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International Design Challenge

# **LOCAL CRAFT TRAINING INSTITUTE: DESIGNING SPACES TO LEARN, PRACTICE & PRESERVE CRAFT**

First Edition

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## Local Craft Training Institute

DESIGNING SPACES TO LEARN PRACTICE & PRESERVE CRAFT

[www.archiolcompetitions.com](http://www.archiolcompetitions.com)

## Introduction

Traditional crafts represent generations of knowledge, cultural identity, and sustainable making. However, many local crafts are rapidly disappearing due to lack of institutional support, formal training spaces, and public visibility.

The Local Craft Training Institute competition invites architects, designers, and students to envision a dedicated institute that not only trains future artisans but also preserves, showcases, and revitalizes local crafts as a living cultural practice. The project should function as a bridge between tradition and contemporary learning, creating spaces where craft is taught, practiced, exhibited, and economically sustained.

## Objective

- To design an institute that supports skill development and knowledge transfer of local crafts
- To create a learning environment rooted in hands-on making and community interaction
- To integrate workshops, exhibition spaces, and public engagement
- To promote cultural preservation through architecture
- To explore sustainable, climate-responsive design inspired by craft processes

## The Building Program

Participants may interpret and adapt the program creatively. Suggested spaces include:

- Craft training workshops (wood, metal, textile, pottery, etc.)
- Classrooms & theory spaces
- Artisan studios & maker spaces
- Exhibition & gallery spaces
- Material storage and processing areas
- Library / documentation & research center
- Retail space for craft products
- Multipurpose hall for demonstrations & events
- Administration offices
- Student hostels or short-stay residences (optional)
- Courtyards, open work yards, and informal learning spaces

## Site

- Site to be selected by participants
- The site should have a strong cultural connection to a specific local craft or artisan community
- Participants must justify the site selection based on climate, context, accessibility, and relevance to the craft

## Timeline

Launch Date: 1<sup>st</sup> January 2026

Registration deadline: 10<sup>th</sup> July 2026

Submission deadline: 20<sup>th</sup> July 2026

Result Announcement: 26<sup>th</sup> September 2026

## Submission Requirements

Participants must submit:

- Design Panels – minimum 2 panels and maximum 6 panels (panel size: A2, Landscape, format jpeg./jpg.)
- A brief **concept description** (format docs. File)

Drawings may include:

- Concept diagrams
- Plans, sections, elevations
- 3D views / visualizations
- Exploded diagrams or process sketches

**Important:**

- No participant names, university names, or identifying marks are allowed on the submission sheets
- Design title and slogans are permitted
- Submissions must follow anonymity rules strictly

## Jury

The jury panel will consist of experienced architects, designers, educators, and industry professionals from diverse backgrounds. Entries will be evaluated based on:

- Concept & Cultural Sensitivity
- Spatial Planning & Functionality
- Innovation & Creativity
- Materiality & Sustainability
- Presentation & Communication

The jury's decision will be final and binding.

## Eligibility

- Open to all.
- Individual and team entries are allowed
- Team size: minimum 1 – maximum 4 members
- No restrictions on age, nationality, or academic background

## Contact Details

Brief link: [https://www.archiolcompetitions.com/competitions/local\\_craft\\_training\\_institute](https://www.archiolcompetitions.com/competitions/local_craft_training_institute)

Email: [info@archiolcompetitions.com](mailto:info@archiolcompetitions.com)

## Organizers

Archiol Competitions

[www.archiolcompetitions.com](http://www.archiolcompetitions.com)