

unfuse

THE SafeHouse



Designing homes for homeless students

<https://uni.xyz/competitions>



img 1: A study reports a 15% increase in the past three years among homeless students, with a 137% spike in those living on the streets

Premise

The children of today are gearing up to become the adult citizens of tomorrow. Citizens, who are going to be responsible for the future of their countries, parallel to the growth through education. The education system enables students to acquire mental, physical and social skills.

School life takes up majority of space in a child's daily routine. Getting good grades, improving communication skills, personality development are few of the many things that are crucial to students from a very young age. In few cases these variables may induce stress in children. Studies show that [45% of the students are swamped due to the deliverables.](#)

But what if school wasn't the only thing students needed to be worried about? What if shelter and food was no longer the responsibility of parent?



Img 2: Homelessness amplifies poor mental health

Issue

Some lost stable homes when the parent was [overcome by opioid addiction](#), some homes were washed away by hurricanes. Others are just crumbling under the economic crisis.

The homeless student population has climbed in recent years. More than [a million U.S students meet the federal definition of homeless \(NCHE\)](#). Nearly, 1.5 million public school students stated that they were homeless at some point during the academic year of 2017-18. The highest number recorded in a dozen years, reflecting a negative effect on children's academic performance and health. As a result, **children end up being in transitional homes or shelters. It not only creates an unstable environment but also an unsafe one.** According to news daily, there have been multiple reports of [child abuse and abandonment across shelters](#). Therefore, a common issue with homeless youth is the choice of living on the street or in dangerous situations over homeless shelters.



Another challenge for the homeless students is focusing on their studies, while coping with the trauma of homelessness.

Hidden in plain sight are the **homeless students**, asking for a **stable and safe place to call home**.



Img 4: Unlocking an opportunity to create new typology to takeover dysfunctional shelter

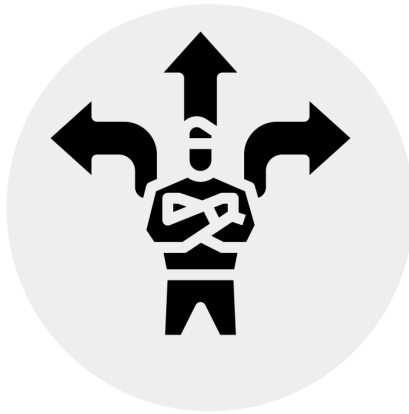
Brief

It is time to rethink how we address homelessness. The current scheme of shelters is dysfunctional for children and overcrowded.

Brief: To design a living facility for children who face homelessness due to various reasons. The designed teen hostel should run on three principles:

- **Shelter**: giving a stable place to anchor on.
- **Rehabilitate**: Dealing with the trauma of being homelessness.
- **Integrate**: creating part-time job opportunities within the complex.

The aim is not just to provide temporary shelter, but to provide a sense of community such that individuals maintain their self identity.



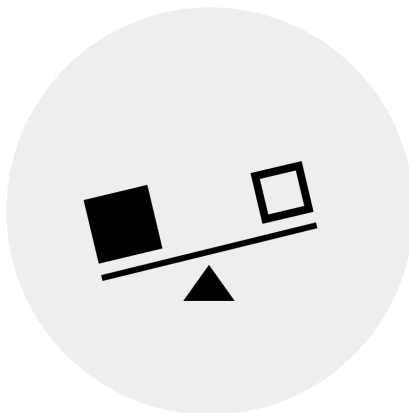
Flexible

Should have preferences



Lean

Easy and cost effective construction techniques



Balance

Achieve a balance between rule-bound and relaxed environment

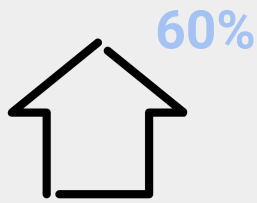


Basics

Elements such as natural light and ventilation

Objectives

Establishing a new typology for shelters, the broad objectives for safe homes are given above. Safehouse proposal aims to achieve housing facility for 150-200 homeless students of age group 13-18 years.



Spaces to live

Primary objective; comfortable dwellings



Dorms

Occupancy per room depends on the design requirement



Bathrooms

Shared bathing areas and toilets depending on the requirement.



Spaces to grow

Working towards the development of the child

Mental & physical growth



Counselling room

to overcome the trauma



Medical clinic

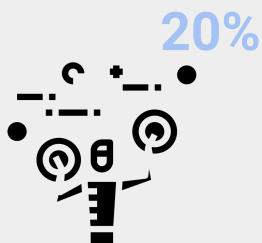
to maintain physical well being

Self sufficiency



Commerce

Integrating commercial activities (eateries, retail, medical stores) for easy accessibility and part time job opportunity.



Spaces to interact

Interaction spaces to promote social skills development

Hosteler interaction



Common study

Space to collaborate and study



Dinning

For scheduled meals



Activity zone

Spaces for recreational activities and games

Parent-child interaction



Meet and greet area

Space for meeting the work in progress parents provided they have secured a permission from the required government authority.

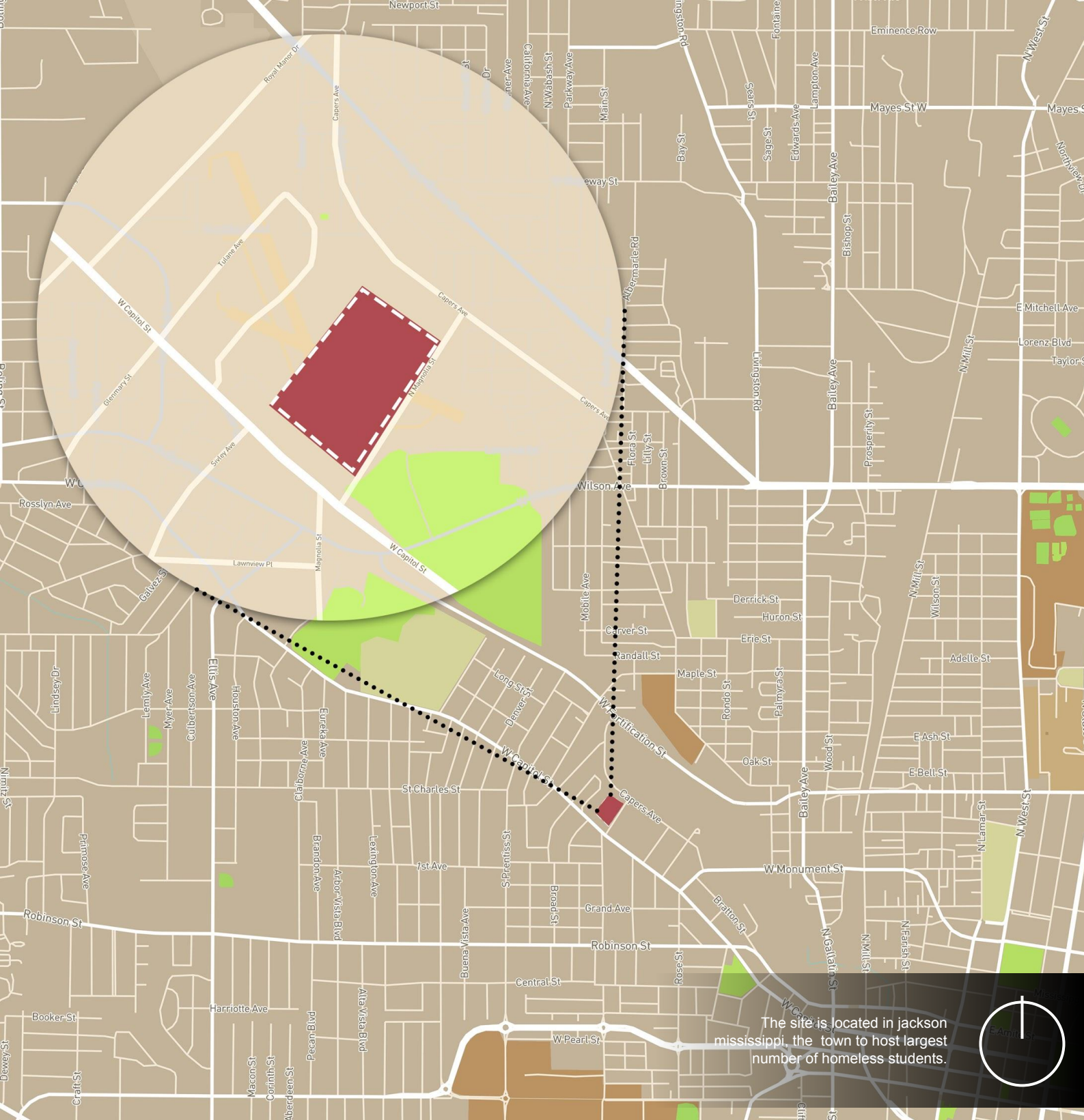
Programmatic Outline

The following can be used as a point of reference to derive the design. However, new functions can be added as per the design requirement.



United States

Hidden behind the glorious buildings of America are the invisible homeless students. The Department of Justice estimates that every year, over 1.7 million teens experience homelessness in the US. These teens are lagged behind in their education, essential attribute required to achieve a better future.

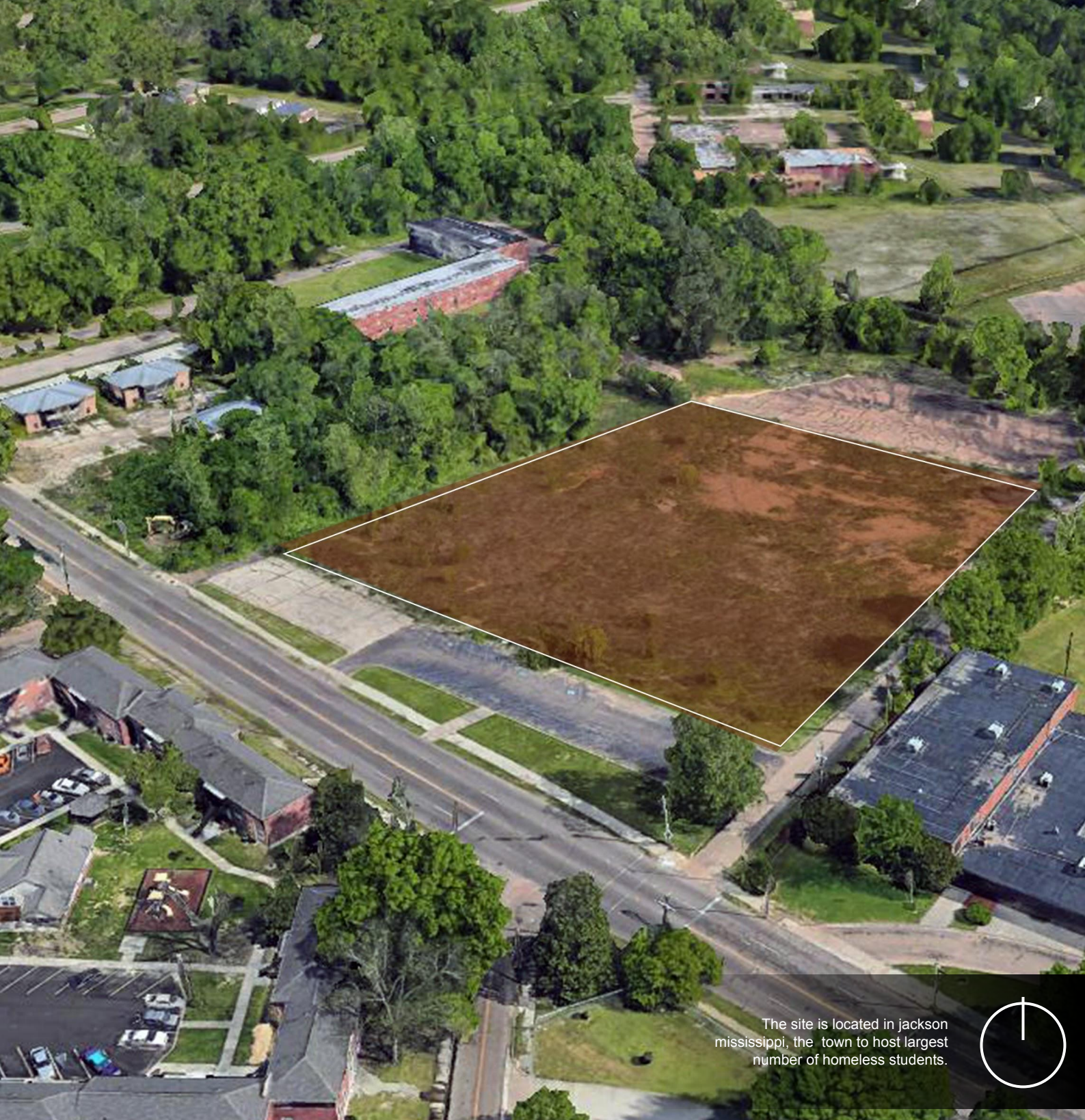


img 6: Site location

Site Plan

The selected site is under JPSD (jackson public school district) and is located in a close proximity of multiple schools. Designated parking space has already been allocated in front of the site therefore need not be designed.

Ground coverage- 30% | Site Area- 12600sqm | Coordinates [32° 18'40.9"N 90°12'19.8"W](#) | Only regulations to be followed:
Height restrictions - 32m, Set backs of 10m on all 4 sides,



The site is located in Jackson Mississippi, the town to host largest number of homeless students.

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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 [**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:

- 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 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, High Res maps 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**.
- + 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

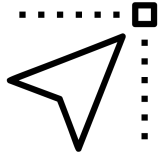
- + Use exploded views to discuss multi levelled conceptual models better.
- + Mention sheet number on corner of every sheet.
- + Plagiarism of any idea / form / design / image will be disqualified with a notice.
- + All the sheets or images will be viewed on a digital device. **e.g.** Laptop screen 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](#).

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



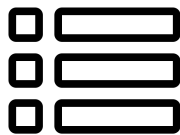
Presentation

The fundamental to a good entry is a good presentation.



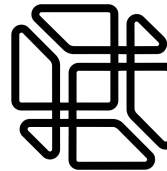
Concept/Idea

Quality of thought and intent in pre-design phase.



Spaces/Programme

How the spaces are calculated and ordered.



Design Outcome

The final architectural outcome of the solution.

Judging Criteria

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.

About

unfuse

Unfuse serves as a unit block for Uni in the field of Architecture. It intends to break the fusion of traditional design barriers and methodologies by making it a platform for experimentation and conceptual exchange of ideas in architecture, urbanism, society, culture and ecology. 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 architectural thought at a global level

Queries: support@uni.xyz

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