
Dean Dave Munson, College of Engineering

When we North Campus deans look out our windows or into our classrooms, we see a lot of brilliant students and faculty hard at work. We are much less likely to see anyone engaged in play.

Yet learning the appropriate balance between work and play is part of the educational experience. A well-designed campus should provide everyone the opportunity to pursue intellectual growth and to interact informally with fellow students, faculty and staff.

Unfortunately, the design of North Campus supports work much more effectively than play - which is, after all, an essential expression of the creative impulse that animates the work in all the North Campus units.

In the late 1940's and early 1950's, Central Campus was bursting at the seams, with nowhere to grow. So the Board of Regents began acquiring the land that would become North Campus. The world-famous architect Eero Saarinen of Michigan was selected to generate the master plan. Saarinen envisioned an open, walkable campus with a series of interconnected outdoor spaces. However, the scale of the buildings he proposed and the broad expanses between them resulted in a physical plan that is geared more toward the scale of the automobile than that of the pedestrian.

As a result, students and faculty on North Campus tend to be isolated from one another, working away in separate buildings without a central, outdoor gathering place to provide a focal point for the campus and opportunities for spontaneous meetings.

We decided to address this problem by asking Michigan's students, faculty, and staff to design a solution. We asked interested parties to form design teams: each team had to include a minimum of two students from different North Campus units. No team had to have faculty, but all teams had to have students.

We asked teams to design a new, inventive and compelling destination at the heart of the campus that would result in a better equilibrium between work and play. We also wanted projects to be sensitive to the built and natural environments and to incorporate, promote and/or celebrate sustainable design principles.

My colleague, Doug Kelbaugh, Dean of the Taubman College of Architecture + Urban Planning, played a vital role in getting the WorkPlay competition up and going.

Dean Doug Kelbaugh, Taubman College of Architecture + Urban Planning

We were open to almost anything. We wanted it sited in the center of North Campus, on or near the diag around the Bell Tower. Teams might have envisioned a high-tech miniature golf course; maybe stationary bikes that would pump a fountain geyser or charge a community battery to run a giant video screen. We thought maybe stages or platforms for music, dance or other performances and activities - really, the possible scenarios were limited only by the teams' imagination, the concept's feasibility, and the budget.

Thanks to Dave Munson and the College of Engineering, we were able to offer offer \$20,000 in prize money, and a \$500,000 project budget. We announced the competition in December, under the auspices of Arts on Earth, with a submission deadline of February 12.

We were really pleased with the response: 143 students, faculty, and staff from across the University formed 31 teams and submitted proposals.

Casey Jones, a U-M architecture graduate and principal in the Detroit-based design firm Jones-Kroloff, served as the competition coordinator. He provided his indispensable services very generously, and we thank him for it. In addition to writing the brief and fielding questions from competitors, Casey managed the jury process.

Jury members included the six North Campus deans, University Planner Sue Gott, University Architect Doug Hanna, and Architecture student Courtenay Holscher. After viewing the proposals over the course of a week, the jury spent a March afternoon deliberating.

It wasn't easy. As you will soon see, the WorkPlay competition elicited sophisticated, ambitious, intelligent proposals.

The jury was focused on finding proposals that had the potential

- to make North Campus a compelling destination;
- to generate an irresistible meeting place that was intellectually stimulating as well as fun;
- and to accomplish these ends within a reasonable shot of the \$500,000 construction budget.

We are delighted to report that we believe these ends have been met.

Dean Christopher Kendall, School of Music, Theatre & Dance

It is my great pleasure to announce three Honorable Mentions in the WorkPlay competition. Each of these three teams will receive \$2,000 in prize money. Members of the winning teams, please stand when I call your names.

The first Honorable Mention we will award is for NORTHERN LIGHTS.

- Sam Wintermute, Graduate Student, Engineering
- Eric Jankowski, Graduate Student, Engineering
- Edgar Dietrich, Undergraduate Student, Art & Design
- Marc Jankowski, Undergraduate Student, Engineering

Jury members were intrigued by this whimsical, interactive, and colorful three-dimensional lighting installation. It consists of a grid of pressure-sensitive glass cubes constructed to be stepped on, danced over, smiled upon.

The second Honorable Mention is THE HUB.

- Benjamin Congleton, Graduate Student, School of Information
- Jina Huh, Graduate Student, School of Information
- Nicholas Senske, Graduate Student, Taubman College of Architecture + Urban Planning
- Paul Hartzog, Graduate Student, School of Information
- Jiang Yang, Graduate Student, School of Information

“The Hub” is an ingenious, interactive installation designed as both a gathering place and an information hub at the center of the diag. The Hub uses data streams from sensors on campus as well as from online sources to illuminate pressure-sensitive bricks in intricate patterns.

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And our final Honorable Mention: FIRE AND ICE

- Shaun Jackson, Associate Professor, School of Art & Design, and Taubman College of Architecture + Urban Planning
- Richard Tursky, Graduate Student, Taubman College
- Amanda Winn, Undergraduate Student, Taubman College
- Alissa Ampezzan, Undergraduate Student, School of Art & Design

Jury members were drawn to this elegant design for a North Campus performance pavilion and elliptical skating plaza, which so clearly bespeaks its inspiration in the iconic rink at Rockefeller Center and the classical simplicity of the Roman amphitheater.

Dean Dave Munson

In most ceremonies of this nature, the second prize winner would be announced at this time.

But this one's going to be a little different. After hours of consideration, the WorkPlay jury was left with two submissions that were as outstanding as they were different. The jury couldn't choose one: it wanted a combination of both.

So we have combined the \$10,000 first prize and the \$5,000 second prize, and awarded \$7,500 to each team.

Members of the winning teams will be asked to work with each other and a design professional to create a new design that, incorporating elements of both of these outstanding submissions, evolves into something altogether new and unified.

Penny - will you step up and read the names of the winning entries?

Penny Stamps

The first prize goes to the two submissions entitled “C’ing Energy” and “WorkPlay Ground”! Will all members of these two teams please come to the stage?

C’ing Energy was created by

- Joseph Trumpey, Associate Professor, School of Art & Design
- Scott Curry, Graduate Student, Taubman College of Architecture + Urban Planning
- Mark Hunter, Professor, School of Natural Resources and the Environment
- Larissa Larsen, Assistant Professor, Taubman College of Architecture + Urban Planning
- Andrew Sell, Undergraduate Student, School of Art & Design
- Jeremy Semrau, Associate Professor in Civil and Environmental Engineering and in the School of Natural Resources and the Environment

WorkPlay Ground was created by

- Mark Tucker, Coordinator, Arts on the Hill, College of Literature, Sciences, and the Arts

- Adam Constantino, Undergraduate Student, Taubman College of Architecture + Urban Planning
- Ai Kawashima, Undergraduate Student, Taubman College of Architecture + Urban Planning
- Michael Jen, Undergraduate Student, Taubman College of Architecture + Urban Planning
- Eric Harman, Undergraduate Student, School of Art & Design
- Aline Cotel, Associate Professor, Civil and Environmental Engineering
- Michael Gould, Associate Professor, School of Music, Theatre & Dance, and the Residential College
- Alvin Hill, Graduate Student, School of Music, Theatre & Dance
- Stephen Rush, Professor, School of Music, Theatre & Dance

Dean Doug Kelbaugh:

Thank you, Penny! The jury was delighted with both of these very different proposals. Let's start with C'ing Energy.

- As you can see, this is a distributed rather than singular installation. The jury appreciated the way this system works with the existing campus layout and is internally coherent. We find this design very elegant.

- The jury also appreciated the focus on sustainable energy, an issue of great consequence to us all, handled here seriously, and yet with humor and delight.

The jury liked WorkPlay Ground for several quite different features:

- Its pure sense of fun: there's a lot to DO on this thing, and visually it immediately intrigues.
- Its engagement of all the North Campus units: it's a work of architecture and engineering, with strong roots in the visual arts -- and it's to play original music from our own students and faculty.
- Its capacity for modification: we see this structure as one that could permanently knit together the North Campus units, as successive generations of students and faculty work together to modify the original structure.
- Like C'ing Energy, we envision WorkPlay Ground as a permanent, new, evolving feature of North Campus.