

# DAEF

## DESIGNING FOR ADAPTABLE FUTURES

### JUNE 1 2012

## AN OPEN STUDENT COMPETITION

### DESCRIPTION

Adaptable Futures is an international research group based at Loughborough University in the UK [www.adaptablefutures.com](http://www.adaptablefutures.com). Together with our industry and academic collaborators we are currently developing and testing 'tools' that can be used in practice to help communicate and design for a more long-term understanding of architecture. The research is focused on adaptability - the capacity to accommodate change - from both a physical and social perspective of our built environment. The competition serves as a platform for interested students to visualise some of the research's core elements within their design proposals and to recognise the top submissions for their creative application and appropriation of those concepts.

Time can be perceived as a regular set of intervals which measures, records and organizes temporary experiences. Time-based architecture views buildings as being on the 'move' - the notion of a large static and monolithic object is replaced by a series of transient events that constantly shape and reshape both the building and its surroundings. This competition asks you to illustrate how the life of your building will unfold through time - over an hour, day, year, decade, or perhaps a century. Your submission should demonstrate the [integration of time](#) in your design proposal by highlighting how it will accommodate one or more of the six types of change described in the brief (framecycle [page 2](#)).

This year's student-orientated competition builds upon the success of last year's Adaptable Futures practice-orientated design competition and is open to students at all levels of study and from any design discipline. We seek innovative design proposals that challenge existing orthodoxies about adaptability in the built environment. The [awards](#) comprise of cash prizes (1st prize UK £1,500, 2nd Prize £1000, 3rd prize £500); publication of the top entries in the upcoming Adaptable Futures book and an opportunity to present at our autumn conference in London. Outstanding submissions will also be published on our website.

Your submission will be [judged](#) on how it:

1. accommodates a variety of changes over time (framecycle [page 2](#))
2. handles the relationship between building elements (building layers [page 2](#))
3. responds to our adaptability guidelines [page 3](#)

Your design proposal might involve a particular approach to adaptability, a set of design rules, components or technologies (both existing and emergent), or a kit-of-parts, but it must relate to a specific site. The [site](#) can be anywhere - thus [you are encouraged to 'adapt' your studio projects](#) to this competition - but the project must meet the above criteria. Entries can be at a building or neighbourhood [scale](#), but should explain how specific design solutions (whether for example architectural, structural or in terms of building services) respond to your chosen timescale(s) and building layers. Submissions will be accepted in [two formats](#) - A0 boards (maximum 2) and/ or a film (maximum 3 minutes). Entrants may choose to submit one or both - all submissions should be digital (boards in pdf format and movies in Quicktime .mov format).

The deadline for submissions is [Friday 1 June](#) 2012 at 23:59 GMT. The winners will be announced by the end of June 2012. For additional information please email [competition@adaptablefutures.com](mailto:competition@adaptablefutures.com) and follow us on Twitter for updates [@adaptablefuture](#)

The AF team reserves the right to publish any submitted material with proper acknowledgement to the entrants.

### JURY

Charles Holland (FAT Architecture)  
Søren Nielsen (Vankunsten Architects)  
Daisy Froud (AOC)  
Paul Warner (3D Reid Architects)  
Megumi Matsubara (Assistant)  
David Rowley (Nightingale Associates)

### OPEN TO

Current students (at all levels) or  
recent graduates from Winter  
2011 / Spring 2012

### MORE INFO

[@adaptablefuture](#)

[www.adaptablefutures.com](http://www.adaptablefutures.com)

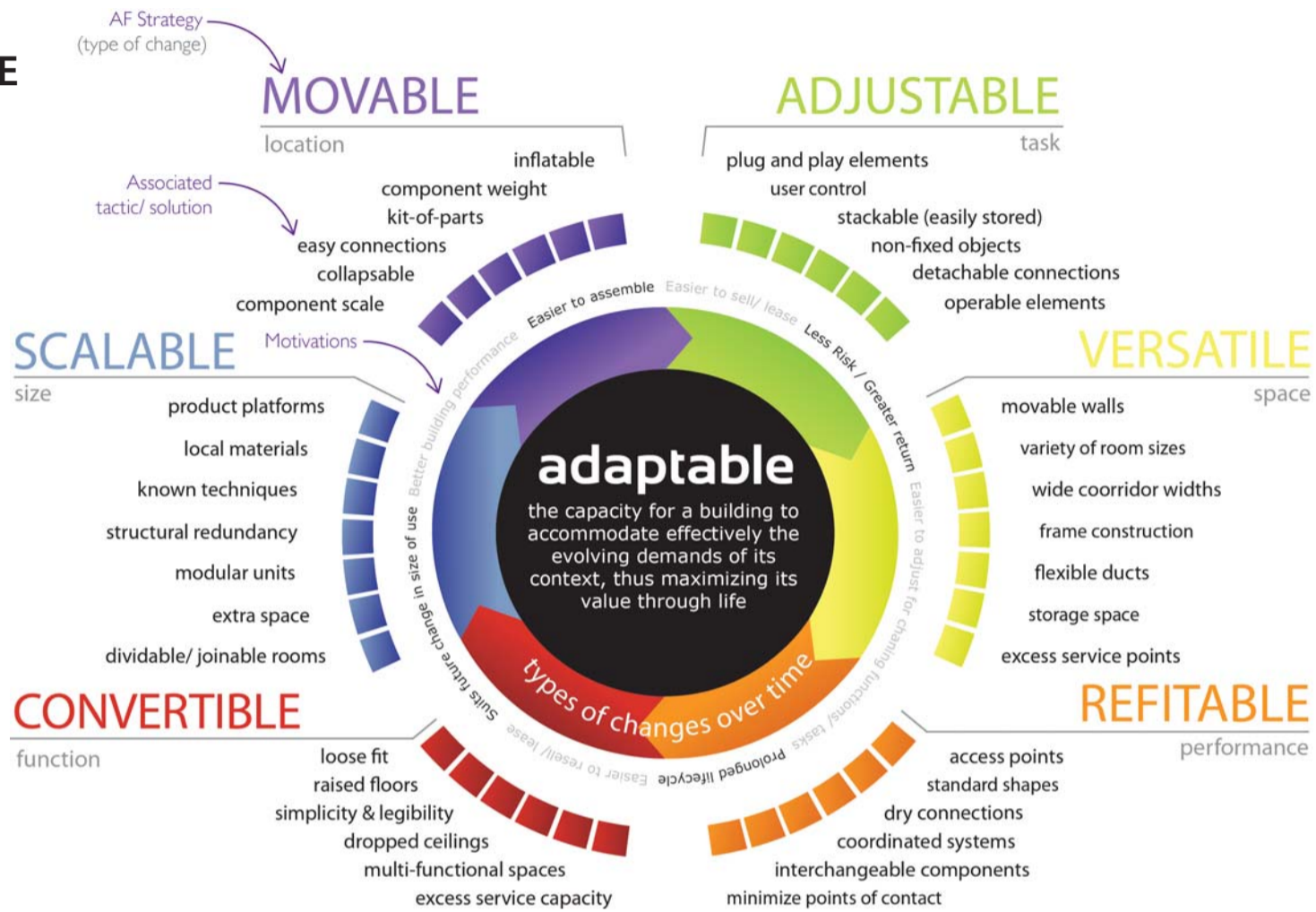


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extending the life of our built environment

The two diagrams on this page (framecycle and building layers) are part of a larger set of thinking diagrams, analytical tools and design resources that comprise the AF toolkit for adaptability - additional examples available at: [www.adaptablefutures.com/our-work/toolkit/](http://www.adaptablefutures.com/our-work/toolkit/) The intent is for your submission to consider the two diagrams and the design guidelines on the following page as a method for considering and illustrating the types of change that your proposal could accommodate over time.

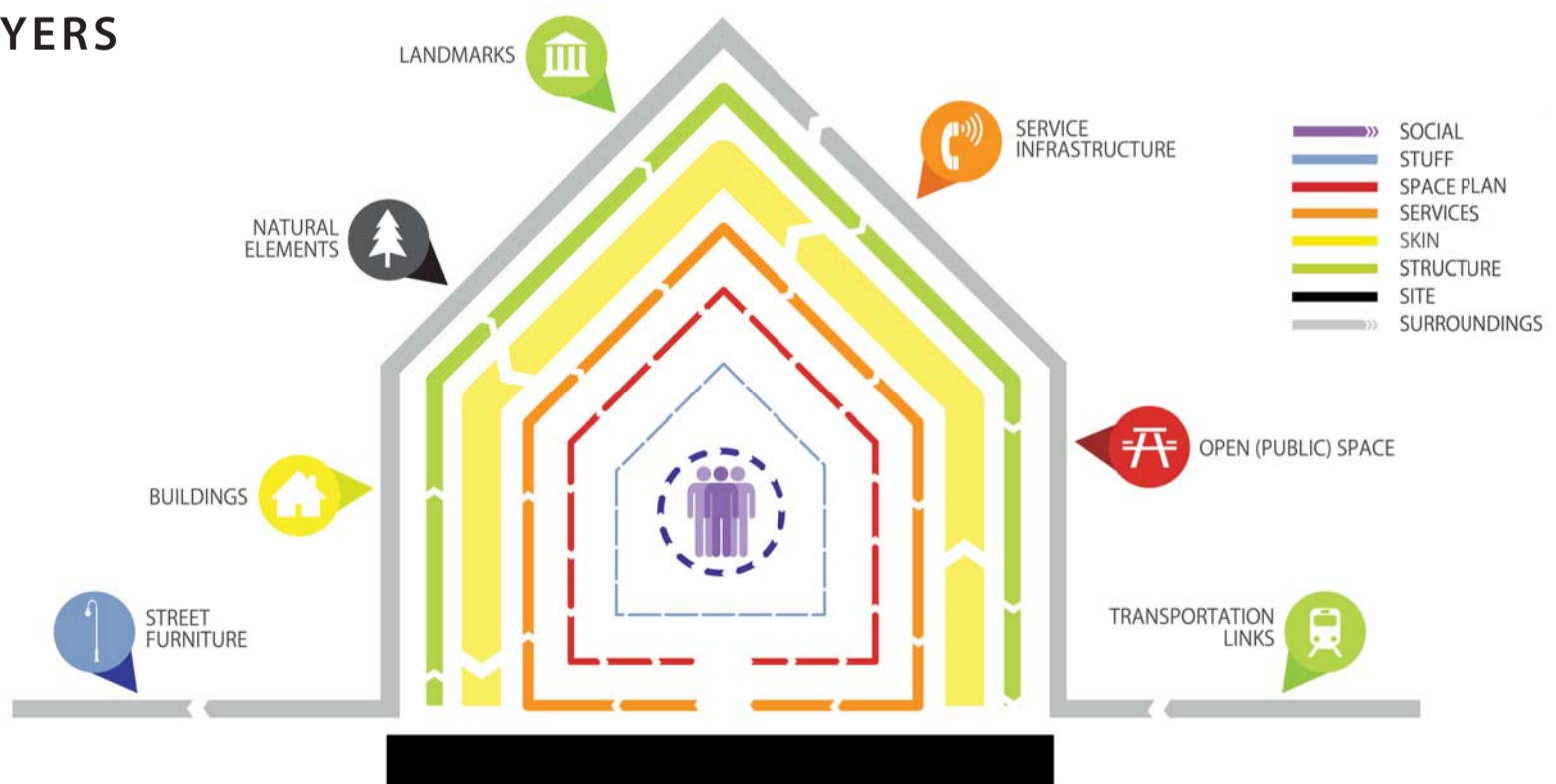
## FRAMECYCLE



**concept:** The Framecycle's purpose is to make explicit the nature of the adaptability that is desired. It is centred on our definition of adaptability with six high-level strategies and their motivational goals (i.e. types of change) moving, clockwise, from relatively high-frequency changes on a daily scale (adjustable) to those that occur, if at all, over decades (movable). The diagram also indicates the types of outcomes that might be sought (i.e. stakeholder benefits - two tones of grey text around the inner circle) and also illustrates related solutions in terms of products, systems or tactics (grey text around the periphery).

**prompts:** What change scenarios does your proposal support? How often might they occur? How (and by whom) will they be accommodated?

## BUILDING LAYERS



**concept:** Developing Brand's (1994) diagram - envisioning a building as a set of 'shearing' layers that change at different rates - the more the layers are connected, the greater difficulty and cost of adaptation. The diagram illustrates the different layers (e.g. stuff, space plan) and rates of change (proximity of arrows). In Brand's depiction the layers are given approximate lifespans as well (e.g. services 7-15 years, skin 20 years).

**prompts:** How does your proposal support the concept of layers? How can one layer be changed without disturbing another?

## GUIDELINES

The AF guidelines are general rules that help designers make decisions regarding design parameters, but are not absolute and should be adjusted based on the specific context. The abbreviated list of guidelines here is broken into three categories: spaces, components and mindsets and culture.

### COMPONENTS

- Consider a simple and legible system of construction - e.g. a regular structural grid.
- Think of platforms, not solutions (overbuild infrastructure, under build features) - e.g. Identify common, long-term and reoccurring elements (platform) and differentiating short-term features (customizable).
- Consider where and how components are divided - e.g. interfaces between components, connections and shapes.
- Reduce component interaction (between systems or layers) and make them accessible and at a human scale.
- Use Modular coordination - e.g. dimensional reference system.
- Oversize components/ systems with a dormant capacity - e.g. structural load, service capacity.
- Provide non-structural (e.g. stud wall construction) and/ or moveable and salvageable interior partitions – e.g. reusable, recyclable.

### SPACES

- Provide 'loose' spaces considering storey heights and plan depth (slack space) - e.g. generous dimensions and ideal proportions for natural ventilation and daylighting.
- Provide 'transformational' spaces that can grow easily (scalable space) - e.g. design an additive structure (modules, lattices).
- Consider additional spaces not in the brief (soft space) and multiple uses of spaces (polyvariant space) - e.g. storage space, roof, nooks and crannies.
- Consider 'unfinished' spaces (raw space) – e.g. encourage users to evolve the space over time.
- Consider how the circulation plan can serve multiple configurations.
- Blur boundaries between spaces (soft walls) and consider providing no room labels.
- Consider the relationship between spaces and outside along with exterior spaces themselves.

### MINDSET / CULTURE

- Consider how users could adapt their behaviours to the building.
- Maintain accurate design/construction records – e.g. construction photo log.
- Create a narrative/ identity of place (generate an imagination capacity) – e.g. signage, links.
- Design a building people like to use and see, encourage a sense of community – e.g. create opportunities for exchanges and activate underused spaces.
- Support, engage users and the occupancy process over time – e.g. workshops, feedback.