

non→

la Biennale

OPEN-SOURCE BIENNALE
BREAKING THE CODE OF VENICE 2025

DEADLINE
31st July 2024

ARCHITECTURE IS NOT ENOUGH

In a world where change is the only constant, architects are facing a series of challenges. The pressure for innovation, paired with the expectation to deliver beyond the ordinary, has set a new benchmark in the field. At the same time, the quest for recognition in a crowded market adds another layer of complexity to our professional journey.

Surrounded by these challenges, there's a pressing need to expand the horizon beyond the traditional boundaries of architecture. It's becoming clear that the future of architecture demands a broader vision.

To empower a new generation of architects to discover what is beyond architecture, we have launched Non-a, the first Architecture Talent Accelerator and shouting out loud: Architecture is not enough!

OPEN-SOURCE BIENNALE stands as the first competition kicking off this new phase, showcasing our relentless pursuit of innovation and our belief in the power of open-source ideas to reshape the future of architecture.

INTRODUCTION

In this competition, we set our sights on the Venice Architecture Biennale 2025, a playground for the imaginative, the innovative, and those daring enough to rethink the norms of architecture.

Inspired by Carlos Ratti's book "Open Source Architecture", we invite architects, designers, and visionaries to submit unconventional ideas that disrupt the *status quo* of the Biennale.

Whether it's a device, a piece of furniture, an exhibition, a pavilion, a performance, or any transformative element of the biennale, the challenge is to design a proposal that is as engaging to pitch as it is transformative in concept.

This unsolicited competition aims to independently pitch the three most visionary projects to the Venice Biennale, leveraging our network for a chance to turn these ideas into reality. While we cannot guarantee acceptance, we're fully committed to pushing these ideas forward.

How does your concept aim to disrupt the traditional format of the Biennale, offering a fresh perspective on architecture exhibitions? How can your concept enriching the discourse around architecture?

This is more than a competition; it's a chance to imprint your vision on the architectural landscape of Venice, shaping the discourse of tomorrow.

COMPETITION BRIEF



VENICE BIENNALE 2025

The Venice Architecture Biennale stands as one of the most prestigious events in the global architecture calendar, a vibrant forum where the latest ideas, trends, and debates in architecture gather. It's an event of innovation and creativity, offering an overview of the contemporary architectural trends.

With Carlo Ratti named as the curator for the 2025 edition, and awaiting for his curatorial line to be released, we aim to honor his visionary work by integrating the principles of "open source architecture" into the fabric of the Biennale.

Biennales and similar events are often seen as fancy parties for the already famous, where the big names in culture and architecture show off to each other.

We want to challenge this perception and help making the Biennale open to all, inspired by the idea of sharing and promote collaboration.

The Venice Architecture Biennale has faced criticism for being a bit closed off, mostly celebrated by well-known architects and firms. It's been called a show-off event for the architectural elite, which doesn't really speak to the general public or the new architects trying to get noticed.

This exclusivity brings up big questions about making the field more accessible and diverse. These concerns point to a larger challenge in architecture: finding a way to blend bold, innovative ideas with being open and inclusive to all.

Addressing these criticisms, our goal is to dismantle the hierarchical nature of traditional architectural events. As a tribute to Carlo Ratti's work and as an unsolicited pitch, we aim to break the code of top down architecture.

The Biennale can become a more accurate reflection of the diversity and dynamism of contemporary architecture, and it can be transformed from an exclusive showcase into a collaborative platform where ideas from different cultures, backgrounds, and levels of experience are valued equally. This shift could lead to a more varied and rich dialogue about architecture.

This competition is our call to action, inviting contributions from our diverse community rather than highlighting individual creators, we're seeking ways to infuse the Biennale with a collaborative spirit. We ask

participants to unleash their creativity and envision a proposal that breaks the code of the Biennale 2025.

How does your concept aim to disrupt the traditional format of the Venice Biennale 2025? How does it offer a fresh perspective on architecture exhibitions? How do you propose to break the code, by using design as an open source framework rather than a finished solution?

Participants are encouraged to choose the scale and program that better fits their concept: it can be a device, a piece of furniture, an exhibition, a pavilion, a performance, or something completely different.

This presents a unique opportunity to reimagine one of the architecture world's most significant events. Participants are invited to design a proposal so compelling in its simplicity and innovation that it becomes impossible to overlook.

Non-a promotes "Open-source Biennale" as an unsolicited project. Neither the Venice Biennale nor the 2025 curatorial team was in any way involved. Non-a just decided, hands on, that **new ideas were worth pursuing and open the discourse for anyone to join.** The Non-a team, at the best of its ability, will pitch the 3 winning concepts to find them a space in the ecosystem of the **Venice Architecture Biennale 2025.**



RULES



PRESENTATION REQUIREMENTS

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

PRESENTATION BOARD

.JPEG
A3, 300 DPI
(3508 x 4961 px)
MAX. 7 MB
PORTRAIT

CODE_Title of the project_Board

CONCEPT IMAGE

.JPEG
A3, 300 DPI
(3508 x 4961 px)
MAX. 7 MB
PORTRAIT

CODE_Title of the project_Concept

TEAM DOCUMENT

.DOC
Team member
info

[↓TEMPLATE](#)

CODE_Title of the
project_Team

TEXT DOCUMENT

.DOC
Title + subtitle
5 keywords
200-word
description

[↓TEMPLATE](#)

CODE_Title of the
project_Text

CODE_Title.zip

01. A presentation board (.JPEG)

File name: "CODE_Title of the project_Board".

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)

/ 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: Biennale

01. Presentation Board:

56789_Biennale_Board

02. Concept Image:

56789_Biennale_Concept

03. Team Document:

56789_Biennale_Team

04. Keywords Document:

56789_Biennale_Keywords

Folder: 56789_Biennale.zip

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

/ You need to come up with your own project title and replace "Biennale" in the example.

BOARD REQUIREMENTS

/ A3, portrait (vertical), 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.

IMAGE REQUIREMENTS

/ A3, portrait (vertical), 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 elements don't respect these criteria, may lead to the disqualification of the team.

PRESENTATION REQUIREMENTS

/ The Board can display MULTIPLE VISUALIZATIONS each (ex. Drawings, diagrams, chemes, or renders).

/ The Concept Image should display ONE SINGLE VISUALIZATION each (ex. one drawing or one rendering). Don't create a layout of several images.

/ There is no need to entirely fill the image 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 image and board. 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.

PRIZES

WINNERS (3 PRIZES)

/ 500 euros*

/ We commit to pitch the 3 best ideas to potential sponsors in an effort to secure a place at the Biennale.

HONOURABLE MENTIONS (7 PRIZES)

FINALISTS (UP TO 20 PRIZES)

SPECIAL PRIZE

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

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

*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

02–30 April.2024 (23.59 CET)

Special Registration Period

40€*

01–31 May.2024 (23.59 CET)

Early Registration Period

55€*

01–30 June.2024 (23.59 CET)

Regular Registration Period

70€*

01–31 July.2024 (23.59 CET)

Early Registration Period

100€*

15–31 July.2024 (23.59 CET)

Submission Deadlines

26–30 August.2024

Winner announcement

*+22 VAT

Free Access for non-a subscribers

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



Maria Vittoria Tesei and Flavio Martella

Founders of m²ft architects

Founded in 2018 by Maria Vittoria Tesei and Flavio Martella, m²ft architects integrates multiple disciplines to transcend conventional architecture. Emphasizing innovative solutions that balance formal expression, functionality, environmental, and social considerations, their work strives for sustainable, impactful projects. Specializing in both practical and theoretical aspects, m²ft architects contribute to broader architectural discourse, aiming to reflect and shape contemporary lifestyles through thoughtful design.



Nichola V. Barrington-Leach

Founder of NVBL Architects

Nichola Barrington-Leach, founder of NVBL architects and an advocate for sustainable design, trained at the Bartlett and the Architectural Association. With a rich background in both local and international projects, she's a Royal Academy of Arts Residency recipient and co-founder of the International Architecture Collaboration. Nichola teaches at the Architecture Association, Kingston University of Arts, mentors at the Royal College of Art, and contributes as a guest critic and lecturer across the UK.

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

JURY



Olli Andrew

Founder of hyperspace

Olli, an award-winning architect and founder of Hyperspace, an innovative studio ranked second among the UK's most exciting emerging studios in 2020, has earned recognition from Dezeen, ArchDaily, Archilovers, RIBA, and the Wood Awards. A strong visual communicator, Olli's ideas have been internationally exhibited, including at several Venice Biennales, showcasing his continuous search for innovative ideas.



Hamidreza Khademi

Assistant Project Manager at Stantec

Hamidreza, with over five years in construction specializing in Building Information Modeling (BIM), excels in using software like Autodesk Revit and Navisworks for clash detection and project optimization. His technical skill, attention to detail, and leadership ensure projects meet budgets and deadlines, fostering team collaboration, client savings, and productivity enhancements. His innovative strategies significantly contribute to project success and growth.

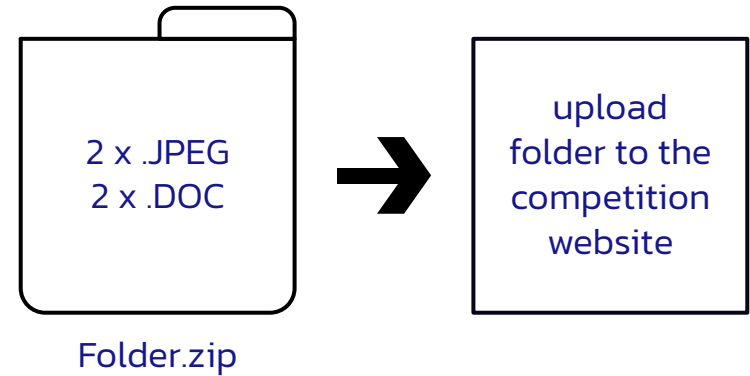
All jury members expressed their formal commitment in reviewing shortlisted projects and selecting winners according to the awarding criteria expressed in the brief.

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 evaluation criteria of the competition are:

/ Budget and Feasibility: project's cost-effectiveness and practical achievability.

/ Interactiveness: design's ability to foster user engagement and adaptability.

/ Novelty or Creativity: uniqueness and innovative approach of the design.

These criteria 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
WISH YOU THE BEST LUCK,
CONFIDENT THAT YOU WILL
APPROACH THE CONTEST
WITH ALL YOUR CREATIVITY AND
INNOVATIVE MIND.

CURATOR

non→

MEDIA PARTNERS

