



Project **Earth 2**

Concept competition | Cities of tomorrow



INTRODUCTION

Violent conflict and persecution, compounded by rising food insecurity, environmental degradation, poor governance and countless other factors, drove more than three million people to leave their countries as refugees or to seek asylum in 2016, joining millions of others already in exile. Many more people were trapped or uprooted inside their own countries. Political solutions and prospects for peace remained elusive in most situations, and while some did manage to return home or find other solutions, at the end of the year the global number of people of concern to UNHCR exceeded 67 million. By 2050, because of the consequences of climate change, the amount of climate migrants could reach the number of 200 millions refugees.

Nowadays, refugees camps are conceived as temporary settlements and usually run and managed by a government, the United Nations, international organizations or NGOs. As of 2012, the average size of a refugee camp is 11.400 inhabitants, but camps with over 100.000 inhabitants are common. At the end of 2015, 25,4% of refugees are living in planned or managed camps.

According to UNHCR, the camp size recommended is 45sqm per person, and apart from the shelter units, they usually harbor the following facilities:

- Hygiene facilities and places for water collection
- Clinics and hospitals, food distribution.
- Communication and security equipment, schools, training centers, markets and shops.
- Locations for solid waste disposal
- Churches
- Arrival facilities and reception center: It usually takes up to 2 weeks until their refugee status is approved. It is not uncommon that refugees die while waiting outside the reception center

Shelters are usually provided by aid agencies, but sometimes they are built with local materials by the refugees.

UNHCR guidelines for refugee camps are:

Average camp area per person: The size of a camp and area per capita is critical in th planning of camps as crowded conditions lead to increased morbidity and stress. The provision of adequate space, both outside and inside shelters is an essential requirement

The 'average camp area per person (Sqm.)' indicator measures

the average living space to which a person has access in a camp. This space should accommodate all services while promoting dignified living:

Indicator: Average camp area per person (Sqm)			
How should this indicator be measured:			
Standard: 45 sq. m	Acceptable Range: ≥ 35 sq. m	Unacceptable Range: 34 - 30 sq. m	Critical Range: ≤ 29 sq. m

A minimum surface area of 45 Sqm per person including household gardening space should be allocated. 30 Sqm per person will be necessary for roads, foot paths, educational facilities, sanitation, security, firebreaks, administration, water storage, distribution points, markets, storage of relief items and, of course, plots for shelter. It excludes however, any land for significant agricultural activities or livestock. The remaining 15 Sqm per person is allocated to household gardens attached to the family plot which should be included in the site plan from the outset.

2.2 Emergency standard

The design of planned settlements follow SPHERE emergency standards. The table below defined the minimum standards to be applied.

Description	Minimum Standard
Covered living area	3.5 sqm. Per person minimum
	<i>In cold climates and urban areas more than 3.5 sqm. may be required (4.5 sqm. to 5.5 sqm. is more appropriate)</i>
	<i>Minimum ceiling height of 2m at highest point</i>
Camp settlement size	45 sqm. per person (incl. kitchen and vegetable garden)
Fire Safety	30 m firebreak every 300 m
	<i>Minimum 2 m between structures – use 2 times the height of the structure as an appropriate distance.</i>
Gradient for camp site	1 to 5 %, ideally 2 to 4%
Drainage	<i>Appropriate drainage needs to be put in place, especially relevant in locations that experience a rainy season or flash floods.</i>



Table 1- Minimum standards for planning camps

Site planning should begin from the scale of the individual refugee family, addressing needs at household level, such as their distance to water, access to communal services, recreation facilities, access to showers and latrines, waste management, etc

It is advisable to consider the social structures and relations within persons of concern, including clan, tribes and extended family arrangements, as well as their traditional settlement layouts and shelter preferences. This consideration will yield a greater degree of satisfaction, and sense of ownership.

The following table uses the family unit as the smallest planning 'module' and builds up to larger units:

Module	Structure	Approximate number
Family	1 x family	4 - 6 persons
Community	16 x families	80 persons
Block	16 x communities	1,250 persons
Sector	4 x blocks	5,000 persons
Settlement	4 x sectors	20,000 persons

Table 2 – Indicative modular planning units

The following are recommended site planning standards for services and infrastructure and should be referred to when preparing the camp layout:

Description	Standard	Further consideration
Communal latrine	1 per 20 persons - emergency phase	Separate latrine areas for men and women For long-term accommodation use one house hold latrine per family
Latrine distance	Not more than 50m from shelter and not closer than 6m	Latrines must be close enough to encourage their use but far enough to prevent problems with smells and pests
Shower	1 per 50 persons	Separate, well drained, shower areas for men and women

Water supply	20 litres per person per day	
Water tap stand	1 per 80 persons	1 per community
Water distance	Max. 200m from household	No dwelling should be further than a few minutes' walk from a water distribution point
Rubbish container of 100 litres	1 per 50 persons	1 per 10 families
Refuse pit – 2mx5mx2m	1 per 500 persons	1 per 100 families
Health centre	1 per 20,000 persons	1 per settlement Include water and sanitation facilities
Referral hospital	1 per 200,000 persons	1 per 10 settlements
School	1 per 5,000 persons	1 per sector 3 classrooms, 50 Sqm.
Distribution centre	1 per 5,000 persons	1 per sector
Market place	1 per 20,000 persons	1 per settlement
Feeding centre	1 per 20,000 persons	1 per settlement
Storage area	15 to 20 Sqm. per 100 persons	Refugee storage
Lighting	As appropriate	Consider priority locations such as latrine, wash areas, public service areas
Registration area	As appropriate	May include arrivals area, medical clearance, distribution, parking
Administration / office	As appropriate	
Security post	appropriate	
Security fencing	Depending on the circumstances	



CONTEXT

Refugee camps are usually planned, built and designed with the aim of fulfilling the basic human needs for only a short time, but only 189.300 refugees were resettled in 2016 and approximately 40% of the refugees have been in exile for more than 20 years. In fact, some refugee camps have existed for decades. As case studies, the next refugee camps can be studied:

- Several refugee camps in Palestine have existed since 1948.
- Shagarab camp in Sudan – 1968
- Sahrawi refugee camps in Algeria – 1975
- Mae La refugee camp in Thailand – 1986
- Zaatari refugee camp

It is expected that the participants will perform a proactive research work to be able to propose realistic and useful ideas that can be transferred to organizations in charge of establishing and managing refugee camps. Our aim is that the proposals can be totally or partially implemented.

PROJECT

Project Earth 2 wants to propose a different approach towards refugees and refugee camps. Rather than conceiving refugee camps as storage facilities to fulfill basic human needs and refugees as temporary inhabitants, we encourage you to zoom out and consider the refugee camps as the cities of tomorrow, as a changing structure that can grow, adapt and develop. Refugee camps should be flexible and grow in an organized way as their population increases. Transform from a temporary shelter into a stable settlement, offering a worthy and dignified way of living to their inhabitants. Refugee camps should be integrated in the area that is established and create a positive impact from a social and economic perspective.

As it was exposed before, only a very limited number of refugees can return to their home country in a short period of time, being the average stay time 17 years.

Within these premises, in this competition, Project Earth 2 wants to generate urban and architectural concepts considering refugee camps as the cities of tomorrow and providing proper infrastructure to avoid poor living conditions. How can refugee camps expand opportunities for migrants and allow them to find dignity, meaning and a social and economic future? How can they provide a model under which host countries can benefit from refugees? How

your project can fulfill aspirations of their inhabitants and utilize their skills and talents? Project Earth 2 encourages you to imagine and design concepts and ideas to reply to these questions and, like Le Corbusier designed the Ville Contemporaine as an utopia for a perfect city, we trigger you to use your skills and imagination to design the cities of tomorrow.

LOCATION

For this competition, there is not a fixed location, but for fulfilling the goal of integration and consider refugee camps as an instrument for economic development and opportunities the concepts should be located in empty existing areas of Europe. Potential locations that can be used are depopulated areas of east Germany, southern Italy or Spain. The participants can also propose their own locations as long as they meet the description provided in this document.

Those places can be repopulated with migrants and create opportunities for trade and work.

PROGRAM

Projects can follow the UNHCR guidelines presented in the introduction chapter as an approximation of minimum requirements for livable spaces, however there are not strict rules as the competition runs on an open program and can be modified by the participants. Participants are free to suggest any kind of uses, activities and program that will help to reinforce and shape the concept of their projects. The size of the project is also a choice of the participants, but Project Earth 2 encourage participants to base their proposals on concepts that can change their size and grow.

COMPETITION RULES

Participants must submit a single A1 (594 x 841 mm) horizontal or vertical layout. The registration code obtained after the registration must appear at the upper right corner. Remember checking the spam inbox. You must also choose a slogan or title for your project which can be placed anywhere. Panels delivered without the code and slogan can be excluded from the competition.

The information included in the panel will be the necessary

to understand the project, each participant can choose: graphic representations, model pictures, perspectives, sketches, renderings, texts, etc. Models can not be delivered.

The project must be understood mainly through the artwork. In the sheet may be included text, although the presence of a large amount is not recommended. The scale can be chosen by the participants.

Together with the A1 panel, participants must include a written description and justification of the proposal no longer than 700 words.

Once confirmed the payment, the participant will receive a document with the registration code, instructions about how to submit the files and the password to access the submitting form. Remember checking the spam box.

The submission will be online through Project Earth 2 website:

www.projectearth2.org/submissions

ELIGIBILITY

Any architecture student or actual architect can participate in the competition, regardless of their nationality. Likewise, people from other disciplines can also participate, such as philosophers, sociologists, photographers, etc. Not being necessary the presence of an architect in the team, although it is recommended.

Teams may be formed by a maximum of six (6) members and a minimum of one (1). All team members must be 18 years of age or older. The registration fee must be paid per team, regardless of the number of members (1-6 people)

In the event that a team or participant wants to participate with more than one proposal, it will be necessary to register twice (or as many times as proposals will be submitted), paying the full price corresponding to each registration.

Under no circumstances may jurors, the organization or persons directly related to the jury participate in this competition.

AWARDS

Prizes totaling 3.000€, broken down as follows:

- First Prize: 1.500 €
- Second Prize: 1.000€
- Third Prize: 300 €
- People's choice Prize: 200€
- 10 Honourable Mentions. No economic prize

In addition the Project Earth 2 team is committed to the dissemination of the project through:

- Publication in our yearly publication
- Publishing in blogs / architecture websites
- Publication in the Open Bank of Design Ideas

All the sponsors of the competition will be a key support in the development of the competition.

*Depending on the country of residence of the winners, the cash prize may be subject to withholdings or tax payments under the law of the country itself.

JURY

- Lígia Paula Simões Esteves Nunes Pereira da Silva: Founder of Architects Without Borders Portugal.

- Michelle Provoost: Director of the International New Town Institute.

- Daniel Wiens: Founder of Journeyman International

- Monica Noro: Coordinator Syria Regional Refugee Response for United Nations High Commissioner for Refugees.

* More jury members to be announced.

All jury members have shown a willingness to be present at the voting process where the winners will be selected, however their participation is subject to their professional and educative commitments with their own studies and projects.

They will then examine the proposals anonymously. The jury reserves the right to declare any of the prizes deserted. Equally may grant "ex aequo" any of the same, distributing in this case the amount of the prize in equal parts.

EVALUATION CRITERIA

The jury will evaluate the projects based on the proposed objectives.

A total of 50 proposals will be selected for the final round. Among the 50 finalists, the jury will choose the winner, the second and third place, and the 10 mentions of honor.

After the announcement of the winners the competition will proceed with the people's choice award through contest on Facebook. You can check the particular conditions of the contest in the Terms and Conditions site, within the website of Project Earth 2.

CALENDAR

- February 1st 2018	Early registration begins
- February 28th 2018	Early registration closes
- March 1st 2018	Regular registration begins
- March 31st 2018	Regular registration closes
- April 1st 2018	Advanced registration begins
- April 30th 2018	Advanced registration closes
- May 1st 2018	Submission deadline
- June 1st 2018	Winners announced
- June 5th 2018	People's choice voting begins
- June 30th 2018	People's choice voting closes
- July 2018	People's choice winner announced

REGISTRATION

Inscription periods will depend on the competition publication and will be divided as follows:

Early 40 € + VAT
Regular 60 € + VAT
Advanced 70 € + VAT
VAT: 21%

After paying the competition entry and the registration, fee you will receive an email with the registration code you will need for your panels (Order: #0000 or #00000). Please, check your SPAM folder if you do not receive it. In this email you will also receive a file with instructions about how to submit your project for the competition and a password that will give you access to the submission form that you can find in Project Earth 2 website:

www.projectearth2.org/submissions

Inscription fees will not be kept for future competitions.

PAYMENT

Credit or debit cards may be used. Project Earth 2 will not have access to credit card details. Please provide the information on the card as it appears on it. Likewise, payments are accepted through Paypal. Once the registration fee is paid it will not be refunded in any case.

FAQ

You can check the most common questions in the corresponding section on the Project Earth 2 website: www.projectearth2.org/faq

Also, during the competition, all questions sent by email will be answered individually and uploaded to the section of the website mentioned above.

INTELLECTUAL PROPERTY AND COPYRIGHT

All materials submitted to the competition will become property of Project Earth 2, and therefore give Project Earth 2 all rights to that material from that moment on. If used for other purposes, the authors retain all rights to their proposals. Project Earth 2 will publish all materials given appropriate attributes to the authors. Project Earth 2 reserves the right to modify the proposals and text in order to better adapt them to any publication format, without changing the essence of the proposal itself.

The participant is responsible for using copyright-free images. Project Earth 2 is not responsible for the use of protected images by the participants.

NOTES

Project Earth 2 reserves the right to make any changes in the rules of the competition (dates, requirements, etc.). It is the obligation of the participants to check on a regular basis the website of Project Earth 2 to verify if the Term and Conditions or the competition information have been modified.

The competition is only a theoretical project of what could be done, without meaning that the winning proposal or any other presented will never be build.
Project Earth 2 is not responsible for any research done by participants in the area.

Project Earth 2 is only responsible for receiving, organization and evaluation of the contest, as well as assistance to participants in the development of competition, therefore, Project Earth 2 has no vote in regard to the decision of the winners that the jury deems appropriate.

The breach of the norms and terms defined in this briefing or in the Terms and Conditions of the website of Project Earth 2 will result in the immediate disqualification of the team without any refund of the payments made.

The submission of the application for registration implies the acceptance of these rules.

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