

HYDE PARK LIBRARY | LONDON

BACKGROUND



London--literature's labyrinth of 'lost souls' is one of the favourite settings for writers/poets/scientists/thinkers and intelligentsia, who have nurtured the city into the greatest hub of intellectual revolution. One of the greatest living cities of the planet, London has had the biggest global influence on the socio-economic and cultural landscape of the world., even being the birthplace to the likes of Industrial Revolution. It has practically absorbed the different times into its intense and heterogeneous landscape through accumulation and juxtaposition.

London has been the influence and subject of various literary figures like Shakespeare, Keats, Milton, Byron, Dickens, Newton, Arthur Doyle, George Bernard Shaw, PB Shelley, Chaucer, Virginia Woolf, JK Rowling etc. to name a few. It has been the greatest hub for the development of arts, science and the great English Literature. London was the chosen burial site for a number of poets, writers and scientists who rose into legends in the Poets' Corner of Westminster Abbey or the Trafalgar Square.

London has a great reading culture among its residents, who like to drown into their books looking for some respite from the fast paced metropolitan life. The city is home to great libraries like the British Library, Westminster Reference Library and London Library to name a few. Libraries all over the world have had a great impact on the society and people. Creating and providing an outlet for technological advancements, introducing and nurturing cultural artefacts, supporting the rise of various religions and helping to maintain a sense of historical structure, they have managed to help communities survive and thrive via numerous artistic outlets.

The earliest known library was a collection of clay tablets in Babylonia in the 21st cent. B.C. The extensively catalogued library of Nineveh and Alexandria were the most noted libraries of the early age. The medieval ages saw many great university and private libraries (e.g., Laurentian, Bologna, Prague, Oxford, and Heidelberg).

With time, more and more patrons started coming up with libraries until the modern age, when internet was invented and digital revolution swept away the aura and essence of libraries. Libraries are no longer the convenient source of information and have seen dwindling engagement among people. The book culture is on the decline and so is thought and originality. Internet may have been a boon but it also serves incomplete information, curbs thought process and encourages plagiarism.

MISSION STATEMENT

The aim of the competition is to erect a **'Public Library in Hyde park'** that would promote reading culture among the general public and visitors.

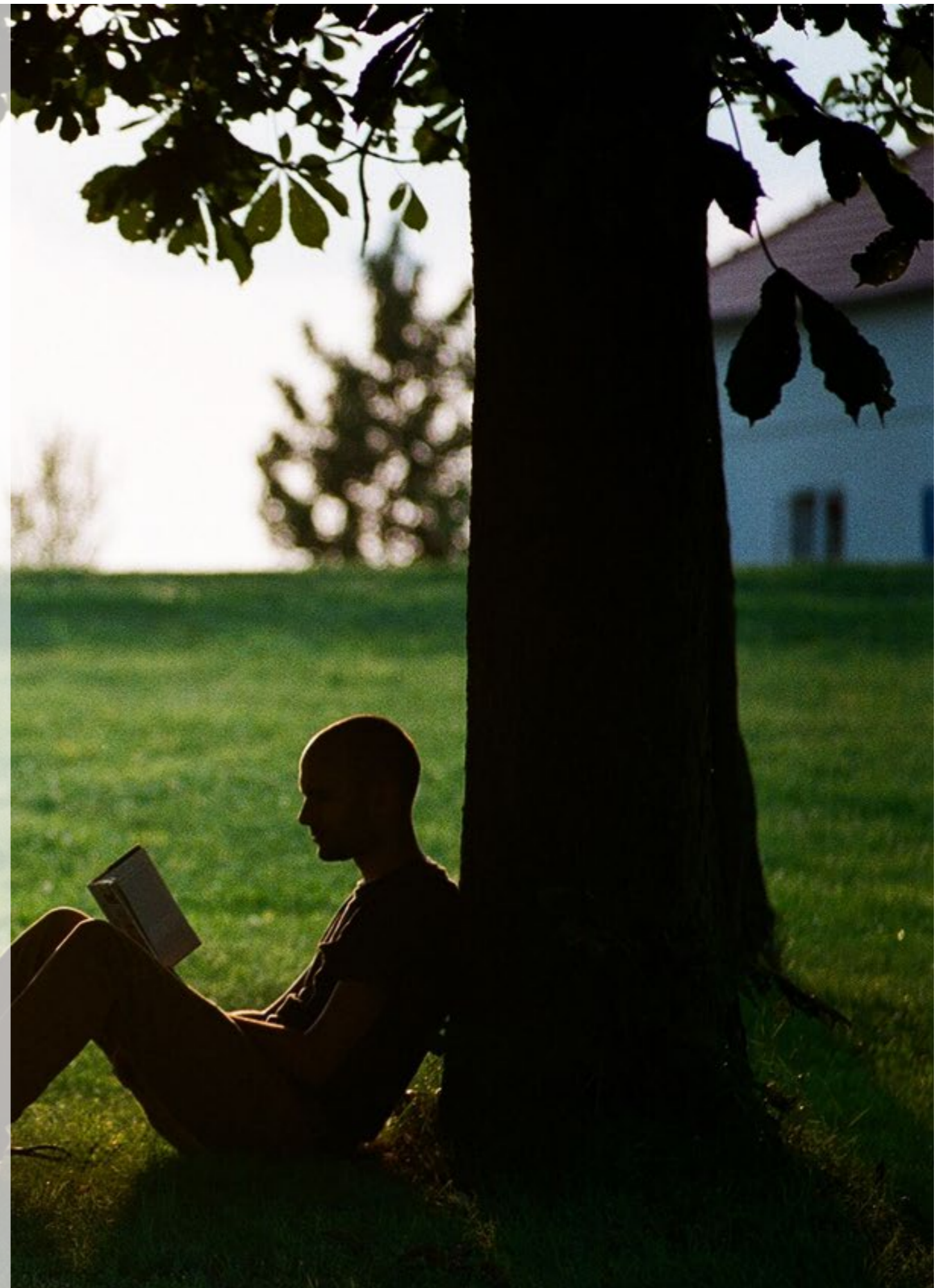
Hyde park is one of the largest parks of London and one of its royal parks. Spread over an area of 325 acres, it is contiguous with Kensington gardens, being divided by the Serpentine and the Long water. It is one major attraction for the people of London who flock here every day to relax, have fun and savour the natural environment. The park is also a major venue for concerts, exhibitions and festivals. The Great Exhibition of 1851 was held in the park, for which the Crystal Palace designed by Joseph Paxton was erected.

Create a new-age library typology that would break away from the formal environment of existing libraries of the world.

The library should be a freestanding structure and exemplary urban form that will change the rigid outlook of libraries. The architecture should be inviting and informal, being able to connect with the general public in whole. The library be fluid and dynamic spatially, being in coherence with nature. The aesthetic quality, materiality, volume and form should add vitality, beauty and a sense of identity to the space, paying respect to the context and surrounding environment. The library should be constructed of easy-to-maintain light and durable materials, introducing elements of transparency, light, nature and activity in the overall building concept.

Re-program the functional and spatial aspect of the library to make it an exciting and viable prospect for the future.

The library should be able to re-invent itself programmatically by introducing new ways and incorporating digital technology into its already existing ways and methods of learning. The participants should incorporate various other media (audio visual, 3D) apart from books and print media to make it a prospect for the future. The spatiality of the library should be re-interpreted from boring and pragmatic interiors to some innovative, interesting and flexible typology of reading spaces, furniture, interior arrangements etc. The participants should focus on creating an experience for the user in the library space that will stimulate the mind to stay and spend time for longer periods.



Create a landmark and a useful public resource for the people and visitors of the park.

The competition seeks to create a 21st century 'library in a park' paradox that will incorporate the social factor in an anti-social built form like a library. It should further become a useful prototypical public resource and an architectural landmark within the park that would even attract non-readers to visit the place. The library should strive to become a zone in the park where people could gather, share, exchange and spread knowledge on a daily basis, thus promoting imagination and creativity, rationality and intellectual thought process.

EVALUATION CRITERIA

Entries will be evaluated based on the following criteria:

- Translation and physical manifestation of briefs and the theme
- Built form and spatiality for the library.
- Contextual coherence and ability to attract audiences.
- Aesthetics and originality.
- Emotional and psychological power.
- Argumentation and Representation
- Clarity and comprehensibility of the design.



AREA PROGRAM



The program should be true to the concept and spirit of a full- fledged library, but on a smaller scale. The structure should redefine the classic concept of a library into a new 21st century rendition, where all forms of information, new or old, are presented equally to the public.

Following are the programmatical features that are to be provided in the proposal for the library. The size, proportions and number of facilities are left to the participant's discretion and imagination. Competitors are encouraged to design and propose any kind of innovative and intuitive program or function in addition and extension to the following list of functions, but with an argumentated necessity. Keeping in mind the paucity of space in today's times, explore the possibility of designing multifunctional and dynamic spaces.

LIBRARY:

Reading area, Shelf Area, Newspaper and Magazine section, Library Reception, Administrative area etc.

MISCELLANEOUS:

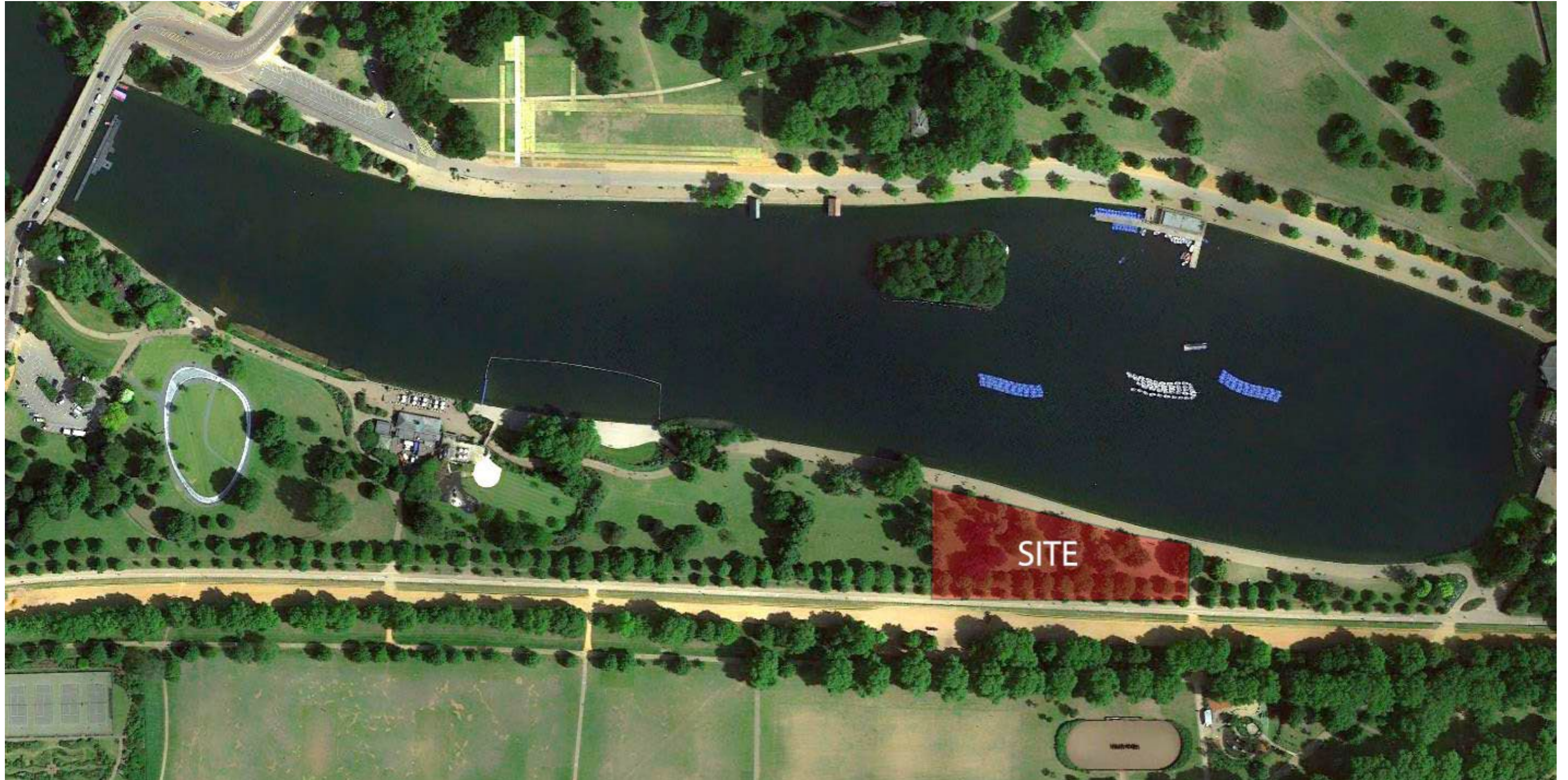
Reprographics Area, File Area, Video Library area, Computer Center, Media room, Archives section etc.

SOCIAL AND LEISURE:

Information Center, Retail and tuck shops, Children Center etc.

**Note- All these are exemplary areas for participants' clarity. The programming should be done under these broad categories, but they are free to adhere, ignore, add or subtract to any one of the specific functions with a valid argument based on their theme and design.*

SITE



The participants are asked to design a library along the Serpentine lake in Hyde park, London. The highlighted area in the site plan are the site limits.

- **Location:** Hyde Park, London
- **Google Earth:** Latitude: 51°30'14.3"N Longitude: 0°9'49.9"W
- **Site Area:** 7500 square metres approx.
- **Maximum Built Area:** 4000 square metres (i.e. Maximum Cumulative floor area for all the floors)

**Note: There are no height restrictions above the ground. The participants can go to a maximum of 6 metres below the ground level.*

Trees can be retained/ removed as per participants design concept.

SCHEDULE

Start of Early Registration: **1st December 2016**

Early Registration ends: **28th February 2017**

Standard Registration starts: **1st March 2017**

Deadline for Questions: **10th March 2017**

Standard Registration ends: **30th March 2017**

Closing day for Submissions: **31st March 2017**

Announcement of Winners: **24th April 2017**

Note: All deadlines are **11:59 pm - 00:00 IST (India)**.

AWARDS

Winning participants will receive prizes totalling INR 2,00,000 with the distribution as follows:

First prize- INR 1,00,000/- + Certificate

Second prize- INR 60,000/- + Certificate

Third prize- INR 40,000/- + Certificate

10 Honorable mentions

Winners and honorable mentions will be published on archasm's website and several international architecture magazines and websites partnered by us.

REGISTRATION

Early Registration:

From 1st December 2016 to 28th February 2017

- o For Indian nationals- **INR 1500 (per team)**
- o For Foreign nationals- **EUR 60 (per team)**

Standard Registration:

From 1st March 2017 to 30th March 2017

- o For Indian nationals- **INR 1800 (per team)**
- o For Foreign nationals- **EUR 80 (per team)**

Entrants may register by filling the registration form and submitting it with the appropriate payment through our secure gateway on our website www.archasm.in

Discount

Group discounts apply for a minimum of 5 teams from one particular architecture school/university as our initiative to promote more participation from students.

Send us the following details at queries@archasm.in to avail the offer.

- Names of all the participating teams members and their respective team leaders.
- Name of the university.
- School ID proofs of the team leaders.

Note:

It will not be possible to amend or update any information relating to your registration including the names of team members once validated.

REGULATIONS

- Participant teams will be disqualified if any of the competition rules or submission requirements are not considered. Participation assumes acceptance of the regulations.
- Team code is the only means of identification of a team as it is an anonymous competition.
- The official language of the competition is English.
- The registration fee is non-refundable.
- Contacting the Jury is prohibited.
- archasm as the competition organizer, reserves the right to modify the competition schedule if deemed necessary.

SUBMISSION REQUIREMENTS

- Proposal to be presented on **ONE LANDSCAPE ORIENTED A1 SHEET**.
- TEAMCODE to be mentioned on the **TOP RIGHT-HAND CORNER** of the sheet.
- Proposal **MUST NOT** include ANY INFORMATION (Name, Organisation, School etc.) that may give away your identity.
- All text must be in ENGLISH, with a **MAXIMUM** of 250 WORDS for project explanation.
- Proposal may be presented using any technique of your choice (sketches, diagrams, 3D visualizations, model photos, CAD drawings, etc.).

Submission Format:

JPEG of your project must be submitted within the deadline of 31st March 2017.

- Submission to be sent via email to: **submission@archasm.in**
- **TEAMCODE must be the subject of the email.**
- **MAXIMUM FILE SIZE : 8MB**
- **NAME OF THE FILE : TeamCode.jpeg**

COMPETITION PROJECT DISCLAIMER

This is an open international competition hosted by archasm to generate progressive design ideas. There are no plans for the Hyde Park Library to be built. The competition is organized for education purpose only.

QUERIES AND QUESTIONS

In case you still have questions related to the briefs and the competition, please send them to **queries@archasm.in** with 'FAQ' subject until **10th March, 2017**. We highly recommend our participants to check the FAQ section on the archasm website as this will provide additional vital information from time to time. All queries regarding registration process, fees or payment should be sent on the same email address with 'ENQUIRY' as the subject.

TERMS & CONDIDITONS

Please see the terms and conditions section on www.archasm.in.

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