experia



THERMAL BLUE

Designing a Thermal Bath

https://**competitions**.uni.xyz



Img 1: Hindu Saint taking dip in the holy river of Ganga, India

History

Ever since the Romans, people around the world have been using the therapeutic qualities of water to cleanse, heal and relax the body. Baths constructed around hot springs were used for centuries by emperors and became a widely accepted natural treatment options for various common ailments.

These hot springs essentially are springs, that get produced when groundwater gets heated geothermally from the Earth's crust. While some contain water that is safe for bathing, others are so hot it can result in death. Due to supernatural power attributed to warm waters, the first Thermal arose near temples and natural hot spring. Religion and spiritual connotation has long been associated in different cultures (Hindus take bath in Ganga river, Egyptians plunge themselves in the water of Nile)

But with time it's spatial functionality has changed.



Img 2: Changing definition of bath - Gellert SPA

Today

The definition of Thermal Bath has changed. From a place to heal and recover from diseases, it has become a destination for social integration. They are now a local catchment for tourists, contributing significantly to the economy and contextual rejuvenation of cities. Be it baths of Budapest, lagoons of Iceland or springs of Japan - they are popular tourist destinations. An avenue for people to maneuver and in the process redefine what thermal bath has meant in historic times.

For instance, Gellert Spa is one of the most famous thermal baths in Budapest. From a place *for emperors to therapeutically heal themselves*, to an event place where contemporary fashion shows and wine festivals are held. The potential of a thermal bath has expanded to become a major tourist and cultural destination.



Img 3: One of the most popular tourist destination in Iceland, Blue Lagoon

Brief

Thermal Bath traditionally has been an architecture typology, built around a hot spring to relieve people from stress and avail benefits of hydrotherapy. So even though it's spatial definition has changed, the ideology of being a place to heal remains the same. Beyond that, it has also now enabled itself to become a tourist destination that brings in economic and social value to a city

Brief: Aim of the challenge is to design a thermal bath that expands beyond its function of being a place to heal. A place to gather and socialize, that adds value to the local context.



Landmark

Intent is to design a macro level go-to-destination for toursits and locals. Should be reflected in its physical form



Public

Allow an array of activities and functions, enabling integration of tourists and locals alike.



Sustainable

Design, Material and Techniques used should be sustainable in nature



Views

To create views that enable people to be in touch with the surrounding nature

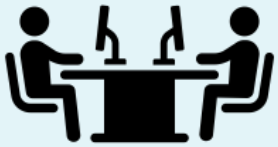
Objectives

The aim is to create a thermal bath around an existent hot spring. It is already a destination for locals, but there is a potential for it to be a major catchment area for tourists. The challenge here is to design a bath that capitalizes hot spring as a place to heal, relax and socialize.



4% **Entrance Lobby**

Reception, Pantry, Public Washrooms



12% **Administration**

Manager Room, Conference Room, Waiting Room, Offices
Staff Common Room, Changing Room, Toilets, Refreshment Room



12% **Public Common Block**

Locker Room (Ladies and Gents), Toilet (Ladies and Gents), Seating



30% **Commercial**

10 Shops, 1 Restaurant
Back Of House Services (30% of Seating Area)



42% **Relaxation**

Reception **1%**
Locker Rooms **10%**
Toilets **8%**
Massage Room(s) **18%**
Steam Bath Room(s) **10%**
Pool(s) **25%**
Sun Bath Deck(s) **25%**
Doctor Cabin **3%**

Programmatic Outline

The given percentage and function chart are outlined for the ease of designing. Participants are encouraged to change functions according to their own design requirements.

Iceland

Set against geographical landscape of lava rocks, birch trees and northern lights - geothermal hot springs defines Ireland's culture. Since settlement era, bathing and swimming in natural hot spring has been a favourite pastime activity. With a population of 250,000, Iceland has more than 120 public pools, meaning just about every village or neighbourhood has one. Almost all Icelandic swimming pools are geothermally heated, so the warm mineral water helps in de-stressing and relaxing every muscle in the body. Icelanders consider a public pool nearly a civil right. Presence of hot tub a need in vicinity, to extent that it's considered a classic second-date location.



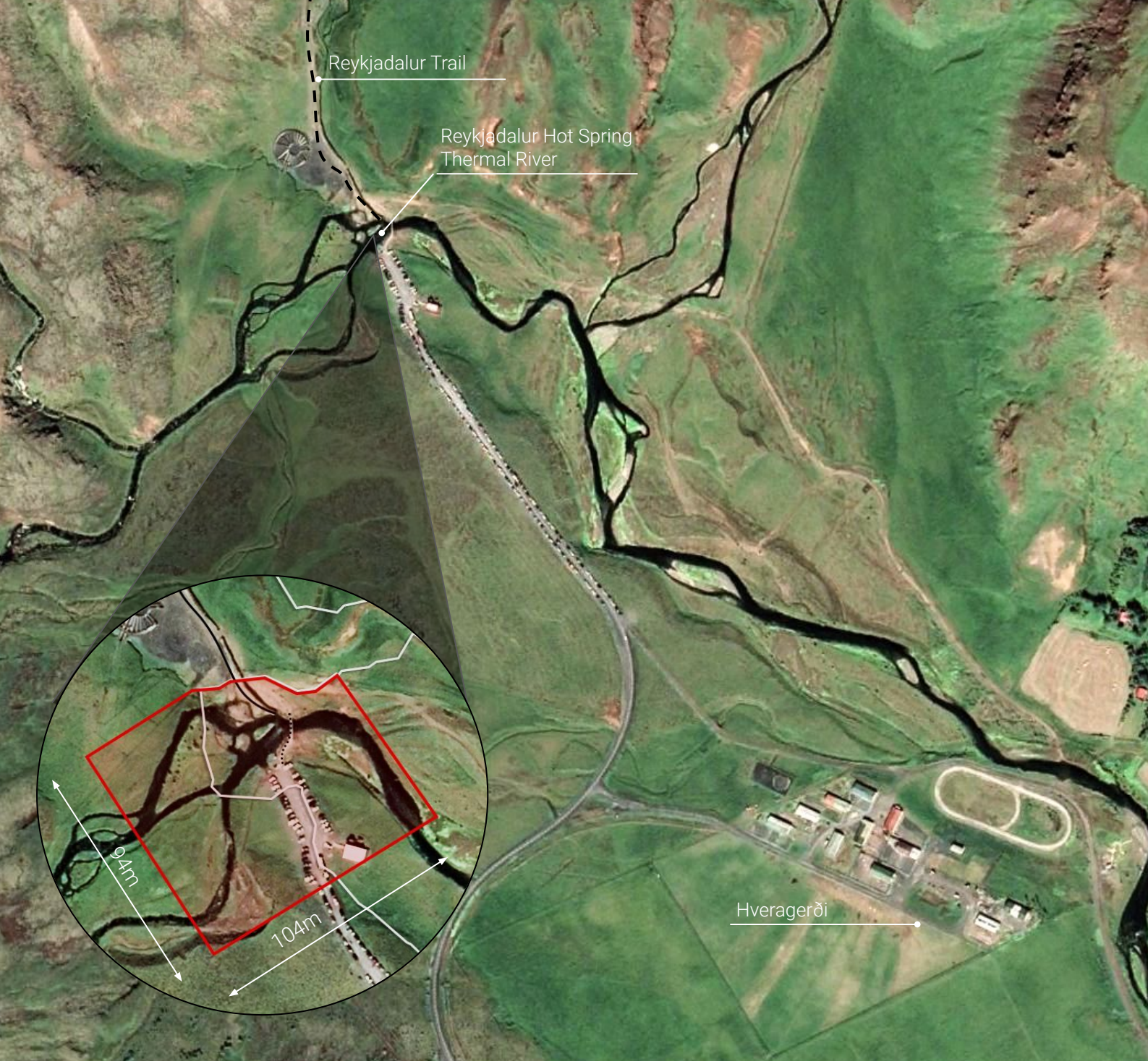


Img 5: Reykjadalur Hot Spring Thermal River

Hveragerði

Hveragerði is a 9 sq.km town in south of Iceland located 45 km away from Reykjavik. The town is an area known for hot springs from which community derives its name (hver = hot spring). The hot springs are among the natural tourist attractions of South Iceland and are one of the economic assets for the town of 2.657.

Hveragerði sits on a highly geothermal area, which is a blessing and curse. The area is northernmost producer of bananas and the water also allows food to be cooked simply by burying it for a few hours. Curse is that it is situated in earthquake prone zone. Building construction is done accordingly.



Img 6. Site for design intervention

Site Plan

Reykjadalur Hot Spring Thermal River is a popular destination due to the hot spring stream that locals and tourists use as a relaxation retreat. There is a cafe, toilet and open to sky changing rooms made of partition walls to assist people. People often leave their clothes on the boardwalk while they plunge into the 1 m deep stream. It is also the start pointing for 45-minute long Reykjadalur hike, the trail starts once the bridge is crossed. The intent is to formalize the hot spring stream as a social and tourist destination that accommodates the hiking trail.

Site Area 8800sqm | Coordinates: 64°01'20.7"N 21°12'40.1"W
Ground Coverage - 10% | Built Area 4800 sqm | Maximum Height - 15m

Guidelines

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

• Recommended number of sheets/presentation images/boards:

5 (Five) of size **[2362px** x **3544px]** or **[400mm x 600mm** in **150 dpi]** in portrait digital format (**JPEG only**).

Minimum 3 (Three) & **No maximum sheet limit.** Each image should be less than **15MB.** (Do not submit PNG format)

Minimum requisite submission are sheets/boards + Cover image containing:

• Site plan (Compulsory)
• Key conceptual sections x 1 (Minimum)
• 3D views x 4
• Cover image / Thumbnail of size 2000px x 1000px or larger in aspect ratio 2:1.
• Answering 6 FAQ's #
• This is the link for new file sizes, here.

#The FAQ's have to be answered as instructed in the FAQ document in the 'additional resources folder'.

Deadlines

Discover the competition schedule and deadlines on the competitions page or on this link - Schedule.

Resources

This competition contains additional resources that contains a set of files useful to complete the competition submission. This folder is made available on your profile dashboard automatically as soon as you register.

This additional resources folder of this competition contains: Submission Format files in PSD | AI | InDD, FAQs, High Res maps, Sketchup Model of the site and CAD file of the site plan.

Rules

+ The competitions is open for **students and professionals** from all the disciplines of design.

+ The team limit for this competition is **4 members maximum per team.**

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+ You can register more than one team but they have to be registered separately.

+ Ensure that the final sheets submitted **do not include your name or any other mark of identification**. Your submission is linked to your user account which stands as your identification.

+ This is a design **ideas challenge only.** There is no built commission/realization associated with the problem.

+ In case of publication in yearbook we will reach out separately for selected entries.

+ Plagiarism of any idea / form / design / image will be disqualified with a notice.

Pro-Tips

+ Use exploded views to discuss multi levelled conceptual models better.

+ Mention sheet number on corner of every sheet.

+ All the sheets or images will be viewed on a digital device. **e.g.** Laptop screen or projector. Uploaded sheets or images will not be physically printed for evaluation. The submission hence should be prepared for digital viewing only.

+ Submit JPEG images only. (PNG will not function)

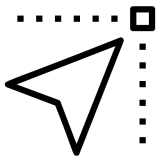
+ Learn



Awards

Grants of up to a total of **12,000$** can be won on this challenge. Learn more about the full conditions on the competition page here.

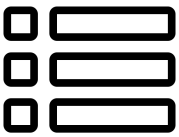
The entries will be judged by an international jury of the competition on the following criterions:



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 Outcome
The final architectural outcome of the solution.

Judging Criteria

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.

About

experia

Experia serves as a part of UNI in the realm of **experience based architecture and tourism.** As worlds becomes a place of experiences than belonging, **experia** envisions a future where tourism is designed more intentionally and architecture becomes a part in shaping it. 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.

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Architecture as a bridge to nature

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