



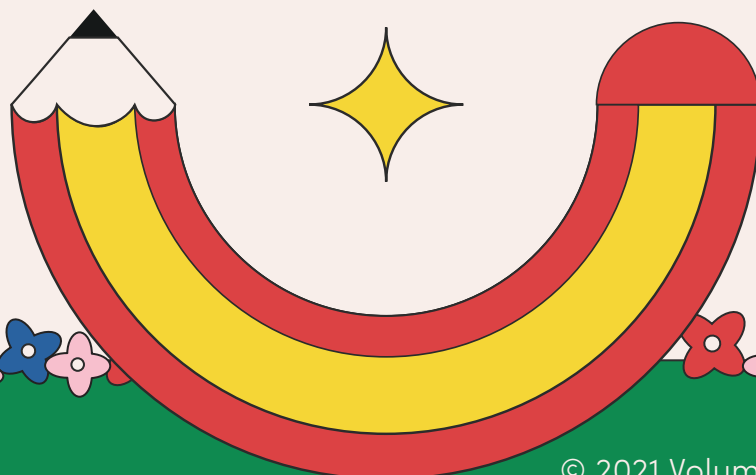
# RE ~~~~~ SCHOOL

ARCHITECTURE  
COMPETITION

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## \$4000 USD Total Prize

Register at: [volumezerocompetitions.com](https://volumezerocompetitions.com)



With the pace of change accelerating in the 21st century, the key to succeed is life-long learning and the ability to acquire new skills.

To face these transformations, the upcoming generations need to be moulded in a way that they can cope efficiently with the variations. Education can help initiate this change by altering the mindsets and outlook of people around the world.

An important agent of social change, education not only helps in shaping young minds with values but also guides their intellectual development and boosts society's potential for its progressive transformation. Education can help in the eradication of many social evils such as poverty, poor health, scarcity of food and water, pollution, and other stigmas.

***“Education is not the filling of a pail, but the lighting of a fire.”***

***-William Butler Yeats***

*Former Senator of the Irish Free State*



On any given school day, over 1 billion children around the world head to class. More children and adolescents today are enrolled in pre-primary, primary, and secondary education than ever before. Yet, for many of them, schooling does not lead to learning – and this was before COVID-19 shuttered schools and disrupted learning across the globe, creating an urgent need to reimagine education.

With its campaign 'Education for All', UNICEF aims to educate children and help them find a school, making them capable of effectively facing the burgeoning challenges of the changing world.

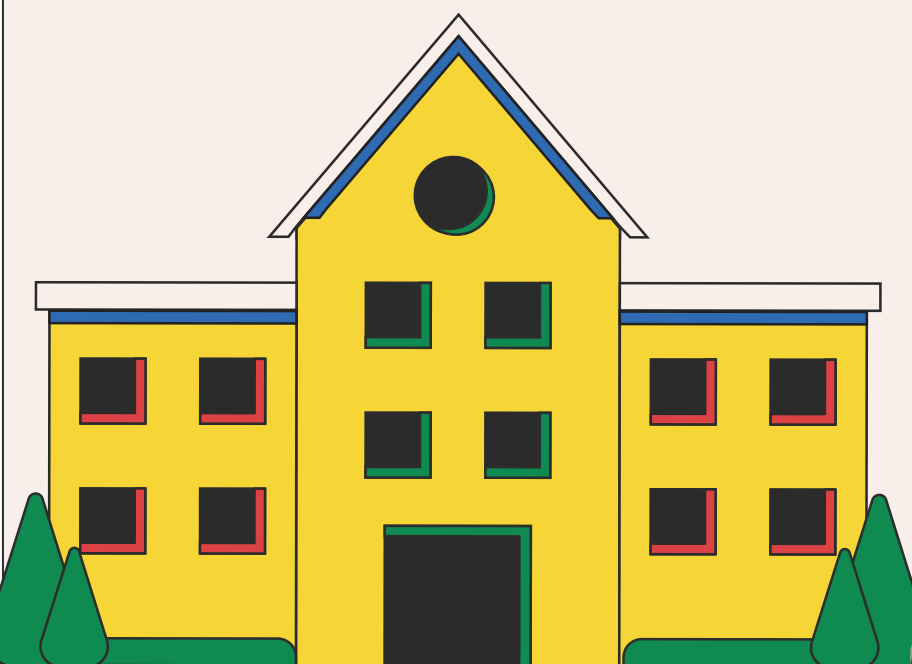
Despite its significance, millions around the world lose the opportunity to learn, owing to inaccessible locations and lack of facilities, a situation that needs immediate attention and remediation.

With the COVID-19 pandemic transforming society in many ways, it has utterly disrupted the education systems adding to the pre-existing problems.

There is a proven link between a well-designed building and a sense of belonging and wellbeing for pupils and their educational attainment. This has presented an opportunity to retool reimagine schools that not only foster a good educative space but also establish a sense of community and social value adhering to the new challenges caused by the pandemic.

***“The  
foundation  
of every  
state is  
the  
education  
of its  
youth.***

***-Diogenes***  
*Greek philosopher*



*We believe that architecture and design can considerably help in rebuilding children's lives around the world by bringing education closer to them. Spaces have a great impact on the lives of the people that inhabit them and by designing one that imparts education; millions of children can be benefited.*

It is our responsibility as designers to redefine our role in the process of tackling social issues using design as a primary tool.

The participants are to design a multifunctional educational space to accommodate a capacity of 200 students from the age group of 5 to 11 years. These spaces should also function as an interactive space for the local community post-school hours.

The chosen site should be in a region where education is inaccessible. The built-up area of the school should not exceed 500 square meters.

The designed spaces should be innovative, encourage learning for children as well as strengthen the communal spirit while also maintaining some sense of social distancing. The space should incite a healthy dialogue amongst the local communities. These spaces can

work in unison during school hours or after. Thus, enhancing social development.

Participants should not only consider classroom areas, but also the in-between spaces for informal learning and quiet places while designing. The approach is to extend learning outside the classrooms as well, into the landscape by providing alternative spaces for recreational activities.

We encourage the participants to develop their own program. The spaces designed should not be limited to the standard activities viz. educational spaces, sanitary and administrative areas; the designs should promote innovative activities that stimulate accelerated learning and development.

The competition aims to focus on architecture and infrastructure as an instrument of social change.

***“Education is not preparation for life; education is life itself”***

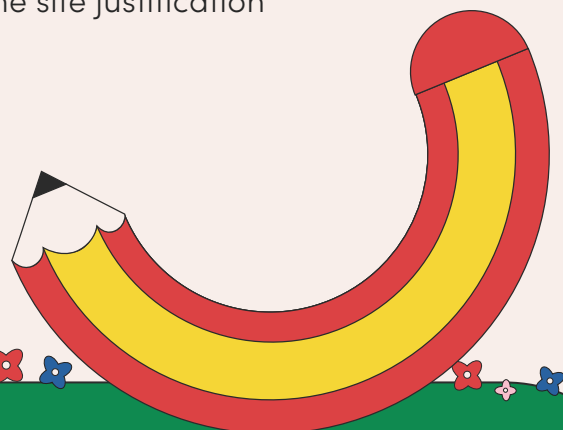
***- John Dewey***

*American philosopher*



## Site

The participants are to select a remote location that needs accessibility to education. The entries will be evaluated on the basis of the site justification given.



The entrants must complete the online registrations and the submission must include, (but are not limited to) the following required drawings.

- Building / Site sections which illustrate key aspects and major spatial or programmatic elements.
- Three dimensional representations explaining the design, perspectives and montages which display the character of the project.
- Floor plans to show the interior spatial arrangements and program.
- Elevations demonstrating quality such as material, texture, and colour.
- Large scale drawing that illustrates innovative details or integrated aspects of design.
- All drawings should be presented at a scale appropriate for the design solution and include a graphic scale for reference.

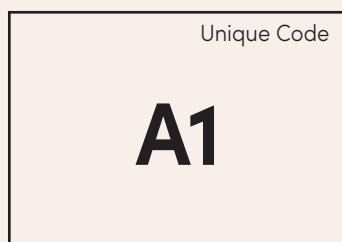


## Format

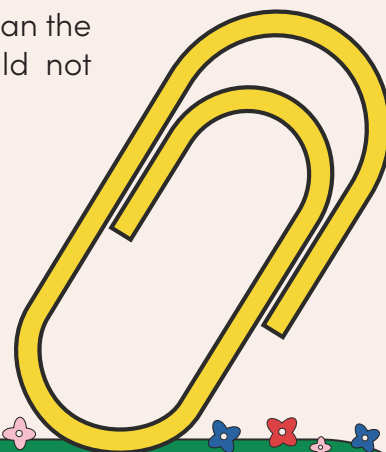


A single A1 sheet must be submitted in JPEG format (150 DP Resolution), file size not exceeding 5 MB.

- The file must be marked with your unique identification number, presented clearly in the top right corner on the A1 sheet.
- The sheet 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 200 WORDS for project explanation with a readable font size (to be provided on the A1 sheet).
- All dimension should be in imperial or metric unit.
- Any other submission other than the above metioned format would not be accepted.



841mm x 594mm



**13<sup>th</sup>**

November 2021

Early bird Registration starts

**21<sup>st</sup>**

January 2022

Early Bird Registration Ends

**19<sup>th</sup>**

February 2022

Queries Deadline



**24<sup>th</sup>**

February 2022

Standard Registration Ends

**3<sup>rd</sup>**

March 2022

Submission

**5<sup>th</sup>**

May 2022

Announcement of winner



## Registration Fees



### Early Registrations:

13<sup>th</sup> November 2021– 21<sup>st</sup> January 2022

### Participations From India:

Rs 1800 + 18%

### Participations From Other countries:

USD 70 + 18%

### Standard Registrations:

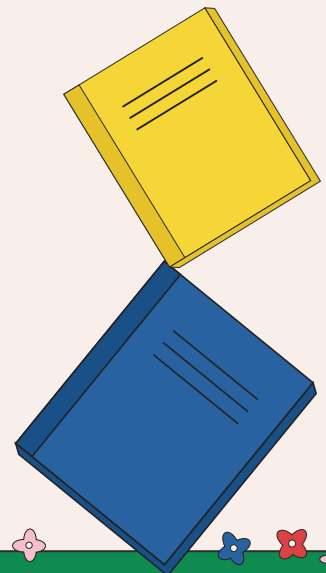
22<sup>nd</sup> January 2022– 24<sup>th</sup> February 2022

### Participations From India:

Rs 2400 + 18%

### Participations From Other countries:

USD 85 + 18%



## Concept Innovation:

The participants have to design an innovative learning spaces and make them exceptional, as compared to the conventional schools today.

## Spatial Design:

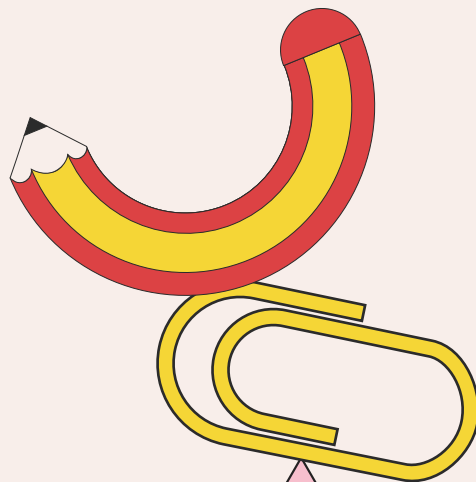
The entries will be judged on the basis of creativity displayed in the spatial design and configuration of spaces.

## Site Selection:

The participants are to select a remote location that needs accessibility to education. The entries will be evaluated on the basis of the site justification given.

## Multipurpose Utility:

The utility of the spaces apart from the pre-requisite educational purpose will be evaluated. The participants are to innovatively design the multipurpose utility of the spaces.







**\$2000**

**Certificate of achievement**



**\$1200**

**Certificate of achievement**



**\$800**

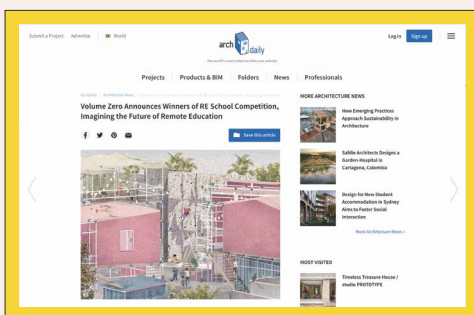
**Certificate of achievement**

+  
**10 Honourable Mentions**

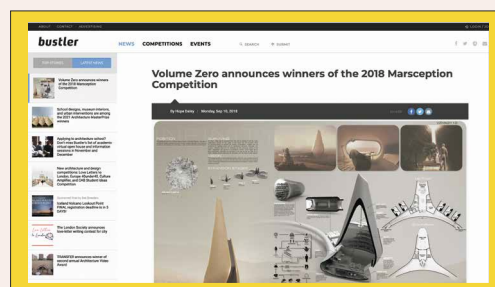
## Winners Publication & Website Exhibition

The winning designs will be published on Volume Zero Magazine our website & international media partner's websites. The winning team will also have an interview published.

## Winners in News



Re-School 2018 winners published on **archdaily.com**



Marception 2018 winners published on **<https://bustler.net/>**



**Q: How does a team receive their team unique code?**

**A:** All the participants will only receive the team unique code on completion of registration process. You will receive the UIC on your registered email address.

**Q: What is the limit or cap on the number of team members and can anyone participate individually?**

**A:** A team can have up to three members and cannot exceed this number. The participants who desire to participate individually can do so by filling and submitting the details for only the team leader on the registration form.

**Q: What should the participants do in case the payments are not available in our country?**

**A:** We request the participants to send us their queries on [questions@volumezerocompetitions.com](mailto:questions@volumezerocompetitions.com) to get an alternate payment method. We would send you all the possible payment methods.

**Q: What are the modes of submissions? What should be the submission file size?**

**A:** The participants are requested to submit their work on one A1 sheet in JPEG file format in 150 DPI resolutions. The file size should not exceed more than 5MB.

**Q: Where all do the participants need to use their UIC ?**

**A:** All the participants would be using their team code on the top right corner of their sheets, as the name of their submission and wherever requested by the organizer. This code will be their only identification for the process related with this competition.

**Q: What is the nature of the competition and is it open for all?**

**A:** Re School 2021 is an open ideas design competition. The competition is open to students and professionals from all walks.

**Q: What does the participant do when they don't get a unique identification code after the payment is made?**

**A:** In case of such a problem we request you to send us your payment receipt to [questions@volumezerocompetitions.com](mailto:questions@volumezerocompetitions.com) with the "Unique Identification Code" as subject matter.

**Q: Will participants receive certificates for participation in the competition?**

**A:** Yes all the participants would receive a certificate for participation.



# Rules & Regulations

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- English is to be used as the language of communication for all drawings.
- The participants should not contact the jury under any circumstances.
- The deadline for submissions is **11:59 PM IST 3rd March 2022** . Submissions after this deadline will not be considered.
- All participants must accept the rules and regulations of the competition.
- The identity of the participants needs to be anonymous. The registration number is the only form of identification for the entries.
- The participants may face disqualification if any of the rules are not followed.
- The registration fee is non-refundable.
- Volume Zero reserves the right to modify the schedule of the competition.

## Terms and Conditions

We invite everyone, irrespective of their professions or qualifications, to join the competition and present their ideas. Participants are free to submit multiple entries but each entry needs to be registered separately.

Alongside individual entries, team entries are also allowed. A team can have a maximum of three participants. Interdisciplinary teams are also welcome to join.

After your registration has been approved, you will be sent a unique identification number for your team / entry which will be necessary to submit your proposal. If you haven't received a confirmation within two business days, please contact us at [questions@volumezerocompetitions.com](mailto:questions@volumezerocompetitions.com) or our Facebook profile.



**Education is the most  
powerful weapon which  
you can use to change  
the world."**

**-Nelson Mandela**

Former President of South Africa

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**All the best !**

Don't forget to follow us on social media  
and subscribe to our newsletter to be  
updated about all our news.



Website: [volumezerocompetitions.com](https://volumezerocompetitions.com)



Instagram: @volume\_zero  
@vzcompetitions



Facebook: [facebook.com/volzero](https://facebook.com/volzero)

# Keywords

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**SOCIAL  
COMMUNAL  
INNOVATION  
IMPACT  
EDUCATION  
RESOURCEFUL  
DEVELOPMENT  
INVENTIVE  
CREATIVE  
PROGRESS  
HOPE  
UNCONVENTIONAL  
SYSTEMATIC**

