



Eligibility Criteria

for the 2017 SEED + dbXchange + Live Projects Network Awards Competition

For excellence in public interest design

A total of six projects will be selected for awards through a competitive juried process. Two winners will be selected by each of the three host networks that represent their public interest design principles and selection criteria. Applications are made directly to each network – see criteria and application information below.

General Eligibility

Projects in the field of the built environment that have been designed or redesigned for the public good will be considered. Projects in progress or completed in the past three years are eligible. Any design Projects can be at any stage, done by student, professional, or DIY (do-it-yourself) will be considered. Work may be undertaken anywhere in the world. The entry criteria vary according to the network in which the application is made, this reflects the different foci of the individual networks. Please take a closer look at the eligibility criteria for each network before applying.

SEED Network Awards (2):

The projects for this award will be judged on:

- Participation: How and to what extent have community members and stakeholders been involved in the design and planning processes?
- Effectiveness: How and to what extent does the project address the community's critical needs and challenges?
- Excellence: How and to what extent does the project achieve the highest possible design quality, relate with its context, and dignify the experiences of those it touches?
- Inclusiveness: How and to what extent does the project promote social equity as well as reflect a diversity of social identities and values.
- Impact: How and to what extent are the social, economic, and environmental impacts of the project known and being measured?
- Systemic: How and to what extent might the project or process be scaled up to have a broader impact?

Application via SEED platform: <https://designcorps.org/seed-awards-about/>

dbXchange network Awards (2)

The projects eligible for this award need to:

- be based in higher education
- have a brief, budget and timeframe
- have a client/user
- be built (or were intended to be built)
- allow students to be physically involved in the materialization of their designs
- be of architectural, social, cultural, scientific, technical or artistic relevance
- be published on the dbXchange platform (www.dbXchange.eu)

The projects for this award will be judged on:

- Educational impact: To what extent are aspects of interculturality, interdisciplinarity and direct responsibility of the students incorporated in the project? How and to what extent are the students involved in design AND construction? How is the course validated, how is it embedded in their regular curriculum?
- Design impact and quality: To what extent are sustainable, innovative design and construction principles embedded in the project? How are they related to the specific context? Is there any possibility for upscaling? Which building materials are being used and how are they justified, e.g. locally available materials?
- Social impact: How intense was the involvement of the client and/or user in the design and construction process? How and to what extent does the project address the client and/or users critical needs and challenges?

Application via the dbXchange network: www.dbxchange.eu

Live Projects Network Awards (2):

Projects eligible for this award must:

- Fulfil this definition of a live project: "A live project comprises the negotiation of a brief, timescale, budget and product between an educational organisation and an external collaborator for their mutual benefit. The project must be structured to ensure that students gain learning that is relevant to their educational development." (Anderson and Priest, 2012)
- Be in the field of the built environment.

The criteria for this award are:

- Participation: what expertise did different participants bring that is relevant to this project?
- Excellence: how and to what extent does the project achieve the highest possible design quality, relate to its context and its users?
- Impact: what sustainable social, economic and / or environmental benefits did the project bring to the local community?
- Dissemination: how will the various forms of knowledge created by this project be applied and communicated to others by participants in future.

Application via Live Projects Network: <http://liveprojectsnetwork.org/>

Hosts and Networks

Design Corps

Design Corps creates positive change in traditionally underserved communities by using design, advocacy, and education to help them shape their environment and address their social, economic, and environmental challenges. Design Corps was founded in 1991 with a mission to create positive change in traditionally underserved communities by using design, advocacy, and education to help them shape their environment and address their social, economic, and environmental challenges. Our mission is realized when people are involved in the decisions that shape their lives. Design Corps' programs, including the SEED Network, the SEED Evaluator, and the Public Interest Design Institute, bring the skills sets of design and planning to empower communities. www.designcorps.org

Center for Public Interest Design (CPID)

The Center for Public Interest Design (CPID) is a research [+action] center at Portland State University that aims to investigate, promote, and engage in inclusive design practices that address the growing needs of underserved communities worldwide. Through research and design, fieldwork, and public outreach, we promote a mode of practice that is socially conscious, environmentally sustainable, and economically accessible to all. www.pdx.edu/public-interest-design

SEED Network

Established in 2005, the Social Economic Environmental Design (SEED) Network provides a common standard to guide, evaluate and measure the social, economic, and environmental impact of design. SEED is premised on the belief that design can play a vital role in the most critical issues that face communities and individuals, in crisis and in every day challenges. To accomplish this, the SEED process guides professionals to work alongside locals who know their community and its needs. This practice of "trusting the local" is increasingly recognized as a highly effective way to sustain the health and longevity of a place or a community as it develops. www.seednetwork.org

dbXchange network

The dbXchange platform addresses projects in the framework of academic education with an emphasis on the built environment. The main aims of the platform are to exchange knowledge and experiences on academic DesignBuild projects as well as to stimulate the DesignBuild methodology. The platform provides tools for supporting DesignBuild project workflows as well as providing access to detailed information about the projects themselves, their related networks and stakeholders. www.dbxchange.eu

Live Projects Network

Established in 2012, the Live Projects Network is an online resource to connect students, educators, clients, practitioners and researchers involved in live projects. Its aims are to promote the use of live projects in education, share best practice, encourage dialogue and also contribute to the establishment of a theoretical basis for the study of live projects. The site includes case studies of contemporary live projects from around the world that can be filtered by their various resources and contexts, links to further information and connects to the sites of network members. www.liveprojectsnetwork.org