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TERM OF REFERENCE

Reconnect with our surroundings.
Engage our senses.
Cultivate + the felt-sense.
Be present.

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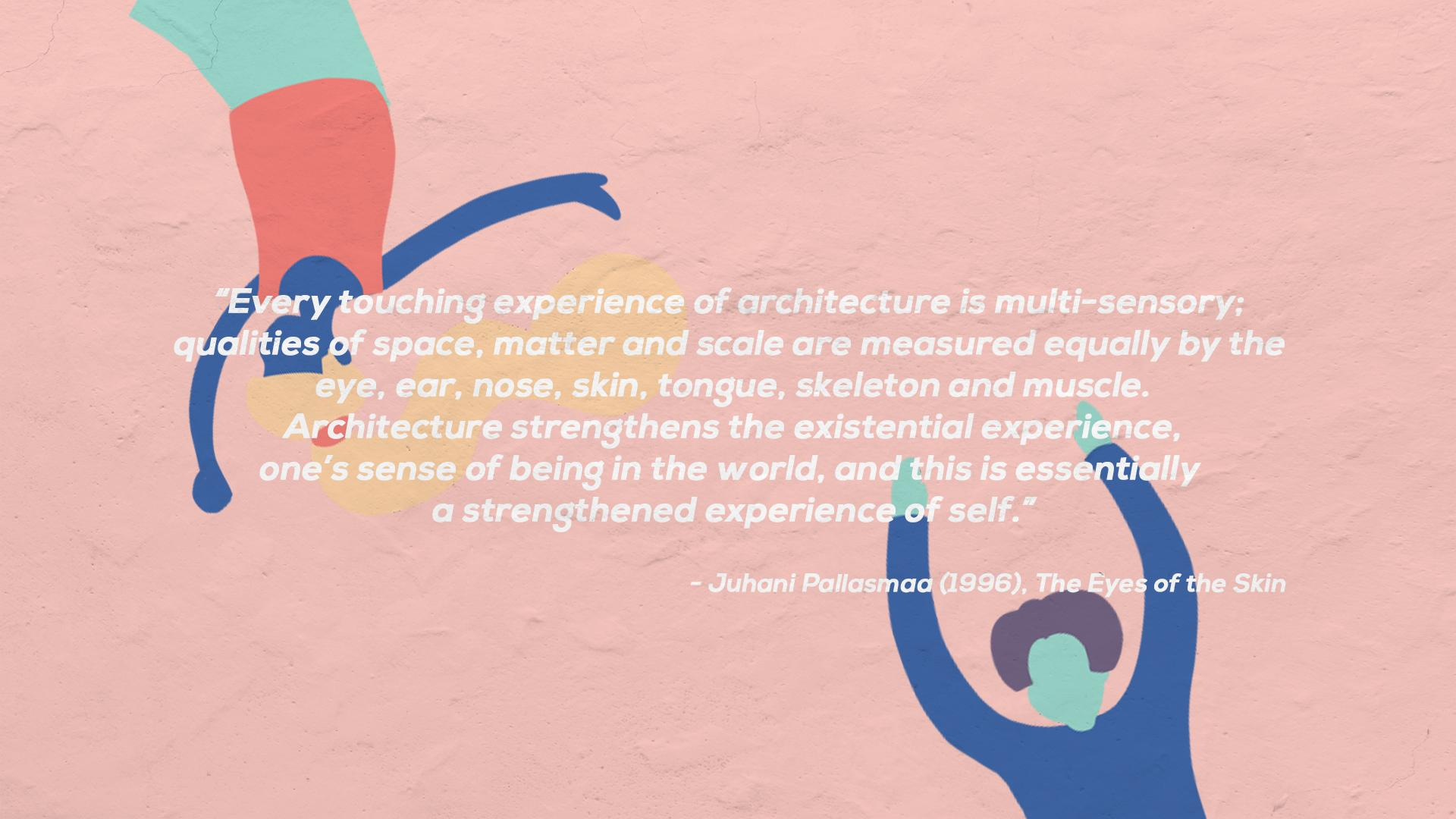
O

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D

There is/are hidden goals
in society that people may not
realize. As a designer, we need
to "dig" into a hidden society
there are architects in there
and hidden goals.

THE BACKGROUND

The background is a textured, light pinkish-beige surface. In the top left, there are overlapping shapes in teal and red. A thick blue line curves from the top left towards the center. In the bottom right, there is a dark blue silhouette of a hand with fingers spread, holding a teal circle. The text is centered in the middle of the image.

**"Every touching experience of architecture is multi-sensory;
qualities of space, matter and scale are measured equally by the
eye, ear, nose, skin, tongue, skeleton and muscle.
Architecture strengthens the existential experience,
one's sense of being in the world, and this is essentially
a strengthened experience of self."**

- Juhani Pallasmaa (1996), *The Eyes of the Skin*

Picture yourself commuting amongst the hustle and bustle of the city life.

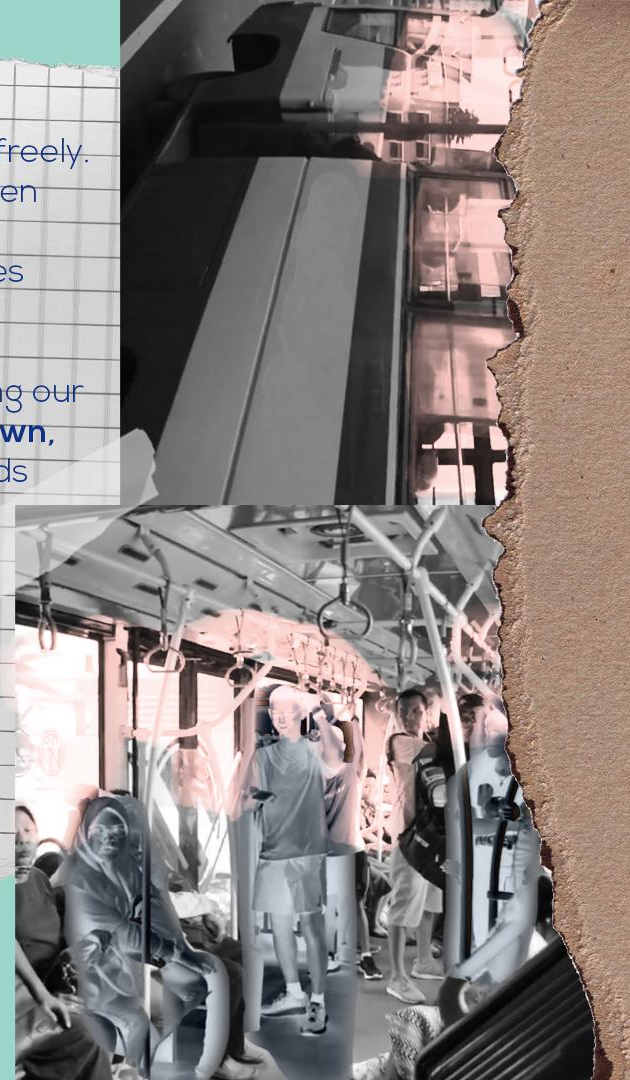
We find ourselves squeezing through a crowd of people, being unable to move freely. Sometimes, we overhear distinct noises coming from the crowd. Some of us even decide to ignore the outside world and fix our attention to our smartphones. Often, our commuting journey tends to limit ourselves to engage with our senses and things surrounding us.

No matter how inconsequential what we see, hear, smell, touch, and taste during our commutes may seem, these **sensory experiences can transform us in toned down,** but powerful ways. They might strengthen our sense of connectedness to worlds beyond our own and to our senses.

It's interesting to know that what we experience everyday becomes a part of who we are, so **commuting daily is affecting us significantly.** While optimally using our senses while experiencing our commutes, our commuting journey can be something memorable for us. Rather than seeing commuting as a destination, we can see it as a journey.

Commuting doesn't have to be associated with stress and boredom, it can be something worthwhile for us to look forward to.

It's not merely **passively taking** us to another place, it's **actively shaping** us.



- location
- position
- ramps access
- dweller



Urban Detox can be anything that helps city dw



PREMISE
bBREWISE

BRIEF BRIEF

Urban Detox provides you a public platform to **encourage a strong sense of spatial qualities** in a fast-paced urban circumstances. It is a competition of ideas, an opportunity to experiment and explore the limits of architecture.

Urban Detox focuses on creating a design that helps city dwellers to maximize their happiness, to heal their mind and body, to offer them freedom to live through self-expression, and most of all, to engage their five senses in experiencing space.

It encourages us to **add values to the commuting** culture, instead of regarding it as something that can tire, deplete and cost, it is viewed as something that enliven, excite and energize.





THE CHANGING OF CULTURE IN JAKARTA

Recently, Jakarta has begun the operation of its new Mass Rapid Transit (MRT) system. The new MRT project has become a part of Jakarta's commuting culture. The eagerness and excitement of the Jakartans can actually evoke a change of culture and their attitudes in commuting. It can be something that is influencing more citizens to walk, cultivating their environmental awareness, or even discouraging criminal behavior.

This culture can refer to any cultural habit that stimulates a good and safe urban environment.

PURPOSE

This competition aims to collect design ideas geared towards how architecture can bring forth the overlooked qualities in a Jakarta commuting atmosphere.

Architecture can help to **narrate the changing of culture** that is occurring. Transforming an isolation of the closeness to oneself to a sensitivity of the connectedness to one's surround by stimulating and engaging their sensory which then can enliven, excite, and energise the community they serve.

Hence, this design will help to **improve commuters' quality of life**. It can bring people together, it helps people find themselves, and it fosters commuting journey.



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THE CHALLENGE

Participants are challenged to **design and narrate an urban space** within the Jakarta's city commuting life which is undergoing changes due to the new development of MRT in Jakarta.

The sensitivity of participants to the **urban overlooked qualities** are challenged by revealing these overlooked qualities through a design that stimulates and engages humans' senses to their surroundings. Overlooked qualities might be in the form of light, sound, and any other tangible or intangible elements that can be reached by the humans' senses.

How can this design **deepen one's engagement** to their surroundings?

How can one **interact** with it using the familiar sensory systems as it anticipates the possibilities of a new **commuting culture** that can emerge?



THE CHALLENGE

CHALLENGING



Design should be able to reveal overlooked quality of chosen space. Participant can choose the way they reveal overlooked quality by using **inserting, intervention, and/or installing** method.

There is **no scale**. We allow for the freedom to approach each topic as the participant sees fit.

Although **there is a given site** (as previously mentioned), the scale of intervention or exact program dimensioning is not limited to a certain measure.

Projects can go **from the scale of interior design to urban strategies**.

Every proposal should be focused on a very specific condition, showing one simple, clearly communicated and fully developed concept

Keywords



Urban Happiness

Enjoyable Commuting

Overlooked qualities

Narrating Culture

Site Requirements

MRT Line



We are choosing Jakarta as the big picture of the real life urban commuting scenario around these areas that are close to the built MRT stations. It has become one of the heart of the everyday commuting life in the city.

The chosen area is in radius of **700m max.** from the several already-operating MRT stations in Jakarta.

There is no limitation of how big your chosen site is, as long as it is located inside our chosen area.

You can choose your site anywhere inside the zone, either the MRT station, MRT Tunnel, street, pedestrian bridge, anywhere as long as it fits your definition of commuting area and our brief.

List of MRT Stations :

1. Lebak Bulus
2. Fatmawati
3. Cipete Raya
4. Haji Nawi
5. Blok A
6. Blok M
7. Sisingamangaraja
8. Senayan
9. Istora
10. Bendungan Hilir
11. Setiabudi
12. Dukuh Atas
13. Bundaran HI

A very profound **analysis about site and existing context** will help you to find and enhance the overlooked qualities from the chosen site.

The design concept is aimed to be a solution for a city dwellers in finding happiness, expressing their own self, and releasing their stress during daily commuting life.

Design needs to accelerate well on site with every other daily basic commuting aspect along with anticipating possibilities of emerging new cultures as previously mentioned. It has to be **memorable, innovative, and remarkable**.



DESIGN

CONSIDER-
ATION

There is/are hidden goals
in society that people may not
realize. As a designer, we need
to dig into what's hidden in society
there for the architect to reveal
the hidden qualities.

TECHNICAL REQUIREMENTS AND DETAILS

All participants should consider the following obligatory requirements and submit all required items, failing which the entry may be disqualified or rejected:

A creative, innovative, and imaginative presentation board that explains a thorough process of the design, how the ideas developed into the final design (using drawings, diagrams, 3D visualizations, model photos, etc.), including the concept brief (using mind map/other diagrams) that are:

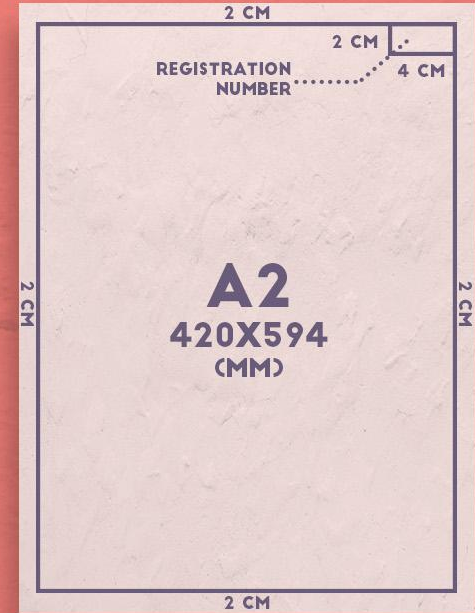
- a. Presented on a digital format (.jpeg with 300pixel/inch quality),
- b. Consisted of 2 (two) pieces of portrait A2 paper (420mm x 594mm).

Presentation board should include:

- a. Description that explains idea and concept comprehensively,
- b. Context analysis,
- c. Design concept analysis based on given keywords,
- d. Perspective drawings,
- e. Any drawings to support your ideas

OUTPUT REQUIREMENTS

- The presentation board needs to be compiled into a single pdf file named **AFAIR2020/your registration number**,
- You may use **English** or **Bahasa**,
- Your **registration number** is listed on the top **right-hand corner** of every page (following page will contain the sample paper),
- The soft copy must be submitted **via e-mail to** **afair2020competition@gmail.com** with subject: **AFAIR2020/your registration number**,
- For final judging, **5 selected finalists** will have to create **a digital presentation** and **a pitch video** that encapsulates the idea/concept and the demonstration of the design (it can explain the chronological orders of your design process or simply to highlight the most interesting aspect of your design).
- We are likely to print your submission, ensure that the pdf is of a quality that allows us to print them. They are also to be presented on AFAIR 2020 main event.



Sheet Format

OUTPUT REQUIREMENTS

GENERAL REQUIREMENTS

A member of the jury, of the committee, or someone with a direct personal or professional relationship with members of the jury is not allowed to participate in this competition.

Breaking of rules and regulations set in this competition brief will result in the disqualification of the given team without any refund of registration fees, such as:

- Submitting the output after the date of Design Proposal Deadline stated,
- Not following the submission guidelines
- The output has been published before and indicating a possible plagiarism concern,
- Placing personal names or any means to identify who a team is on a submission, other than the given identification number,

The judging process is accomplished in two stages:

- The first round of judging, judges will evaluate and score each entry. The 10 entries with the highest scores become the category finalists. The finalists will need to submit
- The second round of judging, finalists judges will make the final selection of winners.

The judges' decisions in all matters relating to the competition will be final and binding.



PARTICIPANTS REQUIREMENTS:

- a. The competition is open for all undergraduate university students **all around the world.**
- b. Individual or a team (consist up to 3 people).
- c. The team must consist of at least one student from architecture or interior architecture major.
- d. One registration number is only valid for one design.



JUDGING CRITERIA

All entries that are in compliance with all terms and conditions of the competition's rules will be judged on the basis of the following criteria, each of which will be given equal weight.

Creativity and Originality

A creative, authentic, and innovative concept of design that supports the competition objectives.

Site Analysis

The participants need to demonstrate a thorough comprehension towards a specific social, natural, and built context from the chosen site.

Experience Design

How well the experience is crafted to make commuting more engaging and interesting for people in Jakarta.

Contextuality

A strong understanding of the physical characteristics as well as the spatial qualities of the chosen space, its potential and setbacks.

A clear identification of specific issues the design aims to resolve and/or local identities (including but not limited to; history, local culture, community values) it aims to highlight based on a comprehensive contextual analysis.

HOW TO REGISTER

FILL IN THE FORM ON:

afairui2020.com/competition



How to Register

Last day of registration is on September 15, 2019

1

AfairCompetitionRegistration.typeform/google



Fill in the form on
afairui2020.com/competition

2



Registration fee:
Indonesian students:
Early Bird: IDR 135.000
Normal: IDR 175.000

International students:
USD 18

Participants should transfer the registration fee to

Bank BCA 8691343855

On behalf of

Veronica Liani (SWIFT code/BIC : CENAI DJA) or through paypal **paypal.me/afair2020** on behalf of **Veronica**

3



Participants should send the registration payment slip and student(s) card (scanned) to **afair2020competition@gmail.com**

4

XXX-XXX-XXX

Participants will get the registration number from the committee by email

PRIZES

1st winner

IDR 7.500.000 + certificates + plaque

2nd winner

IDR 5.500.000 + certificates + plaque

3rd winner

IDR 3.500.000 + certificates + plaque

1st runner up winner

IDR 1.000.000 and certificates

2nd runner up winner

IDR 750.000 and certificates



TIMELINE

Us Within, Us Without
AFAIR UI 2020

Online
Registration

**20 JUNE -
15 SEPT
2019**

Design
Proposal
Deadline

**15 SEPT
2019**

**2 DEC
2019**

Top 10
Announcement &
Online voting

**18 SEPT-
30 NOV
2019**

First Judging

**10 AUG
2019**

Sharing &
Technical
Meeting

Final Judging
and Presentation

**AFAIR UI
MAIN
EVENT**

Video Submission
Deadline
(for top 5 finalist)

**12 JAN
2020**

Top 5
Announcement

**23 DEC
2019**

AFAIR UI SOCIAL MEDIA

   **afairui**

 **bit.ly/afair2020**

 **www.afairui2020.com**



Us Within, Us Without
AFAIR UI 2020

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