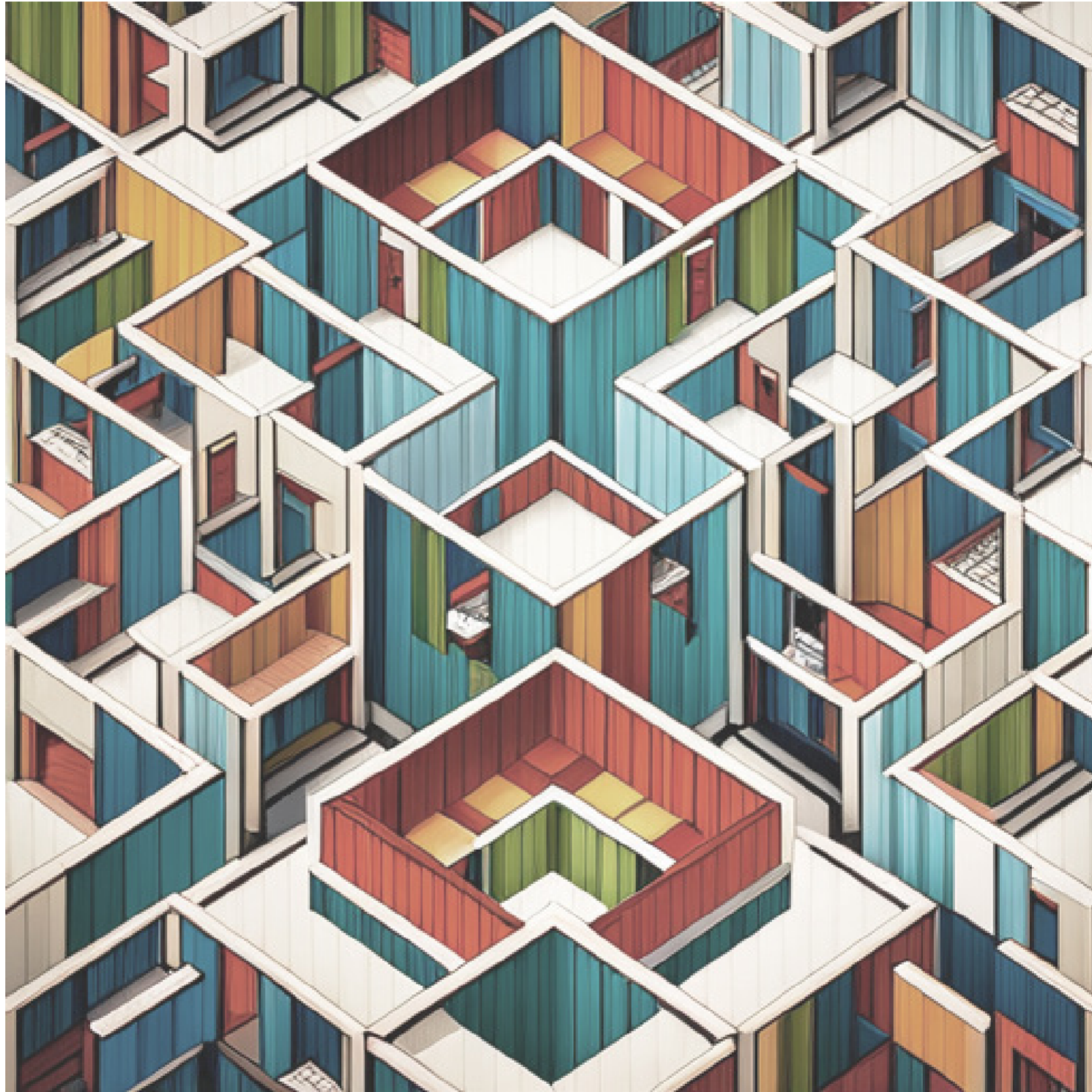




ifa 2023

I M A G I N I N G



T O M O R R O W

Architecture Urban Planning Urban Design Landscape

COLLABORATORS





INTRODUCTION

The current global scenario serves as a crucial receptacle for multifarious possibilities addressing various issues and visualizations of the future world.

Therefore, **AUDA** introduces the 1st edition of its design competition called the '**Imagining Tomorrow Awards**' which spans across the fields of **Architecture, Urban Planning, Urban Design and Landscape Design**.

This competition is dedicated to recognizing exceptional designs that tackle some of the most pressing global challenges we face today.

From climate change and sustainability to healthcare and transportation, we are looking for bold and visionary designs that have the potential to make a real impact on our world.

We firmly believe that design is a powerful tool for change, and that designers have a critical role to play in shaping our collective future. We encourage designers to think outside the box, challenge assumptions, and push the boundaries to build a better world tomorrow.

LIVABLE COMMUNITIES



C1

This category is for planning and design projects that prioritize well-being and quality of life for ALL residents. These entries should emphasize factors such as safety and belongingness, walkability, accessibility to essential services, affordable housing, and community spaces. The core idea should be to try and achieve social equity, sound health, mental well-being, and create a sense of community through shared spaces and amenities. The focus of this category is on people-centric designs that strive to resolve the myriad social issues faced by members of a community.

CLIMATE-ADAPTIVE DEVELOPMENT



C2

This category refers to urban design and planning projects that actively address the impacts of climate change. It involves the integration of resilient practices, sustainable technologies, and flexible infrastructure to ensure that communities can effectively withstand and recover from extreme weather events, rising temperatures, and other environmental challenges. Such entries might discuss the possibilities of creating habitats that not only mitigate environmental effects but also thrive in the face of a changing climate.

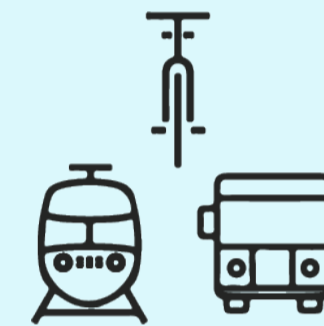
HERITAGE CONSERVATION & URBAN REGENERATION



C3

This category celebrates designs curated to preserve and restore historic buildings and districts, alongside promoting sustainable urban regeneration and economic development. The design strategies should be able to bring to the stakeholders of the project varied opportunities for growth alongside their sustenance with the architecture of the past. Projects that fall under this category can focus on restoration or adaptive reuse of historic buildings, revitalizing urban areas, or repurposing former industrial sites. At its core, the design proposal should aim to preserve cultural heritage, enhance the urban fabric, and create jobs and economic opportunities.

SUSTAINABLE MOBILITY



C4

This category calls for designs that improve accessibility, promote sustainable transportation options, and create a more efficient and effective mobility system. Entries could include projects that promote bike-sharing or car-sharing programs, transportation hubs that prioritize environmentally-friendly practices, energy efficiency, and seamless convergence of various public transport modes. Designs should aim at reducing traffic congestion and pollution, increasing accessibility, and improving safety for all users.

INCLUSIVE LEARNING



C5

This category is for designs promoting innovative learning environments that cater to diverse learning styles, abilities, and needs. Entries could include schools, universities, museums, libraries, or community skill-building centers that prioritize accessibility, flexible spaces, and diverse resources to ensure that everyone, regardless of their background or abilities, can fully engage in the learning process. By fostering an inclusive learning environment, these projects must promote equity and empower all individuals to reach their full educational potential.

LEISURE AND ENTERTAINMENT



C6

This category is for designs that promote social interaction, entertainment, and leisure opportunities that enhance the quality of life of the residents. Entries could include parks, plazas, museums, or cultural centers that prioritize access, safety, and inclusivity. Designs could prioritize creating vibrant, engaging, and memorable spaces that enhance the quality of life of the residents.

SUBMISSION GUIDELINES

ELIGIBILITY

This competition is open to all current students from 3rd year and above who are enrolled in a B.Arch course. First year and second year Post Graduate candidates belonging to any design field like Architecture, Urban Design, Urban Planning, Landscape Architecture are also eligible.

Also, individuals who graduated with a B.Arch/ Planning/ Design degree or master's degree in 2018 or later are also eligible to submit any academic project they completed during their time at the university.

Entries are welcome from around the globe. Submissions can include single as well as group academic projects. Students are welcome to submit their thesis work or any studio project that aligns with the aforementioned themes. The submitted projects will be published as original work of the author.

SUBMISSION CRITERIA

The project is to be presented on Horizontal/**Landscape oriented A1 boards**; maximum 6 boards per registration including the concept/introduction board.

All text must be in **English**, with captions to explain the project where needed.

Proposals and design ideas may be presented using any technique of your choice; **sketches, 3D visualisations, model photos, images, drawings, etc.**

A 200 word long concept note that has to be submitted separately in a word file.

EVALUATION CRITERIA

The winning project will be decided on the basis of the ingenuity of the proposed design solutions and the overall completeness of the work. The following criteria will be considered in the assessment of the project:

CONCEPT AND JUSTIFICATION

A well researched concept that will justify the selection of the project, the choice of site and the design interventions.

REPRESENTATION

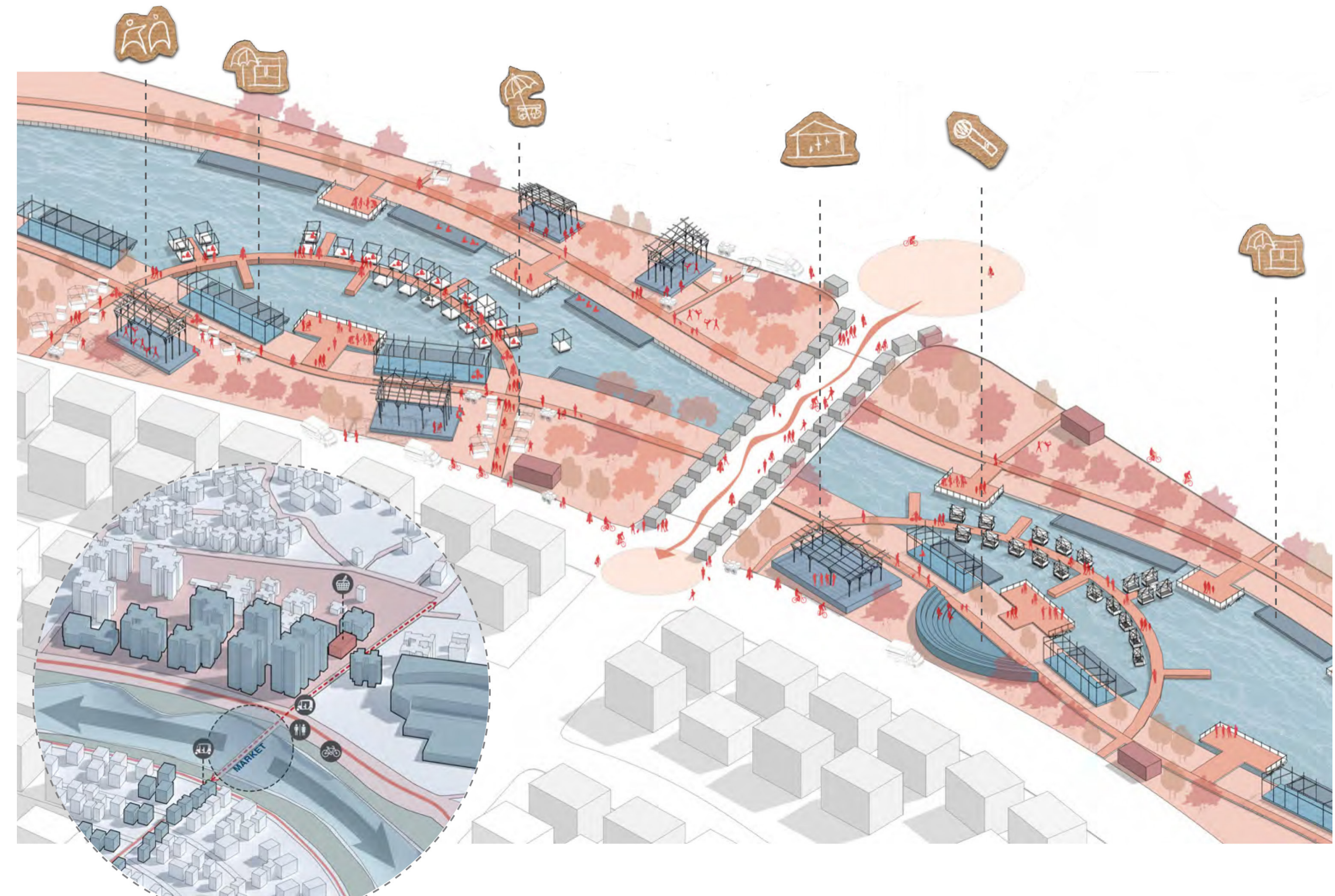
The proposed ideas should be clearly represented through suitable graphics. A balanced board composition to be complemented with good quality illustrations.

IMPACT FACTOR

The vision of a better tomorrow should be well communicated. The impact the design can have on the days to come, will be a crucial factor in determining the winning proposals.



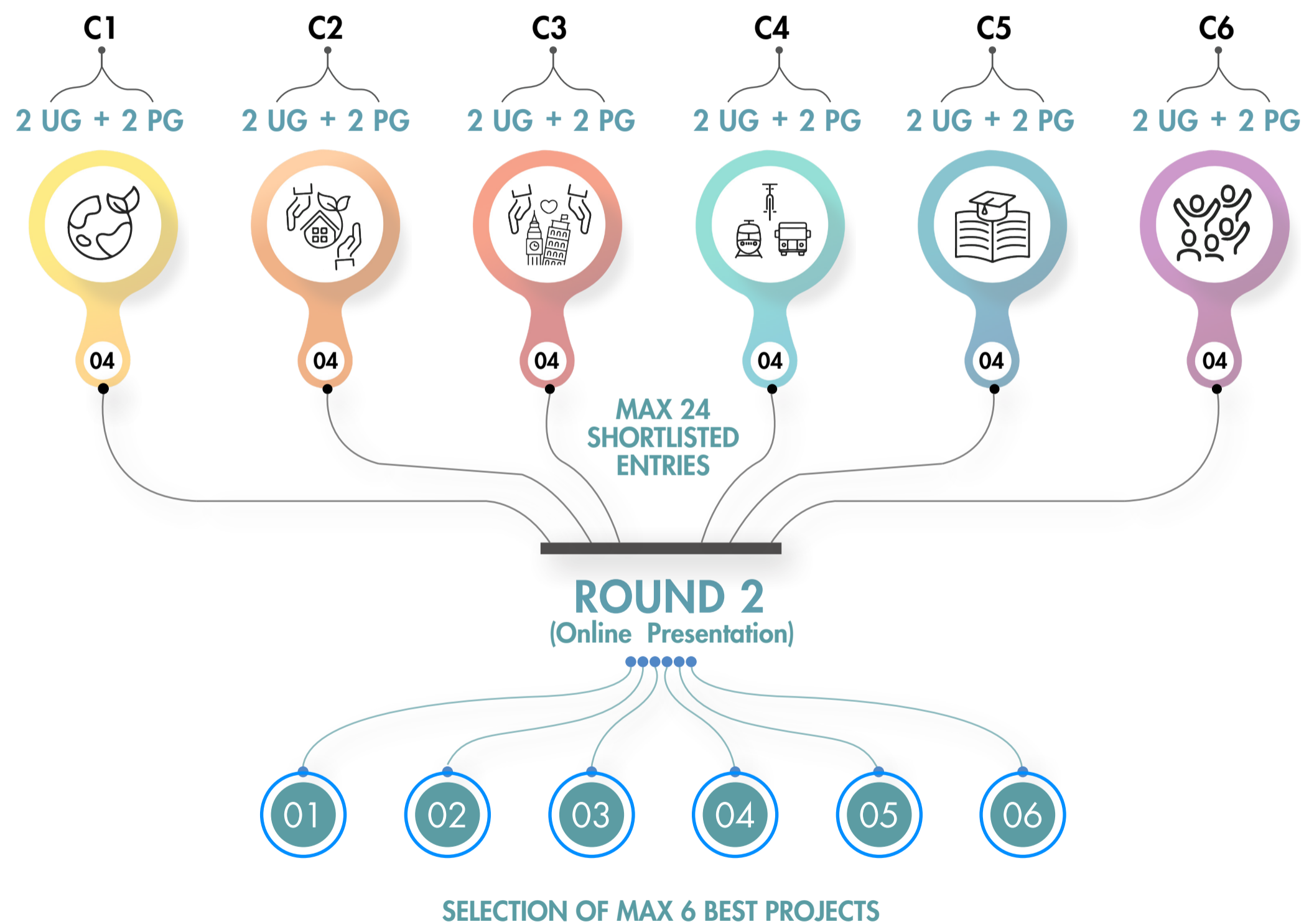
All the deliverables are to be submitted on the portal: (website link) or mailed to (.....) with the unique ID as the subject.



EVALUATION PROCESS

ROUND 1

A total of 4 participants will be selected from each category
(2 Undergraduate + 2 Postgraduate individual/group academic projects) as semi finalists for the first round.



Round 2 will involve an online review process by a group of 6 jurors. It will be a one-day event open to all participants. There will be two sessions, each with three jurors, evaluating a maximum of 12 projects. At the end of these sessions, six projects will be announced, and each of them will receive the same award.

JURORS



Liane Bauer
Co-Director
The Architecture Fringe



Michael Stott
Senior Advisor
Placemaking India



Neeta Das
Co-Founder
Neeta Shubhrajit Das Associates



Peter Bishop
Professor
UCL- Bartlett School of Architecture

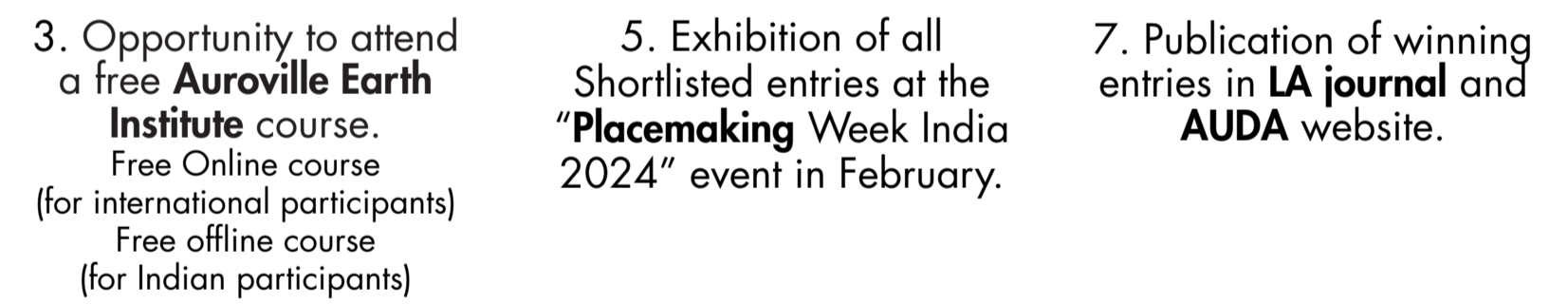
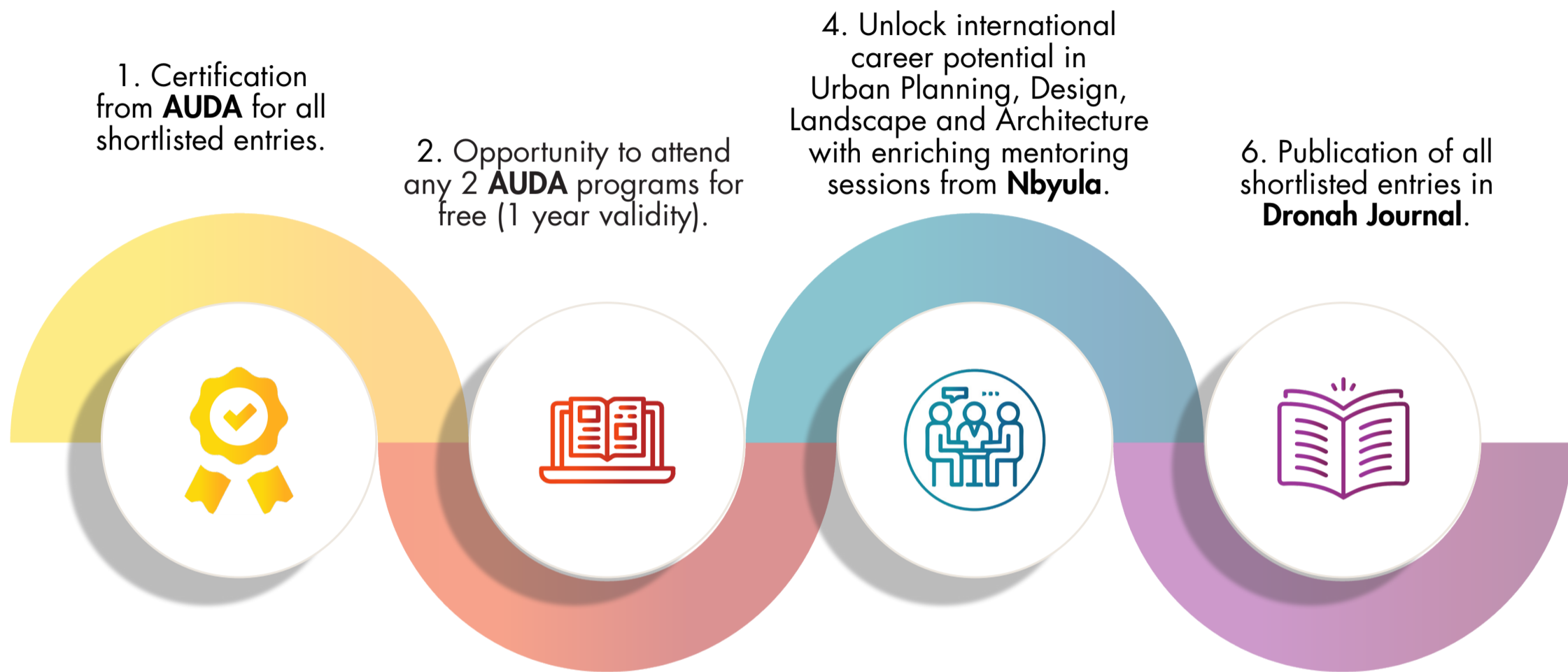


Satprem Maini
Director
Auroville Earth Institute



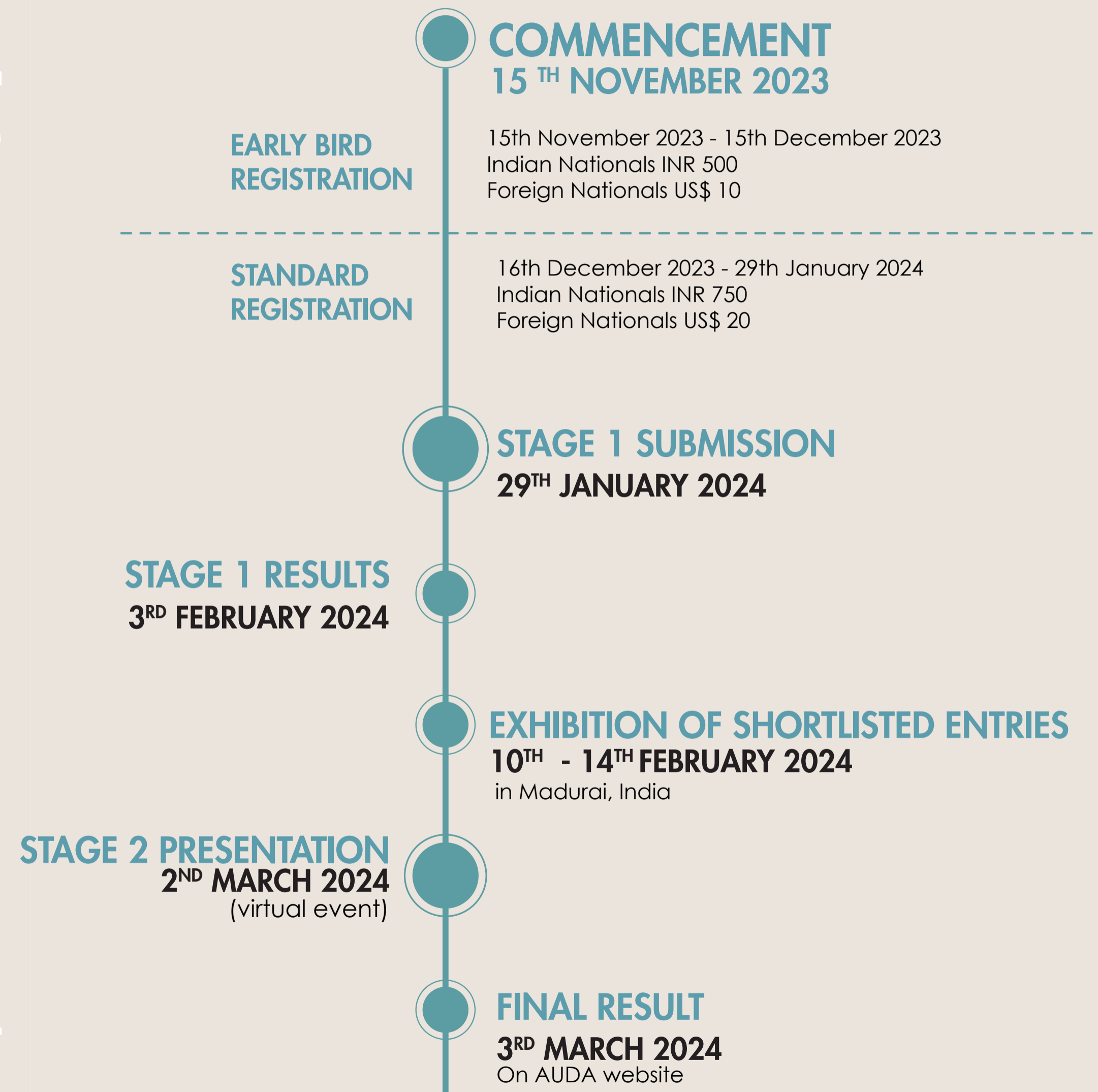
Soumitro Ghosh
Partner
Mathew and Ghosh Architects

AWARDS



“ All participants will get the unique opportunity to attend an online review of the shortlisted entries by the jurors. No positional ranking will be granted to any of the winning entries. ”

TIMELINE



ITA

IMAGINING TOMORROW
AWARDS 2023

ORGANISED BY:



THE ARCHITECTURE +
URBAN DESIGN ACADEMY

FOR ANY QUERIES:
info@audacademy.org

COLLABORATORS

