



<b>Guidelines for Competition:</b>		
1.	Name of Competition	<b>Vernabulous' 1.0</b>
2.	Host Institute	Amity School of Architecture and Planning (ASAP)
3.	Brief Description of Competition	<p>To combine traditional building techniques and materials of vernacular architecture and modern-day construction with innovative technologies to create sustainable and culturally relevant future living spaces. <b>This competition aims to inspire budding architects to think creatively about architecture, sustainability, and their own cultural heritage.</b></p> <p>Participants will <b>ideate, conceptualize, and submit a storyboard or comic strip, or mood board</b> that narrates a story of integrating vernacular architecture principles with <b>modern technology</b> for <b>sustainable urban development</b> emphasizing the integration of technology, IoT and addressing the Sustainable Development Goal (SDG) 11.4 for sustainable cities with an <b>appropriately scaled prototype.</b></p>
4.	Topics (if any)	<ol style="list-style-type: none"> <li>1. Sustainable Design and Cultural Integration: <ul style="list-style-type: none"> <li>▪ Integration of Vernacular/ Traditional Styles</li> <li>▪ Sustainable Practices &amp; Cultural Identity</li> <li>▪ Innovative/ New Materials</li> </ul> </li> <li>2. Community-Centric Architectural Solutions: <ul style="list-style-type: none"> <li>▪ Adaptive Reuse</li> <li>▪ Community Involvement</li> <li>▪ Indigenous Communities and their lifecycle</li> <li>▪ Digital Technologies, IoT and new technologies</li> </ul> </li> <li>3. Climate-Resilient Architecture: <ul style="list-style-type: none"> <li>▪ Climate Resilience</li> <li>▪ Sensitivity to climate change impacts</li> </ul> </li> </ol>
5.	Eligibility	The event is open to students (undergraduate and graduate) program or enrolled in the B. Arch and M. Arch program at any Government or Private University in India.
6.	Rules	<ul style="list-style-type: none"> <li>▪ The Competition will be conducted in accordance with the A.E.I.O.U. (Activity, Environment, Interaction, Objects and User) principles of design, that will also be explained thoroughly.</li> <li>▪ All submitted works must be the original work of the participants. Participants are encouraged to document their design &amp; ideation process through photographs and videos.</li> <li>▪ The competition organizers reserve the right to use images &amp; descriptions of the ideas, prototypes, presentations for promotional purposes.</li> <li>▪ Team Size: One team may consist upto 04 members only.</li> </ul> <p><b>Round 1: Conceptualization &amp; Ideation</b> (Activity &amp; Environment)</p> <p><i>Stage I submission to be done before the event. Submission deadline tentatively to be in the third week of February'24 Final date to be disclosed soon.</i></p> <p>1.1. Objective:</p> <ul style="list-style-type: none"> <li>▪ Participants will engage in designing an urban space that</li> </ul>

		<p>caters to specific activities and is environment oriented. They will submit a storyboard, comic strip, or mood board (A2 size) showcasing the integration of vernacular architecture principles with modern technology for sustainable urban development.</p> <p>1.2. Rules and Guidelines:</p> <ul style="list-style-type: none"> <li>▪ Teams will focus on designing spaces for specific activities within an urban environment.</li> <li>▪ Designs must demonstrate the evolution of a modern urban space rooted in vernacular architecture while considering their activity requirements.</li> </ul> <hr/> <p><b>Round 2: Prototyping &amp; Technovation</b>  (Interaction &amp; Object) – <i>Morning Session</i></p> <p>2.1. Objective:</p> <ul style="list-style-type: none"> <li>▪ All teams will materialize their concepts by creating prototypes (appropriately scaled physical model) that emphasize interaction and object-oriented design.</li> </ul> <p>2.2. Rules and Guidelines:</p> <ul style="list-style-type: none"> <li>▪ Prototypes must showcase the seamless integration of IoT and other innovative technologies, enhancing user interaction and engagement.</li> <li>▪ Focus on using readily available material that is recycled, upcycled or anything else you can envision a second life for.</li> <li>▪ Designs should emphasize sustainability and address SDG 11.4 through tangible objects and interactive elements.</li> </ul> <p><b>Round 3: Presentation &amp; Delivery</b>  (User) – <i>Evening Session</i></p> <p>3.1. Objective:</p> <ul style="list-style-type: none"> <li>▪ Teams will present their Vernacular Urban Tales to a panel of judges and the audience, focusing on user-centric design principles, highlighting the integration of vernacular architecture, technology, and sustainability.</li> </ul> <p>3.2. Rules and Guidelines:</p> <ul style="list-style-type: none"> <li>▪ Presentations can take the form of an appealing storyboard, comic strip display, or mood board presentation of minimum of 02 and maximum 03 A2 sheets, with an emphasis on user experiences.</li> <li>▪ Judges may ask questions, following each presentation.</li> </ul>
7.	Schedule of the competition date	29.02.2024, Thursday, 10:00 am onwards
8.	Venue	Ground Floor, K1 Block, Amity University, Noida
9.	Event-in-Charge/ No.	Ar. Umesh Govil (+91 9999244246) Ar. Preeti Mishra (+91 9899202141) Ar. Luvditya Khurana (+91 9899959899)
10.	Student Co-Ordinator's/ No.	Ms. Anushka Lomsh (+91 9872853287) Ms. Aiyasha Ganju (+91 9999841149)
11.	Prizes & Certificates	1st Prize – Rs 20,000/- 2nd Prize – Rs 15,000/- Certificates to all winners and participants.
12.	Registration Details	Rs. 1000/- per team (upto 04 members)