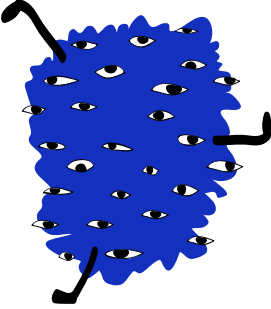





I



THE NOMINATION

The first round of choices.
Looking for novelty or a kind
of quality.

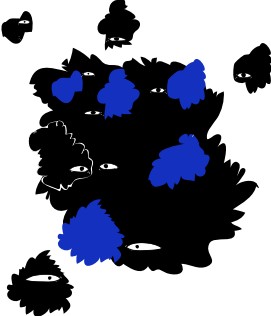
II



THE APPLICATION PROCESS

Entering the game. Making
a project look like a winner.
Plenty of forms.

III



THE JURY SELECTION

Forming the judgemental gang.
Legitimation, cooperation,
compliance.

JOKER CARDS

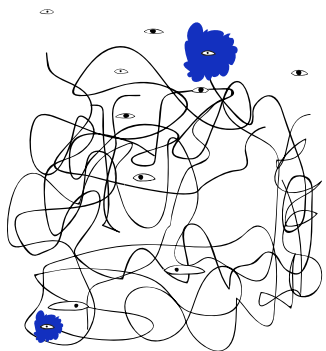
--

Each actor can forget, accept, reject, modify, or simply ignore procedures; if many actors intervene at every stage, an entirely new process can emerge. It may come easily and it may start with drawing a Joker card.

*

JOKER CARDS

IV

**THE REVIEW**

Checking the fine print.
Spotting the photoshop fixes.
Deciphering archispeak.

V

**THE JURY DISCUSSION**

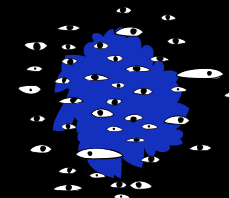
The great debate. Expect factions and tantrums. Bring snacks.

VI

**THE AWARD CEREMONY**

A party for private glory.
Or public disgrace.

VII

**THE PRIZE**

Mount it. Frame it. Post it.
Story it. Spend it at the ceremony bar.

*

The Ambivalent Intern

--

Nominate the office where you experienced the least respect.

*

I

*

The Considerate Organiser

--

Request letters of recommendation from each applicant's last seven interns.

*

II

*

The Sci-Fi Technician

--

Train an AI program to choose a jury of non-human entities.

*

III

*

The Caring Urbanist

--

Nominate the inhabitants of a building for their creative use of spaces.

*

I

*

The Diligent Researcher

--

Solicit testimonials from building users.

*

II

*

The Puppet Juror

--

Invite someone who appears to be an ordinary juror, but all their decisions are made by someone else, like their grandma.

*

III

*

The Secretary With An Agenda

--

"Forget" to book tickets for the site visit to the building you don't want to win.

*

IV

*

The Transparent Organiser

--

Make the jury discussion a public event.

*

V

*

The Malicious Winner

--

Decline the award and name a different winner.

*

VI

*

The Public Servant

--

Offer to do a free project for a community with limited resources, and don't brag about it.

*

VII

*

The Legal Consultant

--

Do a background check on rumors of harassment and other misbehaviour.

*

IV

*

The Entrepreneur Adviser

--

Sell tickets to the jury discussion.

*

V

*

The Coy Event Producer

--

Hold the event secretly without press.

*

VI

*

The Subtle Organiser

--

Designate a poet-in-residence for the winning building.

*

VII

*

The Mystic Visualiser

--

Choose a building that you know only exists in images and see if the jury realises.

*

I

*

The Edgy Trustee

--

Encourage "two truths and a lie" in submissions.

*

II

*

The Activist Organiser

--

Pick a jury of office cleaners from members of the United Voices of the World union.

*

III

*

The Moralistic Communications Office

--

Take a vow of silence for ethical reasons.

*

I

*

The Fair Play Accountant

--

Establish a "pay what you can" entry fee scheme.

*

II

*

The Terrestrial Board

--

Pick only one jury member from the Northern Hemisphere.

*

III

*

The Somatic Architect

--

Experience the nominated site while wearing a blindfold. Focus on your other senses.

*

IV

*

The Puzzled Juror

--

Invite shortlisted nominees to decide amongst the results themselves.

*

V

*

The Grateful Winner

--

Name and thank every person in your office that helped you plan, design, and build the project.

*

VI

*

The Hands-On Office

--

Reward the building with a collective cleaning session.

*

VII

*

The Serious Engineer

--

Spend 24 continuous hours in the nominated site.

*

IV

*

The Pilgrim Juror

--

Hold the discussion while walking along the Camino de Santiago.

*

V

*

The Enlightened Organiser

--

Do not announce the winners, celebrate all the participants, split the prize.

*

VI

*

The Dutiful Award Committee

--

Visit each inhabitant, tell them "your building has been awarded" and bring flowers.

*

VII

*
The Jaded Teacher

--
Nominate a graduate from a non-prestigious university.

*

I

*
The Dadaist Coder

--
Implement a bug that switches application material between submissions.

*

II

*
The Situationist Boss

--
Invite a passer-by to join the jury.

*

III

*
The Whistleblower Executive

--
Spread the word about a problematic nomination process.

*

I

*
The Biased Copywriter

--
Upgrade the project descriptions of your preferred applicants.

*

II

*
The Radical Coordinator

--
Assemble a minimum of 400 jurors to collectively decide on a single winner.

*

III

*

The Deceitful Socialite

--

Invite your friends to collectively review.

*

IV

*

The Банщик

--

Hold the meeting in a sauna.

*

V

*

The Impatient Institution

--

Limit the ceremony to 30min.

*

VI

*

The Night Owl Intern

--

Host a pyjama party in the awarded building with all people that worked on it and all the people who maintain it.

*

VII

*

The Meticulous Reviewer

--

Check the local taxi driver's opinion of the nominated site.

*

IV

*

The LARPer

--

Openly play the role of one of the other jurors in the discussion.

*

V

*

The Zombie Audience

--

Walk very slowly when entering the room.

*

VI

*

The Travel Agent

--

Give a month of paid vacation to all of the winning building's maintenance staff, janitors, cleaners, and technicians.

*

VII

*

The Idealistic Nominator

--

Find a building that has been constructed without unpaid interns, with fair labour practices, and respect for the land.

*

I

*

The Cautious Web Developer

--

Pixelate all the submitted images, leaving only text.

*

II

*

The Crafty Intern

--

Put together a jury based on their shared hobby outside the profession.

*

III

*

The Proud Engineer

--

Nominate a structural detail rather than a whole building.

*

I

*

The Antagonistic Accountant

--

Find suspicious funders of the awarding body and delay the whole process.

*

II

*

The Obscure Mediator

--

Add a new juror every 12 hours.

*

III

*

The Annoyed Local

--

Take the reviewer to the wrong building.

*

IV

*

The Psychic Moderator

--

Insist that the jury meetings are conducted in silence. Find other ways to communicate.

*

V

*

The Lyrical Host

--

Hold the event in rhymes.

*

VI

*

The Visionary Planner

--

Publish a deconstruction plan so as much of the building as possible can be reused, when it is eventually (inevitably) demolished.

*

VII

*

The Geeky Critic

--

Only visit the buildings in Minecraft.

*

IV

*

The Anarchist Trustee

--

Halt the process. Have a party.

*

V

*

The Sadomasochist Winner

--

Hold a public crit of your own project on stage.

*

VI

*

The Pay It Forward Applicant

--

Pay the entry fee twice,
once for yourself and once
for a random applicant.

*

II

ARCHITECTURAL AWARDS

*

The Zealous Reviewer

--

Take a temp job in the building and really get to know it.

*

IV

*

The Nomadic Guest

--

Skip the ceremony, send a stranger instead.

*

VI

*

The Avid Sociologist

--

Visit only the nearby buildings and talk to the neighbours.

*

IV

*

The Pretentious Publisher

--

Script the whole ceremony and hold a reading event.

*

VI