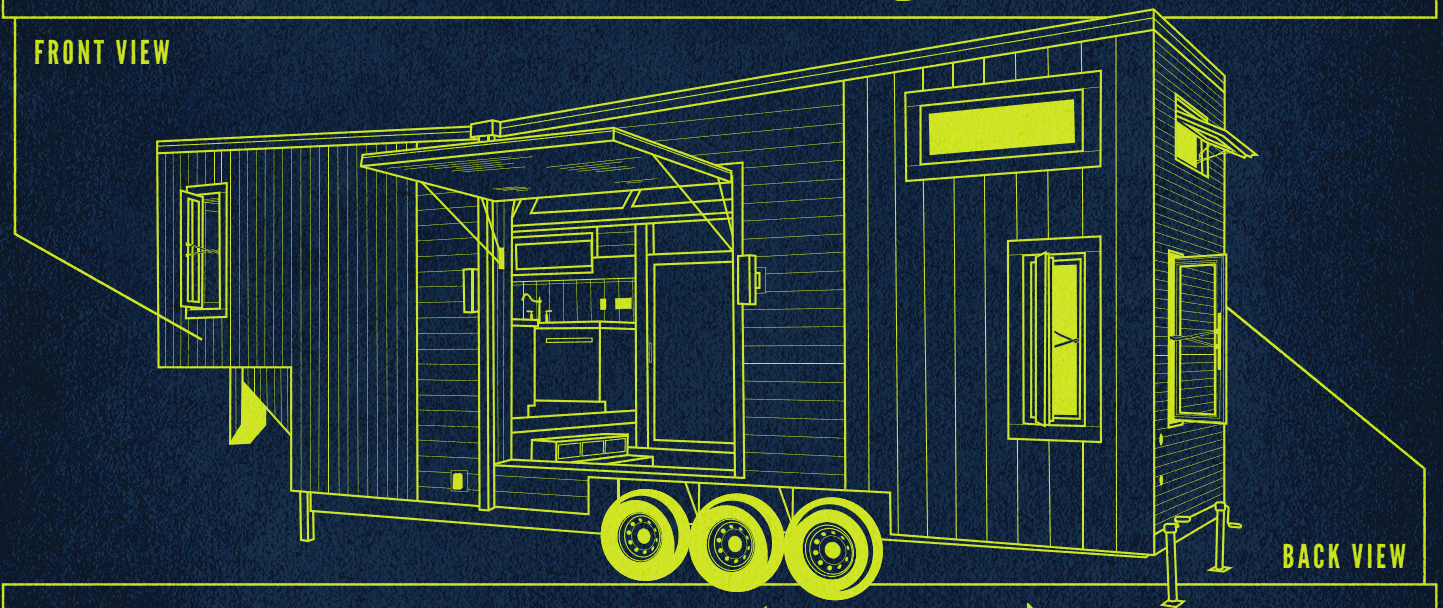
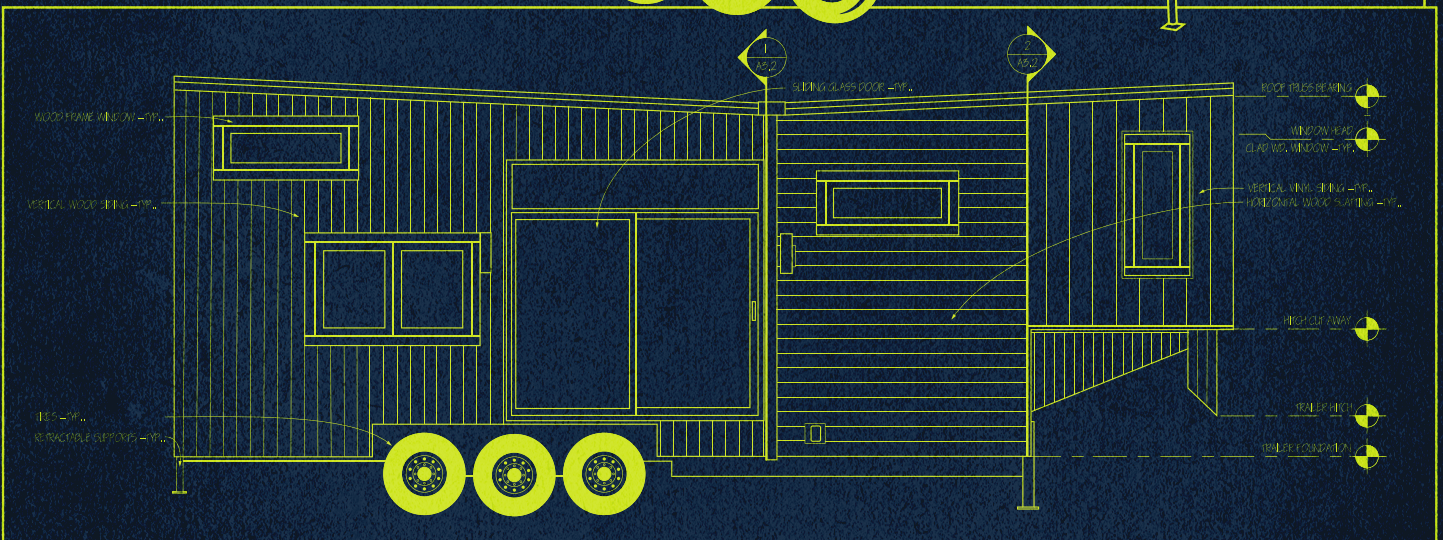


**FRONT VIEW**



**BACK VIEW**



## PROJECT OVERVIEW /

Atura Architecture is excited to collaborate with Iowa area school districts on our 5th Annual Student Collaborative Design Competition (SCDC). It is an opportunity for students from all over North Iowa to compete in a hands-on, project based learning experience while gaining valuable insight into the importance and processes of architecture. Students will be given a specific assignment that will require them to assemble their own design team and develop a solution to an identified task. Teams will then have an opportunity at the end of the Spring semester to present their solutions in front of a panel of judges and other competing teams. Winning teams will receive prizes and be given the title of 2021 SCDC CHAMPIONS!

## PROGRAM /

Your task for 2021 is to design a mobile tiny home. Seems simple doesn't it? Before you think this is a slam dunk, you need to consider a few things. Each team will receive a toy trailer as the base for their model. The trailer is a 1:20 scale gooseneck trailer with a bed size of 4 7/8" wide x 9" long (11.5" long including the ramp). For adtl. info look up Big Country Flatbed Trailer on Amazon. A **physical model is required** for this years challenge and will be on display at the Clear Lake art museum following the competition. You may use whatever materials you'd like to build out the rest of the trailer. In addition to the model you are allowed to make a landscape/ site for the trailer to sit on (but not required). The footprint for this cannot be any larger than 32"x16". Lastly, **create a narrative** for who your tiny home is designed for.

Resources:

- YouTube
- [windrivertinyhomes.com](http://windrivertinyhomes.com)
- [aturaarchitecture.com/studentcollabrative](http://aturaarchitecture.com/studentcollabrative)

## ACTION PLAN / TIPS / QUESTIONS TO ASK /

- Who are you designing this for?
- Is it made for a specific spot/location/view?
- What materials are you using and why?
- Use color & material boards to depict your vision.
- Investigate regulations for tiny homes. (what is street legal)
- Your trailer is 1:20 Scale. This means, in general, everything else should have a similar scale.
- Don't forget to be creative!

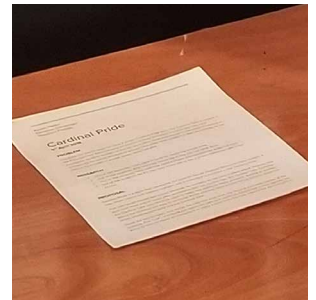
# MATERIALS /

Once your research is complete, you will need to plan your space. Architects are experts at taking data and research, envisioning a solution, and portraying that solution through visual representations and descriptions. You and/or your team must develop a minimum of 4 materials to illustrate your design and solution.

## 1. Written Proposal

The proposal is a culmination or packet of information that states:

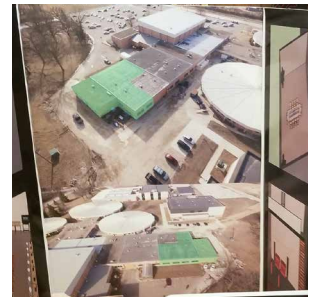
- Who is on the design team.
- What is the problem.
- What research is collected.
- What is the proposed solution.
- Any adtl. info you think the judges should see.



## 2. Site Plan

The site plan shows an aerial view of the footprint the proposed structure will have relative to the school and/or its environment.

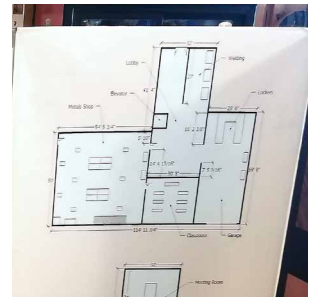
- The site plan can be shown through a digital representation, hand drawn, or through a different medium of your preference.



## 3. Floor Plan

A floor plan shows the space being created. In most cases it gives general dimensions of the space. A general scale of the area is requested but other specifications are not required.

- The floor plan can be shown through a digital representation, hand drawn, or through a different medium of your preference.



## 4. Model(s)

The model should be an illustration of the design. This year you will be required (at minimum) to have a physical model. It can be made out of whatever materials you choose.

- You are allowed and encouraged to provide additional models such as computer animations or drawings. These can help the judges or clients visualize your design. Note: make sure there is consistency in design between visuals.



\*For more examples visit [aturaarchitecture.com/studentcollabrative](http://aturaarchitecture.com/studentcollabrative)

# PRESENTATIONS /

## When

Presentations will be scheduled for the end of the Spring semester (please plan for the beginning of March) at the **Clear Lake Arts Center** (17 S. 4th St., Clear Lake). A specified date & time will be determined after communicating with school instructors.

## Format

Presentations will be in a gallery format. This means each team will set up a display around the room. Teams will be drawn at random and brought to the front of the room to present. Remember, your design and execution of the task is only as good as it is presented. Your presentation and display is critical to the judges scoring of your work.

**Teams will be allotted 20 minutes** to present and answer questions from the judges. Any remaining time will be given to the judges for notes regarding the presentation or discussion with other judges. Each team may decide how many presenters they wish to use.

## Visuals / Set Up

Visuals should be presented on board(s) large enough to read any descriptions or measurements. If any physical models are used, they should be present. If full scale models or details are developed, they may be photographed. If audio or video files are to be used, schools are allowed to utilize laptops, tablets, or projectors. A projector and screen can be provided, but the team must notify us of this need ahead of time.

Teams are required to have **copies of all materials for each judge to evaluate** along with a digital copy for our records. If physical models are utilized, teams must photograph and



# AWARDS /

A monetary award along with trophies will be given to the top 3 overall teams/schools. Monies won should go towards advancement in technologies, materials, and/or team recognition. In addition a number of door prizes will be given out to students throughout the day



# JUDGING / SCORING /

The jury will be comprised of industry professionals. They will be a representation of architecture, construction, engineering, and instructors.

Each team will be judged on 5 categories. The approach / design solution is weighted more heavily due to its importance and complexity. The following rubric will be used by the jury to score each presentation:

Team	Comments	Total / Possible
<b>Approach &amp; Design Solution</b> What is the quality of research done? How well was research utilized to create an effective solution? Is the solution creative, functional, and innovative?		/ 20
<b>Written Proposal</b> Are the categories clear and concise? Does the proposal look professional? Is all the information included in the proposal?		/ 5
<b>Visual Representations (site plan, floor plan, models)</b> Is there more than one medium used? Do all the visuals work together to show the design solution?		/ 5
<b>Presentation</b> Is the presentation clear and concise? Is the approach / solution, proposal, visuals, and use of collaboration cohesive?		/ 5
<b>Collaboration</b> How well was the team and available resources utilized? What & how many mediums were used to portray the solution?		/ 5
<b>Feedback:</b>		
Combined Score		/ 40

## CONTACT /

For additional information or if any questions arise during the competition please contact:

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## SOCIAL MEDIA /

If you would like to follow the progress of the competition and get a glimpse of other teams, stay connected with us on social media. Like our Facebook page and reveal as much or as little as you want about your project. Share updates and communicate with other teams through Twitter and Instagram by using the below hashtag.

**#designthisSCDC**



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\*For examples from past years winners visit:  
[aturaarchitecture.com/studentcollabrative](http://aturaarchitecture.com/studentcollabrative)