

Wythin

Inside the box

Devise a classroom upgrade kit



Fig: 1 – Classrooms an old way of teaching kids together

Premise

The in-classroom learning in the past few decades have seen significant changes, but not like the one it saw a few months ago. Online learning and offline learning have different value propositions and levels of acceptance in our day-to-day life. But in the year 2020, the scale of change has turned so huge that it brings the entire offline way of tuition under serious doubts. When entire academic institutions were resistant to change, the times have moved the most resistant teachers to deliver lectures online tells a lot about these times. And similar stigma which was held earlier, mainly of students learning everything 'digital' or 'technological' are now being appreciated and rewarded in many ways. What does this mean for our existing classrooms?



Fig: 2 – Schools are now opening back - An illustration

Classrooms Opening Back

The design of existing classrooms (K12 Systems) is based on the antiquated means of book-based learning. They arrange pupils in rows and columns as a way to efficiently deliver a static way of learning courtesy to our past from the world over. Not everything about this structuring is bad, but the limited options for education are visible due to not embracing technology in earlier phases of life.

But instead of being a rift, the way online learning embraced every academic class - can the reverse happen to prepare students for this rampantly shifting? Can old school designs be upgraded more than a projector screen by giving more personal control to children on what and how to learn, using current and upcoming technologies to build more cohesive delivery models?



Fig: 3 – Classrooms still similar more or less - An impression

Brief

The problem statement looks at a classroom upgrade kit that includes new furniture design, classroom layout methods, the inclusion of taught and DIY learning, with equipment that will help deliver a more robust and fun way of learning than today. The budget is not a constraint, but the size of the classroom is. Will it involve expert installation? Or it can be set up manually by the class itself? What devices or teaching systems are possible in this kit? What age group are you designing this for? What safety precautions may arise with such a changed new teaching apparatus?

The solution finding looks at traditional schools and their classrooms at large all around the world as target sites. The user group looks at 30 students and 2 teachers in any (one or multiple) of the K12 classes. You can pick an average classroom size for the problem and choose a single class or multiple based on your design.

Ensure you communicate these choice level details especially the minimum applicable area of your kit and maximum area on your

sheets. Assumptions and choices similar to these will be crucial in evaluating the designs received.

Objectives

Multi - Utility: How many types of learning methods your new furniture design can support or take into account? How well does it deliver on those features?

Design/Universality: How well does the design span varying classroom demands across various regions universally?

Material/Safety: How does the design strategy take into account material safety and child safety in general.

Setup/Updating: How does the bus stand reflect the space it has been placed in or the city it belongs to?

Sections like packaging efficiency, portability, convenience, etc. are fundamental but are expected to be met without emphasizing as an objective.

Site

You can pick the size of the classroom on a base average of the thumb rule or a standard of your choice. But the size you choose will have a maximum and minimum limit area for your kit. The height of the available space is restricted to 3.0m. For classrooms higher than this limit can be assumed at this height only.

How to Submit?

Read all the competition rules and details from the sidebar, and hit **register**. You can pay the entry fee and book your registration right away. The additional resources directly unlock as soon as you register on your dashboard. Once you are ready with your project - begin uploading from the dashboard and follow this tutorial to submit. You can add your team members to your project while submitting it.

Rules

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

- Recommended number of sheets/presentation images/boards: 3 (Three) 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 submissions are sheets/boards + Cover image containing:

- Site plan (Compulsory)
- Key conceptual sections x 1 (Minimum)
- 3D views x 4
- Additional cover image of 2000px x 1000px
- Write an article/story in the Journal section# of the project (of about **700-1000** words) answering the questions given in the Additional Resources.

#Journal Section appears midway in the project submission portal. More instructions in the additional resources.

Resources

This competition contains additional resources that contain 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.

These additional resources folder of this competition contains: Submission Format files in PSD | AI | InDD & Guide to Journal Section + Questions

Learn more on <http://uni.xyz/competitions/inside-the-box/info/about>

Base Rules

- + The competition 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 UNI user account which stands as your identification.
- + This is design ideas challenge only. There is no built commission/realization associated with the problem.
- + In case of publication in the 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 the 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)

JUDGING CRITERIA & JUDGES

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 visual delivery of ideas.

Concept/Idea: Quality of thought and intent in the pre-design phase.

Spaces/Programme: How the spaces are calculated and ordered.

Design Outcome 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 the above-given criteria first in their design. Names of the jury panel will be announced soon.

YEARBOOK

Winners of this competition will get annually published with us in our e-yearbook and annual publications.

Prizes / Deadlines / Registration

For complete information on active prizes and details on the entry fee, visit the **Awards & Fees** section of the competition here:- [Awards&Fees](#)

Learn more about this competition - schedule - prizes here:

<http://uni.xyz/competitions/inside-the-box/info/about>

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