ARCHI-HACK

PANOPTICON

non
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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.

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.

Archi-Hack Panopticon is one of the Non Architecture "Well-being" Competitions.

INTRODUCTION

The "Archi-Hack Panopticon" is a design competition developed to explore the creative potential of architectural design through only one image.

Architectural representation plays a fundamental role in how a project is perceived by the audience. In order to enable the viewer to act as the intermediary between image and imagination, building and drawing, reality and representation, architectural representation should be more than a rigid drawing toward objective reality, but rather a multifaceted interpretative lens.

We are not interested in the construction details; we want to see the space organization and use. Therefore, walls can be full colour, no need to add stratigraphy. Same goes for other technical details, they can be as simple as just one line.

The Panopticon can be composed of multiple levels, but all the levels must be presented in the same square image (420 x 420mm).

This competition is an opportunity to experiment how one image can communicate a project today. What kind of design choices can better respond to the issues raised in the extended brief and how can one drawing communicate the concept in the most effective way? You only have one image to answer those questions.

COMPETITION BRIEF

The aim of the "Archi-hack - Panopticon" competition is to develop one drawing to communicate a conceptual design. The participants are asked to repurpose a Panopticon by following the requirements of the brief and one drawing to represent it, with absolute freedom of interpretation, technique and level of abstraction. Even the concept of architecture representation can be questioned in order to craft the most expressive way to represent the concept.

We encourage you to push the boundaries of creativity. You're free to re-invent and hack a panopticon, in order to become whatever function, you might see fit: it can either be a statement, or have a very strong practical use. As long as the proposal utilizes the panopticon structure to create a revitalized form in its own distinct way.

This is a competition where you develop your skills as a communicator, designer and space thinker.

We are not interested in the construction details; we want to see the space organization and creative approach. The drawing can highlight functional aspects of the structure, showing a deep understanding of one or more design aspects. It can focus on the aesthetic qualities either internal or external, showing space configuration and specific projects characteristics, or it can only display structural elements and overall massing.

The elements shown in the entry are flexible and adaptable to the participant's interpretation.

Please read the submission requirements for further information.

PANOPTICON DESIGN

Participants of this competition are asked to create a design concept for repurposing a panopticon. This time we challenge all designers to imagine and design a future use for this architectural form, which has historically symbolized surveillance and societal introspection. Being the main topic about well-being, designers are free to decide if they want to focus their proposal exclusively on external design or in the internal design of the structure. Presented concepts are free to explore in a critical way the different interpretations of such topic, from practical approaches to more dystopian/utopian scenarios.

As societal awareness and technological advancements progress, the traditional notion of surveillance embodied by the panopticon may undergo a significant transformation.

In this sense, the panopticon may find its original purpose questioned.

How can the panopticon be repurposed to reflect contemporary societal values? What better purpose can we imagine for these structures? How can architecture redefine a panopticon, now seeking a new function?

Submission can address some of these questions. The program dimensions are not given, and they can be arranged by the participants to better suit their design. There is only one fixed parameter: the proposal must consider the repurpose of a panopticon. See the presentation requirements for more details.

WHAT'S NEXT FOR PANOPTICONS

The narrative of societal observation has a rich historical backdrop, notably marked by the architectural design of the panopticon. Conceived in the 18th century by English philosopher Jeremy Bentham, the panopticon emerged as an architectural innovation aimed at enabling seamless surveillance. Its core design features a circular or radial structure, allowing a single observer to monitor all individuals without their awareness of being watched. This design principle found its way into numerous prison structures over centuries, transcending geographical and cultural realms.

With the passage of time, the silhouette of the panopticon lingered through history, leaving a legacy intertwined with control and observation. Initially embraced for its efficiency in prison management, the design later spurred debates around privacy and surveillance, resonating through modern discussions on data privacy and surveillance capitalism.

The architectural form of the panopticon—a circular edifice with a central watchtower—has long been a subject of fascination and study. From the stern steel and stone confines of Millbank Prison to the sunlit brickwork of Presidio Modelo in Cuba, the design of the panopticon has stood as a manifestation of control, a vessel holding lives in a state of observable redemption.

However, as society pivots towards a digital era of surveillance, the physical form of the panopticon seems to fade, its essence transitioning into the digital realm of pixels and data streams.

The structure, once revered for the gaze it commanded, now stands awaiting a new narrative amid crumbling walls.

As we step into the future, the quiet walls of the panopticon beckon a re-imagination. Could these structures transition into centers of learning, community engagement hubs, or perhaps, reflective monuments? Could the panopticon, once a symbol of surveillance, morph into a realm of enlightenment and shared knowledge?

Historical narratives often tell tales of transformation, where massive structures find new purposes in modern times. Much like the industrial giants of the energy sector poised for a second life post the fossil fuel era, the panopticon too stands at the threshold of re-imagination.

With the advent of decentralized digital surveillance, the architectural marvel of the panopticon could transition from a bastion of control to a haven of collective evolution.
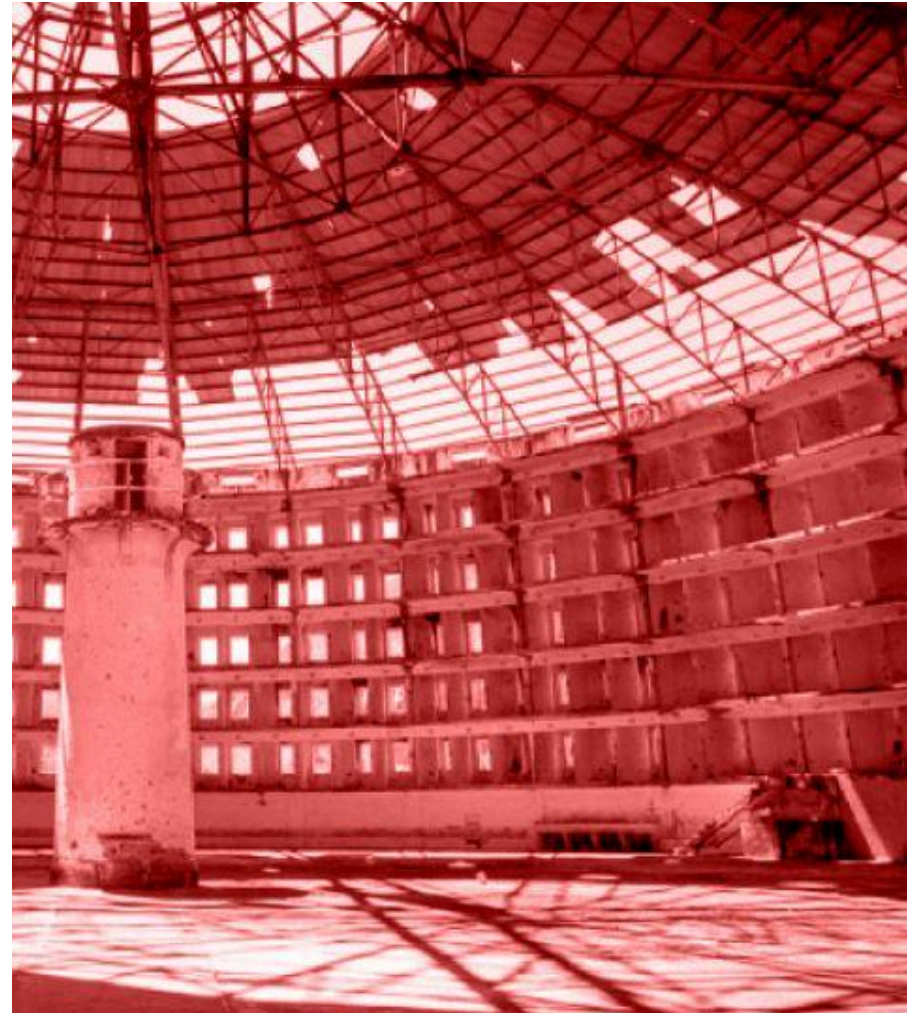
As discussions around privacy and surveillance deepen, the panopticon could serve as a physical realm to explore, learn, and debate the ethos of surveillance in a digital age.

We invite architects, thinkers, and visionaries to delve into architectural history, unearth the essence of the panopticon, and mold it into a narrative that resonates with modern societal trends. This design challenge is more than just an exploration of form; it's a journey into the ethos of surveillance, the balance of visibility and invisibility, and the collective narrative of societal evolution.

Whether you choose to reimagine an existing panopticon or envision an emblematic design, the essence lies in transcending the traditional bounds of surveillance, venturing into a realm where architecture fosters dialogue, reflection, and communal growth. This is an invitation to bridge the past and the future, unraveling the narrative of the panopticon in modern times.

The panopticon's historical essence offers a profound canvas for modern-day architectural exploration, urging us to reflect on the broader implications of design in forging societal narratives and fostering a culture of critical discourse amidst evolving technological landscapes.

The discourse surrounding the panopticon, whether as a tangible structure or a metaphorical representation of surveillance, continues to be of paramount importance. This discourse helps us navigate the murky waters of modern-day surveillance, enabling a broader societal understanding of the interplay between visibility, control, and privacy. The panopticon serves as a potent reminder and a conceptual framework, urging individuals and communities to engage in critical dialogue and reflection on the evolving nature of surveillance and the imperatives of designing for a just and equitable society.
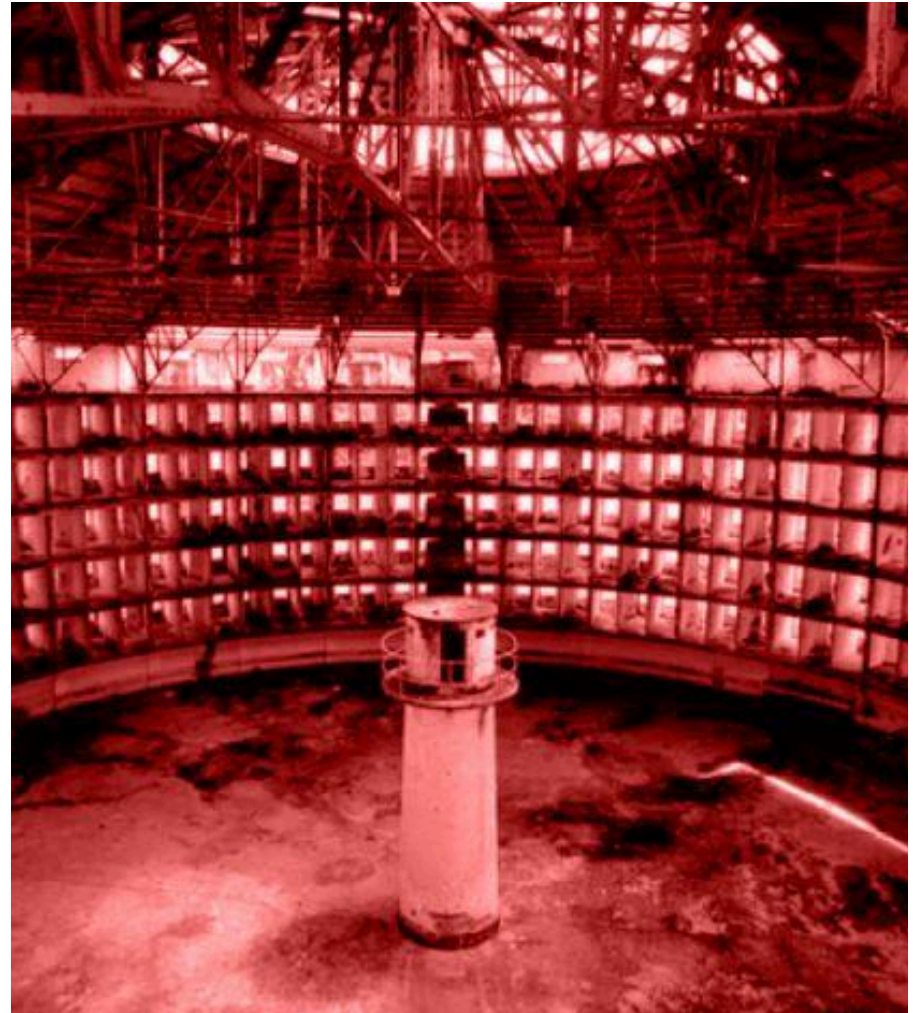
PANOPTICON

Non Architecture and all the supporting organizations collaborated in identifying a range of 30 design issues related to the research theme of Well-being. Within our longlist, we highlighted a few that could be relevant to this competition.

In relation to the Ecology:

1. Ecosystem revitalization,

2. Endangered species protection,

3. Arid environment survival,

4. Grassland ecosystem,

5. Aquatic life wellness,

6. Mountainous habitat harmony,

7. Forest preservation,

8. Wilderness restoration,

9. Sustainable agriculture.

In relation to Society & Culture:

10. Sustainable living,

11. Community wellness,

12. Hunger eradication,

13. Environmental stewardship,

14. Public health enhancement,

15. Conscious consumption,

16. Circular economy,

17. Community development.

In relation to Architectural Design:

18. Green architecture,

19. Vertical gardens,

20. Biodiversity-focused interior design,

21. Therapeutic outdoor spaces,

22. Indoor ecosystems,

23. Restorative structures,

24. Eco-conscious design.

In relation to Climate Change:

25. Resource conservation,

26. Greenhouse gas reduction,

27. Climate resilience,

28. Carbon footprint minimization,

29. Global warming mitigation,

30. Sustainable lifestyle choices.

These are only a few of the critical aspects to address around the theme of Well-being. Projects should take into consideration one or more of these themes. They can also come up with new ones, as long as they are relevant to the topic of the competition.

We ask participants to select a maximum of 5 keywords to explain their design. Keywords can be picked from our list or they can be proposed by the design team. See the submission requirements for further reference.

If you want to receive more insights on these topics you can subscribe to our newsletter or visit our online journal.

You will get articles, essays and references from our editorial team.
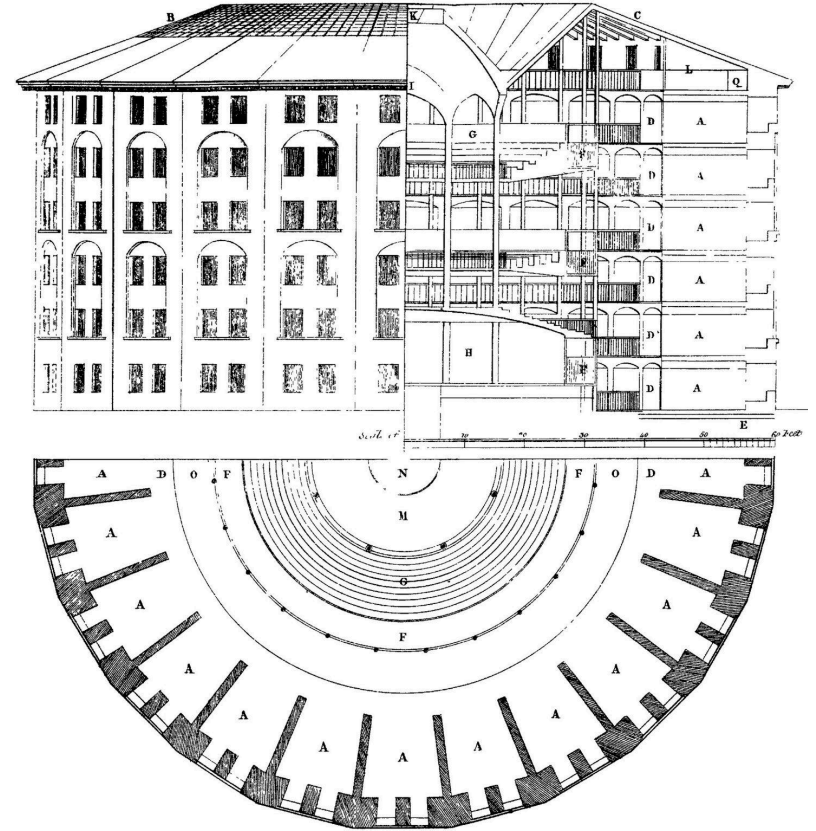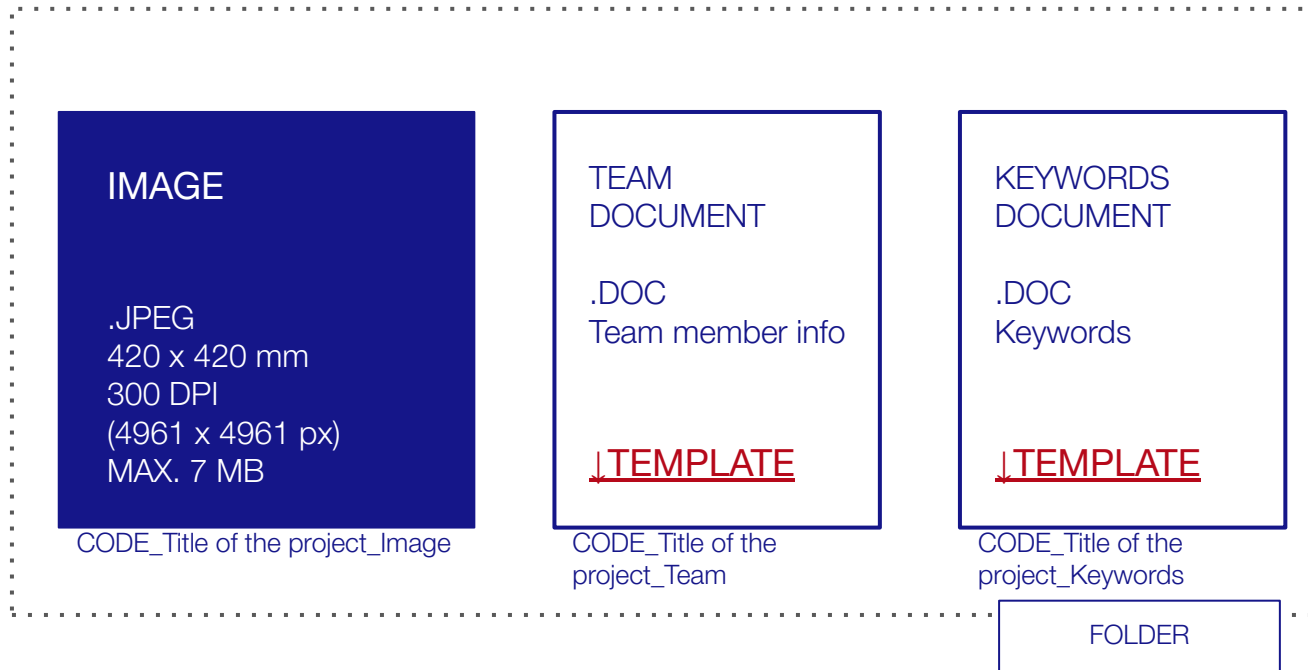
RULES

PRESENTATION REQUIREMENTS

Non Architecture is also unconventional in its submission requirements. The participants are asked to submit 1 folder, named with the registration code and the title of the project (CODE_Title), containing:

IMAGE

.JPEG
420 x 420 mm
300 DPI
(4961 x 4961 px)
MAX. 7 MB

CODE_Title of the project_Image

TEAM
DOCUMENT

.DOC
Team member info

↓TEMPLATE

CODE_Title of the project_Team

KEYWORDS
DOCUMENT

.DOC
Keywords

↓TEMPLATE

CODE_Title of the project_Keywords

FOLDER

01. The Image (.JPEG)
File name: "CODE_Title of the project_Image".

02. A team document in Word (.DOC), containing
/ the title and subtitle of the project (maximum of 10 words)
And the team's info in the following format:
/ Name + Surname of each team member (separated clearly),
/ Nationality (multiple options can be added),
/ Institution/company (company or university attended, to be included just in case you want it to be visible once your project is published).
There is no need to create a team name. One team should consist of 1-4 people.
File name: "CODE_Title of the project_Team"
USE THIS TEMPLATE

03. A text document in Word (.DOC), clearly stating
/ the title and subtitle of the project (maximum of 10 words)
/ 5 keywords, at least 1 from the given list (page 8-9), that better explain your project,
/ a short project description (maximum of 200 words, must be written in English).
File name: "CODE_Title of the project_Text"
USE THIS TEMPLATE
The CODE refers to the 5-digit number you receive during the registration process (same as the order number, in a format of #12345), it is going to serve as your registration code for the competition.

Do not include your name, your registration code, or any other reference to you in the image. After being evaluated by the jury, the projects will be reconnected to their authors through the submission code. Additional details on the team members and on the projects will be required during the submission procedure.

An example of naming the files correctly:

CODE: #56789

Title of the project: Panopticon

01. The Image: 56789_Panopticon_Image

02. Team Document: 56789_Panopticon_Team

03. Keywords Document:
56789_Panopticon_Keywords

Folder: 56789_Panopticon

Please, do not use the # in the file names.

/ You need to come up with your own project title
and replace "Panopticon" in the example.

IMAGE REQUIREMENTS

/ Square format 420 x 420 mm, 300 dpi (4961 x
4961 px),

/ High Quality (for example, in Photoshop JPEG
output quality: 8, or 80-85 in Gimp is
recommended),

/ 7 MB maximum file size.

If the submitted images don't respect these
criteria, may lead to the disqualification of the
team.

PRESENTATION REQUIREMENTS

/ There is no need to entirely fill the image or to add a frame.

/ The image do not demand for any kind of specific technique of representation, as long as they respect the given guidelines. Be creative!

/ We highly recommend you to not add text to the images, please use the #KeyWords in the Word Document for further explanation. The projects should be explanatory enough through the graphic material, without the usage of flowing text.

/ It is compulsory to use the provided Word templates to create your Team and Keywords Documents. In case the Team and Keywords Documents are submitted in any other format than a

Word file (.DOC), its content might be excluded from publishing.

/ The language of the submission is ENGLISH, any text written in a different language will not be taken into account during the evaluation.

EVERY SUBMISSION THAT DOESN'T RESPECT THE PRESENTATION REQUIREMENTS, MIGHT GET DISQUALIFIED FROM THE COMPETITION.

PRIZE

Non Architecture Competitions will award only one winner, selected by the jury collectively, and 7 honourable mentions.

WINNER (1 PRIZE)

/ 1.000 euros*

/ Publication in the Non Architecture Competitions books and website

/ Reviews in digital magazines and several architecture blogs

HONOURABLE MENTIONS (7 PRIZES)

/ Publication in the Non Architecture Competitions books and website

FINALISTS (UP TO 36 PRIZES)

/ Publication in the Non Architecture Journal

SPECIAL PRIZE - The organization might establish additional special prizes and awards during the competition development and in the evaluation phase.

Winner, HMs, and Finalists, will be awarded with a badge on their non-a.com profiles. All participants submitting a project can request a certificate of participation at info@nonarchitecture.eu

*Taxes will be deducted and retained by overall prize amount. The prize will be taxed as professional income or other sorts of income according to Italian law, with a range from 20 to 30% according to winners' country of residence.

Note: The appearance on the involved architectural platforms are subject to the agenda and availability of the external platforms involved.

CALENDAR AND PRICING

01 November 2023	Competition launch.
01 - 30 November	Special registration period (40€*).
01 - 31 December	Early registration period (55€*).
01 - 31 January 2024	Regular registration period (70€*).
01 - 29 February	Last minute registration period (100€*).
15 February	Submission opens on our website.
29 February 11:59 PM	Submission closes.
25 - 29 March	Winner announcement.

* +22% VAT.

The timing always refers to Central European Time (CET).

To avoid confusion, please check the countdown on the competition page.

PANOPTICON

After completing the payment, you will receive a first email from Paypal which confirms the transaction. Non Architecture will later accept your payment and provide you with a registration code. THE REGISTRATION CODE WILL BE THE FIVE DIGITS CODE INDICATED AS "ORDER NUMBER", which will be sent to you once your payment is accepted.

You can always find your order number in My Account page, under My Order.

After your Non Architecture confirmation is sent, you can't cancel your payment anymore and it is not possible to get a refund of the registration fee.

In case you have issues with payments, contact us at info@nonarchitecture.eu

By registering to the competition, you are stating that you and your team are accepting all the conditions stated in the competition brief and that you are familiar with the generic Terms and Conditions of Competition displayed on our website.

JURY

The jury will be composed by a pool of platforms and experts active on the theme of architectural representation.

The jury members are the following:

Francesco Decaro

Founder C_A_G_E_

Mariela Mezalira

Founder of Act of mapping

Francisco Rivera

Founder of Axonometric Madness

All jury members expressed their formal commitment in reviewing shortlisted projects and selecting winners according to the awarding criteria expressed in the brief.

SUBMISSION

Submissions must be done through the Non Architecture website (**non-a.com**), before the submission period ends, the deadline is indicated in the calendar. You will find the submission tab within the Competition Group. We reccomand to create an account on non-a.com before the submissions open.

The submission group on non-a.com opens 2 weeks before the submission deadline. It is going to be placed on the Non Architecture website, on the corresponding competition page.

Simply follow the submission instructions and upload the project directly on the website.

1 x .JPEG
2 x .DOC

→

upload folder to the competition website

Folder
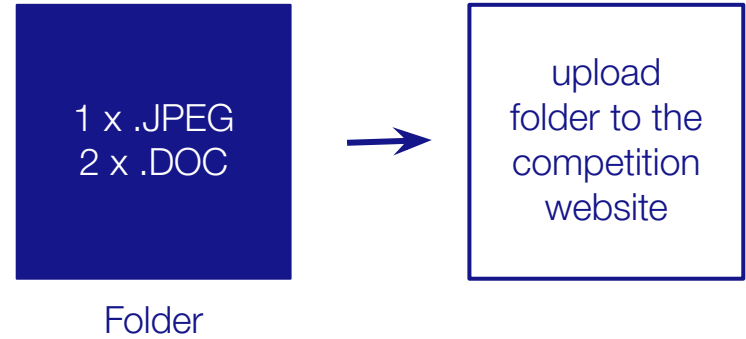
No submissions will be accepted by e-mail or any other medium.

The submission page will be automatically closed after the submission date and time are reached, not allowing any modifications.

We suggest uploading your project 24 hours in advance to make sure that everything works out correctly. This way you have time to solve any issues that might come up along the submission process.

ELIGIBILITY

EVALUATION

Non Architecture Competitions are open to all human beings, from every age and cultural background, working in groups or individually.

Teams can be formed by a maximum number of 4 people. The registration fee is paid per team, regardless of how many members form it. Personal information of all the team members can be uploaded during the submission procedure of the final drawing.

The core values of the competitions are:

/ Effective communication of the design qualities through the drawing

/ Originality of the design

/ Relevance to the building function addressed by the competition

These values will lead the selection of the finalists' projects and they will be used by the jury as a guideline in their decision.

All jury members have agreed to assess the projects. Should any juror(s) fail to adhere to this agreement and not submit their evaluation on time, the Non Architecture team reserves the rights to select the winners and honourable mentions.

CONTACTS

For additional info please check the FAQ on our website: www.nonarchitecture.eu/faq

Terms and conditions of competing: https://www.nonarchitecture.eu/terms-and-conditions/

During the competition, all participants are permitted to ask questions which help them better understand the project description and/or any other aspect of the competition.

Any questions that are not resolved in this document must be made via email at info@nonarchitecture.eu - if you didn't register yet - or through our server on Discord - if you already registered to the competition.

You will find there a dedicated channel for the competition Q&A. Access to the Discord can be found in your personal account page after registration to the competition.

This ensures that all participants have access to the same amount of information. Questions via any other social media channel will not be addressed.

THE NON ARCHITECTURE TEAM AND
ALL THE COMPETITION PARTNERS
WISH YOU THE BEST LUCK,
CONFIDENT THAT YOU WILL
APPROACH THE CONTEST
WITH ALL YOUR CREATIVITY AND
INNOVATIVE MIND.

info@nonarchitecture.eu
www.nonarchitecture.eu

CURATOR

non architecture

RESEARCH PARTNERS

COMPETITION PARTNERS

KooZA/rch
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TRUST
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A DOM publishers

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UNIVERSITÀ DEGLI STUDI

Future Urban Legacy Lab

Rhinoceros
modeling tools for designers

European Urban Knowledge Network

ACT OF MAPPING

C A G E

AM

toffu

ARCH-VIZZ

PORTFOLIO mentor