

FIRST WINDOW

Alternatives to Traditional Airports

Concept Design Challenge

<https://competitions.uni.xyz>



Img_1: Commerce and leisure activities at modern Airports. [Picture Credits](#)

Premise

Airports today are not only highly frequented **transportation hubs**, but they also serve as important places for work, commerce and recreation. Globalization and unprecedented demand for travel have resulted in the proliferation of airports around the world. In a very short period, demand for them has increased and this new typology of buildings has thus emerged enormously.

As per the **Annual World Traffic Report** of 2018 (WATR), published by Airports Council International (ACI), all regions experienced an increase in passenger flow globally. As per the report, there was a **7.5% passenger increase in 2017 from 2016**.



Img_2: Generic airport Interior.

Issues

Airport design involves a lot of technical complexity and functional design that often takes precedence over local and cultural context. On one hand, they use the latest technology for their design while many-a-times they are eventually disconnected from their context and cultural identity. For example, if we pick up any airport in isolation, one cannot judge it's location based on its design. **If Airports are the first place we see as we enter a new city/country, how can it provide a true window to what the city offers?**

Additionally, how can we design for such a typology to provide more than it's functional need?



[Img_3](#) Aerial View of Koh Pha-ngan

Koh Phangan, Thailand

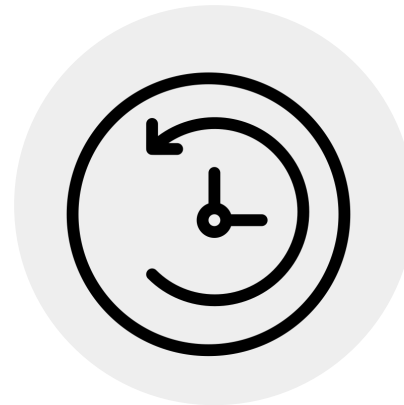
Koh Phangan is a mountainous **beach fringed island** and a popular destination for **Full Moon Party**. The first Full Moon Party was held at Paradise Bungalows on the beach in Koh Phangan in 1983. It was organised for giving thanks to 20 - 30 travellers. It gained popularity by word of mouth and today the **event hosts a crowd of about 5000-30000 people every Full Moon Night**. In Spite of this large influx of tourists every month, the island lacks an Airport. The airport was being built by a domestic Thai Airline in 2012. The construction had begun but due to various legal issues it was stopped.

Objectives



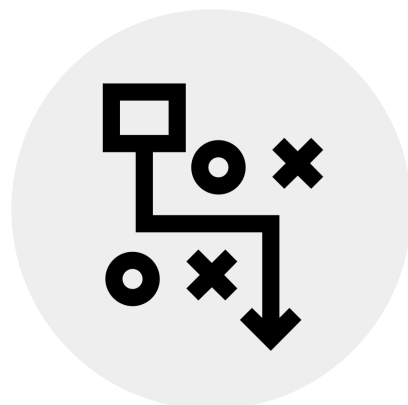
Innovative

Proposed Ideas should be innovative and can challenge the way airports are designed traditionally.



Futuristic

The proposed concept should be made keeping in mind the needs of upto 50 years in future.



Planning

Proposed planning should keep basic principles of Airport Zoning in mind.



Contextual

Contextual understanding (including site's context and culture) should play a key role while proposing the design concept.

Design Challenge:

Propose a **concept for the Airport Design of Koh Phangan**. Participants need not give the technical details for it. This is primarily a **concept-design challenge only**.

Requirements:

The basic areas mentioned here below can be taken as a starting principle to start designing.

Main departure lounge, Departure hall, Arrival at the airport, Gate waiting area, ticket sales, check-in, Passports/security, Check-in baggage, Retail experience Arrivals, Baggage reclaim, Passports/security, Exit, Customs, Arrival at the gate, Meeting/greeting.

Please note- This is not an exhaustive list. Also, participants are not expected to give technical details for any of the aspects; **only zoning for them and proposing an overall concept for the Airport are key for this challenge.**



[img 4](#): View from the site.

Site

This previously chosen site for the Airport still lies barren today. It lies next to the Than Sadet-Koh Phangan National Park and enjoys a beautiful view of the Gulf of Thailand. The proposed Airport should be designed for a capacity of 6,00,000 passengers annually.

Site coordinates: [9°44'28.7"N](#)
[100°04'04.1"E](#)

Total Area: 5,00,000 sq m
Runway length: 1,100 m

Submission

You have to deliver an architectural outcome on the following site, based on the given outlines.

- A maximum of 4 boards / sheets. – [**2362px x 3544px**] or [**400mm x 600mm in 150 dpi**] in portrait digital format (JPEG).
- Each image should be less than **15MB**
- You can find the preset PSD, AI and INDD template files in the 'additional resources folder' and [here](#).

This additional resources folder contains: FAQ Questions, High Res maps and CAD file of the site plan.

Minimum requisites in the sheets are 3 sheets/boards + Cover image containing:

- Site plan (Compulsory)
- Key conceptual sections x 1 (Minimum)
- 3D views x 4
- Cover image/Thumbnail of size 2000 x 1000 px or larger in aspect ratio 2:1.
- Floor plans, images, sketches (if any) can be added to support the entry in the form of additional images.
- Answer 6 FAQ questions in the discussion section as given on the 'additional resources folder'.

-
- + The team limit for this competition is 4 members maximum.
 - + Use exploded views to discuss multi levelled conceptual models better.
 - + Ensure that the final sheets which are submitted do not include your name or any other mark of identification.
 - + Mention sheet number on corner of every sheet.
 - + This is a design ideas challenge only. There is no built commission/realization is associated with the problem
 - + Plagiarism of any idea / form / design / image will be disqualified with a notice.

Registration page here: <http://competitions.uni.xyz>

Discover the competition schedule and deadlines here: [Schedule](#)

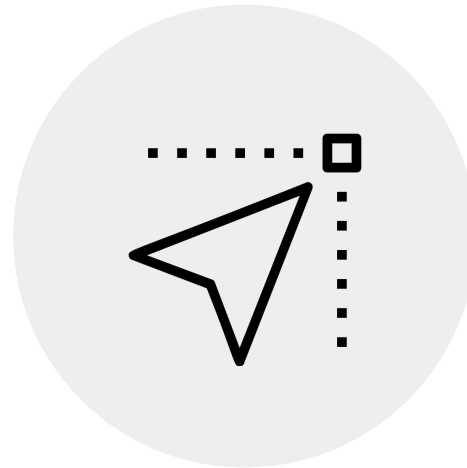
Rewards



Grants of up to a total of **20,000\$** can be won on this challenge. Learn more about the full conditions on the competition page [here](#).

Judging Criteria

The entries will be judged by an international jury of the competition on the following criteria:



Presentation

The fundamental to a good entry is a good presentation.



Concept/Idea

Quality of thought and intent in pre-design phase.



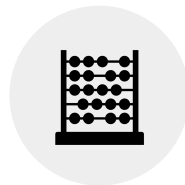
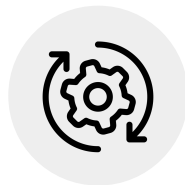
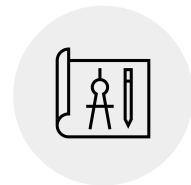
Spaces/Programme

How the spaces are calculated and ordered.



Design Output

The final architectural outcome of the solution.



The judging panel can also add other criteria based on their internal discussions - which will be in line with the problem statement. Participants are advised to fulfil above given criteria first in their design.

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Unyt serves as a part of UNI in the realm of **typological discoveries**. It intends to break the fusion of traditional design barriers and methodologies by making it a platform for experimentation. It embarks on mobilizing ideas where creators can elementally question the buildings we create. It is a research initiative dedicated to providing opportunities for designers from all domains to explore ideas that go beyond the restrictions of usual architectural discourse.

Queries: support@uni.xyz

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Moving towards designing contextually relevant Airports

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