



Architectural Design 2025 Design Problem

Background

There are many kinds of museums throughout the country and the world. From an architectural perspective, museums are designed to incorporate and reflect the kinds of things that are displayed in the exhibitions. The types and purposes of museums are truly an amazing spectrum. Types and purposes include (but are not limited to) – architecture, art, cars, children's, living history, maritime, medical, military, natural history, science, and gardens.

Challenge (Design Considerations and Constraints)

The 2025 design problem is to select a type and location for a museum of the team's choice and then design a museum that meets the following considerations and constraints.

1. Conduct research on museum types, designing a museum, planning a museum, and construction of a museum.
2. Select a location for a museum and incorporate the necessary building codes and materials available in the immediate area.
3. The maximum land space is two (2) acres. The overall solution does not require use of the entire space, nor is the model required to include the entire space.
4. The design must include, as a minimum, storage areas, nine exhibit areas (of various sizes), classrooms, restrooms for guests and staff, a theater for 20 people, food/vending, employee break areas, and an office for 3 employees.
5. Vehicle parking is included in the planning and drawings, but the model should focus on the museum.
6. Additional features can be included at the discretion of the team.
7. The finished design can be all one floor or up to three floors.
8. A maximum of 24"x24" site board must be used for submitting the model.