



BACKGROUND



The oriental establishments of the Middle-East, Northern Africa and some parts of Europe all mention the bustling marketplaces in their popular culture. They weren't just the main centers of trade and business, but were multifunctional entities that contributed to the social and cultural exchange between people and civilizations. These marketplaces were called by different names in different regions and languages; Bazaar in Persian, Souk in Arabic etc. Bazaars, Souks and the trappings of trade feature prominently in paintings and engravings, works of fiction and travel writing. Shopping at souk or bazaar is a standard part of daily life throughout the Middle East. Today, bazaars tend to be found in a city's medina (old quarter) and are often important tourist attractions.

A bazaar was originally an open-air marketplace. Historically, bazaars were held outside cities at locations where incoming caravans stopped and merchants displayed their goods for sale. Souks or bazaars were established at caravanserai, places where a caravan or caravans arrived and remained for rest and refreshments. Bazaars are traditionally divided into specialized sections dealing in specific types of product, in the case of permanent bazaars each usually housed in a few narrow streets and named after the product it specializes in such as the gold bazaar, the fabric bazaar, the spice bazaar etc.

Bazaars often extended beyond buying and selling goods to include major festivals involving various cultural and social activities. Any bazaar may serve a social function as being a place for people to meet in, in addition to its commercial function. These bazaars formed networks, linking major cities with each other in which goods, culture, people and information could be exchanged. As major cities increased in size, the marketplace shifted to the center of urban cities where it spread out along the city streets, typically in a linear pattern. Around this time, permanent bazaars also became covered marketplaces.

Istanbul, one of the oldest living cities of the world is the bridge between the East and the west as it has embraced both the eastern and the western civilizations. It is the transcontinental city that merges the oriental with the modern, the old with the new. It is home to the Grand Bazaar, the oldest and biggest bazaar in the world that was the socio-economic center of the city at one point of time. As the contemporary influence grows, traditional bazaars are morphing into shopping arcades and malls that are more systematic in their approach. The arcades bring the global culture with them, which is fairly common everywhere in the world. It creates a cultural and social vacuum as these contemporary arcades eliminate the 'local' element from these shopping clusters and emphasize on the economic aspect of trade.

MISSION STATEMENT

The aim of the competition is to design a pop-up bazaar in the heart of Istanbul with the aim of replicating a traditional market in a contemporary way. The proposal must be a poetic response for a temporary/semi-permanent market that attends to its primary function and become a vital urban insertion in the culturally-rich ecosystem.

Re-invent a traditional typology in a contemporary way.

The proposal must create an avant-garde and innovative module for a market space in a contemporary fashion, while reflecting on the oriental nature of a bazaar typology. Mall culture has alienated people from a larger social and urban ecology that is one of the primary aspects of a bazaar. The proposal must generate a discussion about the co-relation of community and street commerce under a single roof. The proposal must improve the bazaar architecturally and programmatically keeping its essence alive. The design should focus on the improving the practical aspects of a functional market without any decay of the existing public space. The proposal must develop new techniques for product display, heat control, shade, shelter and waste management in a sustainable fashion, so that the market could become a pragmatic icon for the next generation.

Focus on the multi-functional aspect of a bazaar/marketplace.

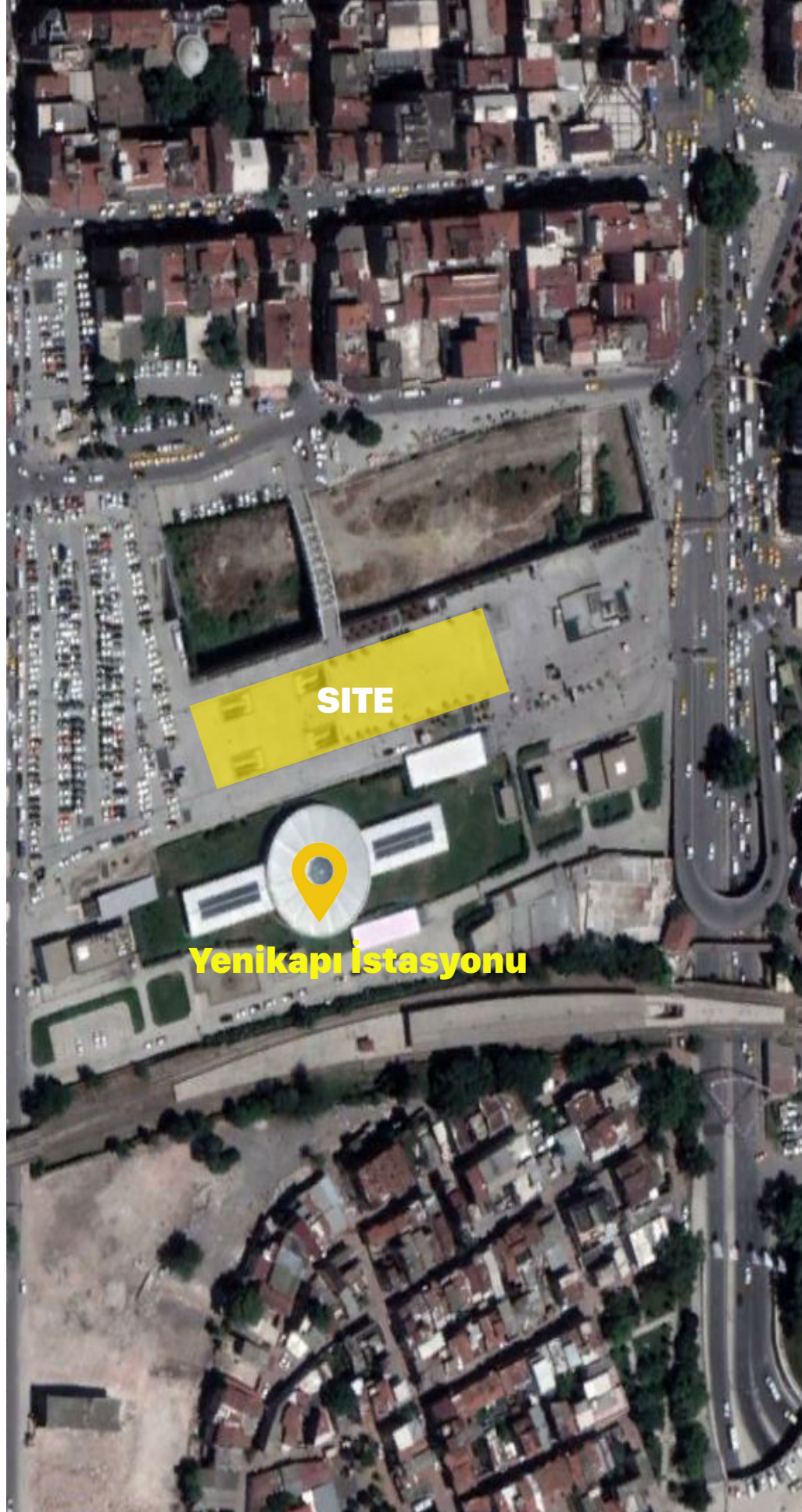
In a dense urban context, land is a scarce resource. The proposal must strive to create a dynamic multifunctional envelope that can incorporate many functions and use the space optimally. The proposal must add a new dimension to a 'pop-up' typology by putting the envelope/structure to different uses during different times/days according to their narrative. The primary function of a bazaar will remain the focus of the dialogue, but the ability of the design to transform itself into an entirely new zone using minimum energy will add to its vitality as a potent urban resource. The intervention should strive to be an 'active' zone throughout the day which should be able to give back to the community it co-exists with.

Create an architectural landmark for the people of Istanbul that would enrich the community life.

The market must become an important landmark for the neighborhood and an architectural icon that attracts more and more people. The pop-up market should become a strong reference point that would generate awareness towards the preservation of traditions and adopt a cohesive relationship with the modern setup. The pavilion should promote communal harmony and enrich the lives of all kinds of organisms around it.



SITE & AREA PROGRAM



The site for the intervention is located at the entrance plaza of the Yenikapı İstasyonu subway station.

Latitude: 41°00'20"N Longitude: 28°57'05"E

Following are the programmatical features that are to be provided in the proposal for the market. The size, proportions and number of facilities are left to the participant's discretion and imagination. Competitors are encouraged to design and propose any kind of innovative and intuitive program or function in addition and extension to the following list of functions, but with an argumentized necessity. Keeping in mind the paucity of space in today's times, explore the possibility of designing multifunctional and dynamic spaces. Here is a list of some exemplary spaces that the participants can follow:

Marketplace: The proposal must incorporate all necessary functions of a market space like Display kiosks, Storage units, shading devices, signage, lighting etc. The market structure and the type/volume of goods and services depend upon the designer's narrative. The market must however sell different types of merchandise and items to improve its own commercial viability.

Miscellaneous: The marketplace can serve as different entity when the primary function is not happening. It can incorporate miscellaneous functions like theatre, skating rink, football field, café etc. in the designated zone.

***Note- All these are exemplary areas for participants' clarity. The programming should be done under these broad categories, but they are free to adhere, ignore, add or subtract to any one of the specific functions with a valid argument based on their theme and design.**

- All four entrance points to the subway station are to be retained on the site.

Please refer to the AUTOCAD drawing for the exact site location, size.

SCHEDULE

- Start of Competition and Early Registration: **1st November 2018**
- Early Registration ends: **31st January 2019**
- Standard Registration starts: **1st February 2019**
- Standard Registration ends: **27th February 2019**
- Closing day for Submissions: **28th February 2019**
- Announcement of Winners: **25th March 2019**

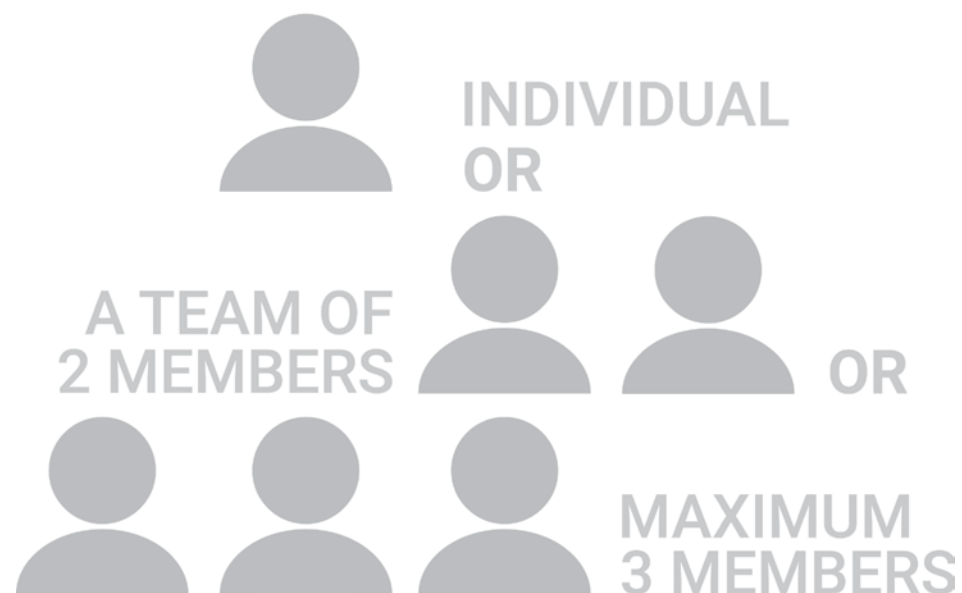
**Note: All deadlines are 11:59 pm - 00:00 IST (India).*

PARTICIPATION

Architects, Architecture Graduates, Students or Engineers are eligible to participate. Interdisciplinary teams are also encouraged to enter the Competition.

Submissions can be the work of an individual or a group of up to **3 members**.

There is no age limit, however, entrants under 18 years of age must be lead or entered by someone over the age of 18.



AWARDS

Winning participants will receive prizes totaling INR 2,00,000 with the distribution as follows:

First prize- INR 1,00,000/- + Certificate

Second prize- INR 60,000/- + Certificate

Third prize- INR 40,000/- + Certificate

10 Honorable mentions

Winners and honorable mentions will be published on archasm's website and several international architecture magazines and websites partnered by us.

FEES

EARLY REGISTRATION:

From 1st November 2018 to 31st January 2019

- For Indian nationals- INR 1500 (per team)
- For Foreign nationals- EUR 60 (per team)

STANDARD REGISTRATION:

From 1st February 2019 to 27th February 2019

- For Indian nationals- INR 1800 (per team)
- For Foreign nationals- EUR 80 (per team)

Entrants may register by filling the registration form and submitting it with the appropriate payment through our secure gateway on our website www.archasm.in.

The participants will receive their TEAMCODE within **24 hours** of completing their payment successfully.

TEAMCODE will be sent primarily to the email address provided to PAYUMONEY/ PAYPAL while completing the transaction.

DISCOUNT

Group discounts apply for a minimum of 5 teams from one particular architecture school/university as our initiative to promote more participation from students. Send us the following details at queries@archasm.in to avail the offer.

- Names of all the participating teams members and their respective team leaders.
- Name of the university.
- School ID proofs of the team leader.

REGULATIONS

- It will not be possible to amend or update any information relating to your registration including the names of team members once validated.
- Participant teams will be disqualified if any of the competition rules or submission requirements are not considered. Participation assumes acceptance of the regulations.
- Team code is the only means of identification of a team as it is an anonymous competition.
- The official language of the competition is English.
- The registration fee is non-refundable.
- Contacting the Jury is prohibited.
- Archasm as the competition organizer, reserves the right to modify the competition schedule if deemed necessary.

TERMS AND CONDITIONS

Please see the terms and conditions section on www.archasm.in.

COMPETITION PROJECT DISCLAIMER

This is an open international competition hosted by archasm to generate progressive design ideas. There are no plans for the project to be built. The competition is organized for education purpose only.

SUBMISSION REQUIREMENTS

- Proposal to be presented on ONE LANDSCAPE ORIENTED A1 SHEET.
- TEAMCODE to be mentioned on the TOP RIGHT-HAND CORNER of the sheet.
- Proposal MUST NOT include ANY INFORMATION (Name, Organisation, School etc.) that may give away your identity.
- All text must be in ENGLISH, with a MAXIMUM of 250 WORDS for project explanation. Proposal may be presented using any technique of your choice (sketches, diagrams, 3D visualizations, model photos, CAD drawings, etc.).

SUBMISSION FORMAT

- JPEG of your project must be submitted via email to: submission@archasm.in
- TEAMCODE must be the subject of the email.
- MAXIMUM FILE SIZE : 8MB
- NAME OF THE FILE : TeamCode.jpeg

QUERIES AND QUESTIONS

In case you still have questions related to the briefs and the competition, please send them to queries@archasm.in with 'FAQ' as the subject.

We highly recommend our participants to check the FAQ section on the archasm website as this will provide additional vital information from time to time.

All queries regarding registration process, fees or payment should be sent on the same email address with 'ENQUIRY' as the subject.

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