

STREET FURNITURE COMPETITION

ARCHITECTURE FOR HUMANITY – CHICAGO CHAPTER

THE PROBLEM

The fabric of any city has pockets of underutilized and neglected spaces. These vacant pieces of the city are often intended for development at some point in the future but currently sit empty and unused. Left unattended, they can become dangerous and unwelcoming areas along the streetscape. Through small acts of community we can repurpose these empty spaces and imagine for ourselves a better streetscape.

THE CHALLENGE

Design one or more pieces of 'street furniture' that can be easily distributed to vacant sites and parks throughout the city for two months during the summer. Street furniture should not be limited to benches, we consider anything that makes a small space seem inviting, usable and safe to be street furniture. Including but not limited to: seating, planters, bicycle parking, sports or play equipment. Winning designers will have at least one piece (potentially more) of their 'street furniture' built and distributed to a park space in the spring for a period of two months. The goal of these installations is to spark a dialogue about how we use our space and encourage community participation in the decisions that affect our civic life. As such, these installations are intended to be temporary and inexpensive. Designers should also consider what will happen to the materials at the end of the two month time period.

SUBMISSION REQUIREMENTS

Two 11x17 Boards, submitted as a PDF with at a minimum a plan, section/elevation and design detail. Please list the required materials and provide a narrative that describes the following: build process, materials, estimated cost, and end of use/deconstruction plan. Scale of drawings at the discretion of the entrants.

Submit any questions and final PDFs to furniturecomp@afh-chicago.org

TIMELINE

Submission Deadline, 5:00 pm, February 26th
Winners Announced at the March AFH meeting

April and May: Saturday Build Days
June: Placement of street furniture in the first parks