

# edilportale<sup>®</sup>

## TOUR 2017

Ristrutturazione, riqualificazione  
energetica, comfort abitativo,  
adeguamento antisismico, BIM



Roofingreen



**Salerno, 11 aprile 2017**

**Sostenibilità, innovazione e ricerca.**

**L'esperienza Italiana al Solar Decathlon**

**Architetto Giuliano Valeri**



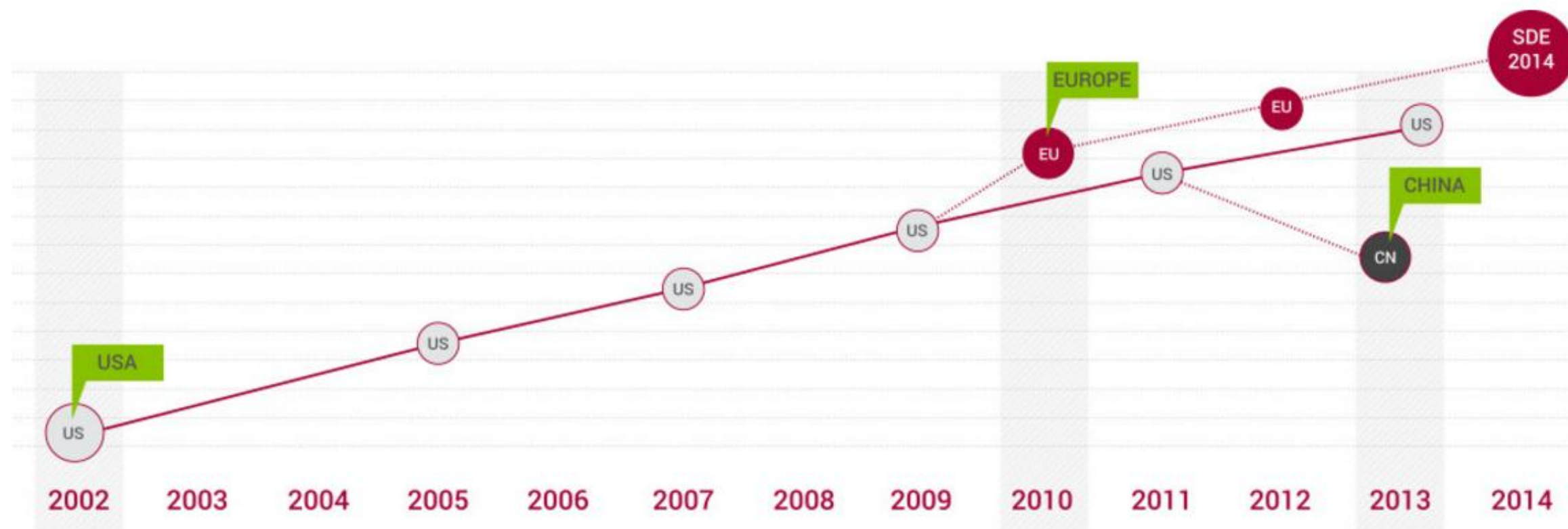
# Solar Decathlon

## Solar Decathlon

**S**olar Decathlon is an international competition organized by the U.S. Department of Energy in which universities from all over the world meet to design, build and operate a home energy self-sufficient, thanks to the use of solar energy, and equipped with all the technologies useful for maximizing efficiency. During the final phase of the competition, each team assembles and shows TO the audience their homes at the National Mall in Washington DC, undergoing ten trials, (from wich the name "Decathlon").

### Some numbers

Since 2002, the Solar Decathlon has involved 112 collegiate teams, affected the lives of nearly 17,000 collegiate participants, expanded to currently include 65 participating teams and nearly 10,000 students in three competitions around the world: Solar Decathlon Europe 2012, Solar Decathlon China 2013, and the U.S. Department of Energy Solar Decathlon 2013.

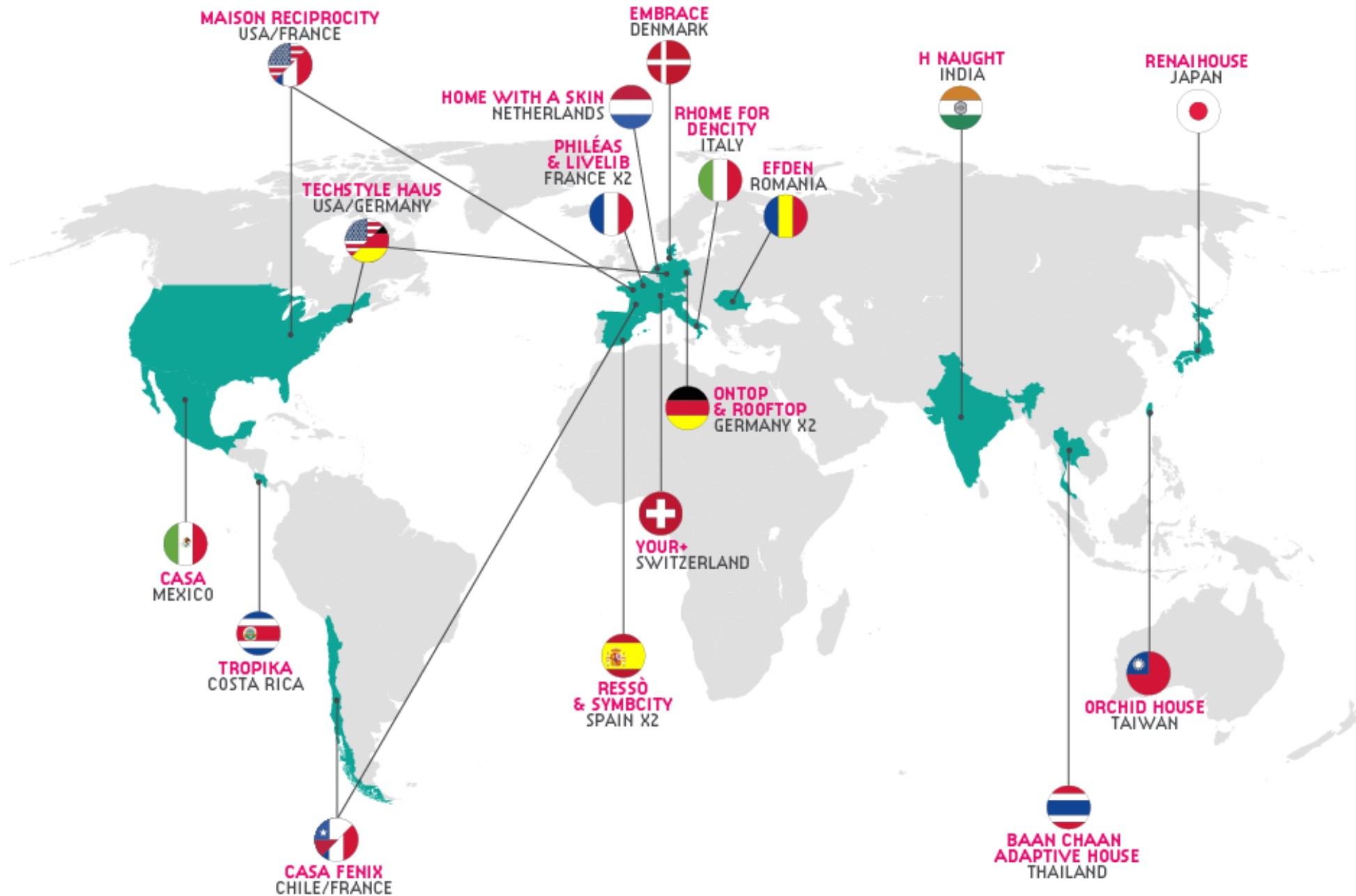




## COMPETING TEAMS

The Organization crew has selected the 20 best projects that come from 16 countries and 3 continents.

The Teams have 18 months to conceive, design, build and transport their zero-energy prototype to La Cité du Soleil® in Versailles.



# 10 CONTESTS

The Decathlon is based on a careful evaluation of 10 contests with a total of 1000 points. The prototypes are open to the public and evaluated by a jury of experts, all from their specifically related fields.

The 10 contests are as follows:



## ARCHITECTURE

assess design coherence, flexibility & maximization of space, technologies and bioclimatic strategies.



## HOUSE FUNCTIONING

evaluate the functionality and efficiency of a set of appliances that must comply with the demanding standards of present-day society.



## ENGINEERING & CONSTRUCTION

evaluate functionality of the house structure, envelope, electricity, plumbing and solar system.



## COMMUNICATION & SOCIAL AWARENESS

assess the team's capacity to find creative, effective and efficient ways of transmitting ideas that define the teams' and projects' own identity.



## ENERGY EFFICIENCY

consider excellence in systems and house design, while looking for reduction of energy consumption.



## URBAN DESIGN, TRANSPORTATION & AFFORDABILITY

evaluate the relevance of the housing unit's grouping proposal and regional positioning, with regard for social and urban contexts of the project.



## ELECTRICAL ENERGY BALANCE

measure the houses' electrical energy self-sufficiency and efficiency and assessment of their energy balance.



## INNOVATION

estimate the innovative aspects of houses in preceding contests, focusing on changes that impact value, performance or efficiency.



## COMFORT CONDITIONS

consider the capacity for providing interior comfort through the control of temperature, humidity, acoustic, lighting and quality of interior air.



## SUSTAINABILITY

measure the team's reactivity to environmental issues, including its efforts to attain a maximum reduction of negative environmental impact.

# COMPETITION TIMELINE

◀ The Competition will take place in 2014 from June 14th to July 19th in the Park of Castle of Versailles. This date will mark the successful conclusion of 2 years of hard work by 800 Decathletes.  
▶ The prototypes are the product of joint effort & collaborative spirit. Here are some major milestones.



Legend D#- Deliverable WKP#- Workshop

# The Problem



In this moment, when we start writing, the estimated world population is of 7.213.964.000 people and it is considered to reach **9 billion of amount within the 2050**. The 72% of people will live in big cities and to survive they will need nourishment, water and energy.

Besides we need to consider that the **45% of energy consumption is due to construction industry, especially the residential part of it.**

August 20th 2013 was the Earth Overshoot Day, that was the day the consumptions of natural resources made by the human being started exceeding the production the Earth could make available for that year.

The big world cities deal everyday with the problem of the degeneration, not only for the architectural and urban aspects, but most of all in social issues. A degradation that grows with the progressive increase of the population and the masses impoverishment.

In many metropolis all over the world the representation of their degeneration is identified by the slums and buildings decay. Cities as Sao Paolo, Caracas and Hong Kong are only few example.

Rome, the eternal city full of beautiful ancient remains and roman heritage, shares the same aspect with other metropolis about urban degeneration. Our work try to give an answer to big city issues, through the elaboration of a **replayable settlement method** with recognisable values, that can bring to the regeneration of existing cities.

The project designed for Rome urban areas is taken as an opportunity to deal with the global condition, that it's easier to explain with the description of a local act. We want to convey people the idea of **"thinking globally by acting locally"**.

## Historical and future world population estimates (in millions)

791.000.000 year 1750

1.262.000.000 year 1850

2.521.000.000 year 1950

8.909.000.000 year 2050

from: wikipedia.it

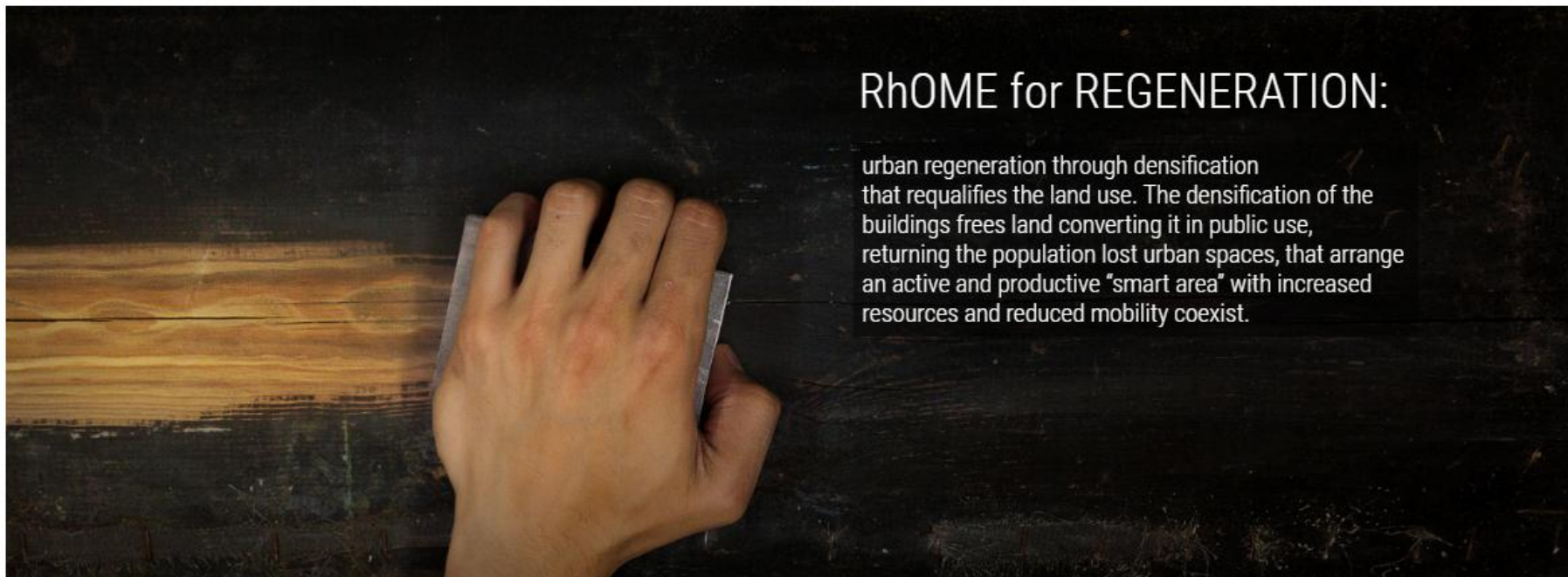


## RhOME in '5' R

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RhOME is the practical application model of **five mainstays**  
(inspired to Smart City philosophy).

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### RhOME for REGENERATION:

urban regeneration through densification that requalifies the land use. The densification of the buildings frees land converting it in public use, returning the population lost urban spaces, that arrange an active and productive "smart area" with increased resources and reduced mobility coexist.

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RhOME is the practical application model of **five mainstays**  
(inspired to Smart City philosophy).

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(inspired to Smart City philosophy).



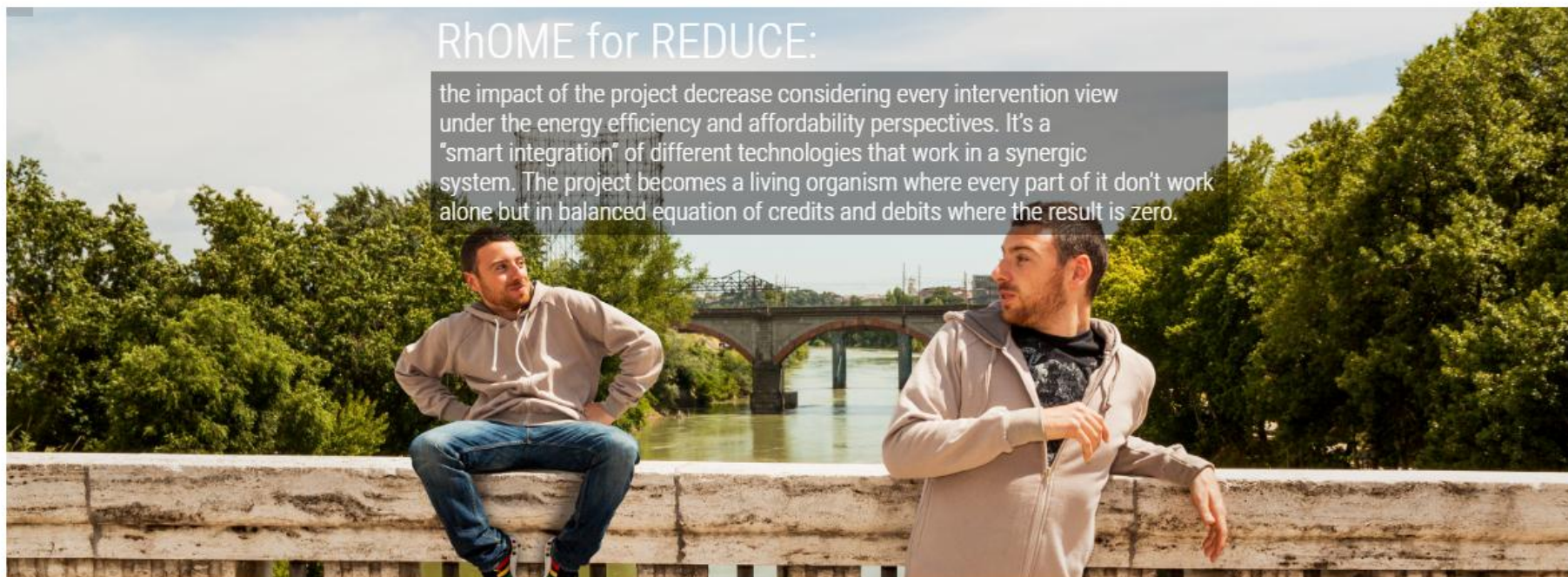
RhOME is the practical application model of **five mainstays**  
(inspired to Smart City philosophy).

### RhOME for RAPIDITY:

innovative and dynamic constructive solutions that involve industrialization practice.  
Clear timing and affordable pricing for "smart buildings" and an easy and long run maintenance avoiding degradation.



RhOME is the practical application model of **five mainstays**  
(inspired to Smart City philosophy).



# Strategy





Why being less when you can be **MORE?**

Or better...

Why being less when you can be **RhOME?**

**MORE MASS, LESS WEIGHT**

A "slightly heavy" house equipped with a system of dry construction, lightweight and fast to assemble, efficient from the point of view of energy because it has a robust heart and throbbing.

**MORE PRODUCTION, LESS CONSTRUCTION**

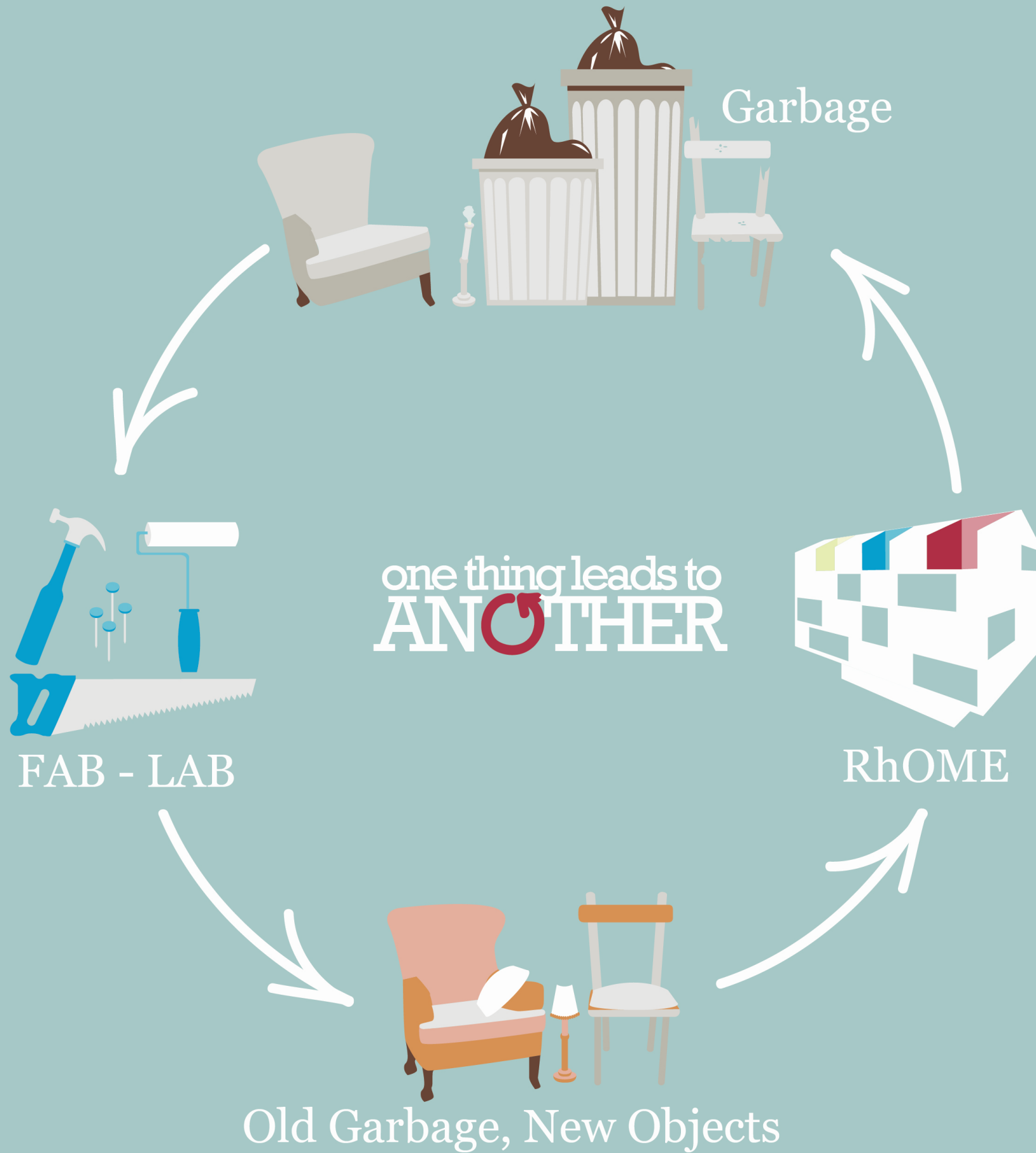
A structure which is constructively fast that involves skilled workers in the production phase at the factory for the technologically advanced components, in order to make it easier and faster assembly.

**MORE SYNERGY, LESS ENERGY**

A environmentally careful building which combines active and passive strategies along with technological innovation of the systems that partake and support each other towards the single goal of reducing consumptions.

**MORE INFORMATION, LESS AUTOMATION**

A conscious control of the welfare of the house and of the comfort of the indoor environment. The house is not working independently but provides information to the user on how to help minimize the consumptions. An artificial mind aided by human consciousness and not the other.





# The Project

RhO  E  
a Home for Rome











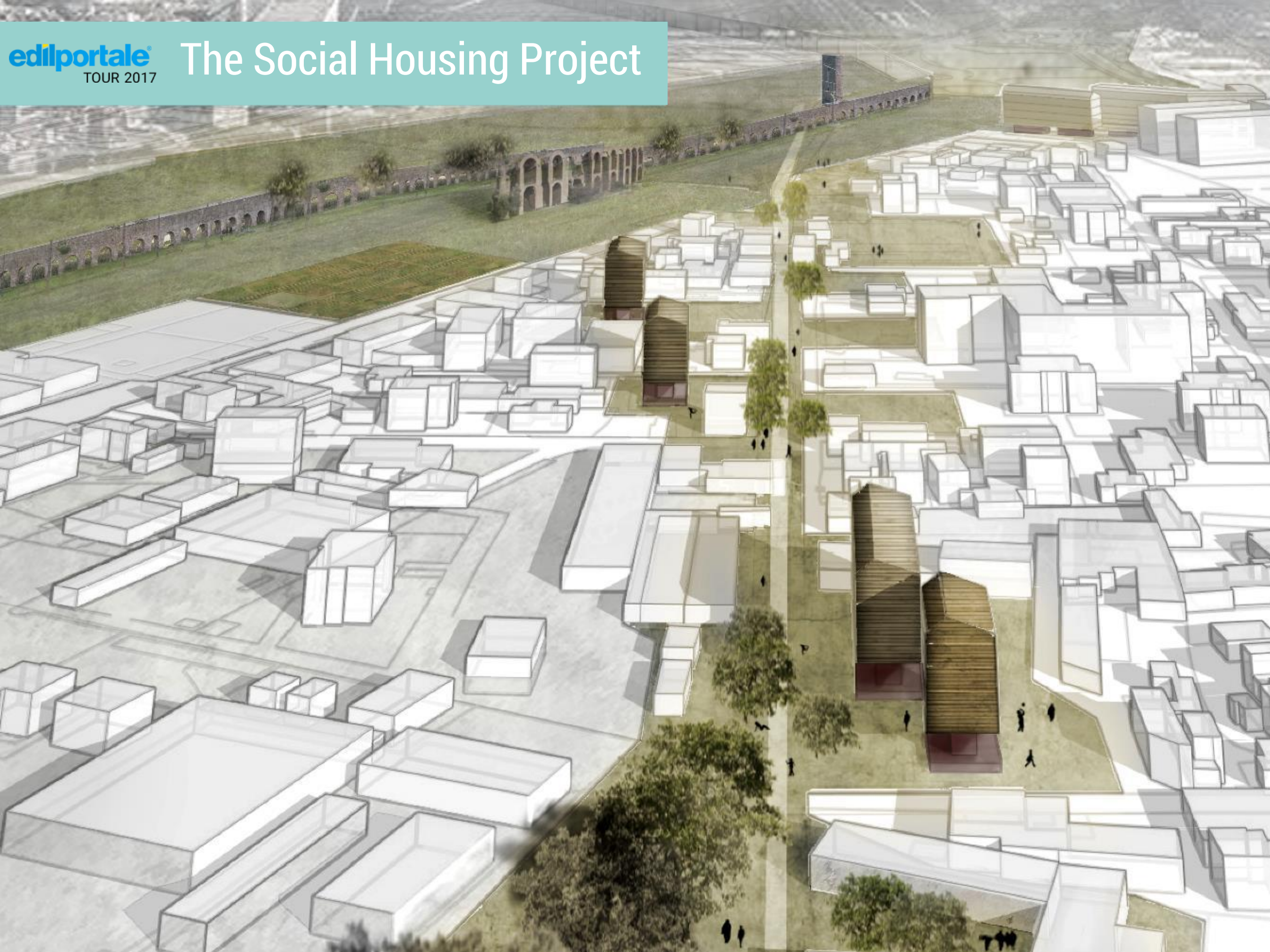




QUEST'AREA È PUBBLICA  
DESTINATA  
A PARCHEGGIO-CENTRO CIVICO  
BONIFICATA  
DAI CITTADINI DI TOR FISCALE







# Towards a Smart City



PROGETTO RHOME  
/RHOME PROJECT



CONNESSIONE WI-FI  
/VEHICULAR HUB



CENTRO CIVICO  
/CIVIC CENTER



FAB-LAB  
/FAB-LAB



SPAZI DI COWORKING  
/COWORKING AREAS



ZONE 30  
/30 km/h ZONES



NODO DI SCAMBIO  
/VEHICULAR HUB



NODO DI SCAMBIO  
/VEHICULAR HUB



ZONE 30  
/30 km/h ZONES



PROGETTO RHOME PROJECT



PERCORSI CICLISTICI  
/CYCLE PATHS



ORTI URBANI  
/URBAN GARDENS



PARCO GIOCHI  
/PLAY AREA



MERCATO DI CUIRINO  
/MARKETPLACE

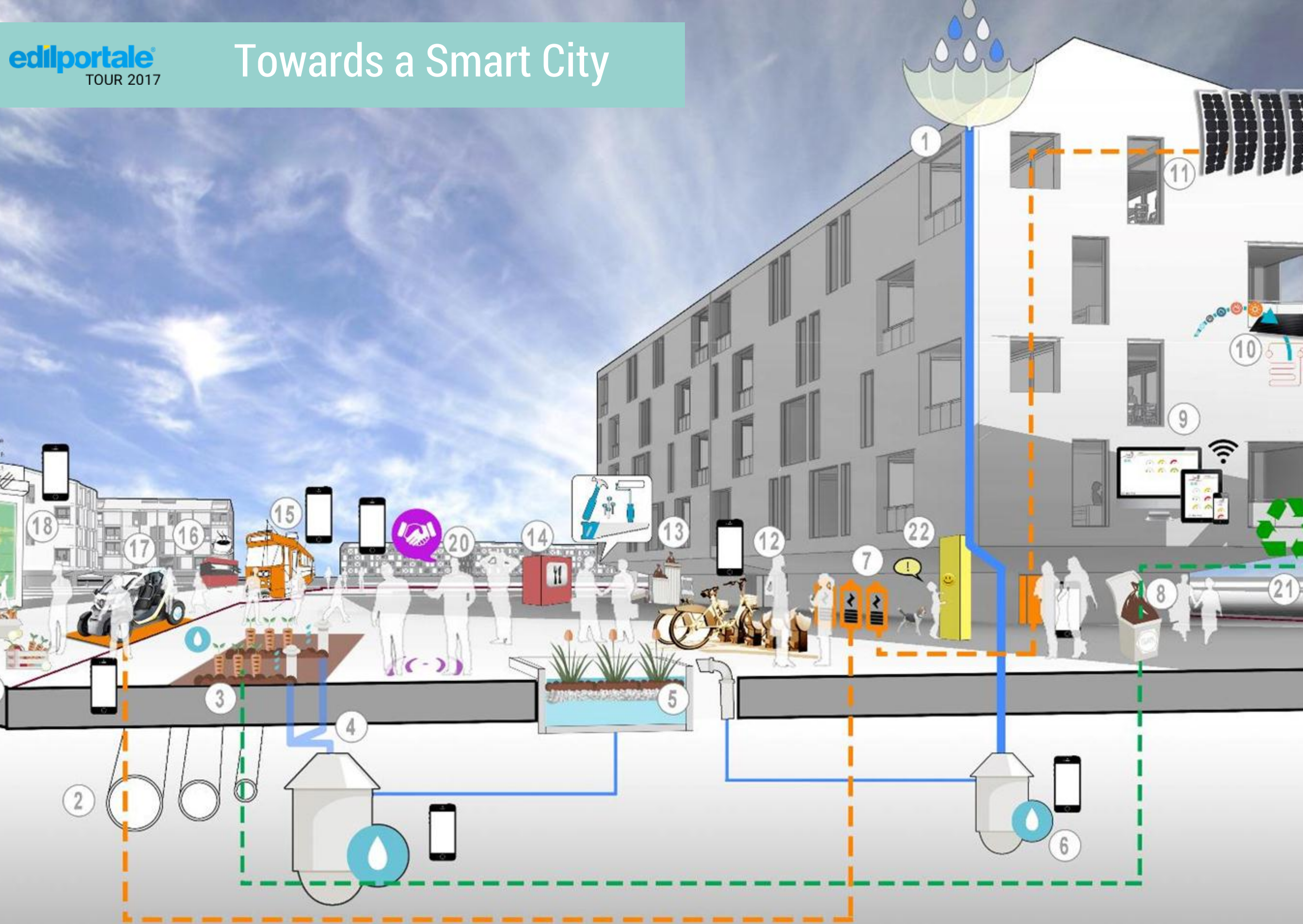


CONNESSIONE WI-FI  
/WI-FI CONNECTION



PROGETTO RHOME PROJECT









# The building



# The prototype



**edilportale** TOUR 2017 **10 Days for the construction**











# The House







# The House

















Bottino dei premi di RhOME



vincitore SDE

2

Social  
housing

1

Lighting design

2

Architettura

\*

Efficienza  
Energetica

\*

Sostenibilità

1

Funzionamento  
della casa

2

Condizioni di  
comfort

3

Innovazione





# Thanks

