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Creatures of Habitat

Farmland World has the makings of a Kurt Vonnegut story. The futuristic amusement park, where humans pay admission to put on overalls and immerse themselves in agrarian practices, was created by the Illinois designers AllisonNewmeyer and Stewart Hicks.



Design With Company, Farmland World, a concept for a futuristic amusement park focused on agrarian practices.

The project is 1 of 11 winning entries in the first [Animal Architecture Awards](#), which recognize architectural ideas that take into consideration the surrounding biology.

Some of the more practical winners include two projects from London: birdhouses installed around the city for the Summer Olympics to showcase the avian population, and bee habitats installed on the periphery of the city to lift the species' dwindling population. "Nobody is talking about the animals that exist around our cities," said [Ned Dodington](#), a Rice University architecture graduate who, with a fellow alumnus, [Jon LaRocca](#), conceived the competition as the next progression in the sustainability trend.

It's a far-out yet pragmatic concept that Mr. Dodington and Mr. LaRocca will try to break down in a panel discussion concurrent with an exhibition of the winning entries. "It's about treating animals with a greater amount of respect," Mr. Dodington said.

Architecture Center Houston, Feb. 2, 5:30 p.m. aiahouston.org