WBA

OPEN CALL ? PANDEMIC ARCHITECTURE INTERNATIONAL IDEAS COMPETITION

On 17 November 2019, a COVID-19 case was firstreported in Wuhan, Hubei, China. On March 11, 2020, the World HealthOrganization declared the outbreak a pandemic, as over 138,000 cases have beenconfirmed in more than 130 countries and territories and at least 3,300 peoplehave died from the disease. Over the course of a few days, the lives ofmillions of people have drastically changed.

Public health responses around the world have includedtravel restrictions, curfews, event cancellations, school closures as well asquarantines of all of Italy and the Chinese province of Hubei. In the name ofpublic security, state authorities have implemented screening methods atairports and train stations and excessive coronavirus public monitoring, suchas facial recognition technology that can detect elevated temperatures in acrowd or flag citizens not wearing a face mask, while apps use the personalhealth data of citizens.

In the meanwhile, millions of people are isolatedinside a new type of bunker. In the Hubei Province, a new 25 thousand squaremeter hospital was constructed in only 10 days. Worldwide effects of thepandemic also include social and economic instability, xenophobia and racism and?voluntary prisoners? encouraged by stay-at-home movements.

Pandemic ArchitectureIn today's largely urban and interconnected world,infectious disease outbreaks and other public health emergencies pose a realthreat to large cities. Pandemic Realities addresses the spatialconfigurations, modes of living, and notions of the human body engendered bydisruptive public health crises such as Covid-19 outbreak.

As the world faces new globalized health threats,there is a need to design the home/ the city of tomorrow, living in timeswhereas pandemics and viruses will be part of our everyday life. By designingfor the needs of a pandemic reality, architects act as guarantors and guardiansof the Public Health of a community. Virus outbreaks have their impact onurban space as well as on the living of millions of people.

In managing any public health crisis, the design of acity will have two overall tasks ? dealing with the sudden large number of sickpeople and keeping city life as normal as possible for everyone else.

First, in the case of an emergency due to an epidemicor pandemic disease, a city is confronted with large-scale needs in supplies,medical spaces and cemeteries. Second, designing places of living in the futureshould not only take into account functional spaces for individual andcollective needs, but should also protect health, as humans spend more and moreof their time isolated in built spaces.Pandemic Architecture Competition attempts to open upa dialogue and create a think tank, looking for ideas from the architecturaland design community about the future of the living, the workspace, the publicspace and the tourism industry.Urbanists, architects, designers, students, artists,performers and authors are invited to submit their ideas on PandemicArchitecture.

Proposals should be based on a realistic situation or on science fiction andshould focus on territorial and urban development projects or architectural andinterior design.

Jury

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