moontrip

Moon Landing Space Center Challenge

http://**competitions**.uni.xyz

Img 1: A still from the movie First Man - Credits: Universal Pictures

Premise

50 years ago, on July 20, 1969, Neil Armstrong became the first man to step on the moon. Upon landing, the first words that he quoted were **"That's one small step for man, one giant leap for mankind."** True to his words, the world has never seen back since and new dimensions of space explorations were open following that day. Science has moved miles ahead exploring unheard domains and understanding the mysteries of the universe.

Every space mission has always inspired humanity to think beyond and, this marvellous feat has been the pinnacle of those. New technologies are being introduced every day, paving ways for humans to get insights about space travel.

In the past few decades space travel and exploration had lost a significant public interest till 2011, however, recent innovations have again sparked the curiosity in this domain.

Img 2: A still from the Kennedy Space Visitor Center Complex - Credits

Mission

The **Apollo 11** mission wasn't just a leap in scientific achievement, it was a source of inspiration and motivation for generations to come. Becoming an astronaut became one of the most sought after career choice for kids in the USA and worldwide. The moontrip dream has only escalated over time with more than 18,300 people applying for fewer than 14 spots in NASA's astronaut class in 2016, which is nearly triple of applications in 2012.

However, a lot goes behind a space mission to make it happen apart from the astronauts. Several engineers, technicians, trained professionals, specialists, scientists and designers make these mission possible while being behind the lines.

Space missions like Apollo 11 were possible because so many skilled people joined hands to make the first moon landing possible. Yet these thin layers usually do not meet the eye when speaking of the mission itself.

Img 3: A child in space explorer's costume - Credits: Popstudios

Brief

Brief: To mark the completion 50 years of this milestone, and all the contributions in the field space exploration in the last half-century, the challenge is to design a space center **to enlighten young generation about the moontrip, the role of different people** and **other advancements in space explorations**.

The space centre should have a comprehensive set of provisions for giving a **holistic experience** of how space travel works, **encouraging new participants and attracting a new generation** to consider this field as a career.
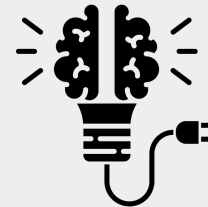
Space travel can be seen as one of the most remarkable inventions of the century and we expect to see a lot of it in the coming centuries. How can we breed more interest within our younger generation to make this dream come to true realistically quicker?

Objectives
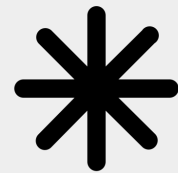
Symbol

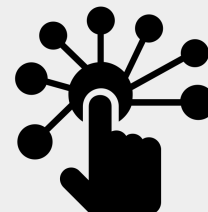Marker of 50th anniversary of a major leap in scientific achievement

Learning

Experiment with alternate typologies to make learning fun.

Child Friendly

Should be designed with young generation in mind

Interactive

Using technologies to make experiences fun

The challenge is to design a **space exploration center** primarily for kids and teenagers to ignite the spark for learning about outer space.

The centre for space is not a space history museum. It is a place where the young generation can learn and be a part of activities about outer space, experience the life of astronaut through simulation and could engage themselves in other fun learning activities.

The centre must reflect upon the values of a never-ending quest for knowledge and will to explore beyond bounds. It should be a manifestation of **human achievement** and a symbol of **hope for the future**.

Img 4: Site Plan

Site Plan

The site chosen for the challenge is situated on Anacostia riverfront, near NASA Headquarters, Washington DC. NASA has around 14 visitor centres, throughout the USA but not in Washington. We find this opportunity to build this first of a kind science center commemorative of the first moon landing that ever took place. The site sits next to Anacostia Park. It gives various opportunities to the designers to build activities such as the series of moon landing sets or related activities in indoor as well as pleasant outdoor conditions.

Area: 4.5Acres
Height Limit: 20m
Site Coordinates: 38°52'07.9"N 77°00'06.3"W
Ground Coverage: 40%

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: http://competitions.uni.xyz

Submission Deadline: December 25, 2019
Submission closes this day.

Public Voting begins: January 04, 2020
Submitted entries are open for voting.

Public Voting ends: January 25, 2020
Voting ends on this date.
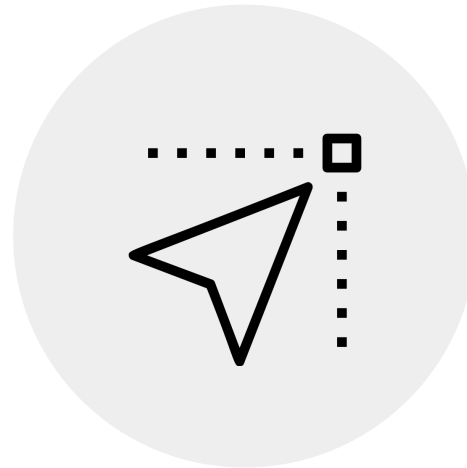
Result Announcement: February 04, 2020
Result day!

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 criterions:

Presentation
The fundamental to a good entry is a good presentation.

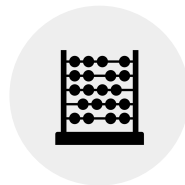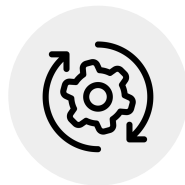### Concept/Idea
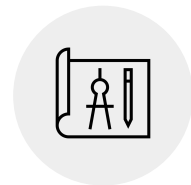Quality of thought and intent in pre-design phase.

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 criterions based on their internal discussions - which will be in line with the problem statement. Participants are advised to fulfil above given criterions first in their design.

About

unfuse™

Unfuse serves as a unit block for **Uni** in the field of Architecture. It intends to break the fusion of traditional design barriers and methodologies by making it a platform for experimentation and conceptual exchange of ideas in architecture, urbanism, society, culture and ecology. 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 architectural thought at a global level.

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