

3rd Furnitur International Furniture Design Competition

Future of Furniture
Design for Future Living
Theme: Sleep and Rest Practice

İstikbal Furniture and Turkey Design Council invite designers, architects, engineers, and everyone motivated in creative production to Furnitur Design Competition. The competition aims to investigate innovative ideas that provide the necessities of the future living and to create next-generation living units and types of furniture through design, aesthetics, digital and physical experiences, adaptability, sustainable manufacturing, and material technology.

How will we rest in 2050?

- How do our daily habits evolve with our living spaces and social practices?
- How will the rapidly changing environment, lifestyles, and digitalized world affect our living spaces and products we use?
- Can we improve our existing cultural behaviors, lifestyles, and experiences with well-designed products and objects?
- Can we design objects that can meet multiple needs in smaller living spaces?
- Can we contribute to the economic and ecological development for a better future by designing sustainable, recycled, or recyclable objects through the use of material, technology, and production methods?
- How can we make objects that respect the principles of universal design and improve the lives of each individual?

This year's theme of the Furnitur International Design Competition, which will be held for the third time this year by Istikbal Furniture and the Turkish Design Foundation, focuses on sleep and resting practices, which have a very important effect on physical and mental health. The Furnitur International Furniture Design Competition encourages students and professionals to come up with innovative designs that improve the sleep experience and reduce the stress of busy daily life in the modern age. In Furnitur International Furniture Design Competition, it is aimed to obtain ideas that center on living units or furniture, where new experiences are built for a sustainable future, which observes human-centered and universal design principles, where aesthetic, innovative materials and technologies are suggested and applied.

Why 2050?

We chose 2050 for a predictable and consistent future vision. We decided to determine a close but distant date both to discuss where today's developments can reach and to respond to the problems and new lifestyles waiting for us soon.

Content

Within the scope of the third year of Furnitur International Furniture Design Competition, it focuses on the practice of sleep and rest, which is one of our most basic human needs. Global trends, new and possible technologies are transforming our homes, rest and sleep practices. The pandemic, which has shaped our daily lives in multiple layers for more than a year, has inevitably accelerated this transformation. The Furnitur International Furniture Design Competition aims to discover the furniture ideas of the future that adapt to this change and transform routines with a human focus.

Our daily life practices are changing with the possibilities of new technologies, the borders are becoming transparent and the permeability between spaces is increasing. With the pandemic, the transformed meaning of the concept of mobility finds its true place in our lives. Now, mobility includes virtual as well as physical, and new technologies open the door to different aesthetic experiences with physical spaces. When it comes to furniture; Integration of concrete concepts such as functional solutions and ergonomics with relatively more ambiguous concepts such as meaning and experience is increasingly coming to the fore.

While technology was rapidly reshaping much of our lives, the furniture industry remained largely slow-moving and low-tech. At the point reached today, it is predicted that in the not too distant future, with the developments in the digital world, both the furniture and the systems and business models that produce the furniture will be reshaped with digital transformation and adapted to the new world. Together with the adaptation, the importance of furniture in our daily life practices will increase with the cycle of mutual transformation.

The Furnitur International Design Competition aims to prevent negative effects on the ability of future generations to live in prosperity and to bring positive changes for the whole world. Researching the possibilities of furniture designs that meet our needs in the near future scenarios in socially fair, environmentally positive and economically viable ways, and observing product life cycles play key roles in taking sustainable steps.

Visual and literary content describing how future life fiction, technology, and digital possibilities shape human and social life on a micro-scale and how solutions that respond to new behaviors are designed are requested.

The designs to be discussed in the competition; should include holistic expressions on social life, environmental issues, and their effects on daily life and habits. Project outputs should present products and materials designed to reflect these statements.

The competition aims to ensure that the artificial environment and products that will shape human life in the future are revealed by creative minds. Contestants can freely determine the geographical location, social conditions, environmental factors, technological developments, spatial constructions, and social issues that affect the design setup in a consistent and explanatory platform. Participants are asked to answer the following topics in their projects:

- Evaluation of Behaviors and Design Requirements: Identified needs and problems in the context of future life imagined by the participant.

- Design and Solution Strategy: Solution strategy and product for identified needs, problems, behaviors.

Evaluation Criteria

- Innovative approach
- Functionality
- Originality
- Feasibility
- Sustainability
- Aesthetic
- Compliance with the theme
- Ergonomics

Participants are expected to develop solutions and respond on topics such as adaptation, use of materials and technology, compatibility and ergonomics, universal design, sustainability, and ecological approach.

Juries

Cedric Etienne - Interior Architect (Studio Corkinho)

Cemal Çobanoğlu - Interior Architect & Furniture Designer (ABRA Design Studio)

Deniz Leblebici Başar - Dr. Lecturer (ITU)

Fatma Kılıç - Research and Development Chief (İstikbal Furniture)

Melike Karabulut - Furniture Designer (Melike Battal Design)

Mustafa Dalcı - Engineer & UX Designer (userspots)

Ulaş Özcan - Dr. Psychologist

Schedule

- Announcement: March 16, 2022
- Last date of questions: March 25, 2022
- Publication of answers: April 4, 2022
- Application & Submission Dates: March 16, 2022 - June 15, 2022 (Until 23.59 CET)
- Jury Evaluation: June 18, 2022
- Winner's Announcement & Award Ceremony: will be announced

Application

Students, designers, engineers, architects, and everyone motivated to design and produce are welcomed to participate in the competition. Participants are encouraged to form multidisciplinary teams to establish solutions to different problems. Team participation is allowed up to THREE people. The team spokesperson must be indicated in the application form. At least one member of the group must be from a design discipline.

To complete the application, participants must complete the registration form and submit all required project files in the "Application" section at furni-tur.com. After the application, an approval email will be sent to inform the participants.

Project files which the jury will provide as a basis for the evaluation are explained below. Folders containing these files must not contain any naming or documents that will present the identities of the competitors. Personal identities and resumes must be submitted in a separate folder.

Participation in the competition is free.

Submission Files

- Projects will be submitted in digital formats to the online submission section at furni-tur.com.
- Entrants will receive a 5-digit participation number in the registry. For example 03021

Project submissions must contain the following files:

1. [Project Folder]: This folder must be submitted to the "Project Upload" section:

1. Two A1 posters (840 mm x 594 cm - in horizontal format) will be prepared. The print quality must be at least 200 dpi. Posters should be saved as .JPEG in RGB mode. The upper right corner of each A1 poster must contain the participation number at the size of 1x4 cm. The A1 posters must be named after the participation number followed by the poster number. For example 03021-1. jpg and 03021-2.jpg.

1.a. 1 design concept poster that describing the story of your design (not to scale),

1.b. 1 poster containing application details in $\frac{1}{8}$ and $\frac{1}{10}$ scale.

1.c. 1 file containing 3D drawings* (in stl, obj, igs or step format)

*It is required for prototypes to be produced for the exhibition that is planned to be realized when the competition process is completed.

1. A .DOC and .PDF file that will include project statements between 150-600 words. This file must be named after the participation number followed by the word "PS". For example 03021-PS.doc, 03021-PS.pdf

The above files MUST NOT contain any naming or documents that will present the identities of the competitors.

2. [Resume Folder]: This folder must be submitted to the “Resume Upload” section:

a. A .DOC and .PDF file that will include participants’ personal information: name, resumes, and contact information. This file must be named after the participation number followed by the word “INFO”. For example 03021-INFO.doc, 03021-INFO.pdf

**Participants must submit their designs and all documents by June 15, 2022, at 23:59. It is the participant's responsibility to schedule the submittal date and time not to exceed 23:59 on June 15, 2022. The organization of the competition is not responsible for the delays of the design documents not reaching the competition secretariat due to problems in the submission.

Poster Content

Project posters are expected to include the following contents:

- Name of the project
- Project contents
- Evaluation of behaviors, needs, and problems
- Strategy of design solutions
- Conceptual design: All necessary content to describe design proposals like renders, technical drawings, collages, diagrams, elevations, etc.
- Use case of the project: All necessary content to describe the project’s life-cycle like manufacturing, user experience, installation, disposal, and recycling
- Project’s technical information: Views with the user, technical drawings, dimensions, material information
- Short explanations about the project and visuals

Poster Format

1. Two A1 posters (840 mm x 594 cm - in horizontal format)
2. Resolution of the posters must be 200 dpi at minimum.
3. Posters must be in RGB mode and saved as .JPEG format.
4. It is strictly forbidden to include the name, schools, pictures, and contact information of the participant or the project group on the poster or the design image.

Project Report

The project report that describes the projects, consisting of a minimum of 150 and a maximum of 600 words, should be created in .DOC and .PDF format. The purpose of the

project, the problem solved, the innovation revealed by the project, the user population, the selected materials and technologies, the envisaged production techniques, usage scenario, and life cycle issues should be mentioned. Subject headings should be separated and not be left unanswered. The text file should be written in Times New Roman font and 12 font size by the language of the report.

Awards

Awards determined for those participating in the competition from abroad:

- 1st Place: 2000 Euro
- 2nd Place: 1500 Euro
- 3rd Place: 1000 Euro
- Mentions (x3): Each 500 Euro
- Istikbal Special Prize: 750 Euro
- TDC Turkish Design Excellence Prize: 750 Euro

*All license rights of the designs that are placed in the competition are reserved by Erciyes Anadolu Holding A.S.