

unfuse

DIVIDE 13

Designing a space for co-existence

<https://competitions.uni.xyz>



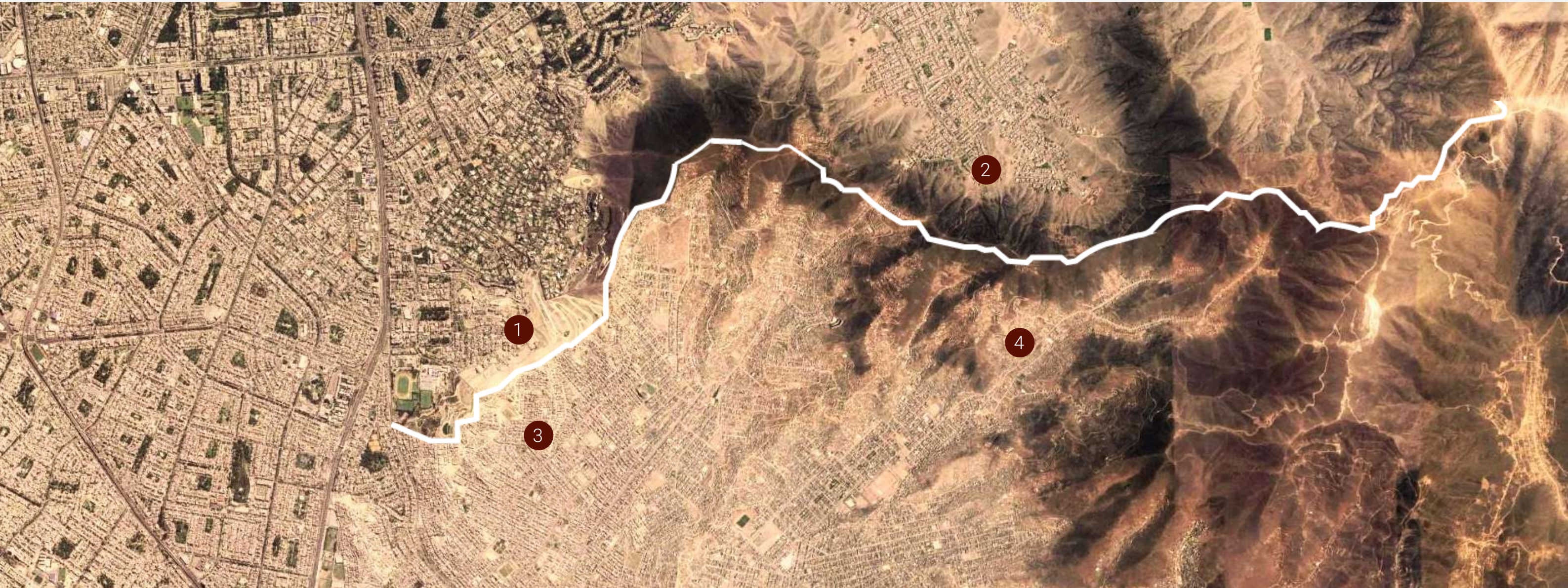
Img 1: Wall in Lima separating poor and rich has been coined by media as Wall of Shame

Premise

Disparity. Division. Divide. The many words synonymous to the cultural, social and economic barriers that are being physically manifested through **walls**. Historically meant for defense, the structure saw its inception in around the tenth millennium B.C. But twenty years after the fall of the Berlin Wall, they are prominently back in fashion.

Some mark the **border between two countries**, others the separation between communities. Be it temporary or permanent, they are often built for 'security' purpose. Be it Europe blocking the passage of refugees, USA building a wall with Mexico or Israel isolating itself from Palestinian. But besides that, it is also being used to separate the **inhabitants of a city on an economic basis**.

In Lima, Peru - the economic divide has manifested into a six-mile-long wall dividing the city's rich and poor. The wall was built 30 years ago by an association of neighbors from Las Casuarinas – an affluent area in Santiago de Surco district – to separate them from the nearby area of Pamplona Alta, one of the poorest neighborhoods in Lima.



Img 2: Wall dividing area of 1. Las Casuarinao and 2. La Molina from 3. Pamplona Alta and 4. Villa Maria

History

In the 1980s, migration from rural areas took place after violence between the government and Maoist Guerrilla group broke out. Many **escaped the bloodshed, and others saw it as a place of opportunity**. Migrants settled in abandoned hillsides, on the edge of the city and constructed mass of informal settlements. Simultaneously, gentrification of the suburb lifestyle made many elite move towards the city outskirts. This meant that social groups, which occupied distanced geographical spaces, now shared the same territory. Both social classes mingled in the city's peripheries.

Between 1940 and 2005, the population of Lima grew tenfold from 0.65m to 8.1m, particularly during the 1980s. **Construction of the wall** began in **1985** when a private school in Surco built tall brick fences along its boundary. School officials said the barriers would serve as **security from the growing migrant settlements**. Today the 13 km stretch excludes the gated community of Las Casuarinas from the slums of Pamplona Alta. (Source)



Img 3: Las Casuarinao on left and [Pamplona Alta](#) on right

Today

There are many versions of why the wall exists after 30 years. Providing security in face of violence, to stop further invasion, an act of discrimination, hiding huts for the city's beautification or a notable absence of urban planning. Many residents have claimed that crime in their neighborhood has dropped as a result of the construction. Yet, it's hard to miss the **economic inequality that exists**.

The Santiago de Surco side has cameras and guards to provide security for houses, surrounded by pools and lush gardens. On the other side, people live in **houses made from scrap material**, surrounded by the arid characteristic of Lima's desert landscape.

Many migrants working in the neighborhood had to leave their jobs because of extraneous travel hours and low wages. About 6.9 million Peruvians live below Peru's poverty line, which the country defines to be earning less than 338 soles (\$102) per month. The richest 20 percent earn nearly half its income, while the poorest fifth earn less than 5 percent. The wall **stigmatizes the other side by visible prejudice** and creates a **fear of the unknown** through physical separation.



Img 4: Entrance of Pamplona Altho. Right Bottom - Main threshold between two places covered by journalist from Al Jazeera

Brief

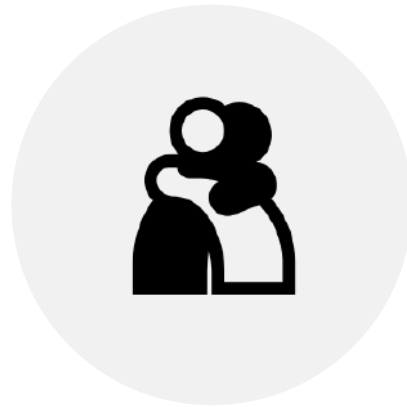
Lima is a city where even a middle-class neighborhood has a gate, but Casuarinas is known for its elaborate security apparatus. **Three distinct checkpoints**—one for residents, one for visitors, and one for pedestrians. This ensures that only authorized individuals gain entry. Also unlike other barriers, here the power of state and authorities are nowhere to be seen.

The concrete wall has altered the lives and perceptions of those on each side. It also stands as a testament to Lima's economic disparity, which has cut across Peruvian culture for ages

There are **no easy solutions**. A lot of factors need to come into play for uplifting slum dwellers and bridging the existent gap. Politics and economics need to align for the wall to be completely removed. But an incentive can be curated to **bridge one that is present mentally**.

Brief is to design a public platform that bridges the gap between the two communities. An inclusive space for coexistence that allows respectful supervision of people at the same time.

Objectives



Community

Strong community-level participation is critical for equitable development



Border

Design a non intrusive barrier eliminating the current wall.



Ceremonial

Potential to become an icon structure for a large scale public use attracting different user groups..



Inclusive

Act as a link to existent barrier between urban area and slums.

The following objectives can be a point of beginning to conceive this design. Participants can assume their own contexts before initiating their design process.

The *main objective is to design a public platform that constitutes market space. It will be used by people in Pamplona Alto on weekly basis to sell their produce/goods. Further act as a landscape feature (plaza/park) that locals can use on other days.*

Aim is to design an urban link - a non-aggressive and socially inclusive border crossing, eliminating the current wall. Effort is to **initiate conversation between people and generate social capital.**

Design can be programmed anywhere within the extents of the site.



Img 6: 3D View of Site with wall dividing areas of Las Casuarinao and Pamplona Alta demarcated

Las Casuarinao - Pamplona Alta

Houses in Las Casuarino sprawling over 1,000 sqm are characterized by pockets of green spaces. While the 25 sqm houses of Pamplona Alta, made of scrap material are surrounded by the sand and earth characteristic of Lima's desert landscape. There are no available green patches for children to play and community to prosper in. The primary source of income for many families is selling scraps besides *chancerias* (sausage shop) characterized by an unpleasant smell. Peru is present in a [high earthquake zone](#) and the place has a desert climate.

Area - 20,000 sqm

Coordinates - [12.131585, -76.970362](#)

Maximum Ground coverage - 20%

Maximum Height - 15 m

Build Up Area - 2000 sqm

Temp - [18.7 Degree](#)

Wind Flow - SW to NE



Site is on a hilly terrain with slope 1:10. It sits in between hotels, residences in Las Casuarino and (1) Colegio De la Inmaculada Jesuitas (College of the Immaculate) on it's left. Participants must consider the plot empty for this challenge.



View A - View of Las Casuarinao from top edge of the site



View B - Barbed wire at edge of site dividing areas of Las Casuarinao and Pamplona Alta



View C - View of Pamplona Alta from top edge of the site

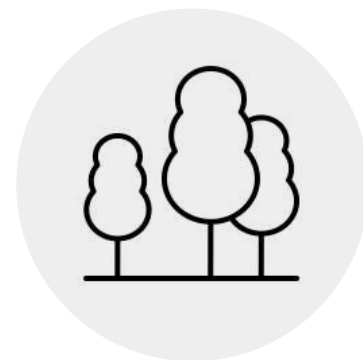
Programmatic Outline



~40%

Space to Exchange

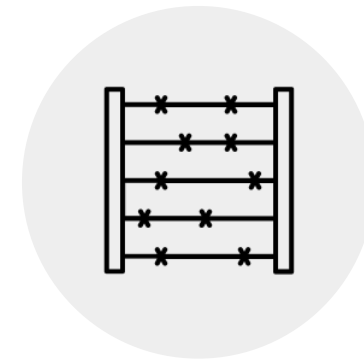
Weekly flea market for locals to platform and sell their goods/produce.



~40%

Space to Interact

Public platform for community interaction . Program is open to interpretation



~5%

Space to Supervise

Non intrusive crossing that supervises circulation of people



~15%

Service

Office, Store Room, Staff Room

Intent is to design a public platform for sections of society living on both sides. The participants are free to add other programmatic facilities and change the percentage depending on their design. Every participant's individual decision whether or not they want to keep the existing buildings. Percentage constitutes only the total built up area.

Submission

You have to deliver an architectural outcome on the following site, based on the given outlines.

- Recommended number of sheets - 6 sheets. – [**2362px x 3544px**] or [**400mm x 600mm in 150 dpi**] in portrait digital format (JPEG). Minimum 3 sheets & no maximum boards/sheet limit.
- Each image should be less than **15MB**
- You can find the preset PSD, AI and INDD template files in the '[additional resources folder](#)' and [here](#).

This additional resources folder contains: FAQ Questions, High Res maps, Area programme and CAD file of the site plan.

Minimum requisites are sheets/boards + Cover image (2000 x 1000 px.) containing:

- Site plan (Compulsory)
 - Key conceptual sections x 1 (Minimum)
 - 3D views x 4
 - Floor plans, images, sketches (if any) can be added to support the entry in the form of additional images.
- Answer 6 FAQ questions in the discussion section as given on the '[additional resources folder](#)'.

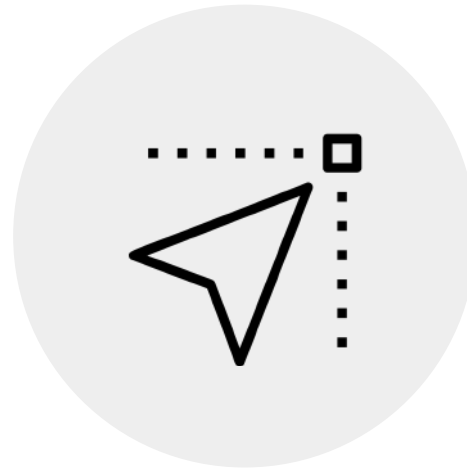
- + The team limit for this competition is 4 members maximum.
- + Use exploded views to discuss multi levelled conceptual models better.
- + Ensure that the final sheets which are submitted do not include your name or any other mark of identification.
- + Mention sheet number on corner of every sheet.
- + This is a design ideas challenge only. There is no built commission/realization is associated with the problem
- + Plagiarism of any idea / form / design / image will be disqualified with a notice.

Registration page here: <https://uni.xyz/competitions/divide-13/info/about>

Discover the competition schedule and deadlines here: [Schedule](#)

Judging Criteria

The entries will be judged by an international jury of the competition on the following criteria:



Presentation

The fundamental to a good entry is a good presentation.



Concept/Idea

Quality of thought and intent in pre-design phase.



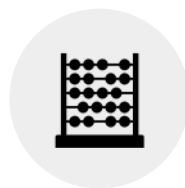
Spaces/Programme

How the spaces are calculated and ordered.



Design Output

The final architectural outcome of the solution.



The judging panel can also add other criterions based on their internal discussions - which will be in line with the problem statement. Participants are advised to fulfil above given criterions first in their design.

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Rewards

Grants of up to a total of **20,000\$** can be won on this challenge. Learn more about the full conditions on the competition page here.

Unfuse serves as a unit block for **Uni** in the field of Architecture. It intends to break the fusion of traditional design barriers and methodologies by making it a platform for experimentation and conceptual exchange of ideas in architecture, urbanism, society, culture and ecology. It is a research initiative dedicated to providing opportunities for designers from all domains to explore ideas that go beyond the boundaries of architectural discipline and enrich our built environment; thereby opening up possibilities for promotion of architectural thought at a global level.

Queries: support@uni.xyz

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