

COMMUNITY 2050

Envisioning Future
Community with Urban
Technology



/ARQ

Iaac | Institute for
advanced
architecture
of Catalonia | BARCELONA

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UPDIS + NON ARCHITECTURE

Co-organised by the Urban Planning & Design Institute of Shenzhen (UPDIS), the Institute for Advanced Architecture of Catalonia (IAAC), the international Communication and curation agency, ARQ and curated by Non Architecture, this competition, titled “**Community 2050**”, aims to gather reflections and design inputs for a more sustainable and equitable progress of cities.

Since 1990, UPDIS is committed to the urban development of Shenzhen’s Special Economic Zone in particular and China more in general. UPDIS has implemented key projects in the development of the city, such as “Masterplan of Shenzhen City”,.

With this competition, UPDIS and the organizing team want to foster collaboration on an international level on design and research.

Let’s start a dialogue to develop better cities together!

COMPETITION



THEME

According to United Nations, by 2050 two thirds of the world population (7 billion people) will live in cities. While already being the centre of cultural, economic and social life, urban areas are expected to accommodate new growth and generate further influence on major global trends.

This transition will call for a series of reflections on new models for cohabiting cities in a sustainable, equitable and flourishing way. What kind of urban form will be able to support such a growth? How should our cities change in the coming 30 years to become a platform for communities to thrive?

As the smallest governance unit in the city, the community is closely related to the good life of citizens. The community has become the focus of various urban challenges around the world. The world is facing challenges such as urban densification development due to population surges and climate change caused by environmental issues. Many countries have successively proposed the sustainable development of “carbon neutrality” goal. With the development of technology, e.g. 5G mobile network, 3D Printing and smart transportation, cities and communities around the world will change in unprecedented ways.

To start a dialogue and trigger a collective design effort for scenario building, Non Architecture and the organizers

launched the competition Community 2050.

Open to all designers, this event will gather ideas to feed a dialogue on current and future practices in urban design, as part of a research started with the UPDIS Community 2050 symposium. Through this initiative UPDIS and all parties involve want to foster an international dialogue on what the future of our cities might be.

How to integrate innovative urban technology into the design field of cities and communities, and explore the sustainable development path of its circular development, resilience and safety, ecological health, urban regeneration, and heritage protection? How to create a future scenario of people-oriented community life, taking into account the needs of diverse groups of people such as the elderly, children, and low-income groups? The Community 2050 Competition will look forward to the future possibilities of community development that can be constructed by innovative urban technology.



The competition theme proposes to look at communities through the lenses of technology and innovation. What is ahead?

Five overall topics are considered central:

- + Environmental Sustainability
- + Safety and Resilience to Climate Change and Disasters
- + Ecology and Health
- + Urban Regeneration, Densification and Heritage Protection
- + Social Inclusiveness and Community thriving

These five topics can be conjugated into the two competition sites. In different ways, they both represent a context and challenges that are central for the competition theme. The sites present common features but also radical differences.

The two sites selected for this competition are located in Shenzhen (CN) and in Amsterdam (NL). The first is what we define “Innovation Ecosystem”, a complex urban form supporting a community of innovators and corporations in an interconnected system. The second was framed as a “Socio-cultural Powerhouse”, for its diverse social composition, value in informality and cultural assets.

For each site, we framed two areas of interest:

- + Study Area, which will serve to competition participants as a context to better understand the role of their intervention. The study area will serve design teams solely to the purpose of building background knowledge.
- + Site area, where the intervention will take place. Within this area, participants are asked to build their vision for Community 2050.

For each site, the curatorial team provided a Key Site Insights document and a series of useful resources that will complement the brief and help participants in their project workflow.

Participants can choose the site that better fits their interest and expertise and develop only one proposal, since winners for each site will be awarded separately.

Participation will be allowed in two categories:

Open – in the spirit of the Non Architecture Competitions, participants to this category can have any background or level of expertise. They will be asked to develop an idea on one or more of the topics of the competition, without any limitation to scale and site boundary.

Professional – Open only to those practicing Architecture, Urban Design and landscape design professionally, this category will call for a complete urban vision covering the whole extent of the competition site.

Participants in each category will be awarded separately.

In the spirit of a typical Non Architecture Competition, participants in the Open category can address one or more of the 5 issues raised, choosing scale and format that better suits their proposal, without any bind to specific site boundary or extension.

Following more traditional Urban Design Competition model, participants in the Professional category are required to touch upon all the issues aforementioned with an urban plan that would cover the whole extent of the selected site (500.000 m²).

When designing, participants in both categories can add to the topics selected any other theme they might consider relevant.

No further requirements are provided for the project. Exact development parameters, urban form, timeline and function are up to the design teams to define.

Participants in both categories should use the Key Site insights to deepen their understanding of the competition site and context.

3D and 2D cad files are made available the sites to facilitate the design workflow for the participants. Files are only provided in fixed format and is it up to the participants to import them into software of their choice.

COMPETITION RULES



Two categories for participation are provided: **PROFESSIONAL** and **OPEN**. Participating teams are asked to join one of the two participation categories, according to their level of expertise and professionalism.

Each category has specific requirements regarding the deliverables and the depth of the project submitted.

Each team is asked to develop a design proposal for **ONE** of the two sites:

- + **SITE 1: Shenzhen**
- + **SITE 2: Amsterdam**

THE REGISTRATION FOR THE COMPETITION IS FREE.

To take part in the competition, teams must register through the [Non Architecture competition website](#). During registration process, teams will be asked to specify for which site and category they are participating.

It is allowed for one team to register for both sites and submit two projects.

Non Architecture reserves the right to close the registration temporarily for one of the two sites in case there isn't enough balance with participation. If too many people choose one site over the other, registrations will be closed for that site to push teams to subscribe for the other one.

Submissions will be evaluated only if all the terms of this brief have been respected.

In case a proposal or the team doesn't fit within the brief's specified requirements, the project will be disqualified.

The two categories will be awarded separately.

CALENDAR

1 November 2021	Registration OPENS
25 January 2022	Registration CLOSES
01 January 2022	Submission OPENS on the Non Architecture website
25 January 2022 11:59 PM	Submission CLOSES
28 February 2022	Winners' announcement

The timing always refers to [Central European Time \(CET\)](#).

REGISTRATION

The registration opens on 01 November 2021, and closes on 25 January 2022.

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). Only the teams that are properly registered will be allowed to submit their proposal. The registration 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.

After registering, Non Architecture will accept your request and provide you a registration code. **THE REGISTRATION CODE WILL BE THE FIVE DIGITS CODE INDICATED AS “ORDER NUMBER”**, which is sent to you once your registration is accepted.

The participants of the competition will receive a download link to access a “Key Competition Insights” document and site photos. We recommend carefully reviewing the documents before starting the design. Additionally, we will share competition updates and insights via our newsletter, so we encourage you to subscribe to not miss any.”

JURY

Six prominent jurors have been selected to evaluate projects for the Community 2050 competition. They all present a high degree of expertise towards the topic proposed and a high level of international experience. Through their diverse background, we hope to capture the multifaceted value of proposals submitted.

The selected jurors are:



Sima Xiao
- President and Chief Urban Planner of
UPDIS

Sima Xiao, Dean of UPDIS, Shenzhen Engineering Survey and Design Master, and President of Shenzhen Urban Planning Society. As the first batch of professionals to establish a planning consulting agency in Shenzhen, he has worked in the industry for 30 years and is committed to the urban planning, consulting and research work of Shenzhen and many parts of China. He presided over the completion of the “Shenzhen Special Economic Zone Overall Urban Design”, the compilation of the “Shenzhen City Design Technical Regulations”, and presided over a number of major national projects such as Xiong’an, Qianhai, and Kashgar, as well as Shenzhen Digital Sponge City, and international low-carbon projects. He is a well-known expert in the field of urban planning in China.



Vicente Guallart
- Former Chief Architect of Barcelona
and Founder of IAAC

Vicente Guallart is a Spanish architect, urban planner, and researcher. He is one of the worldwide experts in Ecological Urban Development and Digital Cities with high expertise in Strategic Planning, Master Plan Development, Transport Oriented Development, Project Management, and Building and Landscape Design. He is former chief architect of Barcelona City Council 2011-2015 with the responsibility of developing the strategic vision of the transformation of the city and its major development projects. Previously he founded the Institute for Advanced Architecture of Catalonia (IAAC), one of the best Architectural Master Schools in the world.



Steven Smit
- Asia Director of MRVDV

Steven Smit is the Asia Director of MVRDV, active in China and Hong Kong since 2002 at director level, his experience covers the practice of architecture in China from concept to completion. Smit has worked in China with renowned international architecture and engineering studios including

OMA as part of the CCTV Tower team in Beijing, PTW as China Director during the Beijing Watercube project, and AECOM leading TOD projects in Chengdu. He is a LEED Green Associate and a member of the China Green Building Council.



Astrid Piber
- Partner of UNStudio

Astrid Piber is a Partner at UNStudio, in charge of several large-scale design projects globally. In projects such as the Arnhem master plan and the Raffles City mixed-use development in Hangzhou, China, the interdependency of functional, economic, and future-proofing criteria has led to organizations that go beyond segregated typologies. Piber has worked with a trans-scalar approach—from large-scale mobility projects to custom-crafted interiors—where user experience adds value to design. Sophisticated placemaking strategies are part of the design approach for commercial and high-rise developments, such as V-on-Shenton, The Scotts Tower (Singapore), The Hanwha HQ (Seoul) and Raffles City Hangzhou (China).



Zhang Yuxing
- Founder and chief designer of ARCity Office

ZHANG Yuxing, PhD in Architecture from Southeast University, professor-level senior architect, researcher of the School of Architecture and Urban Planning of Shenzhen University (deputy director of Benyuan Design and Research Center), founder and chief designer of ARCity Office, One of the initiators of the “Q City Plan” and the Shenzhen-Hong Kong Bi-City Biennale of Urbanism/Architecture.



Alain Chiaradia
- Deputy Head, Department of Urban Planning and Design (DUPAD), Faculty of Architecture, Hong Kong University

Alain is Associate Professor at the University of Hong Kong, Faculty of Architecture, Department of Urban Planning and Design. He is the Programme Director of the Master of Urban Design. Before joining the University of Hong Kong, he was Senior Lecturer in Urban Design at the Cardiff University’s School of Geography and Planning. Alain was previously Executive and Board Director at the global consultancy Space Syntax Ltd. where he directed large scale projects concerning spatial policy analysis, urban design policy formulation and evidence-based spatial design in major cities including Paris, London, Boston, Shanghai.

CATEGORY 1: PROFESSIONAL

Open only to those, who are actively practicing Architecture, Landscape Architecture and/or Urban Design professionally. Architecture firms, freelancers, deesign institutes and similar. Upon submission, a proof of registration to the chamber of commerce, VAT number or other documentation will be required.

PRIZES: 18 000 EUR IN TOTAL

FINALISTS: 20 SELECTED

All of them are going to be published on the Non Architecture website.

INCLUDING:

BEST PROJECT - REGARDLESS OF SITE (1 PRIZE)

/ 8.000 euros

BEST AMSTERDAM SITE (1 PRIZE)

/ 5.000 euros

BEST SHENZHEN SITE (1 PRIZE)

/ 5.000 euros

HONOURABLE MENTIONS (3 SELECTED)

/ no money prize

DELIVERABLES

Participants in this category are required to develop and submit a FULL URBAN VISION for the site selected. The Urban Design project submitted should address the whole extent of the area, with a varied degree of detail according to the design focus chosen by the participants.

Massing, development principles and guidelines should be provided for the whole site. Details on architectural, landscape and public space design scale can be produced only for key nodes and highlights of the proposal.

Regarding project visualization, traditional Urban Plan representation methods can be combined with more experimental and unconventional productions.

SUBMISSION CONTENT:

1. Between 10 to 14 Images (.JPEG)

Up to x14 A3 landscape images to depict the project (individual images - they can be sections, plans or visualizations).

File name: "CODE_Title of the project_Image"

Teams in this category should provide AT LEAST ONE image from the following options:

- + Urban Vision for competition site and study area
- + Masterplan (2d or 3d)
- + Indicative massing and diagrammatic explanation
- + Public space structure and design features
- + Key buildings & massing components
- + Design guidelines and development principles
- + Human Perspectives or Bird Eye views

2. A text document in Word (.DOC) containing
+ the title and subtitle of the project (maximum of 10 words),
+ the project description, written in English (maximum of 700 words).

File name: "CODE_Title of the project_Text"

USE THIS TEMPLATE

03. A team document in Word (.DOC) containing the designers' info in the following format:

+ Name + Surname,

+ 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).

File name: "CODE_Title of the project_Participant"

USE THIS TEMPLATE

CATEGORY 2: OPEN

Open to every human being with interests in the theme of the competition. This also includes people not actively practicing architecture, experts in other disciplines and students.

PRIZES: 6 000 EUR IN TOTAL

FINALISTS: 15 SELECTED

All of them are going to be published on the Non Architecture website.

INCLUDING:

BEST PROJECT - REGARDLESS OF SITE (1 PRIZE)

/ 3.000 euros

BEST AMSTERDAM SITE (1 PRIZE)

/ 1.500 euros

BEST SHENZHEN SITE (1 PRIZE)

/ 1.500 euros

HONOURABLE MENTIONS (3 SELECTED)

/ no money prize

DELIVERABLES

Participants in this category **DO NOT** have to develop a **FULL URBAN DESIGN PLAN** for the whole site.

On the contrary, they can focus on single aspects or components of a plan, like key plots or buildings, public space, urban furniture, wayfinding, digital and technological systems, user experience and so on. Yet, if participants want to develop a full urban plan they are welcome to do so.

Participants in this category can focus on very specific topics, nodes or design ideas. They can follow in a free way whatever fascination they might consider relevant for the theme of the competition, without the constrain of delivering a full urban design plan for the whole site. Creative out of the box ideas, project narratives and representation techniques.

SUBMISSION CONTENT:

1. Between 4 to 7 Images (.JPEG)

Up to x7 A3 landscape images to depict the project (individual images - they can be sections, plans or visualizations).

File name: "CODE_Title of the project_Image"

Teams in this category should provide AT LEAST ONE image from the following options:

- + Concept image: to present the key highlights of the design
- + Site Image: showing relevance and interaction of the proposed design within the whole site or study area boundaries

- + Functional image: expressing the more practical aspects of the design
- + Experience Image: Human Perspective to show the spatial and experiential implication of the design

2. A text document in Word (.DOC)

- + the title and subtitle of the project (maximum of 10 words),
- + the project description, written in English (maximum of 700 words).

File name: "CODE_Title of the project_Text"

[USE THIS TEMPLATE](#)

03. A team document in Word (.DOC)

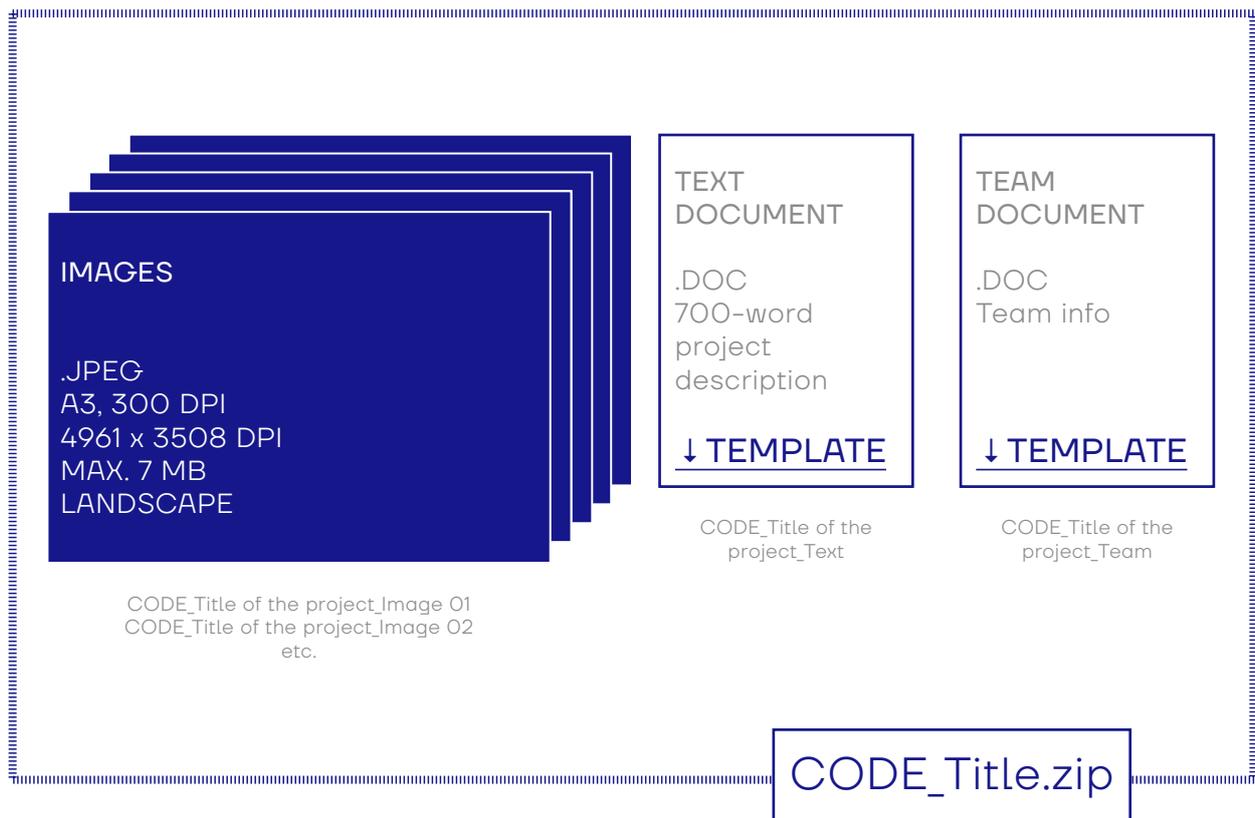
designers' info in the following format:

- + Name + Surname,
- + 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).

File name: "CODE_Title of the project_Participant"

[USE THIS TEMPLATE](#)

PRESENTATION REQUIREMENTS



This competition is an opportunity to address critical issues of tomorrow by creating innovative and unconventional ideas today. Non Architecture is also unconventional in its submission requirements. Participants are asked to submit a set number of drawings to represent their ideas, in an A3 horizontal format.

The projects should be submitted in 1 ZIP folder, named with the registration code and the title of the project (CODE_ Title), containing:

- 01. Images** (.JPEG) as stated in the category requirements:
- + CATEGORY 1: minimum 10, maximum 14 images
- + CATEGORY 2: minimum 4, maximum 7 images

02. Text document in Word (.DOC)

03. Team document in Word (.DOC)

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: NonA Community

01. Image: 56789_NonA Community_Image01

02. Image: 56789_NonA Community_Image02

03. Image: 56789_NonA Community_Image03

...

Text Document: 56789_NonA Community_Text

Team Document: 56789_NonA Community_Team

ZIP folder: 56789_NonA Community

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

Replace “NonA Community” with your own project title.

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 3508 x 4961 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:

/ The Images should display ONE SINGLE VISUALIZATION each (ex. one drawing or one rendering). We recommend not to create a layout of several images.

/ 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. They can be technical drawings, diagrams, collages, pictures, renders, models, paintings, hand drawings, etc. Be creative!

/ We highly recommend you to not add text to the images, please use the Text Document for further explanation. The projects should be explanatory enough through the graphic material.

/ It is compulsory to use the provided Word templates to create your Text Document and Team Document.

/ In case the Text Document and Team Document are submitted in any other format than a Word file (.DOC), its content is 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.

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 the JPEG images and the 2 DOC files.
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. You are going to receive ONE confirmation email after your submission was uploaded. We download every WeTransfer file before the link expires, you are not going to receive a separate confirmation about the download.

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

The submission page will be automatically closed after the submission date and time are reached, not allowing any modifications.

We suggest to upload your project 24 hours in advance to make sure that everything works out correctly. This way you have time to solve any issues that might come up along the submission process.

EVALUATION

The core values of the competition are:

/ **Innovation** – In terms of program management and originality of the formal solution proposed.

/ **Communication** – Clarity, appeal and technique in the presentation of the proposal.

/ **Relevance** – The degree to which the proposal is related or useful to the proposed theme.

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. 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. The Non Architecture competitions team, following the main values of the competition, will make an initial selection of finalist projects in response to the above mentioned 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 materials 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 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. 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 materials in order to better adapt it to the different formats and layouts that different publications might have. NON-A can grant permission for publication rights to UPDIS and third parties. All the projects received will be shared by UPDIS and Competition partners for internal use.

It is assumed that the material submitted to the competition may be used for inspiring the Community 2050 Project. The strategic and overall planning guidelines presented in the submissions can be used by UPDIS and third parties without restrictions.

Specific architectural forms, drawings, visualization material and graphic design products are instead protected by copyright. UPDIS and any other third party can use the materials presented in the competition only after receiving legal permission from NON-A and the project authors. To acquire or further develop such products, a possible future collaboration between the author/s and the project developer could happen after negotiation with NON-A and ARQ support.

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 without limit on the number of members. Personal information of all the team members can be uploaded during the submission procedure of the final drawing.

ADDITIONAL NOTES

1. Non Architecture reserves the right to make any changes to this document (dates, deadlines, requirements, etc.) as long as the changes benefit the majority of the competition

participants. Any modifications will be announced on the Non Architecture Competitions Facebook page, Instagram account and weekly newsletter. It is the responsibility of each team to check the above mentioned sources on a regular basis to follow and incorporate if any changes are made.

2. The competition has been operated solely for explorative purposes. Projects gathered not meant to be built and implemented in any way. Yet, we hope to trigger through the projects an inspiring dialogue that might lead to have direct impact on future development of the sites.

3. Monetary prizes are guaranteed and operated by ARQ. Non Architecture is in no way responsible for delays or breaches in the payment procedure of the winning prizes. Taxation and transaction costs will be deducted by the prizes, so the full amount might be subject to variations depending on your country of residence.

CONTACTS

For additional info please check the FAQ on our website:
<https://www.nonarchitecture.eu/faq-community-2050/>

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.

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

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