 Oct. - 15 Nov.	Early registration period
16 Nov. - 15 Dec.	Regular registration period
16-27 December	Late registration period
15 December	Submission section open on your personal account page
30 December	Submission Deadline (23:59 GMT +2)
19-23 January	Winners announcement
21 January	Call for Materials for book starts
21 February	Call for Materials for book ends
1 May	The "Learning – Alternative designs for schools" book available

The timing always refers to Greenwich Mean Time (GMT +2).

REGISTRATION

The entry periods will be divided as follows:

1-15 October	Special registration period 30 €*
16 Oct. - 15 Nov.	Early registration period 45 €*
16 Nov. - 15 Dec.	Regular registration period 60 €*
16-27 December	Late registration period 75 €*

The timing always refers to GMT +2.

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 Non Architecture website (nonarchitecture.eu), where you have to create an account, log in and choose your payment option.

All the payments will be organized through our Paypal profile, in order to provide the safest procedure to all the participants. Payments will be available for Paypal accounts and credit cards. In case you do not have a Paypal account, the credit card payment will be automatically made available.

After completing the payment, you will recieve a first email from Paypal in order to confirm the transacrion. Non architecture will later accept your payment and provide you with a regristration code. The registration code will be the four digits code indicated as "Order number", which will be sent to you once your payment is accepted.

Before that happens, your payment will be kept on hold and you will be able to cancel your purchase any time you want without any adding cost. When your payment will be accepted, you will automatically receive a confirmation e-mail from Non Architecture Competitions, and you will not be able to cancel your subscription anymore. In the e-mail you will also find your 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 the upload form to submit your project.

In case Paypal it is not available in your country contact us at info@nonarchitecture.eu

CONTACTS

FOR ADDITIONAL INFO PLEASE CHECK THE FAQ ON OUR WEBSITE: **https://www.nonarchitecture.eu/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 must be made through the Non Architecture Competitions' Facebook page. This ensures that all participants have access to the same amount of information.

SUBMISSION

Submissions must be done through the Non Architecture Competitions' intranet only, before the date indicated on the competition calendar. A log in section will be opened 2 weeks before the deadline. 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!).

EVALUATION CRITERIA

The core values of the Non Architecture Competitions are:
- Innovation - In terms of program management, technology and originality of the formal solution proposed.
- Communication - Clarity, appeal and experimentation in the presentation of the proposal.
- Feasibility - Realism of the proposal, in strict terms of technology, costs and management.

These values will lead the selection of the finalists projects and they will be used by the jury as a guideline in their decision.

Remember that this a competition of ideas, an opportunity to 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 favour of the value of the proposal.

The voting system to choose the winning projects is as follows:
1. Non Architecture Competitions team, following the main values of the competition, will make an initial selection of 50 finalist projects in response to the above criteria. The amount of pre-selected projects can slightly vary according to the judgment of the pre-selection team.
2. The members of the jury will study the pre-selected projects privately and decide winners and honourable mentions. Each jury member will autonomously award one winning prize and three honourable mentions.

In order to guarantee the authenticity of the awarding process the prizes selection can not be appealed.

INTELLECTUAL PROPERTY

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

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

1. Non Architecture Competitions 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 Non Architecture Competitions Facebook page. It is each team's responsibility to check the Non Architecture Competitions Facebook page on a regular basis to follow and incorporate all changes.

2. 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 be allowed to participate in this competition.

3. The project of this competition is an intellectual exercise and will not be built. In order to produce a relevant collective research, a minimum amount of 65 registrations has to be submitted. If the registrations are less than 65 by the day of the deadline, Non Architecture Competitions reserves the rights to not proceeding with the winners selections and the book's publication. In this eventuality all the subscription fees will be reimbursed to the participants.

4. This project is only an exercise, and therefore it doesn't have to follow any existing building or urban planning regulations.

5. No one has hired Non Architecture Competitions in order to organize this contest. The only purpose of this initiative is to raise questions that could lead to the progress of architecture practice and engage a community of enthusiastic and creative designers in the creation of what it could be the architecture of the future. The idea and program of this competition have been fully developed by Non Architecture Competitions to serve solely as an academic exercise.

6. Non Architecture Competitions is not held responsible for a breach of contract regarding the publications.

THE NON ARCHITECTURE COMPETITIONS TEAM WISHES YOU THE BEST LUCK, CONFIDENT THAT YOU WILL APPROACH THE CONTEST WITH ALL YOUR CREATIVITY AND INNOVATIVE MIND.

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