

UNFINISHED COLOSSEUM

An aerial, high-angle photograph of the Colosseum in Rome, Italy. The entire image is monochromatic with a deep blue color grade. The Colosseum is the central focus, showing its iconic elliptical structure and multiple tiers of arches. The surrounding city of Rome is visible in the background, with various buildings and streets. The scene is shrouded in a thick, white mist or fog, which adds a sense of mystery and atmosphere. The lighting is soft and diffused, highlighting the textures of the ancient stone.

01/03/2024

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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.

Unfinished Colosseum is one of the Non Architecture “**Culture**” Competitions.

INTRODUCTION

In this competition, we invite architects, designers, and visionaries to reimagine the iconic Colosseum of Rome, transforming it into a dynamic and living part of the contemporary city. The challenge is to envision how the Colosseum can be completed and repurposed to become an active part of the city of Rome.

Participants are encouraged to redefine this ancient monument. Proposals should consider how the new design respects the Colosseum's historical significance while introducing a modern utility. What will be its new role in the city? Will it become a space for cultural, social, or educational activities, blurring the lines between the past and the future?

This competition challenges you to think about the integration of historical preservation and contemporary design. How can we imagine the evolution of historical landmarks? How can your design serve as a symbol of coexistence between ancient heritage and modern innovation?

Unfinished Colosseum aims to answer these questions, contributing to the narrative of Rome's evolving identity in the 21st century. This is an opportunity to unleash your creativity and envision a future where history and contemporary design converge, creating a living, breathing piece of the city that honours its past while embracing the future.

COMPETITION BRIEF



REIMAGINING HISTORY

Historical monuments, embodying the enduring legacies of past civilizations, have traditionally been seen as static relics of history. However, in this era of rapid urban evolution, there's a growing interest in revitalizing these structures, transforming them into vibrant parts of contemporary cityscapes. This reimagining not only preserves these monuments for future generations but also redefines their role in the modern world. Central to this process is the role of architects, who act as the bridge between historical reverence and modern utility.

Yet, as time progresses, these monuments risk becoming mere tourist attractions, losing their active

role in city life. The challenge and opportunity here is to reimagine these structures, converting them from static symbols of the past into integral, functional elements of modern urban life. This requires an innovative architectural approach that respects the monument's history while incorporating contemporary relevance and utility. A prime example of this is the Colosseum in Rome, which could be transformed from an ancient amphitheater into a multifunctional space for cultural events, exhibitions, and community gatherings. This approach would not only enhance the monument's relevance but also strengthen the connection between the city's residents and their heritage.

The Colosseum, a remarkable architectural feat from ancient Rome, symbolizes the grandeur and complexity of Roman civilization. Built under the Flavian dynasty, this iconic structure, made of concrete and sand, demonstrates the Romans' architectural and engineering skills. Measuring about 189 meters in length, 156 meters in width, and 50 meters in height, it was the largest amphitheater of its time, designed to hold between 50,000 to 80,000 spectators. It hosted a variety of spectacles, including gladiatorial contests and mock sea battles, which were central to Roman public entertainment. Despite suffering from damage over the centuries, it remains a significant symbol of Roman history.

Architects play a crucial role in the transformation of such monuments. They must balance preserving the original structure's essence with adapting it for modern use. For the Colosseum, this means maintaining its monumental past while reimagining its

future functionality. This concept, known as adaptive reuse, is not just practical for urban space management but also sustains the cultural heritage. This process involves extensive research into the monument's history, purpose, and style, followed by creative thinking to envision its new function.

Architects face challenges like ensuring structural integrity and designing additions that are cohesive yet distinct from the original structure.

Transforming the Colosseum could also redefine how we interact with historical monuments, shifting from passive observation to active engagement. This not only brings history to life but also fosters a deeper appreciation of the past. Furthermore, revitalizing these monuments can have social and economic benefits, attracting more visitors, boosting local economies, and providing spaces for cultural exchange.

This competition invites participants to reimagine the Colosseum in Rome, not as a relic of the past, but as a vibrant and integral part of the city's future. The Unfinished Colosseum challenge opens the door to a myriad of innovative possibilities in the realm of architectural and urban design.

Participants are encouraged to employ critical thinking and a creative approach to develop a concept that challenges this piece of history. The proposal should envision what the Unfinished Colosseum might encompass, reflecting the unique interplay between ancient history and modern urban life. 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

restoration architecture. Consider the unique challenges and opportunities that come with revitalizing an ancient monument. How can your design foster an interactive and immersive experience that resonates with the dynamic nature of contemporary Rome? How can your design bridge the past and the future to create a unique experience for visitors, both local and international? How can modern materials, techniques, and possibly digital interfaces be incorporated to enhance the engagement with the Colosseum?

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

UNFINISHED COLOSSEUM

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.



COMPETITION SITE

Download [PHOTOS](#) and [3D MODEL](#).

[COLOSSEUM LOCATION](#)

The Colosseum, originally known as the Flavian Amphitheatre, is an iconic symbol of ancient Roman engineering and architecture. Located in the heart of Rome, this imposing structure was built to host gladiatorial contests, public spectacles, animal hunts, executions, re-enactments of famous battles, and dramas based on Classical mythology.

The Colosseum is an elliptical amphitheater, the largest of its kind ever built in the Roman Empire. Its

design exemplifies the Roman architects' and engineers' ingenuity, featuring a complex system of vaults that supported the massive structure and allowed for a crowd of about 50,000 spectators to be seated and moved in and out with ease.

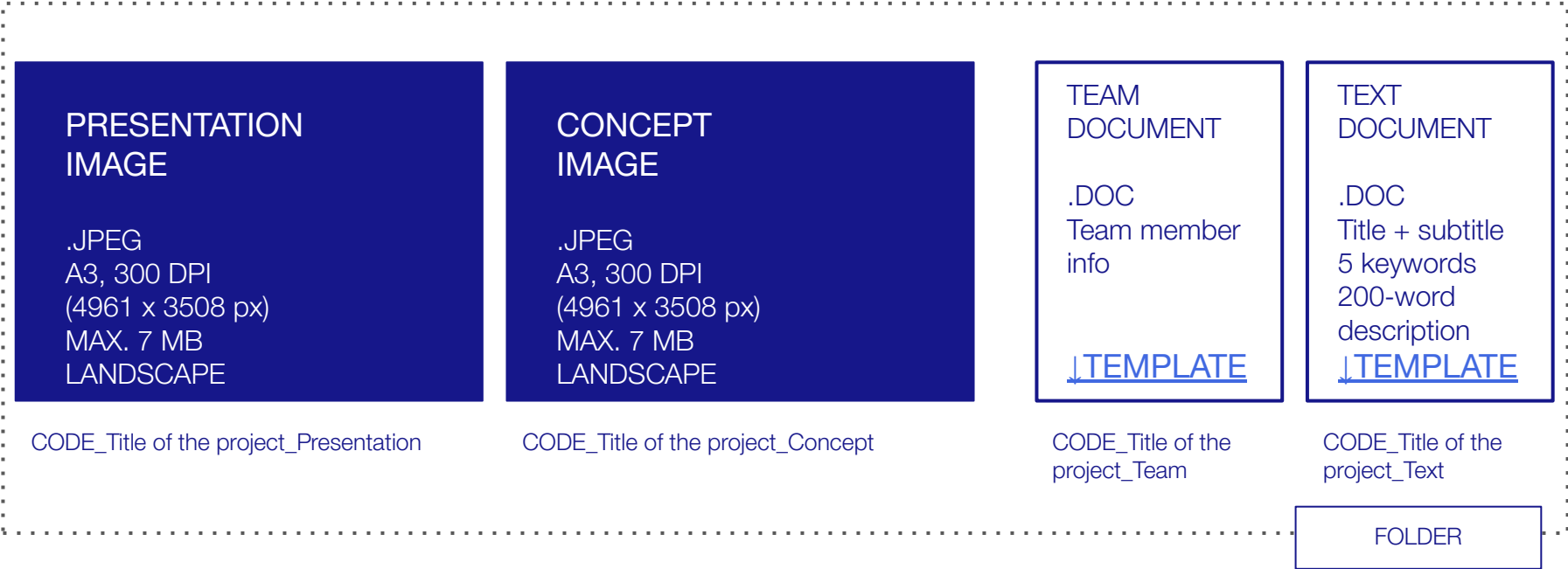
Over the centuries, the Colosseum has suffered from natural disasters and vandalism. Today, it is a major tourist attraction, drawing millions of visitors from around the world, and serves as a somber reminder of the human cost of entertainment in the ancient world. Its enduring legacy continues to influence modern sports stadiums and cultural complexes, echoing the architectural and social innovations that have characterized human civilization for millennia.

RULES



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: Colosseum

01. Presentation Image:

56789_Colosseum_Presentation

02. Concept Image:

56789_Colosseum_Concept

03. Team Document:

56789_Colosseum_Team

04. Keywords Document:

56789_Colosseum_Keywords

Folder: 56789_Colosseum

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

/ You need to come up with your own project title and replace “Colosseum” 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 March 2024	Competition launch.
01 - 31 March	Special registration period (40€*).
01 - 30 April	Early registration period (55€*).
01 - 31 May	Regular registration period (70€*).
01 - 30 June	Last minute registration period (100€*).
15 June 2024	Submission opens on our website.
30 June 2024 11:59 PM	Submission closes.
22 - 26 July 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:



Doriana Fuksas

Co-Director of Studio Fuksas



Gloria Castellini and Giovanni Glorialanza

Co-Founders of False Mirror Office



Maria Claudia Clemente and Francesco Isidori

Founders of Labics

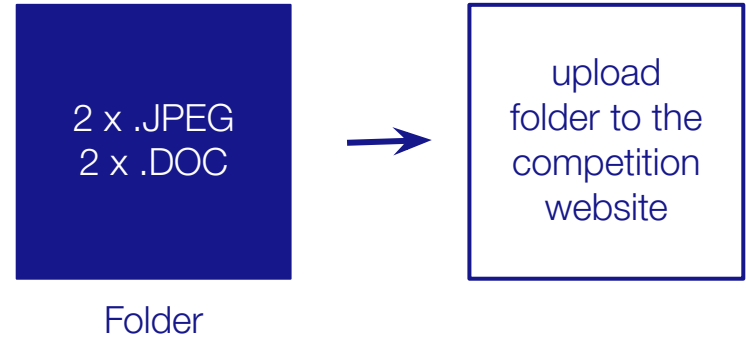
All jury members expressed their formal commitment in reviewing shortlisted projects and selecting winners according to the awarding criteria expressed in the brief.

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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TRUST
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Future
Urban Legacy
Lab

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Rhinoceros
modeling tools for designers

European Urban
Knowledge Network



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C A G E

