

UNI

Plan B

Space Museum Design Challenge



Fig: 1 - Planet Earth and the Galaxy beyond – An artist's impression

Premise

The theme of space has been explored much, over the years. Movies, series, story books and other media have extensively covered imagining such spaces, and all of them have one image in their heads... **the heavily metal fabricated, tech savvy, automated geeks, running the operations.**

This imagery holds true since they are derived from the current space technology and materials that have been developed. On other planets, the **absence of atmosphere** binds us inside a box, with **restrictions on building materials, technology, and spatial design.** That's why our future life in space is imagined in the way it is.

Futurism is a very strong theme in these images, and we are still discovering the many elements that are encompassed in this vast universe. But with **the way humans are faring right now, this seemingly imaginary situation might as well become a closer reality.**

Are we ready to even comprehend the reality of our present situation, let alone start planning for interplanetary habitation?



Fig: 2 - Effects of pollution will render Earth inhabitable

Trends

Owing to our insensitive lifestyle, the planet we currently inhabit, is on the brink of collapsing. As we are waking up to this realization, the fight for survival has become more real now. **Even with the work being done towards sustainability, the pace that is needed to prevent mass annihilation is not being achieved.** With this fear, a **backup plan** is contemplated, **to ensure the survival of our species and life, even if Earth dies.**

But if we did have to relocate, the questions that come to mind are endless. What aspects of life would we rethink? Can we prepare for such an experience within time? **Even if we are able to successfully colonize another planet, how will we ensure the survival of our new home after having destroyed Earth?** Will history repeat itself?

The amount of effort and resources that will go towards inhabiting a new planet are immense. But even a fraction of that, if put into rejuvenating what we have lost on Earth, could drastically improve our chances of survival on our home planet.

What role could designers play at this crucial standpoint in time, to reinforce this awakening?



Fig: 3 - 3D printed habitat on Mars - A concept (Credits: SEArch+ and Apis Cor)

Brief

We need to make people aware of the possibility of bringing change in the world. When they imagine their life on Earth, **a new vision of coexistence and harmony with nature** must be generated in their minds.

Brief: To design a space experience center that emulates a new planet to be colonized from scratch and tries to educate its visitors how our daily life choices as a species, define the future.

The design of this experiential center must follow the theme of life on an alien planet. It can show the **day-to-day activities and life in space**. It can display what a **typical shelter** would look like.

Even though this center is designed to show its visitors what life on a new planet would look like, **the aim of the design must be to highlight the changes that would occur in our lifestyle, and what we would be missing from our life on Earth.**

The center will promote the green movement of sustainability.

Objectives

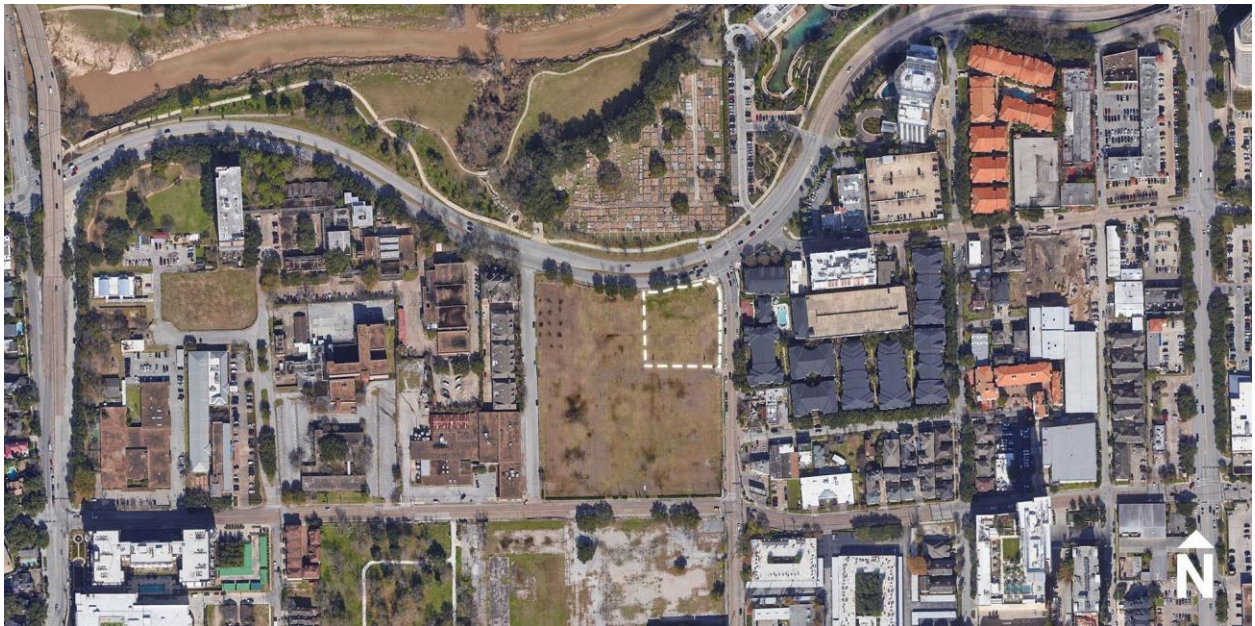
Story - The careful curation of areas that we would need on another planet.

Learning – The experience should endorse learning for various ages about how planet colonization impacts ecosystems and impact of our day-to-day actions.

User Experience - Even though the experience is out worldly, the journey of the visitor through the center must be engaging and interactive. Avoid 'alienating' the visitors.

Sustainable - The lessons learned from the years of damage rendered to Earth, to reimagine design in an idealistic sustainable manner.

Site



The United States has a space agency called the National Aeronautics and Space Administration (NASA) which deals with scientific discovery and aeronautic research. The main objective is to understand Earth, its processes and environment.

The site for this challenge is located in **Houston, Texas, USA**. Houston is known for its close link with NASA, as it is home to NASA's Johnson space center. 'Houston' was the first word spoken on the moon and the city has been linked to many space and science related contributions, making it an apt location for the challenge's typology.

The site is surrounded by cultural and commercial establishments that ensure **good pedestrian footfall**. The site is adjacent to the Buffalo Bayou Park, in the center of the city.

Site area - 4,061 sqm

FAR - 1.0

ground coverage - 30%

height restrictions - 12m

coordinates - [29°45'28.9"N 95°24'11.2"W](#)

Area Programme

The area programme for this facility would be to represent daily lifestyles if we were to be displaced to either a space station or another planet. The spaces should be both experiential and exhibition.

How to submit?

Read all the competition rules and details from the side bar, 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.

Discover the full submission tutorial here: <https://to.uni.xyz/uploadtutorial>

Submission Requirements

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

1. Recommended number of sheets/presentation images/boards:
3 (Three) of size [2800px x 3500px] in portrait digital format (JPEG only).
2. Minimum 3 (Three) & No maximum sheet limit. Each image should be less than 15MB. (Do not submit PNG format)
3. Minimum requisite submission are sheets/boards + Cover image containing:
 - a. Site plan
 - b. 1 x Key concept section
 - c. 3D views x 4
 - d. Additional cover image of 2000px x 1000px
 - e. Write an article/story in the Journal section# of the project (of about 700-1000 words) answering the questions given in the guide pdf.

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

Additional 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.

This additional resource folder of this competition contains:

Submission Format files in PSD | AI | InDD, Guide to Journal Section + Questions, Site Images, CAD file of Site plan.

Learn more on: <https://uni.xyz/competitions/plan-b/info/about>

Base Rules

- + The competitions are 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, we do not have any identification codes.
- + This is a design idea 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

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 visual delivery of ideas.

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

Programme/Spaces: How the spaces are conceived along with the programme.

Design Outcome The final architectural outcome of the solution.

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. Names of the jury panel will be announced soon.

Disqualification

The competition is protected by our [disqualification policy](#) to support fair play in a competitive environment like UNI. Participants are requested to stick to the details in the brief and connect with the curatorial committee on contact@uni.xyz in case of doubts or revisions.

Please check the link above for details. Failure to adherence may lead to soft or hard disqualification based on violation.

Yearbook



Winners of this competition will get published in our annual publication known as **UNI Design Explorer** which is released every year. This particular publication is one of the most important design resources released every year for the design community on UNI. Earn these bragging rights by participating in this competition. The project titles featured in this publication series are Winner, Runner-up*, Honorable Mention*, People's Choice and Editor's Choice.

*These titles vary from competition to competition. Please refer to the Award & Fees section for more information.

<https://uni.xyz/competitions>

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 here: <https://uni.xyz/competitions/plan-b/info/about>

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