



CHARLES CORREA FOUNDATION
EDUCATION AND RESEARCH IN HUMAN SETTLEMENTS

NEWSLETTER



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NEWSLETTER VOL 3 Special Edition

In the last quarter of this year, the Charles Correa Foundation organised two competitions as a part of our Public Forum – a design competition which came directly out of the widely successful international conference “You and Your Neighbourhood” that we held during the month of September, as well as the first edition of the Nagari Short Film Competition. (For more information on the conference “You and Your Neighbourhood” see Newsletter, volume 2 [here](#))

We had an amazing response for the design competition, with over 70 entries in the 4 categories, which is indicative of the engagement with these issues within the profession of architects. Not only had the teams identified a public space that could be improved, but also developed an idea as to what could, or often should, be done in the space, to make it more effective in the public realm.

The 4 categories that we received entries in, are, starting with the largest scale – Redefining the City for the Public; Commons and the City; Streets in the Neighbourhood and finally, the most intimate in the public realm – Homes in the Street.

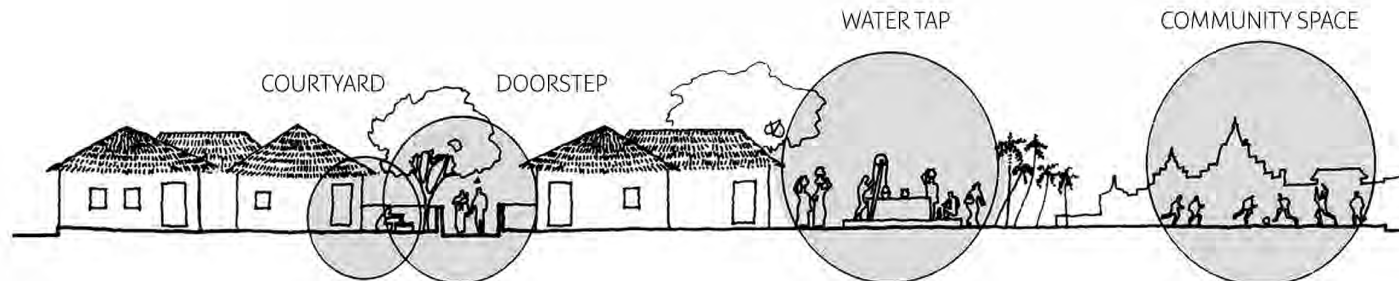
Each team presented their ideas on 4 boards, with location plans and graphic information that defined the issues, annotated drawings, before and after renderings, and a 2-minute video presentation, to help the jury understand the narrative. The depth of the work and ideas behind these projects was really applaudable, as so many of them are absolutely doable. If these projects could be implemented, our neighborhoods and cities would be much improved! We are hopefully going to find ways to make this happen! We are trying to put some of these teams in touch with CSR funds, and find other means to get sponsorship.

The jury too was impressed by the breadth of the thinking, and had a difficult time making a selection. We had quite an international jury, headed by Jagan Shah as chair, and Sandra Barclay, Bill McIlroy, Ilze Wolff and Kapil Gupta.

We’ve been very moved by this collection of films - 10 films, like an anthology of short stories, tell us so much about what city and shelter means to us. This last year, especially now in December looking back on the year, a very long year, as so much has changed. But we’ve learnt a lot – neighbourhoods, and a year ago none of us could have ever imagined that an ambitious project like this, to create short films on urban issues from all across India would ever materialise.

CCF hosted a combined award ceremony for both the competitions on Saturday, December 19, 2020. The event was free and open to all. We gave out awards worth ₹ 6 lakhs.

You can watch the award ceremony on the CCF YouTube channel [here](#).



“Hierarchy of space” section by Charles Correa- with the four scales of threshold to be addressed through Z-axis 2020.



*Still from the animated film You and Your Neighbourhood,
by Charles Correa*

Z-axis 2020 looked at the nature of today's urbanism at four distinct scales and thresholds that define public spaces in our cities: neighbourhood, commons, the street and the doorstep — and how they relate to each other. Through a Virtual Conference and a Design Competition, Z-axis set out to recognise and award creative individuals and teams who helped bring change at each of these thresholds.

The Virtual Conference presented the idea and examples of urban transformation driven by a range of stakeholders through a set of 5 sessions planned in September 2020.

The Design Competition, over a 3-month period, aimed to activate the profession to re-think their own neighbourhood across four distinct scales in the public realm. The intent of the competition was to spark ideas for the physical improvements in neighbourhoods, driven by people.

'You and Your Neighbourhood' is the title of Charles Correa's Masters Thesis at MIT, 1955, for which he made an animated film.

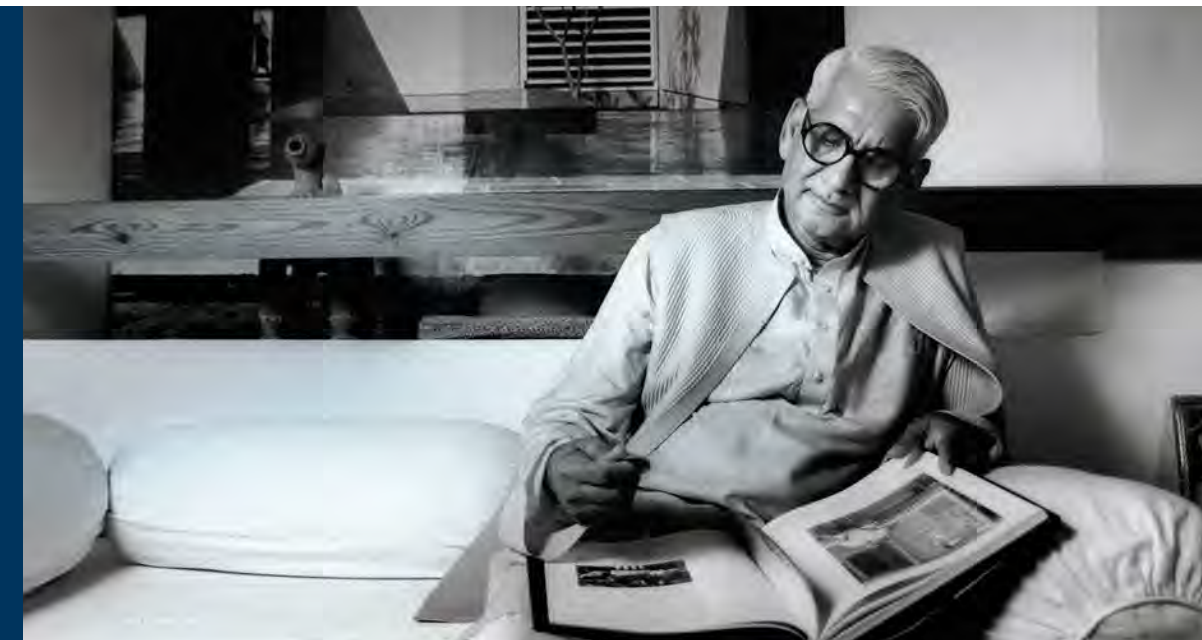
You can read more about Z-axis: You and Your Neighborhood [here](#).



Photo: Bhaumik Kaji

You and Your Neighbourhood Virtual Conference

The Z-axis 2020 Virtual Conference hosted 5 sessions across September 2020. Across the sessions, speakers presented projects which showcased not only professional skills and rigor but also projects which have been successful because they have worked with the community, the neighborhood, the stakeholders at different thresholds.



The Charles Correa Memorial Lecture

The Charles Correa Memorial Lecture was delivered by Mirai Chatterjee. The lecture series featured Swarnabh Ghosh, Ranjit Hoskote, Mona Fawaz, Felipe Vera, Kareem Ibrahim, Anthony Acciavatti, Liane Lefaivre, Sushma Iyengar, Aziza Chaouni, Shivani Chaudhry, Swati Ramanathan, Nidhi Gulati, Prasanna Desai, Vineet Diwadkar, Tom Avermaete, Zhang Ke, Rahul Mehrotra and the Closing Keynote was delivered by Alejandro Aravena.

We have made all our sessions accessible to the public, you may watch the sessions on the Z-axis YouTube channel [here](#).



Photo: Rajesh Vora



Redefining the City for the Public

Starting at the scale of the city, the lectures focused on larger precincts and the issues within them. The speakers addressed cities across the developing world — with a focus on settlements and urban renewal projects.

- 'Practising the Public, Insights from Beirut' by Mona Fawaz
- 'New Challenges of Post-Pandemic Cities' by Felipe Vera
- 'Mega-Projects / Small-Projects? Notes from Egypt's Urban Margins' by Kareem Ibrahim
- Discussant: Anthony Acciavatti



Photo: Arihant Daga



Commons and the City

The second scale — the “commons” discussed a rapidly diminishing space in developing cities. The speakers discussed the need for commons, through history, and address relationships between citizens, commons, and the city.

- 'The Child, the City and the Power of Play' by Liane Lefaivre
- 'On The Margins: Women Citizens In Masculine Cities' by Sushma Iyengar
- 'Mutations of the Public Realm in the Medina of Fez, Morocco' by Aziza Chaouni
- Discussant: Shivani Chaudhry



Photo: Mohit Tomar



Streets in the Neighbourhood

The third scale focused on the nature and development of urban neighbourhoods, through linkages — The speakers highlighted ways of making streets more accessible and practical to people from the neighbourhood.

'More Walk, Less Talk' by Swati Ramanathan
'Streets for People by the People' by Prasanna Desai.
'Placemaking – A people-centered approach to designing our mobility systems' by Nidhi Gulati
Discussant: Vineet Diwadkar



Photo: Rajesh Vora



Homes in the Street

The last scale was also the most intimate — that of the doorstep in a home. The speakers explored the relationship that our homes have with the street. The smallest element in the web of urbanism provided a canvas to discuss the larger picture once again.

'The Viral Balcony: An Individual Lighthouse of the Commons' by Tom Avermaete
'Rethinking Basics' by Zhang Ke.
Discussant: Rahul Mehrotra

Closing Keynote

'A Bridge, a Park and a Bank, All in One'
by Alejandro Aravena.
'The Neighbourhood in the City' a discussion
between Alejandro Aravena and Rahul Mehrotra.



You and Your Neighbourhood Design Competition

Through the conceptualisation of a Design Competition, Z-axis 2020 intends to be a social design endeavour that encourages creative thinkers to use their own neighbourhoods as a platform, to create change in public space around us — through implementable ideas that could range all the way from innovation in governance structures to small scale physical improvements that trigger more systemic change.

Click on the map to view all You and Your Neighbourhood entries



Photograph: Mohit Tomar

Jury

All teams were given primary guidelines to start their participatory design project. A 5 member Jury critiqued and recognised projects by participants — creative individuals who improve everyday life for their neighbours by making changes at four distinct levels — the neighbourhood, the commons, the street, and the doorstep.

Podcast

Beyond the lectures and discussions from the virtual conference, participants were provided with a series of podcasts with professionals working at ground level doing participatory planning projects, advocacy, activism, technological capacity building and community organizations.

You can listen to our podcasts [here](#).

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AXIS
2020

PODCAST_01
YOU AND YOUR NEIGHBOURHOOD
Topic: STUDENT BODIES + PARTICIPATORY PLANNING
National Association of Students of Architecture (NASA)

PODCAST_02
YOU AND YOUR NEIGHBOURHOOD
Topic: COMMUNITY PARTICIPATION IN SOCIAL WORK
ACT:GOA

PODCAST_03
YOU AND YOUR NEIGHBOURHOOD
Topic: INTERACTIVE TOOLS AND COMMUNICATION STRATEGIES
JUSTICE adda

PODCAST_04
YOU AND YOUR NEIGHBOURHOOD
Topic: NEIGHBOURHOOD DEVELOPMENTS AND TECHNOLOGY
feap benefit



Still from the animated film *You and Your Neighbourhood*,
by Charles Correa

Jury Award ₹100,000

[Colliding Domains](#)

by Kalpit Ashar and Mayuri Sisodia

Jury Citation:

The project looks at a specific solution for a specific situation in Mumbai with great cultural detailing. The study and analysis is rich, and the team has adopted a lot of different techniques in order to negotiate an incredibly complex neighbourhood.

Due to the density and tempo of the site, the intervention is mobile and exploratory. The development of hyper-specific solutions and configurations for different street interfaces is appreciated. Simultaneously, the broader idea of reclaiming sidewalks as public space in one of Mumbai's more busy streets is also commendable. The engagement with citizens and government stakeholders in order to prepare a participatory plan is critical in Indian urban spaces.

Due to its scale, and the nature of the context that this project sits within, we commend it with the 'You and Your Neighbourhood' Jury Award.

To know more about the entries [click here](#)

Streets of Mumbai are Symbiotic Ecosystems that are inhabited by diverse group of people & their everyday activities & lives. Maulana Shaikat Ali Road (*Grant Road*) is one of such Ecosystem that is inhabited by everyday lives of diverse people: Street Markets, Theaters, Government Hospital, Old Timber & Steel Market, People walking & driving, Parking their cars & Scooters, Loading/ Unloading activities of Markets, Vendors, Bus commuters, Animals & birds, Workers taking People resting after work: all the events for a large canvas. But currently all of these events are conflicting & fighting with each other on site creating very unsafe & stressful environment for everyone. Our strategy is to give space to each activity & weave them harmoniously with each other through the medium of design. The idea is to design the road as a large contextual Public Space where people not only perform their every chores but also find joy, pleasure & fulfillment of being in a Public Space.



- ZONE 1** Railway Station, Metro Station, Market & Residential Fabric
Zone 1 is vital to Grant Road Station, Spinning Bazaar Station & Laxmanagar Market & the dense Residential fabric. To address needs of the commuting people we have created Transit Modes such as Bus Stand & the Stand. We have also widened the sidewalk to form wide canopy to accommodate large volume of pedestrian movement. To address Residential aspect, we have created a 2 Wheelers Lane & a Suburban parking for their vehicles.
- ZONE 2** Street Market, Old Theaters, Restaurants & Cafeterias
Zone 2 consists of a dense Street Market with thriving commercial activities. After the Alford Traffic Junction had environment distinct recognizable Street scenes. Recreational Programs such as the old Theaters, Restaurants & Cafeterias. To accommodate the heavy influx of people we have created wide sidewalks, wide crossings & open plot green near Theaters. We have also created built out zones where utility will meet of activities & street vendors can be accommodated.
- ZONE 3** Old Timber, Metal, Scrap & Construction Material Market
To address the needs of the market we have created organized zones for loading / unloading activities & Parking for Trucks, Tempo & Hand Carts. Currently these activities conflict with motor traffic. Hence we have created a safe zone for Market activities to flourish.
- ZONE 4** Narrow Road with Dense Residential Fabric
Zone 4, Upper Junction, the road forms very narrow thoroughfare for Traffic, hence we have given more space for moving traffic & have created narrow side roads to avoid heavy congestion. To accommodate Daily riding Daily wage worker's needs, we have created seating & waiting space.



DESIGN STRATEGY:

- 1) Create Continuous Pedestrian Loop for Walking:**
There is No continuous side walk for people to walk. The Pavement is broken into fragments & absent in few parts. Hence, we have created CONTINUOUS SIDE WALK for people to walk there.
- 2) Organize Network of Crossings:**
Currently, People cross the road from everywhere & there are no strategic crossing points. To solve this highway crossing we have organized a strategic network of pedestrian crossing at 60m.
- 3) Provide Loading/ Unloading bay for old city markets & parking for Tempos / Hand Carts**
Currently the loading/ unloading activities & goods vehicle parking of the old city market conflicts with the Vehicular movement. We have designed a whole bay to accommodate these activities.
- 4) Enable Car parking Bays, for Residential Neighbourhood**
Currently the vehicle road is 100% PRIVATE and that doesn't consider the ground reality leading to a chaos of unorganized parking. Hence we have designed a parking bay, hence.
- 5) Accomodate High Volume of Scooter Parking & create Separate Scooter Lane**
Majority of the commuters & residents of old city own scooters & there is heavy load of scooters in this precinct. Hence we have created parking zones for scooters & separate Scooter Lane.

Competition Id: C47

6) Create Closely Stitched Junctions
Currently all 5 Junctions are completely stitched with all the movements creating disorderly with each other. We have reorganized all 5 junctions to harmoniously weave all movements & events of the junction.

7) Design Assigned/Multipurpose Utilities
Currently all utilities are scattered on the pavement & obstruct the foot path at multiple points. Hence we have created integrated Multipurpose pavilions that include Bus Stop, Public Toilet, Drinking Water Fountain, Waste Bin, Storage & Sign.

8) Release Pockets for Everyday Public Life
Currently the congestion and the clutter has no room for public life to flourish. Hence when using public life movements we have created these pockets where everyday life of people can flourish. They are spaces for people to sit & chat, places to sell ice cream, places of rest for workers, places to feed birds & places to feed the plants.

Competition Id: C47

ZONE 1
This zone is vital to Grant Road Station, Spinning Bazaar Station & Laxmanagar Market & the dense Residential fabric. To address needs of the commuting people we have created Transit Modes such as Bus Stand & the Stand. We have also widened the sidewalk to form wide canopy to accommodate large volume of pedestrian movement. To address Residential aspect, we have created a 2 Wheelers Lane & a Suburban parking for their vehicles.

ZONE 2
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One segment of 25 feet long scroll representing the city & the threshold. The Neighbourhood should have space for all existing domains of old city precinct.



Still from the animated film *You and Your Neighbourhood*,
by Charles Correa

Redefining the City for the Public threshold award ₹ 75,000

[Nurturing Neighbourhoods](#)

by Purvi Chhadva

Jury Citation:

The project has been awarded for the gesture of reclaiming open space in the city of Ahmedabad, where there is not much available. It is incredibly tactical, as it employs minimal means, namely, occupying vacant land, re-aligning the road and planting some trees, yet the project has the potential to bring about a considerable change. It is a democratic project, as it focuses on play spaces for young children and their caregivers, and also very believable, as the landscape urbanism approach that has been conceptualised does not require a lot of resources.

This strategy addresses a universal problem and helps to imagine that in a consolidated, dense city, one can still transform the leftovers into public space.

To know more about the entries [click here](#)

NURTURING NEIGHBOURHOODS: Approach towards shaping inclusive playspaces

7

AMBAWADI, AHMEDABAD

Area: 2.8 sqkm
Density: 220people/hectare (approx)
Landuse: Predominantly residential

PLANNING BOUNDARIES

The study area selected is a TP scheme area in Ambawadi, Ahmedabad. The planning boundary is taken as study area to quantify provision of open spaces as planned. The area also has 2 large schools and 4 smaller private schools, BRTS and MRTS corridors and is centrally located.

STUDY AREA CONTEXT

The study area selected is a TP scheme area in Ambawadi, Ahmedabad. The planning boundary is taken as study area to quantify provision of open spaces as planned. The area also has 2 large schools and 4 smaller private schools, BRTS and MRTS corridors and is centrally located.

SMOOTH PASSAGE

Highway to be transformed into a green corridor with pedestrian and bicycle paths. Our cities have diminishing amount of public open spaces and green cover. Any space that the city is left with is constantly being replaced by flyovers, parking and road widening. (Recent example is shown in media coverage above) On the other hand, no amount of road widening is solving the traffic issues but only adding to it. Instead can we right-size the roads, to create more space for people and not cars and at the same time convert unutilized open pockets into playspaces for the neighbourhoods?

THRESHOLD: REDEFINING THE CITY FOR THE PUBLIC

Children form a significant percentage of urban population yet is the most neglected group when it comes to planning our cities. India is home to 472 million children (under the age of 18) which are close to 40% of the total population of the country. World over, a billion children growing up in the cities, face the lack of opportunity for outdoor play as open public spaces in the cities continue to dwindle. There are many reasons why we should stimulate outside playing for children as it enriches different skills, it gives them pleasure and improves mental and physical health. Our cities lack in public realm which is safe, accessible, imaginative, exploratory, well equipped, sustainable and meets the aspirations of the children. Our proposal is an effort to address how unutilized pockets in our cities such as vacant reserved land, road side pockets, spaces under flyovers and large islands in roads can be converted into active and inclusive playspaces. After all, 'a city that works for children, works for all'.

EXISTING SITE CONDITION

1. NO. OF PLAYING HOURS DAY

- 10h: 10%
- 8h: 30%
- 6h: 40%
- 4h: 15%
- 2h: 5%
- 0h: 10%

2. CHILDREN PREFERENCES IN PLAY AREA

- Cycling track: 11%
- Playground: 20%
- Slides, swings: 20%
- Water play: 11%
- Adventure Play: 6%
- Sand pits: 9%
- Gathering: 23%

3. PARENTS PREFERENCES IN PLAY AREA

- Cycling track: 11%
- Playground: 20%
- Slides, swings: 20%
- Water play: 11%
- Adventure Play: 6%
- Sand pits: 9%
- Gathering: 23%

4. ISSUES IN INDEPENDENT MOBILITY

- Stranger Fear: 10%
- Heavy Traffic: 15%
- Fast Driving: 10%
- Sidewalk: 10%
- Construction: 10%
- Car Tissues: 10%

5. PUBLIC OPEN SPACE SIGNS

- Venue: 12%
- WFO: 10%
- Ahmedabad: 13%
- Amnawadi: 10%
- URDPFI: 12%

6. AMBAWADI AREA ANALYSIS

Ambawadi is area planned under TP scheme which allows reservation of land for parks and gardens. However, the dispersed reserved pockets are seldom developed as parks and lack any amenities for children of different age and ability. The 3 parks in the entire 2.8 sq km area have some swings and slides, mostly broken and no amenities such as toilets or comfortable area for the caregiver to sit due to which they are barely used. Due to very less scope of safe and independent mobility, cycling to the schools and open areas in the neighbourhood is impossible. All these factors lead to children mostly spending time indoors except an hour of paid and structured outdoor activity.

Competition ID: A14 1

DESIGN PROCESS

Existing condition: Varying carriageway to create usable space wide and vacant land 6-8 m wide

Right-sizing carriageway: 8-14m wide

2.5m wide dedicated cycle track & 1.5m wide walkway

Connecting usable space with neighbourhood through pavilions & table-top crossing

Providing cycle share, rental and parking space for cycles along the stretch

Creating green buffer on both sides of usable space to reduce pollution & noise

Converting usable space into playspaces appropriate for different ages and high play

Introducing pavilions & kiosks at pedestrian crossings to provide amenities like toilets, eateries, health centres etc.

PROPOSAL

Useable area in public realm: 9276 sq mt (4.6%)

Trees: 230

State transport waiting area: Tables, parking, resting

Infant play area: Free play

Toddler play area: Adventure play

Toddler play area: Exploratory play

Other children play zone: Tables, table sports, skating

Public realm plaza: Cakes, cycle share

PART PLAN: TODDLERS PLAYSPACE

2.5m cycle track, Tall hedge to reduce pollution, Green mounds with terraces, Water splash play for kids, 1.5 m in between along pavilion, Free play area with furniture pavilion, Sand pits with rockery walls, Table-top crossing, Adventure play under trees, Sand pit below table

Competition ID: A14 3

SITE STUDY

Usable area in public realm: 9335 sq mt (2.2%)

Trees: 46

State transport bus stop, BRTS stop, State transport & other vehicle parking, Upcoming residential development, APTS bus stop, Unused land waiting to be 6m to 10m, Residential neighbourhood, Parking, BRTS lanes, BRTS stop, Neighbourhood crossroads

Irregular carriageway varying between 3 to 5 lanes with obstructions at different places with no space to walk

Extra width of service lane encourages vehicles to be parked on both sides. However, there is no sidewalk or provision for cycling

Left-over space in between the main carriageway with BRTS lanes and service lanes is used to dump garbage or encroached by street dwellers

The entire stretch has no amenities like toilets except for some broken benches which are not in any shade and hence barely used

The neighbourhood has housing societies abutting the stretch which have quiet roads where it is safe to play, walk & cycle

EXISTING SITE CONDITION

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- Venue: 12%
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- Amnawadi: 10%
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IMPLEMENTATION

1- Put reserved public land to use
2- Identify smaller dedicated team
3- CSR & PPP opportunities

1- Well distributed open spaces
2- Within comfortable distance
3- Regulations to mandate playspaces

1- Safe & universal accessibility
2- Traffic calming measures
3- Right-sizing vehicle right-of-way

1- Inclusive & exploratory
2- Green cover & trees
3- High play value & visual appeal

PUBLIC PARTICIPATORY PROCESS

Engaging with the locals in public space gave us 3 key finding

- Lack of space available for recreation in walking distance
- Low possibility for independent mobility for children in neighbourhood
- Absence of preferred play opportunities for children

Interaction with children and parents was done in 2018 over 9 different parks in the city. This was followed by a detailed participatory mapping in 2019 where real stakeholders including children voted on their preferred activities, issues of independent mobility for kids and gave inputs on design ideas. The feedback received through this process was translated into broad design goals & programming of spaces for different age groups.

Competition ID: A14 3

IMPLEMENTATION

The existing section shows unequal carriageway widths, no dedicated space for cycling or walking. The data shows that many people using BRTS take cycle rentals for last mile connectivity, many walk to home from bus stops though there is no infrastructure.

The narrow strip here is 8m wide, covered with high metal railing. State transport buses remain parked for long hours. Vehicles remained parked towards the service lane.

After right sizing the carriageway, 15m wide space created has been divided into cycle track towards main road, tall ficus and jatropa hedges, play area for toddlers, seating along shrubs and trees and shaded walkway. The toddler den has scribbling walls and sand pits under fruit trees. At the pedestrian crossing are amenity kiosks.

The proposed section provides 3 lanes 10.5m wide carriageway on both sides of BRTS lane. Dedicated cycle lane of 2.5m is carved out on both sides to ensure safe cycling for last mile connectivity. The vacant land is converted to play space and shaded walkway after planting tall green hedges to reduce air and noise pollution.

8m wide service lane with less traffic slow vehicles to remain parked on both sides. Vacant land has a high railing to avoid encroachments, hence making it unusable.

Q. In one word, what value you would like your neighbourhood to have?

A. Child-friendliness



*Still from the animated film You and Your Neighbourhood,
by Charles Correa*

Redefining the City for the Public honorable mention

[The Workshop at the Metro Station](#)

by Aishwarya Gupta

Jury Citation:

The project works with a new urban condition, increasingly prevalent in large Indian cities, created by overground metro lines and station buildings that connect the users of this infrastructure with the city.

It rightly recognises that mass transit brings millions of workers in and out of the city every day and that our cities do not accommodate this floating population. By giving space to the ubiquitous informal enterprises that otherwise occupy the interstices of the dominant spatial order, the proposal provokes strong sentiments, seeking to expand the imagination of a metro station and to argue that it can be the occasion for pursuing equitable development. Through a Lefebvrian 'production of space' and deft handling of 'place-making', the proposal draws us into debates about the commons and their productive role in cities without questioning infrastructure as an urban necessity.

The proposal has been prepared with empathy and attention to detail, evident both in graphic quality and ideological stance, which makes a compelling case for imagining urban infrastructure as an architectural context and rendering it as a catalytic event.

To know more about the entries [click here](#)

Setting Redefining the city for the public

Migrant Urban Villagers

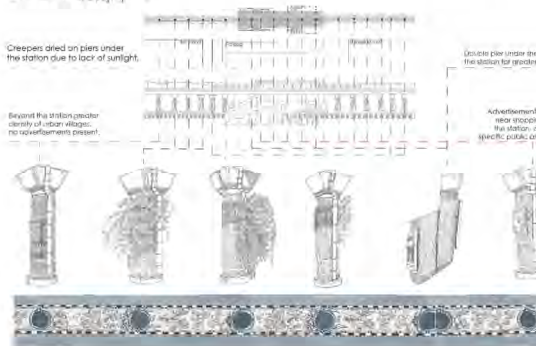


Place
Noida is an extension of Delhi and falls under the national capital region. Delhi was expanded to ease the heavy industries and pollution in the city. The fields around this city close to the Yamuna river were inhabited by industrial plants and residential complexes.

Noida is an acronym for New Okhla Industrial Area. This place is a congregation of many communities from parts of Uttar Pradesh and Jharkhand who have migrated in search of economic opportunities and due to a cheap availability of land.

This is the story of a migrant in the desire for a city, what does the city offer to the outsider?

"The changes we must face in distant lands, none equally which awaits us in a city, changes in space, events and relationships. We built our houses in the diminishing grooves we could find, calling our friends and family from faraway lands telling them about our discovery."



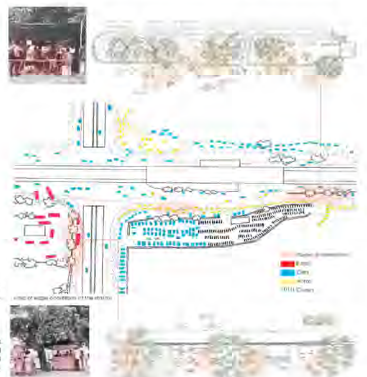
Creepers dried on piers under the station due to lack of sunlight.

Creepers dried on piers under the station due to lack of sunlight.

Beyond the station, peculiar identity of urban villagers, no apartments present!

Advertisements on piers, water encroaching mall at the station, appeared in specific public capacities.

"Over the years we came to be known as the 'bahals' though I didn't think we were outsiders. Slowly with time this land of opportunity started decaying. This place which once seemed a boost to our lives no longer seemed fulfilling."



"We camped under peepal trees along the compound wall, dividers, in shade with our friends as vendors so on some days there was time to pass. Some times we would find ourselves together with the commuters under the shade of Peepal trees savouring bits from our carts or under the monsters huddled together on a rainy day."

The cities machines, breathing in and out people. A wondrous event, people like rats scurrying too small to be seen too numerous to be counted."

"The gigantic bustling monster like a sponge sucked all the smog around and released it around the edges. Its massive piers obeyed the masters laws of homogeneity and repetition."

Competition Id - A13, Team leader id - Z_0497

What is public?

The workshop at the metro station

The publicness of the transit node is largely functional, where it holds potential to be a rich and diverse place for the people. Urban villagers around the station, a majority of the street vendors and the auto drivers face economic vulnerability and a lack of sense of belonging. The project addresses this inherent marginalization in the cities public spaces through inhabiting its pores for play for the migrant children.

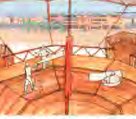
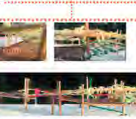
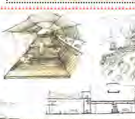
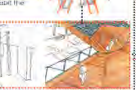
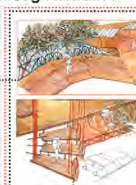
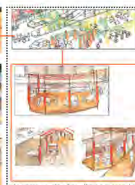
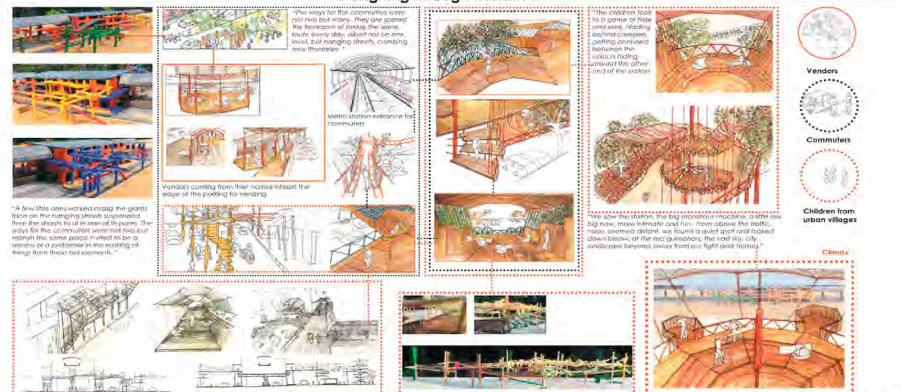


A place of experimentation, learning by making through materials for the children and a respite from the monotony of daily life for the commuters offering detours along the way to the station

The station incrementally turns into a workshop, as the lockdown eases. This workshop offers different possibilities to enter the station for commuters, an opportunity to take a detour and watch the children play, act, learn, inspire and be inspired. This large public space slowly fragments into private spaces.



Designing through narrative



Making of place

The structural element is a steel frame. The non structural elements use recycled waste

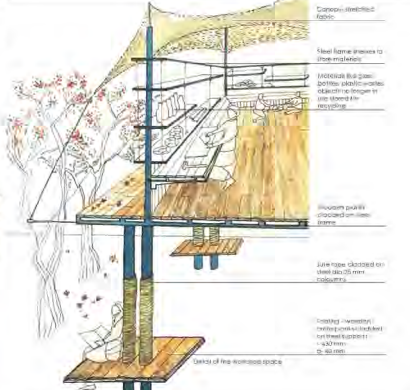
"As we were observing its punctures face, we were drawn towards some other people who were there before, they were making, and on the walls we saw different materials tyres, automobile parts, paints, clay, wood pieces, bottles"

"And the children were fascinated by small machines and objects. They instantly took a piece of clay and started moulding it as we climbed higher."

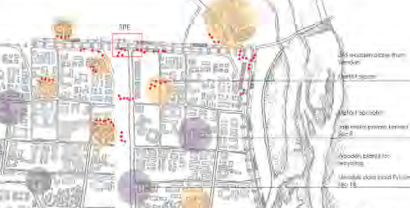
"Some children took to paints and were involved in making, they had long been away from school and enjoyed every bit looking forward to coming again"

"The children took to a game of hide and seek, hiding behind creepers, getting confused between the colours hiding around the other end of the station, did he go behind, under, around, no wonder, along with my friends we watched these kids have fun, lividously playing away from our dingy homes."

"The children swooped higher in perched down below to look at the rats, too small to be seen now, too numerous to be counted. Leaving it all below, breathing in fresh air and lying down to see the stars and colours from above. A giant jungle jim it seems, they giggled, moulding the clay, the still has in his hands."

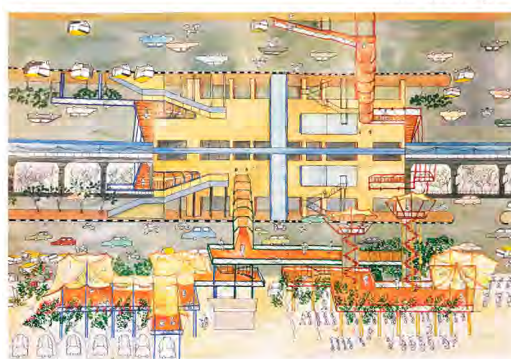


Material Palette



Competition Id - A13, Team leader id - Z_0497

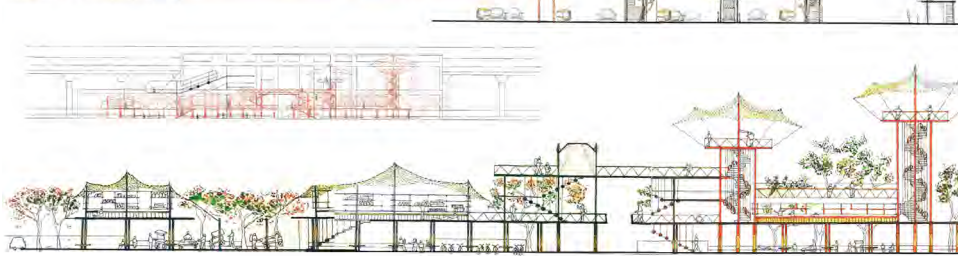
The workshop at the station



"We saw the station, the big monstrous machine, a little less big now, more intimate and fun. From above the traffic, noise, seemed distant, we found a quiet spot and looked down below, at the red gumhars, the road, we looked around to see the vast sky, city landscape beyond away from our light dirt homes."

"The children took to a game of hide and seek, hiding behind creepers, getting confused between the colours hiding around the other end of the station, did he go behind, under, around, no wonder, along with my friends we watched these kids have fun, lividously playing away from our dingy homes."

"The children swooped higher in perched down below to look at the rats, too small to be seen now, too numerous to be counted. Leaving it all below, breathing in fresh air and lying down to see the stars and colours from above. A giant jungle jim it seems, they giggled, moulding the clay, the still has in his hands."



Competition Id - A13, Team leader id - Z_0497



Still from the animated film *You and Your Neighbourhood*,
by Charles Correa

Commons and the City threshold award ₹ 75,000

[The Trichy Commons Network](#)
by Kapilan Chandranesan
and Vijaykumar Sengottuvelan

Jury Citation:

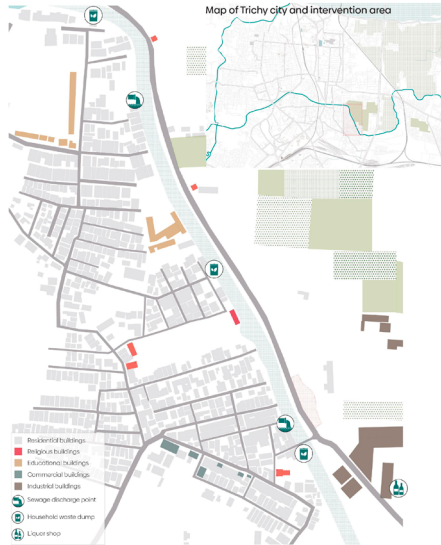
The Trichy Commons Network proposal is a project of design intelligence and legibility. It identifies an urban condition that applies to many cities and towns, not only across India, but around the world. On the periphery of Trichy, the Uyyakondian canal is transformed from a neglected sewage dump into a community asset where the revitalized canal becomes an agent of connection for the people who live beside it. The proposal works across several scales in many ways through a series of design interventions tactically positioned along the canal.

Collectively, these interventions act as catalysts that could trigger major positive change over time. The scheme's originality is in its combination of these diverse urban elements. There is an expansiveness about the project that is based in both gritty realism and a forward-looking spirit. Careful attention was paid to the site context. The scheme embodies an approach that works at the intersection of urbanism and environmental responsibility, through citizen activism. In recognizing this project, we offer our support for its continuation and eventual implementation.

To know more about the entries [click here](#)



THE TRICHY COMMONS NETWORK



Site mapping | scale: 1:4000



THRESHOLD: COMMONS AND THE CITY

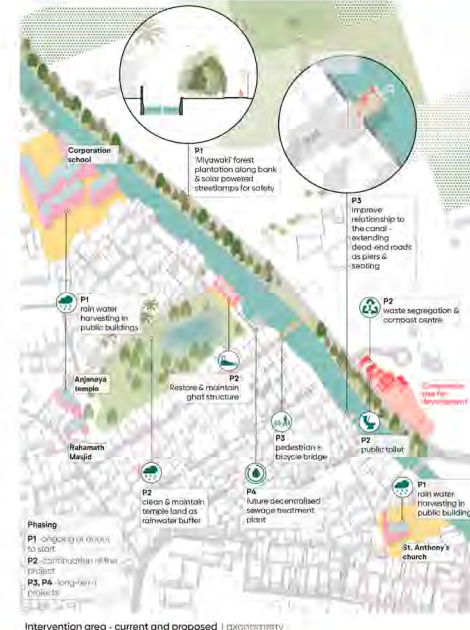
PROJECT STATEMENT

The commons in the city is a disappearing phenomenon, largely due to the apathy of its citizens and their lack of awareness and means to take part in effective change.

In Trichy, the Citizens for Uyyakondan (CFU) emerged as a citizen-organized platform that brings together common people and organizations, including the city corporation in restoring and reviving the Uyyakondan canal that runs through the city.

The current project proposed on a piece of corporation land tests a setup that includes collective waste management, community spaces for co-learning and co-production, and appropriating unused spaces as open spaces for leisure. The setup can be repeated in certain spots in the denser neighbourhoods along the canal to cultivate and encourage civic engagement, social and economic progress, and sharing culture while tackling the issues that affect the canal - solid waste and sewage dumping and the apathy of the citizens towards the canal.

Competition ID: B18



SITE DESCRIPTION

The site is a piece of land acquired from the corporation cleared of debris to test the pilot project. The pilot is part of the initiative to restore the canal bank. The planned Miyawaki forest plantations along the banks aim to protect the bank from further misuse. Owing to the lack of access, the canal forms a physical barrier between the two banks - the west bank bordering the highly-dense neighbourhood and the east bank, relatively unused. The proposed development aims to become a catalyst and improve the use and appropriation of the east bank of the canal by the neighbourhood. Additionally, local institutions - educational and religious - have already agreed on initiatives to collect rainwater and recharge the canal and on mobilising the local population in helping out in the various initiatives.

Site Area -

Strength - available open space area bordering high-density neighbourhood and agriculture fields

Weakness - lack of safety due to lack of activity & access, untreated sewage and waste dumped onto the canal affecting environmental quality.

Opportunity - available open space can be used for the community and for collective, decentralised waste management; local institutions along the canal can be roped in to play key roles.

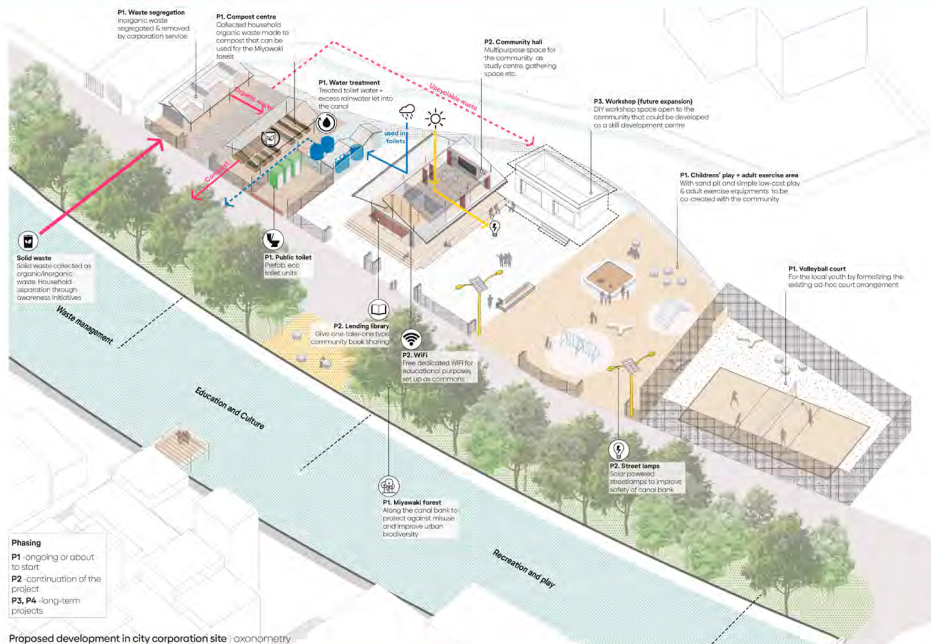
Threat - lack of proper waste collection and management in the neighbourhood; polluted and untreated sewage let out onto the canal; lack of running water in the canal makes it a breeding ground for insects.

Trichy Commons Network - key actors



- Ongoing projects**
- Public parks as part of the Smart City initiative
 - Citizen initiated pocket park
 - Walking track stretch
 - Miyawaki forest plantation along canal bank
- Proposed projects**
- City bicycle club along canal
 - Public bus terminal building construction
 - Additional common facilities board on neighbourhoods in every constituency

Trichy Commons network along the Uyyakondan river



Competition ID: B18



Q. In one word, what would you like the neighbourhood to have?
A. A shared sense of ownership

Competition ID: B18



*Still from the animated film You and Your Neighbourhood,
by Charles Correa*

Streets in the Neighbourhood threshold award ₹ 75,000

[Neighbourhood Locale, Panaji](#)

by Sushma Aradhya

Jury Citation:

The well conserved, historic and vibrant neighborhood of Fontainhas, the old Latin quarter in Panaji, Goa, has always lacked a public waterfront despite being flanked by the Rio de Ourém creek and the Mandovi river. This project seeks to widen Rio de Ourém, that runs along the eastern edge of the Fontainhas, to create a new public promenade. This will enable the lively and winding streets of this 200-year old, dense settlement to culminate into an expansive, linear public space, stimulating social and cultural events along the water's edge.

The project is well presented, with a series of thoughtful ideas to activate promenade life. The Jury appreciates its sensitivity at both the architectural and urban scales, which makes the proposal desirable and seemingly achievable. If done well, the project would add valuable public space to the historic fabric of Panaji.

To know more about the entries [click here](#)

NEIGHBOURHOOD LOCALE - Public space a minute away from home...

COMPETITION ID: C 33



Site features

Old Quarter is a distinct place that carries the reminiscences of Portugal rule in India, with bright coloured heritage structures. Indo-Portuguese architectural character and its walkable perimeter blocks which make it stand out from the rest of the areas in Panjim.

Architecture: The Indo-Portuguese Style of architecture which is prevalent throughout the project.

Impressive Scale and Proportion: G, G+1, G+2 structures with narrow streets add scale and offers shade for pedestrian comfort.

Neighbourhood connectivity

Vibrant Colour Palette

Historic waters-Ourem Creek, which is one of the most prominent features of the site

Existing site

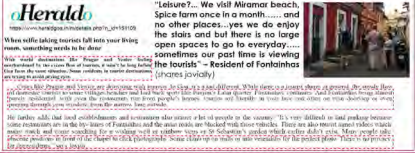


THRESHOLD: STREETS IN THE NEIGHBOURHOOD

Where are the spaces for recreation, social interaction, and leisure for the residents? The city of Panjim has a lot of beaches, riverfront and places to visit. Unfortunately, these cannot be accessed everyday due to the distance from the residential neighbourhood of Fontainhas. The only recreational public open spaces at walking distances from the neighbourhood is the creek front.

The envisioned projects aims to revitalize Old Quarter's underutilized water body-the Ourem creek front by transforming it into a vibrant public spaces at walkable distances in the neighbourhood. This projects will not only have a beautiful edge of architectural character for the tourists but also create a place for recreation for the Goans.

Issues and concerns



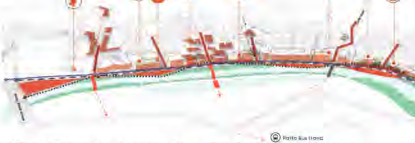
The Experience the proposal offers

As one walks from the northern portion of the Old Quarter along the creek front: there are different kinds of walking and cycling experience with pause points of plazas, boardwalks, bridges, fishing decks and recreational spaces along the water edge and existing built forms of Indo-Portuguese character on the other side with cafes, restaurants and mixed-use buildings. The project not only adds a vibrant public space for the neighbourhood but also limits tourist movement into private spaces where one can experience the Old Quarter at the Creek front street.



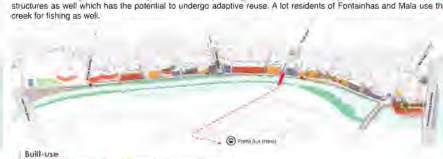
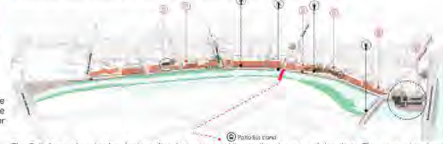
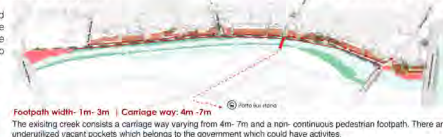
Design strategies

1. Pedestrian friendly creek front
2. Wider footpaths 2m - 4.5m
3. Min and uniform carriageway-7m
4. Cycle lane
5. Street furniture
6. Pedestrian table top crossing



Site analysis

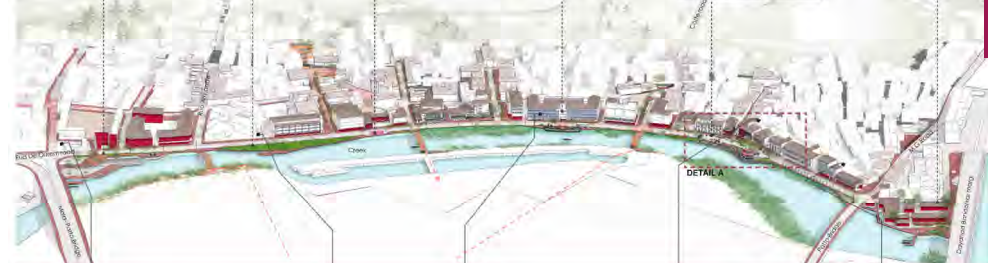
COMPETITION ID: C 33



Rua De Ourem Street- Rethinking the creek front into an active public space at walking distances from the neighbourhood

COMPETITION ID: C 33

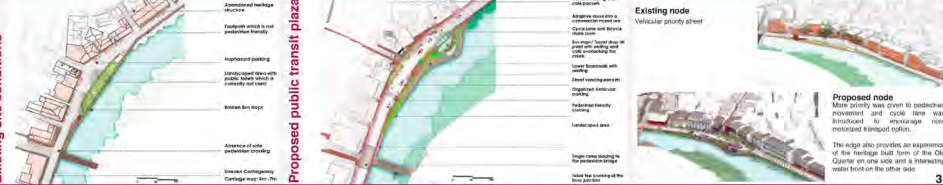
- Urban Node pocket:** Shaded viewing deck, play pocket, seating area, kiosks and Canoe start point
- Ecological Sensitive Mangroves:** Board walk with fishing points
- Public transit stop:** Bus stop, bicycle share points, shared services
- School Pocket:** School drop/pick up zone, Shaded fishing deck, and seating areas pedestrian friendly table top crossings- addressing the safety of children
- Transit node pocket:** Shaded pedestrian upper and lower boardwalks, Bus stop and tourist drop off zone, cafe and seating area. Leisure and recreation zone with viewing deck over the creek.
- Adaptive reuse:** Heritage and information centre, cafe, canoe and point jelly and public amenities



EDGE CONDITIONS



DETAIL A- Transit pocket Existing site conditions

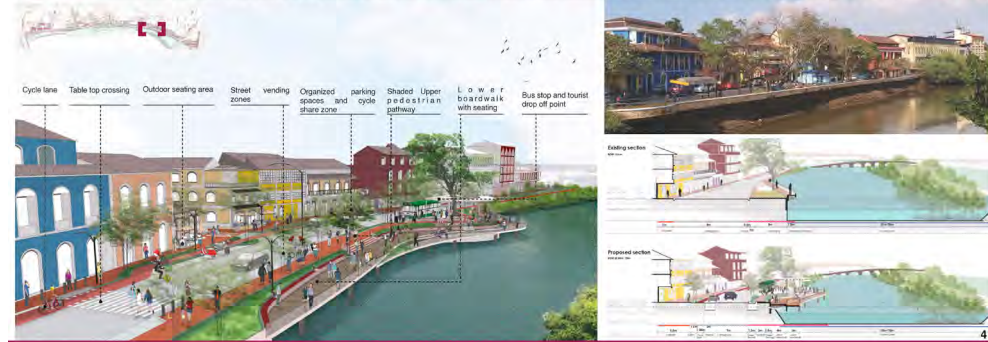


THE TRANSFORMATION...

COMPETITION ID: C 33



VALUABLE PLACE FOR THE RESIDENTS AN EXPERIENCE OF THE TOURISTS RECREATIONAL SPACE ASSET FOR THE CITY!





Still from the animated film *You and Your Neighbourhood*,
by Charles Correa

Homes in the Street threshold award ₹ 75,000

Plugged-in Commons
by Sindhuja and Nandja Chopra

Jury Citation:

The project is very flexible, and does not require any land. Through a bold proclamation of reappropriating space for the expression of collective culture, the project is an unapologetic call for collective action. The development of a kit of parts provides a framework by which the city may be built by citizens themselves in an imaginative way.

The use of urban farming for spaces in between buildings is commended. The spirit of collectivism, while romantic, is attractive, and the idea of using a cheap, easily available material like bamboo is interesting.

To know more about the entries [click here](#)

PLUGGED-IN COMMONS

Z



LOCATION PLAN, 1:400, Labour colony, Okalipuram, Bangalore



ROOF PLAN, 1:200, It's a juxtaposition of varying building heights from single storyed to four-five floors, mostly built wall-to-wall, there is no room for setbacks.



In Bangalore's CBD, this is the typical street elevation: tall, narrow, wall to wall construction of single room houses interwoven with small scale industries: home to the daily wagers.

THRESHOLD: HOMES IN THE STREET

Life is one long decay, no? There's a lot of beauty in it. Like the patina in an old city.

...Urs Fischer:
There's something common in all of the CBD areas of Bangalore: narrow streets, absent footpaths, wall-to-wall construction, and little to no public space. Also typical is a staggered skyline of a few older ground/two floor dwellings, and the many multiple-storied residences of 100-200sqft on an average. These are homes to people of the working class, labourers, other daily wage residents and small scale industrial activities and businesses that employ them.

As seen in these pictures from our study of Labour Colony, Okalipuram, these are narrow plots, and each floor on an average is a home of 100-200sqft on an average, consisting of a single room with a kitchen corner. This is a less-than-sufficient standard of living for an average family of four. Also without setbacks, these internal spaces don't get sufficient light and ventilation.

The city is changing. Oftentimes, it's the oldest parts of the city that are slowest to adapt, but therein lies their charm. It's a comfort as offered by the quote above, but what about quality of life? Maybe, just maybe we can add some value?

Competition ID: D27

DIY TOOLKIT FOR RESIDENTS

Inspired by Tsugite Japanese technique, DIY is about repeating module of bamboo structure, that can be repeated in any and every direction of the void.

TOOLKIT

- * Bamboo required for 1.5X1.5m module
- * Cutting saw, hand saw, saw hole, Chisel, set, hammers, etc.
- * Bamboo pins, ropes, metal ties
- * Dowels for base stability
- * Match and cords
- * Metal Ties
- * Irrigation pipe

WORKING MANUAL

- * How to cut Bamboo
- * How to store it
- * How to create a base
- * Elevations with various permutation and combinations
- * How to tie / nail and cut bamboo
- * Joints and layering of bamboo

Why BAMBOO

- * Absorbs less heat
- * 1.5X1.5 M grid will cost 700/- (approx.)
- * Workable Material for residents
- * Dries quickly after rainstorm
- * Readily Available

COMMUNITY that BUILDS together, STAYS together : A SENSE OF A COMMUNITY and OWNERSHIP

Residents understand the craftsmanship and our aim is to equip them with all the necessary tools figuratively and literally required. Breaking the boundaries and connecting the terraces shall create terraces as the new commons and enforce spatial justice, user equality, spaces for kids to play and engage the public in healthy communal existence. Once this is established, voids (vertical spaces available between the buildings and connected through the staircases and landings) will act as urban gardens and help in building resilient communities in return. Through this participatory design, people will eventually become part of the skill building and revenue generation by becoming potential sellers to the vegetation they grow.

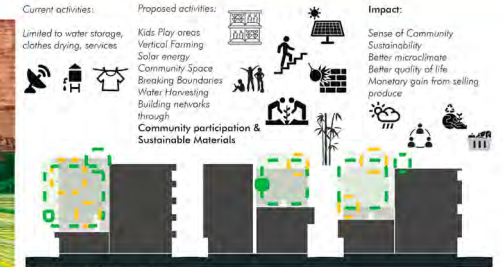
An Ideal Map : for the community highlighting the voids

BUILD | GROW | NURTURE | GENERATE REVENUE

VOID MAPPING

LONGITUDINAL SECTION

Competition ID: D27

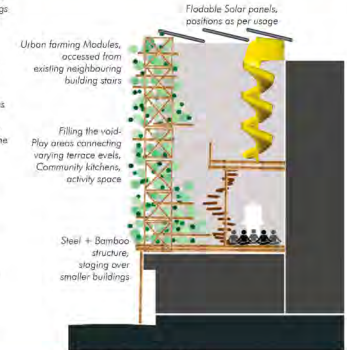


THE INTERVENTION: Plugged-in Common Terraces; there is a juxtaposition of taller newer buildings and older single/double storied buildings; these voids as such created in between taller structures could be used up positively and provide the much needed nodes.

The space could be purchased as a shared entity from the plot-owners in question and used for the common good of all within the community.

GENIUS LOCI: Traversing terraces through space and time

The people of the Valley loved their blues and greens, ever-changing as it is, the skyline from one sun-kissed terrace to another; Signs of life offer comfort- Sasural Genda Phool: we're still here and standing!



Competition ID: D27

NAGARI SHORT FILM COMPETITION The CCF Bioscope on Cities



The Nagari Short Film Competition is an annual competition designed to guide and develop films that focus on urban issues, specific to Indian cities. Nagari intends to be a bioscope for the city, and through this lens, we explore diverse urban conditions and engage with issues. Nagari is unique as it has been conceptualised as a guided exercise, with a panel of Mentors on board to help participants on their journey to creating a film.

This year, the Nagari Short Film Competition was looking for films that address the question, “How could one tell the story of housing adequacy in urban India”?

Through Nagari, we seek to create opportunities for filmmakers, architects, planners and social scientists to channel their thoughts and visions towards depicting the urban realm. The competition provided professionals with an opportunity to collaborate with like-minded individuals from different backgrounds, and to utilize film as a medium to discuss the nature of urbanism in Indian cities

You can read more about the Nagari Short Film Competition [here](#).



MENTOR RAJULA SHAH
Filmmaker, Poet, Artist



MENTOR TARUN BHARTIYA
Filmmaker, Poet, Activist



MENTOR BINA PAUL
Filmmaker, Artistic Director



MENTOR AVIJIT MUKUL KISHORE
Filmmaker, Educator



ADVISOR SANJIV SHAH
Filmmaker



JURY PAROMITA VOHRA
Filmmaker, writer



JURY PRADEEP DALAL
Architect, writer, educator



JURY SANKALP MESHAM
Filmmaker, educator



JURY SHILPA RANADE
Architect, educator



JURY SNEHANSHU MUKHERJEE
Architect, educator



Still from the animated film *You and Your Neighbourhood*,
by Charles Correa

Best Short Film award ₹ 100,000

[A City Within A City](#)

Film by Prachee Bajania and Narendra Mangwani
Mentor: Avijit Mukul Kishore

Jury Citation:

A City Within A City shows us the sociological fallout in Juhapura, a small locality in Ahmedabad, post the riots of 2002. The film covers a very urgent and powerful issue giving a strong message in the most straightforward way. The film speaks of ghettoization and segregation, something that we rarely discuss when speaking of urbanism and urban planning. The film presents a microcosmic individual problem of a particular family and how they are looking not only at the immediate problems while also dealing with their aspirations. The juxtaposition of the historical context of the place and people's aspiration to build an independent community despite the apathy of the state, makes the audience value housing beyond the practicality of spaces. The film is poignant, empathetic and yet never looking at people who have suffered in a flattened way as victims but rather celebrating their resilience, showing how attitudes, policy, law and history are all integrated.



Runner Up Short Film award ₹ 75,000

[Udta Banaras](#)

Film by Apoorva Jaiswal and Manas Krishna

Mentor: Rajula Shah

Jury Citation:

Udta Banaras alludes to the fact that cities keep changing with regimes and the people inside the city don't really have a choice in where they go and which part of the city they can be in. It highlights the hurt and the absolute dislocation that's caused by urban renewal projects and the impact of policies that have been put into place without taking into recognition the inhabitants in those neighbourhoods. The imaging and the imagery in the film was extraordinarily beautiful and compelling. The protagonist was very interesting and charismatic, bringing together a lot of complex ideas about home, his own identity, his own home, but also this idea of Banaras itself. It's through his photographs that we get to see when we see that the famous Vishwanath gully has been completely taken away and made into some kind of piazza which is shocking and very cleverly done.



Peoples Choice award ₹ 25,000

[Mayavi Swapnamahal](#)

Film by Atharva Salaskar, Vaibhav Kadam and Aditya Desai

Mentor: Avijit Mukul Kishore

Description:

A Marathi rap music video about the issues faced by citizens at the hands of exploitative builders in a nexus with the government, providing them woefully inadequate housing facilities.

7 Shortlisted films

[Water Water Everywhere](#)..... 1

Location: Guwahati

A film by Maharshi Kashyap, Riwittambhara Kashyap, Chiranjit D Bhowmick, Moumita Chakravarty Tanmoy Saud, and Dhrubajyoti Das.

In Guwahati city, flash floods occur every year, the reason being the Brahmaputra river flowing beside it overflows. Meanwhile, people struggle for drinking water every day in this same city. This reminds us of the famous lines by Samuel Taylor Coleridge “Water water everywhere, nor any drop to drink”!



[Beyond Four Walls](#) 2

Location: Chennai

A film by Ritika Banerjee, Aila Bandagi and Bimal Thankachan

A film that explores the relationship between access to livelihood and housing, through a comparison between Parry’s Corner and Kannagi Nagar, two neighbourhoods in Chennai.



[Fish Out of Water](#) 3

Location: Mumbai

A film by Viraj Vasant Kallola, Debadrita Gupta, Abhro Chowdhury and Akash Ajgaonkar

Exploring the changing realities of the Koli community of Mumbai. Shot across three Koliwadadas, the urban fishing villages in which the Kolis reside. We have tried to mirror the Kolis as they navigate through their daily lives, from the sea where they go to catch the fish early morning, to the fish auctions at the end of each day and the time in between where life has other things in store for them.



[Day One](#) 4

Location: Guwahati

A film by Mukul Haloi and Pooja Kalita

Debajit, a young man from a village in Lower Assam arrives in Guwahati with the hope of a better livelihood. The city unfolds to him as a space etched on a discursive landscape and temporality; bearing signs of the past, present and future. His journey in his day one of the city pings him with a feeling of displacement-emotional as well as physical.



[Jar Jar Ghar](#).....

Location: Mumbai

A film by Prateek Pamecha, Geetanjali Gurlhosur and Aditya Singh

A documentary about century-old buildings on the verge of collapsing and the generational tenants who live here with nowhere better to go. With a glimpse into the rehabilitation policies of the state of Maharashtra, the film tells multiple stories of families in south Mumbai who are caught between the devil and the deep blue sea.

5



[Game of Homes](#).....

Location: Panaji

A film by Donovan Gracias, Mark Pinto, Govit Morajkar, Douglas Gracias and Edson Dias

A film which portrays speculation on real-estate in Goa, questioning the affordability of housing in the state, depicted through a game of Monopoly. 'The soundscape has been designed in a binaural space to allow a more immersive user experience. We encourage viewers to use headphones during playback.'

6



[Adrushya Niwasi](#).....

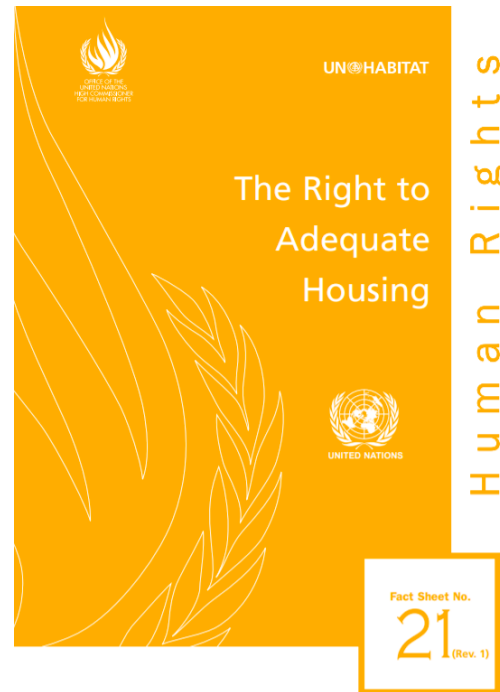
Location: Mumbai

A film by Ayush Gangwal, Anagha Jaipal, and Prathmesh Kharatmal

The film unpacks the impact of the COVID-19 pandemic in highlighting the prevalent housing inadequacies for the migrants in the city of Mumbai.

7





CCF developed a couple of blogs to explore the Nagari Short Film Competition and to understand its theme and impact that it wishes to create.

You can find them both on our website [here](#).

What is the right to adequate housing?

This blog explores the key elements of adequate housing as recognized by the Universal Declaration of Human Rights and the International Covenant on Economic, Social and Cultural Rights.

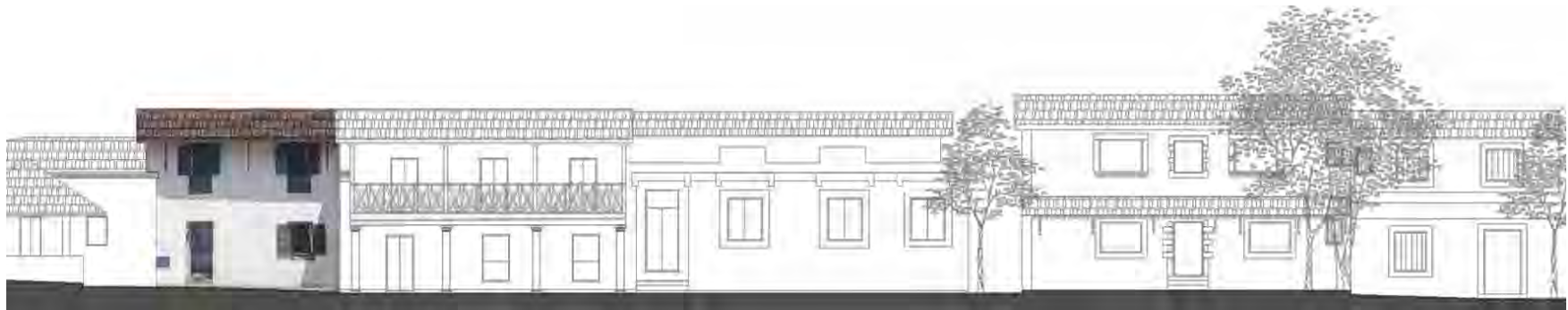


BIOSCOPE ON URBAN HOUSING



Bioscope on urban housing in India

This blog is a list of films that address housing and issues related to housing infrastructure in India. It is not an exhaustive list but a short collection of films available in the public domain.



At CCF we believe in creating meaningful discourse within the community of architects and designers to influence positive change. CCF's mandate is to identify ideas with potential, and process them into tangible, structured projects that can be pitched to the stakeholders and authorities. Our work follows an organic process that originates with identifying an issue or concern that has the potential to use a design intervention.

Sharing walls with heritage houses in the precinct of Fontainhas, the Foundation studio occupies a small footprint in this historic area. Our office is part of the neighbourhood fabric and the Fontainhas community. Located at street level, CCF always has its doors open to anyone interested in engaging in our work.

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