

How do we get going when we get back?



Img 1 : How will restaurants look in the post-COVID era? (Source: Reuters)

Premise

After spending a considerable amount of time under the shroud of the **COVID-19 outbreak**, humanity is gearing up to enter the new-normal. Governments around the world are now exercising **relaxation to the physical distancing measures to regain economic stability.**

However, studies have shown that **mitigation attempts that are inadequate in strictness or duration**—such as premature relaxation of distancing rules or stay-at-home orders—can allow a resurgence after the initial surge and mitigation. In other words, **the second wave is inevitable if conscious measures are not taken now.**

Apart from implementing strict regulations for socio-economic interaction, urban infrastructure and **architecture needs to be transformed in order to accommodate mitigation measures.**



Img 2 : Will social distancing in restaurants become common? (Source: AP)

Introduction

Focusing on the effect of the **COVID-19 outbreak** on the economy, **the food service sector** has suffered the most.

Although food delivery services have been functional, restaurants, cafes and bars across the world have suffered brutally.

With the relaxation strategies in place, and the **food retail sector planning to reopen**, the onus is on the architect to reform architecture. Most existing design setups are rendered useless or are demanding urgent overhauls to ensure that we are reopen safe.

Can we devise an architecture that prevents contact transmission while preserving social interaction? Can we ensure design is an enabler of economy again through inventive strategies that find ways normal people can't see?



Img 3: Restaurants Reinforcing social distancing on customers.

Context

As the proposals demand a redesign, restructuring, reforming, or reorganization of existing architecture, the choice of site becomes absolutely essential.

Focussing on the food service sector, the project must propose to **transform** existing **restaurants, café, food outlets, food courts, bars, pubs,** or **fast food restaurants** to accommodate post-COVID regulations.

The redesign could incorporate structural changes to the existing architecture, but it **shouldn't increase the overall area of the existing space** in any way. The key is to try and maintain the pre-COVID performance of the architecture in terms of the social relevance and the ease of operation of the space.

The redesign must follow the key post-COVID regulations mentioned here. Additionally any other regulations relevant to the country, state, zone or city must be taken into consideration while proposing a solution. As this exercise emphasizes on improving the practical impact of the outbreak on people's lives, **selecting the site and the attached function, becomes a key aspect of the proposal.**



Img 4 : Consumer picking the dish from a virtual menu, scanning the QR Code and order

Inquiry

The design process begins at a fundamental inquiry before beginning to design. As part of postCOVID resilience, how would food-service architecture:

- **Help re-establish social interactions that have been lost during these testing times?**
- **Regulate people into following the outbreak mitigation guidelines?**
- **Safeguard the resurgence of the economy by ensuring that the function is not disturbed?**

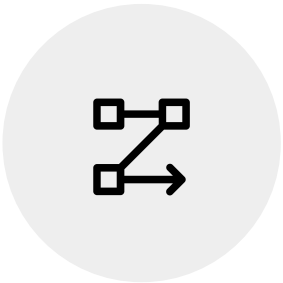
Can you think of architectural ways that can weave through above questions on our existing societies and buildings.



What?

The **design brief** calls for:

- **Redesign**, **restructure**, or **reorganize** existing **architecture** that provides **food-service (restaurants, cafè, street eateries, etc.)**
- To accommodate post-COVID regulations based on various **state** / **country** norms.
- While **encouraging social interactions** to **reinstate** to the pre-COVID society.



How?

The redesign could:

- **Incorporate** the regulations by reinventing the existing space planning.
- Conform to the Dos and Don'ts by designing specific preventive solutions for individuals and clusters.
- Rethink the very idea of serving food commercially and having a meal socially.



Where?

The solutions can be:

- Applicable to restaurants, small eateries or even roadside vendors. This can be either general restaurant designs OR specific case in a chosen cultural setting. Eg. USA, Japan, etc.
- Can be interior design, Architectural scale, Systems or even Product Design scale.
- Retrofitting existing food courts or food carnivals as well where mass gathering happens.

Who?

The potential people

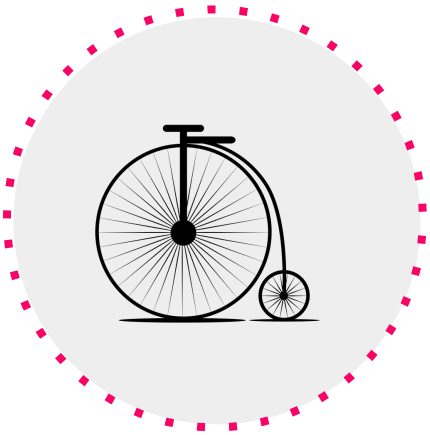
- Are not limited to customers and visitors, whom we are designing for.
- Can be other contributors of restaurants/eateries like chefs, waiters, etc.
- Can be applicable to wide range of restaurants or region who can benefit from such solutions.

Deliverables

The outcome of this competition is more open in form design representation through smaller ideas.

The concepts can be represented through sketches, part plans, visuals, renderings and even line diagrams.

As mentioned earlier, the solution is not looking at a typical design of restaurants but open ideas for dining at large. You can propose a range of ideas that in a way solve either **one problem occuring across alot of similar situations** OR or a **series of solutions applicable to multiple setting with vast applicablity regardless of similarness of situation.**



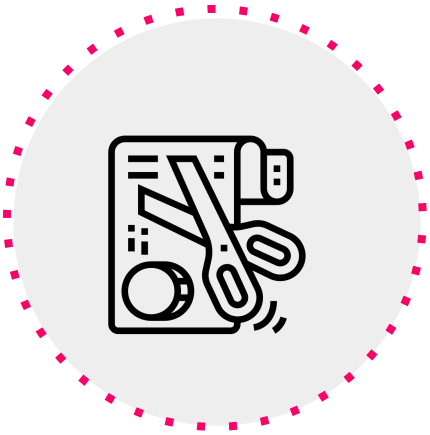
Inventiveness

Find new means or ideas how people can dine together.



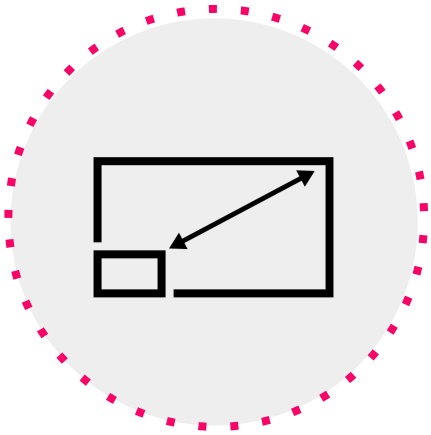
Ease of Maintenance

How can interiors be cleaned with ease and effectiveness.



Frugality

Using cheap and effective ways how existing setups are repurposed.



Scalable

How can we scalably increase these systems to other restaurants likewise?

Objectives

The following objectives can be a place to begin your design processes. You can assume your contexts or restaurant types or sizes to begin this challenge. The design can be from typical public diners to fine dining to any type of restaurant based on your choice.

Guidelines

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

• Recommended number of sheets/presentation images/boards:

5 (Five) of size **[2800px** x **3500px]** 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:

• Concept Solution illustrated through images
• Their implementation
• Methodology of fabrication
• Cover image / Thumbnail of size 2000px x 1000px or larger in aspect ratio 2:1.
• Answering 6 FAQs #
• 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.

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.**

+ 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.

Pro-Tips

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

+ Mention sheet number on corner of every sheet.

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

+ 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)



Awards

Grants of up to a total of **24,000$** can be won on this challenge. Learn more about the full conditions on the competition page here.



Curator | Angad Warang

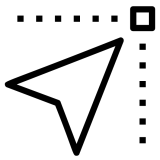
Designer | Researcher | Design Researcher

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Barcelona, Spain

Based in Spain and shuttling between India and the Netherlands, **Angad Warang** specialises in **Computational Design and Digital Fabrication.** He **graduated with BArch from VNIT, Nagpur, India** in 2012 and completed **MS Arch in Biodigital Architecture from UIC, Barcelona, Spain.** He is currently **pursuing a PhD in Computational Design titled 'Architecture of Computational Ecosystems'.** He also works as a **Research Assistant in the Institute for Biodigital Architecture and Genetics, ESARQ, UIC,** Barcelona. Angad teaches **Computational Design and Digital Fabrication** as an **Associate Professor** at the Biodigital Architecture Master in UIC, Barcelona. He also teaches in several Architecture and Design institutes in India as a **visiting faculty**. He is constantly conducting workshops in India, Spain and the Netherlands as a contribution to his research. He is also the **co-founder and co-owner of UnDesignLabs -, a research, design and education consultancy that specialises in digital fabrication.**

Visit on LinkedIn -
https://www.linkedin.com/in/angad-warang-7658b1117/

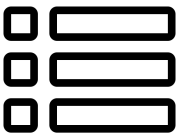
The entries will be judged by an international jury of the competition on the following criterions:



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



Hybrid Futures is a unit block for UNI in the field of Architecture that covers the field of near future architectural thought. It intends to break the barriers of design ideologies that are short sighted and aligns itself to futuristic thought. This arm of Uni banks on growing technological advancements to frame architecture in the megacities of tomorrow. It is a research initiative dedicated to providing opportunities for designers from all domains to explore ideas that go beyond the boundaries of architectural discipline and enrich our built environment; thereby opening up possibilities for promotion of design thought process at a global level.

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