MELBOURNE MUSEUM
COFFEE KIOSK

Student Design Competition - Project Brief

$3,000 concept design prize | Opens **31 August 2026** | Register by **27 September 2026** | Entries close 11:59pm (AEDT) on **20 November 2026** | Winning Entry announced at GradX **1 December 2026**

THE CHALLENGE

Swinburne and Museums Victoria are inviting students to design a new coffee kiosk for Melbourne Museum.

The kiosk will sit at the eastern end of the museum, alongside the new Melbourne Museum Playspace and Carlton Gardens.

We are looking for a bold, creative and practical idea for a small kiosk that could become a real part of the museum precinct. Think beyond a standard shipping container cafe - how can something small become distinctive, welcoming and memorable?

THE SITE

The kiosk sits within the existing green perimeter fence at the eastern end of Melbourne Museum, on the path connecting Carlton Gardens and the proposed Melbourne Museum Playspace.

Site plan - the kiosk sits between Melbourne Museum and the proposed Playspace, fronting Nicholson Street.

The kiosk location, viewed from Carlton Gardens - the existing green perimeter fence marks the site.

Melbourne Museum, eastern wing - adjacent to the site.

Exact site coordinates: **37°48'12.7"S 144°58'23.6"E** maps.google.com/?q=-37.803528,144.973222

PRIZE

The Winning Applicant will receive a cash prize of AUD $3,000, jointly funded by Swinburne (AUD $1,500) and Museums Victoria (AUD $1,500).

The Winning Entry may be considered for further development and potential construction at Melbourne Museum.

WHO CAN ENTER?

Open to all currently enrolled Swinburne students studying Architecture, Interior Architecture or Industrial Design - any year level, first year through to Masters.

You can enter individually, or in a team of up to three students. Multidisciplinary teams are strongly encouraged. All team members must meet the eligibility requirements set out in the Competition Terms & Conditions.

THE DESIGN

Design a small, relocatable coffee kiosk for Melbourne Museum. Your design should consider:

- The relationship to Melbourne Museum, Carlton Gardens and the Playspace
- How customers approach, order and collect
- How staff work inside the kiosk
- Accessibility
- Durability and sustainability
- How the kiosk can open, close or transform
- How it can be relocated in the future

SERVES TWO SIDES

The kiosk needs to serve customers from two sides - one facing into the Melbourne Museum Playspace, one facing out toward the public in Carlton Gardens.

MUST BE PORTABLE

The kiosk must be portable in some way - how this is achieved is up to the designer. It might have wheels, be designed to be lifted by forklift or crane, or use another clever portable or relocatable solution. Museums Victoria has suggested a 10-foot shipping container as one possible starting point, but you're encouraged to explore other ideas.

Transport dimensions: 3.0 x 2.4 x 2.6m packed. Supports up to 3 staff.

That is about as technical as you need to get at this stage.

WHAT DO YOU NEED TO SUBMIT?

TWO A2 POSTERS

Provide two (2) A2 presentation posters to communicate your design proposal. The posters may include drawings, renderings, plans, elevations, sections, sketches, diagrams, visualisations or other material that clearly conveys the concept, design intent and key features of the proposed coffee kiosk.

ONE SCALE MODEL

Provide one (1) physical scale model, up to 1:10 scale, demonstrating the form, character and key features of the proposed coffee kiosk. Models can be made using any suitable method. Students may also be able to 3D print components or full models through the Centre for Design Innovation or the Protolab, subject to normal access, booking and fabrication requirements.

AT LEAST ONE ANIMATION

Provide at least one (1) animation between 30 seconds and 1 minute long illustrating the proposed coffee kiosk. This could be:

- A fly-around or fly-through of the design
- An opening or transformation sequence
- An animation showing how people interact with the proposed coffee kiosk

ONE WRITTEN STATEMENT

Provide a written statement of up to 300 words outlining your design concept and explaining how it responds to the functional, operational and visitor experience requirements of a coffee kiosk within Melbourne Museum.

DETAILS OF ALL APPLICANTS

Full name, student number, student email address, course and year level for every team member. One team member should be nominated as the primary contact for all competition correspondence.

HOW TO SUBMIT

Posters, the animation, the written statement and applicant details are submitted through the competition website. The submission link will go live on **2 November 2026**, ahead of the entries close deadline. File types, formats and any other upload requirements will be outlined there.

Physical scale models must be delivered to the drop box located at the Centre for Design Innovation (CDI) offices, Room 606, Level 6, AMDC Building, Swinburne Hawthorn Campus, before the submission deadline.

Further instructions, including the submission link and drop box access details, will be provided to entrants closer to the submission deadline.

COMMUNICATION

Updates about the competition - including any changes to dates, requirements or judging panel - will be sent by email to entrants who have registered online, and posted on the competition website. Make sure you keep an eye on both.

Registering is not compulsory to be eligible to win. However, if you don't register, you won't receive these updates - so we recommend registering even if your design isn't finalised yet.

MID-STAGE DESIGN REVIEW

All Applicants must attend a short mid-stage review around **Week 8**. This will be a relaxed session where selected Swinburne Architecture and Design staff and representatives from Museums Victoria and Denton Corker Marshall can look at your work, offer feedback and discuss where your idea is heading. Bring along your sketches, models, drawings or digital work-in-progress.

The design review is also an opportunity for us to understand how your design has developed and confirm that the work is genuinely yours. The core design proposal must be your original work. You should be prepared to present sketches, drawings, models, working files and other design development materials demonstrating the evolution of your proposal.

You may only use generative artificial intelligence for rendering, visualisation, animation or other presentation purposes. You must disclose any such use of generative artificial intelligence as part of your submission.

WHAT ARE WE LOOKING FOR?

Judges will be looking for:

- A strong and original design concept
- A great response to the site
- A good visitor and staff experience
- A realistic and buildable concept
- Sustainable and thoughtful design
- Strong multidisciplinary thinking

Multidisciplinary teams are encouraged, and the ability to bring together thinking from Architecture, Interior Architecture and Industrial Design will form part of the judging. Individual entries are still very welcome.

You do not need to produce construction drawings, detailed engineering, services documentation or a detailed cost plan. This is a **concept design competition.**

KEY DATES

MONDAY 31 AUGUST 2026
COMPETITION OPENS

SUNDAY 27 SEPTEMBER 2026
REGISTRATIONS CLOSE

AROUND WEEK 8 - DATE TBC
MID-STAGE DESIGN REVIEW

MONDAY 2 NOVEMBER 2026
SUBMISSION LINK GOES LIVE

FRIDAY 20 NOVEMBER 2026, 11:59PM (AEDT)
ENTRIES CLOSE

LATE NOVEMBER 2026
JUDGING

TUESDAY 1 DECEMBER 2026
WINNING ENTRY ANNOUNCED AT GRADX

PROPOSED JUDGING PANEL

Final panel composition is subject to confirmation.

Name / role	Status
Representative - Swinburne University	*TBC*
Representative - Design Industry (General)	*TBC*
Representative - Industrial Design Industry	*TBC*
Representative - Interior Architecture Industry	*TBC*
Representative - Denton Corker Marshall	*TBC*
Museums Victoria representative	*TBC*
Museums Victoria representative	*TBC*

INTELLECTUAL PROPERTY

Intellectual property rights and licensing arrangements are governed by the Competition Terms & Conditions. Read them carefully before submitting an entry.

THINK SMALL. DESIGN BIG.

This is a chance to design something that could genuinely become part of Melbourne Museum. Be ambitious. Be inventive. Keep it simple. And make something people will remember.