INTRODUCTION

CTRL+SPACE is an online platform that creates and promotes Architectural Competitions.

In the daily practice of Architecture, Competitions play an important part on the formative experience. When applied to concrete needs, by the mediation of context and content, they demonstrate the added value that architectural discussion can bring to the solution of issues of the community.

We provide a launching platform for a community of architects that have interest in making a contribution in their specialty field, keep creatively active and give more visibility to their professional practice. We intend to create an ideas exchange platform and bring into light emerging talents.

We aim to promote discussion of contemporary architectonic and urban topics applied to a specific need and context among professionals who are motivated to the valorization of Architecture.

OBJECTIVE

This is a single stage Ideas Competition with the aim of identifying the best proposal for a Cultural Building Refurbishment in Lido Island – Venice, Italy.

This Competition is open to all students and professionals of areas related to Architecture. Multidisciplinary teams are encouraged. We invite you to create innovative solutions to tackle the challenges presented. The winning design will demonstrate a high degree of expression and creativity in fulfilling the program requirements, in accordance with the specific design guidelines here presented.

This is an Ideas Competition; therefore all submitted projects should be for Concept Design. All proposals will be reviewed by an international Jury. The awarding shall be made in according to the conceptual merit of the works submitted to the Competition.
VENICE, LA SERENISSIMA

Venice is a unique city in the world as well a great Humanity achievement. Originally a conglomerate of islands in a marshy lagoon by the Adriatic Sea, it evolved from the 9th century into a flourishing city state. This floating city has been since the Middle Ages an important centre for maritime trade as well as artistic production, being all throughout its history a wealthy city, by the 13th century it was the most important city in Europe. In the Renaissance period the city reached a new importance; here the rediscovering of ancient Greek culture have provided humanist scholars with new texts, hereafter making it a relevant place for artistic movements. Inspirational for literature, music, painting and architecture.

It is renowned by its Venetian Gothic, an architecture style that combines the gothic lancet arch with Byzantine and Ottoman influences. This results from the confluence of Byzantine style of Constantinople and the Moorish influence of Spain.

Venice was listed along with its Lagoon as a World Heritage Site. The Lagoon and its Archipelago have always been a fertile ground for experiments between Nature and Culture, so they provide an inspiring setting for this competition. They form an inseparable unit, resultant of the interaction between people and their natural environment over time. The Competition Site, located peripherally to the city of Venice, aims to improve the cultural connections between Lagoon islands and the city.

The purpose of this Ideas Competition is to generate solutions that can have an impact in the cultural activity of the city. Departing from the concrete needs of Officina Marinoni, a cultural Organization that has been working towards the regional development of an abandoned public building in the Lido Island, we aim to present the role of Architecture as an active citizenship tool. How Architects, as designers of reality, can actively influence the lives of its community.

This Ideas Competition aims to breathe new life into this sector of the Lido Island, benefit the surrounding community through the successful restoration of this healthcare building into a relevant cultural equipment and spark the reactivation of these series of unused buildings and spaces.

Underlining this assignment a series of question can here be raised:

How can abandoned urban sites can be brought back to life and benefit their communities?

How can a cultural Program and its public activities successfully activate and regenerate an urban sector?

How will the existing buildings be adapted to respond to future transformations?

How should the memory of the place be recovered and integrated in the new functions of the site?
The site for this International Competition is located in the eastern side of the Lido Island, bordering the Adriatic Sea. This particular island is traditionally associated with art, in particular Cinema, being home to the prestigious Venice Film Festival, which takes place every September.

The plot for this Competition is part of the extinct Ospedale al Mare – Hospital by the Sea – built from 1921 onward as innovative healthcare facilities by the Mediterranean. Devoted to the treatment of tuberculosis, the therapeutically philosophy was based on the beneficial properties of Sun, Sand and Sea water: but where also the arts played an important role in the process of returning to full health.

The building complex was enlarged according to continuous donations reaching 1400 beds and 33 buildings. Apart from the care facilities a series of complementary functions were integrated: a library, workshops for artisans, heated kitchens, full laundry facilities, a church, a school, shops, a theater and of course the extensive beach. Out of these buildings, the Ricreatorio Mario Marinoni is the most prominent. Built in 1921 was donated by citizens to the Ospedale al Mare complex in order to make more cheerful the permanence of children in the Hospital, creating the way for children through education and art.

The architect designed the building to the philanthropist Mario Marinoni (1885-1922), teacher and scholar of International Law of great importance in the first decades of the 20th Century in Venice. A creative genius named a theatre on the ground floor and in the upper floors different spaces for care, education and a life in a free environment. In 1925 it joined to the different hospital positions the shop and all sort of activities needed. Since then the building has been used for educational programs.

Also known as Teatro Marinoni, it had a very suitable description for the taste of its time, an art-nouveau styled performance hall. Venetian painter Giuseppe Cherubini (1867-1960) was hired to paint the ceiling of the theater with a fresco depicting a cheerful marine scene featuring Neptune surrounded by playful cherubs, clearly referencing the themes of the ocean and the presence of the children.

Here was introduced an element of art-therapy ahead of its time. The theater was the center of a series of events in the complex where orchestras, film and plays were shaped. Teatro Marinoni was in the forefront of innovative healing procedures, mostly by introducing the educative and entertainment aspects in a healthcare setting.

In the 1970s decade, after strong lacking of funding the activities were strongly reduced. The Theatre building was closed in 1975 and a slow shutting-down process of the entire hospital would definitely end in 2006. Many years of abandonment have taken its toll: the buildings have become strongly degraded and vandalized, apart from the strong influence of the elements. Inside the buildings, the remaining equipment and valuable items were stolen and in some of the buildings, homeless people and animals have moved in. With no private financial interest in the abandoned property, no efforts were made to protect or secure the buildings.

On a more positive side, the beach has become once again engulfed by Nature and the local fauna has partially been restored.

The Ospedale al Mare was a great part of the Cultural heritage and is still present on the memory of the community of Lido Island. Working with this memory and the inherent value of the place since 2011 the theatre building has been protected and reactivated by the local Organization - Association Teatro Marinoni - connected with an international network of schools, associations, professionals and artists. Their dream for the future is to revive a common space dedicated to art, care and education a transdisciplinary school for cultural innovation, artists’ residency and citizens encounter.
This non-profit organization was founded in continuity with the activities of the committee which started the project in 2011. The aim is to value the historical, ecological and artistic components / characteristics / features of the Ospedale al Mare building complex with a varied cultural program and to create opportunities for social inclusion practices, cultural production, educational programs, new business models and discussions of / on public interest.

The integrated approach to cultural innovation, social inclusion and urban regeneration is the intention behind the projects promoted by the cultural association Officina Marinoni and the network of partners with whom it collaborates. Departing from Teatro Marinoni, this association has been working to inspire new life into the abandoned structures and buildings, through public engagement and collective use, protecting it from further deterioration and vandalism. Pioneered by the latent opportunities of these abandoned spaces there were continuously created a series of activities, with the final aim of reactivating the theatre.

With a multidisciplinary team of professionals and committed citizens, a series of activities have been developed, in frank openness with the local community, fostering cultural innovation, social inclusion and urban regeneration. They work towards keeping alive the unique character of the space, dedicated to the care through art and the positive interaction with the natural elements.

Its operating model involves a network of regional, national and international partners, which promote an innovative cultural program in deep connection with its physical, social and cultural context. Working in cooperation with public administration, private entities or associations, the main intention is to re-activate particular public spaces of relevance in the urban context which have been previously abandoned or underused, testing new models of territorial development towards urban regeneration.

From a comprehensive calendar of activities, around 150 activities have been organized. They have ranged from music and dance workshops, concerts and performances, theatre and exhibitions, along with collaboration with the Venice Biennales of Art and Architecture.

All of these activities were open to the citizens and validated by their enthusiastic participation. The first renovation project is already in final stages of preparation — Cantiere Scuola / Shipyard School involves teachers and students of vocational schools in field construction and restoration providing them a real location to test their knowledge and learning by doing. This will provide a real world experience as well as provide concrete improvements to the built environment of the Ospedale al Mare. Working directly with this Organization, this competition has the goal of providing practical solutions to all diagnosed needs, in order to accelerate the revitalization of this built complex and help accomplish their remarkable mission.
RE-CREATION CENTRE

In continuity with the idea to provide a multifunctional space for care through art and education, the objective of this competition is to create an International cultural innovation centre that will be a relevant hub in Lido Island. Departing from “Teatro Marinoni” which is presently the epicenter of different activities of the Organization this competition presents a fertile territory for artistic and architectural experimentations. Historically, being a space devoted to health, learning and entertainment, this hospital complex was acknowledged for providing a holistic approach to the health of body and mind. So, with an awareness of the past that can shape the future intervention, the unique identity of the place should be valued. This Competition suggests an extensive and complex Program working with the Health and Care, Educational and Cultural Equipment typologies.

Re-Creation Centre - A space for research, artistic-cultural production and civic encounter. An institution that will foster creative activities, either artistic, educational or entrepreneurial, in order to become once again an important cultural element in the local, regional and international setting, as well as a valid economic model. These space can be a catalyst to restore some other buildings on the surrounding and be pioneer for the future development of the entire area. A place that can work as an urban attractor with activities suitable for all sectors of population.

Most of the works of “Association Officina Marinoni” revolve around local participatory actions with the aim to create an interaction in between the local and international scale. So the resulting project should promote citizen meeting, growth and exchange of knowledge. A strong permeability with the city is encouraged: the Program of activities will be as more useful as the more people it has the ability to attract.

After a long ten year foreclosure period, a new strategy adopted is to develop different areas in different times. This specific intervention is one stage of a reactivation strategy of the area. Understanding the Intervention Site as a segment of the overall building complex, an incremental strategy of uses should be taken into account so that different buildings can be rehabilitated in different times and different functions can take place over time. Through the understanding the territory and its transformative processes, the challenge is to generate a series of strategies that will reconnect the theatre and other related buildings with the urban fabric and fruitfully engage the population.

A great part of the challenge is the way in which all suggested elements can fit together to respect the diagnosed needs as well as which physical and social elements are required for this space to become a community focal point. All of these themes will direct the discussion around this Competition. The winning entry should take into consideration the unique potential of the location and the existing buildings, meet the demands of the functional Program and generate an intervention strategy that allows for a successful regeneration of the Intervention Site.
The Program here presented is a suggestion of a set of diagnosed necessities that should be fulfilled in order to present a valid solution to this assignment. A successful design must integrate these conditions, as well as consider new configurations of the proposed program. The configuration and respective areas are left to the discretion of the participant team.

1. **MARZOTTO BUILDING – 1 floor - 510m²**
   - This building is the more independently located of the Intervention Site. It will host a series of services related to the beach and the organizations that study and maintain the beach ecosystems. Arriving from the Beach, this building could be an Entrance Point to the overall complex.
   - Café/Bar – 150 m²
     - This is an element with an interior capacity for 50 people. Consider a small kitchen and an outdoor terrace that will expand the activity to the exterior and act as an attractor to the location.
   - Beach-related services – 150m²
     - This building will host several functions devoted to the needs and activities of the beach and the bathers: public toilets, changing rooms, lockers, as well as the infirmaries / first aid stations.
   - Interactive kiosk – 27 m²
     - An information point about the activities of the organizations that protect the beach space and its ecosystems.
   - 3 Shops – 300 m²
     - Consider small shops that will introduce a seasonal Commercial element into this area. Examples: Beach Library; Jet ski or paddle boat rental; ice cream shop; Snacks/dining/hailing school etc.
   - Atelier 1 – 40m²
     - Consider the needs of storage for the winter months: beach furniture; terrace furniture; rental vehicles; sports equipment; lifeguard equipment etc.

2. **CASA DI RISORGIMENTO BUILDING – 2 floors – 860 m²**
   - Devoted to the Administrative function, this building shall be used by the Association Administration, as well as working space for local associations or startups. By providing space for fostering active citizenship and entrepreneurial activities, this will ensure that this area will develop to be an attraction pole for the generality of population.
   - Working Spaces – 600 m²
     - This sector of the Program for this building is comprised of a series of working spaces, collaborative offices, as well as closed smaller offices for the local associations. A series of meeting rooms should be integrated, which can be shared by several offices according to the functional needs diagnosed by the participant team. These rooms should be flexible in size and number of users.
   - Communal Spaces – 210 m²
     - In direct complement to the working areas should be located an area for the communal spaces: waiting room for the Offices and a Break room with a small kitchen area and eating area.
   - Included in this item, in the Ground Floor of this building should be considered the Ticket selling point for the activities of the Theatre.

3. **Nuovo Marzon Building – 3 floors – 1270 m²**
   - The building is conditioned by 3 floors with an accessible roof terrace.
   - The roof terrace, being independent and of easy access, can host temporary entertainment activities, not necessarily related to the activities of the Theatre, like outdoor shows or parties.
   - The following Programmatic needs are proposed to the remaining spaces in the First and Second Floors, Vertical circulation as well as connection to the neighboring building can be considered.
   - Ground Floor
     - Access + Theatre Space – 440 m²
     - In the Ground Floor is located the Theatre. This grand hall, along with the Gallery, is absolutely required to remain unchanged in their formal characteristics, apart from the programmatic renovation. Nevertheless, the distribution of spaces and accessibility outside of the theatre can be rethought to improve the whole functionality of the building.
     - Performance Space – 400 m²
     - Referring to the previous functions of the building devoted to therapy, in particular Art therapy, this sector is composed by a series of flexible spaces in which will be developed activities related to the movement and body – dance; fitness; artists performances; yoga. These spaces can be connected with the neighboring Vicenza buildings.
     - Educational Spaces – 250 m²
     - This is a working space for team researching on urban regeneration issue, building interactions in between different disciplines, organizing educational program and curating the artistic works of the artists in residency. The space should have the configuration of a classroom with 20 people capacity.

   Fixed Uses
   - Auditorium 1 – 105m²
     - This is a working space for team researching on urban regeneration issue, building interactions in between different disciplines, organizing educational program and curating the artistic works of the artists in residency. The space should have the configuration of a classroom with 20 people capacity.
   - Auditorium 2 – 250m²
     - Referring to the innovative aspect of the Therapeutics of the previous Hospital, this is the working space for the group working on topic organizing workshops, events and programs. The space should have the shape of a consultation room devoted to psychotherapy through the use of more unorthodox means, one-to-one coaching and involving a more technological aspect.

   Educational Spaces – 250m²
   - Here should be stimulated an environment of interdisciplinary and intergenerational training to promote the exchange of knowledge and more theoretical workshops. Another relevant element of the history of this building in the integration between art and education, as a set of classrooms and spaces for group discussion and alternative pedagogies are foreseen. The configuration could be of small independent classrooms, meeting rooms and a communal space for socializing in the coffee break. A flexible disposition of paths and rooms is suggested.

   The following Programmatic needs are proposed to the remaining spaces in the First and Second Floors, Vertical circulation as well as connection to the neighboring building can be considered.
4. VICENZA BUILDING = 2 floors = 1300 m²

This building, in direct connection to the Theatre building will be devoted to the Artistic work functions as well as those related to the theatre backstage, rehearsal and performances. In order to directly connect with the Theatre a physical connection is suggested - either the reuse of the existing bridge or some alternative way of connection, so that activities of both buildings can be joined.

Theatre Backstage = 500 m²

In this sector, consider a series of multifunctional halls that can be used for performance rehearsal, dance studios, acting classrooms, scenery element storage. The number of halls and their respective dimensions are left to the discretion of the participant team. Consider also the smaller needs of Backstage: Sound rooms, Dressing rooms, Wardrobe - Theatre Company meeting room, Administration Office and a Break room.

Educational Spaces = 300 m²

Composed by a series of classrooms and workshops, this will function all-year round. Educational Spaces

300 m²

- 30 Long-term Artist Studios = Independent Unit with individual bathroom and equipped with small kitchen = 25 m² each
- 5 Short-term Teacher Studios = Independent Unit with individual bathroom = 25 m² each
- Student’s residency = 15 shared rooms with 4 people capacity = 20 m² each

A series of communal rooms complement the Residential function in a Community kitchen. Meal sharing space = 420 m². Laundry room: Small gym. Laundry Room

Interior Circulation = 250 m²

The quality of space should be improved by the optimization of the interior circulations.

Cubicular Apartments = 60 m²

Here shall be integrated a separate housing unit for the custodian of the site, a 2-bedroom apartment, in the most convenient placement in order to perform their surveillance and maintenance activities.

SANITARY FACILITIES / TOILETS

All throughout the different buildings, the needs of the public should be ensured, in clear complement of the areas of bigger influence. In addition to gender-separated toilets, it is mandatory to consider the needs of disabled visitors. The existing toilets should be taken into consideration and added more facilities according to the diagnosed needs by the participant team.

CIRCULATION

The areas for interior circulation, when not assigned, should preferably not exceed 20% of the overall building. Consider them included in the Programmatic sectors and their respective dimensions are left to the discretion of the participant team. Consider also the smaller needs of Backstage: Sound rooms, Dressing rooms, Wardrobe - Theatre Company meeting room, Administration Office and a Break room.

5. CENTRAL BUILDING = 2 floors = 1270 m²

Destined to the Residential Program, this building should be able to provide temporary housing to artists, researchers, teachers, students and all people who will be involved with the cultural activities of the complex. They are composed of different types of Units, all connected in a communal space for meals and leisures. This can be seen as an experiment in co-living.

Residential Units = 650 m²

- 10 Long-term Artist Studios = Independent Unit with individual bathroom and equipped with small kitchen = 25 m² each
- 5 Short-term Teacher Studios = Independent Unit with individual bathroom = 25 m² each

- Student’s residency = 15 shared rooms with 4 people capacity = 20 m² each

A series of communal rooms complement the Residential function in a Community kitchen. Meal sharing space = 420 m². Laundry room: Small gym. Laundry Room

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CIRCULATION

The areas for interior circulation, when not assigned, should preferably not exceed 20% of the overall building. Consider them included in the Programmatic sectors and distributed according to the participant team’s discretion. Interior circulation should preferably be optimized, in order to increase the functionality of space. Exterior circulation is not accountable.

EXTERIOR PUBLIC SPACE

Being a fragmented intervention, a strong emphasis is placed in the public space. Profiting from this privileged location between the beach and the forest, the objective here is to generate an active public space that will showcase the association activities and work as a new attractor in this sector of the island.

The exterior space should be able to absorb the temporary needs of the different buildings. The open space is intended to complement the interior activities of the Theatre. It can also be an expansion of the interior exhibitors space able to accommodate larger art pieces. The accessibility needs should also be considered, apart from pedestrian and disabled people circulation, also vehicle circulation to facilitate unloading of heavier loads.

The Exterior Space of this Intervention Site is divided in two different moments: the open space facing the beach and the space between the existing buildings. While the buildings are in their programmed recovery, conditions can be created to shape outside events in continuity with the Activities Program.

Open Space between the buildings

This space has been in recent years the setting of an excavation work that generated a new topography. The participants can opt to level this pavement or assume and integrate the potential of this new topography. These voids can help the creation of a new landscape where kids activities, children playground, games and sportive activities can be also integrated.

Open Space facing the Beach

The public space facing the beach is less contrived. Preservation of the beach as Public Park, with its great natural richness, could be taken into consideration and be used to provide an added-value to the intervention proposal.

Regarding volumetric additions, the overall proposal must be harmonious with its surrounding and the historic values of existing buildings. The roof can be used for temporary seasonal structures to support their uses for cultural programs and events.

Structurally, no engineering calculation is to be presented, but structural elements should be represented in order to provide some degree of realism and feasibility to the project.

SUSTAINABILITY

Sustainable approaches such as waste management, energy production and consumption, water management, could be taken into account and be used to provide an added-value to the intervention proposal.

Venice Re-creation Centre
SUBMISSION REQUIREMENTS

Registration and Project Submission are handled completely through the Ctrl+Space website and email.

All elements related to the competition should be submitted in digital format. The language of the competition is English. All relevant text should be written in this language.

REGISTRATION CODE:
The entrant individual or team should choose a Registration Code for which to be identified, composed of two Latin alphabet letters and four digits, ex. “XX1234”. This code will be mentioned in all the file names submitted in the process.

The process is composed of three elements:

1 JPEG file - A1 size (150dpi)
This is a Layout Board in horizontal format with all the information that the contestant sees fit to adequately communicate their proposal: plans, sections, 3d visualizations, diagrams or descriptions. The image must be tagged in the upper right corner with the Registration Code, in a way that is clear and readable to the judging committee. Apart from the entrant number and project name, no other form of identification is permitted. This file should be named after the registration code, ex. “XX1234.jpeg”

1 Booklet A4 (max. 10 pages)
This document is intended to add more detail and depth to the solution. In this booklet should be present all the information that the contestant sees fit to adequately communicate their proposal, textual and graphically. Horizontal format preferable for readability. This file should be named after the registration code, ex. “XX1234.pdf”

Entry Form
– Filled out with the Team Information
This element will not reach the Jury, it will be used to match the entries with the results of the Jury’s final deliberation. This file should be submitted in .pdf format and be named after the registration code, ex. “EntryForm_XX1234.pdf”

These elements should have a combined total of 20Mb size limit and sent to the email info@ctrl-space.net with the subject “Project Submission – XX1234”, in which “XX1234” is the Registration Code, as stated.

In order to obtain a fair evaluation, anonymity is required. In any of the submitted documents the names or pseudonyms of contestants are not allowed, with exception of the Entry Form. The anonymity of the participants is guaranteed by the electronic system for project submission and evaluation.

These are mandatory requirements under which the submission is incomplete. Entries that are received after 23:59 of the due date shall not be accepted.

After submission and verification of all the files, the contestant will receive a confirmation email. By submitting a proposal, the contestants approve of the terms and conditions of this competition.
**COMPETITION TIMELINE**

- **Jan. 19th** – Launch of the Competition
- **Mar. 5th** – Guided Site Visit
- **Apr. 30th** – Final Date for Project Submission (until 23:59 GMT)
- **May 2nd** – May 15th – Jury Evaluation
- **May 20th** – Winners Announcement

**SITE VISIT** - Saturday, March 5th 10:00
A site visit will be available to the participants of the competition, accompanied by a member of Association Teatro Marinoni. Please write to info@ctrl-space.net to express your interest and to be provided with more information.

**REGISTRATION**

- **Jan. 19th** – Feb. 19th – First Stage Registration - 40€*
- **Feb. 20th** – Apr. 9th – Second Stage Registration - 60€*
- **Apr. 10th** – Apr. 30th – Final Stage Registration - 90€*

Registration and payment is made through the competition website. All dates referred have as limit 23:59 GMT. Upon validation, a confirmation e-mail will be sent to the registered e-mail with the Documentation Pack - CAD plan, site photographs, maps, aerial images.

*VAT (23%) included

**PRIZES**

A total fund of 5000€ in prize money will be awarded to winning entries and awards of merit, distributed in the following way:

- **First Prize:** 3500€
- **Second Prize:** 1000€
- **Third Prize:** 500€
- 5 Awards of Merit, with no monetary prize

The prizes include bank commissions, taxes and/or PayPal commissions.

To all the awarded proposals, online promotion will be made through our Media Partners, a wide array of websites and blogs operating in the field of Architecture, Urbanism and Design.
A wide range of knowledge in Architecture and Urbanism was taken in account in order to present a group of professionals with authority in evaluating the subjects and underlying problematic of the proposed competition. The Jury is composed by an international group of architects, whose professional and personal path proves their profound knowledge and ability in Architectural Design.

Andrea Curtotti, Arch. - Founder at Associazione Officina Marinoni - Venice, Italy
Andrea is a PhD candidate at IUAV. His archeological research is focusing on participatory local practice and sustainable urban development. Graduated with honors in Architecture at IUAV, he has also attended the two years European Postgraduate Master in Urbanism (EMU) with an exchange program at Parsons. The New School for Design (NYC). Presently working as an Assistant Teacher for different courses and workshops in the fields of Art, Architecture, Urbanism and at IUAV and other European Universities. Working since four years for Teatro Marinoni he developed expertise in building educational programs and cultural public events.

Guila Mazzorin, Arch. - Founder at Associazione Officina Marinoni - Venice, Italy
Guila is a founding member of Officina Marinoni, the cultural institution which is working on building the process to restore and revive the Teatro Marinoni, the theater located in the abandoned hospital complex in Lido of Venice. Trained as an Architect landscape designer and urbanist, she is focused since the last ten years on projects focusing alternative developments working within different layers of participation and cooperation in between the people involved in the process. She researched and worked on those topics in Parma, Rome, New York, San Diego, Tokyo and Venice where she is based since four years. Co-founder of Benelux Urban project she is now working on the interaction between Art, Architecture, Urbanism, local knowledge and media as catalysets to drive urban development and new forms of pedagogies. As independent researcher she is getting involved as teacher assistant in Art, Architecture, Urbanism in Bachelor, Master and Post Graduate programs at IUAV and other European Universities. Working since four years for Teatro Marinoni she developed expertise in building educational programs and cultural public events.

Lorenzo Romiti, Arch. - Founder at Stalker - Rome, Italy
Lorenzo is a founding member of Stalker and On/Observatorio. He is the recipient of the 200-2001 Prix de Rome de l’Académie de France in Rome.
Romiti practices performance, publications, exhibitions and conferences worldwide including participation in the 2001 Venice Architecture Biennale, the 2005 Manifesta Biennale in Ljubljana, 2008 Rome Art Quadrennale and 2008 Venice Architecture Biennale. He is also the coordinator of the On/Observatorio Nostro Internazionale network promoted by Stalker, whose main projects include Metapsicosis Coni with F.Pawl (2003-2005); Asia Pacific; A path of displaced memories and a Corridor Hysterepsis. He is the co-founder of the On/Observatorio Nostro Internazionale network promoted by Stalker, whose main projects include Metapsicosis Coni with F.Pawl (2003-2005); Asia Pacific; A path of displaced memories and a Corridor Hysterepsis.

Michael Obrist, Arch. - Founder at feld72 - Vienna Austria
Michael is a founding member of feld72 and now vice-president of the international biennial of architecture Beyond-City. He is also the founding member of the urban research platform activation, listening and relating with local contexts, archives of memories and collective imaginaries. Practices activated through creative tools of interaction with the inhabitants and the environment looking to develop new social and cultural anthropic and in facing social and environmental changes.

The jury’s decision shall be final and irrevocable.

*Any contact with any members of the jury is discouraged. All authors of projects that are proven to have tried to influence the decision of any member of the jury will be rightfully disqualified.*
TERMS AND CONDITIONS

The entrant, individual or team, agrees to abide by the rules of the competition as determined by the Organizer. The organizing committee of the competition reserves the right to reject a proposal if it does not comply with the Submission Requirements.

This Competition is open to all students and professionals of areas related to Architecture. Multidisciplinary teams are encouraged. Work by individuals or teams are accepted to a limit of four people per team.

The intellectual property rights shall remain the property of the entrant, any disputes that might arise are of their sole responsibility.

By submitting an entry, the individual or team associated with the work authorizes the competition organizer to use the work in future promotional activities, with due credits to the authorship.

This competition will be decided in an open anonymous process in a single stage by a jury, whose deliberation is final and irrevocable.

The Competition Organizer reserves the right to cancel the competition in the cases when fewer than 5 projects have been submitted or all submitted projects fail to comply with the announced terms and conditions. Upon cancellation of the competition all participants shall be notified within 3 days from the decision to cancel and properly refunded of their subscription fees.

For this competition are not eligible all people or businesses who have been involved in its organization. This includes all representatives or employees of the Competition Organizer; jury members or any person with a close relation to the jury members; any other individual that might influence directly the deliberation of the jury members.

The payment of the monetary prizes will be made up to 30 days after Public Announcement.

The Competition is governed by the present program; all issues that are not clearly stated will be taken up to the Jury Committee that will be empowered to decide.

By promoting this Ideas Competition Ctrl+Space — Architectural Competitions does not claim, in any way, rights or ownership over the plot where the competition takes place. This is private property, under which we chose to place this investigation for the purpose of ideas discussion. The organizers do not intend to realize the winning entry.

FREQUENTLY ASKED QUESTIONS

Registered participants in the competition may address their questions to the Competition Organizer to: info@ctrl-space.net

All questions should be written in English, and will be answered privately by email and/or publicly in the FAQ section of the website. It is highly recommendable to regularly consult this section of the website. It may provide additional information, updated information or clarification to the present Competition Brief.