

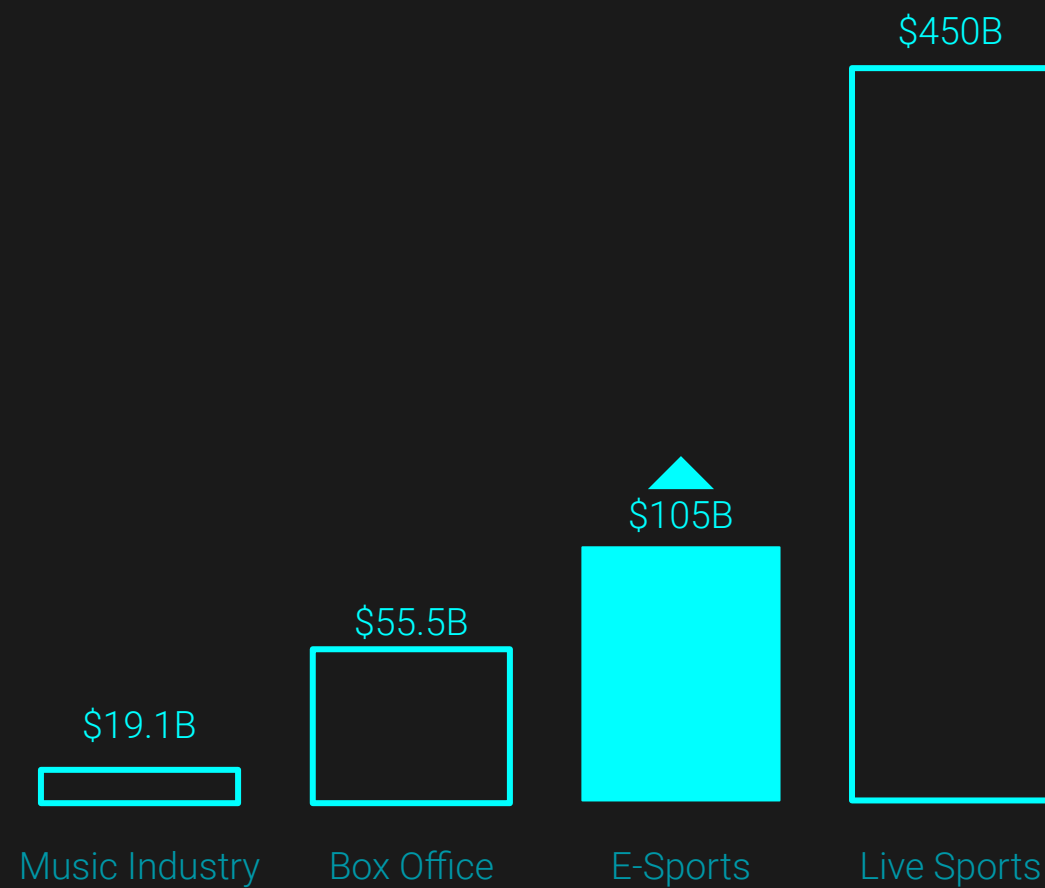
hybrid
FUTURES



The Digital Colosseum

eSports Arena of the Future

<http://competitions.uni.xyz>



Img_1: Various industries in perspective - in 2019 (Estimated figures)

Premise

“eSports have joined the big leagues”, research from Goldman Sachs wrote in a recent [report](#) about the new subsection of the video game industry. They estimate that the monthly size of competitive eSports gamers, **167 million** as of year-end 2018, will hit **276 million** by 2022, basing their forecast on a NewZoo survey.

Besides, this is just about the people who are playing it in serious spirit - the actual population of leisure gaming communities is way larger than these numbers. Out of **7700 million** world population estimated **2400 million** people are playing some form of games in digital media as per a report by [Statista](#).

A [survey](#) by NewZoo(an organization dealing with games & eSports Analytics) reflects that platforms like youtube and twitch are defined web spaces for enthusiasts who wish to game. **Are our physical spaces ready for this rampant craze that is developing a significant interest in the entire globe?**



Img_2: Cityscape of Cyberpunk 2077.

Shift in Media

For **decades** before the **2000s**, media consumption remained virtually unchanged. People got their news and entertainment from the TV, radio, newspapers, magazines, and other traditional forms of media. Rental stores were one of the few places you could go to get new music, CDs or a movie to watch -- apart from cinemas.

20 years later after the ‘Dot-com boom’, **screens are within reach to virtually almost every person** in one form or other. The shift in media consumption has affected many allied industries, including the advent of this **gaming industry** which was restricted to local networks.

This second order in digital entertainment will gain more and more prominence in the coming future, as the median age of this population is under 31 years, which is very young. As this median age gets older their **major spending habits (time and money)** will be a key factor **driving the growth in this sector**.



Img_3: Barclay's center retrofitted for E-Sports event of Overwatch League Finale.

The Industry

It's no surprise that gaming will be a big spectacle when it comes to the forthcoming decades. It is becoming famous among all ages and is not restricted to being a past time any more.

E-Sports/Gaming and its organized competitive events are conducted by several local and international organizations around the world, and it is rapidly growing in size. The ecosystem of electronic sports is similar to traditional sports, with professional leagues, teams, coaches, broadcasters and fans.

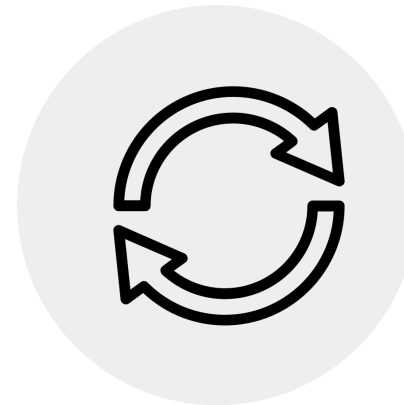
However, what keeps this isolated from our real world is the limited nature of the screens that serve them. **What happens when the game exits the screen and enters physical space?** What happens when rendering technologies reach realism where it's almost impossible to differentiate between the two? **What happens when live sports and eSports reach almost an equal stature? How will architecture house the future of gaming in the near future?**

Design Challenge



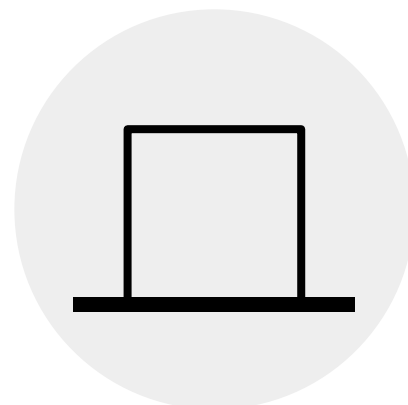
Users?

Who will be the visitors of this center?



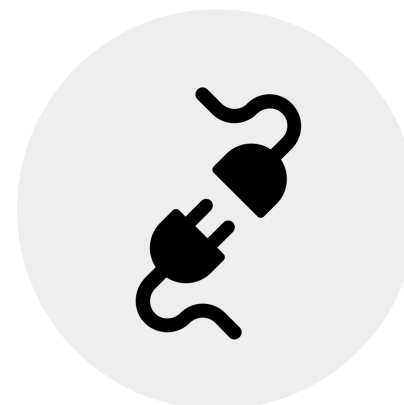
Evolution?

How will the place evolve with more dynamic technologies?



Spaces?

What will be the spaces like for these gaming functions?



Technologies?

How will the arena evolve with evolving technologies?

For most eSports events today traditional sports venues are retrofitted with means to view this entirely fresh form digital entertainment. A few examples can be seen in the images in this document. But what happens when we have a chance to **tailor-make this entire venue in 2050 dedicated for gaming?**

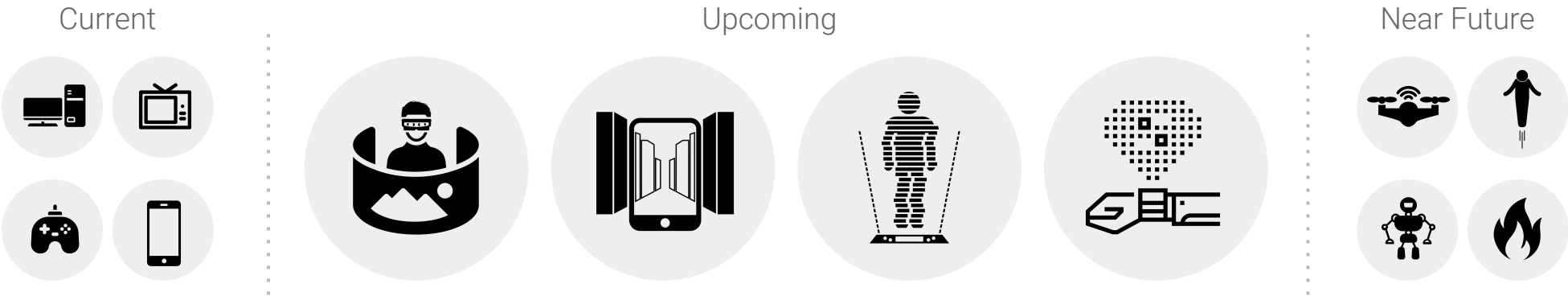
Brief: Envision the eSports arena of the future based on the trends of today in 2050. What kind of games will be played? How will it be spectated? Or what fresh mediums/combinations will be popular according to your vision?

The following objectives can be a point of beginning to conceive this design. Participants can assume their context before beginning their design problem.

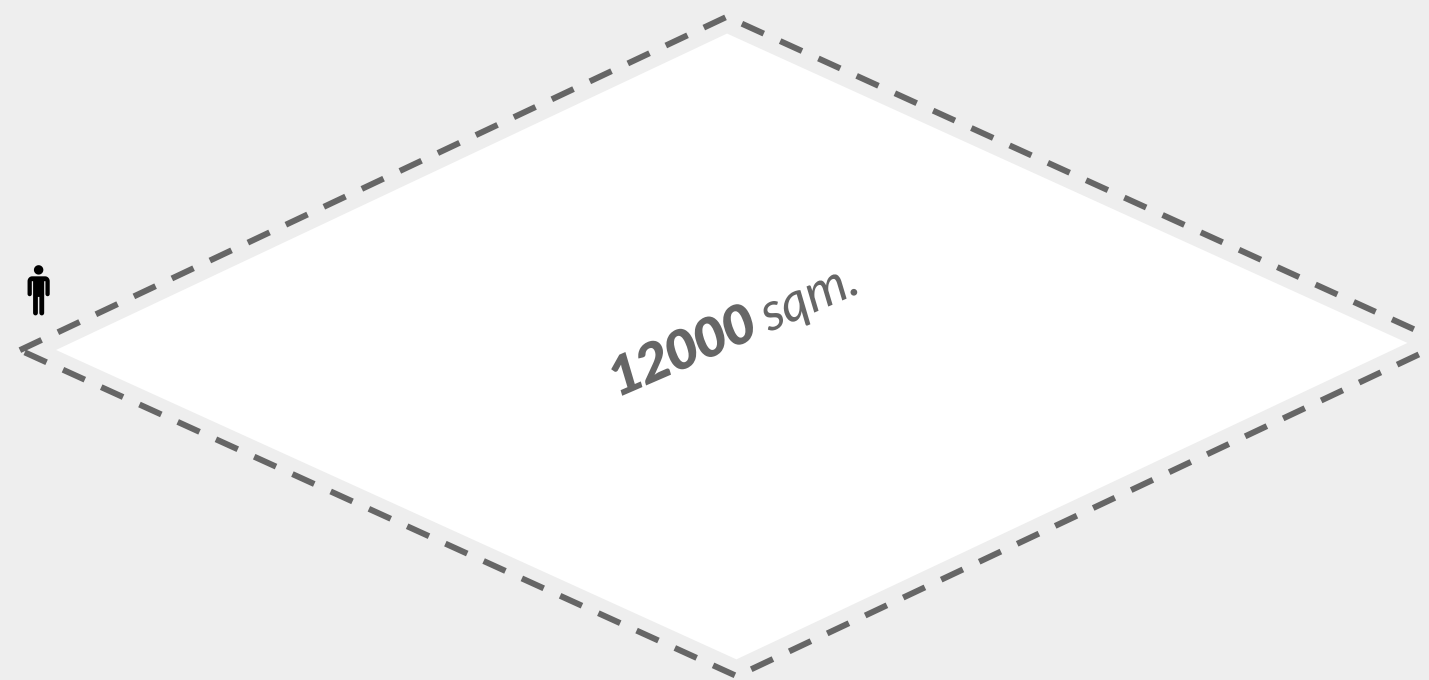


Img_4: A concept of personal virtual game rooms in future.

Technologies



The current technologies of gaming are a result of various advancements in computation capabilities of the platform they belong to. The current mediums may seem new or sustaining however they have been around since past 15 years only (**Eg.** Consoles, PC Gaming, Mobile Gaming). The speed of experimentation in these fields is getting faster where upcoming technologies may seem futuristic yet they may last for two decades only by the trends of today. **How will the gaming platforms of 2050 be?**



Img 5: Max site area - A schematic sketch.

Site Area

The site is envisioned in a **futuristic setting of 2050** inside a **dense urban environment** connected with **futuristic transport methods**. The design can be conceived either in a **speculative urban setting or conversely a real city of today interpreted in a futuristic context** of 2050. The designing of urban context is not the subject of evaluation. Hence, participants are expected to focus more on the Arena and its form/spaces.

Max Site Area: 12000sqm.

No specific development guidelines to be followed.

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'. [here](#)

This additional resources folder contains: FAQ Questions.

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/the-digital-colosseum>

Submission Deadline: December 28, 2019

Submission closes this day.

Public Voting Starts: January 14, 2020

Voting starts on this date.

Public Voting ends: February 08, 2020

Voting ends on this date.

Result Announcement: February 20, 2020

Result day!

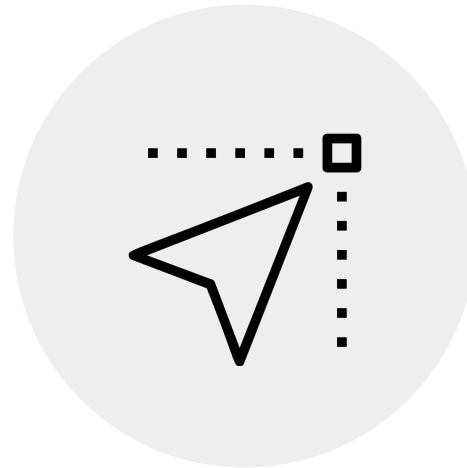
Rewards



Discover the prizes and awards grants on the competition page.

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.



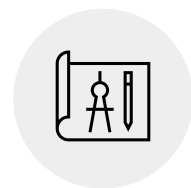
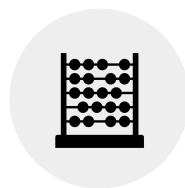
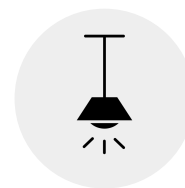
Spaces/Programme

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. Technologies Utilized, Services, Design innovation, etc. Participants are advised to fulfil above given criteria first in their design.

(Ad) Institutional access:

We believe in a world more collaborative.

And we think academia is where it can begin.

Institutional Access™ is world's only cross institution competition programme. You can make this challenge more meaningful by bringing it to your classmates and professors working together. There are a lot of perks by entering this challenge with your institution. Follow the link to learn more.

Institutional Access™





Hybrid Futures is a unit block for UNI in the field of Architecture that covers the field of near future architectural thought. It intends to break the barriers of design ideologies that are limited by the technologies of today and aligns itself to futuristic thought processes. This arm of Uni banks on growing technological advancements to frame architecture in the megacities of tomorrow. It is a research initiative dedicated to providing opportunities for designers from all domains to explore ideas that go beyond the boundaries of architectural discipline and enrich our built environment; thereby opening up possibilities for promotion of design thought process at a global level.

Queries: support@uni.xyz

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

Facebook: <https://www.facebook.com/unidesigntogether/>

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

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



The
Digital
Colosseum

Hybrid
Futures

Making **eSports** a new reality.

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