



NomadHouse

Student Only

Future Housing and Workspace Design Competition

<https://competitions.uni.xyz>



Img 1: People are more connected via technology

Premise

21st century has seen the most technological advances. We live in a networked society where mobile information and digital communication connect us **to anyone, from anywhere at anytime**. Mankind's desire to develop more and newer technologies has transformed the way we work tremendously. This has changed people's socio-spatial relationship. Our person to person relationships have become complex, affording a seamless **transition between being physically present and digitally present at all times**.

As we witness a shift in people's lifestyle, the idea of home and the way they live, is evolving from **personal to more communal**. Many apartment buildings with smaller private homes have the provision of large gathering spaces, 'common living rooms' for social coalition.

A world more connected via **digital merging with physical**, is now the current norm.



Img 2: Evolution of office over a period of time.

Evolution & Shift

The design of offices in the last century has bounced from **rigid arrangements to organic layouts** each with limited success in their own time. However, with the rise of new independent workforce, offices have transformed from **a place of production to a place of productivity and interaction**. Accompanying the rise of independent workforce are evolution of workplaces with the **influx of advanced digital tools**.

People today, prefer working in a community which consists of like minded people that fosters socialisation. According to urban sociologist Ray Oldenburg, people need three types of places to feel fulfilled: **Home- Private relief, Work - Economic engagement and Leisure- social integration**.

Seeing as to how much time a person spends in a workplace within a week, it makes sense to see an office as not only a place to work but also to accommodate day to day activities. Morgell Lovell in his paper on evolution of office, predicts that future offices will not be viewed just as a place to produce and perform but as a place to **connect, collaborate and grow**.



Img_3: People's preference to work in a community.

Issue

With rapidly growing urbanisation it is predicted that by 2050, 70% of the world's population will be living in cities. **Homes are more likely to become expensive and smaller.** Vehicular and pedestrian traffic in cities is of prime concern and this is just the beginning of what's to come.

Workplaces have artfully slid into our lives and taken the centre stage. People spend majority of their time at their workplaces and are always connected with their work via digital means. People are choosing to **blend work and life; exploring the world while continuing to work.** But this, 'constantly on the move', trend has made it difficult for both: property owners and digital nomads to acquire and rent-out residency.

Can we think of a better solution for people who want to stay connected and keep their hustle going on?



Img_4: Growing trend of coworking cafes.

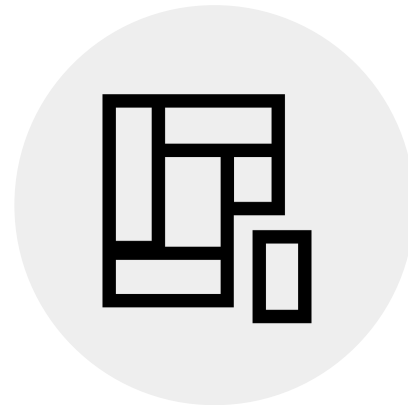
Brief

The boundaries between workspace and living space have become blurred. Offices increasingly resembles a home. While, work has transformed from **'a place to go', to 'a thing to do'**.

The challenge here is to design a hybrid structure of a house and a workspace for digital nomads based in the future, 2030. The structure designed should be flexible enough to be compatible with constant migration of the inhabitants.

The design of the each unit should be compact, at the same time it should be well equipped with all the essentials required by its inhabitant.

Objectives



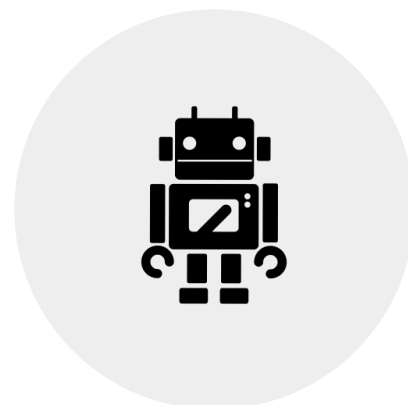
Modular

Should be compatible with 'constant migrating' trend



Community

Should have communal spaces for social interaction.



Visionary

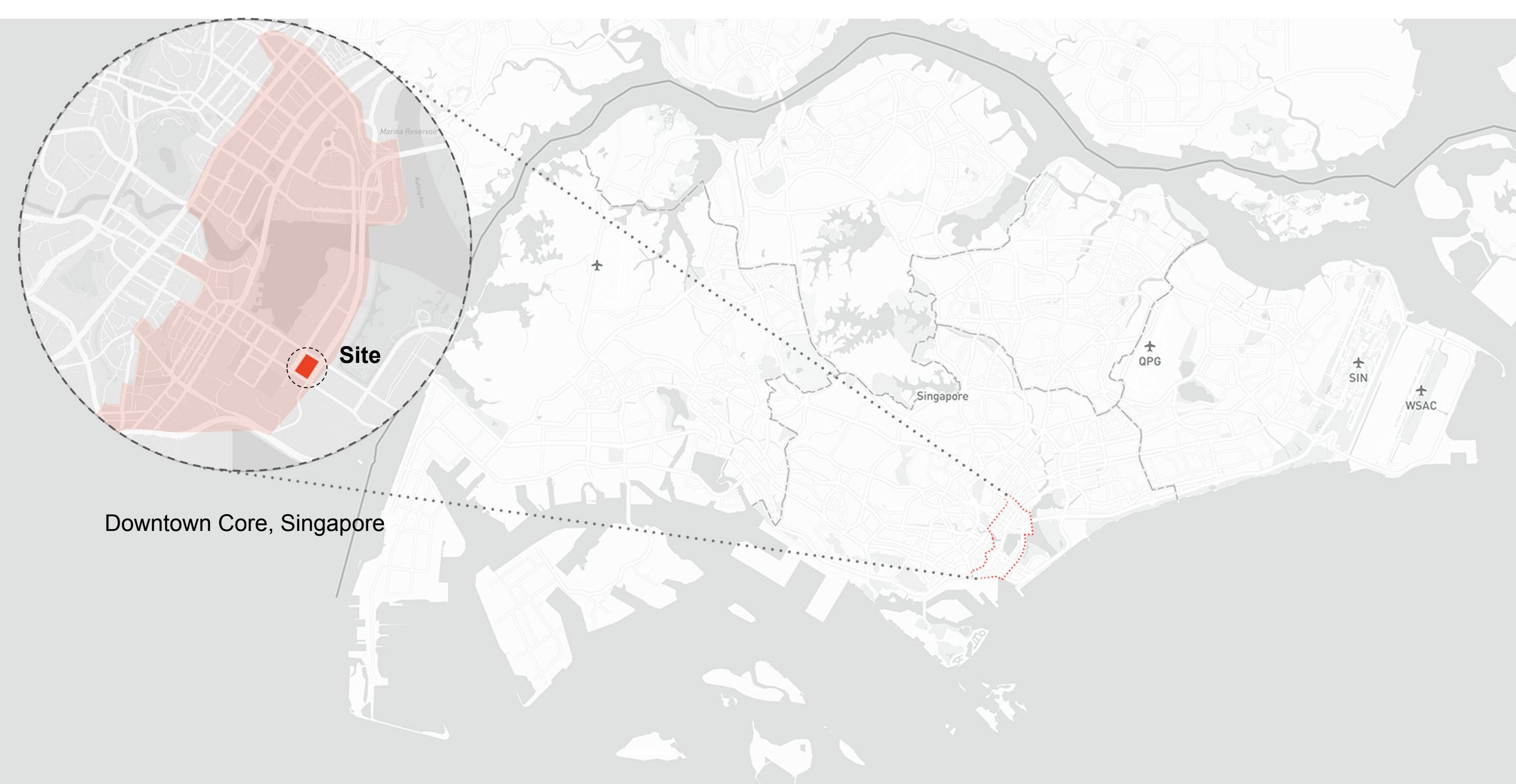
Should be futuristic and evolving with time.



Balance

Able to accomplish work, life and leisure balance.

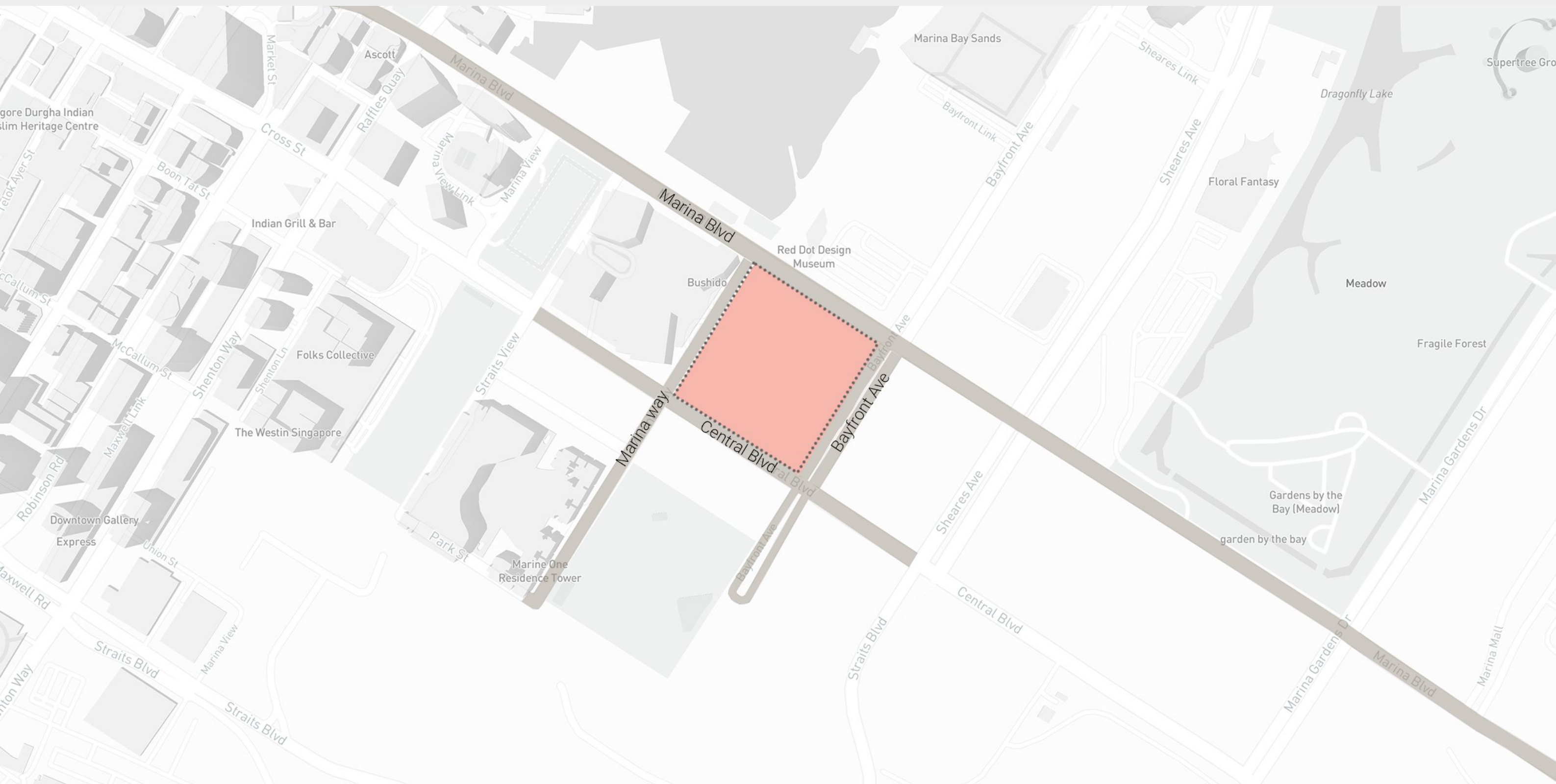
The following objectives can be a point of beginning to conceive this design. Participants can assume their own contexts and users before initiating their design process.



Img 5: -Singapore map with downtown blow-up

Downtown Core, Singapore

Singapore is an island city-state off southern Malaysia. It is a global financial center with a tropical climate and multicultural population. 49% of buildings are designated to be used as offices. The downtown centre of the city-state of Singapore is also the main commercial area excluding reclaimed lands with many integrated resorts. The name downtown remains relatively unheard of and the term central business district (CBD) is used instead. The prime office space, supported by a wide range of complementary uses and a live-in population, will contribute to the area becoming a round-the-clock vibrant commercial district. Currently there are number of coworking spaces scattered around CBD, which makes it a potential site for the futuristic hybrid structure.

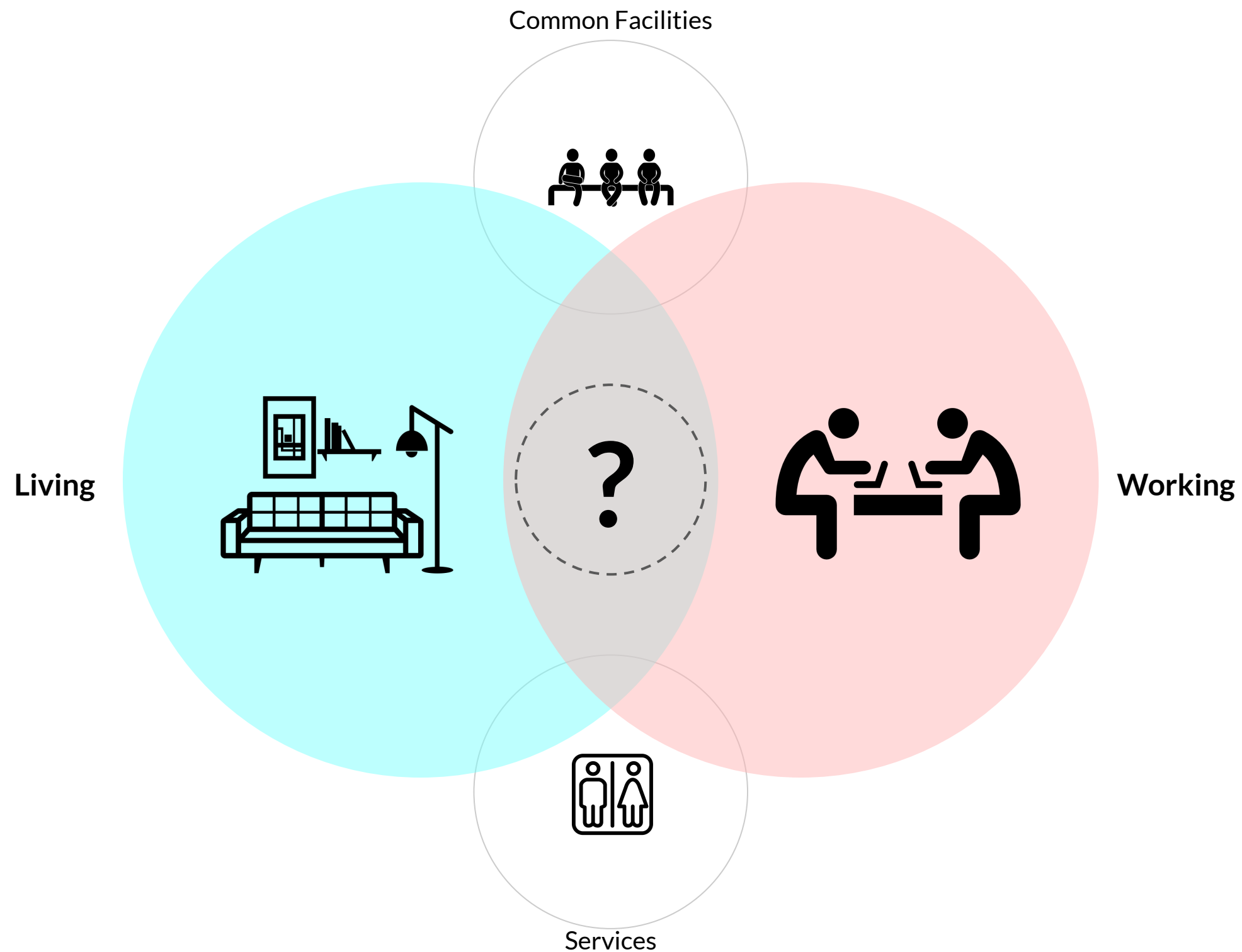


Img 6: Site location with adjoining roads

Site Plan

The site is strategically selected in the area having majority of office buildings. It is the main commercial area excluding the land integrated with resorts such as Marina Bay Sands. The site is accessible from all four sides. Even Though the site is located in the close proximity of number of offices and hotels, it still remains little isolated from hustle-bustle of the city. Providing a peaceful working environment.

Site area: 29,309 Sqm
 Allowable ground cover: 40%
 Coordinates: [1°16'42.8"N](#) [103°51'21.1"E](#)
[GPR](#) (Gross Plot Ratio) : 13
 Maximum GFA : 3,81,017
 Height restriction :170m



Programmatic Outline

The programme of the **Nomad house** is conceived as a fusion between how living and work will overlap in future. Participants can explore various ideas in the lines of how these intersections would evolve as an architectural outcome in the context of a tall building in 2030. The following outline should be evidently involved while planning smaller and larger aspects of this building.

Living space	Function	Area (Required for 1 unit)	Quantity (In multiples)	Capacity (Persons)
Apartment + Personal workspace	Inclusive of kitchenette	20 sqm	5000 users	1-3
Toilet	Personal use (located inside chambers)	6 sqm	_____	_____
Office space				
Coworking area	Discussion, brainstorming, working with community	400 sqm	25	200
Conference room	Holding discussions and meetings	30 sqm	_____	15-20
Board room	Meetings and presentations	16sqm	_____	10
Computer lab	Digital information	184 sqm	_____	50
Private offices	Individual office in case of meeting with clients	12 sqm	_____	_____
Office suites	Individual office in case of meeting with clients	20 sqm	_____	_____
Services				
Reception desk & Waiting lobby	Welcoming guests and administrative	50 sqm ++	_____	_____
Laundry room	Washing, drying, ironing and storing clothes	62 sqm	_____	20
General store	Buying Essentials	100sqm	_____	50
Health care	First Aid and Drugstore	60 sqm	_____	50
Security room	Room equipped with cctv rec. etc	50 sqm	_____	8
Electrical room	Space for Power management of building	12 sqm	_____	_____
Water storage	Water Tanks	_____	_____	_____
Cleaning room	Broom station, Mop and Other Cleaning Gadgets	20 sqm	_____	4

Programme

Participants can fill their own data in given blanks. The above data is free for modification, if the design demands so. Different functions can be clubbed together, added or deleted if required. For any other information refer [urban development guidelines of Singapore](#).

Common Areas	Function	Area (Required for 1 unit)	Quantity (In multiples)	Capacity (Persons)
Lounge area	Gathering space at different areas	230 sqm	_____	200
Gym	fitness centre and workout area	350 sqm	_____	150
Multipurpose hall / auditorium	Social events	2800 sqm	_____	2500
Common kitchen	Common cooking, meals and meetings	600sqm (2 m ² for 1 person)	_____	300
Activity rooms (indoor and outdoor)	Dance studio, yoga, various sports courts	480 sqm (Area for studio, sports courts acc to standard dim.	_____	200
Restaurant (including kitchen, cold storage, bar and seating	Shared space for daily meals	250 sqm	_____	150
Cafe	Eateries and bars available on different level	115 sqm	_____	100
Library	Books and information	480 sqm	_____	400
Lounge area	Gathering space at different areas	230 sqm	_____	200
Multi-utility area	For public activities and events	100sqm (50 people at once)	_____	50
Meditation room	Relaxation and Deep focus zone	70sqm (1sqm per person +15%)	_____	60
Toilet	Common facilities used by the inhabitants as well as guests	25sqm	_____	5
Gym	Fitness Centre and Workout Area	350sqm	_____	150
Store room	Storage Services	10-20 sqm	_____	3 - 5
Terrace	Congregation areas on different levels	-	_____	_____
Printing room	Services	20sqm	_____	_____

Programme

Participants can fill their own data in given blanks. The above data is free for modification, if the design demands so. Different functions can be clubbed together, added or deleted if required. For any other information refer [urban development guidelines of Singapore.](https://competitions.uni.xyz)

Submission

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

- Recommended number of boards or sheets - 6 boards or sheets. – [**2362px x 3544px**] or [**400mm x 600mm** in **150 dpi**] in portrait digital format (JPEG). No maximum boards or sheet limit.
- Each image should be less than **15MB**

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

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

This is the link for new file sizes, [here](#).

- 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'.

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- + The team limit for this competition is 4 members maximum.
 - + This a students only design challenge. Currently enrolled bachelor's and master's students can apply.
 - + 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: <https://competitions.uni.xyz/nomadhouse/info/about>

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

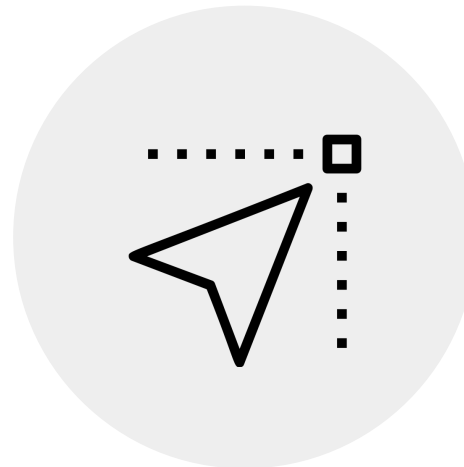
Rewards



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 criterions:



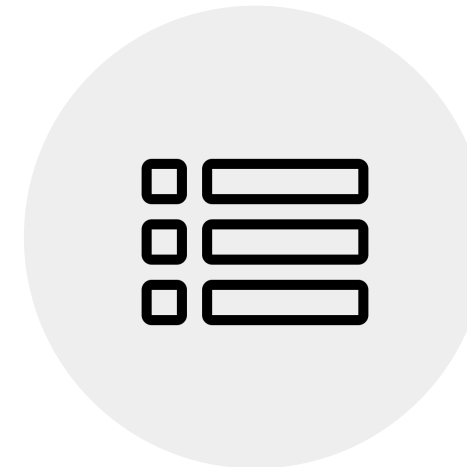
Presentation

The fundamental to a good entry is a good presentation.



Concept/Idea

Quality of thought and intent in pre-design phase.



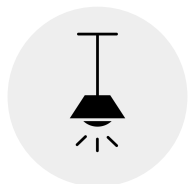
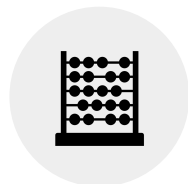
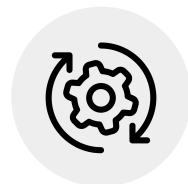
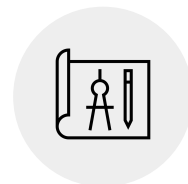
Spaces/Programme

How the spaces are calculated and ordered.



Design Output

The final architectural outcome of the solution.



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

(Ad) Institutional access:

We believe in a world more collaborative.

And we think academia is where it can begin.

Institutional Access™ is world's only cross institution competition programme. You can make this challenge more meaningful by bringing it to your classmates and professors working together. There are a lot of perks by entering this challenge with your institution. Follow the link to learn more.

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About:



Classroom Competitions™

Classroom Competitions serves as a part of UNI in the realm of **learning and portfolio building oriented design exercises**. It intends to give opportunity to young students to explore their design skills in refreshing problems similar to their curriculum. It aims to bring in challenges based on fundamentals of design education. Classroom Competitions embarks on the idea of creating fundamental design challenges to enhance the learning experience and education. It is a research initiative dedicated to providing opportunities for students of design schools from all domains to explore the ideas that go beyond the restrictions of usual architectural discourse.

Queries: support@uni.xyz

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Discover FAQ's about this competition on our help forum here: <http://help.uni.xyz/>



NomadHouse

Finding a new work-life balance

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