



DISPLACED

DESIGN FOR INCLUSIVE CITIES

A DESIGN IDEAS COMPETITION



INTRODUCTION

THE CHALLENGE

Our world is witnessing a time of record migration and displacement. According to the United Nations High Commission for Refugees, there are now more than 60 million forcibly displaced people worldwide, the result of persecution, conflict, violence or human rights violations.

Cities are on the front lines of this global crisis. Sixty to seventy percent of displaced people now live in cities. As the number of urban displaced persons grows, so does the moral imperative to welcome and embrace them.

While immigrants and refugees face many challenges in their new urban lives — language, access to services, work and housing, cultural barriers — they also bring new energy to our cities and economies. Their success is our success.

THE OPPORTUNITY

What design processes, approaches and solutions will help us connect and empower immigrants and refugees in our cities? How can design foster urban environments that welcome newcomers of all backgrounds, ensuring that all feel valued and are empowered to participate in the social, civic and economic fabric of our shared communities?

Displaced: Design for Inclusive Cities calls upon designers of all disciplines to apply the power of design thinking to the urgent need to welcome, support and empower urban immigrants and refugees. We seek game-changing ideas that radically rethink aspects of our designed urban environment to improve the lives of everyone. Beyond the issue of immediate shelter, how can the design of our urban environments create a sense of sanctuary that nurtures and strengthens long-term resettlement?

How can cities leverage design to make urban environments more safe and welcoming?

How do we preserve cultural ties yet create an open and integrated society?

How do we balance security and safety with freedom and mobility?

How can we create a sense of belonging in times of transition?

THE COMPETITION

YOUR SUBMISSION SHOULD BE

a game-changing proposal that provides urban design solutions that promote belonging, dignity and resilience for immigrants and refugees navigating the challenges of urban life in their local communities. Your proposal should explicitly demonstrate a solid understanding of the needs and challenges of immigrants and refugees that is informed by a partnership with an immigrant or refugee service organization, NGO, or non-profit and/or supported by substantial data and research. Details on what to submit can be found on the **Requirements** section.

EVALUATION CRITERIA

- **Creativity** – Does the proposed solution utilize design principles in a creative, original and responsive manner? Does it push past facts to explore the human experience beyond data? Does your solution prioritize co-design strategies that promote self-agency?
- **Relevance** – Does the proposal address one or more of the following: basic needs, integration, sense of belonging, cultural norms, equity, mobility, economic opportunity, language and education. Is your solution inclusive of all community members regardless of immigration status, language, national or ethnic background? Does it elevate the human experience through the values of dignity, fairness, safety, self-determination and solidarity? Does your proposal explicitly demonstrate a partnership with a service organization, NGO, or non-profit and/or supported by substantial data and research?
- **Feasibility** – Can the solution be realized and scaled? Does the solution focus on tangible social impacts? Does it demonstrate the ability to partner with an immigrant and/or refugee service organization? Is the solution informed by data and research?

ELIGIBILITY

This competition is open internationally to both individuals and teams. Participants may contribute to only one proposal. Students are required to be currently enrolled in a secondary institution thru June 2018 or beyond.

WHO SHOULD SUBMIT?

Creative thinkers who are passionate about providing urban solutions to empower immigrants and refugees. The competition is open to established and emerging design teams and individuals. Multidisciplinary teams are strongly encouraged. Possibilities include: architects, UX designers, civic leaders, educators, landscape designers, industrial designers, urban planners, design strategists, graphic designers, non-profit leaders, students or community groups.

PRIZES

First Prize - \$7,500 USD
Second Prize - \$3,000 USD
Third Prize - \$2,000 USD
Honorable Mention - \$1,500 USD
Student - \$1,000

RECOGNITION

Winners will be announced at the annual Seattle Design Festival, the largest design event in the Pacific Northwest, gathering 30,000+ attendees annually. Winners are highly encouraged to attend the winners event in person in September 2018 and selected entries will be exhibited in Seattle, Washington at the Center for Architecture & Design. All winning entries will be featured online and in print publication.

DATES + DETAILS

KEY DATES 2018

April 17	Competition Opens
June 12	Competition Closes
July 19	Jury Deliberation
Sept. 18	Winners Announced
Dec. - Feb.	Winners Exhibited

ENTRY FEES

Early Bird Registration - submit by May 15

Professionals - \$100 USD

Students - \$30 USD

Standard Registration - submit by June 12

Professionals - \$150 USD

Students - \$50 USD

SUBMISSION

Applicants must complete the online submission form via our online submission portal. Entry fees will be paid via credit card at:

designinpublic.submittable.com/submit

QUESTIONS

Questions may be submitted via email at info@designinpublic.org. Please include in the subject line: COMPETITION INQUIRY

Questions **may not** be directed to, or answered by jurors, sponsors or any other parties affiliated with the competition.

ANONYMITY

The jury will review all entries anonymously. All submitted text and images must be free of any marks, logos or text that identifies authorship. The presence of such marks, logos or text are grounds for disqualification. Exhibition posters and publicity photos with credits will be included once winners are selected.

OWNERSHIP AND COPYRIGHT

Materials submitted to Design in Public will not be returned. By participating, all entrants grant the competition sponsors a non-exclusive license to post the entries online. In addition, entrants grant the competition sponsors a license to use competition materials in any media regarding the competition, now or hereafter known, including but not limited to: publication in newspapers, magazines and exhibitions of the competition. Competition sponsors will not be required to pay any additional consideration or seek any additional approval in connection with such use. Submission to this program implies permission from the project owner releases Design in Public and AIA Seattle from any responsibility of seeking permissions from owners, photographers or any project-related stakeholders.

RULES SUBJECT TO CHANGE

All restrictions and requirements included in this Competition Brief document constitute the competition rules. The competition sponsors retain the right to modify any and all aspects of this competition not specifically identified.

Design in Public and AIA Seattle has no authority to award a design contract for this competition.

Displaced: Design for Inclusive Cities is a design ideas competition with the intent to promote actionable solutions. This competition is in no way linked to a controlling government agency, retailer or production company.

REQUIREMENTS

Submit the following components at designinpublic.submittable.com/submit by **June 12, 2018**.

GRAPHIC SUMMARY

File(s)

- Provide a single 5 page PDF file.
- Full size pages to be 8.5" x 11", landscape orientation, single-sided spreads.
- Maximum file size is 10 MB.

Content

- Page 1 – Cover with iconic image and/or text.
- Page 2 – Identify the problem you propose to address.
- Pages 3 & 4 – Explain your solution with graphics and text.
- Page 5 – Summarize your submission (250 words or less).

VIDEO SUBMISSION

File

- One MP4 or .AVI file.
- 90 second maximum in length.
- Maximum file size is 50 MB.

Content

- The video submittal should convey your solution. Clarity and quality of the idea is more important than production value.
- Sample video style types include but are not limited to: slide show, live action, animation and narration.

COVER IMAGE

File

- Two individual JPGs of the PDF submittal cover page (Page 1).
- First shall be formatted for web use: Full size 2"x3", no greater than 200 KB in size.
- Second copy shall be formatted for print use. Full size 17"x22", no greater than 10 MB in size.

Content

- Content of both JPGs should match the cover page of your PDF submittal. These materials will not be judged but are required for recognition purposes.

ADDITIONAL REQUIREMENTS

All materials must be in English. The Graphic Summary and Video Submittal must be anonymous. Any indication of the design team's name or affiliations in these components will be cause for disqualification.

IF SELECTED

In addition to the winners, up to twelve submissions will be selected to be on exhibition at the Center for Architecture & Design in Seattle, Washington from December 2018 - February 2019. We will notify all selected submissions in early August 2018, with design materials due in October 2018.

ABOUT

AIA SEATTLE

AIA Seattle provides the architecture community with resources and relationships to make a difference through design. We open doors, provide connections, keep our members and the public informed and demonstrate our commitment to great design as the key ingredient for livable, sustainable places.

AIA Seattle is the 6th largest urban component of the American Institute of Architects, with members throughout the Puget Sound area.

OUR MISSION

AIA Seattle advances the design profession and improves the community. We lead by developing expertise and building connections.

OUR VISION

SERVING OUR SOCIETY

AIA Seattle is the leading credible voice for quality design and the built environment.

SERVING THE PROFESSION

AIA Seattle is the recognized leader for knowledge about the practice and profession of architecture.

SERVING OUR MEMBERS

AIA Seattle delivers ongoing value to members through programs and services that effectively meet, anticipate and exceed their needs.

SERVING THE ORGANIZATION

AIA Seattle influences all levels of the Institute to promote the best interests of members and improve organization effectiveness.

DESIGN IN PUBLIC

Design in Public is a strategic initiative of AIA Seattle, a chapter of the American Institute of Architects. Design in Public was founded in 2011 to promote the appreciation, benefits and impact of design on urban life in the public realm.

OUR MISSION

Design in Public celebrates all the ways that design makes life better for Seattle. We nurture relationships among designers, citizens, civic leaders and future-thinking business innovators. We catalyze change by supporting imagination, vision and participation in the creation of the place we all home.

OUR VISION

Design in Public believes in a future Seattle — recognized as a world design capital — where citizens, designers and leaders work together to create their shared best city.

SEATTLE DESIGN FESTIVAL

The annual Seattle Design Festival (SDF) gathers designers, community leaders, civic partners and a diverse public to celebrate and explore how design improves the quality of our lives and our community. SDF is presented by Design in Public and AIA Seattle in collaboration with hundreds of partner organizations. SDF is the largest design-related event in the Pacific Northwest. In 2017, over 30,000 people attended 80+ Festival events and installations hosted by 120+ partner organizations.

Watch our video — get inspired: bit.ly/DiPDesignOn



JURY MEMBERS

Submissions will be evaluated by our esteemed jury of leaders in design, technology, arts and culture, journalism, academia and civic leadership.



Allan Eckberg – Mayor, City of Tukwila, WA

Mayor Allan Ekberg was elected Tukwila's 20th mayor in November of 2015. He previously served on the Tukwila City Council from 1990 to 1997 and 2010 to 2015 and the Tukwila Planning Commission 2003 to 2009. Prior to taking office, Mayor Ekberg was an Internet technology project/program manager, most recently with BECU, which is headquartered in Tukwila.



Charles Mudede – Film Editor, The Stranger

Charles Tonderai Mudede is a Zimbabwean-born cultural critic, urbanist, filmmaker and writer. Mudede collaborated with the director Robinson Devor on four films, two of which Police Beat and Zoo, premiered at Sundance, and one of which, Zoo, screened at Cannes. Mudede is also the film editor for The Stranger, a Seattle bi-weekly and has written for the New York Times, Cinema Scope, Tank Magazine, e-flux and C Theory. He is also an editor for the architectural journal Arcade and the academical journal Black Scholar.



Cleo Barrett – Creative Director, Amplifier

Cleo Barnett is a changemaker born in New Zealand and based in the United States. With ten years of experience curating art in public spaces internationally, she now works as the Program Director of Amplifier, a non-profit which builds visual media experiments in collaboration with contemporary artists, educators, and through community engagement, to amplify the voices of social movements. Cleo holds an M.A. in Art and Public Policy from New York University and a BA in Political Science and International Business from the University of Auckland.



Milenko Matanovic – Founder, Pomegranate Center and Institute for Everyday Democracy

Milenko Matanovic is an artist and community builder. As a young man, he left an art career as a member of the celebrated OHO Group, a collective in his native Slovenia, and immigrated to the United States. Believing that magic happens when art, creative thinking and community join forces, Milenko founded the nonprofit Pomegranate Center in 1986. In the 30 years since its founding, Pomegranate Center has helped communities around the world build more than 60 Gathering Places, convened hundreds of community engagement plans and trained hundreds of people in the Pomegranate Method for community engagement.



Osama Quotah, AIA – Principal Architect, LMN Architects

Osama Quotah is a Principal at LMN Architects with a diverse background and strong commitment to connecting architecture to culture and place. His professional career has included a wide range of projects in the United States and abroad that have focused on cultural sensitivity, learning places, sustainability and community-based design solutions. Osama has been intimately involved in advocacy around larger planning and development issues. He is a board member on the AIA Seattle public policy board and recently chaired the Seattle Design Commission where he advised the Mayor and Seattle City Council.



Sergio Davila – Professor of Industrial Design, Metropolitan University, Mexico City

Sergio is an industrial designer with an interest in the change of behavior that design can denote. He received his BA in México and MA in Finland and the Netherlands. His work has been exhibited at Salone del Mobile in Milano, Helsinki and Amsterdam (Platform21), Bienal de Diseño in Mexico City, and Dutch Design Week in Eindhoven. Currently, he coordinates the BA in Industrial Design at the Metropolitan University in Mexico City where he specializes in design research and social innovation projects.



Sheryl Cababa – Associate UX Design Director, Artefact

Sheryl is a multi-disciplinary design director with more than 20 years of experience. She has experience working with companies such as Microsoft, Philips and IKEA, leading projects across industries from retail to robotic surgery systems. With her design weapon of choice (the Paper Mate Flair) handy at all times, she has helped clients spark their creativity by leading workshops in design innovation and strategy.

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The DLR Group Seattle office is not involved in the competition jurying process.

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