

INTERNATIONAL OPEN
DESIGN COMPETITION

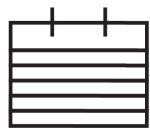
#BUBBLEIDEAS

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SIGN UP
& FULL BRIEF

ELIMINATE
LONELINESS



SUBMISSION
CLOSING DATE

12.04.19



£1500
PRIZE
FUND

THERE ARE NO BARRIERS
FOR ENTRY ON AGE,
QUALIFICATIONS,
PROFESSION OR LOCATION

FOR MORE INFORMATION ON
THE BRIEF, ENTRY
REQUIREMENTS & SUBMISSION
REQUIREMENTS PLEASE SEE:
WWW.BUBBLECOMPETITIONS.COM

IDEA SCALE = PRODUCT TO CITYSCAPE &
ANYTHING INBETWEEN. GO WILD!

* OUR INTERNATIONAL
JURY MEMBERS *

DAVID BASULTO: FOUNDER AND CEO, ARCHDAILY

ANNA BLINOVA: ART DIRECTOR,
VIGO INDUSTRIES, NYC

CRAIG MARTIN: PROFESSOR OF ARCHITECTURE,
TU DELFT, NETHERLANDS

ROB ROGGERA: PROFESSOR OF SUSTAINABLE
SPATIAL TRANSFORMATIONS, HANZE UNIVERSITY
GRONINGEN

TOM JEFFERIES: PROFESSOR OF ARCHITECTURE,
MANCHESTER SCHOOL OF ARCHITECTURE

LIKE THE AIR WE BREATHE, FRIENDSHIP AND
INTERACTION ARE NEEDED IN ORDER TO SURVIVE
AND THRIVE. IN THE MOST INTERCONNECTED,
INTERDEPENDENT ERA OF HUMAN HISTORY, ONE
COULD BE FORGIVEN FOR THINKING THAT THE
LIVES WE LEAD ARE ALMOST VOID OF LONELINESS.

HOWEVER, WE ARE EXPERIENCING A PANDEMIC OF
LONELINESS, AN INFECTION THAT CONTINUES TO
DISSOLVE OUR MEANINGFUL SOCIAL NETWORKS WITH
DEVASTATING EFFECT.

IN THE UK ALONE, 75% OF DOCTORS SAY THEY ARE
SEEING BETWEEN ONE AND FIVE PEOPLE PER DAY
SUFFERING WITH LONELINESS, WITH UP TO 20% OF
UK ADULTS FEELING LONELY EITHER MOST, OR ALL
OF THE TIME.

FOUNDED ON THE BELIEF THAT DESIGN CAN BE
VEHICLE FOR POSITIVE CHANGE, BUBBLE ASKS YOU
WHAT DESIGNERS CAN DO TO
ELIMINATE LONELINESS IN SOCIETY.

BE PROVOCATIVE AND
DESIGN THE WORLD YOU
WANT TO SEE.

ELIMINATE LONELINESS

LIKE THE AIR WE BREATHE, FRIENDSHIP AND INTERACTION ARE NEEDED IN ORDER TO SURVIVE AND THRIVE. IN THE MOST INTERCONNECTED, INTERDEPENDENT ERA OF HUMAN HISTORY, ONE COULD BE FORGIVEN FOR THINKING THAT THE LIVES WE LEAD ARE ALMOST VOID OF LONELINESS. IT IS IRONIC THEREFORE, THAT THE FACEBOOK FEEDS AND INSTAGRAM STORIES WHICH DEFINE THE PHENOMENON OF "SOCIAL NETWORKING" ARE INFACIT AWASH WITH PEOPLE EITHER STRIVING FOR UNENDING PRAISE, CLIQUES, AND ADMIRATION, OR PEOPLE PRETENDING TO ALREADY HAVE "IT".

WE ARE EXPERIENCING A PANDEMIC OF LONELINESS, AN INFECTION THAT CONTINUES TO DISSOLVE OUR MEANINGFUL SOCIAL NETWORKS WITH DEVASTATING EFFECT. WE SEE A RISE OF DEPRESSION, ANXIETY, SUICIDE, AND A FEELING OF HOPELESSNESS THAT DOMINATES SO MANY PEOPLE'S LIVES AROUND THE WORLD. IN THE UNITED KINGDOM ALONE, 75% OF DOCTORS SAY THEY ARE SEEING BETWEEN ONE AND FIVE PEOPLE PER DAY SUFFERING WITH LONELINESS, WITH UP TO 20% OF UK ADULTS FEELING LONELY EITHER MOST, OR ALL OF THE TIME.

FOUNDED ON THE BELIEF THAT DESIGN CAN BE A VEHICLE FOR POSITIVE CHANGE, BUBBLE ASKS YOU WHAT DESIGNERS CAN DO TO ELIMINATE LONELINESS IN SOCIETY.

BRIEF

THE "ELIMINATE LONELINESS" COMPETITION PROVIDES YOU A PUBLIC PLATFORM TO TACKLE THE ISSUE OF LONELINESS AND ISOLATION IN SOCIETY THROUGH DESIGN. WE CHALLENGE YOU TO SET YOUR IMAGINATION ALIGHT, AND CONSIDER THE SYSTEMS, SPACES, AND INTERACTIONS THAT COULD GENERATE MEANINGFULNESS AND CONNECTION IN TODAY'S WORLD.

OUR AIM IS TO COLLECT DESIGN IDEAS GEARED TOWARDS TACKLING LONELINESS. WHETHER THIS BE ON THE INDIVIDUAL OR COLLECTIVE, MICRO OR MACRO, DIGITAL OR TANGIBLE, PRODUCT OR SPACE, IS ENTIRELY UP TO YOU. WE ASK YOU TO QUESTION THE FUNDAMENTAL CAUSES OF LONELINESS, THEIR FLOWS, CONDITIONS, AND EFFECTS. FOLLOWING THE ETHOS OF BUBBLE, WE THEN ASK YOU TO OPERATE ACROSS MULTIPLE SPHERES, REACHING BEYOND CONVENTION TO TACKLE THE ISSUE OF LONELINESS THROUGH A CREATIVE, DESIGN-LED SOLUTION.

THE SCALE, LOCATION, AND PARAMETERS ARE ENTIRELY YOUR DECISION. WHATEVER YOUR RESPONSE, WE ARE EAGER TO RECEIVE IDEAS THAT ENCOURAGE CONNECTION, CO-OPERATION, AND ENGAGEMENT.

LET YOUR IDEAS BE SMART, BOLD, AND BEAUTIFUL. BE PROVOCATIVE. DESIGN THE WORLD AS YOU BELIEVE IT SHOULD BE.

IDEA REQUIREMENTS

THERE ARE VERY FEW BOUNDARIES FOR YOUR IDEA. THERE IS NO SET SCALE, LOCATION, OR PROGRAMME. YOUR IDEA COULD BE AN OBJECT, A ROOM, A BUILDING, A STREET, A CITY, OR BIGGER. OUR PREREQUISITES ARE DELIBERATELY OPEN IN ORDER TO ENCOURAGE PARTICIPATION AND INPUT FROM ALL SPHERES OF DESIGN, INCLUDING ARCHITECTURE, PRODUCT, INTERIORS, DIGITAL, AND LANDSCAPE.

DURING YOUR DESIGN PROCESS, WE SUGGEST YOU CONSIDER THE FOLLOWING QUESTIONS:
WHAT ARE THE SYSTEMS AND FLOWS BEHIND YOUR IDEA?
HOW COULD YOUR IDEA EMBODY THE PRINCIPLE OF CIRCULARITY IN DESIGN?
WOULD YOUR IDEA BENEFIT FROM A SCHEMATIC DIAGRAM DEPICTING ITS OPERATION?
HOW WELL ARE YOU COMMUNICATING YOUR IDEA, REGARDLESS OF HOW WILD IT IS?

SUBMISSION REQUIREMENTS

WITHIN 24 HOURS OF REGISTRATION, YOU WILL RECEIVE A UNIQUE 4-DIGIT IDENTIFICATION NUMBER. PLEASE ENSURE THAT THIS 4-DIGIT NUMBER IS PRINTED IN THE TOP RIGHT CORNER OF ALL SUBMISSION PAGES. IN ORDER TO ENSURE EQUALITY OF OPPORTUNITY FOR ALL PARTICIPANTS, IT IS AGAINST COMPETITION RULES TO IDENTIFY THE NAME OF ANY PARTICIPANTS, OR ASSOCIATED UNIVERSITY/INSTITUTION/ORGANISATION ON YOUR PRESENTATION BOARDS.

IDEAS ARE TO BE ELECTRONICALLY SUBMITTED ON THREE (3) PRESENTATION BOARDS, EACH MEASURING 420MM X 420MM. THE THREE BOARDS MUST BE SUBMITTED AS JPEG FILES NAMED "BOARD1.JPG", "BOARD2.JPG" AND "BOARD3.JPG", ENSURING THAT THE THREE BOARDS ARE ARRANGED IN THE CORRECT ORDER.

IN ADDITION, EACH ENTRY MUST SUBMIT AN IDEA TITLE AND DESCRIPTION (MAX 300 WORDS) IN ENGLISH, SUBMITTED IN A PDF FORMAT. GIVEN THE REQUIREMENT FOR THIS PROJECT DESCRIPTION DOCUMENT, IT IS ENVISAGED THAT YOUR THREE PRESENTATION BOARDS WILL CONTAIN MINIMAL TEXT.

THE ABOVE FILES MUST BE PACKAGED INTO A SINGLE ZIP FILE. THE TOTAL SIZE OF THIS FILE MUST NOT EXCEED 10MB. YOUR THREE JPEG BOARDS, AND PROJECT DESCRIPTION PDF, WILL BE THE ONLY FILE REVIEWED. NO OTHER LINKS, PAGES, OR SUBMISSION NOTES WILL BE REVIEWED.

ALL TEXT AND DESCRIPTIONS MUST BE WRITTEN IN ENGLISH. WHILE THE CONTENT OF YOUR PRESENTATION IS YOUR DECISION, WE RECOMMEND YOU INCLUDE 3D VISUAL IMAGES, AND SCHEMATIC OR ARCHITECTURAL DRAWINGS IF APPROPRIATE.

WHEN ARRANGING YOUR PRESENTATION, REMEMBER THAT THE SUBMISSION WILL BE ASSESSED DIGITALLY USING SCREENS AND MONITORS. WE ARE UNLIKELY TO PRINT YOUR SUBMISSION, AND THE JURY WILL RECEIVE THE ENTRIES DIGITALLY. ENSURE THAT TEXT AND DRAWINGS ARE OF A QUALITY THAT ALLOWS US TO READ THEM (I.E. NO BLURRY IMAGES, NO PIXELATED TEXT!)

SUBMISSIONS ARE TO BE MADE AS INSTRUCTED IN THE "SUBMISSION" SECTION ON THE NEXT PAGE. WHEN SUBMITTING YOUR IDEA, EMAIL IT TO [BURST@BUBBLECOMPETITIONS.COM](mailto:burst@bubblecompetitions.com) WITH YOUR ZIP FILE ATTACHED TO THE EMAIL. PLEASE NOTE THE FOLLOWING EMAIL INSTRUCTIONS:

EMAIL SENDER: ADDRESS USED DURING REGISTRATION PROCESS

EMAIL RECIPIENT: [BURST@BUBBLECOMPETITIONS.COM](mailto:burst@bubblecompetitions.com)

EMAIL SUBJECT: XXXX SUBMISSION

EMAIL BODY TEXT: LIST OF FULL NAMES OF COMPETITION TEAM MEMBERS, AND ASSOCIATED FIRM/UNIVERSITY IF APPROPRIATE

IN THE EMAIL SUBJECT LINE, SUBSTITUTE "XXXX" WITH YOUR UNIQUE IDENTIFICATION NUMBER. PLEASE NAME YOUR ZIP FILE "XXXXSUBMISSION.ZIP" SUBSTITUTING XXXX WITH YOUR UNIQUE IDENTIFICATION NUMBER.

RULES AND REGULATIONS

ELIGIBILITY

THE "ELIMINATE LONELINESS" COMPETITION IS OPEN TO ALL PEOPLE WHO BELIEVE IN GENERATING DESIGN-LED SOLUTIONS TO SYSTEMIC SOCIETAL ISSUES. THERE ARE NO BARRIERS ON AGE, QUALIFICATIONS, PROFESSION, OR LOCATION. SUBMISSIONS MAY BE UNDERTAKEN INDIVIDUALLY, OR WITHIN A GROUP, WITH A MAXIMUM OF 4 PARTICIPANTS PER GROUP.

CALENDAR (2019)

00:00 EST MONDAY 19TH FEBRUARY:	EARLY REGISTRATION OPENS (£30)
00:00 EST MONDAY 4TH MARCH:	REGULAR REGISTRATION OPENS (£45)
00:00 EST MONDAY 25TH MARCH:	LATE REGISTRATION OPENS (£60)
00:00 EST MONDAY 8TH APRIL:	LATE REGISTRATION CLOSURES
00:00 EST FRIDAY 12TH APRIL:	SUBMISSION DEADLINE
00:00 EST MONDAY 5TH MAY:	RESULTS PUBLICATION DEADLINE
SEPTEMBER:	PRINT PUBLICATION LAUNCH

REGISTRATION

REGISTRATION FEES LISTED ABOVE INCLUDE VAT AND OTHER COSTS. THE AMOUNT LISTED IS FOR EACH SUBMISSION, REGARDLESS OF HOW MANY TEAM MEMBERS ARE INCLUDED. THOSE WISHING TO SUBMIT MORE THAN ONE SUBMISSION ARE WELCOME TO DO SO, HOWEVER EACH ENTRY MUST BE REGISTERED IN ITS OWN RIGHT, WITH THE APPROPRIATE FEE PAID FOR EACH.

ALL REGISTRATIONS AND PAYMENTS CAN BE SUBMITTED ON OUR OFFICIAL WEBSITE (WWW.BUBBLECOMPETITIONS.COM). FOLLOWING PAYMENT OF THE REGISTRATION FEE, BUBBLE WILL CONTACT YOU WITHIN 24 HOURS WITH A UNIQUE IDENTIFICATION NUMBER WHICH MUST BE PRINTED AT THE TOP RIGHT CORNER OF ALL SUBMISSION MATERIAL.

SUBMISSION

SUBMISSIONS ARE TO MADE VIA EMAIL TO BURST@BUBBLECOMPETITIONS.COM AND MUST BE SENT FROM THE SAME EMAIL ADDRESS USED DURING REGISTRATION. WITHIN 24 HOURS, YOU WILL RECEIVE A REPLY CONFIRMATION THAT WE HAVE PROCESSED YOUR SUBMISSION.

WE ENCOURAGE PARTICIPANTS TO UPLOAD THEIR SUBMISSIONS 48 HOURS BEFORE THE OFFICIAL DEADLINE, TO ALLOW TIME FOR ISSUES TO BE RESOLVED. SUBMISSIONS RECEIVED AFTER 00:00 EST ON MONDAY 15TH APRIL 2019 WILL BE STRICTLY DISQUALIFIED, IN ORDER TO ENSURE EQUALITY OF OPPORTUNITY ACROSS ALL PARTICIPANTS.

EVALUATION CRITERIA

BUBBLE BELIEVES IN OPERATING ACROSS ALL SPHERES. THEREFORE, ALL SUBMISSIONS WILL BE OFFERED EQUAL ATTENTION AND CONSIDERATION REGARDLESS OF FORM AND FUNCTION. SUBMISSIONS WILL BE JUDGED, AND WINNERS CHOSEN, USING THE GUIDANCE OF THE THREE FOLLOWING CRITERIA:

IS IT BOLD? DOES THE IDEA CHALLENGE CONVENTIONAL THINKING?
IS IT SMART? IS IT EFFECTIVE IN TACKLING THE ISSUE OF LONELINESS?
IS IT BEAUTIFUL? IS THE IDEA COMMUNICATED TO A HIGH VISUAL STANDARD?

JURY

ALL SUBMISSIONS TO THE ELIMINATING LONELINESS COMPETITION WILL BE EVALUATED IN COLLABORATION WITH A JURY PANEL COMPRISED OF THE FOLLOWING INDIVIDUALS:

DAVID BASULTO: FOUNDER AND CEO, ARCHDAILY

ANNA BLINOVA: ART DIRECTOR, VIGO INDUSTRIES

CRAIG MARTIN: PROFESSOR OF ARCHITECTURE, TU DELFT

ROB ROGGEMA: PROFESSOR OF SUSTAINABLE SPATIAL TRANSFORMATIONS, HANZE UNIVERSITY GRONINGEN

TOM JEFFERIES: PROFESSOR OF ARCHITECTURE, MANCHESTER SCHOOL OF ARCHITECTURE

PRIZES

BUBBLE BELIEVES IN GIVING AS MANY PARTICIPANTS AS POSSIBLE THE OPPORTUNITY TO PUBLICALLY SHARE THEIR IDEAS. THEREFORE, A TOTAL OF 40 SUBMISSIONS WILL BE RECOGNISED BY THE ORGANISERS AND JURY.

40x FINALISTS WILL HAVE THEIR SUBMISSION LISTED ON THE BUBBLE WEBSITE, AND WILL BE INCLUDED IN A BUBBLE PRINT PUBLICATION "IDEAS FOR: ELIMINATING LONELINESS."

A SHORLIST OF WINNERS WILL BE CHOSEN FROM THE 40 FINALISTS, TO BE RECOGNISED AS FOLLOWS:

7x HONOURABLE MENTIONS WILL, IN ADDITION TO THE REWARDS OFFERED FOR BEING A FINALISTS, BE INCLUDED IN OUR PRESS PACKET TO BE SENT TO LEADING DESIGN WEBSITES FOR PUBLICATION.

1x THIRD PLACE WINNER WILL, IN ADDITION TO THE REWARDS OFFERED TO THE FINALISTS AND HONORABLE MENTIONS, RECEIVE A PRIZE OF £250.

1x SECOND PLACE WINNER WILL, IN ADDITION TO THE REWARDS OFFERED TO THE FINALISTS AND HONORABLE MENTIONS, RECEIVE A PRIZE OF £500.

1x FIRST PLACE WINNER WILL, IN ADDITION TO THE REWARDS OFFERED TO THE FINALISTS AND HONORABLE MENTIONS, RECEIVE A PRIZE OF £750.

SUBSEQUENT OWNERSHIP

FOLLOWING THE CONCLUSION OF THE SUBMISSION PROCESS, BUBBLE WILL SEEK TO CELEBRATE THE FINALISTS AND WINNING ENTRIES ACROSS SEVERAL MEDIA. ALL MATERIAL SUBMITTED WILL THEREFORE BECOME PART OF BUBBLE COMPETITIONS' ARCHIVE. BUBBLE RESERVES THE RIGHT TO PUBLISH AND CELEBRATE THE MATERIAL WITH DUE CREDIT GIVEN TO THE CREATOR OF THE WORK.

WHEN SUBMITTING YOUR MATERIAL, YOU ARE GIVING BUBBLE COMPETITIONS THE RIGHT TO USE THE MATERIAL IN PRINT AND ONLINE PUBLICATION, AND TO MODIFY THE MATERIAL AS NECESSARY FOR PARTICULAR MEDIA. BUBBLE WILL ALSO HAVE THE RIGHT TO REPUBLISH THE WORK IN COMMERCIAL PRINT PUBLICATIONS, WITH APPROPRIATE CREDIT TO THE PARTICIPANTS, AND WITH NOTIFICATION GIVEN TO EACH PARTICIPANT (VIA CONTACT INFORMATION PROVIDED TO US) WHEN THEIR WORK HAS BEEN PUBLISHED IN SAID PRINTED PUBLICATIONS.

WE BELIEVE IN GIVING RECOGNITION AND EXPOSURE TO THOSE WHO HAVE SHARED THEIR IDEAS WITH US. IN ANY INSTANCE WHERE A PARTICIPANT SEES THEIR WORK PUBLISHED WITHOUT DUE CREDIT, WE ENCOURAGE THEM TO CONTACT US AT BURST@BUBBLECOMPETITIONS.COM AT WHICH POINT WE WILL INVESTIGATE.

FURTHER NOTES

WE ARE ALWAYS ON HAND TO ANSWER QUESTIONS AND CLARIFY ELEMENTS OF THE COMPETITIONS. CONTACT US VIA EMAIL ON BURST@BUBBLECOMPETITIONS.COM AT ANY TIME.

WE WILL TRY WHERE POSSIBLE TO KEEP YOU UPDATED ON THE COMPETITION VIA THE EMAIL ADDRESS YOU USE DURING REGISTRATION. PLEASE KEEP AN EYE ON THE BUBBLE COMPETITIONS FACEBOOK PAGE, INSTAGRAM FEED, AND OFFICIAL WEBSITE FOR UPDATES ON THE COMPETITION. BUBBLE RESERVES THE RIGHT TO ALTER THE CONTENT OF THIS DOCUMENT, INSTRUCTIONS, DATES, AND OTHER COMPETITION LOGISTICS IN THE BEST INTERESTS OF PARTICIPANTS.

THIS COMPETITION IS AN IDEAS-DRIVEN ENDEAVOUR AND WILL NOT BE CONSTRUCTED. IN ORDER TO GENERATE SUFFICIENT MATERIAL TO PUBLICISE YOUR IDEAS THROUGH PRINT AND ONLINE PUBLICATION, A MINIMUM AMOUNT OF 50 REGISTRATIONS HAS TO BE SUBMITTED. IF THE NUMBER OF REGISTRATIONS PLACED IN THE COMPETITIONS ARE LESS THAN 50 BY THE DAY OF THE DEADLINE, BUBBLE COMPETITIONS RESERVES THE RIGHTS TO NOT PROCEED WITH THE COMPETITION'S OPERATION, THE WINNERS SELECTION, AND THE BOOK'S PUBLICATION. IN THIS UNLIKELY EVENT, ALL REGISTRATION FEES WILL BE REIMBURSED TO THE PARTICIPANTS.

THIS COMPETITION IS BEING 100% ORGANISED AND ADMINISTERED BY BUBBLE COMPETITIONS WITHOUT EXTERNAL MANAGEMENT OR INSTRUCTION. OUR MISSION IS TO INDEPENDENTLY INVESTIGATE THE POWER OF DESIGN AS A TOOL FOR SOCIAL PROGRESS, AND TO SHARE OUR FINDINGS, AND YOUR IDEAS, WITH THE WORLD.

MEMBERS OF BUBBLE, AND JURY MEMBERS, ARE PROHIBITED FROM ENTERING THIS COMPETITION. THOSE WITH A PERSONAL OR PROFESSIONAL RELATIONSHIP WITH THE JURY ARE ALSO PROHIBITED FROM ENTRY.

BUBBLE COMPETITIONS IS NOT HELD RESPONSIBLE FOR A BREACH OF CONTRACT REGARDING THE PUBLICATIONS.

WE CANNOT WAIT TO SEE YOUR IDEAS FOR A BETTER WORLD,
AND WE WISH YOU THE BEST OF LUCK!

#BUBBLEIDEAS

WWW.BUBBLECOMPETITIONS.COM
INSTAGRAM @BUBBLEDESIGNCOMPETITIONS
FACEBOOK /BUBBLEDESIGNCOMPETITIONS
TWITTER @BUBBLECOMPS