

UNYT

# LIBGEN

Genesis of Libraries

Architecture Competition

<http://competitions.uni.xyz>





Img\_1: Losing public interest in printed literature - A concept

# Premise

The world that we see today is closer than ever before. Knowledge which was earlier stored via books has now been transferred to the digital medium. It is accessible to the world, making the process of acquiring this knowledge i.e. **learning**, simpler. Self-learning as an experience is limitless, and is said to be a process that prevails in continuum, absorbed anywhere and everywhere.

Books is a medium of self learning in the form of written media that preserve history, fiction, art, and science. After almost after 650 years of its existence they are now seen as another form of technology that people are moving ahead without. It is not the **only** source of knowledge anymore.

As knowledge grew in all dimensions, teaching it to everyone **also became systemized** in the form of **Education** which was the method of imparting knowledge.





Img\_2: Thousands of books being converted to files every day - A concept

# Learning in Perspective

Institutions became a new platform to learn and gain education. But, it was, and still is tied with many strings that limit the feasibility of education. This is often controlled by barriers of money, age, and social stigmas that accept it only during early phases of one's life.

An avenue to self educate and learn was initiated by need of a public space that made knowledge accessible to all with books. The concept of **libraries** initiated with this idea, by making learning accessible to all. It banked on the idea of gathering a wide spectrum of knowledge in one space, open to enable self learning.

**Digital age resolved this with a few clicks by giving us information based knowledge and a platform to learn on web. Yet, a spatial zone to absorb this knowledge is still finding its place in the urbanscape in the context of today.**





Img\_3: Depreciating use of public libraries at large.

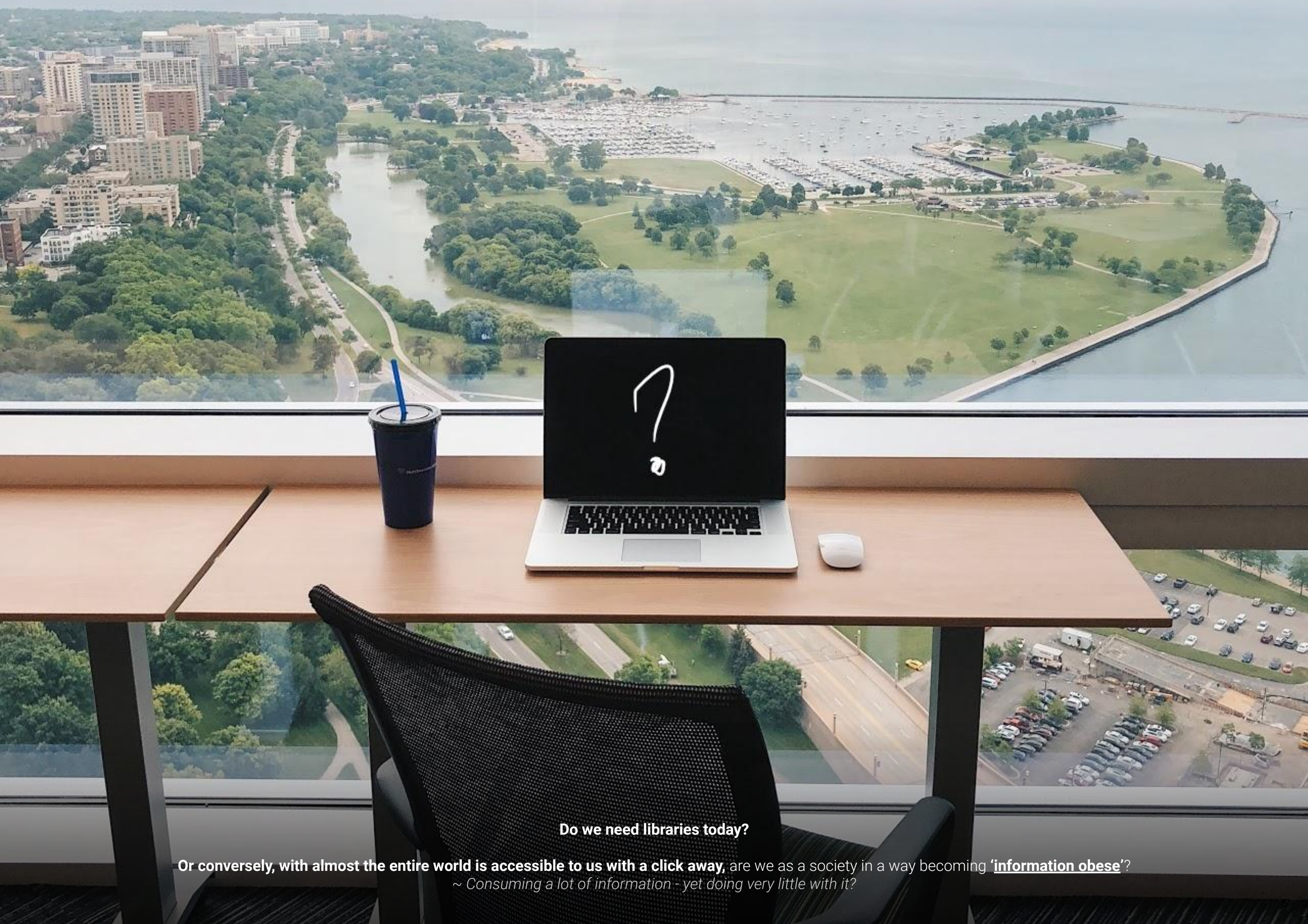
# Evolution of Libraries

The creation of library was initiated with the need of documenting information, knowledge and history. It acted as the “**data center**” of ancient times that consisted a collection of books, manuscripts etc. As its accessibility was extended to public, it opened new platforms to self learning. It accommodated other public facilities on demand and began acting as a social responsibility within the society itself.

**Library of Seattle, Geisel Library, Tianjin Bahai Library** of China are some of the public libraries designed in the past three decades that have made a successful attempt to enhance their public facility into a multi dimensional learning space.

The function of a library was re-modelled with time as it served as a public facility that could be centralized for a different learning experience all together. With digitization, availability of the internet, modes of learning have been restructured into new forms, **but the spatial zones to acquire this knowledge is yet to receive an update on a larger scale. Library has in a way become a public building that is wanted by everybody, however public interest is diminishing at large.**





Do we need libraries today?

Or conversely, with almost the entire world is accessible to us with a click away, are we as a society in a way becoming **'information obese'**?

*~ Consuming a lot of information - yet doing very little with it?*





Img 4: Old books being used as a form of decoration.

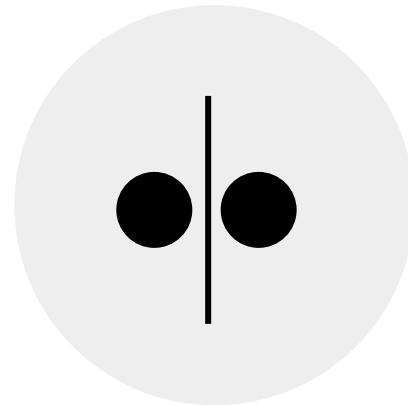
# Brief

In a time when the society was seeking information, the function of library was to be the centre of city's knowledge with written resources to make learning accessible and affordable. **Two centuries later when there's information everywhere, and people are figuring out what to do with this information, what will the function of a library be?**

Today libraries suffer thanks to budget cuts and lack of interest by public at large - can libraries evolve to become something bigger? Can libraries be the think tank of the city? Or a forum where exchange of ideas happen? Can they evolve from a passive function of a repository to an active self-learning space to share and create new knowledge? Can this new function be enclosed in a more conducive infrastructure?

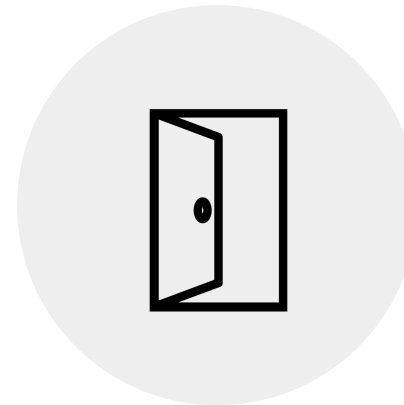
**Challenge:** The challenge here is to design/complete rewrite the universal definition of public library and democratize education and learning through refreshing spatial ideas. This space should provide an opportunity to enable self/collective learning at any age.

# Objectives



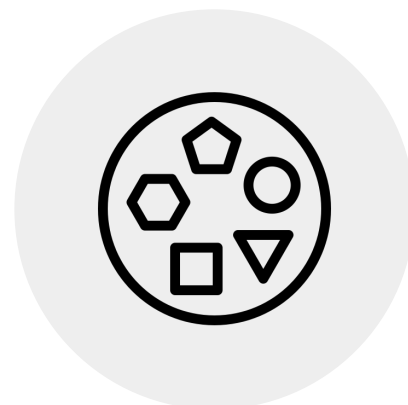
## Interfaces

Exploring new interfaces of learning and new interfaces between library & city.



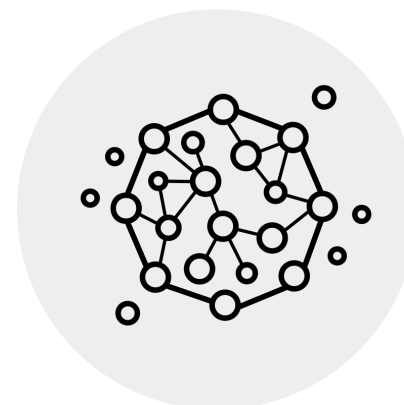
## Inviting / Accessible

The architecture should be open, accessible and inviting.



## Inclusive

The library should be inclusive in terms of User



## Evolutionary

The library should be evolving with time.

The following objectives can be a point of beginning to conceive this design. Participants can assume their own contexts and users before initiating their design process:





Img 5: An aerial view of Warsaw - Credits: Google

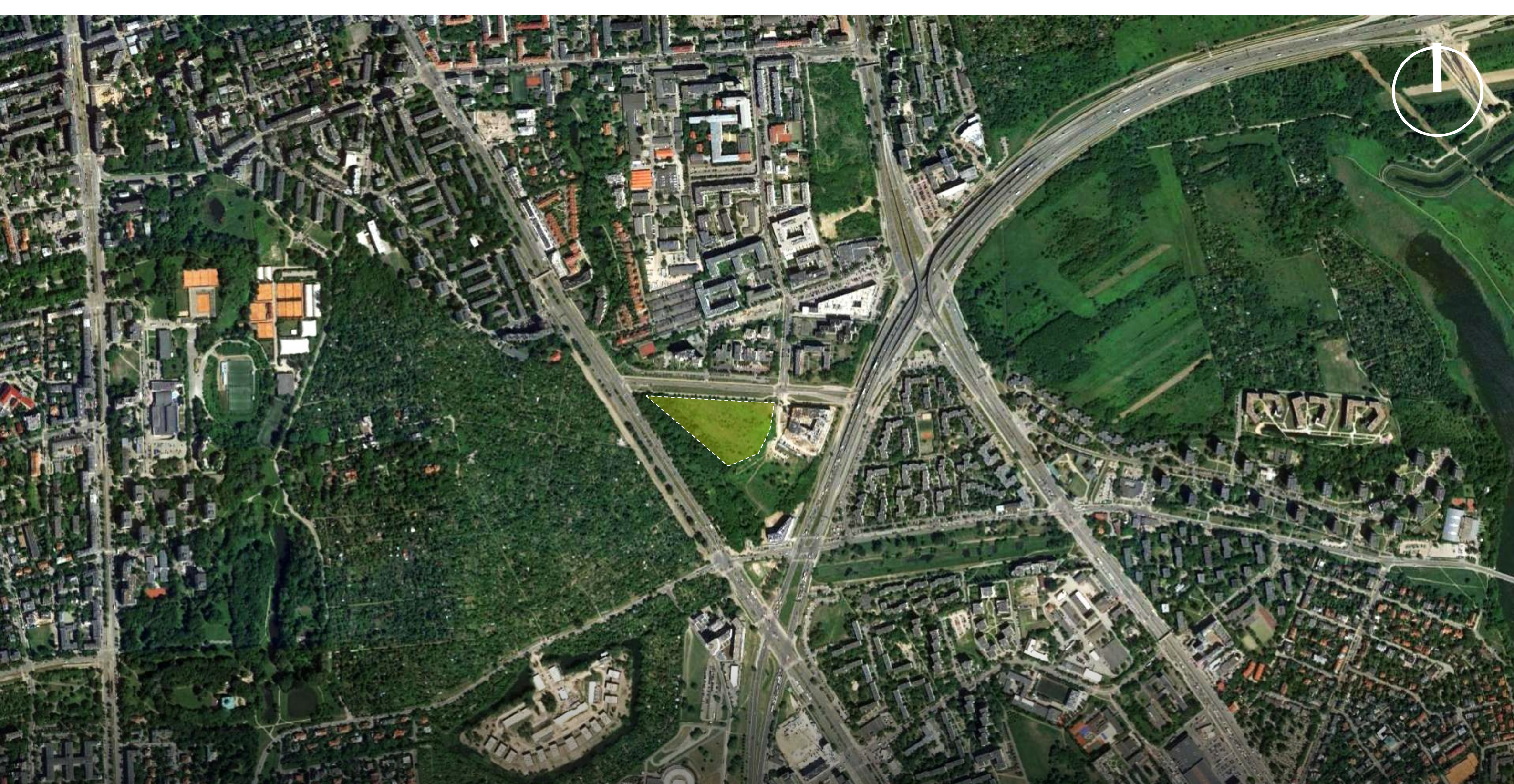
# Warsaw, Poland

**Warsaw** is the capital and metropolis of Poland that stands on the Vistula River. It is titled as one of the fastest growing economies in Europe and shows exceptional characteristics of urban development in the recent decades. Warsaw also has a very rich and varied history - which reflects in its architectural heritage and older parts of the city. Warsaw is now entering a new era of technological revolution in terms of its economy and built environment. This model library is a fit for this city as an example for such fast paced development. The site selected for this project is located in the Mokotow district of the city on the periphery of one Warsaw's major Highway networks that crosses through the city's outer limits.

Area: 16,541.90 m<sup>2</sup>  
Site coordinates: [52°11'41.5"N](#)  
[21°02'41.2"E](#)

Ground Coverage : 25%





Img 6: Aerial View of the site. Credits - Google

# Site Plan

**Warsaw** is the capital and metropolis of Poland that stands on the Vistula River. It is titled as one of the fastest growing economies in Europe and shows exceptional characteristics of urban development in the recent decades. Warsaw also has a very rich and varied history - which reflects in its architectural heritage and older parts of the city. Warsaw is now entering a new era of technological revolution in terms of its economy and built environment. This model library is a fit for this city as an example for such fast paced development. The site selected for this project is located in the Mokotow district of the city on the periphery of one Warsaw's major Highway networks that crosses through the city's outer limits.

Area: 16,541.90 m<sup>2</sup>  
Site coordinates: [52°11'41.5"N](#)  
[21°02'41.2"E](#)

Ground Coverage : 25%



# 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' or [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:** <http://competitions.uni.xyz>

**Submission Deadline: December 16, 2019**

Submission closes this day.

**Public Voting begins: December 26, 2019**

Submitted entries are open for voting.

**Public Voting ends: January 16, 2020**

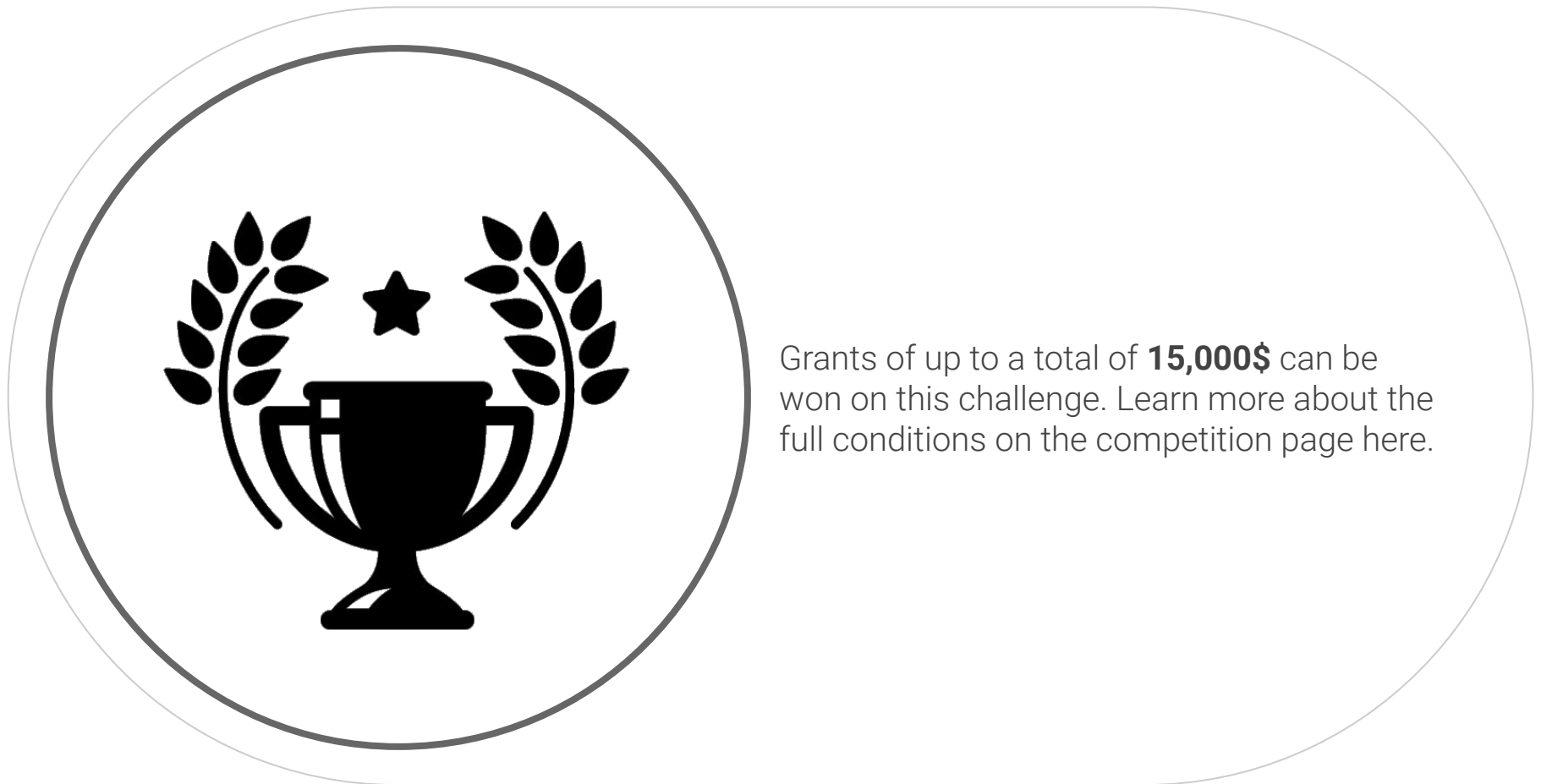
Voting ends on this date.

**Result Announcement: January 26, 2020**

Result day!



# Rewards

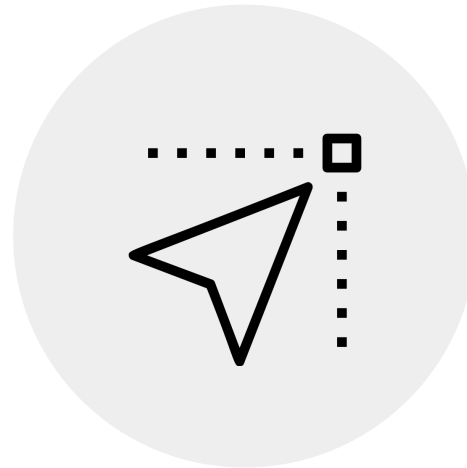


Grants of up to a total of **15,000\$** can be won on this challenge. Learn more about the full conditions on the competition page [here](#).



# 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.*



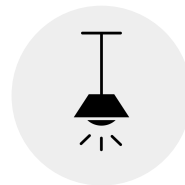
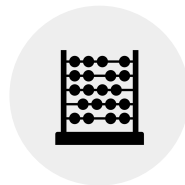
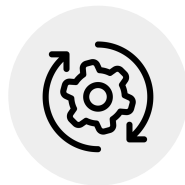
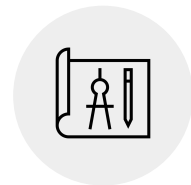
## Spaces/Programme

*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. Technological integration, Inclusivity, etc.** Participants are advised to fulfil above given criteria first in their design.

(Ad) Unist Subscription:

## Live fast. Compete hard.

**Contemplating on various deadlines to participate? Think no more.**

Unist Subscription™ is world's only premium pass to compete in various design competitions at a flat fare. Unist subscription is aimed to enable participants to compete better - faster - stronger in world class design challenges. You also save on various gateway charges and can make multiple teams for various challenges. Click to learn more.







**Unyt** serves as a part of UNI in the realm of **typological discoveries**. It intends to break the fusion of traditional design barriers and methodologies by making it a platform for experimentation. It embarks on mobilizing ideas where creators can elementally question the buildings we create. It is a research initiative dedicated to providing opportunities for designers from all domains to explore ideas that go beyond the restrictions of usual architectural discourse.

Queries: [support@uni.xyz](mailto: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/>





UNYT

Towards a new class of **evolutionary** libraries.

Available on:  
Institutional **Access**<sup>™</sup>

<http://competitions.uni.xyz>