

BOUN

Huddle

Public Space Design for the Elderly

<https://competitions.uni.xyz>



Img_1: Most urban spaces now are now incompatible with the old - A concept

Premise

Population Ageing- a phenomenon that was initially faced by the developed countries but the developing nations are catching up soon. The number of senior citizens (60 years and above) is estimated to increase from 901 million in 2015 to 1.4 billion in 2030 and 2.1 billion in 2050.

On the other hand, **urbanisation** has been rapidly increasing leaving 55% of the total population now living in cities and is said to increase upto 68% over the coming decades as per the UN.

As people grow older, **depression and loneliness** are regarded as the major problems that they face. This is a resultant of either living alone or lack of close family ties and reduced connection with their culture of origin. This leads to making them unable to participate in community activities. With advancing age, people inevitably lose connection with their friendship networks. It also becomes more difficult to initiate new friendships and thus belong to new networks.

This eventually leads to poor quality of life among the elderly.



Img 2: Different ways elderly spend time in their daily lives - A concept

Ageing

An increase in the **average median age** of any country is indicative of higher standards of living. However, it **has its cons**.

Because of urbanisation, more and more people have shifted to urban areas. However, these areas don't guarantee the well-being of the old. Most of the public centric functions and spaces prevailing or proposed don't necessarily cater to the needs of the elderly. Many of them are not even easily accessible.

There are hardly any places proposed where the elderly can perform activities of his/her choice/hobbies/liking. This creates a distorted distribution of accessible public spaces in relevance to the changing demographics of our world. **How do we begin to untangle such a huge problem?**



Img_3: Ageing msn trying to cope with changing technology.

Issue

An **ageing population indicates** any country's advancement in science and technology, and **higher standards of living**. Any country's advancement is a sheer result of the actions and decisions took by the retired people of today when they were the youth of the country. However, when the citizens retire, they are often considered as an economic burden to society. This forces us to wonder if there's a need to care about the retired?

The modern-day cities lack senior-friendly places. In such a situation, a logical question arises, what will they do in a time when **technology changes so quickly and when all means of leisure are largely inaccessible?**

Are there any ways to tackle the issue of isolation among the old?



Ageing is a natural phenomenon that every individual has to traverse.
This in a way makes one think how can we slowly restructure our cities to address this unspoken issue?



Img_4: Senior people enjoying their picnic together - An illustrative image

Brief

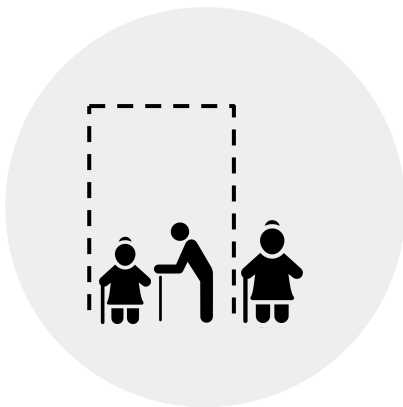
With the progressing age, it becomes more **difficult to interact with new people** and to **make new connections**. The problem further aggravates in cities of today, where urban development many a time sideline this understated need.

In such a scenario, how can architecture be used as a tool to propose solutions to cater to the issues of isolation at an old age? How can public places become more inviting and accessible to the percentage of the population that will be turning over 60 in the future?

Being old, one priceless thing they possess is their experience. How can architecture create spaces that can increase the interaction of the elderly with the youth or children to share their experience?

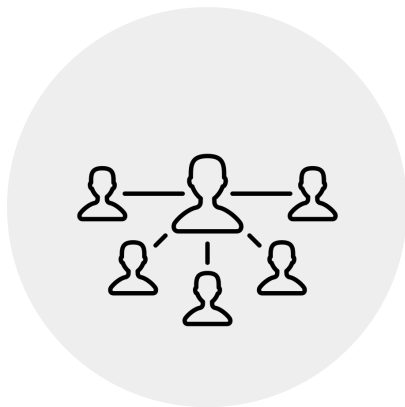
Objectives

Programmatic Objectives



Interaction space

Ensures interaction among the elderly.



Experience sharing

Ensures interaction of various age groups with the elderly.

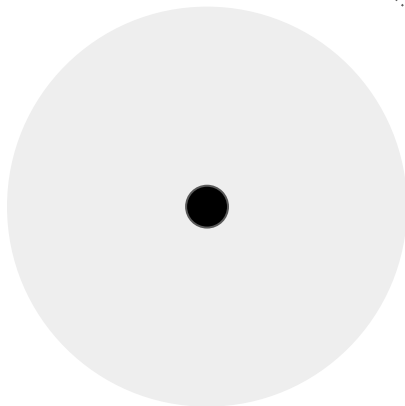
Participants to keep in mind the culture of the city to propose programs such that they are tailor-made for the given context.

Design Objectives



Accessibility

Easily accessible for the elderly.



Minimal

Ensure minimum impact to the public park.

The given site for intervention is inside an existing public park. Hence, the typology of intervention chosen will be very critical.



Img 5: Aerial view of the Maxvorstadt district in Munich

Munich- Germany

Germany has become a country of long life. Currently, about **25 percent of the population has turned over 60** and it is estimated to **increase upto 33 percentage by 2050**. Today, the life expectancy of a newborn boy in Germany is 78 years and that of a newborn girl is 83 years. This indicates that today's older people here are mostly healthier and better educated than the generations before.

Munich, capital of Bavaria, is the most populous city in Bavaria and is the third-largest city of Germany. Bavaria holds the second-largest percentage increase of people (accounting to 47.3 percentage increase from 1990 to 2014) over 65 years as per research conducted in 2016.



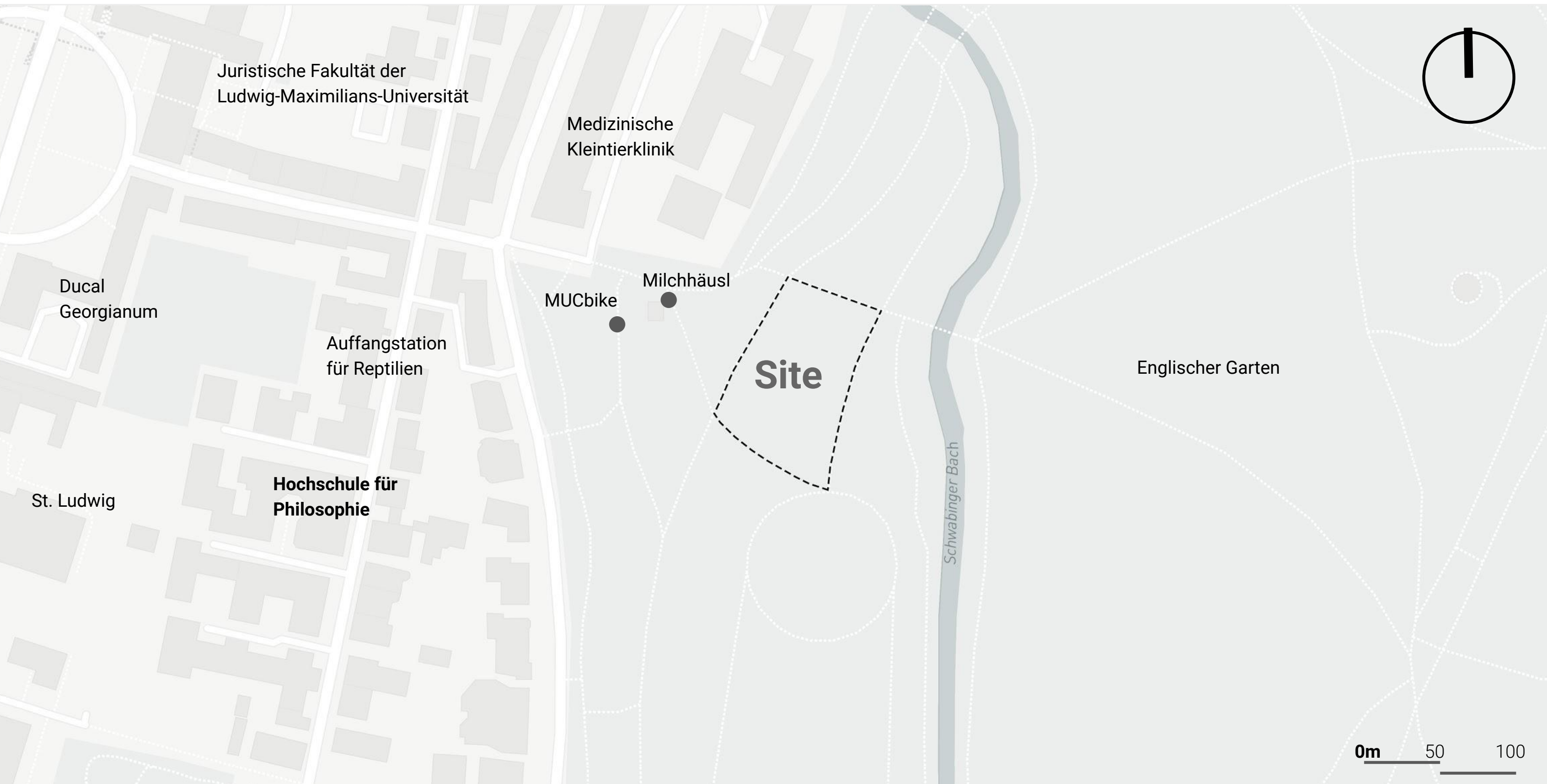
Img 6: Senior citizens attending classes with the youth at Universities in Germany.

User

To design for such a demographic in any part of the world, it becomes very important to first understand their lifestyle. Re-weaving the elderly into our urban spaces of today needs a fresh thought process where we are finding new avenues to spark dialogues between them and society.

As per detailed research conducted by the '[German Federal Ministry for Family Affairs](http://www.bmfsf.de/)' *, many findings suggest that there is an increasing thirst of knowledge in the older generation. Due to this, a large percentage of people over 60 years in Germany increasingly avail offers at universities and adult education centers. Besides this, they also use their free time to travel and participate in volunteer activities.

Besides this, young families, associations, churches and other social projects/institutions can rely on the experiences and support of the older people.



Imq 7: Site Plan

Site Plan

The site chosen for intervention is a part of an **Englischer Garten** that lies next to **Maxvorstadt**. Maxvorstadt is the university district of Munich and is also home to a lot of galleries and major cultural sights. The designed intervention within the existing public park should ensure minimum impact to the park but still serve as a **place to huddle old age people as well as the youth**.

Area: 4640 m²
 Site coordinates: [48°08'57.8"N](#)
[11°35'11.2"E](#)
 Max Builtup Area: 700 m²
 No minimum area requirement,
 No height restrictions

Submission

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

- A maximum of 4 boards / sheets. – [**2362px x 3544px**] or [**400mm x 600mm in 150 dpi**] in portrait digital format (JPEG).
- Each image should be less than **15MB**
- You can find the preset PSD, AI and INDD template files in the 'additional resources folder' and [here](#).

This additional resources folder contains: FAQ Questions, High Res maps and CAD file of the site plan.

Minimum requisites in the sheets are 3 sheets/boards + Cover image containing:

- Site plan (Compulsory)
- Key conceptual sections x 1 (Minimum)
- 3D views x 4
- Cover image/Thumbnail of size 2000 x 1000 px or larger in aspect ratio 2:1.
- Floor plans, images, sketches (if any) can be added to support the entry in the form of additional images.
- Answer 6 FAQ questions in the discussion section as given on the 'additional resources folder'.

-
- + The team limit for this competition is 4 members maximum.
 - + Use exploded views to discuss multi levelled conceptual models better.
 - + Ensure that the final sheets which are submitted do not include your name or any other mark of identification.
 - + Mention sheet number on corner of every sheet.
 - + This is a design ideas challenge only. There is no built commission/realization is associated with the problem.
 - + Plagiarism of any idea / form / design / image will be disqualified with a notice.

Registration page here: <https://competitions.uni.xyz/huddle>

Submission Deadline: December 18, 2019

Submission closes this day.

Public Voting Starts: January 14, 2020

Voting starts on this date.

Public Voting ends: February 8, 2020

Voting ends on this date.

Result Announcement: February 20, 2020

Result day!

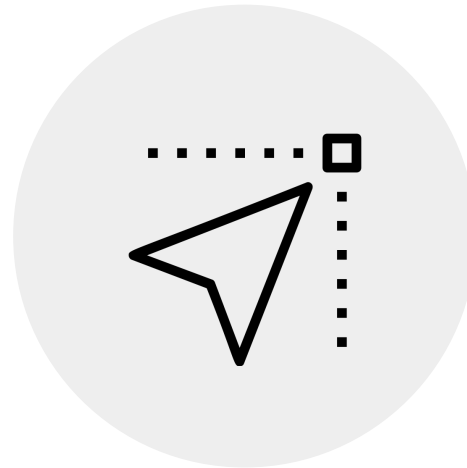
Rewards



Grants of up to a total of **20,000\$** can be won on this challenge. Learn more about the full conditions on the competition page [here](#).

Judging Criteria

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.



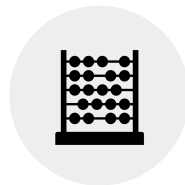
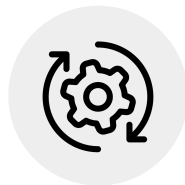
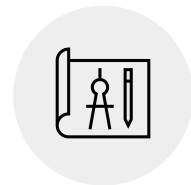
Spaces/Programme

How the spaces are calculated and ordered.



Design Output

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. Eg. **Aptness of the programs for the context, Accessibility in the proposed design, etc.** Participants are advised to fulfil above given criteria first in their design.

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BOUN serves as a unit block for UNI in the field of urban design and furniture design. It serves as a platform for experimentation and conceptual exchange of ideas for urban furniture designs happening at various levels. The program intends to get designers from around the world and encourage them to share their extraordinary design ideas.

Through our urban/furniture design competition at BOUN, we intend to create a dialogue among designers where they have full freedom to create contextual and user-centric design. Our competition will identify and acknowledge young and budding designers from across the globe. This approach towards design would serve in refurbishing the profession's identity and will help the product to reach masses through our leading media and industry partners.

Queries: support@uni.xyz

Discover other competitions: <https://competitions.uni.xyz>

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Instagram: <https://www.instagram.com/uni.xyz/>

Discover FAQ's about this competition on our help forum here: <http://help.uni.xyz/>

Designing more **elder friendly** public spaces.



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