

A DESIGN HACKATHON for PUBLIC SPACES

OBJECTIVE – To arrive at some implementable design ideas that would become a symbol for the New Town Area and subsequently for the city at large.

PARTICIPANTS– New Kolkata Development Authority, West Bengal Housing Infrastructure Development Corporation, IIA WB Chapter, colleges/students of architecture art and design in Kolkata and other relevant specialists.

FORMAT –

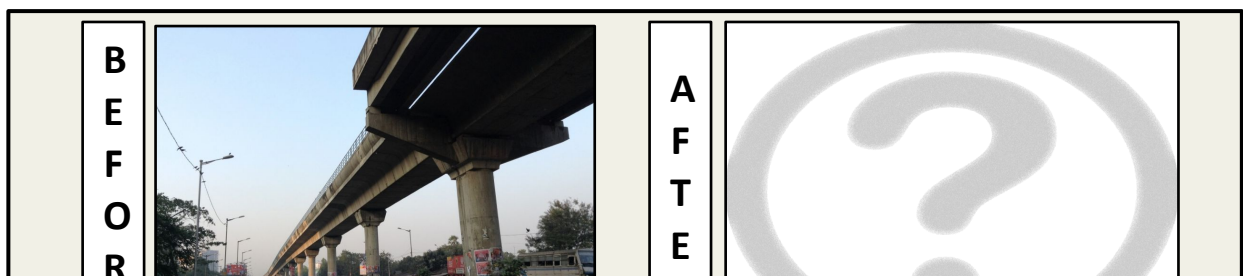
- NKDA / WBHIDCO will be designating 6 locations for projects enlisted below where specific design inputs have been called for.
- The IIA will bring together architects, artists, students, and specialists over a workshop lasting for 3 days to arrive at design ideas for the specified model locations. Depending on the number of number of participants, teams shall be formed to brainstorm and come up with creative implementable ideas.
- These teams shall comprise of architects, students, artists and relevant experts. These experts would be a mixed bag of resource persons such as material experts, design experts, Technology experts, Urban Development Dept. Representatives who could give specific inputs to the teams.
- At the end of the workshop, each team would present to a select audience the design proposals and the impact it would make. The department would then use these designs made by the groups for actually implementing the same over a period of time.

SCHEDULE – 29TH to 31ST March 2016 (29th evening 5 PM to 31st evening 7 PM) Accommodation is being arranged in dormitories for boys and girls at Rabindra Tirtha. However if students wish to return home in the evening they could do that and return at designated time the next day.

Project 1: ‘Metro pillars’ as urban sculpture of infrastructure

Design objective: To create a visually aesthetic overlay of features and forms on the metro pillars that will brighten it up. Teams taking up this project are called to create a possibility of alternatives (may be a matrix of combinations) and to look at creating a language/ vocabulary that could be replicated through the city.

Resource people: Graffiti artistes, lighting designers etc.



Project 2: A sensory park for the differently-abled

Design Objective: To design a park that integrates landscape and urban accessories such as benches, pathways, kiosks, water features etc. for the differently-abled. The team/s working on the project may look at merging art and technology to create a wholesome environment for primary users of this park.

Resource people: sensory artists, furniture designers etc.

Project 3: Canal-front

Design objective: A model stretch shall be identified, that can be adapted in several areas along the waterfront to create landscape features, pause-points, street furniture, viewing areas along a walkway, joggers' path along the waterways of New Town etc. Lighting / motion sensors / street furniture could form features to create intelligent spaces along the natural infrastructure.

Resource person: Landscape architects, planting experts, furniture designers

Project 4: Street vendor Kiosks

Design Objective: The urban scape of Newtown has a number of disjointed and unorganized ramshackle shops of temporary vendors. The objective would be to analyze the existing cluster of these temporary structures and come up with solutions that shall not disturb the existing clustering patterns. Attractive, affordable, aesthetic and functional street kiosks for the vendors must be designed. Issues such as waste disposal, seating, lighting and placement need to be planned. The team/s working on this project shall look at design solutions that are replicable.

Resource people: Furniture design, Anthropometry/ ergonomics expert, graphic designers



Project 5: Lighting sculpture design at a significant location

Design objective: Artists and architects can collaborate to create a signature tactile art form or similar innovative expression that can be a smart urban art initiative. In scale and form this must create a significant impact as a contemporary public art feature of New Town. The location shall be chosen, such that the sculpture becomes a focal point for the public of the city.

Resource people: Lighting designers, material experts, furniture designers etc.

Project 6: Streetscape design

Design objective: To create a vibrant streetscape for the New town. Features such as street furniture, street lighting, traffic islands, footpaths, landscape elements maybe designed for the street. The team/s shall look at creating a language/ vocabulary for the street that may be replicated through the city.

Resource people: Furniture designers, lighting designers, landscape designers

Notes

Participating colleges – Jadavpur University / IEST / IIT Kgp / Om Dayal School of Architecture / Techno India University / Govt Arts College/ Kala Bhavan, Shantiniketan, NIFT

6 to 10 teams with 5 students per team put together by organizing committee.

Each team to have a supervising architect and specialist with mentors floating among groups

Certificate of Participation

Media Collaboration