



UNYT
LINGUATHEQUE
Newfoundland

Designing a Language Hub

<https://uni.xyz/competitions>



[img_1](#): View of residential area in Newfoundland and Labrador | [Source](#)

Newfoundland and Labrador

Newfoundland and Labrador is the **easternmost province of Canada**. It's a former colony and then dominion of the United Kingdom. It finally **joined Canada in 1949** as 'Newfoundland and Labrador'.

The province totals **405k sq km with a population of 525,073** (2018). Today, this province constitutes **97% of residents reporting English** (Newfoundland English) as **their mother tongue** as per the 2016 census making it Canada's most linguistically **homogeneous province**.

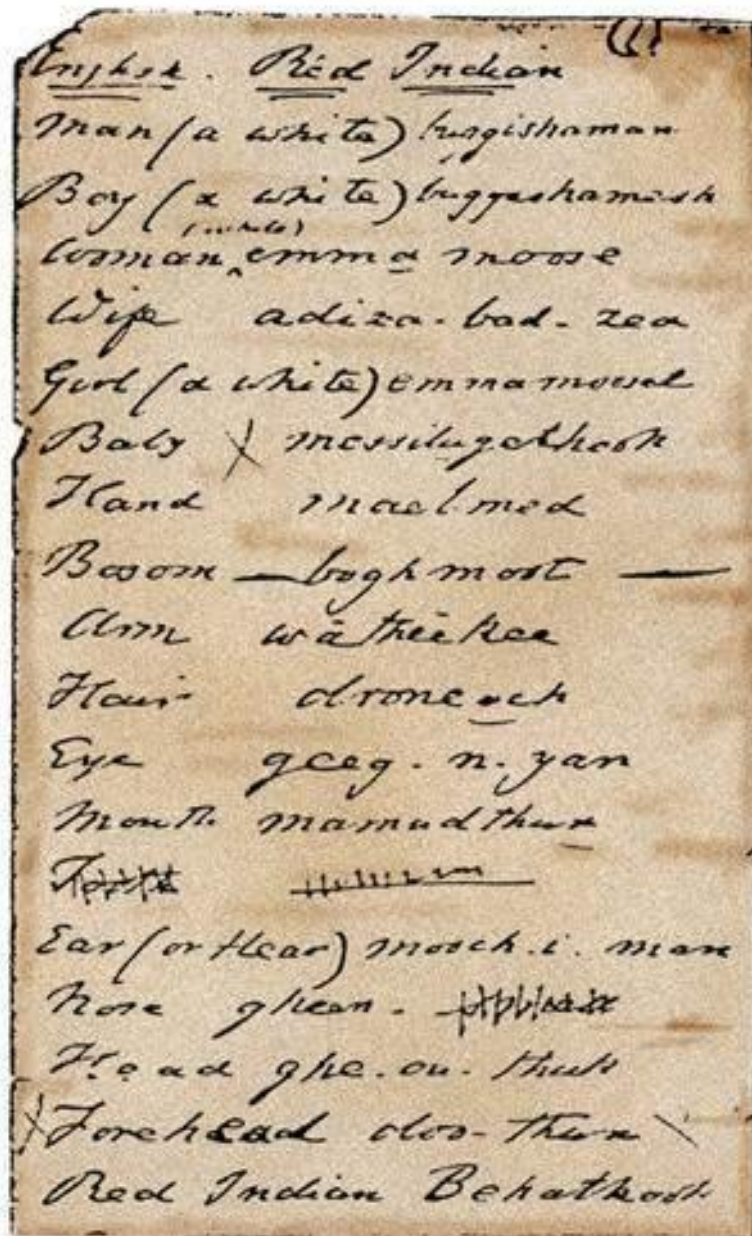


[Img 2](#): Drawing of a Beothuk camp by Major John Cartwright. | [Source](#)

Linguistic history

The province is one of the earliest areas of the New World that was **discovered by Europeans**. Thus, it has seen European visitors to its shores for over 1000 years. These visitors included speakers of **Norse, Basque, Spanish, Portuguese, German, French, Irish Gaelic, and Scots Gaelic**. However, today all except French and Scots Gaelic have disappeared completely. The only traces that remain include a few place names and a small amount of vocabulary.

Newfoundland was also a now extinct **Beothuk language**. **Innu-aimun and Inuktitut** are also spoken by people from Labrador.



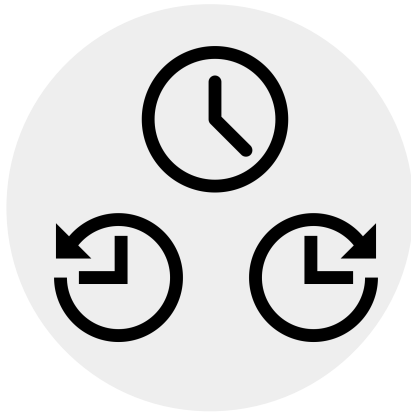
Img 4: A list of Beothuk words obtained from Shanawdithit, the last known Beothuk, by W.E. Cormack. | [Source](#)

Issue

The province has been a linguistically heterogeneous place that welcomed every language and people from all cultures. However, with the passage of time, this has slowly changed.

How can this Hub of Languages be preserved?

Design Brief: Propose a **Language Knowledge Centre** for the province that focuses on preserving and propagating the varied languages that existed historically and are now extinct or on the verge of getting extinct.



Timeless

The proposed intervention must respect the history, reflect on the present and aim for the future.



Anchor

The proposed intervention must take inspiration from the existing architecture style of the city and feel like a part of it.



Tourists

The center would also become an important place for the Tourists. Thus, the design must look at ways to cater to them as well.



Vantage Point

The design must take advantage of the beautiful location and try to capture magnificent views of St John's and its harbour.

Objectives

Participants can use the suggested objectives to begin their design. The objectives are in no particular sequence or priority and have equal emphasis on the design.



[img.6](#): A view of the St John's City - with the ROOMS in view . | [Source](#)

Context - St John's City

St. John's is the **capital and the largest city** in Newfoundland and Labrador. **Downtown St John's** forms the **historic core** as well as the **central business district** of St John's.

The architecture style in this city is different from all the other cities in Canada. The major buildings here are a remnants of its history as well as prestige since it was one of the first British colonial capitals. With the growth of the city, the buildings took different styles depending on the means available to build them.

Downtown St. John's is also a home to '**The Rooms**', Newfoundland and Labrador's **cultural facility that united the Provincial Museum, the Provincial Art Gallery and the Provincial Archives together under a single roof.**



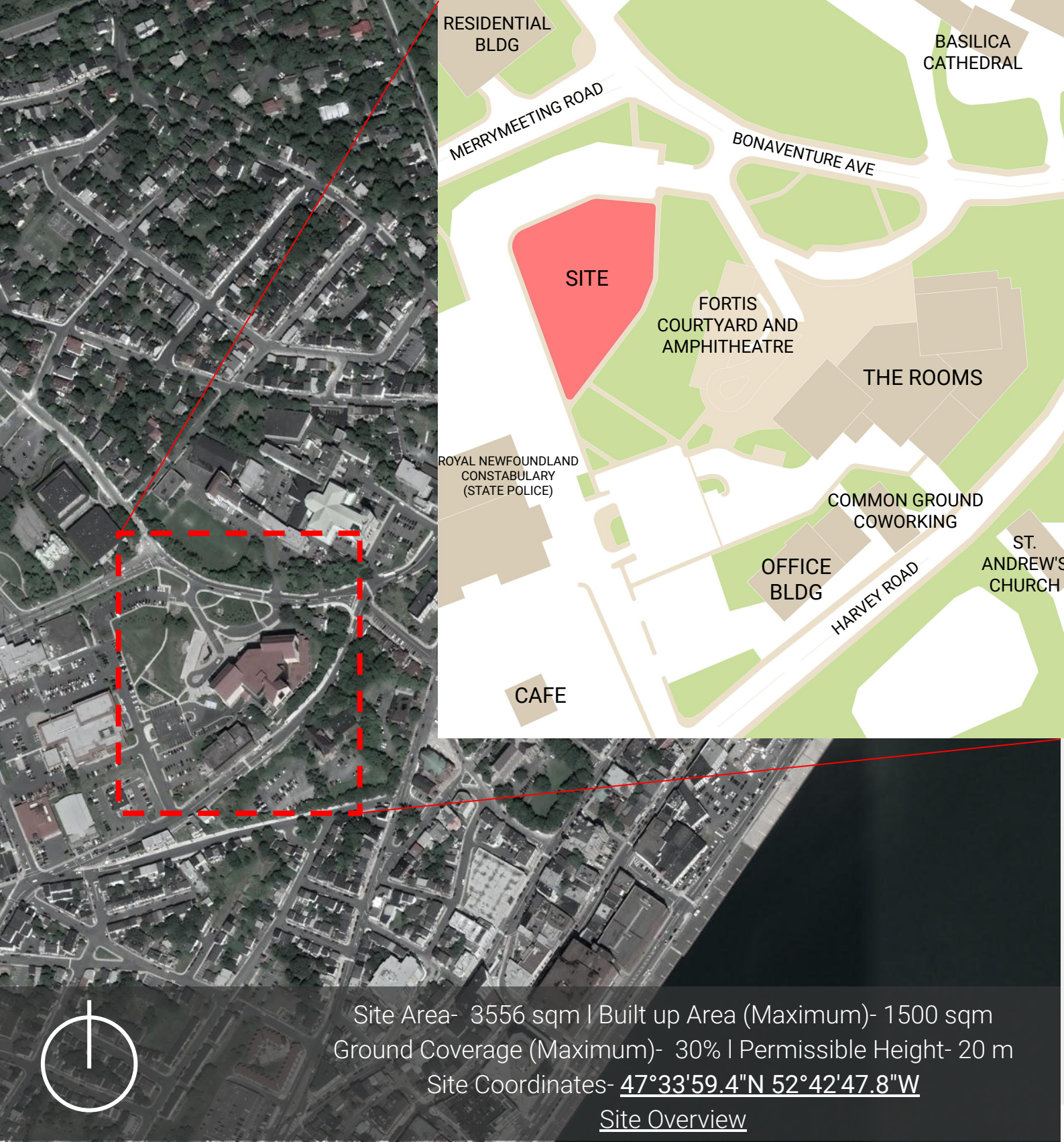
[img_7](#): View of 'The Rooms' Complex with respect to St John's Harbour. | [Source](#)

Context - The Rooms

The Rooms forms the **largest public cultural space** of Newfoundland and Labrador. It houses the most extensive collection of artifacts, art and historical records to showcase the history and present of the people of Newfoundland and Labrador.

The location of the building itself is historical too. Around 250 years ago, it inhabited Fort Townshend. It formed one of the largest British fortifications in North America at the time and defended Britain's fishing interests. After 1870, it site became home to the Royal Newfoundland Constabulary and later the St. John's Fire Department.

Archaeological work was done prior to construction on the site to ensure none of the history was lost.



Site Details

The site for intervention lies within 'The Rooms' Complex. **The proposed center must be imagined as an extension to the existing cultural center- The Rooms.**

Program	Function	Area	Quantity
Reception / Entrance / Foyer	This would be like the first place where a visitor enters. This would provide with a Help Desk/ Information Counter for any inquiry regarding the center.	150 sqm	1
Waiting Area	Here, visitors can wait when they come to meet somebody specific from the Center.	50 sqm	1
Gallery/ Display Area	An area showcasing the history of the languages pertaining to Newfoundland and Labrador.	125 sqm	1
Administration	An office area for the administration staff of the complex.	75 sqm	1
Cafeteria	A cafe area catering to the visitors and staff as well.	325 sqm	1
Rooms for conducting workshops/classes	Spaces where workshops and classes can be held.	50 sqm	4
Bookstore	A designated area where visitors can buy books from.	150 sqm	1
Museum	A designated space where visitors can attend special lectures/seminars.	400 sqm	1
Services	This would include spaces such as Public Toilets, Circulation spaces- corridors, staircases, Lift etc. as required by the design.	Around 30% of Total Built Area	This is not stringent but only an approximate value.

Programmatic Outline

Participants must adhere to the given details for programme. However, a few modifications to this is acceptable on the basis of design.

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 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 a article story (of about 700-1000 words) answering the questions given in the Additional Resources.

#The Articles have to be answered in the project submission portal 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, and site images.

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

UNYT

Unyt serves as a part of UNI in the realm of **typological discoveries**. 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.

Queries: support@uni.xyz

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