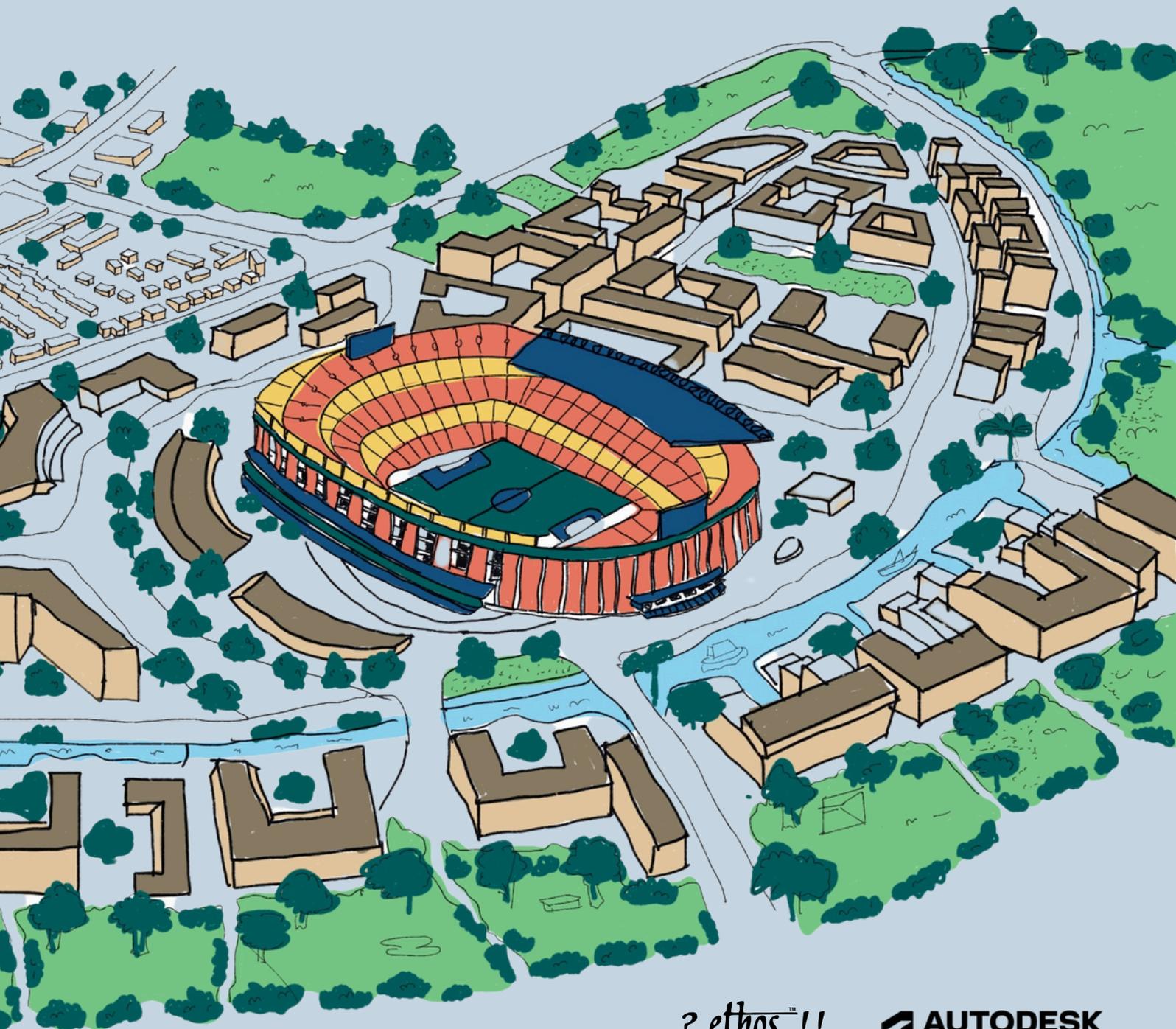


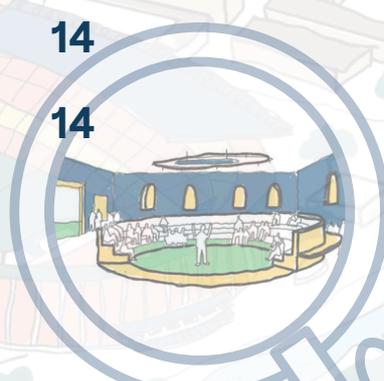
BEYOND THE GAME

ADAPTIVE ARENAS FOR TOMORROW



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Introduction

Welcome to Designadvance 2025, with the theme "Beyond the Game: Adaptive Arenas for Tomorrow"

Designadvance 2025 explores the future of public architecture. Our theme focuses on designing multi-purpose arenas that embrace the concept of flexible and reversible architecture—structures that can seamlessly transform, relocate, or disappear based on evolving needs.

Arenas have long been symbols of human gathering—hosting grand spectacles, electrifying competitions, and cultural celebrations. Yet, in an age of unprecedented change, the way we design these spaces demands a radical shift. Static, single-use venues are becoming relics of the past, often underutilized and environmentally taxing.

Designadvance 2025 offers students and young professionals a unique opportunity to propose innovative design solutions for multi-purpose arenas that embrace flexibility, reversibility, and sustainability, responding to shifting social, cultural, and economic landscapes by integrating technology, materials, and structural innovations that enable adaptability over time.



Premise

“In the past, Olympic host cities spent billions of dollars on grandiose structures that soon become “white elephants.” Montreal’s “Big O” Olympic stadium, used for the 1976 games, currently costs the Canadian province about \$32 million to maintain each year and has never been able to pay for itself, despite its afterlife hosting trade shows and movie shoots. More recently, Athens and Rio de Janeiro each saw their Olympic venues deteriorate soon after the games concluded”.

-Josh Horwitz, 2018 for the Quartz

Thousands of years ago, the world’s first arenas came to life—not for cricket or concerts, but for something far more primal.

PICTURE THIS...

The roaring crowds of **ancient Rome**, packed into the Colosseum, cheered as gladiators clashed under the open sky. Meanwhile, in **Dholavira, India**, one of the world’s oldest terraced arenas stood tall—a vast space that may have hosted sports, ceremonies, or grand communal gatherings. Recreation wasn’t just a pastime; it was a spectacle, a celebration, a shared human experience that brought people together across cultures and centuries. But while their scale was impressive, their purpose was singular.

Fast forward through time, the idea of **mass entertainment** spaces only grew stronger. As times changed, the audience wanted more. Cities grew denser, entertainment diversified, and stadiums couldn’t just sit idle between matches, waiting for the next big game.



The demand for multi-functional, adaptable venues has become essential. Imagine a cricket stadium transforming overnight into a pulsating concert arena, or an esports battleground by day and a theatre of immersive storytelling by night. Or a **modular stadium like Qatar's FIFA Stadium 974**, built from shipping containers, ready to be relocated and repurposed.

India is already witnessing this shift. **DY Patil Stadium**, Navi Mumbai and **Narendra Modi Stadium**, Ahmedabad—once dedicated to cricket—became electrifying music venues for Coldplay in 2016 and 2025. The grounds outside **Ekana Stadium**, Lucknow recently hosted an architecture festival, while the **Indira Gandhi Arena**, New Delhi set the stage for the first Kho Kho World Cup. This shift from strictly sports-oriented stadiums to versatile, multi-use arenas highlights the rising potential of adaptive venues—now more than ever in India and across the world.

"**Beyond the Game: Adaptive Arenas for Tomorrow**" invites students and young professionals to imagine the future of sports and entertainment venues. Picture arenas that shift, transform, and adapt—one day a cricket ground, the next day a film festival, and the next, a tech expo or a floating performance stage.

THE CHALLENGE?



To design spaces that are not just multifunctional, but also sustainable, accessible, and future-proof. Think **modular structures, smart designs, pop-up stadiums, and flexible event spaces** that cater to a globalized and diverse society.



Design Task

Participants are challenged to design **multi-purpose arenas** that are flexible, adaptable, and reversible—spaces that can transform, relocate, or disassemble as needs change. The design should cater to both **large events and small gatherings**, ensuring seamless **functionality, accessibility, and sustainability**.



Site & Context

Location

Proposed site should be set in a **thriving urban environment**—a city where culture, sports, and entertainment converge, demanding **versatile, multi-functional arenas**. While India's rapidly growing metros—Mumbai, Delhi, Ahmedabad, Pune, Bengaluru, Kochi, Chennai or Hyderabad—are prime examples, participants are **free to choose any city, in India or globally**, as long as the urban location justifies the given design problem.

Context

The site should be **centrally located** and seamlessly integrated with **existing urban infrastructure**, ensuring accessibility for large crowds via strong public transport links and adequate parking. **Environmental factors** such as climate and cultural significance should be considered to create a functional and contextually relevant space.



Area Requirements

Total Area

The proposed site for the arena should span at least **10-15 acres**, capable of hosting large gatherings of up to **40,000** spectators for major events.

Built up Area

The proposed design should include a built-up area of approximately **25,000-35,000 square meters**, encompassing the main arena, support facilities, and flexible spaces such as public lounges, VIP areas, and temporary event zones.



Functional Zones

The arena should be designed for versatility, seamlessly supporting a variety of sports and functions, including—but not limited to—the following:

Main Arena

A highly adaptable central space for sports and non-sporting events ensuring a reconfigurable playing field or event space.



Support Facilities

Locker rooms, media rooms, medical centers, VIP lounges, hospitality suites, and restrooms, designed for both sporting and entertainment functions.



Back-of-House Spaces

Storage, technical booths, and setup areas for concerts, performances, and large-scale productions.



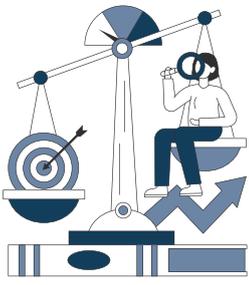
Public & Retail Areas

Concession stands, food courts, retail spaces, and community gathering zones for an engaging visitor experience.



Green Spaces and Open Areas

Design outdoor spaces as dynamic extensions of the arena—ideal for pop-up events, festivals, and exhibitions. These areas should be adaptable for temporary installations, ensuring the arena remains vibrant and active even when not in use for major events.



Design Considerations

ADAPTABILITY & MULTI-FUNCTIONALITY



The arena must seamlessly adapt to **diverse event formats**—sports, concerts, exhibitions, festivals, public gatherings, emergency shelters etc—while responding to different audiences, locations, and social needs. Use **flexible design elements**—retractable seating, modular flooring, movable partitions, and adaptable stage to enable effortless reconfiguration for different events, while ensuring spatial efficiency.

SCALABLE SEATING & CROWD MANAGEMENT



The seating design should flexibly accommodate diverse event sizes ranging from **10,000 to 40,000 spectators**. Tiered seating, telescopic stands, and optimized sightlines should ensure clear visibility, while intelligent crowd flow management and well-planned entry/exit systems enhance safety and convenience.

UNIVERSAL ACCESSIBILITY & USER EXPERIENCE



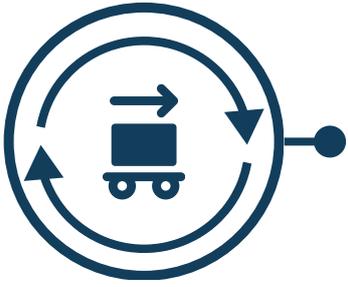
The design must be **inherently inclusive**, seamlessly integrating ramps, elevators, tactile navigation, and designated spaces for people with disabilities. It should ensure a frictionless experience for users of all ages, abilities, genders, and conditions, making the arena **truly accessible for everyone**.

SUSTAINABILITY & CLIMATE RESPONSIVENESS



Considering India's diverse climate, integrate **passive strategies**—natural ventilation, shading, and heat-resistant facades to enhance energy efficiency and reduce reliance on air-conditioning. Sustainable elements like solar panels, rainwater harvesting, and locally sourced, eco-friendly materials that minimize the environmental footprint must be considered.

EPHEMERAL, REVERSIBLE & CIRCULAR DESIGN



The arena should enable **disassembly, relocation, and material reuse**, moving beyond permanent construction. Use prefabricated components, modular structures, and structural systems that allow the arena to evolve, exist temporarily, vanish without a footprint, or be dismantled and relocated partially or entirely. Beyond major events, the arena must stay active, fostering year-round community engagement.

CULTURAL SENSITIVITY & ARCHITECTURAL IDENTITY



The design should embody regional cultural narratives, integrating local traditions, architecture, and aesthetics. It must **serve as a landmark** that deeply connects with the community while maintaining global appeal.

SMART INFRASTRUCTURE & DIGITAL INTEGRATION



The arena should **integrate state-of-the-art technology** to elevate both spectator experience and operational efficiency. Features like dynamic LED lighting, advanced sound systems, AI-driven logistics, digital ticketing, mobile app-based navigation and services, and high-speed Wi-Fi will ensure it is **future-ready**.

Eligibility



- The competition is open to all **Undergraduate and Postgraduate Students**, as well as young professionals from the fields of Architecture, Planning, Civil Engineering and Design, **globally**.
- **Recent graduates and young professionals** (who are practicing) are also eligible, only if they have graduated in the year **2023 or later**.
- **Postgraduate students, including 2025 graduates**, are eligible only if they have **no more than 3 years of professional experience** following their undergraduate degree

Team Composition



- A **maximum of three members** per team is permissible.
- Participants may make teams with **students** from different academic years of study, colleges or even courses of **Undergraduate or Postgraduate** disciplines. However, at least one of the team members must be a **student of architecture or a practicing architect** who has graduated in the **year 2023 or later**.



Evaluation Criteria

Site Selection & Contextual Understanding



The arena must respond to the chosen site's urban, social, and climatic context, reflecting local architectural identity and cultural influences. It should serve as a landmark that balances global relevance with local roots.

Adaptability & Functionality



How effectively does the arena transition between different event types? (sports, concerts, exhibitions, etc.) The design should allow scalability & seamless reconfiguration for various audience sizes & events.

Feasibility & Constructability



Is the design practical in terms of materials, structural integrity, and real-world execution? Prefabrication, modularity, and efficient construction methods should be considered within realistic budget constraints.

User Experience & Accessibility



Prioritizing universal accessibility, the design should ensure easy navigation, seating comfort, and engagement for all users—spectators, performers, and differently-abled individuals.

Innovation & Creativity



Does the design push the boundaries of traditional arena architecture? It should integrate reversible, modular, and flexible elements while offering a unique, forward-thinking vision for multi-purpose arenas.

Sustainability & Environmental Responsibility



A strong focus on passive design, energy efficiency, sustainable materials, and resource management to minimize environmental impact and carbon footprint through eco-friendly solutions.

Smart Infrastructure & Digital Integration



Does the design leverage advanced tech like AI-driven logistics, digital ticketing, and real-time crowd management? A strong emphasis on smart lighting, acoustics, and high connectivity ensures a future-ready venue. Additionally, incorporating robust **Project Management tools and Building Management Systems (BMS)** can streamline operations, enhance maintenance, and optimize energy performance in the long run.



Submission Requirement



Concept Narrative (PDF)

Explanation of how the design embodies ephemerality and temporality on a **single A4 page** as a pdf, named in the format **<code_statement>**

Presentation (PDF)



- **Submit 5-8 Sheets in 16:9 ratio**, landscape orientation, 200 to 300 DPI, with the **design process and the drawings** (architectural drawings, renders, construction details & assembly/disassembly process, sustainability features, area and energy calculations, etc.) in a suitable graphical scale.
- List of **materials and construction** details specifying the **reversible** components & **technology** used and environmental impact in 1-2 sheets within your presentation.
- **Master Plan** – Overall layout and flexibility strategies
- **Visual Representations** – Renderings, diagrams, and adaptive transformation sequences.
- **Technical Drawings** – Structural and material considerations for reversibility.

Name the PDF file as **<code_presentation>**



Video Presentation (via G-Drive)

- Submit a **recorded video presentation** (under 5 minutes) explaining the project.
- Do not upload the video directly. Share it through a **Google Drive link**, added as a **clickable hyperlink and a backup QR code**, placed clearly on the last (8th) page of the PDF presentation.
- Ensure the **Google Drive link** has **open access** and is set to “**Anyone with the link can view**” to make sure the jury has easy access.
- The **video file** on the drive must **not display** or mention any **name/identity details**.
- **Name the video recording file** as `<code_video>` & then upload it on the (your) drive.
- **Double-check:** The link works, access is open, and the file name follows the required format.

Letter of Declaration (PDF)

A letter of declaration signed by the participant(s) shall be included. To download it, check the attachments section at the end of the registration page or [click here](#).

Name the PDF as `<code_declaration>`



All entries shall be **scrutinized for evidence of plagiarism**. Acknowledge references and design ideas that have been adapted from sources in the submission.

It is recommended, though not mandatory, that drawings/graphics be developed using Autodesk Revit and auxiliary Autodesk BIM tools. The sheets may include plans, sections, elevations, 3D views, joinery details, Dynamo scripts, and anything else that would help communicate the idea better.

Participants' names must not be mentioned anywhere, only the **submission code** as provided has to be mentioned in the **top-right corner of all the documents**.



Submission Process



1. After registration, participants will receive a separate email with:

- A unique **submission code** and
- **Ethos Empowers website link** to upload the entry

This will be shared before the competition closes, so participants are requested to check their emails carefully and keep it safe.

2. File Requirements: Upload the following **3 files** as **separate PDFs** on the website to complete the submission:

- Concept Narrative – PDF file
- Presentation – PDF file (must include the video presentation as a clickable hyperlink and a QR code, both clearly visible at the end of the Presentation PDF)
- **Letter of Declaration** – PDF file

3. How to Upload the 3 files on the website ?

- Click on the **Ethos Empowers website link** provided.
- Sign in and go to the submission page.
- Click **“Add File”** to upload the first file.
- After each upload, a new **“Add File”** option will appear automatically for the next file.
- Continue until all **3 required files** are uploaded.

Please ensure the **3 PDF files** mentioned above are **uploaded individually** as **3 separate PDF files**, as per the requirements above. Refer to the **screenshot below** for guidance.

After uploading **3 PDF files**, participants will receive a **confirmation email** on their **registered email ID** confirming successful submission.

Designadvance 2025

The screenshot displays a registration form for Designadvance 2025. It includes a confirmation message: "You have successfully registered!". Below this, there is a section for "ADD TEAM MEMBERS" with the instruction "You are allowed upto 2 additional team member". A text input field for "Email" is followed by a button labeled "Add Team Member's Email". The "CURRENT TEAM" section lists "1) anvi ravipati - a.ravipati01@gmail.com" with an "Update Team" button. The "YOUR TEAM" section also lists the same member. At the bottom, the "Submissions" area shows three uploaded PDF files: "12345_statement.pdf", "12345_presentation.pdf", and "12345_declaration.pdf", each with a "1 MB" size indicator, and an "Add File" button.

Important Dates



Registrations Open: April 28, 2025

Registrations Close: October 16, 2025

Extended Submission Deadline:
November 07, 2025



Awards

Cash Prize

for the top three winners



₹ 75,000/-



₹ 50,000/-



₹ 25,000/-

- **Top 10 entries** to be published on our website.
- **Top 3 winners** get free entry to **ARKANCE IN BIM** for Design Program (120 hours) worth Rs. 80,000/-
- **All participants who have submitted the entries** will get a discount voucher of 40% on the BIM for Design Program.
- **E - Certificates** for all participants who have submitted competition entries.



Knowledge Resources

All **Designadvance 2025** registrants will get access free of cost to online Self-Learning Modules and Webinars by experts in sustainability, Industrialised Construction, BIM, energy simulation, and building innovations, conducted at regular intervals. This will help the teams understand concepts and best practices for high-performance design and construction. For more info, stay tuned at: <https://www.designadvance.in>



Reading References

- [Why it's innovative—not wasteful—to destroy the Pyeongchang Olympic stadium](#)
- [Ephemeral Architecture \(Pavilion Architecture\)](#)
- [Pop-up infrastructure: ephemeral architecture for a sustainable economy?](#)
- [The Industrial History of Hong Kong Group](#)
- [From Ancient Roots to Modern Glory: India's Sports Story](#)