UNI

Coalesce

A coworking office retrofitted in an old abandoned warehouse



Fig: 1 *- An eclectic mix of old and new construction can be found in cities that each, tell a story.*

Premise

Built infrastructure is overwhelming the physical landscape of urban cities. Structures are built over land parcels in the city as planning is layered with every new construction. The cities of today boast of their rich history through the heritage landmarks that are standing in place even today. **The architecture of the landmarks is reminiscent of a once-great civilisation and its achievements.**

With passing time, these structures stand through the test of time by evolving their function to fit the society in the city at the time. The city actively participates in the preservation of these structures as they add character and identity to metropolises. **But every structure has an expiration date in regards to its physical deterioration or due to its inactive function in society.**

Old structures are left unused and often considered to be **outdated**, but their potential for use is barely explored in many circumstances. Such sites can be reinvigorated by repurposing them to **satisfy the present needs of society**. **It not only reduces the burden of new construction but also helps to restore the cultural value of the city.**

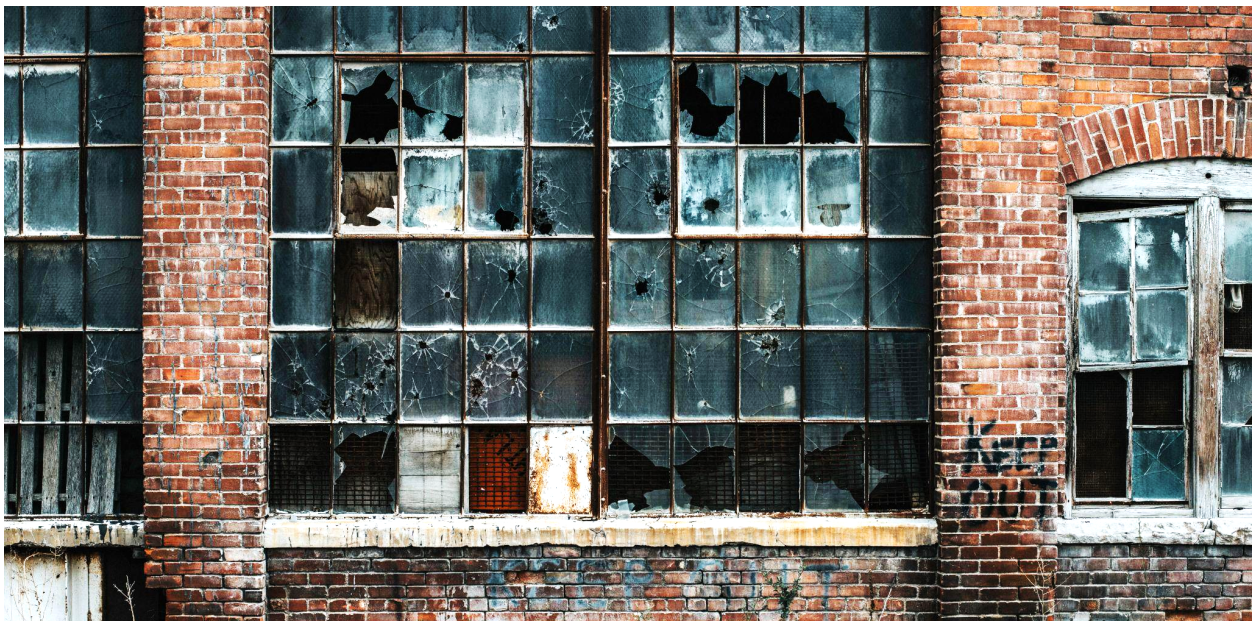


Fig: 2 - Old buildings can be repurposed into spaces that make them relevant in society today.

Opportunity

The demand for workspaces is always high and many old buildings are now being converted ingeniously, into new, contemporary spaces suited for working in the 21st century. The urban culture work setting is moving away from the traditional office workspaces and exploring new trends of work-play concepts and co-working.

Co-working is sharing a common office place with multiple companies, offering cost relief and convenience through the use of common infrastructure. This efficiency attribute of coworking spaces is being translated to locating the coworking spaces as well.

Metropolises around the world are trying to **re-adapt their important sites into useful spaces.** These sites are diverse and render their unique setting to their interior. Coworking spaces designed in such sites are distinctive and have become popular hubs in urban centers.

Is it possible to re-invent the trend of coworking with respect to its contextual setting?



Fig: 3 *- Coworking is a creative outlet that can be incorporated inculture-rich backgrounds to give use and value to old construction.*

Brief

Coworking areas are an ongoing trend in big cities and its design must be extremely functional and inclusive since it caters to diverse users.

Brief: The challenge is to redesign the interior of a refurbished warehouse into a coworking space.

Awareness and an appreciation of its heritage have to be achieved by the thoughtful articulation of its interior space. The design must also represent the story of the building through its interiors. **The office environment created will become part of the history and significance of the building**. The built form must be able to connect with the people, through its form, layout, or spaces.

The theme of the interior must establish a connection to the site and city context. **Privacy and interaction** must be guided in the layout as per the nature of the activity. The **aesthetics (a blend of modern and historic)** and functionality must be balanced. Greenery must be incorporated efficiently with multiple **sustainable strategies** that will make the structure trendy in current times.

Objectives

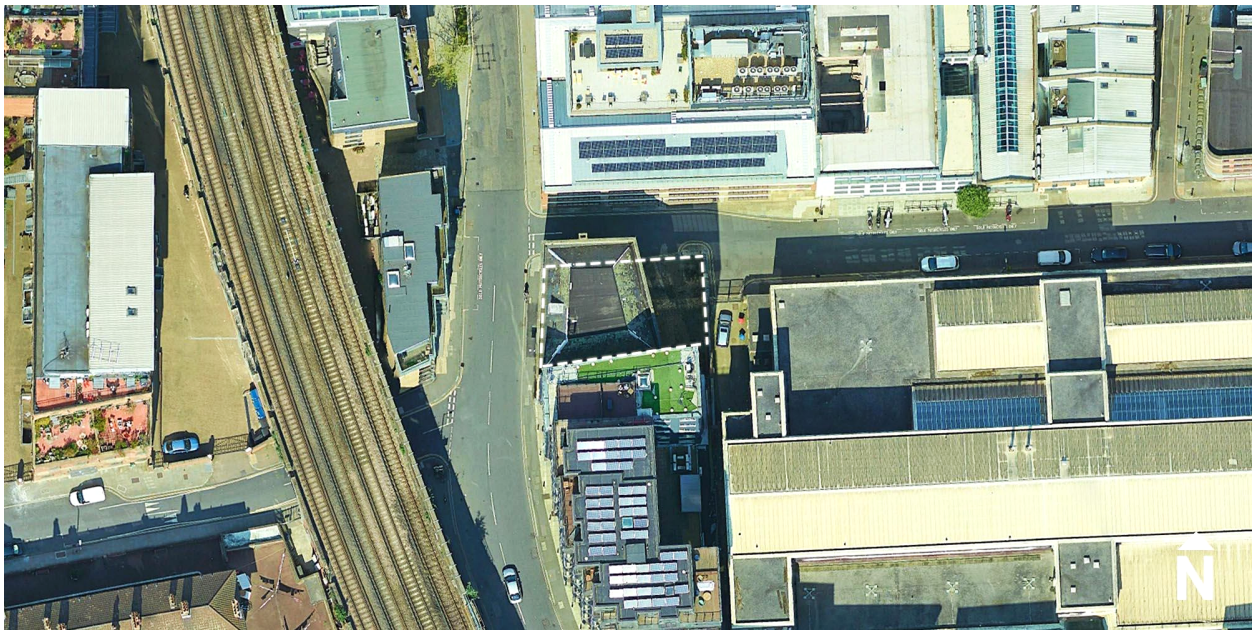
Planning: Site planning, circulation, and internal layout must be thought of.

Furniture: Furniture needs to be custom designed.

Lighting: New lighting strategies need to be looked at for the changed use of space.

Finishes: Internal finishes can be changed to accommodate the new use.

Site



The service and financial industries contribute significantly to the United Kingdom's income and the **employment rate is very high**. **London is one of the largest financial centers in the world** and business districts are filled with companies of tech, travel, non-profit, and so on. Entrepreneurs and start-ups seek **collaborative offices with non-traditional spatial design.**

The site is the structure at **55, GREAT SUFFOLK STREET**. It is a heritage-listed building (Grade II), part of the London Borough. It is a **mid-19th century warehouse** with well-preserved design features. The building has original loading doors used for manufacturing in the past.

The brick building has four stories plus raised basement and attic with a hipped slate roof, the latter concealed by a concrete rendered parapet. **There is a yard behind the property with parking for five cars.**

Lot Size: 290 sq.m
Maximum Built Up Area: 743 sq.m (185 sq.m per floor)
Coordinates: 51°30'09.9"N 0°06'03.4"W

Area Programme

The structure consists of **4 floors and the entire building floors are to be used to host coworking office spaces**. The basement can be used to host non-office spaces. The spaces to work must be incorporated to accommodate varying groups of companies planning to visit the centre.

The following programmatic outline is the point to begin your design at. You can add more functions and activities in relevance or modify the below design programme.

- The coworking space has to be designed with **3 office spaces of 100 sq.m each**. A Common room must consist of modular desks that can be used by around **20 people.** Separate meeting halls, a conference room, and a seminar room is to be available for smooth operations of the occupying company.
- Some private working nooks can be provided for people who prefer to work alone. Multimedia rooms must contain computer units for individual workers.
- Assistive spaces for making phone calls, storage, a kitchen, pantry, and cafeteria are to be provided in the coworking setup proposal.
- Greenery in open spaces like front yards, terraces, and so on can be used for social interaction.
- Reception, Parking, and Services must be an efficient feature of the design proposal.



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.

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

Submission Requirements

You have to deliver an interior 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, High-Resolution Site Map, CAD file of the Site plan, and Sketchup model of Site.

Learn more on: https://uni.xyz/competitions/coalesce/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 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-leveled 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 the pre-design phase.

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

Design Outcome The final architectural outcome of the solution.

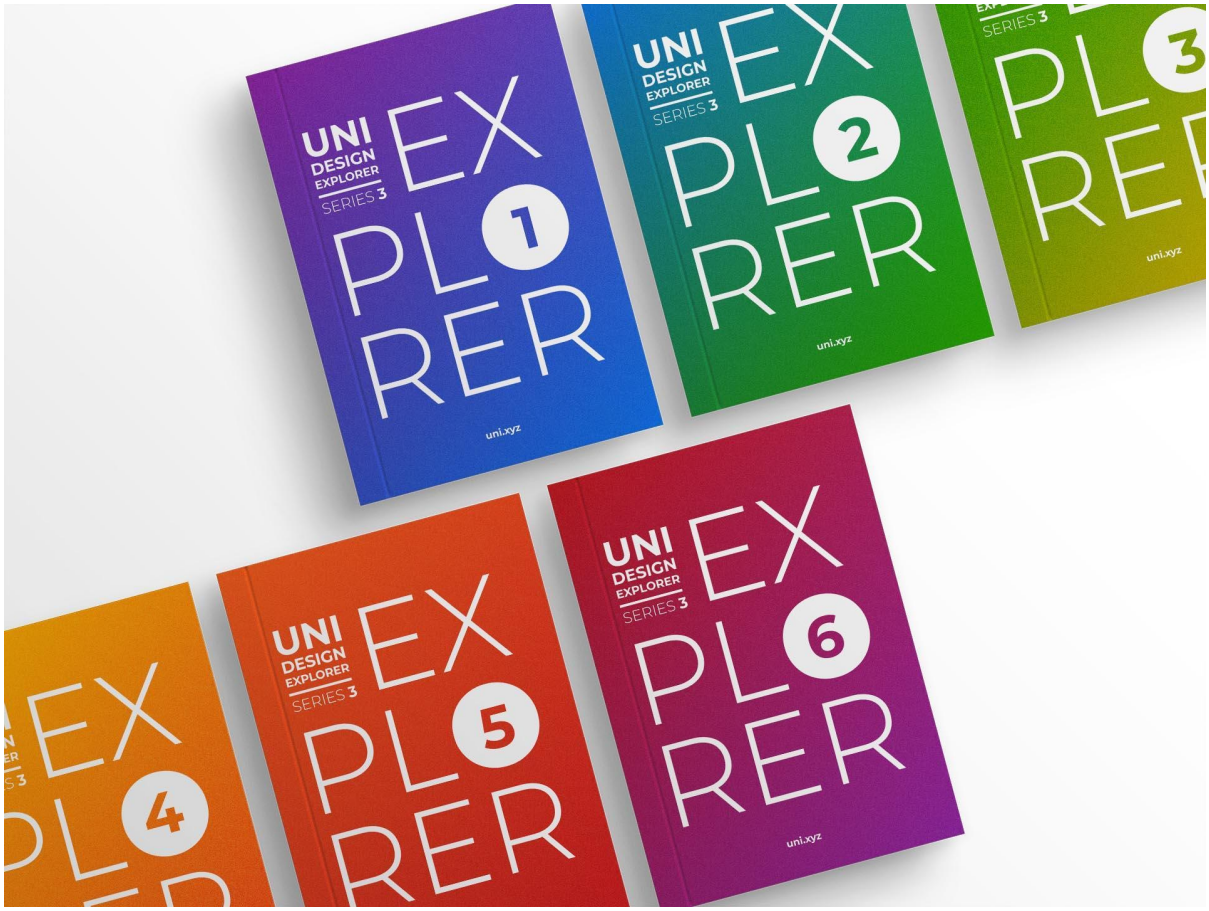
The judging panel can also add other criterions based on their internal discussions - which will be in line with the problem statement. Participants are advised to fulfill the above-given criterions first in their design. Names of the jury panel will be announced soon.

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 the 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.

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/coalesce/info/about

Follow us on -
Facebook: https://www.facebook.com/unidesigntogether
Instagram: https://www.instagram.com/uni.xyz
Linked In: https://www.linkedin.com/company/unidesigntogether/
Twitter: https://twitter.com/uniQxyz