

AI MUSEUM

01/02/2024

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NON ARCHITECTURE

We can consider “architecture” everything that has already been designed and/or built. That would define a realm of conventional solutions, often repeated in a self-referential system. We imagined a counterpart, a “non architecture”. A world of unexplored designs and countless possibilities, that if found, could enlarge and change permanently the boundaries of architecture. A universe of chances and opportunities never challenged by architects before. A limitless field of investigation that includes **everything that is not architecture, yet.**

Non Architecture Competitions aims to find unconventional and unexplored design solutions in the field of architecture. The second phase of competitions is structured in 9+1 themes: a Research Ecosystem with the purpose of exploring each theme from different perspectives. All competitions have their focus on tackling the big issues of tomorrow, by seeking nontraditional approaches in the architect’s work.

Ai Museum is one of the Non Architecture “**Culture**” Competitions.

INTRODUCTION

In this competition, we invite architects, designers, and dreamers to imagine the future of art as influenced and created by artificial intelligence. The challenge is to conceptualize what an AI art museum might look like in the future. Will it be a physical structure, or exist in the metaverse? How will it showcase the unique creations born from AI?

Participants are encouraged to explore the limitless possibilities of AI in art. Proposals should consider how AI influences not only the art itself but also the way we experience and interact with art. What kind of pieces will it exhibit? How will it engage with its audience? Will it be an interactive space, blurring the lines between the creator, the viewer, and the art?

This competition challenges you to think about the integration of advanced technologies in architectural design, such as AI-generated artworks, virtual reality experiences, and interactive installations.

How can we redefine the idea of Museum? How can we imagine the evolution of AI? How can your design for the AI Museum serve as a beacon of inspiration, showcasing the convergence of human creativity and artificial intelligence?

AI Museum aims to answer these questions, contributing to the narrative of art's future in the digital age. This is an opportunity to unleash your creativity and envision a future where art transcends traditional boundaries, enabled by the power of AI.

COMPETITION BRIEF



ENVISIONING ART IN THE AGE OF AI

As we witness the dawn of artificial intelligence (AI) influencing every sphere of life, the world of art and architecture stands on the brink of a transformative era. Architects are now encountering an unprecedented paradigm shift: the integration of AI in the creation, curation, and experience of art. This evolution demands not only a technical acumen but also a profound understanding of the symbiotic relationship between AI and human creativity.

The emergence of AI in art represents a fusion of data and design, algorithm and aesthetics, challenging architects to reimagine their role in an

AI-driven world. They must navigate a landscape where technology augments creativity, transforming traditional practices into innovative expressions. The role of architects in this age is multifaceted, encompassing the design of physical spaces that house AI art, as well as the conceptualization of virtual platforms that exhibit digital creations.

One of the fundamental challenges is designing spaces that seamlessly integrate AI art. These spaces must transcend traditional galleries and museums, evolving into dynamic environments that interact with AI artworks and their audience.

Architects must consider how AI art, often characterized by its fluidity and evolving nature, can be accommodated in physical structures. This requires innovative use of materials, lighting, and interactive technologies, creating an immersive experience that complements the AI-generated art.

In the realm of virtual spaces, architects are tasked with crafting metaverse environments where AI art is not confined by physical limitations. Here, the boundaries of imagination are the only limits. Architects must envision virtual galleries and exhibition spaces that leverage the capabilities of VR and AR, offering viewers an unparalleled experience of AI art. This involves designing interfaces that are intuitive yet expansive, allowing users to interact with art in ways previously unimaginable.

As AI continues to reshape the landscape of art and architecture, the role of architects is not just to adapt but to lead. We must embrace AI as a tool for expanding the horizons of creativity, pushing the boundaries of what is possible in art and design. By doing so, architects can help ensure that the age of AI is marked by its augmentation and enrichment.

The age of AI presents architects with both challenges and opportunities. Their role is pivotal in shaping how we perceive, interact with, and create art in this new era. By harmonizing the capabilities of AI with the nuances of human creativity, architects can pave the way for a future where art and technology coexist in a symbiotic and enriching relationship. The canvas is vast, and the possibilities endless, as we step into this bold new age of AI in art.

This competition invites participants to envision the future of art in the age of AI by conceptualizing the AI Museum, a space that embodies the convergence of technology and creativity. This challenge opens the door to a myriad of innovative possibilities in the realm of AI and art.

Participants are encouraged to employ critical thinking and a creative approach to develop a proposal that merges significant programmatic innovation with valuable design tools. The proposal should envision what an AI Museum might encompass, reflecting the unique interplay between artificial intelligence and artistic expression. The scale of intervention and program dimensions are not given, providing participants with the flexibility to tailor their designs to their visionary concepts.

This flexibility encourages architects and designers to think beyond the limitations of conventional museum

architecture. Consider the unique challenges and opportunities that come with displaying AI-generated art. How can your design foster an interactive and immersive experience that resonates with the dynamic nature of AI art? How can your design bridge the physical and digital worlds to create a unique experience for visitors, both in-person and online? How can virtual reality, augmented reality, and other digital interfaces be incorporated to enhance the engagement with AI art?

The AI Museum competition is more than a design challenge; it's an exploration into the future of art and architecture in an AI-influenced world. Participants are invited to contribute to this evolving narrative, capturing a vision of an AI Museum that is as practical and functional as it is inspirational and forward-thinking.

AI MUSEUM

Non Architecture and all the supporting organizations collaborated in identifying a range of 30 design issues related to the research theme of Culture. Within our longlist, we highlighted a few that could be relevant to this competition.

In relation to the **Ecology**:

1. Biomimicry,
2. Ecological systems,
3. Sustainable materials,
4. Environmental impact,
5. Eco-friendly practices,

6. Natural ecosystems,
7. Biodiversity,
8. Renewable resources.

In relation to **Society & Culture**:

9. Community engagement,
10. Cultural heritage,
11. Social sustainability,
12. Urban activism,
13. Inclusive design,

14. Public spaces,
15. Cultural identity,
16. Community resilience.

In relation to **Architectural Design**:

17. Design principles,
18. Urban landscapes,
19. Spatial dynamics,
20. Building techniques,
21. Design innovation.

In relation to **Climate Change**:

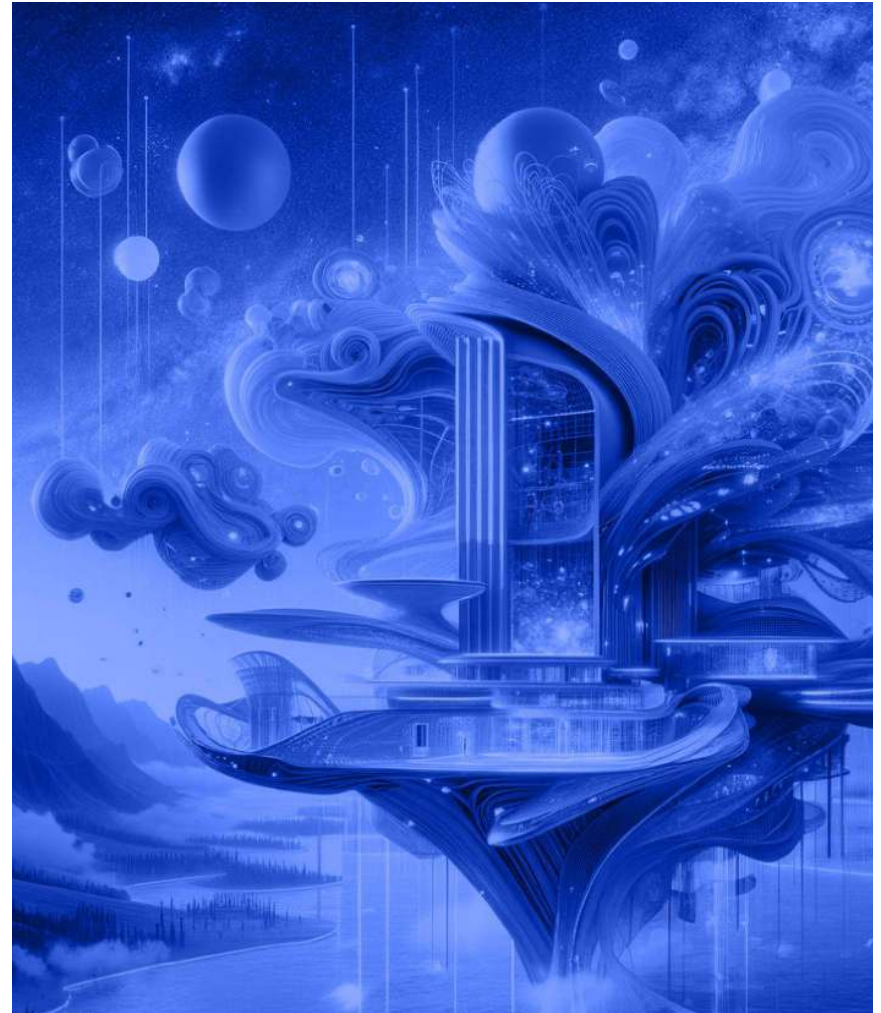
22. Climate adaptation,
23. Resilience planning,
24. Energy efficiency,
25. Sustainable urbanism,
26. Carbon footprint reduction,
27. Thermal comfort,
28. Passive design,
29. Stormwater management,
30. Heat island effect.

These are only a few of the critical aspects to address around the theme of Culture. **Projects should take into consideration one or more of these themes.** They can also come up with new ones, as long as they are relevant to the topic of the competition.

We ask participants to select a maximum of 5 keywords to explain their design. Keywords can be picked from our list or they can be proposed by the design team. See the submission requirements for further reference.

If you want to receive more insights on these topics you can subscribe to our [newsletter](#) or visit our [website](#).

You will get articles, essays and references from our editorial team.



RULES



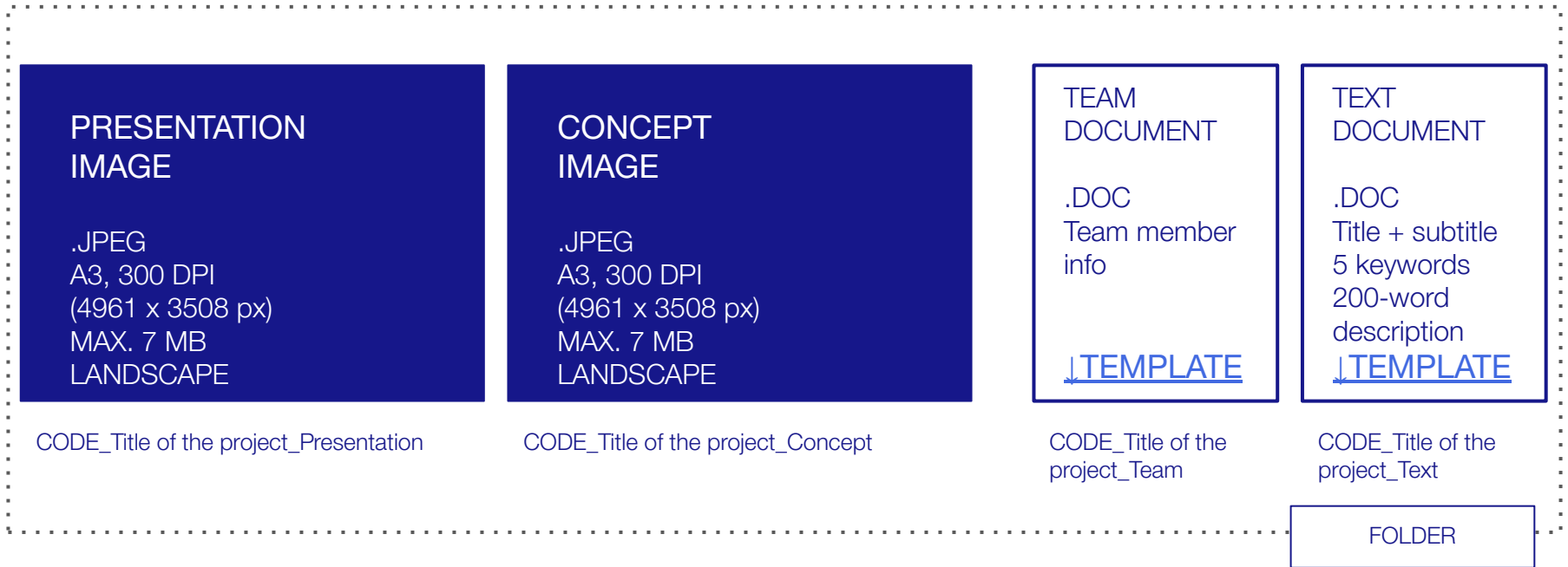
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PRESENTATION REQUIREMENTS

Non Architecture is also unconventional in its submission requirements. The participants are asked to submit 1 folder, named with the registration code and the title of the project (CODE_Title), containing:



01. A presentation image (.JPEG) focusing on the practical application and visual appeal.

File name: "CODE_Title of the project_Presentation".

02. A concept image (.JPEG) focusing on the conceptual and innovative aspects of the design.

File name: "CODE_Title of the project_Concept".

03. A team document in Word (.DOC), containing / the title and subtitle of the project (maximum of 10 words)

And the team's info in the following format:

/ Name + Surname of each team member (separated clearly),

/ Social Media handles (Instagram and LinkedIn, for us to tag you and give you credit)

/ Nationality (multiple options can be added),

/ Institution/company (company or university attended, to be included just in case you want it to be visible once your project is published).

There is no need to create a team name. One team should consist of 1-4 people.

File name: "CODE_Title of the project_Team"

USE THIS TEMPLATE

04. A text document in Word (.DOC), clearly stating / the title and subtitle of the project (maximum of 10 words)

/ 5 keywords, at least 1 from the given list (page 8-9), that better explain your project,

/ a short project description (maximum of 200 words, must be written in English).

File name: "CODE_Title of the project_Text"

USE THIS TEMPLATE

The **CODE** refers to the **4 or 5 digit number** you receive during the registration process (same as the order number, in a format of #1234), it is going to serve as your **registration code for the competition**.

Do not include your name, your registration code, or any other reference to you in the images. After being evaluated by the jury, the projects will be reconnected to their authors through the submission code.

Additional details on the team members and on the projects will be required during the submission procedure.

An example of naming the files correctly:

CODE: #56789

Title of the project: AI Museum

01. Presentation Image:

56789_AI Museum_Presentation

02. Concept Image:

56789_AI Museum_Concept

03. Team Document:

56789_AI Museum_Team

04. Keywords Document:

56789_AI Museum_Keywords

Folder: 56789_AI Museum

Please, do not use the # in the file names.

/ You need to come up with your own project title and replace “AI Museum” in the example.

IMAGE REQUIREMENTS

/ A3, landscape (horizontal), 300 dpi (equals 4961 x 3508 px),

/ High Quality (for example, in Photoshop JPEG output quality: 8, or 80-85 in Gimp is recommended),

/ 7 MB maximum file size.

If the submitted images don't respect these criteria, may lead to the disqualification of the team.

PRESENTATION REQUIREMENTS

/ The Presentation and Concept Images should display ONE SINGLE VISUALIZATION each (ex. one drawing or one rendering). We recommend not to create a layout of several images.

/ There is no need to entirely fill the images or to add a frame.

/ The images do not demand for any kind of specific technique of representation, as long as they respect the given guidelines. Be creative!

/ We highly recommend you to not add text to the images, please use the #KeyWords in the Word Document for further explanation. The projects should be explanatory enough through the graphic material, without the usage of flowing text.

/ It is compulsory to use the provided Word templates to create your Team and Keywords Documents. In case the Team and Keywords Documents are submitted in any other format than a Word file (.DOC), its content might be excluded from publishing.

/ The language of the submission is ENGLISH, any text written in a different language will not be taken into account during the evaluation.

EVERY SUBMISSION THAT DOESN'T RESPECT THE PRESENTATION REQUIREMENTS, MIGHT GET DISQUALIFIED FROM THE COMPETITION.

PRIZE

Non Architecture Competitions will award only one winner, selected by the jury collectively, and 7 honourable mentions.

WINNER (1 PRIZE)

/ 1.000 euros*

/ Publication in the Non Architecture Competitions website

/ Reviews in digital magazines and several architecture blogs

HONOURABLE MENTIONS (7 PRIZES)

/ Publication in the Non Architecture Competitions website

FINALISTS (UP TO 17 PRIZES)

/ Publication in the Non Architecture Website

SPECIAL PRIZE

The organization might establish additional special prizes and awards during the competition development and in the evaluation phase.

All participants submitting a project can request a certificate of participation at info@nonarchitecture.eu. Winner, HMs, and Finalists, will be awarded with a badge on their non-a.com profiles.

*Taxes will be deducted and retained by overall prize amount. The prize will be taxed as professional income or other sorts of income according to Italian law, with a range from 20 to 30% according to winners' country of residence.

Note: The appearance on the involved architectural platforms are subject to the agenda and availability of the external platforms involved.

CALENDAR AND PRICING

01 February 2024	Competition launch.
01 - 29 February	Special registration period (40€*).
01 - 31 March	Early registration period (55€*).
01 - 30 April	Regular registration period (70€*).
01 - 31 May	Last minute registration period (100€*).
15 May 2024	Submission opens on our website.
31 May 2024 11:59 PM	Submission closes.
24 May - 28 June 2024	Winner announcement.

* +22% VAT.

The timing always refers to Central European Time (CET).

To avoid confusion, please check the countdown on the competition page.

After completing the payment, you will receive a first email from Paypal which confirms the transaction. Non Architecture will later accept your payment and provide you with a registration code. **THE REGISTRATION CODE WILL BE THE FOUR OR FIVE DIGITS CODE INDICATED AS “ORDER NUMBER”**, which will be sent to you once your payment is accepted.

You can always find your order number in My Account page, under My Order.

After your Non Architecture confirmation is sent, you can't cancel your payment anymore and it is not possible to get a refund of the registration fee.

In case you have issues with payments, contact us at info@nonarchitecture.eu

By registering to the competition, you are stating that you and your team are accepting all the conditions stated in the competition brief and that you are familiar with the generic [Terms and Conditions of Competition](#) displayed on our website.

JURY

The jury will be composed by a pool of platforms and experts specialized in the theme addressed by the competition. They will act as partners in the competition and final jurors of your work.

The jury members are the following:



Joshua Vermillion

Associate professor in the School of Architecture at the University of Nevada, Las Vegas



Sandra Baggerman

Architect at MVRDV



Shail Patel

Architect and AI Artist



Reem Mosleh

Architect and AI Artist

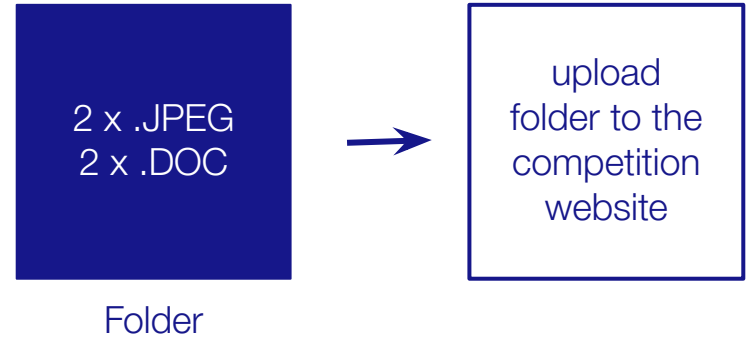
All jury members expressed their formal commitment in reviewing shortlisted projects and selecting winners according to the awarding criteria expressed in the brief.

SUBMISSION

Submissions must be done through the Non Architecture website (non-a.com), before the submission period ends, the deadline is indicated in the calendar. You will find the submission tab within the Competition Group. We recommend to create an account on non-a.com before the submissions open.

The submission group on non-a.com opens 2 weeks before the submission deadline. It is going to be placed on the Non Architecture website, on the corresponding competition page.

Simply follow the submission instructions and upload the project directly on the website.



No submissions will be accepted by e-mail or any other medium.

The submission page will be automatically closed after the submission date and time are reached, not allowing any modifications.

We suggest uploading your project 24 hours in advance to make sure that everything works out correctly. This way you have time to solve any issues that might come up along the submission process.

ELIGIBILITY

Non Architecture Competitions are open to all human beings, from every age and cultural background, working in groups or individually.

Teams can be formed by a maximum number of 4 people. The registration fee is paid per team, regardless of how many members form it. Personal information of all the team members can be uploaded during the submission procedure of the final drawing.

EVALUATION

The core values of the competitions are:

- / Effective communication of the design qualities through the drawing
- / Innovation and Originality of the design
- / Relevance to the building function addressed by the competition

These values will lead the selection of the finalists' projects and they will be used by the jury as a guideline in their decision.

All jury members have agreed to assess the projects. Should any juror(s) fail to adhere to this agreement and not submit their evaluation on time, the Non Architecture team reserves the rights to select the winners and honourable mentions.

CONTACTS

For additional info please check the FAQ on our website: www.non-a.com/faq

Terms and conditions of competing: <https://www.non-a.com/terms-and-conditions/>

During the competition, all participants are permitted to ask questions which help them better understand the project description and/or any other aspect of the competition.

Any questions that are not resolved in this document must be made via email at info@nonarchitecture.eu - if you didn't register yet - or through our server on Discord - if you already registered to the competition.

You will find there a dedicated channel for the competition Q&A. Access to the Discord can be found in your [personal account page](#) after registration to the competition.

This ensures that all participants have access to the same amount of information. Questions via any other social media channel will not be addressed.

THE NON ARCHITECTURE TEAM AND
ALL THE COMPETITION PARTNERS
WISH YOU THE BEST LUCK,
CONFIDENT THAT YOU WILL
APPROACH THE CONTEST
WITH ALL YOUR CREATIVITY AND
INNOVATIVE MIND.

info@nonarchitecture.eu

www.non-a.com

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C A G E

