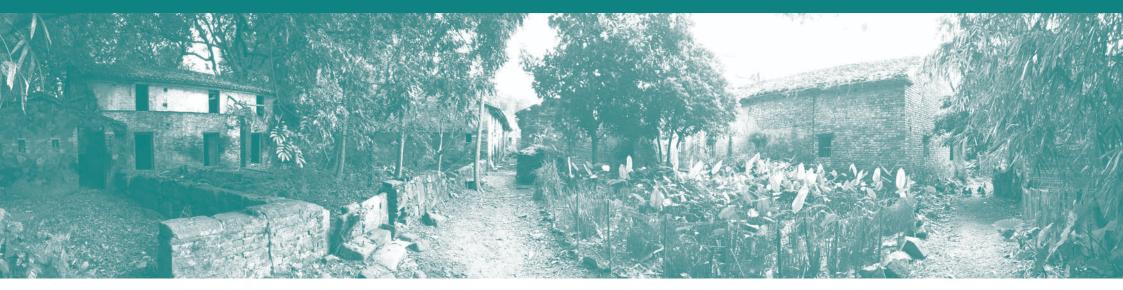
Reimagining the

# FORGOTTEN BUILDINGS OF XINGUANG VILLAGE









英国大使馆文化教育处







#### A DESIGN / IDEAS COMPETITION

Shenzhen Open Innovation Lab (SZOIL) and AzuKo are inviting submissions to a new design and ideas competition - reimagining the forgotten buildings of Xinguang village in China.

We are looking for a range of innovative ideas and fresh thinking to imagine a new life for these buildings and a vision for progress in rural China. The ideas can be small-scale or large in their ambition; specific to Xinguang village or respond to similar contexts across the country.

Deadline for entries: 5pm (GMT) on Thursday 23rd March

#### WHY ENTER

- Shortlisted entries will form part of a public exhibition on Sunday 26<sup>th</sup> March in Xinguang village. Community members, partners and key government officials will be attending.
- The winner will receive a photograph of their idea hung in the exhibition, within Xinguang
- The winning idea and shortlisted entries will be featured in a project publication as part of the Hello Shenzhen programme, supported by the British Council, SFIEC and SZOIL

Promoted by the exhibition supporters, and available for download

 All entrants are invited to attend the exhibition in Xinguang (please note, we are unable to support travel costs)

### SZOIL .....

# www.szoil.org

SZOIL is a platform for global makers to communicate and cooperate. It is the first authorised Fab Lab in Shenzhen, China.

# AZUKO

### www.azuko.org

AzuKo is an architecture charity which empowers communities through design. The nonprofit is based in London, UK.

#### **HELLO SHENZHEN**

The competition and subsequent exhibition form part of Hello Shenzhen; a bilateral exchange programme connecting makers in the UK and China. The work is supported by the **British Council**, **The Shenzhen Foundation for International Exchange and Cooperation** (SFIEC), and **SZOIL**.



#### **BRIEF**

Entrants are invited to:

# ... reimagine the forgotten buildings of Xinguang village.

Xinguang is a rural village in Guangdong province, south China.

As community members construct new homes and continue to modernise living, their previous houses become derelict and overgrown. This international call to designers, innovators, social scientists and students has been made to consider the future of these historic buildings.

We ask you to consider:

- What ways these buildings, groups of buildings or spaces can be used in the future?
- How these new 'functions' can improve lives in Xinguang village, or similar rural contexts across China?
- The desire of youth to move from the rural to the urban what might encourage people to stay and work locally?
- Sustainable economic growth
- Opportunities for rural tourism
- Assets of community value specifically, what should be protected, repaired and / or celebrated?



# **PEOPLE & PLACE**

Xinguang village (in reality a series of smaller villages) is located in the northeast of Tonghu town, Dongguan city. The village sits by Dongjiang river and the landscape is peppered with manmade ponds. A large reservoir borders Tonghu to the southeast. Land use in Xinguang includes farmland (3000 mu), land for livestock (75 mu), forested land (5,300 mu), fruit forest (6,500 mu) and water / ponds (21,300 mu).

The village has 3,985 inhabitants (1,753 workers, 850 immigrant labourers), with an average per capita net income of 6,300 RNB (£738). In addition to rice cultivation, economic trees such as lychees are planted, however the majority of villagers lease out land to contractors for cultivation. Aquaculture and the breeding of chickens, ducks and geese are also sources of income.

The village is a sleepy, quiet place as those of working age head to the cities for more opportunities, leaving the elderly to care for the children. The Chinese card game, 'mahjong', is a favourite pastime.

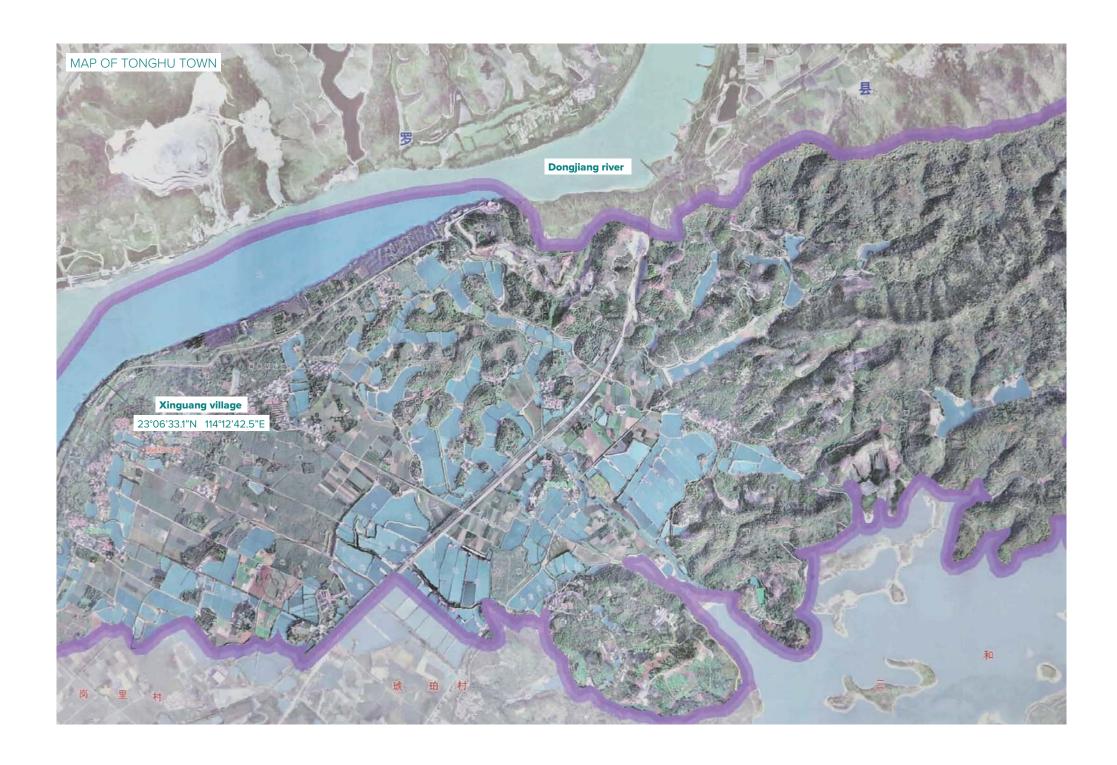
#### AMENITIES / FACILITIES / SERVICES

- The natural landscape is a draw river, ancient forests and clean air
- The village has access to electricity and wifi, and there is government managed rubbish collection
- Access within the village is adequate with paved roads. However, public transport to and from the village is very poor.
- A few public spaces exist, often used for wedding celebrations, festivals and funerals. Small, local temples can be found.
- There is a primary school, although households must travel for access to secondary schools and higher quality education
- A handful of small convenience stores offer very limited products
- Villagers must travel to the highway for a weekly market
- One small health store provides basic supplies, but clinics and hospitals are not available within the village. Occasionally visiting health workers provide free check-ups.
- Government subsidies are provided for the poorest households
- Previously dances and sports tournaments were held in the village, but today these are few and far between









# GHOST TOWN

There is a desire to move into more modern and better equipped residences - two or three storey concrete-framed dwellings, with balconies and a gated courtyard.

This has resulted in a huge number of derelict buildings throughout the village. Some are used as storage facilities, others to house poultry, but the majority are left to return to nature. **This 'ghost town' is overgrown with vegetation, and abandoned.** 

There are several building typologies, from independent structures to semi-detached dwellings and terraced housing. They are typically constructed of brick, with a timber pitched roof structure, covered in terracotta roof tiles. These one-room dwellings are sometimes split into two levels, with the upper floor accessed by a handmade bamboo ladder. One centrally placed door and small windows near the eaves.

House proportions:

2.9m (width)  $\times$  7.7m (length)  $\times$  3.6-4.2m (height)





















# SUBMISSION REQUIREMENTS .....

Per idea, all entrants are required to submit:

1 submitter information

Submitted as a plain A4 Word document, including:

- Title of idea
- Name (individual, team name or company)
- One key contact (name, email and phone)
- List of team members, if more than one
- 1 overview, summarising your idea (100 word maximum)
  Submitted as a plain A4 Word document
- 1 written proposal, outlining your idea in detail (approx. 500 words)
   Submitted as a plain A4 Word document
- 1 headline image or labelled diagram to summarise the idea
   If your idea is shortlisted this will be used in the exhibition and report
   Submitted as a single .PDF or .JPG file (exhibition quality)
   Either 1 x A2 landscape (or 2 x A3 portrait)

In addition, you may choose to support your entry with the following:

- Additional images, charts or diagrams (.PDF or .JPG at A4 or A3)
- 1 video, up to 3 minutes in length (.MP3 or .WAV)
- 1 model of your idea (submitted as a photograph, with dimensions)

# **JURY**

The jury for this international competition will comprise of professionals, interested parties and community members. To be announced...

# KEY DATES

Thursday 16<sup>th</sup> March Thursday 23<sup>rd</sup> March Sunday 26<sup>th</sup> March Competition released
Deadline for submissions
Exhibition of shortlisted entries in Xinguang village, and winners announced

#### COMPETITION RULES

- The competition is free to enter
- We encourage both Chinese and international applicants to apply
- Entries must be submitted by 5pm (GMT) on Thursday 23<sup>rd</sup> March. No late entries will be accepted.
- There is no limit to the number of ideas you can submit, but a full set of submission documents must accompany each idea
- · Partial submissions will not be accepted
- Entries may be written in English or Chinese
- The competition is open to anyone to submit. Entrants may submit as an individual, as a company or multi-disciplinary group, but must make this clear in your entry form.
- By submitting to the competition, you are asserting your role as primary author of this idea, which has not been copied wholly or substantially from any other work or material or source
- Any supporting information, data, graphics or images must be properly credited to any external sources
- By submitting to the competition, entrants agree that the organisers are granted non-exclusive reproduction rights to all entries for advertising, promotion, exhibition, print publication and internet purposes directly related to competition / exhibition / Hello Shenzhen programme



# **RESOURCES**

Images and photographs of Xinguang village are available. You may use these within your submission. To download the resources, visit:

# Dropbox:

https://www.dropbox.com/sh/ah0nqlmsx3b9jei/AABTIEVF5oC9DQq43SObttPxa?dl=0 (Additional images may be uploaded throughout the week - please check)

# HOW TO ENTER

Send a full set of documents to Jo Ashbridge, Director of AzuKo, by 5pm (GMT) on Thursday 23<sup>rd</sup> March.

- By email to <u>info@azuko.org</u>
- Mark the subject line with: XINGUANG VILLAGE [name of idea]
- 8MB maximum file size
- Supporting files may be sent via file transfer, e.g. WeTransfer

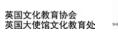


















If you have any queries email, Jo Ashbridge: <a href="mailto:info@azuko.org">info@azuko.org</a>