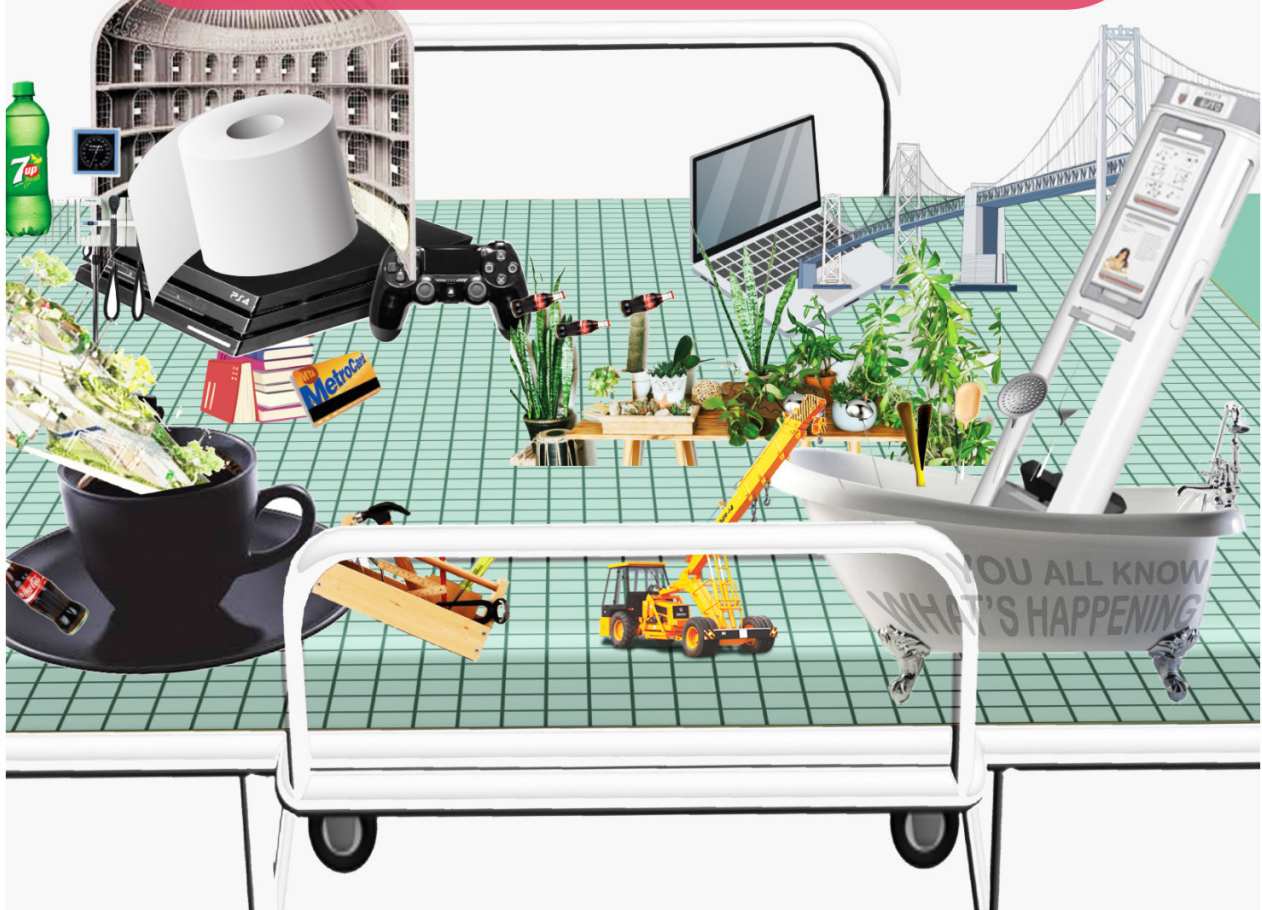# A. D. A. P. T

Alternative Design After Pandemic Times

#m0004

competition brief

■ ■ ■ SUMMARY

You all know what's happening: a pandemic that temporarily upended global society and likely to permanently change the way we live and work. With every crisis comes revelation, and what is clear now is that public health is never simply a medical issue — it is the cause and consequence of socio-economical as well as physical infrastructures that shape our society. From roads to homes, billboards to phones — to think about health, we must think beyond health. What could have been different about our society that would have helped us prevent or recover from a global health crisis? What could a subway pass do — or toilet paper?

THE QUESTION

A collective crisis exposes us to deep interdependencies between social and physical systems. What does the exacerbating gap between mental and labour workers, for example, reflect about urbanization, the nature of commute, and the definition of "essential work"? How does changing demographics affect the ecosystem of care homes for the elderly? What do we think about the public school system's role and responsibility in caretaking beyond education? What happens to the future of social dining? How might the rising need for delivery change our cities? ... All in all: what features of our society can we empower and re-imagine to promote an infrastructure of health?

▪ ▪ ▪   THE CONVERSATION

The site of design in response to systemic issues should be systemic in nature. We want to promote thoughts and conversation about health as an integrated medical and social infrastructure that manifests physically in the fabric of society - an architectural issue. This competition aims to encourage innovative design that grows out of a cross-pollination of features and ideas from various social and physical systems.

To aid in this process, we have created two lists of keywords: one representing physical systems, ranging in scale from objects to buildings and to urban features; and one representing non-physical infrastructures, in terms of activities that are central to maintaining wellness in the areas of mental, physical, as well as social health. Each participating team shall pick one keyword from each list, and create a proposal of how the two items might interact and come together to promote public health. You have absolute freedom in choosing the site/context of your design in relation to your chosen keywords.

THE PAIR

Each participating team shall **pick one keyword from each column,** and propose how they might cross-pollinate to advance public health initiatives.

Physical Infrastructure	Health Activities
wearables (clothes, hats, jewelry, etc.)	counselling
electronic devices	learning
household objects (toilet paper, towels, etc.)	video-gaming
furniture (home, workplace, public)	cooking
vehicles (trains, cars, etc.)	dining
public restrooms/porta potties	cleaning
convenience store	exercising
institutions (schools, libraries, museums, etc.)	massage
shopping malls	sunbathing
amusement parks	dancing
bridges	pet-walking
beach	dating
public plazas	travelling
surface / underground parking	blood donation
alleys/rooftops/hutong	medical examination (vaccination, blood test, radiology, etc.)
sidewalks	
greenspace (parks, trails, etc.)	quarantine

Hint: we encourage you to choose unusual and creative pairings that challenge the expected and push the limits of innovation. Try picking blindly!

■ ■ ■ THE METHOD

3000 pixels

3000 pixels
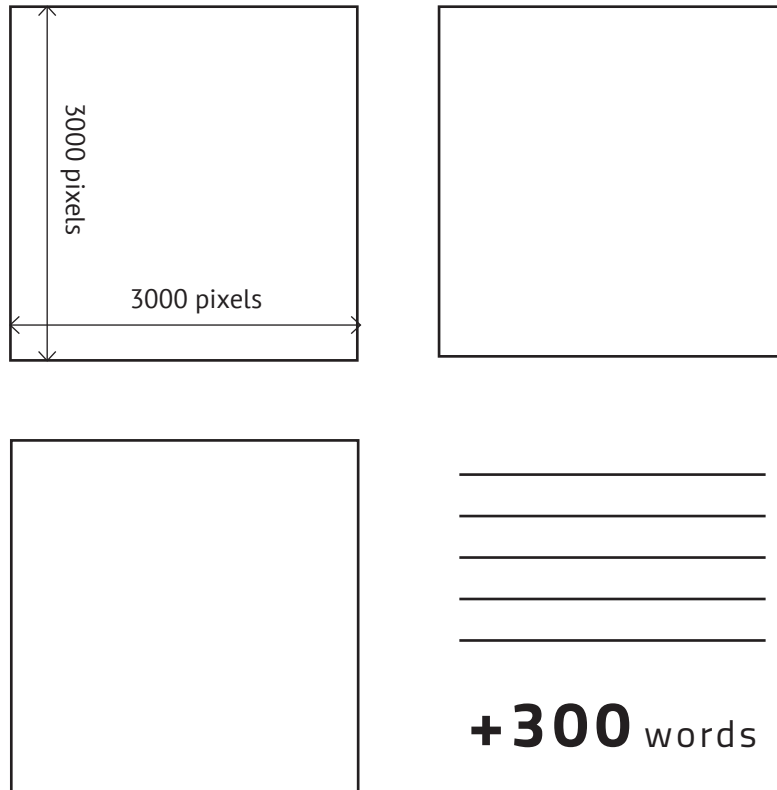
+300 words

Each team shall submit the followings:

   Three drawings of the dimension 3000 pixels by 3000 pixels

   A brief text of no more than 300 words

   Your project title **must** include the two chosen keywords

There is no constraint with regard to the content or style of the drawings; we encourage exploration and innovation in finding the right expression to communicate a simple but powerful idea.

Use entry numbers #m_ _ _ _ we provide instead of your real names in all submission files

#m0004

■ ■ ■   # COMPETITION ENTRY

Designers can choose to enter mOOO's competition as an individual or a group of maximum **3** members.

In the spirit of our collective fight against COVID-19, A.D.A.P.T is operating on a **nonprofit** basis.

As such, registration will be in the form of a flexible donation. All proceeds from this competition will be donated to the WHO COVID-19 Solidarity Response Fund. However, we do ask for a minimum of 5 EURO due to the cost incurred by our payment portal.

■ ■ ■   # SCHEDULE

Brief Launch	7th AUG 2020
Registration Deadline	1st OCT 2020 – 11:59pm (GMT)
Submission Deadline	4th OCT 2020 – 11:59pm (GMT)
Public Vote	28th OCT 2020 - 11:59pm (GMT)
Announcement of Winners	MID-NOVEMBER 2020

AWARDS AND PUBLICATIONS

3 x WINNER

[PUBLICATION + SPEAKER SERIES + SPECIAL GIFTS]

9 x FINALIST

[PUBLICATION]

3 x PEOPLE'S CHOICE [PUBLIC VOTE]

[PUBLICATION + SPECIAL GIFTS]

24 x HONOURABLE MENTION

[PUBLICATION]

TOP 36 Entries will all be scheduled for publication & featured on multiple architecture media. You will also be invited to post-competition discussion panels with our juries. All entrants will receive a big THANK YOU and a **SPECIAL MENTION** from mOOO for contributing to society with care and innovation as proud designers!

Organised in Partnership with :   Baolin Shen, Yale SoA '20

Megan Tan, Yale SoA '20

Jiageng Guo, Columbia GSAPP '22
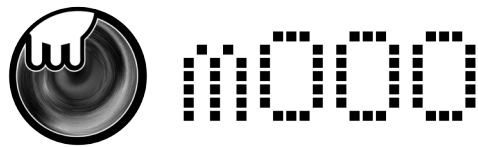
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