

H2O

Call for Materials

Theme Two

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NON ARCHITECTURE

We can consider “architecture” everything that has already been designed and/or built that would define a realm of conventional solutions, often repeated in a self-referential system. We imagined a counterpart, a “non architecture”. A world of unexplored designs and countless possibilities, that if found, could enlarge and change permanently the boundaries of architecture. A universe of chances and opportunities never challenged by architects before. A limitless field of investigation that includes *everything that is not architecture, yet.*

Our exploration journey will start from a theme one, a special step in our research program: **H2O**

INTRODUCTION

Non Architecture Competitions aims to find unconventional and unexplored design solutions in the field of architecture. The second phase of competitions is structured in 9+1 themes: a Research Ecosystem with the purpose of exploring each theme from different perspectives. All competitions have their focus on tackling the big issues of tomorrow, by seeking nontraditional approaches in the architect's work.

We are publishing one book for each theme of competitions where we will compile the best projects but also a series of material that talk about each topic, a [Research Ecosystem](#) to create an ongoing conversation.

The [Theme Two](#) closed on 15 April and the projects from the winners, honorable mentions and editorial picks of the three competitions (72H AXO BATTLE, WATERLESS WORLD and AMSTERDAM CYCLING BRIDGE) will be included in the book. This call for materials has the purpose to collect relevant contributions regarding this topic and necessary for the book on [H2O](#).

The aim of the H2O set of competition was to develop design proposals that explore this theme from different perspectives.

TOPICS

Water is a precious and limited resource. Since the foundation of early human settlements, water has been a main driver to define the way people lived and prospered. Historically it has been a primary resource for life, a safety issue, a source of energy, a key ecosystem, an element for climate control, a stage for recreation and beautification of living environment.

Our life directly depends on water, and from the moment humans have been able to build shelters, they tried to facilitate their relation with it. Ever since, people designed domestic spaces to keep out rainwater, provide freshwater, access sewage, and have better climate control. They have incorporated water in their leisure space as a decorative element or as a playfull feature.

Architects have always tried to make the best possible use of the environmental resources, and water has become an important element to use towards calmness, cleansing, peace and fun.

There is something about water that continually captures our imagination. Tranquil, dramatic, or ever-changing, architecture have always tried to enhance the inherent qualities of it.

From playful indoor pools to tranquil exterior fountains to soaring waterfalls and grand lakes of enormous proportions, architecture throughout the centuries has engaged with water in endlessly innovative ways. Sometimes serving aesthetic purposes, but just as often acting as centers of activity or promoting sustainability, water features can take countless different forms and serve multiple different purposes.

H2O series of competitions are in line with the United Nations Sustainable Development Goals (SDG) number 3, 6, 11, 12, 13, 14 and 15. While most of SDG might look distant from design, others are directly dependent from it.

Cities, architecture and water are closely related, since any changes made to land can completely alter its natural water trends.

Covering 71% of the Earth, it is now time to look at the water again as a harbinger of life in the near future; a place where human life can again thrive in its original glory. Creating living spaces on water will soon become a need to survive as a response to the emerging ecological crises.

It is a glaring question as to how are we going to address the equation between the contrasting aspects of ecological crises and technological advancement for building our futures. What kind of role will water play in the future urban living?

H2O is a compilation of design challenges that aim to approach the element of water in different perspectives.

GUIDELINES

The call for materials defines the field of interest of H2O and produces a context in which to situate contributions.

Contributions can be uploaded in the form of:

/ **ESSAY**: a brief compositions that describe, clarifies, argues, or analyzes a subject.

/ **INFOGRAPHIC**: a visual representation of information or data, e.g. as a chart or diagram.

/ **PHOTO ESSAY**: an account of something told predominantly through photographs, with some accompanying text.

/ **ILLUSTRATION(S)**: a visualization or a depiction of a subject, such as a drawing, sketch, painting, or another kind of image, using a graphical representation.

MATERIALS DETAILS

/ For the **ESSAY**: Your paper must be submitted in Microsoft Word (.doc or .docx) format using the below format: must be between 500-1000 words in A4 papers with a Calibri font of 10 pt. A good [reference](#) comes from the Academic Conferences and Publishing International.

/ For the **INFOGRAPHIC**: All the data must have provided sources and proof checked. This must also be submitted in

A4 papers and in a Microsoft Word (.doc or .docx) format. A good [reference](#) comes from the Office for National Statistics.

/ For the **PHOTO ESSAY**: A series of photos with title and subtitle of the project. An introduction to the work of maximum 300 words in a Calibri font of 10 pt. For each shot, a caption is needed. This must also be submitted in A4 papers and in Microsoft Word (.doc or .docx). All photos must be taken by the author. A good [reference](#) comes from the Time magazine.

/ For the **ILLUSTRATION(S)**: A drawing or a series of drawings with title and subtitle of the project. An introduction to the work of maximum 300 words in a Calibri font of 10 pt. For each drawing, a caption is needed. This must also be submitted in A4 papers and in Microsoft Word (.doc or .docx). All work must be done by the author.

CALENDAR

15 May 2021 Submission opens.

14 June 2021 Submission closes.

18 – 20 June 2021 Notification of acceptance.

August 2021 Expected book release.

SUBMISSION DETAILS

This call is not a competition.

The submission can be individual or as a team with no maximum elements. There's no registration process and no fee for this call.

All the submissions must be electronically sent to the editor of NON ARCHITECTURE between the 8th of February and the 8th of March at daniela@nonarchitecture.eu. Accepted proposals will then be published in our book by the editorial board.

Submissions must be written in English.

Please ensure your materials are carefully proofread and checked before sending.

Additional information regarding the authors might be required after the acceptance for publication.

By submitting a document you declare the paternity of the material submitted and you give rights of publication to NON ARCHITECTURE. All the articles selected will be published indicating the author's name. Small changes might be operated by the Non Architecture Team to make the submission a better fit for the publication.

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PARTNERS WISH
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CONFIDENT THAT YOU
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