

# ART PRISON

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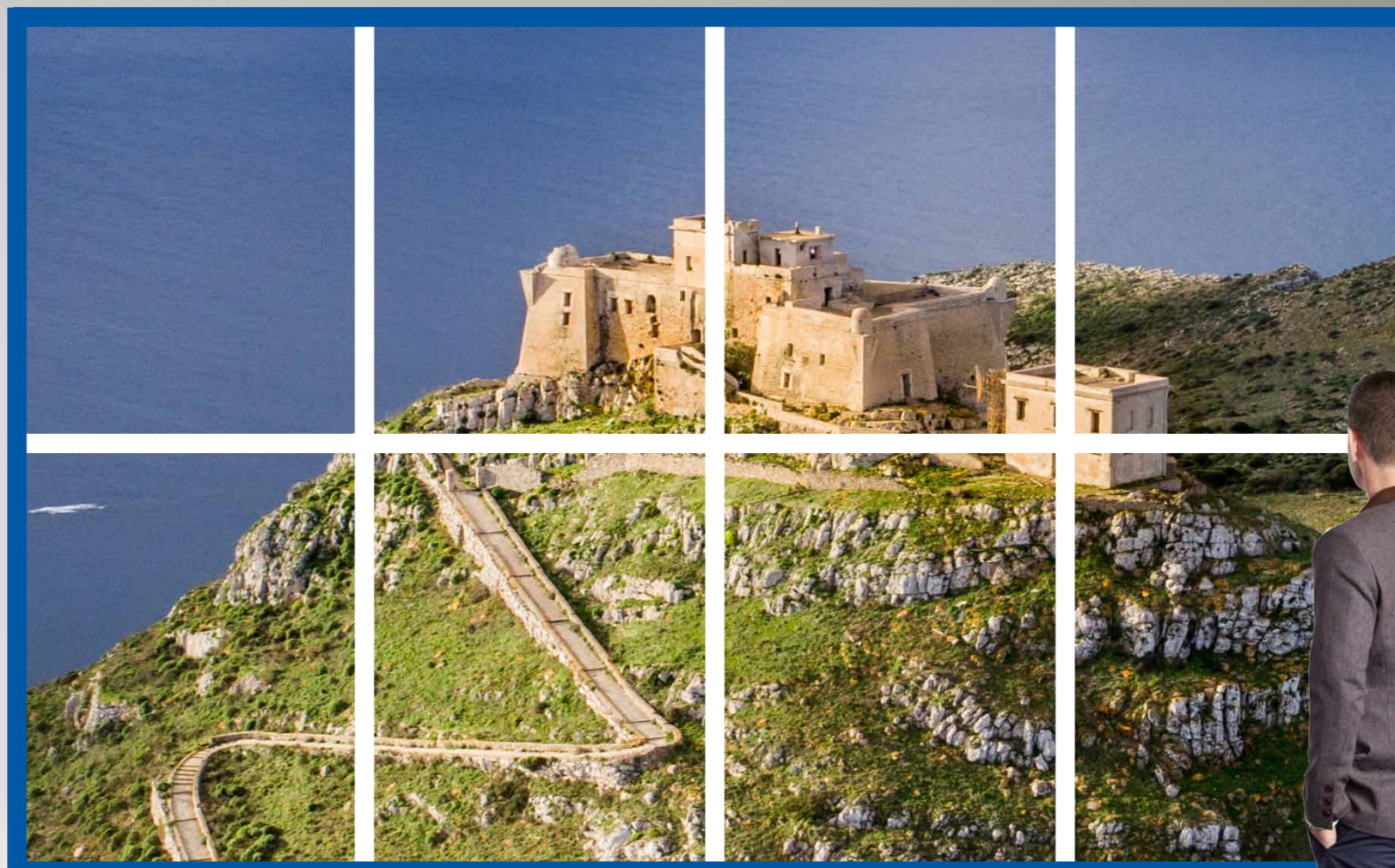
20.000 €

## JURY

Daniel Libeskind | Studio Libeskind  
Manuel Aires Mateus | Aires Mateus  
João Luís Carrilho da Graça | Carrilho da Graça Arquitectos  
Felix Perasso | Snøhetta  
Pietro Ciolino | Agenzia del Demanio

Giuseppe Pagoto | Comune di Favignana Isole Egadi  
Francesca D'Amico | Comune di Favignana Isole Egadi  
Giorgio Palmucci | Associazione Italiana Confindustria Alberghi  
Emanuele Montibeller | Arte Sella  
Fernando Tomasello | Unione Nazionale Pro Loco Italiane

YOUNG  
ARCHITECTS  
COMPETITIONS



AGENZIA DEL  
DEMANIO

AGENZIA DEL DEMANIO  
VALORE PAESE

OAPPC  
TRAPANI

ASSOCIAZIONE ITALIANA  
CONFINDUSTRIA ALBERGHI



CASABELLA

DA  
RCH  
DIPARTIMENTO  
DI ARCHITETTURA  
UNIPA

DA  
Domus Academy

NABA  
NUOVA ACCADEMIA DI BELLE ARTI

UNL  
Universidad  
Nacional del  
Litoral

**SITE | FAVIGNANA, SICILY**  
**INTERVENTION | RENEWAL**  
**DESTINATION | CONTEMPORARY ART MUSEUM**  
**REQUIREMENTS | AT LEAST 1 MEMBER UNDER 35 PER TEAM**  
**TARGET | ARCHITECTS / DESIGNERS / STUDENTS**

## **INTRODUCTION**

Architecture is the branch of knowledge that shapes and structures places for human activities. It gives an answer to several and various issues, where solutions embody designer's creativity and intellect. Architectural quest doesn't simply resolve itself nor in a stylish, nor a functional, nor an economic, nor a technological answer. A genuine architectural answer comes through making a patchwork of all those issues, where designer manages to blend and structure them together with sensibility and control. YAC aims to promote contemporary projects that embody a temporal and personal approach to architectural space. Idea is the keyword, Architecture is the answer and Project is the medium through which intuition transforms into reality.



## > BRIEF

Solitude has always been highly fascinating for human beings. Hermitages, fortresses, shelters. Since the dawn of time, human beings have been looking for a solitary condition, avoiding their counterparts as if they wanted to rediscover a feeling of purity, reconciliation with their self and union with nature.

The fortress of Santa Caterina stands over the peak of Favignana, an isle set at the heart of the Mediterranean Sea. It appears as a real jewel of solitude. It is a place imbued with an imposing and moving beauty. In such place, the embrace of nature is so intimate that it creates the sweet and yearned for oblivion that fills the heart of those who had the bravery to leave civilization to listen to silence.

For more than a century, the fortress has been an abandoned prison. From the peak of the promontory, it solitary witnesses the continuous rise and setting of the sun in

the crystal waters of the Mediterranean Sea. The latter has always been vigilant on the events of the isle. Over time, the industrious fishermen village has become a booming destination for international tourism.

In the wake of such transformations, YAC launches Art Prison. This is a competition in collaboration with the Municipality of Favignana aiming at making the most of a remarkable context in order to transform Santa Caterina Fortress into one of the most suggestive centers of contemporary art of the Mediterranean. It will have to be a sublime place of encounter, culture and creative research where artists will have the opportunity to relax and enjoy in an untouched place. The latter will be the perfect context to inspire artists' imagination and make them express the real essence of their inner self.

How to transform an ancient prison into a treasure chest

containing works of art and the creative action of internationally renowned artists and intellectuals? How to transform an ancient fishermen isle into an open-air contemporary art museum?

This is the fascinating challenge of Art Prison. This competition invites designers to get involved with the lure of solitude. By doing so, they will create a mystic architecture able to whisper to the heart of visitors. The isle will become a "sacred" place, a shelter for artists, creative talents and curious people who wish to stay to regain their mental and spiritual forces. They will have the chance to enjoy the most amazing artistic innovations, brushed by the monumental and eternal fascination of an ancient fortress and a Mediterranean isle.

Yac thanks all designers who will take part in this challenge.

37° 55' 46" N  
12° 19' 46" E

ISLAND OF FAVIGNANA

Trapani



## > SITE

Bold, powerful geometries are sculpted in the softness of the marine tuff. They create forms that enable unexpected glimpses and incredible silhouettes, thanks to perspective. Everything in Favignana is about the sea: silence, the lapping of the waves, the persistent cry of seagulls and the mumble of the ferries going back and forth between the isle and the mainland. It is a sovereign, benevolent sea that has been feeding the isle with its gifts for centuries. Even today, it nourishes the community making it one of the most desirable destinations of European tourism. Watching the sunset from the peak of the Fortress with the light in the horizon and the wind raising the scent of wild herbs, one gets the feeling of losing track of time. In such context, it is impossible not to feel overwhelmed by an ancient and deep pensiveness. It is the remote call of the sea that whispers to the heart of every human being evoking memories and deep feelings. It is a remote and relentless longing for the unknown and the horizon. It is a remarkable place,

which is difficult to describe with words. It is composed by harmonies and discords between natural and artificial, ancient and contemporary. Such context can create one of the most renowned artistic reflection centers of the international scenario. In order to ensure a contextualized design good to be translated into fully workable solutions, hereby follows a list of main constraints and features to take into account for the design.

- Area; Favignana is the largest isle of the Aegadian Islands. It is one of the treasures of one of the most suggestive areas of Southern Europe. The remarkable stratification of history, culture and flavors makes this part of the Mediterranean one of the most desirable holiday destinations in the world. In Favignana, the human action blends with the benevolence of nature creating an amazing and unique landscape. Here, the ancient tuff mines have become underground gardens where

poppies and luxuriant bougainvillea color these holes in green and magenta. Such places are now unrivalled delight and vacation places. The same cooperation between human beings and nature is equally patent in Cala Rossa. In this place, years of tuff excavations and marine erosion have led to what many people consider one of the most suggestive beaches in the world. Here, high tuff bastions rise from crystal waters as architectures belonging to an extinct civilization. In such waters there are extremely limpid natural swimming pools, caves and coves where to live unforgettable experiences. There are also olive trees, myrtles, wild fennels and wild and obstinate vegetation. As a hairy down they cover the isle scenting its air. The same scents can be found in the dishes made by the expert hands of the islanders: tuna, swordfish, capers, olives and bottarga. These are intense and distinctive flavors that evoke ancient times and thousand-year-old traditions. An accurate



study of the richness of the area is a necessary starting point for the project. The latter will have to include a center able to treasure the features of the area in order to offer the visitor a complex, diversified route including art, culture, food and wine tradition, and relax.

- Social system; even casually strolling around the streets of the harbor, it is easy to see that Favignana is a strongly connoted place. In fact, it proudly shows the main elements of its history: the fortress and the tuna fishery. On one hand, the first element evokes a long history of battles and dominations, which will be hereby thoroughly described. On the other hand, the tuna fishery- along with thousands anchors rusting in the harbor- describes the deepest and most ancestral identity of the isle. Such aspect is connected to natural cycles and ancient events that used to ensure the destiny and the sustenance of the isle. In fact, starting from prehistory, in spring, the shores of the isle fill up with thousands of huge tunas. The latter come from the

Atlantic ocean, cross the Mediterranean Sea and reach Africa following their ancestral biological instinct. The fishing of this big fish has always been the main activity of the isle. Over the centuries, it has been acquiring sacral features in a fascinating combination of different traditions: sacred elements and profane traditions. This is a typical feature of such areas. The effigies of the Saints placed on the boats hoping to obtain the favor of the sea are Christian. On the other hand, the name "Rais" of the fishing maestro is Saracen. He is also the hieratic director of the mattanza, the ancient tuna fishing technique. The prayer struck up by the Rais while getting in the boats is Christian, whereas its name is Muslim. This is extremely telling of the historical and social stratification that makes it impossible to distinguish one element from the other. Working on this context will be an extraordinary source of inspiration to create highly fascinating and significant architectures.

- Economic system; the development of the isle was firstly ba-

sed on fishing. However, its development in the modern sense depends on the Florio family. During the years of the Belle Époque, the Liberty style and Klmit, in the nineteenth-century Palermo, the grocery store of the Florio Family became particularly famous. In 1874, thanks to its increasing fortune, the family managed to purchase the isle of Favignana and its tuna fishery. Thanks to this family, Favignana lived an unprecedented prosperous moment. In the isle, new coquettish architectures perfectly in line with the taste of the time were built. It was also equipped with an extremely innovative factory. For the first time, the tuna fishery of Favignana started to preserve tuna in oil (until that moment it had been preserved in salt). In this company, the cans of tuna with a key opening were used for the first time. For a long time, the tuna fishery of Favignana had been the economic epicenter of the isle, maintaining its productivity also when the main Sicilian companies had to close. In 1938, the tuna fishery became property of the Parodi Family and in 1991 of the region Sicily. It made its last mattan-



za in 2007. In that year it had to close because of the decrease of fish. The latter was caused by the development of industrial fishing techniques that intercept fishes before they get to the isle. Currently, the tuna fishery is a museum, aimed at telling a glorious history of fishing and tradition. Since then, the economy of Favignana has been based on tourism and reception. Despite this, the community still hopes that one day the ovens of the tuna fishery will be turned on again.

- History; the Mediterranean Sea is the liquid heart of the ancient Europe. It has always been the protagonist of the ancient world. It connected reins and peoples. It was the scenario of conflicts. It was also the link for economic and cultural exchanges, which built the fortune of the Old continent. Favignana was inhabited in the Paleolithic. It witnessed the strains between Greeks and Carthaginians. Then, it was conquered by Rome, after it had defeated Carthage during the Punic Wars. Once the Empire had fallen, the isle was plundered by Van-

dal pirates until it was conquered by Byzantium around VI AD. However, because of the internal strains of the Eastern Empire, Saracens occupied the isle and the whole Sicily. Then the Normans, who were mercenaries working for both Byzantium and the Saracens, conquered the isle and fortified it with the Santa Caterina Castle. Since the Norman conquest, the isle has followed the fate of the Sicilian history: Swabian, Angevin, Aragonese and eventually Bourbon dominations. The latter is responsible for the current configuration of the Fortress. Its ruin is the result both of the inclemency of time and the Italian patriots' fury. In fact, when they landed in Sicily during the unification wars, they destroyed every sign of the foreign oppression, as the prison of Santa Caterina. Creating a project in Favignana means working in an area characterized by a unique historical value. Designers will have to think of places aimed at telling the history and the tradition of the isle. This will be crucial in order to create an interesting and fascinating center able to convey the memory of the area to the interna-

tional public.

- Architecture; the Fortress is a valuable stratification of interventions and historical events, as previously described. Probably, the first architecture was a Saracen watchtower. The overall configuration of the castle is without any doubt the result of the Norman occupation instead. Afterwards, the structure of the castle was modified and adapted by the Bourbon domination. In order to respect the historical value of the Fortress, hereby follows a list of design features to take into account for the design:
  - a. new volumes- autonomous or adjacent/elevated to the existing facilities- will be admitted as long as they:
    - do not compromise or damage the existing facilities;
    - do not exceed 4 meters in height (the same limit applies to possible elevated volumes of the existing architectures);
    - do not exceed 3.000 m<sup>2</sup> of covered surface altogether;
    - are included within the area object of the competition



(check .dwg file)

- guarantee a design which is in harmony with the architecture and the surrounding landscape.
- b. the used materials will have to relate to the existing architecture and the surrounding area. They can be compatible or dystonic, traditional or high-tech, as long as the overall design is guaranteed in order to enhance the existent architectural elements.
- c. for landscape protection reasons, the access route to the Fortress will have to be a pedestrian route. However, a helicopter-landing platform can be included. The whole outdoor itinerary can include little squares, recesses, panoramic viewpoints and amphitheatres. It can also include new architectures as long as they respect the limits described in point a;
- d. excavations are admitted as long as they do not exceed 3 meters below the ground level;
- e. reporting tools- including the radio antenna installed outside the building- are completely removable.
- f. it is forbidden to demolish the existing buildings. (However, enlargements, combinations of new volumes, raised elements and distribution of interiors are permitted)
- g. every intervention will have to be inspired by eco-compatibility and environment eco-sustainability principles.



## > PROGRAM

Following the examples of the big art parks of the international scenario (Kröller-Müller Museum, Naoshima Contemporary Art Museum, Arte Sella), the competition will aim at giving the Fortress back to the community. It aims to transform it into one of the most important contemporary art platforms of the world. Thanks to its location and natural structure, this place will be able to create sublime experiences to enjoy and create art. Here, the emotion of art combines with the suggestion of a wild nature and an ancient architecture. It will be a place of encounter, exhibitions, shows and performances. In this sense, the contemporary architecture will become an elegant set. In this place, artists will have the opportunity to stay in order to shape their visions and utopias expressing innovativeness and beauty. This place will have to be accessible to collectors and enthusiasts. They will have the chance to live

an unforgettable stay in the facility, according to one's own sensitiveness in order to enjoy cultural, food and wine and wellness routes. Regardless the approach designers will apply to this project, YAC suggests accurately reflecting on the relation between natural landscape and artificial landscape, between ancient architecture and contemporary architecture. By doing so, designers will create a refined combination of contrasts aiming at creating an innovative project. The latter will have to become a model for enhancing valuable natural and historical areas in a combination of art, culture and nature, which will give new life to the monumental abandoned complexes. Hereby follows a list of different functional possibilities. It is important to underline that the composition, integration and reshuffling of these scenarios shall be under total discretion of the designer.

- ART IN NATURE; for a long time, metropolises have been the main scenarios of contemporary art. For decades, artists have been constantly looking for patrons, critics and media moving to big cities in order to find a place to be inspired. However, over the last century, a comeback to nature has been establishing itself, not as a simple creative or inspirational element, but rather as a place where to enjoy and express increasingly purified and sustainable art and creativity. In such sense, the long walkway acceding the Fortress will have to be designed as an "open air gallery". It will have to be a 1,5-km route where to enjoy installations, works of art and emotions to prepare to the arrival at the Fortress. Such route will have to include works of art and a series of architectures. It will be a real initiatory ascent, which





will be part of a broader experience reaching its climax with the access to the Fortress. The latter will be the destination for those who have started a physical and internal journey through the artistic wonders of Favignana;

- ART-SCAPE HOTEL; in accordance with what was previously related, the facility will have to offer a great opportunity to those people willing to spend the night surrounded by the artistic and natural wonders of the isle. Designers will have to create a series of modules for a simple but extremely refined stay in one of the most beautiful landscape- cultural scenarios of the Mediterranean. This will enhance the fascination and accommodation potential of the isle and its Fortress. Designers will have to build cabins overlooking the landscape with a view of the sea and the works of art. They will have to be equipped with essential services and possible well-

ness services. Such elements will only be the starting point to project a cultured and sustainable visit model;

- ART-LUXURY HOTEL; not only simplicity but also luxury and elegance. The Fortress will have to ensure an experience matching up refined and demanding visitors who visit the Fortress to enrich their collections or simply spend a moment of extreme refinement in one of the most glamorous and awarded Italian areas. In this sense, the Fortress will have to guarantee a limited number of 3-5 suites equipped with every comfort in order to meet the standards of the wealthiest and most demanding visitors. This place will also have to ensure an access with the helicopter for a specific type of client. The latter will have the chance to see or purchase collections, spend some time cuddled with every comfort and then continue the visit with a route to discover the historical and artistic beauties of Italy;

- ART ATELIERS; as previously referred to, the competition does not aim at building a simple museum. It rather aims at creating a working and research context for all the artists who will contribute to the cultural project of the isle. Consistently with this indication, the Fortress will have to include 2/3 atelier apartments where artists can find the optimal inspiration/laboratory conditions for their artistic production. They will also have the opportunity to allow themselves a relaxing and reflection time in the facility enriching it with their works/installations;
- CULTURE CENTER; in accordance with a facility for the community, the Fortress will have to be equipped with numerous flexible spaces. Such spaces will aim at meeting the possible needs of Favignana. Consistently with the latest artistic and cultural vocation of the city,



some possible uses the community of the isle will need are exhibitions, conferences, performances, meetings, workshops and laboratories.

- FOOD; the project will have to be consistent with the specific features of the area in which it is located and the recent experiences connecting refined cultural initiatives with a food and wine tour. In accordance with these elements, the Fortress will have to host a high-quality restaurant. In this place, star chefs will reinterpret local tradition: they will ensure an enchanting experience for visitors, which will make the visit to this extraordinary art platform unforgettable.

# > CALENDAR

**15/01/2018** “early bird” registration – start

**11/02/2018 (h 11.59 pm GMT)** “early bird” registration – end

**12/02/2018** “standard” registration – start

**11/03/2018 (h 11.59 pm GMT) (h 11.59 pm GMT)** “standard” registration – end

**12/03/2018** “late” registration – start

**08/04/2018 (h 11.59 pm GMT) (h 11.59 pm GMT)** “late” registration – end

**11/04/2018 (h 12.00 pm – midday - GMT)** material submission deadline

**12/04/2018** jury summoning

**30/04/2018** results announcement

Fulfilling an “early bird”, “standard” or “late” registration does not affect the submission deadline. The submission deadline is uniquely set on the **11/04/2018**.

# > PRIZES

1° PRIZE  
**10.000 €**

2° PRIZE  
**4.000 €**

3° PRIZE  
**2.000 €**

HONORABLE MENTIONS “GOLD”  
**1.000 €**

HONORABLE MENTIONS “GOLD”  
**1.000 €**

HONORABLE MENTIONS “GOLD”  
**1.000 €**

HONORABLE MENTIONS “GOLD”  
**1.000 €**

10 HONORABLE MENTIONS

30 FINALISTS

All the awarded proposals will be transmitted to architectural magazines and websites + will be hosted in international exhibitions. All the finalist proposals will be published on [www.youngarchitectscompetitions.com](http://www.youngarchitectscompetitions.com).

# > SUBSCRIPTION

The whole procedure is computerized:

- open: [www.youngarchitectscompetitions.com](http://www.youngarchitectscompetitions.com);
- enter registration area;
- fill required fields;
- at the end of the procedure the first member of the team will be notified with a validation mail containing the team ID number ("teamID" is randomly and automatically assigned); if no mail arrives check "spam";
- a username, a password and a link will be received; open the link to confirm YAC the preregistration;
- once confirmed the pre-registration, enter personal area and fulfill fee payment;
- once fulfilled pre-registration and fee payment, uploading will be enabled;
- open personal area, insert username & password; upload the material; the first member of the team will be notified with a validation mail; if no mail arrives check "spam".

It's highly recommended to be early on deadlines with subscriptions and payments.

# > FAQ

During the whole contest, until 11/04/2018- submission deadline - competitors can address any kind of question by writing to the e-mail address on the website [YAC@YACLTD.COM](mailto:YAC@YACLTD.COM). YAC staff will individually answer to the competitors by e-mail and will weekly publish updates in the "FAQ" section of the competition website. Answers will be published in English and updated on Facebook and Twitter. Surely, YAC staff will be providing technical support in case of technical and functional problems during the upload procedure.

# > MATERIAL

- n. 1 A1 layout (841 x 594mm) in .pdf format, maximum size 10 mb, horizontal or vertical layout, to be uploaded on the personal login area. Such layout must contain:
  1. design concept / conceptual idea;
  2. graphic framework aimed to illustrate the project (i.e. plans, facades, cross-sections) – choosing what to display and the relative scale is up to competitor's choice;
  3. 3d views - i.e. renderings, pictures, hand sketches;

**File name: A1\_←TeamID→\_AP.pdf (es. if "TeamID" is 123, file must be named A1\_123\_AP.pdf)**

n. 1 A3 album (420mm x 294mm), .pdf format, maximum size 10 mb, horizontal layout, maximum 7 pages long, to be uploaded on the personal login area. No cover. Album must contain:

1. general layout on 1:1000 scale;
2. significative layouts on 1: 200 scale;
3. at least one significative cross-section on 1:500 scale;

**File name: A3\_←TeamID→\_AP.pdf (es. if "TeamID" is 123, file must be named A3\_123\_AP.pdf)**

- n. 1 cover .jpeg or .png format 1920x1080 pixel size. It should be a relevant image showing the project that will become its avatar icon:

**File name: Cover\_←TeamID→\_AP.jpg (es. if "TeamID" is 123, file must be named Cover\_123\_AP.jpg)**

Text shall be synthetic and written in English. Layouts cannot contain any name or reference to designers. Layouts cannot have nor group's "TeamID" on it. Such code is meant to appear on the filename only, since jury will not be capable of seeing it during voting procedure.

## > RULES

1. Competitors must respect calendar dates, procedures and fees.
2. Competitors must respect all the instructions regarding required material.
3. Competitors can be students, graduated, freelance architects, designers or artists: it is not mandatory to be involved in architectural disciplines or enrolled in architectural associations.
4. Competitors can join the competition both individually and in team.
5. Teams must have at least one team member between 18 and 35 years old.
6. Teams can be composed of any number of team members.
7. Teams can be composed of any competitors belonging to different countries and universities.
8. Paying a single entry fee allows to join the competition with a single project.
9. Paying further entry fees allows to join the competition with further projects; fees to be determined by following competition's calendar.
10. Prizes include bank commissions and fees.
11. Prizes are established regardless to the number of attendants a team is made of.
12. The suitability of the projects will be assessed by a technical staff nominated by the Municipality of Favignana;
13. The jury's verdict is incontestable.
14. It is forbidden to competitors to ask a juror about the competition.
15. It is forbidden to competitors to publicize their own proposal material before the official announcement of winners.
16. It is forbidden to competitors to join the competition in case they have or had business collaboration or blood-relations with jurors.
17. By violating the rules, competitors and their teams will be disqualified from the competition without any chance of getting a refund.
18. Joining the competition implies accepting rules and service terms.
19. The authorship of each project is equally attributed to each member of the team.

## > INELIGIBILITY

1. Layouts showing texts bodies not written in English will be banned.
2. Layouts showing names or referrals to their own team/their identity will be banned. TeamID can appear on the file name only, since jurors will not be allowed to see it.
3. Files named not by following the prescriptions of the chapter "MATERIAL" will be banned.
4. Material which is considered incomplete, partial or non congruent to the criteria set in the chapter "MATERIAL" will be banned.
5. Material which is submitted not by following calendar, deadlines and correct uploading procedures will be banned.
6. Teams missing one under-35 member at least will be disqualified.
7. Team members trying to ask a juror about the competition will disqualify their own team.
8. Team members who have or had business collaboration or blood-relations with jurors will be disqualified.
9. Team members who publicizes their own proposal material before the conclusion of the competition will be disqualified.

# > NOTES

- a. All the projects that will win a money prize and any (available) intellectual property right and/or industrial right on the projects are definitively acquired by Municipality of Favignana. The latter acquires the exclusive right of economic exploitation of the project and the right to reproduce the project in any way or form, including the right to use, realize, adapt, modify, publish in every media, display, reproduce and distribute the project also for marketing and advertising purposes, review the editorial, create works based on the project or giving the project or parts of it to third parties in any means, way or through any technology also including the freedom of panorama without any limitation in time or place.
- b. The project can be reviewed by Municipality of Favignana – upon consultation with the designers in order to enhance its performance and economic feasibility.
- c. YAC and Municipality of Favignana have the rights to publish and exhibit all the uploaded projects.
- d. Projects must be new and original and the result of the intellectual activity of the candidates who cannot present works that does not comply with these aspects. For this reason, YAC and Municipality of Favignana will not be responsible in case the uploaded projects are not the result of the candidate's or teams' creativity or if the candidate or teams are not the owner of the right of exploitation including the right to take part in a competition like this one.
- e. The available and necessary material for the competition is available in the download section of the competition site [www.youngarchitectscompetitions.com](http://www.youngarchitectscompetitions.com) regardless of registration in the competition; it is allowed to use additional material collected by each member.
- f. YAC has the right to change dates or other details in order to improve or fix aspects of the competition, a notice will be given within a reasonable time through all YAC's media channels.
- g. YAC is not responsible for web malfunctioning or technical difficulties due to servers; it's highly recommended to submit required material, fees and subscription with a good advance of time on the deadline.
- h. The processing of personal data of the candidates made manually and electronically, will take place only at the end of the competition in compliance with the regulation of the Legislative decree No. 196/03 and subsequent by Municipality of Favignana and YAC. They will process the data as independent holders. The provision of data is optional but without it the candidate cannot take part in the competition.
- i. This competition is not an event in accordance with Article 6 of the Italian D.P.R. 430/2001.
- j. Candidates will be held accountable for the personal data they provide and the promoter does not assume any responsibility for wrong data provided. The promoter, according to privacy policies, has the right to verify candidates' data by requesting a copy of an identity document regarding the data of the registration.
- k. YAC and Municipality of Favignana are not responsible for false data provision by candidates.
- l. By entering the competition, the candidates accept the competition's terms and conditions.
- m. Italian law regulates this regulation. Controversy arising shall be of exclusive competence of the Court of Bologna.

# > JURY

## **Daniel Libeskind / Studio Libeskind / New York**

In 1989, Daniel Libeskind founds its renowned architecture studio in Berlin, after winning a competition for the project of the Jewish Museum in Berlin. In 2003, the studio is moved to New York to redesign the World Trade Center, which is currently under construction in Lower Manhattan. He deals with different planning areas all over the world: museums, concert halls, university campuses, hotels, shopping malls and residential towers, among others. Some of its most important works are the "London Metropolitan University Graduate Centre" in 2004, Military History Museum in Dresden in 2011 and the Sapphire in Berlin, which was ended in 2016. He has been holding numerous lectures and has been participating in many international meetings. He is interested in art and all its forms and in an original and sustainable architecture. His approach has been influencing contemporary creativity.

photo credits: Stefan Ruiz



## **João Luís Carrilho da Graça / Carrilho da Graça arquitectos / Lisbon**

Carrilho da Graça was born in 1952. He graduates in 1977 at the ESCOBAL School of Fine Arts in Lisbon. He starts a didactic career at the Faculty of Architecture at the University of Lisbon. He takes part as a speaker in numerous lectures and seminars all around the world. His projects mainly concern urban complexes. Many of his works deal with the planning of cities located in his region of origin. Among his most interesting works there are the Regional Music Conservatory in Portoalegre (1988-92), the social communication High School in Lisbon (1988-93) and the renovation of the Monastery of Santa Maria de Fior de Rosa in the region Alentejo (1992-95). Recently, he has been representing Portugal in numerous festivals and exhibitions: the Triennale di Milano (1992), Portugal. Four Points of View (Ljubljana, 1993) and Architettura Portoghese (Flash Art Museum, Trevi, 1995).

## **Manuel Aires Mateus / Lisbon**

He graduates in Lisbon at the F.A./U.T.L. He has been collaborating with the architect Gonçalo Byrne since 1983 and with Francisco Aires Mateus since 1988. He is a professor in various schools: the Harvard Graduate School of Design, the Architecture faculty of Ljubljana, the Architecture Academy of Mendrisio, The Autónoma University of Lisbon and the Lusíada University of Lisbon. He holds seminars and conferences all over the world. The Brothers Mateus deal mainly with the topic of the detached houses with refinement and mastery aiming the lightness of the masses by digging the matter. Their intense and award-winning activity includes the Santa Marta Lighthouse Museum at Cascais (finalist project for the Mies van der Rohe Award 2009 and awarded with the special Mention Award Fad 2008), the cultural Center at Sines (winner of the Enor Award 2006 and the Contract World Award 2007), the House of Azeitão (winner of the first prize Residencia Singular 2004), the House of Alenquer, the base of the rector's office of the Universidade Nova of Lisbon (winner of the Valmor award 2002), the student house of the University of Coimbra (winner of the first prize at the Ibero-American Biennale of architecture 2001 and the Luigi Cosenza award 2001).



## **Felix Perasso / Snøhetta / Innsbruck**

Felix Perasso studied Architecture in Innsbruck - Austria obtaining a scholarship of merit for his bachelor thesis supervised by Patrick Schumacher. His master thesis investigated strategies for the activation of abandoned infrastructures and applied the research on a vision for the city of Genova - Italy. This personal interest led him to OMA, where he worked on the design for the transformation of the historic KaDeWe department store in Berlin. After two years of experience in various international architecture competitions, he joined Snøhetta where he currently works on cultural projects. His works were exhibited at the 13th Venice Architecture Biennial, the Mart Museum in Rovereto and the Prague Architecture Biennial.

### **Pietro Ciolino / Agenzia del Demanio / Palermo**

Pietro Ciolino graduates in civil engineering at the University of Palermo in 1991. He attends numerous management courses regarding city planning, building, law and communication at renowned bodies as the IRST in Palermo, the Scuola Superiore dell'Economia e delle Finanze in Rome and the SDA Bocconi (School of Management). Since 2004, he has been collaborating with the Italian government mostly in coordinating activities linked to the management of confiscated Goods and Vehicles for the Sicilian branch. Currently, he is the Person in charge for U.O. for the Italian government. He takes care of numerous projects aiming at enhancing the Italian real estate assets and cultural heritage.



### **Giorgio Palmucci / Confindustria Alberghi / Padua**

Born in 1961, in Milan, he was chief accountant for the Mediterranée Club Italy between 1989 and 1993. He then became Director of the Administration/Finance and Control department, in a team of 25 members. Since 1999 he has been General Manager of Villaggi Italia and Legal Representative of the company, by managing 7 holiday villages and a total of about 8000 beds and 1500 employees. Between 2010 and 2011 he was appointed as CEO and General Director of Hotelturist spa, a company which manages 11 hotel facilities in Italy and Switzerland. He is currently member of the Governing Council of Astoi, Vice President of Federturismo and President of EBIT (the National Tourism Industry Institution) and of the Italian Confindustria Association Hotels.

### **Emanuele Montibeller / Arte Sella / Borgo Valsugana**

He was born in 1959. In 1986, Emanuele Montibeller founded Arte Sella. This is a project aimed at creating a place of encounter, dialogue between artists and ideas sharing. Such project highlights the importance of the Valsugana valley in the international dialogue between creativity and natural world. He is artistic director and curator of cultural projects for the association Arte Sella both in Italy and abroad. He helped creating the route ArteNatura, which is a forest itinerary studded by works of art made by masters of the Art in nature. Some of them are Nils-Udo, Chris Drury, Patrick Dougherty, Michelangelo Pistoletto.







### **Fernando Tomasello / UNPLI – Unione Nazionale Pro Loco Italiane / Padova**

Fernando Tomasello was born in Noale, Venice, in 1953. He graduated in Architecture at IUAV (the Venetian University of Architecture) with a design thesis on historical gardens with Professor Tullio Cigni, Professor Patrizio Giulini and Professor Margherita Azzi Visentini. His professional activities concern architectural projects, restoration, urban planning and, in particular, the preservation of landscape and cultural heritage. In 2001, he founded his architecture studio (studio Tomasello Architetti associate) where he is currently working. Since 2016, he is a member of the National Board of UNPLI as chairperson of the Department for Cultural, Environmental and Landscape Heritage. UNPLI (the Italian National Association for Pro Loco, organizations that promote some particular places) can count 6200 Pro Loco among its ranks, with a total amount of 600,000 associates. The association network is made up of Local, Provincial and Regional Committees spread throughout Italy and is directed by a National Board in which all of the regional Pro Loco are represented.

### **Francesca D'Amico / Comune di Favignana**

In 2000, she graduated in Architecture at the University of Palermo with the highest marks. In the same year, she started to work as a freelance focusing on environmental issues, graphics, renovation and city planning. She has been teaching interaction design, land-use planning at the Academy of Fine Arts of Trapani. Moreover, she has been teaching City planning, Renovation and Safety and assessment professional courses for a while. After this, she became a crucial reference for the province regarding sustainable planning and bio-architecture. She is currently the teacher of "Urban and land-use Planning" at the University of Architecture in Palermo. She collaborates as an expert with the Municipality of Castellammare del Golfo. Currently, she is the Person in charge of various services: the Italian Sportello Unico Attività Produttive (SUAP) –Sportello Unico dell'Edilizia (SUE) and the Ufficio Abusivismo e Sanatorie of the Municipality of Favignana.

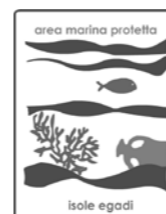


### **Giuseppe Pagoto / Comune di Favignana**

He was born in 1973. Giuseppe Pagoto is an expert of labor consultancy. For years, he has been dealing with cultural projects for the community. He is the President of clubs, Lieutenant, national Treasurer and Governor of the Kiwanis Junior Distretto Italia. The latter, is a program that is sponsored by the Kiwanis International Distretto Italia San Marino. From 2008 to 2013, he has been Council member and Vice mayor of the Municipality of Favignana Isole Egadi. Currently, he is its major. Since June 2013, he has been the President of the Marine Protected Area "Isole Egadi" and of the coastal action Group "Isole di Sicilia". In 2015, he was nominated President of the Touristic District of Western Sicilia.



**CASABELLA**



AGENZIA DEL  
DEMANIO



STUDIO LIBESKIND  
MILANO

carrilho da graça  
arquitectos

Aires Mateus



Snøhetta



**ARTESELLA**  
THE CONTEMPORARY  
MOUNTAIN



COMUNE DI FAVIGNANA