



MONUMENT OF

H O P E

HEALING THROUGH ARCHITECTURE



INTRODUCTION TO THE COMPETITION:

*"I am learning to find hope in the smallest and most unexpected places
Like whispers through the forest and the velvet evening sky
And may your love bring back all the parts of my soul I thought I had lost"* -Sabina Laura

What does hope mean to you? A fresh start, a second chance, or to wish upon a miracle. Hope is a powerful word that inspires millions of people to stay alive long enough before they figure out how to thrive. Hope is a reassurance that possibilities are endless as long as you believe.

"Once you choose HOPE, anything is possible"

BACKGROUND:

"Hope is one thing that can help us get through the darkest of times. It forever tells us that tomorrow will be better"

Our mental health has suffered greatly over the past 80 years. It is so exhausting to live in a society where asking for help equals failure.

"Although the world today is more confident, assertive, entitled- and **more miserable than ever before**"

Families and individuals are being termed as dysfunctional as though we are machines, where our identity has become a reflection of our success.



IMAGE COURTESY: NATIONAL MUSEUM OF BANGLADESH

OVERVIEW:

The competition explores the ability of architecture to create a healing environment that can affect the physical and psychological behaviour of the user.

"Thoughtful design can, by simply Providing a tranquil space for solace, through its purpose and style heal and improve Mental health "

The competition operates within the zone of imagination and reality to reveal new and exciting architectural possibilities.

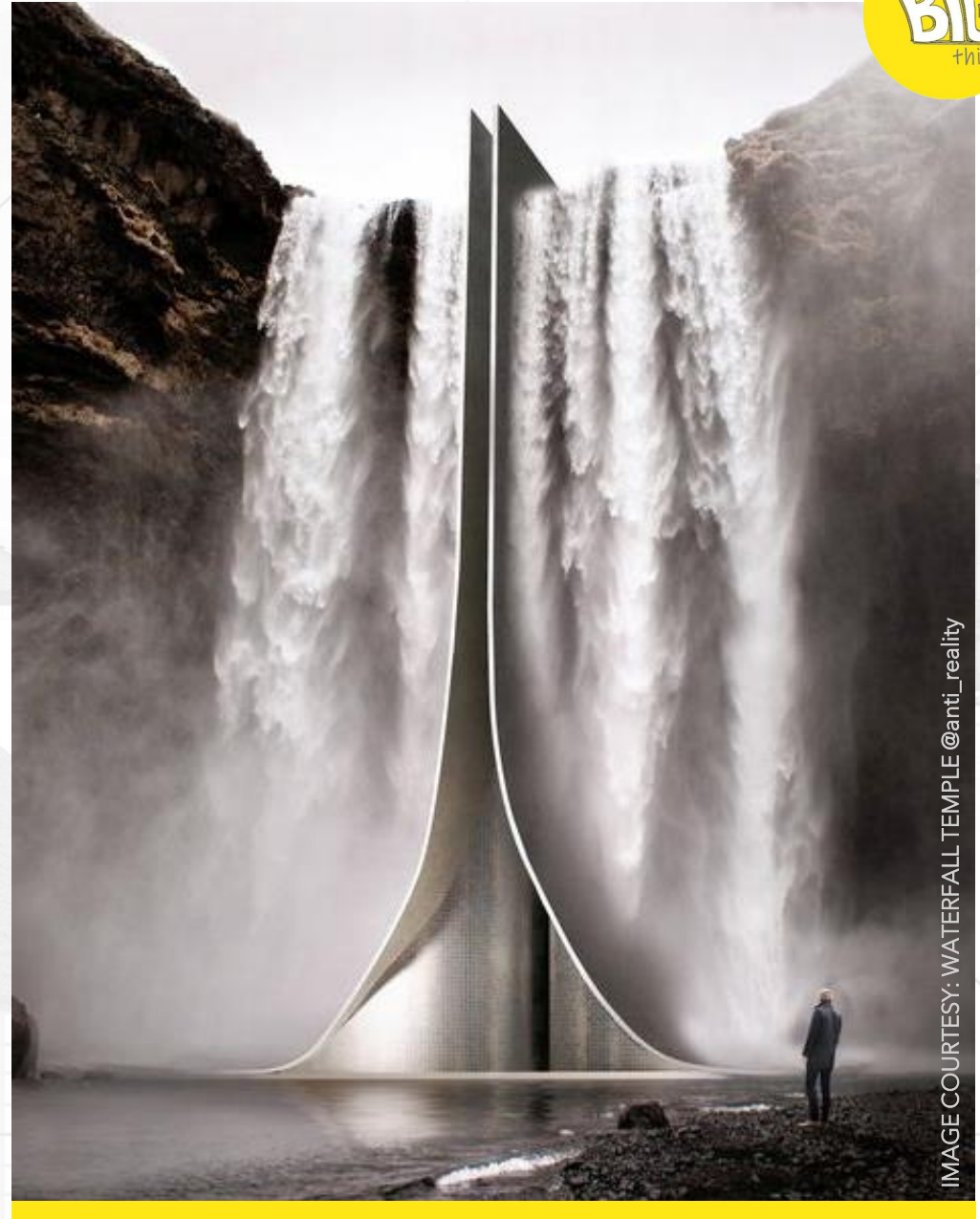


IMAGE COURTESY: WATERFALL TEMPLE @anti_reality



IMAGE COURTESY: Art by Kim Pierson.COM

MONUMENT OF HOPE: THE CHALLENGE

"To be able to design for the mind is to create designs that control and influence the well-being of the society."

The competition focuses on creating a space for the community that helps them release their underlying emotions while preserving the sanity of the society. The space should be designed to make us healthier, happier, encourage movement, relaxation and have break out areas for the people.

Monument of hope offers a space for reflection on our past, present and future. Can we create an architectural manipulation of space that can act as a catalyst in creating a healing environment that may affect the physical and psychological behavior of the user?

DESIGN BRIEF:

The basic premise is to imagine a space that can create a therapeutic effect on the society to an extent that it can evoke a sense of peacefulness to induce positive emotions and feelings.

"The aura of space can bring a positive change in a person's perception and mood while using the space. The competition aims to discover how architecture and aesthetics can create an environment conducive to the healing process."

The objective is to create an environment while applying the concept of sensory architecture to understand the relation of man and his environment and discover various facets of architecture viz-a-viz human psyche.

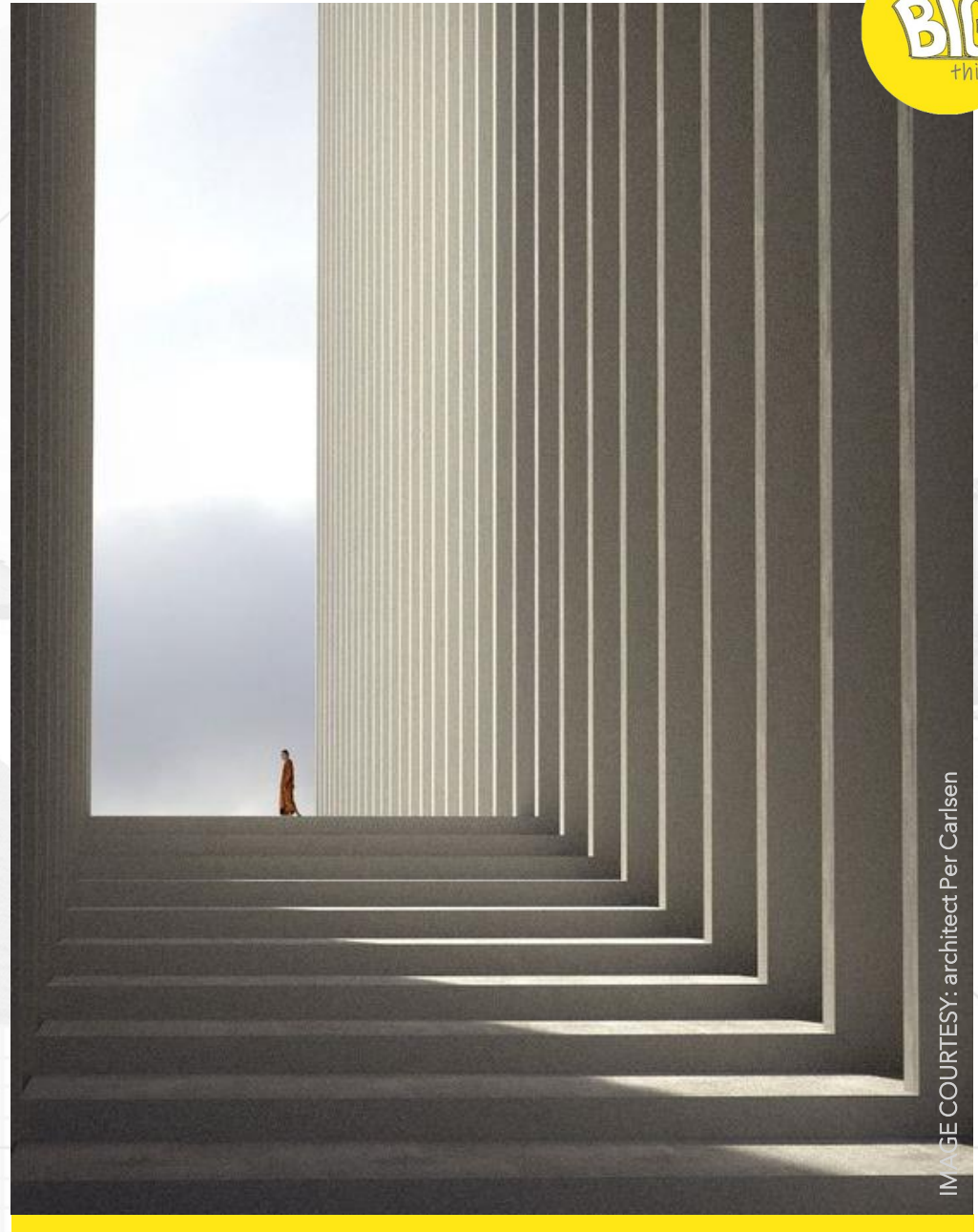


IMAGE COURTESY: architect Per Carlsen

DESIGN PARAMETERS:

Esther Sternberg once quoted:

"If a place can make you happy, can it also make you well?"

The idea is to explore and highlight how spaces have the power to heal us and affect feelings.

To promote better planning and designing of spaces, the competition urges architecture students and professionals to help in demonstrating how one can design healthy environments and spaces that can reduce stress and anxiety levels of the society.



IMAGE COURTESY: RICARDO DE LA CONCHA

SITE SELECTION

There shall be no limitation on site selection like area, geography, topography, etc. Selecting the site is on the sole discretion of the participants. The monument can be placed on any spot on the earth. The teams are required to set up an ideal background for its building, creating a healing environment for the user.

Some of us might want to place the monument in the heart of the city or might want to place it on the tip of the mountain or even submerged in the lake or the ocean.

It is permissible to place the building anywhere in the world as long as the participants can come up with a storyline or explanation justifying the site selection.



IMAGE COURTESY: UNKNOWN (PLEASE CONTACT FOR CREDITS)



IMAGE COURTESY: THE OBSERVATORY | FOUNDATION

JUDGEMENTAL CRITERIA

Evaluation process is completely anonymous and blind;
i.e. Jury members will not be displayed whose works they are voting for.

However, this correlation data is stored in our database, which we use to normalize the scores, and to assign a ranking to entries.

Jury members will be provided the opportunity to provide a feedback to participants in addition to provide their insights for betterment of the competition in general.

Juries decision is to remain Final and Irrevocable in all conditions.

JUDGEMENT CRITERIA:

Entries will be Evaluated in the Following Criteria:

❖ DESIGN CONCEPT

Concept behind the proposed Monument of Hope

❖ TRANSLATION OF SPACE

Originality and stimulation of spaces

❖ UNDERSTANDING OF BRIEF

Understanding the requirements and its translation in design concept.

❖ THE- BIG- FACTOR

Display of exceptional creativity in the design form

❖ COMMUNITY INCLUSION

Selection of site and how does it interact with the society.

❖ PRESENTATION

Seamless representation of design thoughts on the sheet



IMAGE COURTESY: Camille Boldt



IMAGE COURTESY: Sensory healing Center by Jee Yeon Choi

SUBMISSION REQUIREMENT

TEAMCODE

A1
841mm X 594mm

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A1
841mm X 594mm

The Proposal to be presented on One Landscape/ Portrait Oriented A1 Sheet. Team code (UIC) to be mentioned on the Top Right-Hand corner of the sheet. Proposal MUST NOT include ANY INFORMATION (name, Organization, School etc.) that may give away the identity of the participants. All dimensions should be in imperial or metric unit.

PLEASE MAIL ALL THE SUBMISSIONS AT
SUBMISSIONS@THEBIGTHING.NET



SUBMISSION REQUIREMENT:

Participants Team code will be provided by THE BIG THING team once the participants have completed the registration process through the payment portal provided on our official website www.thebigthing.net

TEAMCODE must be the subject of the email

Maximum File size: 8mb

Name of the File: Teamcode.jpeg
All text must be in ENGLISH language, with a maximum of 250 WORDS for project explanation. Proposals may be represented using any technique of your choice (sketches, diagrams, 3D visualizations, models photos, CAD drawings, etc.)

PLEASE MAIL ALL THE SUBMISSIONS AT
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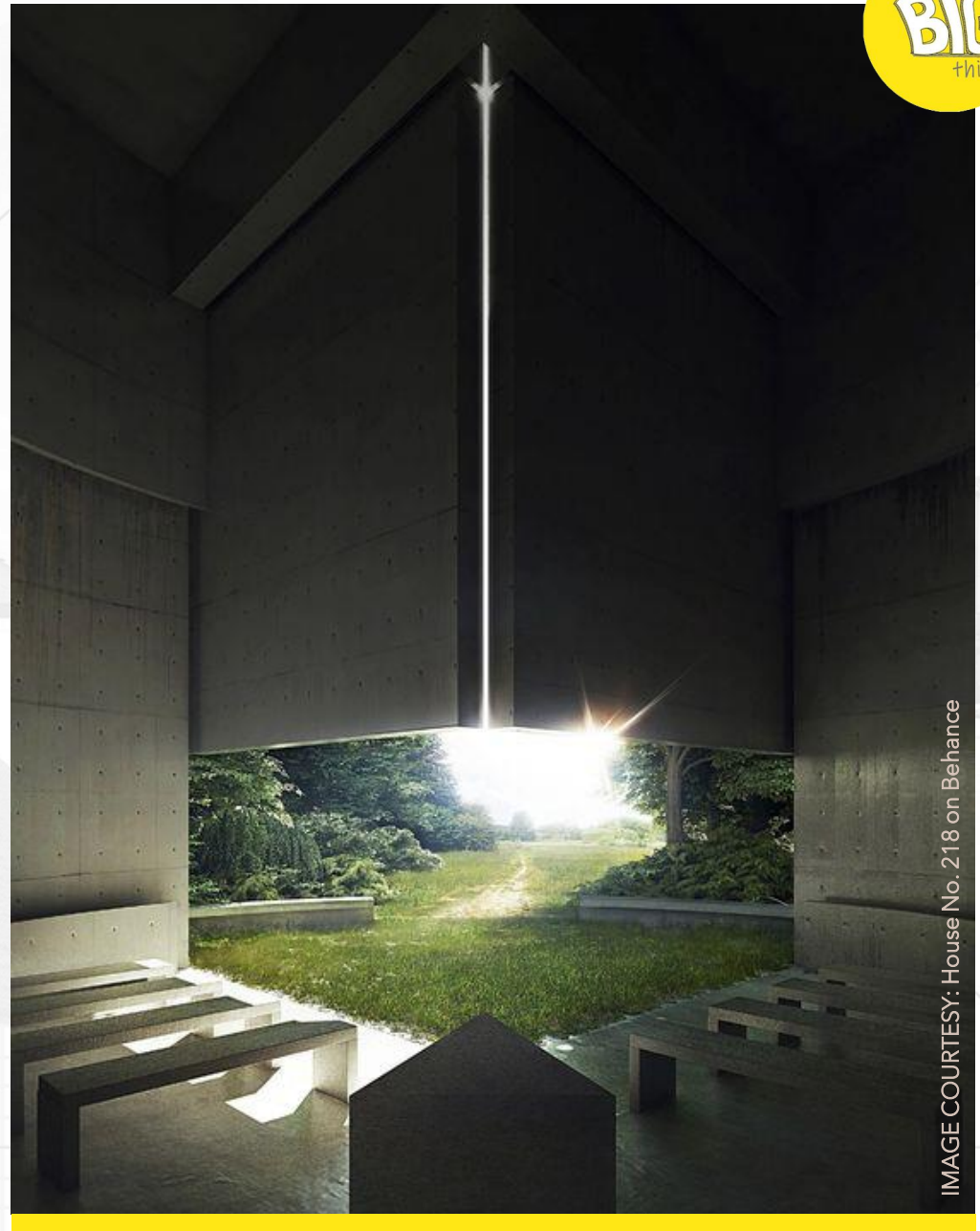


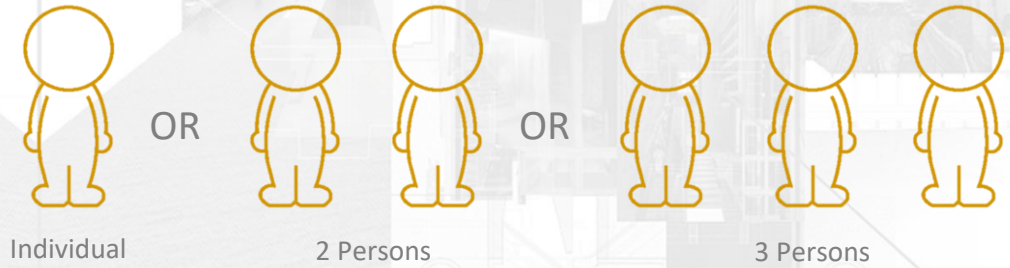
IMAGE COURTESY: House No. 218 on Behance



IMAGE COURTESY: Bamboo Forest on the Roof / V STUDIO

PARTICIPATION ELIGIBILITY

The competition is open to all (Students and Professionals); Architects, Designers, Visualizers and all prospective candidates, irrespective of their professions or qualifications, to join the competition and present their ideas.



Participants are free to submit multiple entries but each entry needs to be registered with a separate email ID and separate entry code will be allotted to each entry. Alongside individual entries, team entries are also allowed. You can Participate individually or as a team. A team can have a maximum of three participants. Interdisciplinary teams are also welcome to join. There is no age limit, however, entrants under 18 years of age must be lead or entered by someone over the age of 18.



AWARDS AND CASH PRIZE

- 3 WINNERS
+ 10 HONOURABLE MENTIONS
- 2000\$ CASH PRIZE
+ PUBLICATION + CERTIFICATE

Top 3 entries will win cash prizes worth 2000\$ + Publication + Certificate
All Wining & Top 30 Entries Will Be Published On TBT And All International Social Handles, Platforms & Magazines Partnered By TBT.

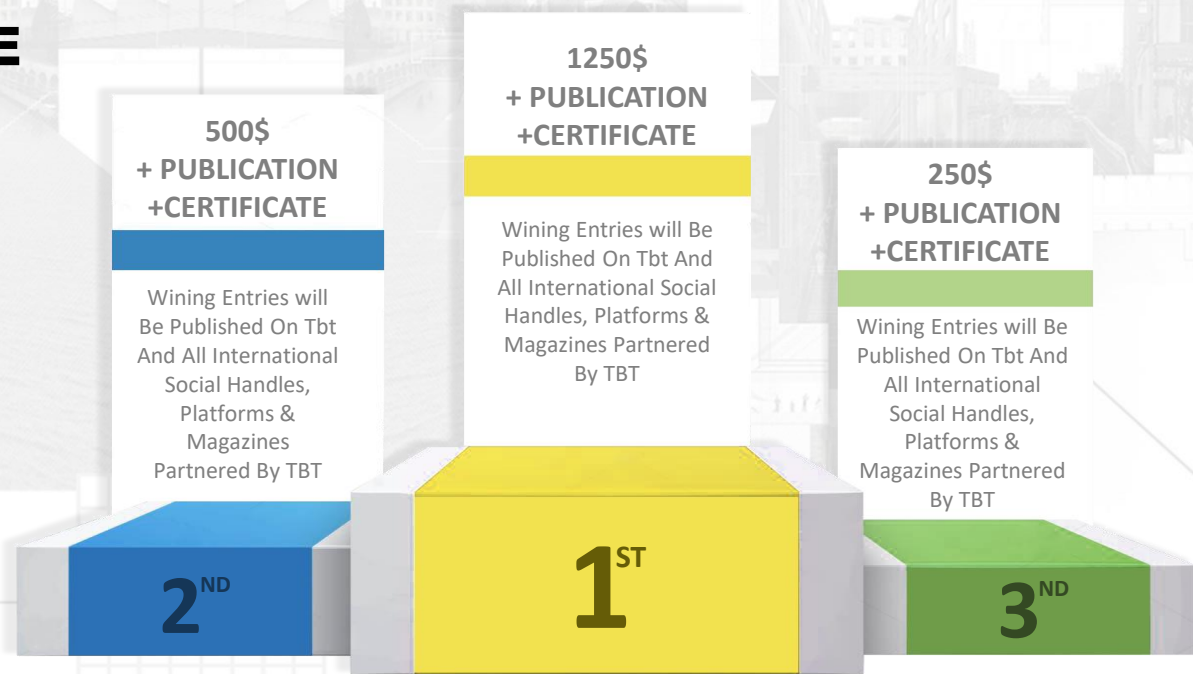




IMAGE COURTESY: Doorway protocol Art Station

REGISTRATION FEES AND TIMELINES

All deadlines are 11:59 - 00:00 PM IST (INDIA) for the year 2020

REGISTRATION PROCESS:

Entrants may register by filling the registration form and submitting it with the appropriate payment through our secure gateway on our website thebigthing.net.

The participants will receive their Team code within 24-72 hrs of completing their payment successfully on the email address provided

GROUP DISCOUNTS:

Group discounts apply for a minimum of 5 teams from one particular architecture school/university as our initiative to promote more participation from students. Get in touch with us on the email mentioned below to avail the offer:

thebigthing2020@gmail.com



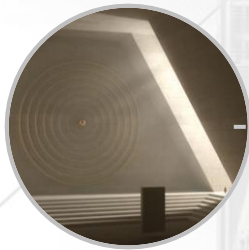
EARLY BIRD REGISTRATION
(15th July – 31st July 2022)

For all Participating Teams
USD 30 \$ (per team)



LATE REGISTRATION
(31st AUG – 20th SEP 2022)

For all Participating Teams
USD 60\$ (per team)



SUBMISSION DEADLINE
(30th SEPTEMBER 2022)

Fulfilling an 'early bird', 'standard' or 'late' registration does not affect the submission deadline, which is uniquely set on 28 th February 2021.

STANDARD REGISTRATION
(31st JUL – 31st AUG 2022)

For all Participating Teams
USD 45\$ (per team)



WILD CARD ENTRY
(20th SEP – 30th SEP 2022)

For all Participating Teams



RESULTS ANNOUNCED

10th October 2022



IMAGE COURTESY: Reflect Inwards: r/Vertical wallpapers

PARTICIPATE ON WWW.THEBIGTHING.NET



MONUMENT OF HOPE

PARTICIPATE NOW ON
WWW.THEBIGTHING.NET

PAST JURORS



IROJE KHM
ARCHITECTS

LLOSA CORTEGANA
ARQUITECTOS

PLANO
HUMANO
ARQUITECTOS

TROPICAL SPACE
Architecture . Interior . Landscape

MVRDV

CCA | Centro de
Colaboración
Arquitectónica



Li Xiaodong
Atelier

.ReNa.
Design.Architecture.Research



23 SUL

LIFE DESIGNERS

MEDIA PARTNERS



W World
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Community

M
INFODESIGNERS.eu



Winners Daily
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