

48H

Floorplan Battle

INCLUSIVE PARLIAMENT

EXTENDED BRIEF

17 / 10 / 2020



NON ARCHITECTURE

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. The second phase of competitions is structured in 9+1 themes: a Research Ecosystem with the purpose of exploring each theme from different perspectives. All competitions have their focus on tackling the big issues of tomorrow, by seeking nontraditional approaches in the architect’s work.

The **48h Floorplan Battle – Inclusive Parliament** is one of the Non Architecture “**Living Together**” competitions.

INTRODUCTION

The “48h Floor Plan Battle” is a design competition developed to explore the creative potential of architectural design through one of the most basic architectural drawings: the floor plan. You have 48 hours to develop a proposal that responds to the program contained in the extended contest brief, which will only be available when the battle starts. The extended brief will be available on 17th October 2020.

Floor plans have been used not only to explain and communicate architectural designs, but they’re often adopted as an actual design medium, to test and communicate ideas with all the involved in the project – either is the client, engineer or contractor. In architecture, a floor plan is a drawing to scale, showing a view from above, of the relationships between rooms, spaces, traffic patterns, and other physical features at one level of a structure. Floor plans can be used to show the layout of rooms within buildings, the structure and other essential spatial elements.

This competition is an opportunity to experiment how a floor plan can communicate a project today. What kind of design choices can better respond to the issues raised in the extended brief and how can a two-dimensional drawing communicate it in the most effective way?

You only have one floorplan to answer those questions.

COMPETITION BRIEF



The aim of the “48h Floor Plan Battle” competition is to develop one drawing to communicate an architectural design. The participants are asked to design a building that responds to the requirements of the brief and one floorplan to represent it, with absolute freedom of interpretation, technique and level of abstraction. Even the concept of floorplan itself can be questioned in order to craft the most expressive way to represent the design.

This is a competition where the time limit is used to stimulate your creativity. The aim is to present a 48 hours response to the presented challenge, with a very strong focus on building function, creativity, criticality and innovation. Here you develop your skills as a communicator, designer and space thinker.

We are not interested in the construction details, we want to see the space organization. The drawing can highlight functional aspects of the building, showing a deep understanding of one or more design aspects. It can focus on the aesthetic qualities, showing space configuration and specific projects characteristics, or it can only display structural elements and overall massing. The elements shown in the entry are flexible and adaptable to the participants interpretation. The entry is completely flexible and adaptable to the participant’s interpretation.

Please read the submission requirements for further information.

INCLUSIVE PARLIAMENT

The Inclusive Parliament is the second building typology selected for the 48h Floor Plan Battle Competition. Participants are asked to design a building where politics literally takes shape. A more inclusive parliament, allows to strengthen democracy, promote integration within society and prevent conflict. Designers are encouraged to suggest ideas for new settings of political assembly spaces in a way that they become a strengthening inclusive parliament and address the real concerns of the people and everybody feels represented.

As the very centre of any form of democracy, how does the architecture of these political congregations affect the governing process? How does architecture shape the political culture? What can architecture teach us about democracy? The extent of the program and all the accessory functions are up to the participants. Designers can decide spatial organization and size, as long as it doesn't exceed the given parameters. See the presentation requirements for more details. In the same way, the level of public accessibility and configuration are free.

There is only one fixed parameter: the building has to be a space for a representative democracy.



A PARLIAMENT FOR EVERYBODY

To re-interpret the way parliaments work, we can question the reasons behind their standard layout.

Since ancient times, when societies were tribal, there were councils or a headman whose decisions were assessed by village elders. This is called tribalism. Some researchers suggest that in ancient Mesopotamia there was a primitive democratic government where the kings were assessed by a council. Historically, parliaments included various kinds of deliberative, consultative, and judicial assemblies.

Ever since the times of the Greek agora, the imagination of cities has been closely linked to the idea of political self-determination, public deliberation and decision making of responsible citizens. In the course of centuries, the actual political use of urban spaces changed considerably.

Most of the existing Parliament typologies have been invented in the 19th century and have hardly changed ever since. Despite major differences between countries, cultures and traditions, this incredibly limited number of typologies reveals a systemic lack of innovation in the architecture of parliaments. While the world outside the walls of these parliaments changed beyond recognition, parliaments are responding to these changes from a 19th century setting.

The internet has created channels of communication that play a key role in circulating news, and social media has the power to change not just the message, but the dynamics of political corruption, values, and the dynamics of conflict in politics. Through the use of social media in election processes, global conflict, and extreme politics, diplomacy around the world has become less private and susceptible to the public perception.

In a time in which democracy is under increasing pressure in different parts of the world, it is time to rethink the architecture of assembly. Once built, parliaments are locked in time, whereas political systems can and should adapt to what is changing in the world. It is necessary to rethink our models for collective decision-making but it seems to



be incredibly difficult. Architecture can be one of the ways to work and experiment with new models that are more attuned to contemporary life and to the challenges that we are facing today.

As secured buildings, parliaments have become hardly accessible and tend to physically separate the government from the people. While this is a safety measure, it also makes us question how isolated the politics wants to be. Norman Foster was able to contradict that tendency with an architecture object designed on the rooftop of the German Parliament – Public and politicians enter the building together and the public realm continues on the roof in the cupola, where ramps lead to an observation platform, allowing people to ascend symbolically above the heads of their representatives in the chamber.



Peaceful, just and inclusive societies are necessary to achieve the Sustainable Development Goals (SDGs) from the United Nations. In order to advance the SDGs we need effective and inclusive public institutions that can deliver quality education and healthcare, fair economic policies and inclusive environmental protection.

Participation in economic, social and political life is the core conceptual feature of the social inclusion, but the majority of people feel excluded by Parliament and believe politics is conducted by and for an elite. But a Parliament should be inclusive and receptive to all citizens regardless of their age, gender, education, race or culture.

Parliament is where collective decisions take form in a specific setting where relationships between political actors are organized through architecture.

Parliaments might have different layouts, shapes and sizes, but whether the members of parliament are positioned “at arm’s length” from each other (the United Kingdom), or in comfortable chairs (the Netherlands), in each instance, the debate will evolve in a totally different atmosphere.

How do the settings of political assembly spaces, structure decision-making practices? How do they characterize the different politics of our time? What would be a new layout that reflects an inclusive society? What additional functions should be attached?

LIVING TOGETHER

Non Architecture and all the supporting organizations collaborated in identifying a range of 30 design issues related to the research theme of Living Together. Within our longlist, we highlighted a few that could be relevant to this competition.

In relation to **Politics**:

1. Governmental Buildings,
2. Political use of public space,
3. Citizen Participation in decision-making,
4. Demonstrations & Revolution,
5. Efficiency of management & processes,
6. Security & Law Enforcement,
7. Privacy, Data & Surveillance.

In relation to **Society & Culture**:

8. Integration of diverse social groups,
9. Interaction between different generations,
10. Sense of belonging & Placemaking,
11. Cultural & Religious diversity,
12. Education and Cultural exchange,
13. Gentrification,
14. Discrimination & inequalities,
15. Access to services,

- 16. Public Buildings & Social Gatherings,
- 17. Support of mentally and physically ill,
- 18. Co-living,
- 19. Digital vs physical.

In relation to **Economy**:

- 20. Capitalism & privatized spaces / services,
- 21. Poverty support & Income opportunities,
- 22. Green Economy,
- 23. Sharing Economy,
- 24. Technological development & AI.

In relation to **Cities**:

- 25. Accessibility & Land use planning,
- 26. Mobility and transportation,
- 27. Informal settlements, Housing and living conditions,
- 28. Sustainable impact,
- 29. Resilient Infrastructure & Natural Disasters,
- 30. Public Space organization & maintenance.

These are only a few of the critical aspects to address in an Inclusive Parliament. **Projects should take into consideration one or more of these themes.** They can also come up with new ones, as long as they are relevant to the topic of the 48h Floorplan Battle.

We ask participants to select a maximum of 5 key words to explain their design. Key words can be picked from our list or they can be proposed by the design team. See the submission requirements for further reference.

If you want to receive more insights on these topics you can subscribe to our [newsletter](#) or visit our [online journal](#). You will get articles, essays and references from our editorial team.

ABOUT THE EVOLUTION OF THE FLOOR PLAN

In today's construction industry, before anything is built, it's dreamed, drawn and planned in the form of a floor plan. These documents are truly the foundation of any construction project but they have been around for some time now. From the start of medieval drawings to the digital documentation sweeping today's construction industry, floor plans have evolved over centuries.

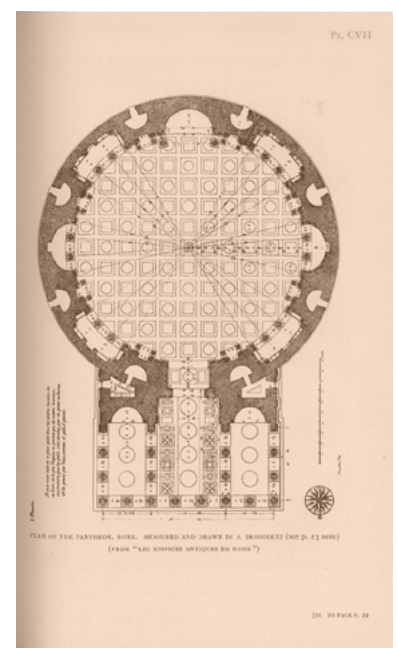
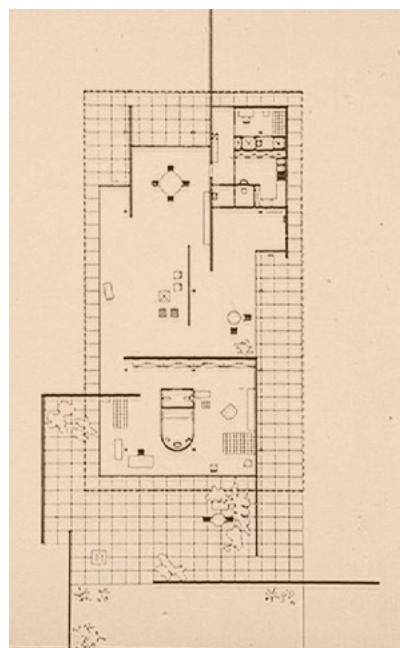
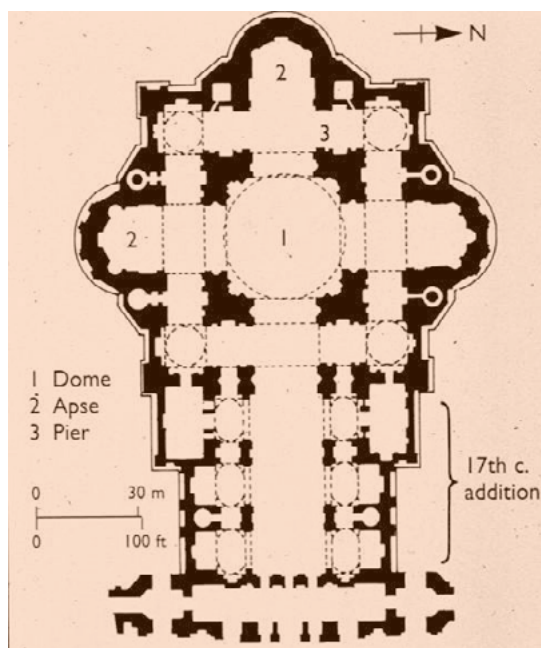
Before floor plans evolved into their modern form, look and purpose, drawings from the medieval times appear to be their earliest formations. The Plan of St. Gall, is one of the oldest known surviving architectural plans. Some historians consider this 9th century drawing as the very beginning of the history of floor plans.

The documents that emerged from the Renaissance era look more like modern floor plans than the ones from the Medieval Period. Architect and engineer Filippo Brunelleschi is considered to be the father of the modern history of floor plans.

The architects of the Renaissance period brought architectural drawing as we know it into existence, precisely and accurately reproducing the detail of a structure via the tools of scale and perspective.

The end of the 20th century saw the development of computer-aided drafting (CAD) technology and large-format printing processes that made the reproduction of multiple accurate copies of the architect's original design easier than ever.

Although the construction industry is still widely paper-based, this is changing quickly and the floor plan has become digitally based. Digitalization brought BIM, so it's realistic to believe that floor plans might be soon replaced by different representations. With all the changes in the construction industry, does a project have to go through conventional descriptive means and conventional ways of documenting? What is a floor plan today? How can a floor plan communicate a project in an innovative way?



RULES



ЛЕБЕДЕВ
Олег Владимирович

PRESENTATION REQUIREMENTS

The drawing must be at the scale 1:200 and the building should not be bigger than 70m x 50m. North indication and graphic scale of the drawing must be placed on the drawing in some way.

The floor plan must respect the following colour pallet:

Non Architecture Blue (RGB 22,23,138);

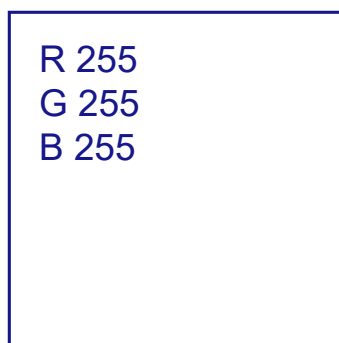
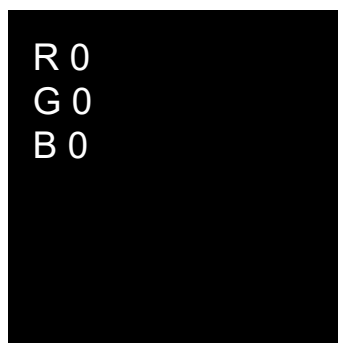
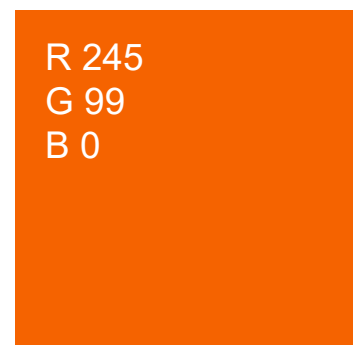
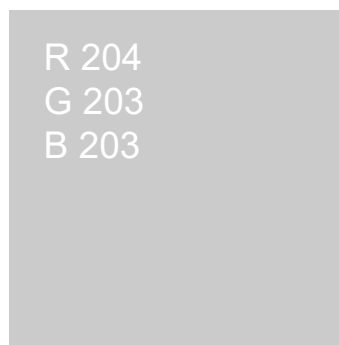
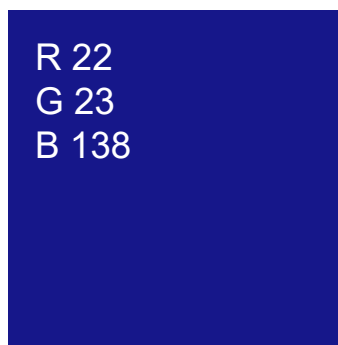
Non Architecture Grey (RGB 204, 203, 203);

orange (RGB 245,99,0);

black (RGB 0,0,0);

white (RGB 255,255,255).

These are the **ONLY COLOURS** you can use. You are free to combine more than one colour and use them creatively and as you better see fit.

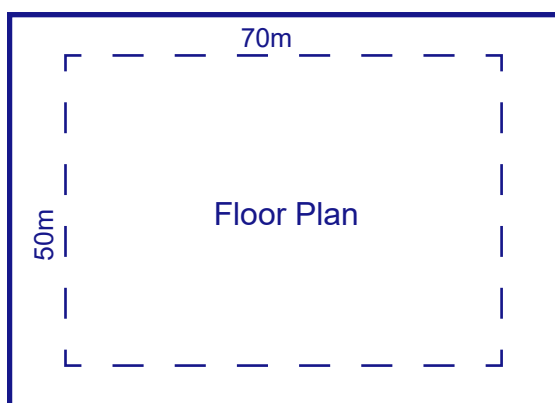


We are not interested in the construction details; we want to see the space organization and use. Therefore, walls can be full colour, no need to add stratigraphy. Same goes for windows and doors, they can be as simple as just one line.

The building can be composed of multiple levels, but all the levels must be presented in the same A3, next to each other and need to fit into the 70m by 50m frame, with at least 10m distance from each other.

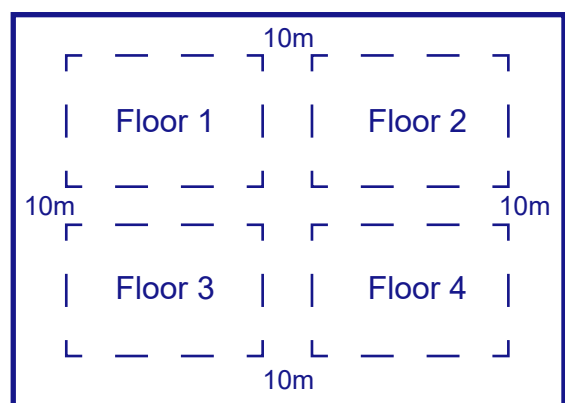
We highly recommend to refrain from adding text to your floorplan. In case you find it absolutely necessary, please keep it down to a few words and use the fonts given below:

A3



Main Info: Arial 13pt
Secondary info: Arial 10pt

A3



Non Architecture is also unconventional in its submission requirements. The participants are asked to submit **1 ZIP folder, named with the registration code and the title of the project (CODE_Title), containing:**

01. The Floorplan (.JPEG)

File name: "CODE_Title of the project_Floorplan".

O2. A team document in Word (.DOC), containing
/ the title and subtitle of the project (maximum of 10 words)
/ 5 keywords, at least 1 from the given list (page 10-11), that better explain your project,

And the team's info in the following format:

/ Name + Surname of each team member (separated clearly),

/ Nationality (multiple options can be added),

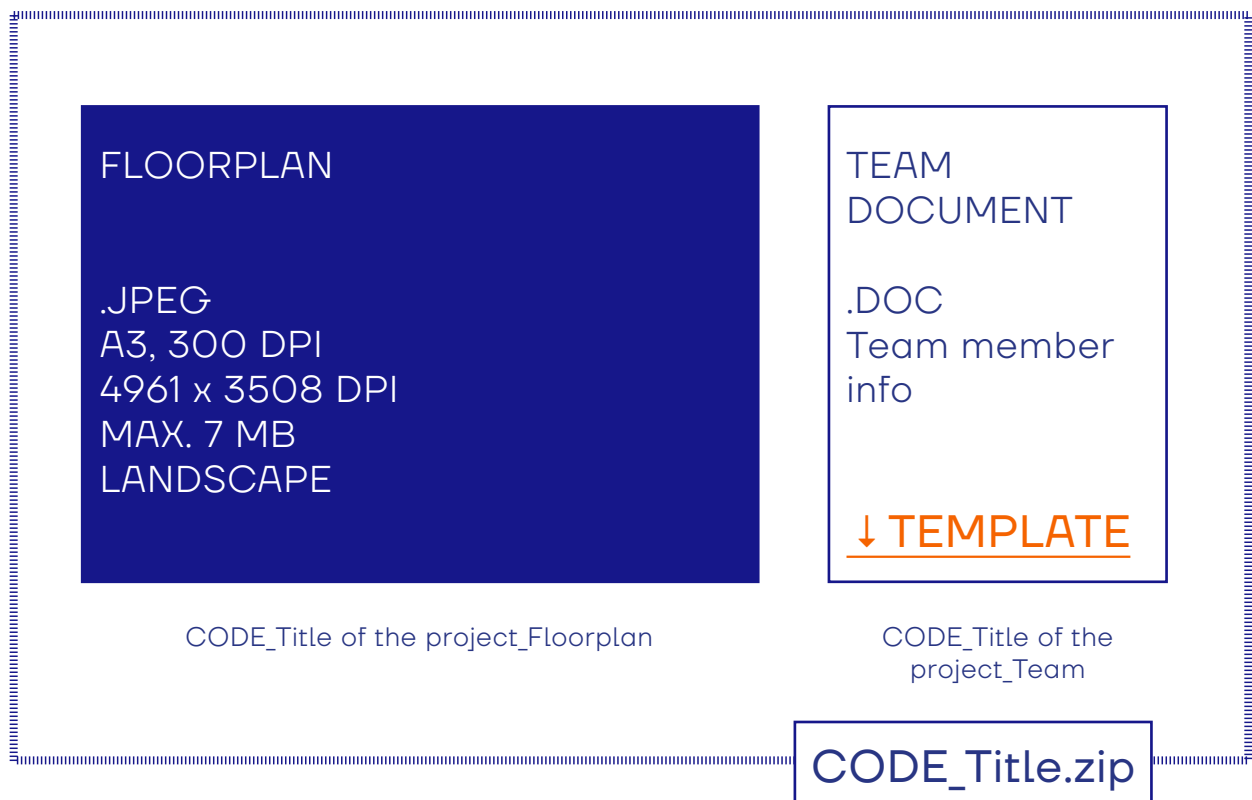
/ Institution/company (company or university attended, to be included just in case you want it to be visible once your project is published).

There is no need to create a team name.

One team should consist of 1-4 people.

File name: "CODE_Title of the project_Team"

USE THIS TEMPLATE



The **CODE** refers to the **5-digit number** you receive during the registration process (same as the order number, in a format of #12345), it is going to serve as your **registration code for the competition**.

An example of naming the files correctly:

CODE: #56789

Title of the project: My 48HBattle

01. Presentation Image: 56789_My 48HBattle_Floorplan

02. Technical Image: 56789_My 48HBattle_Team

ZIP folder: 56789_My 48HBattle

Please, do not use the # in the file names.

/ You need to come up with your own project title and replace “My 48H Battle” in the example.

THE EVALUATION OF THE PROJECTS IS ANONYMOUS, so do not include your name, your registration code, or any other reference to you in the images. After being evaluated by the jury, the projects will be reconnected to their authors through the submission code. Additional details on the team members and on the projects will be required during the submission procedure.

IMAGE REQUIREMENTS:

/ A3, landscape (horizontal), 300 dpi (equals 4961 x 3508 px),

/ High Quality (for example, in Photoshop JPEG output quality: 8, or 80-85 in Gimp is recommended),

/ 7 MB maximum file size.

If the submitted images don't respect these criteria, may lead to the disqualification of the team.

FORMATTING REQUIREMENTS:

/ There is no need to entirely fill the A3 size image or to add a frame.

/ The images do not demand for any kind of specific technique of representation, as long as they respect the given guidelines. Be creative!

/ We highly recommend you to not add text to the images, please use the #KeyWords in the Team Document for further explanation. The projects should be explanatory enough through the graphic material, without the usage of flowing text.

/ It is compulsory to use the provided Word template to create your Team Document.

/ In case the Team Document is submitted in any other format than a Word file (.DOC), its content might be excluded from publishing.

/ The language of the submission is ENGLISH, any text written in a different language will not be taken into account during the evaluation.

EVERY SUBMISSION THAT DOESN'T RESPECT THE PRESENTATION REQUIREMENTS, MIGHT GET DISQUALIFIED FROM THE COMPETITION.

ELIGIBILITY

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 4 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 of the final drawing.

PRIZES

Non Architecture Competitions will award only one winner, selected by the jury collectively, and 7 honourable mentions.

WINNER (1 PRIZE)

/ 1.000 euros worth in gift cards from one of the major online shops chosen by the winner

/ publication in the Non Architecture Competitions books and website

/ reviews in digital magazines and several architecture blogs

HONOURABLE MENTIONS (7 PRIZES)

/ publication in the Non Architecture Competitions books and website

/ reviews in digital magazines and several architecture blogs

NON ARCHITECTURE EDITORIAL PICK (UP TO 6 PRIZES)

/ publication in the Non Architecture Competitions books and website

FINALISTS (UP TO 36 PRIZES)

/ publication in the Non Architecture Journal

SPECIAL PRIZE

The organization might establish additional special prizes and awards during the competition development and in the evaluation phase.

Note: The appearance on the involved architectural platforms are subject to the agenda and availability of the external platforms involved.

CALENDAR AND PRICING

01 September 2020	Competition Announcement and preliminary brief release
01 – 14 September	Special registration period (40€).
15 Sept – 14 Oct	Early registration period (55€).
15 – 18 October	Last minute registration period – not available in bundle (100€).
17 Oct, 00:01 AM	Extended brief release and Submission opens.
18 Oct , 11:59 PM	Submission closes.
09 – 13 November	Winner announcement.

The timing always refers to Central European Time (CET). To avoid confusion, please check the countdown on the competition page.

The extended brief will be made available on the Non Architecture website and through a special newsletter. You can subscribe to the Non Architecture newsletter at the following link:

www.nonarchitecture.eu/contact/

REGISTRATION

Thinking about the participants interested in registering in our different competitions, we are giving the possibility to register to more than one competition with a special price.

Registration Bundles:

x2 Competitions: Second competition with 50% discount

01 - 14 September Special registration period (60€).

15 - 30 September Early registration period (85€).

01 - 14 October Regular registration period (105€).

x3 Competitions: Third competition for free

01 - 14 September Special registration period (80€).

15 - 30 September Early registration period (110€).

01 - 14 October Regular registration period (170€).

In order to use the discount, register using the promotion link at the bottom of the competition page. **In this case, the competition team should include the exact same participants for both competitions.**

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 receive a first email from Paypal which confirms the transaction. Non Architecture will later accept your payment and provide you with a registration code. **THE REGISTRATION CODE WILL BE THE FIVE DIGITS CODE INDICATED AS “ORDER NUMBER”**, which will be sent to you once your payment is accepted. Before confirmation email from Non Architecture arrives, your payment will be kept on hold and you will be able to cancel your purchase any time you want without any consequences. After your Non Architecture confirmation is sent, you can't cancel your payment anymore and it is not possible to get a refund of the registration fee.

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

JURY

The jury will be composed by a pool of platforms and experts specialized in the theme addressed by the competition. They will act as partners in the competition and final jurors of your work.

The jury members are the following:

Mari Mezalira

Act of Mapping

Marko Riboskic

Founder of Archi.boom

Carlos Gonzalvo

Architect and PHD candidate, Beta Architecture

Iñaki Harosteguy

Curator of SupraOrder

Sabine Fremiot and Léo Berastegui

Founders of The beauty of plan & The beauty of section

Alberto Martinez Garcia and Hector Rivera Bajo

Founders of Hidden Architecture

Andy Bruno

Founder of One House Per Day

CONTACTS

For additional info please check the FAQ on our website:
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 Facebook page](#). This ensures that all participants have access to the same amount of information.

SUBMISSION



Submissions must be done through the Non Architecture website (nonarchitecture.eu), before the submission period ends, the deadline is indicated in the calendar.

The submission surface opens 2 weeks before the submission deadline. It is going to be placed on the Non Architecture website, on the corresponding competition page.

Submission process:

1. Create your ZIP file, containing 1 JPEG image and 1 DOC file.
2. Upload it to wetransfer.com and choose the option “Get transfer link”. Make sure that you save your link for future use.
3. Go to nonarchitecture.eu and fill the submission form, there you need to include the WeTransfer link you created.

By filling the form, your submission is finalized.

No submissions will be accepted by e-mail or any other medium.

You are going to receive **one confirmation email** when you finalize your submission on the website.

We download every project within 24 hours after submission, we don't send a separate confirmation about the download.

EVALUATION

The core values of the 48H Floorplan Battle competitions are:

/ Effective communication of the design qualities through the drawing

/ Originality of the architectural design
/ Relevance to the building function addressed by the competition

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 is a competition of ideas, an opportunity to experiment and explore the limits of architecture representation. 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 give an evaluation for each one of them. Votes will be compared and revised to reach a common agreement on the selection of winners and honourable mentions.

In order to guarantee the authenticity of the awarding process, the prize's selection cannot be appealed.

INTELLECTUAL PROPERTY

All the material submitted to the competition will become part of Non Architecture Competitions' files. Non Architecture will have full rights to publish and promote this material, always making proper mention of their authors. The material might also be used for the platform's merchandising and exhibition purposes. For any other purpose, the authors of the projects will keep full rights over their design and will be asked to grant permission. By submitting a proposal you are giving Non Architecture the right to use the received material in both printed and online publications. Non Architecture Competitions will also have the 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.

ADDITIONAL NOTES

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. The purpose of this competition is an intellectual exercise and will not be built. In order to produce a relevant collective research, a minimum amount of 50 registrations has to be submitted. If the registrations are less than 50 by the day of the deadline, Non Architecture Competitions reserves the rights to not proceed with the awarding of the monetary prize but we will proceed with the winners' selections and the book's publication. In this eventuality, all the subscription fees will be reimbursed to the participants.

3. 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 could be a new way to represent architecture. The idea and program of this competition have been fully developed by Non Architecture Competitions to serve solely as an academic exercise.

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

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

INFO@NONARCHITECTURE.EU
WWW.NONARCHITECTURE.EU

CURATOR

non|
architecture

RESEARCH PARTNERS

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A Visionary Platform for Architectural Research

A DOM
publishers

**in
arch**

**ROMA
TRE**
UNIVERSITÀ DEGLI STUDI

TRUST
Transdisciplinarity for Urban Sustainability Transition

Future
Urban Legacy
Lab


Rhinoceros
modeling tools for designers

European Urban
Knowledge Network



COMPETITION PARTNERS

One House Per Day

**ACT OF
MAPPING**

SUPRA ORDER



beta

