OFFICIAL REGULATIONS

Promoted by Teamwork Hospitality as part of the
thirteenth edition of Hospitality Day.

1. Purpose of the award: Giving a voice to the future (New Generation Under 40)

The *Hotel Designer Awards*, promoted by Teamwork Hospitality, is a recognition dedicated to boosting the **creativity, research, and design vision of Young Professionals Under 40** in the hospitality industry.
The competition aims to identify and reward the best architectural and hotel interior design concepts, encouraging original and bold proposals capable of redefining trends and shaping the new models of the hospitality industry of the future.

The award aims to:

• Promote **innovation, sustainability, and comfort** in hotel design;

• Encourage collaboration between designers and companies in the hospitality sector;

• Highlight the narrative and emotional impact of the project;

• Provide visibility to professionals and studios that experiment with new forms of hospitality.

Note: Please note that the competition does not reward completed projects, but rather conceptual and original ideas.

2. Competition Theme

"The hotel room of the future: comfort, identity and sustainability in 36 m²."
Participants are invited to design a **36 m²** hotel room (9x4 m), including a bathroom.

The project should express an innovative and functional vision, with particular attention to:

• Guest comfort and well-being

• Aesthetic identity and storytelling

• Environmental sustainability and conscious use of materials

• Technological integration and flexibility of use

• Functional optimization of space

3. Competition Categories

Each participant may submit up to a **maximum of three project proposals**, provided they belong to different categories:

1. **Luxury Experience Room** – A space focused on excellence in comfort and the perceptual quality of materials. This category requires a design approach that integrates high-end finishes, tailor-made solutions, and advanced ergonomics. The goal is to create a highly sensory environment, coordinated and consistent in its aesthetic language, with particular attention to detail and material continuity.
2. **Sustainability & Nature Room** – A room designed according to principles of environmental responsibility and impact reduction throughout its life cycle. Certified materials, low-consumption construction systems, and bioclimatic strategies applicable to indoor spaces are required. The concept should emphasize the connection with nature through colors, textures, and solutions that improve air quality, natural light management, and the guest's physical and psychological well-being.
3. **Smart & Tech Room** – An environment where technology and home automation support usability, personalization, and energy efficiency. The project must integrate intuitive interfaces, smart sensors, centralized control systems, and automation solutions that are unobtrusive aesthetically. Technology should be discreetly incorporated into the layout, tangibly enhancing the guest experience.
4. **Accessible Room** – A space designed according to inclusive design and universal usability principles. The room must ensure accessibility without compromising aesthetics, with pathways, furnishings, and functions compliant with major regulations. The project should propose ergonomic and intuitive solutions integrated into a coherent and contemporary formal language.
5. **Wellness Room** – A room conceived as an environment for psychophysical regeneration, through the combined use of natural materials, scenographic lighting, and micro-wellness functionalities (aroma, sound, chromotherapy, mini-spa). The design should promote calm, balance, and decompression, integrating elements aimed at reducing sensory stress.
6. **Urban Living Room** – A type designed for metropolitan contexts and hybrid stays between work, leisure, and daily life. The project should enhance flexibility and multifunctionality through modular furniture and transformable solutions. Central is the ability to meet dynamic needs while maintaining order, comfort, and aesthetic quality.
7. **Concept / Storytelling Room** – A category focused on creating a strong and distinctive design narrative, readable through material, color, and spatial choices. The project must tell a coherent story, recognizable to the guest in every detail.
8. **Emotional / Sensorial Room** – An environment designed to create an immersive experience through light, color, texture, sound, and perceptual dynamics. The room should generate a clear emotional impact and work on multisensory synergies that amplify the guest experience.
9. **Outdoor Experience Room** – A category dedicated to projects that functionally integrate the outdoor experience. The concept should create continuity between interior and exterior through views, filtering elements, controlled privacy, and solutions for relaxation and connection with nature.
10. **Pet-Friendly Room** – A room designed for guests with pets, with functional, durable solutions integrated into the overall design. Resistant materials, dedicated areas, and systems that facilitate order, cleanliness, and safety must be provided.

4. Target Audience and Participation Requirements

The competition is dedicated to **new-generation design talents**. Participation is open to **professionals under 40** (architects, interior designers, designers) who may apply in the following ways:

- **Individual Professionals**: Independent architects or interior designers.
- **Design Groups**: Creative teams composed of a minimum of 2 and a maximum of 5 people.
  In this case, the "Under 40" requirement must be met by at least one member of the group.
- **Design Firms**: Participation is also open to firms wishing to submit a project in their own name, provided that the dedicated project team includes at least one "Under 40" architect and/or interior designer.

Additional Notes:
Participation is **free of charge**. Students who have not yet graduated and direct collaborators of the organizing body or the jury are excluded from participating.

5. How to Participate

Registration must be completed by filling in the online application form on the website: **www.hoteldesignerawards.it**

Once registration has been completed via the online form, participants will receive a **confirmation email** containing a dedicated **WeTransfer link** through which all required materials may be uploaded.
There are no file size limits for the upload, which may only be carried out using the link provided.

The required documents are specified in point 6.

6. Required Deliverables

Each project must include the following digital documents:

1. **Floor plan layout at 1:50 scale (room + bathroom)**
2. **4–5 photorealistic renderings** of the room and bathroom and/or any videos
3. **Descriptive report** (max. 2,000 characters): a concise text presenting the overall design vision, illustrating the concept, compositional logic, material and technological choices, and consistency with the chosen category
4. **List of technical brands** involved in the concept (optional)

7. Anonymity Clause

Projects must be submitted in completely **anonymous form.**

No direct or indirect reference to the firm, the designer or the working group may appear on any document.

The organising secretariat will ensure the anonymous management of the materials and their presentation to the jury without any elements that could be traced back to the authors.

Violation of this clause will result in **immediate exclusion** from the competition.

8. Evaluation Criteria

Projects will be evaluated by a jury made up of 16 experts in the hotel, design and communication sectors.

The evaluation criteria are:

1. Originality and consistency with the chosen category
2. Aesthetic and narrative quality of the project
3. Technological and material innovation
4. Functionality, comfort and usability of the space
5. Sustainability and conceptual feasibility

9. Finalists

The **30 finalist projects** will be selected by the jury according to the criteria indicated in the previous section.
Finalists will be entitled to the following benefits:

- **Official exhibition of the projects** during the thirteenth edition of Hospitality Day, on 13 October 2026.
- **Presentation of the projects to the public** and professionals in the hospitality sector.
- **Publication of the finalist projects on the official website** and on Teamwork Hospitality's digital channels.
- **Inclusion in a dedicated publication** distributed within the hospitality sector.

10. Awards

- **Hotel Designer of the Year 2026** – Overall award for the best design vision.
- **Category winners** – One winner will be selected for each of the 10 thematic categories included in this award.
- **Special mentions** – The jury reserves the right to assign special mentions to projects that stand out in particular for innovation, sustainability and storytelling.

Winners will be granted free access to all Teamwork events for one year.
The decisions of the jury are final and binding.

9. Schedule

Opening of registrations – December 2025
Closing of registrations and project submission – by 31 May 2026
Jury meeting and selection of finalists – June 2026
Announcement of finalists – 10 July 2026
Announcement of winners and awards ceremony – 13 October 2026, Hospitality Day Rimini

The organizers reserve the right to modify the schedule for organizational reasons, providing timely notice to participants.

10. Rights and Use of Materials

Participants guarantee the originality of the works and declare that they hold all related rights.

Teamwork Hospitality may use the submitted materials exclusively for the purposes of communication, promotion and cultural dissemination of the award.
The author will be credited after the conclusion of the competition and the publication of the results.
Materials will not be returned.

11. Acceptance of the Rules

Participation implies full acceptance of these rules and all related provisions.
The organiser reserves the right to make changes for technical or organisational reasons, while ensuring transparency and equal treatment for all participants.

12. Contacts

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