

LIVING TOGETHER

Call for Materials

Theme One

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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 selfreferential 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.**

Our exploration journey will start from a theme one, a special step in our research program: **Living Together**

INTRODUCTION

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.

We are publishing one book for each theme of competitions where we will compile the best projects but also a series of material that talk about each topic, a **Research Ecosystem** to create an ongoing conversation.

The **Theme One** closed on 15 December and the projects from the winners, honorable mentions and editorial picks of the three competitions (48H FLOORPLAN BATTLE, 2020 MONUMENT and FUTURE PUBLIC SPACE) will be included in the book. This call for materials has the purpose to collect relevant contributions regarding this topic and necessary for the book on **Living Together**.

The aim of the Living Together set of competition was to develop design proposals that explore this theme from different perspectives.

TOPICS

Every year typically has a few defining moments, but the year 2020 has contained so far, several world-changing and paradigm-shifting developments. This year has become a global milestone, marked with important social and political events: the black lives matter movement, racial unrest, the global refugee's crisis, gender equality fight, Brexit and the COVID 19 Pandemics, all prove that 2020 holds a unique potential to change the world.

A crisis on this scale can reorder society in dramatic ways and all these are world-shattering events whose far-ranging consequences we can only begin to imagine today. How cities will adapt in reaction to these events, it is the main focus of this research.

History shows the aftermath of world events have brought about radical transformations for societies. Some events only last a moment, others drag on for years, but there are points in history that we can't help but look back on as signalling a major change in how we live, work, think, and even view other people.

An inclusive society aims at empowering and promoting the social, economic, and political inclusion of all, irrespective of age, gender, disability, race, ethnicity, language, origin, religion, economic, or other status. It is a society that leaves no one behind. Inclusion is ultimately about the dignity and worth of every person, which is the backbone of all human rights.

There is a pressing need to develop societies that embrace diversity and pluralism in the face of the many deep structural inequities and exclusion that persist in countries and regions across the world.

Inclusive Society is in line with the United Nations Sustainable Development Goals (SDG) number 1, 4, 10, 11 and 16. While most of SDG might look distant from design, others are directly dependent from it.

The cities diversity has taken a new dimension. In recent years, designers and developers have been encouraged to think more about inclusive cities. Accessible design, usable and inclusive design, and universal design are all approaches to design that can result in products that are easier for everyone to use. Such concepts apply across the entirety of built environment, including not only buildings, transport infrastructure, public space and parks, but also to key products, services and facilities that help improve the experience of urban life. Consequently, opening up the city to all by making it inclusive for all urban residents will involve a wide array of different types of designers, each of whom will benefit from collaborating across disciplines and working with experts in a range of technologies or on designs that extend beyond their traditional spheres of interest.

Making our society more inclusive has both economic and social benefits – but how do we get there? Despite wide recognition and commitment, building inclusive cities remains a challenge. It is time for designers to evolve and develop new shared typologies which move beyond the idea of sharing as a social commodity towards an inclusive culture which values diversity.

Living Together is a compilation of design challenges that aim to promote inclusion in different perspectives.

GUIDELINES

The call for materials defines the field of interest of Living Together and produces a context in which to situate contributions.

Contributions can be uploaded in the form of:

/ **ESSAY**: a brief compositions that describe, clarifies, argues, or analyzes a subject.

/ **INFOGRAPHIC**: a visual representation of information or data, e.g. as a chart or diagram.

/ **PHOTO ESSAY**: an account of something told predominantly through photographs, with some accompanying text.

/ **ILLUSTRATION(S)**: a visualization or a depiction of a subject, such as a drawing, sketch, painting, or another kind of image, using a graphical representation.

MATERIALS DETAILS

/ For the **ESSAY**: Your paper must be submitted in Microsoft Word (.doc or .docx) format using the below format: must be between 500-1000 words in A4 papers with a Calibri font of 10 pt. A good reference comes from the Academic Conferences and Publishing International.

/ For the **INFOGRAPHIC**: All the data must have provided sources and proof checked. This must also be submitted in

A4 papers and in a Microsoft Word (.doc or .docx) format. A good reference comes from the Office for National Statistics.

/ For the **PHOTO ESSAY**: A series of photos with title and subtitle of the project. An introduction to the work of maximum 300 words in a Calibri font of 10 pt. For each shot, a caption is needed. This must also be submitted in A4 papers and in Microsoft Word (.doc or .docx). All photos must be taken by the author. A good reference comes from the Time magazine.

/ For the **ILLUSTRATION(S)**: A drawing or a series of drawings with title and subtitle of the project. An introduction to the work of maximum 300 words in a Calibri font of 10 pt. For each drawing, a caption is needed. This must also be submitted in A4 papers and in Microsoft Word (.doc or .docx). All work must be done by the author.

CALENDAR

08 February	Submission opens.
08 March	Submission closes.
10 - 13 March	Notification of acceptance.
End March 2021	Publication of the book.

SUBMISSION DETAILS

This call is not a competition.

The submission can be individual or as a team with no maximum elements. There's no registration process and no fee for this call.

All the submissions must be electronically sent to the editor of NON ARCHITECTURE between the 8th of February and the 8th of March at daniela@nonarchitecture.eu. Accepted proposals will then be published in our book by the editorial board.

Submissions must be written in English.

Please ensure your materials are carefully proofread and checked before sending.

Additional information regarding the authors might be required after the acceptance for publication.

By submitting a document you declare the paternity of the material submitted and you give rights of publication to NON ARCHITECTURE. All the articles selected will be published indicating the author's name. Small changes might be operated by the Non Architecture Team to make the submission a better fit for the publication.

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

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 **LANDSCAPE
FIRST**

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