

**scenario**

# 2015

Irrefutable evidence is produced of impending catastrophic global disaster due to human-induced global warming.

Global governments combine to issue and enforce a *75-year moratorium* on any use of fossil fuels and any new building or production, beyond the sustainable growing of food, until the year 2090.

While some learn to survive by utilising and adapting what already exists, most urban and industrial centres fall into disrepair, wars break out, and many cities are left ruined and abandoned.

# 2025

**In New Zealand, the downfall of the existing urban centres, combined with rising sea levels, catastrophic earthquakes in Wellington and Christchurch, and volcanic eruptions in Auckland, sees two new centres of both government and population arise – one in the central North Island (Central Plateau), and one in the central South Island (Central Otago). The two islands become separate country-states.**

# 2050

Meanwhile, in secret and secure locations around the world, the combined global government funds a series of *local task-forces* of researchers to design and create new urban systems and technologies, to prepare for a rebuild once the moratorium is lifted.

# 2090

The global government extends the moratorium for a further 25 years, with a partial lifting for the creation of a number of selected 'prototype cities'. One of these cities is to be built in the former capital city of Wellington, with *phase one* occupying the island that was once the hills of the Mirimar Peninsula and Seatoun Heights.

# 2100

**After 10 years of construction and infrastructure development, the city is opened to its first inhabitants.**

**brief**

# 2085

**Your team is one of seven chosen to take part in a selection process to decide who will lead the design of the new prototype city. As part of this process, you will pitch a series of design concepts in response to certain key elements of infrastructure design.**

**conditions**

# climate

Global warming and tectonic shifts have resulted in a change of seasons. New Zealand now experiences two main seasons:

**THE HOT/WET/WINDY SEASON**  
(spring/summer)

**THE COLD/DRY/CALM SEASON**  
(autumn/winter)

Due to the 75yr moratorium, global warming has now halted and the climate, though irreversibly changed, has plateaued and is predicted to remain this way for at least the next few millenia.

# conditions

Due to sea level rises and earthquakes, the Mirimar/Seatoun hills are now an island. In the hot season, monsoon flooding and high tides result in a maximum sea level that is 20m above what it was in 2015. In the cold season, the level drops to 10m above what it was in 2015. For one month in the middle of the cold season, an icy land bridge appears linking the island to the mainland.

# structures

The ruins of some of the old buildings and structures remain, although many useful and valuable materials have been looted or repurposed. Organic materials such as timber, paper, or fibre-based products have long since been looted and burned as fuel, or have rotted beyond repair. A few rare items remain and have become extremely valuable.

# structures

Communities and individuals still inhabit parts of the old city, away from the law and governance of the new Central capital. Many of these are descendents of old Wellingtonians, with a few elderly original citizens remaining, mixed with newcomers who have migrated from surrounding areas. The old Wellingtonians have adopted a semi-tribal culture, with a strong sense of identity and connection to the old city and its culture retained through traditions of storytelling and customary practices.

During construction, a labour camp will be created on the island. The inhabitants of the new city will be selected according to a process in line with the proposed urban design concept.

**systems**

# natural

## WATER

drinking, hygiene, plant and food cultivation,  
waste, hydropower

## AIR

oxygen levels, pollution, wind power

## ENERGY

light, warmth, solar power

## MATERIAL

consumables including food and building  
materials, waste

# cultural

## **SOCIETY**

social, cultural, political, economic

## **HEALTH**

physical/mental/spiritual, human/non-human/  
ecological

## **INFORMATION**

knowledge, power, communications

## **MOBILITY**

transportation, citizenship, borders