



MUSEUM  
OUTDOOR  
ARTS

# Design and Build<sup>TM</sup>

**A National  
Art, Architecture &  
Design  
Competition**

2019 Theme  
Tactical Urbanism  
“Makerspace”



## ***Design and Build Competition Abstract***

The Museum of Outdoor Arts (MOA) in Englewood, CO seeks team conceptual proposals for its *Design and Build Competition* from art, architecture, design and other creatively focused USA based undergraduate and graduate students. Submissions should address this year's challenge of designing a pop-up *Makerspace* through a blend of architecture and sculpture/ installation or other creative solutions. Entries will be reviewed by the MOA Board of Trustees, Executive Staff and a professional in the field, guest panelist.

MOA will award the top three team entries with the following prize structure:

**1st place-** \$5,000 + winning entry to be archived & featured on competition website

**2nd place-** \$3,000 + winning entry to be archived & featured on competition website

**3rd place-** \$1,000 + winning entry to be archived & featured on competition website

In addition there will be a **Guest Panelist Honorable Mention** prize of \$500.

Winning submissions will be placed on the MOA *Design and Build Competition* website (currently in development). While the competition generally stays in the conceptual, digital realm, MOA, at its discretion, may elect to provide additional funds to any winning entry to actualize the concept into a physical installation, performance or product.

Read further for full competition brief with complete entry details.



## ***Design and Build*** **2019 Competition Brief**

### **Organization and Program Background**

#### **Museum of Outdoor Arts (MOA)- Englewood, Colorado**

The mission of MOA is to *make art a part of everyday life*.

Founded in 1981 by commercial real estate Developer, John W. Madden Jr. and daughter Cynthia Madden Leitner, **MOA** is an arts focused non-profit, private operating foundation, based in the Denver metro area. MOA offers a robust outdoor sculpture collection of over 85 pieces throughout Englewood and Greenwood Village, maintains an indoor art collection, hosts indoor gallery exhibitions, provides education programs and owns and operates Fiddler's Green Amphitheatre with tenant AEG Live. More information can be found at [www.moaonline.org](http://www.moaonline.org).

#### ***Design and Build- Background***

The mission of *Design and Build* is to *motivate invention through collaborative creativity*.

Since 1991, MOA's [\*Design and Build\*](#) program has provided an opportunity for emerging artists, students and creative minds to express their creativity in collaborative art, architecture and design projects. Since the inception of the program thousands of students throughout Colorado have collaborated on site-specific installations. Assisted by professional faculty and artists in residence, *Design and Build* participants produce exciting and original site-specific art works for MOA's gallery and public spaces throughout the Denver metro area. Participants find creative solutions to practical challenges as they master the skills to transform their creative ideas into finished pieces.

#### ***Design and Build Art, Architecture & Design National Competition***

After operating the *Design and Build* program for nearly 30 years in the Denver metro area, MOA will embark on a journey to expand *Design and Build* in 2019 to include a national competition as part of the program. 2019 will commence the first annual, national art, architecture & design competition. The goal of the competition is to cultivate potential from emerging artists, architecture and design students and other creatives and to allow the students the space to conceptualize inventive ideas within a set of boundaries.

The competition will garner an online repository of art, architecture & design concepts. While the designs begin conceptually, MOA and its sponsors will, at its discretion, fund select projects to be actualized in a physical state. The competition is based on a theme or challenge provided by MOA and cash prizes are awarded to the top three submissions. Additional funds will be made available to those projects that MOA chooses to actualize, upon securing an appropriate site, collaborative partners and funding. It is the goal to take projects to an international level and collaborate with creatives across the globe in the future. 2019-2022 will focus on the USA national level before taking the competition to an international audience.



## Eligibility Requirements

The competition is currently open to any undergraduate/graduate student currently enrolled in any US university. Students should be studying in the field of art, architecture, design, engineering and/or other programs that focus on creativity. Entries must be submitted as a team.

## Theme

The theme for 2019 is “tactical urbanism.” This is an umbrella term used to describe a collection of low-cost, temporary changes to the built environment, usually in cities, intended to improve local neighborhoods and gathering places. Tactical Urbanism is also commonly referred to as guerrilla urbanism, pop-up urbanism, city repair, or D.I.Y. urbanism.<sup>1</sup>

These are all urban interventions of a sort – quick, often temporary, inexpensive projects that aim to make a small part of a city/environment more lively or enjoyable. These types of projects have grown in popularity in recent years, and they even have a new name: Tactical Urbanism, as in tactics used to improve the urban environment. These tactics tend to be replicable across cities, and in certain instances have become worldwide phenomena.<sup>2</sup>

## Challenge

MOA seeks “makerspace” concepts to address the need of engaging the public with an opportunity to create in a unique space. Through the lens of “tactical urbanism,” we are looking for design concepts for a pop-up, creative space that allows the public access to create in a unique setting.

The structure/installation should be showcased in an accessible public environment (plaza, college campus, parking lot, park etc.). Although tactical urbanism focuses on the urban setting, proposals may also include non-urban settings. This space should be addressed utilizing a blend of architecture and sculpture/installation disciplines. The pop-up “makerspace” should not only be extremely functional, but also economical, efficient, environmentally friendly, easy to set-up, unique in character and aesthetically pleasing. The final design should not exceed 500 square feet of internal space and should have provisions for electrical and ventilation.

Furthermore, we want to know how the space would be used by the public. Are there particular activities, artists, performances or technology that will be utilized in the programming of your makerspace? Please address this through the narrative portion of your proposal by addressing the questions found in the “items to include in your proposal” section of this competition brief.

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<sup>1</sup> [https://en.wikipedia.org/wiki/Tactical\\_urbanism](https://en.wikipedia.org/wiki/Tactical_urbanism)

<sup>2</sup> <http://www.citylab.com/design/2012/03/guide-tactical-urbanism/1387/>



### **Collaboration**

The spirit of *Design and Build* is to solve problems and create through collaboration. All proposals must be created by teams of at least 3 but no more than 6 students. We strongly encourage a diversity of disciplines within teams (i.e. an architecture major, sculpture major and engineering major come together as a team). Individual student submissions will NOT be accepted.

### **Prizes**

MOA will award the top three entries with the following prize structure. Awards will be divided equally to each team member (i.e. If 1st place has 2 team members, each collaborator will receive \$2,500):

**1st place-** \$5,000 + winning entry to be archived & featured on competition website

**2nd place-** \$3,000 + winning entry to be archived & featured on competition website

**3rd place-** \$1,000 + winning entry to be archived & featured on competition website

In addition there will be a **Guest Panelist Honorable Mention** prize of \$500.

### **Competition Review Panel**

A panel comprised of MOA Board of Trustees, Executive Staff and a professional in the field, guest panelist, will evaluate submissions. While all entries will be submitted digitally, one member from each of the top five proposals will be invited to present their submissions in-person or by video conference to the panel.

If selected as a top 5 proposal, your team will be asked to prepare a formal budget as part of your proposal presentation.

Entries will be scored based on the following criteria:

- Originality
- Artistic/creative expression
- Professionalism
- Cohesive integration of the competition theme

**See items to include in your proposal and important dates on the following pages.**



## Items to Include in your Proposal

Proposals should be submitted electronically via the registration website at:  
[www.moaonline.org/design-and-build-competition](http://www.moaonline.org/design-and-build-competition).

Your proposal MUST be submitted as a single file in PDF format. The file size may not be larger than 20mb. **Files not in PDF format and multiple file submissions will be automatically disqualified!**

Your proposal MUST include all of the below items. Incomplete proposals will be automatically disqualified.

- Cover Page
  - Project title
  - List all team members, year in schooling and schools each attends.
  - Identify one team member to be the primary contact and provide phone/email/address of this individual.
- Biography/background. Tell us about yourself. Limited to 1 page per team member.
- Resume/cv for each team member.
- Project drawings/renderings
  - Elevation from all sides
  - Floor plan
  - Cross section
  - Detail drawings
  - Any other drawings you would like to share (limit to 3 additional drawings / renderings).  
\*A weblink to a digital rendering may also be included\*
- Project narrative. Explain your concept by answering the below questions in order. Limited to 3,000 words total.
  - What materials and methods are used to build/install your makerspace?
  - What is the estimated build/setup time?
  - What makes your design unique?
  - What does the programming of your makerspace look like? (i.e. how will it be used by the public? Provide an example of how the public will interact with the space.)
  - Will your makerspace require an on-site manager or artist to facilitate activities, if so, what does this role look like?
  - What type of site/climate is this design best suited to?
  - What type of technology is implemented in your design?
  - What makes the design environmentally friendly / sustainable?
  - How does your project address a high quality and unique aesthetic?
  - Provide an estimated build cost.
  - Open question: Is there anything else you would like to tell us about your proposal?

## VI. Submission Instructions

- Please submit your entry via the competition registration form at:  
[www.moaonline.org/design-and-build-competition](http://www.moaonline.org/design-and-build-competition)

## VII. Points of Contact

Tim Vacca  
Design and Build Program Director  
MOA  
[designandbuild@moaonline.org](mailto:designandbuild@moaonline.org)



## Schedule & Important Dates

-February 27, 2019  
Competition launches

- May 31, 2019  
Submission deadline

- June 21, 2019  
Top five proposals selected

-July 12, 2019  
Proposal finalist presentations (in-person or via video conference)

-July 19, 2019  
Winning entries announced