

PRODUCE-WASTE

Feb-Jul 2023

Theme seven



01/02/2023

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ISSUES OF TOMORROW

Our world is changing fast, while ambitions and challenges match in importance. In this context design can play a huge role. How do we imagine the world to be? What range of possibilities we haven't discovered yet? What could architecture become for a world in crisis? What is not architecture yet? In 2020 we started a second phase of competitions to address the **issues of tomorrow**.

In line with our style we propose 9+2 themes – eleven critical topics to work on. They come with a framework to make sure that each theme is explored from different design angles. Rather than a program, a **research ecosystem** composed of various competitions running in parallel and exploring the same theme from multiple perspectives.

Our exploration journey continues now with theme six, a special step in our research program:
Produce-Waste.

Theme seven: PRODUCE-WASTE

The world generates large amounts of waste, including food and garden waste, demolition and construction debris, mining and industrial waste, sludge, outdated electronics, outdated vehicles, batteries, plastic bags, paper, sanitary waste, old clothing, and old furniture. The list is endless.

Our patterns of consumption and production have a direct impact on the amount of waste we generate. Another challenge arises from the large volume of goods that are introduced to the market. Changes in our population's demographics, such as an increase in one-person families, have an impact on how much waste we produce.

Poor waste management directly impacts numerous habitats and species as well as air pollution and climate change. However, waste causes both an economic loss and environmental problems.

Every single person in the world is concerned about the management of solid waste. The majority of solid waste is an urban occurrence. In rural areas there are less packaged goods, less food waste, and less manufacturing.

It is true that humanity must stop producing so much waste and that it cannot continue to use the environment's resources as if they were limitless. A path to sustained economic growth is to increase

resource efficiency. As a result, there will be less demand for resources and energy, as well as less waste being produced.

It's undeniable that the construction industry has a significant impact on the planet. For the duration of a project and just up to the usable life of buildings, enormous amounts of resources, materials, water, and energy are extracted, processed, and consumed.

The concept of the Circular Economy aims to shift this paradigm. Unlike linear economics, where a product is created, used, and then becomes waste, in a circular economy it is generated, used, and then recycled back into the manufacturing process.

While fossil fuels are the world's largest emitter of greenhouse gases, the global food system is the second. This includes everything from the

overpopulation of chickens to the entire agri-food sector. As the need for food continues to grow in response to increasing urbanization, the alienation between people and the sources of their food likewise widens. Despite frequently being ignorant of the connections between the sourcing, production, and distribution of food and the methods by which we eat it, we continue to produce and consume our food by increasing our reliance on fossil fuels.

When first considered, food is a basic need for survival and sustainability. Food has evolved past its basic role as sustenance to become the star of television programmes, the centre of cultural celebrations, and the unchallenged leader of social media. In the modern world, food connotes tradition, history, identity, and a sense of place. In this intricate ecosystem, architecture plays a crucial

part due to its status as a venue for the greatest culinary marvel of our time.

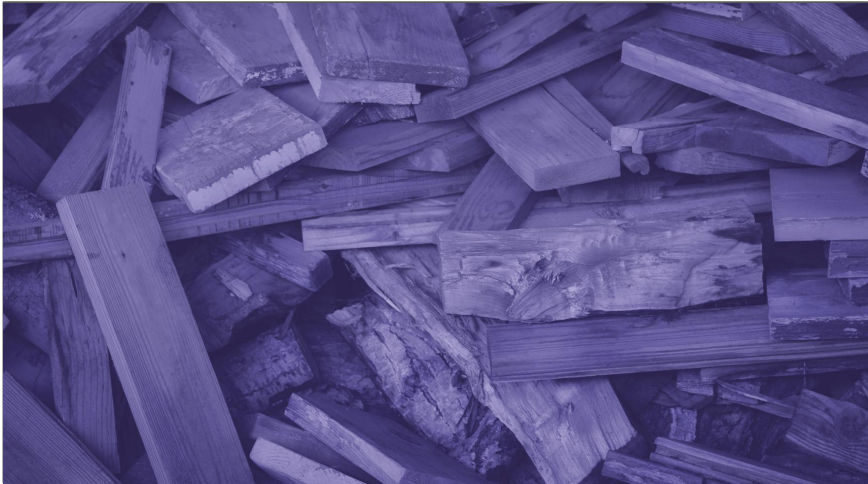
Envisioning an architecture that creates resources, digests its waste, and decomposes radically questions the extractive, consumptive and polluting nature of the built environment. Today, the concept of a society where resources are recirculated is essential for planetary habitability in the context of interconnected global crises, specifically the public health emergency, the climate emergency, and social inequalities. However, this issue needs to be handled as a multifaceted, creative design challenge that takes into account the visual and cultural features of places as working environments over their whole life cycles, from the time of extraction until the time of demolition.

Produce-Waste series of competitions are in line with the United Nations Sustainable Development Goals (SDG) number 2,3,9,11 and 12. While most SDG might look distant from design, others are directly dependent from it.

How can we change the way we produce and consume so as to produce less waste, while using all waste as a resource? What if we could use waste as a resource and thereby scale down the demand for extraction of new resources? How can architecture use recycled materials to build, distribute, and harness power?

Produce-Waste is a compilation of design challenges that aim to rethink our approach to resources based on the idea of “take-make-waste”, and the role of architecture within the endless processes of transformation and redistribution of matter.





30 KEYWORDS

The question now is what are the possibilities of future architecture and space design when dealing with food production and the never-ending processes of matter production and waste. In view of this, we are promptly questioning our lifestyle and the framework designed to support it. Non Architecture and its partners want to play their part by involving the design community in a series of explorative initiatives. By reflecting upon specific topics, we aim at generating dialogue and mutual inspiration for ideas.

In particular, Non Architecture and all the supporting organizations collaborated in identifying a range of 30 design issues related to the theme of Produce-Waste.

In relation to the **Resources**:

1. Recycling;
2. Composting;
3. Waste reduction;
4. Landfill;
5. Biodegradable;
6. Organic waste;
7. Upcycling;
8. Zero waste;
9. Sustainable resource management;

10. Energy recovery from waste.

In relation to **Society & Culture**:

11. Sustainability;

12. Community engagement;

13. Inequality & hunger;

14. Environmental impact;

15. Public health;

16. Responsible consumption;

17. Circular economy.

In relation to **Cities**:

18. Incinerators & Landfills;

19. Sorting facilities;

20. Urban agriculture;

21. Vertical farming;

22. Food service industry;

23. Food production & local sourcing;

24. Organic material management;

25. Resource management.

In relation to [Climate Change](#):

- 26. Resource conservation;
- 27. Greenhouse gas emissions;
- 28. Mitigating climate change;
- 29. Carbon footprint;
- 30. Global warming.

For more insights on these topics you can subscribe to our [newsletter](#) or visit our [online journal](#).

Designers can address one or more of the aforementioned topics through different competitions. Each competition frames a specific design approach. The Non Architecture Competitions for the theme of Produce-Waste are the following:

- Waste Pavilion

Waste Pavilion

In this competition, we encourage participants to come up with visionary concepts for a pavilion built entirely with reused materials - only 1 drawing, absolute freedom of scale, site or program.

Designers are asked to design a pavilion that reuses materials in a new way to extraordinary functions and delight. By focusing on the reuse of materials, designers can also come up with creative solutions to problems such as space limitations or energy efficiency.

In an era where the environmental concern is one of the major issues that dominate our minds, a debate began to rise in a creative industry: can we as

designers offer a new outlook to such a significant global issue? In what ways can we effectively explore the footprint of our built environment and consequently, build better? How do you use reclaimed materials in a creative way?

Waste Pavilion aims to answer those questions with a particular focus on the cyclical usage of materials.

Deliverables: one image (presentation image)

Timeline:

Registration Period: 01 Feb - 31 May 2023

Submission Period: 15 – 31 May 2023

Winners Announcement: 26 - 30 June 2023

CURATOR



RESEARCH PARTNERS



COMPETITION PARTNERS

