

PERFORMANCE SPEC

performance specification, definition: A written requirement that describes the functional performance criteria required for a particular equipment, material, or product. In contrast, a design specification describes design characteristics and manufacturing methodology. [source: businessdictionary.com/definition/performance-specification.html]

Embedded in every performance spec is the possibility of an extraordinary response.

PART I. GENERAL

- 1.01 **COMPETITION MISSION:** Established in 2010 to honor the School of Architecture's former director, Prof. Emeritus Max Robinson, MAX_minimum is a recurring annual design competition for students and professionals that encourages making maximum impact on the design environment using the least possible means. It is our goal, foremost, to promote conceptual and pragmatic design excellence within UTK's College of Architecture and Design's student body, and its alumni.
- 1.02 **PREMISE:** This year's competition explores a play on the idea of performance, taken to mean how a built condition operates (meets specified performance criteria), and how architecture frames performance and spectacle as users activate the designed spaces.
- 1.02 **SCOPE:** Redefine and redevelop a primary entry condition of the Art + Architecture Building to address a series of performative opportunities, currently unrealized.
- 1.03 **LOCATION:** the exterior space at the east end of the Art + Architecture Building.
- 1.04 **CONSTRAINTS:** Shall be open to each team's interpretation, so long as the requirements of this performance specification are met.

PART II. REQUIRED RESULTS

- 2.01 **DESIGN CRITERIA:** the project must define a series of spaces that perform as follows:
 - A. **PROGRAM**
 - 1. **PASSAGE:** maintain and enhance key visual and physical links to campus.
 - 2. **ARRIVAL:** provide entry to the A+A, accessing the second floor
 - 3. **DESTINATION:** activate the space by making a place for people to gather. This could take the form of:
 - a. theater
 - b. classroom
 - c. assembly
 - d. other, to be determined by entrant
 - B. **PERFORMANCE AND SPECTACLE:** should be primary agents in meeting the program. Consider how people move through the space, some passing through, some arriving at the A+A Building, and some drawn to a new activity.
 - C. **LANDSCAPE / HARDSCAPE:** effective solutions will reimagine this place using both.
 - D. **PRAGMATIC DETRITUS**
 - 1. Definition: various objects that emerged out of necessity, but have not been designed, including: trash, recycling, newspapers, bollards, handrails, racks, &c.
 - 2. Design an elegant solution for these needs.
- 2.02 **MATERIALS:** Any materials may be used. Consideration of materials is valued.
- 2.03 **INTERFACE CONDITIONS:** Proposals must consider how to appropriately relate a new design to our existing context, including the A+A, and the campus at large.

PART III. EVALUATION CRITERIA

- 3.01 **JURY:** A jury of invited faculty and design leaders will evaluate the work in closed session, chaired by Max Robinson. They will review all entries and determine the competition winners.
- 3.02 **EVALUATION CRITERIA**
 - A. **MAX_min EFFICIENCY:** making the best design impact using the least means.
 - B. **CONCEPT:** excellence of design concept represented through the project title, diagrams, project statement, and drawings.
 - C. **PRESENTATION:** presenting the content in a compelling way that effectively communicates the merits of the design proposal to the jury.



PART IV. COMPETITION RULES

4.01 STUDENT DIVISION

A. TEAMS

1. **COMPOSITION:** Assigned project teams combine students from a range of design disciplines and levels of expertise, mixing undergraduates and graduates. CoAD faculty involvement is prohibited.
2. **PARTICIPATION:** Participation in MAX_min is a required part of each student's obligation to their studio course. Studios will not be held on Friday afternoon or Monday morning. As such, each student must participate in good faith as a member of their assigned team for the duration of the Student Division of the competition.
3. **FIRST-YEAR UNDERGRADUATES** have a special role on each project team. They shall be responsible to document the design process of their team by posting stories, photos, sketches, and other artifacts to a competition blog. A special prize will be awarded for best team documentation.

B. **AWARDS:** Designers of the top entry will be named this year's MAX_minimum Design Competition Medalists. Second Place, Third Place, and Honorable Mentions may also be awarded.

C. SUBMISSION REQUIREMENTS

1. **ENTRY BOARD:** design solutions must be formatted as a single anonymous 36" x 24" (h) board, including: title, project statement of intent, the team number, and some form of the MAX_minimum Design Competition logo. Any means of representing design intent is permitted, at each team's discretion.
2. **TEAM ID FORM:** Each team shall submit a completed and signed Team ID form with their submission pledging full participation of all members.
3. **UPLOAD:** All of the following must be submitted to the Digital Print Center (DPC) by the project deadline:
 - a. to print server (DPC Prints / MAXmin 2012 Printing): pdf of entry board using filename: *MAX_min_2012_xxx.pdf*, where xxx = your team number in three digits, (Team 042 submits a pdf called: *MAX_min_2012_042.pdf*).
 - b. DPC Work Order
 - c. Team ID form, signed by all students

D. TIMELINE

1. **TEAMS ANNOUNCED:** Wednesday, August 22, 2012
2. **COMPETITION BEGINS:** Friday, August 24, 2012, 1:30pm
3. **SUBMISSIONS DUE:** Monday, August 27, 2012, 11:00am
4. **JURIED REVIEW:** Friday, September 14, 2012, 1:30–5:30pm, announcement of winners at 6:00pm, A+A Reading Room
5. **AWARDS CEREMONY:** College of Architecture and Design Honors Convocation, April 19, 2013

4.02 PROFESSIONAL DIVISION

A. **ELIGIBILITY:** each team must have at least one current student or one alumnus/a of the College of Architecture and Design or School of Architecture.

B. **AWARDS:** Designers of the top entry will be named this year's MAX_minimum Design Competition Medalist(s). Second Prize, Third Prize, and Honorable Mentions may also be awarded.

Cash prizes are being considered at this time.

C. SUBMISSION REQUIREMENTS

1. **ENTRY BOARD:** design solutions must be formatted as a single anonymous 36" x 24" (h) board, including: title, project statement of intent, and some form of the MAX_minimum Design Competition logo. Any means of representing design intent is permitted, at each team's discretion.
 - a. a printed sheet enclosed in a blank envelope and mounted to the board identifying the participants and contact information must be shipped to the College by the postmark deadline: College of Architecture and Design, attn.: MAX_minimum Design Competition, A+A Building, 1715 Volunteer Boulevard, Room 224, Knoxville TN 37996-2400, 865.975.5265.
 - b. pdf of entry board using an anonymous filename, such as *MAX_min_2012_ProjectTitle.pdf* must be emailed to: maxmincomp@utk.edu
2. **REGISTRATION FEE:** donation to the University of Tennessee College of Architecture and Design MAX_min Fund in the amount of \$25 x total number of members of design team. Registration and fees are submitted online through the competition website.

D. TIMELINE

1. **COMPETITION OPENS:** Friday, August 24, 2012, 1:30pm
2. **SUBMISSIONS DUE:** Friday, December 07, 2012, 5:00pm. Shipped boards must be postmarked by this date. All components submitted electronically must be received by this deadline.
3. **JURIED REVIEW:** tba
4. **AWARDS CEREMONY:** College of Architecture and Design Honors Convocation, April 19, 2013

PART V. ADDITIONAL INFORMATION

5.01 ADDITIONAL PROJECT INFORMATION

A. **DOCUMENTATION:** drawings, photographs, history of the A+A, may be found:

1. **COMPETITION WEBSITE:** maxmincomp.utk.edu
2. **CoAD SERVER:** Max_minimum 2012

5.02 **QUESTIONS:** to maxmincomp@utk.edu

