

# MUSEUM



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Houston**

The English "museum" comes from the Latin word "musea". It is originally from the Greek *Μουσείον (Mouseion)*, which denotes a place or temple dedicated to the Muses (the patron divinities in Greek mythology of the arts), and hence a building set apart for study and the arts.

Early museums began as the private collections of wealthy individuals, families or institutions of art and rare or curious natural objects and artifacts. These were often displayed in so-called wonder rooms or cabinets of curiosities. Public access was often possible for the "respectable", but only at the whim of the owner and his staff.

A museum is distinguished by a **collection** of often unique objects that forms the core of its activities for exhibitions, education, research, etc.

The design of museums has evolved throughout history. Interpretive museums, as opposed to art museums, have **missions reflecting** curatorial guidance through the subject matter which now include content in the form of images, audio and visual effects, and interactive exhibits. Museum creation begins with a museum plan, created through a process that involves identifying the museum's vision and the resources, organization and experiences needed to realize this vision.

## Project Description

You are to design a museum. This is your museum and so you will be both designer and the client. This museum is to house and exhibit only one type of collection of your choosing. For example, your collection can be made up of costumes or bicycles, cars or neon signs, it's your choice, but choose something that you know well or feel passion for, because it's likely that the design of your museum would evolve around this collection.

The site of your museum is in the middle of Houston's Museum District, a lush area of trees and eclectic homes and buildings. While your primary task is to design a museum, you are also to address the challenge of attracting more visitors, not just to visit your museum, but to linger and explore the other museums nearby, which are all in walking distance to your site.

This is your museum, created to exhibit your unique collection of shoes or movies, whatever. It does not have to be like other traditional, fine arts museum. Design it to intrigue people to visit, explore and come back again. Have fun with the design.

## Note

- Design is a creative process, and this is an **ideas competition**. Engineering calculations are not required for mechanical, electrical, or structural systems.
- There will be a balanced evaluation by jurors from the architectural, academic, and other relevant fields of expertise.
- Awards include college scholarships and scholarships to the University of Houston Architectural Summer Discovery Program.
- While the quality of presentation is important, any contestant of any ability may receive an award based on the strength of a concept or inventiveness of an idea.

## 2012 Michael G Meyers Student Design & Scholarship Competition

### Design Requirements

#### The Design of a Museum

1. Include a comprehensive, description of your Museum explaining your chosen collection and the concepts behind your design (see essay requirements).
2. Develop distinctive outdoor spaces that are considerate of the urban context and experience of the visitor. Can this outdoor space contribute to the attraction of more visitors or those who live within the area?
3. Design both an indoor and outdoor exhibition space – remember architecture can be defined in many ways, by built walls or voids. For example, your collection is made up of the best Horror B-Movies, and so your exterior space can be a drive-in showing the battle of Godzilla versus Mothra; and the interior space can be stark and red, waiting for aliens to come home.
4. Illustrate your solution graphically so that the jury and the MGM Committee may understand your design goals and how you achieved them.
5. Students should explore the use of interesting materials, structural components and environmental strategies. Your drawings should clearly illustrate these components

### Program Requirements

#### Site Elements

The following items should be part of your design of the site and the development of the site plan. Think about Urban Design, Parks, and Plazas. How your site should be approached and the integration of public transportation stops into your design. Think about the surrounding streets, sidewalks, plazas and views. How are they landscaped? What are the elements that make the area memorable?

- Locate Entry / Exit:** Area designated to entering and exiting
- Plaza(s) + Events:** Area outside of the Museum building designated for gatherings
- Light Rail, Bus Stop:** Access points of public transportation
- Adjacent Buildings:** Area devoted to the nearby buildings or landscape – how have they influenced the design?
- North Arrow:** Area on site plan for orienting the site
- Scale:** Area on site plan for understanding the size of the drawing

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### Building Elements

#### Total Design Area

Consider multi-level floors and **limit the footprint of the building to 60% max** of the site.

**Lobby** (1,200 SF)

**Exhibition Spaces - Interior** (10,000 SF max)

**Exhibition Spaces - Outdoor**

**Restaurant / Café** (1,000 SF)

Provide indoor and outdoor seating

**Gift Shop** (500 SF)

**Auditorium** (4,000 SF)

**Restrooms**

Women (500 SF)

Men (500 SF)

**Administration Offices** (2,000 SF)

**Loading Dock & Storage** (1,500 SF)

**Detail Design Options** (choose one option to design)

- **Exhibit Display** – design an exhibit display specific to your collection, for example, a bike ramp with bicycles mounted on motorized tracks popping wheelies.
- **Building Element** – bring attention to a detail of your building, for example, design the windows so that it appears to flicker like static on a television – hinting at the collection of TVs exhibited in the museum.
- **Reception Desk** – design the reception desk; this “desk” is traditionally where the meet & greet happens and information given out.

### Presentation Requirements

#### Essay

Your essay serves as an unspoken expression of your design concept. Tell a compelling story that evokes curiosity about your building design.

- Limit the essay to approximately 500 words using 12 point Arial font
- Essay can be presented on one sheet (8 ½ x 11) firmly fixed onto the front of one of the boards
- OR the essay can be integrated within the design layout of your two boards – clearly labeled “Essay”

Suggestions of what to include in your essay:

- What makes your museum unique? Is it distinguished by the collection or is it the building architecture?
- The Museum’s Mission Statement
- Describe the visitor’s experience as they approach the Museum, following them into their first experience of the exhibit spaces
- Discuss the construction of the museum. What are the structural components? What are the materials?
- Describe how the surrounding context influenced the design
- Describe your sustainable strategies and how the community will benefit and enjoy them

#### Drawings

The following drawings are **minimum requirements** and the final presentation should be mounted on **two (2) foam core** boards (each board size = 24” x 36” – do not submit more than two boards).

- **Site Plan** scale: 1/16” = 1’-0” or 1/32” = 1’-0”  
Choose scale that best shows outdoor features.
- **Floor Plans** scale: 1/8” = 1’-0”  
Show walls, doors, windows, plumbing fixtures, room names, displays and other descriptive information that defines the space.
- **Exterior Building Elevations** scale: 1/8” = 1’-0”  
Show entry façade, roof heights, building materials, windows, and other descriptive information.
- **Building Section** scale: 1/8” = 1’-0” or 1/4” = 1’-0”  
Show the section cut through the exhibition spaces and how they are connected or divided walls, exterior wall material, and some plaza.
- Any **hand sketches** that document your design process.

#### Model

Models are optional for individual participants, but all are encouraged to experiment with models to help answer questions about their designs.

- **Site model scale: 1” = 50’-0”** showing to the extents of the six blocks, the stadium, and all site elements
- **Building Model scale: 1/16”=1’-0”** showing 100’-0 x 50’-0”x the height of your project, showing all elements that make up this portion of your stadium.

## 2012 Michael G Meyers Student Design & Scholarship Competition

### **Deadline for Submissions:**

**20 April 2012** Friday 5:00 PM  
Architecture Center Houston (AIA office)  
315 Capitol Street, Suite 120  
Houston, TX 77002  
713.520.0155 tel

### **Affix a label on the back of all boards and models with the following:**

- Type of Entry – as an individual or as a group
- Student Name(s)
- School Name
- Teacher Name & Contact Phone Number

### **Awards Celebration:**

**27 April 2012** Friday 6:30 PM  
Architecture Center Houston (ArCH)  
315 Capitol Street, Suite 120  
Houston, TX 77002

The MGMC reception and awards presentation will be held at the Architecture Center Houston. All students participating in the competition, parents and teachers are invited and encouraged to attend.

All winning entries will remain on display for an additional two weeks.

All participants will receive a certificate of recognition from the American Institute of Architects.



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## Sustainable design strategies

### Site



- Preserve green space or return developed land to more natural state
- Be aware of drainage, minimize potential erosion.
- Be smart about transportation.
- Be aware of extent of impermeable surfaces (roads and paving).
- Be aware of the affect of your site on adjacent properties.

### Water



- Be smart about how much, and how you use and or reuse water.
- Think about ways to conserve water
- Use native and adaptive plants, and minimize use of potable water.
- Adopt water technologies that reduce amount of water used.

### Energy



- Be smart about how much, and what type of energy is used.
- Think about ways to conserve energy.

### Materials



- Consider the impact of products used in the construction of the building; this would include materials with recycled content, salvaged, rapidly renewable and local materials.

### Indoor Environment



- We spend the majority of our time indoors and we should optimize the quality of that environment.
- Think about ways to bring lots of daylight into the building
- Think about the types of materials you use inside the building and how they could affect the health of the occupants