## NEW EUROPEAN BAUHAUS

PRIZES2022

beautiful | sustainable | together

#NewEuropeanBauhaus

## Let's celebrate beautiful, sustainable and inclusive places!

The submission deadline for the **New European Bauhaus Prizes 2022** is **28 February 2022**, **19:00 CET**. The European Commission is once again looking for inspiring examples of excellent projects on four thematic focal points, each of which has two parallel competition areas:

- Reconnecting with nature
- Regaining a sense of belonging
- Prioritising the places and people that need it the most
- Shaping a circular ecosystem and supporting life-cycle thinking

**Strand A:** "New European Bauhaus Awards" will be devoted to existing completed examples

Prizes: EUR 30 000 / EUR 20 000 - each + communication package.

**Strand B:** "New European Bauhaus Rising Stars" will be devoted to concepts or ideas submitted by young talents aged 30 or less.

Prizes: EUR 15 000 / EUR 10 000- each + communication package

Registration/Submission of projects until 28 Feb 2022, 19.00 CET:

https://prizes.new-european-bauhaus.eu/

The evaluation of the submissions and the selection of the best projects will be carried out by external experts this year. To this end, the European Commission has launched a call for expressions of interest for experts in the fields of sustainability (understood as environmental sustainability), aesthetics (design, art, architecture, etc.) and inclusion (equal opportunities, public participation, civic engagement, co-creation, universal design, accessibility, affordability) (operational period 15 February to 10 April 2022).

In addition, the Commission will select judges from those who have expressed interest in the call who will evaluate the finalists' applications and recommend the winners to the Commission's Evaluation Committee (outreach period 11 April to 6 May 2022). An expense allowance of 50 euros / evaluation is foreseen.

You can apply to be an expert for the evaluation until 31 March 2022

More details can be found <u>here</u>