

BEYOND THE PAGES

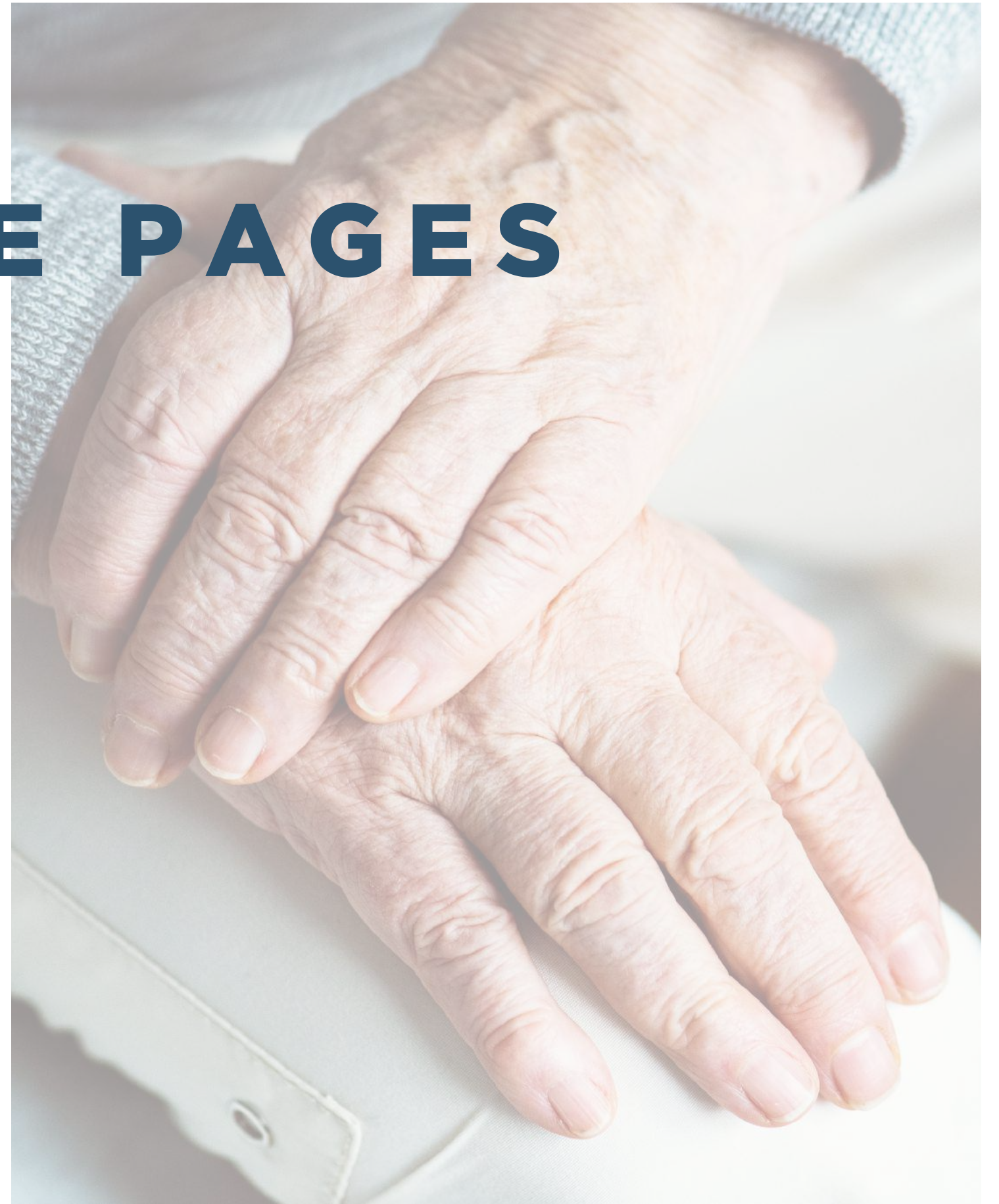
A Community Collaboration for
a Lasting Contribution

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PROFESSOR GONANO

WINTER 2019

INTERIOR DESIGN CAPSTONE





BEYOND THE PAGES

A Community Collaboration for a
Lasting Contribution



PHASE ONE

Discovery



PROJECT PROPOSAL

Proposal:
How Residents will be Able to Share
their Legacy with the Community



Beyond the Pages

Beyond the Pages is a **collaborative Independent Living** Community focused on giving seniors a chance to **share their legacy** with other members of the community in many different ways. The space will encourage residents to get out of their shell, inspiring them to **find meaning in their own lives**. By allowing the seniors to share their legacy, they are given a chance to share knowledge they learned from their career, tell stories about their families, and enjoy new experiences with other generations ranging from pre-schoolers to young adults. These things, in turn, give the residents a **sense of purpose**, helping with isolation, loneliness, and **overall wellbeing**.

CHALLENGE & OPPORTUNITY

Inspirational Articles: Challenges with Seniors & How to Help

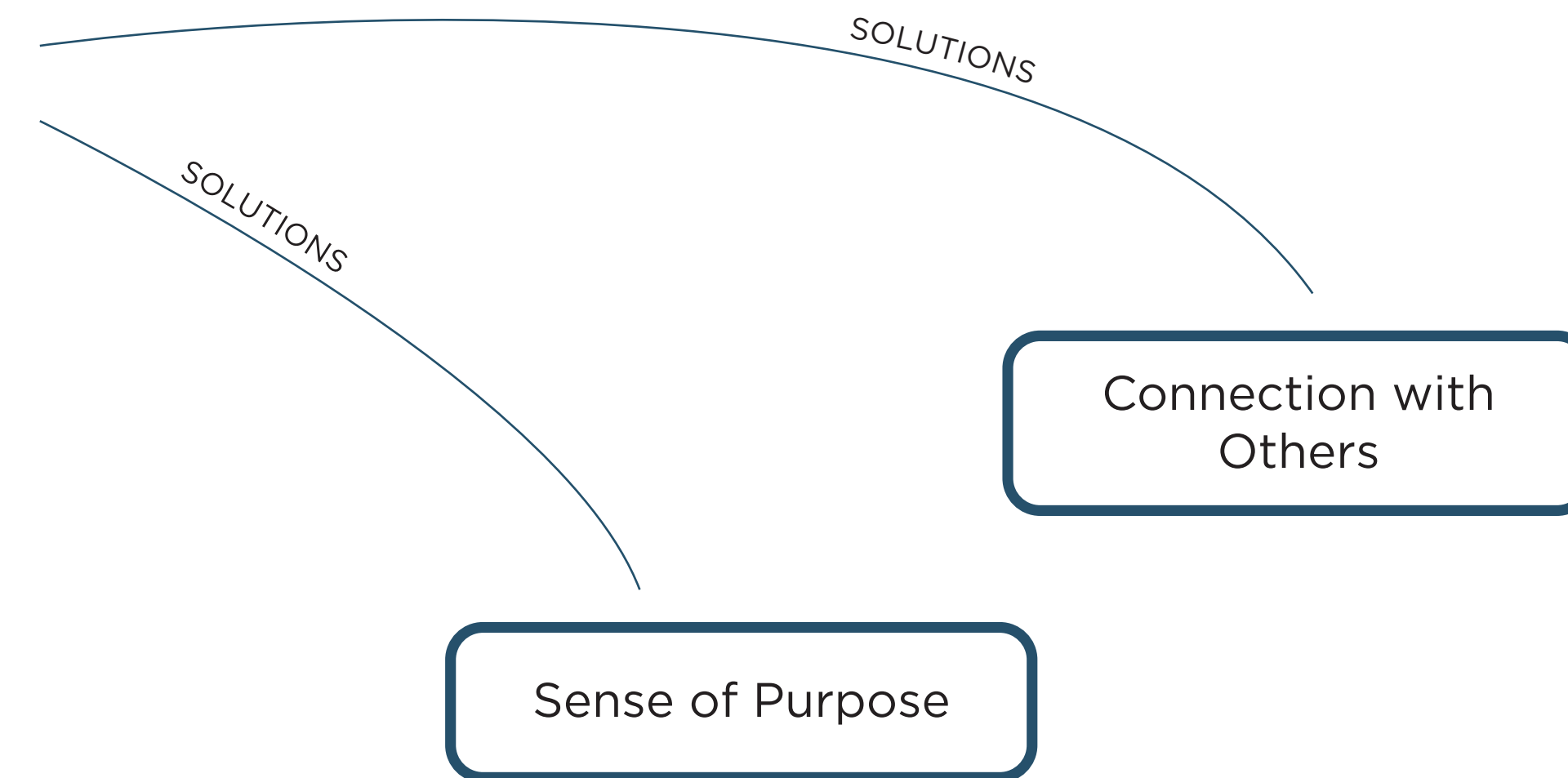
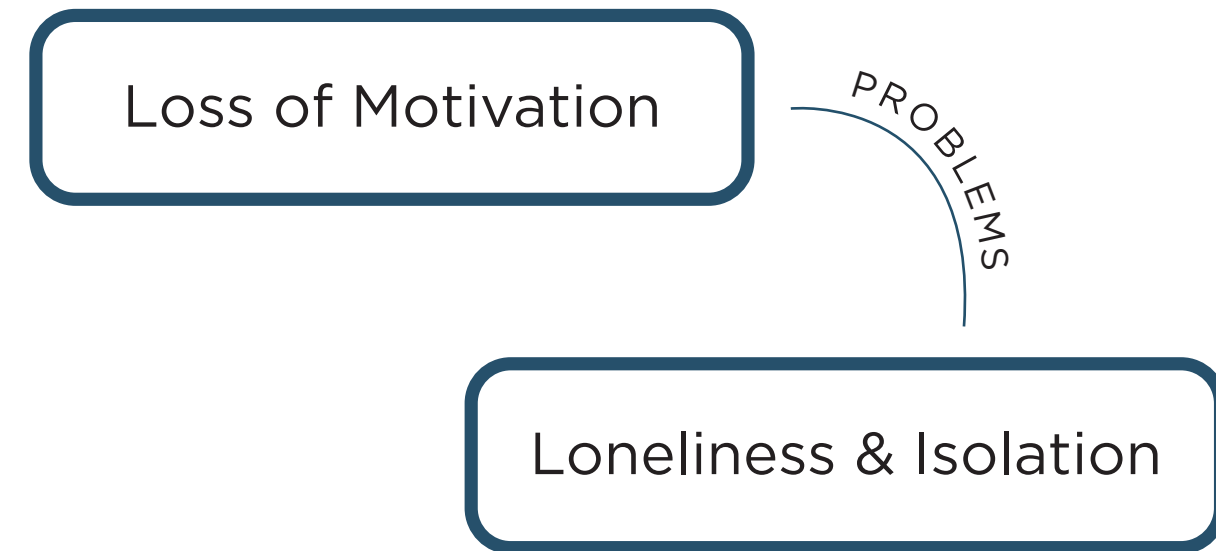
Causes of Isolation & Loneliness



Isolation & Loneliness Effects



Known Solutions

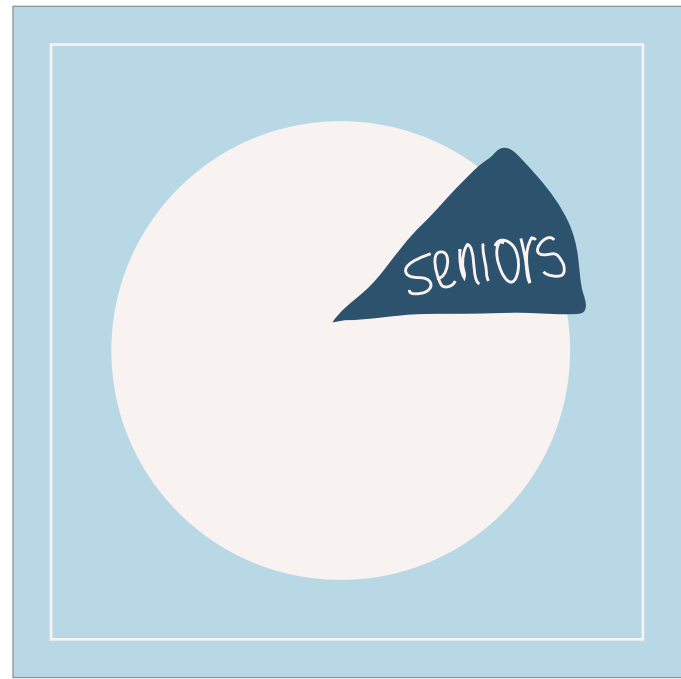


Leaving Legacies

- Sharing Knowledge and Skills
- Sharing Stories
- Engaging with Others
- Experiencing New Things
- Gaining a Sense of Purpose**

SENIOR LIVING BACKGROUND

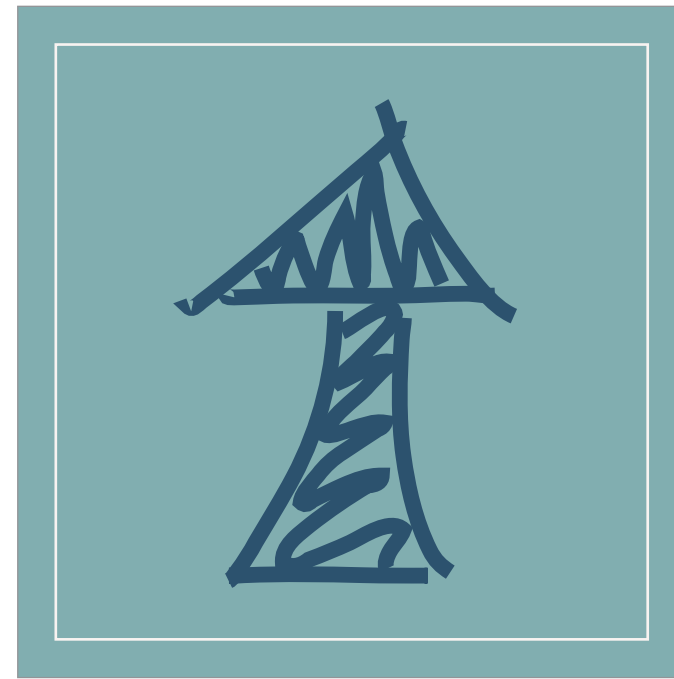
Inspirational Articles:
Why is it necessary?



Approximately 47 million seniors (14.5%) live in the US.



Senior population is expected to double in 2060 it is estimated that nearly 100 million Americans will be 65 and older.



The average American life expectancy is 78, but is increasing.

“Once we reach adulthood, we long for the carefree days of our youth.”

-Hearth Side Senior Living

SENIOR LIVING BACKGROUND

Inspirational Articles:
Senior Living Facilities

- Seniors still want **independence** but may need extra help, Senior Living can provide the perfect in-between living situation for this.
- These facilities can ensure the seniors, as well as their loved ones that they will be **safe and secure** with healthy resources at their fingertips.
- Senior Living provides seniors with **support** systems and 24-hour emergency services.
- These homes allow seniors to focus on their own health.
- Because others in similar situations live in Senior Living facilities, this creates a sense of **community** and allows for more interaction between elderly.

www.seniorliving.org
www.hearthsideseniorliving.com

There are three basic types of Senior Living, all to provide different stages of care. These are often combined in a **Continuing Care Retirement Community (CCRC)** which allows residents to work there way through the different stages as needed and stay in the same location the rest of their life.



Independent Living

Independent Living is designed for seniors seeking **full independence**, with a community aspect. According to an article on Daily Caring, Independent Living is like a “mini-college campus with **opportunities for socialization** and is easy to navigate.” These facilities are often seen in Continuing Care Retirement Communities (CCRC), that way, a senior resident can move through the different levels of care as they need more and more assistance. Independent Living offers many opportunities for activity and socialization with other seniors in the same situation.



Assisted Living

Assisted Living is still a fairly independent living situation, although the **back-up support is more readily available** if and when it is needed. Services often include 24-hour care, housekeeping, medication management, health and social programs, transportation, and dining options. There are 31,100 Assisted Living Communities in the U.S., and the average length of stay is 3 years. According to AARP, “assisted living is the **fastest growing long-term care option for seniors**.” Assisted living is intended to encourage independence and self-sufficiency as much as possible.



Skilled Nursing

Skilled Nursing, sometimes known as Nursing Homes, are for seniors who require **24-hour support** including things like meals, activities, health management. Seniors in Skilled Nursing are generally there after hospitalization or a significant decline in health and it is usually temporary, designed to prepare the resident to return to assisted or independent living.

www.aarp.org
www.dailycaring.com
www.shellpoint.org

SENIOR LIVING BACKGROUND

Inspirational Articles:
What do they Need?

Socialization

- Engaging in social activities and getting involved with the community are a **key part of mental and emotional health**, as well as physical vitality.
- A lack of socialization or engagement in the community can cause a senior to feel **isolated** and will negatively affect their mental health.
- Providing a social community can give seniors the **motivation** to get up and enjoy every day, rather than just sitting around - it gives them a sense of fulfillment.
- Dining areas should encourage **socialization** between residents and activity areas should be open readily available.
- **Diverse social circles** and new friendships are beneficial to the health of seniors.
- Socialization increases **mental stimulation**, reducing mental decline and lowering the risk of dementia.
- Engaging with others builds **confidence and trust**.

Emotional Support

- As people get older, they tend to have **less people in their lives**, and emotional health is greatly affected by this.
- According to an article on Aging in Place, "**companionship is vital** to our emotional well-being and, without it, we can begin to feel lonely and depressed."
- Many seniors are single again in their old age, so facilities should provide spaces where they can feel open to **meeting new people**.
- Encouraging socialization, health, and safety will, in turn, promote a **healthier wellbeing**.

Health Support

- Facilities should encourage a **healthy diet** with accessible meal service, many options, and engagement between residents and chefs.
- Having opportunities for **fitness** for all abilities is necessary in maintaining healthy residents.
- Resident rooms and corridors should encourage **healthy sleep patterns** with things such as light and comfortable beds.

Safety & Security

- Seniors need **24-Hour staff** on-site for anything they may need.
- Doors, entrances, & exits should be **secured**.
- The **latest technology** should be installed for safety (i.e. alarm systems, medical alert systems, cell phones, and tablets).

www.seniordirectory.com
www.umcommunities.org
www.aginginplace.org

LONELINESS & ISOLATION

Inspirational Articles:
What do they Need?



According to the US Census Bureau, 28% (11 million) of people 65 and over lived alone.

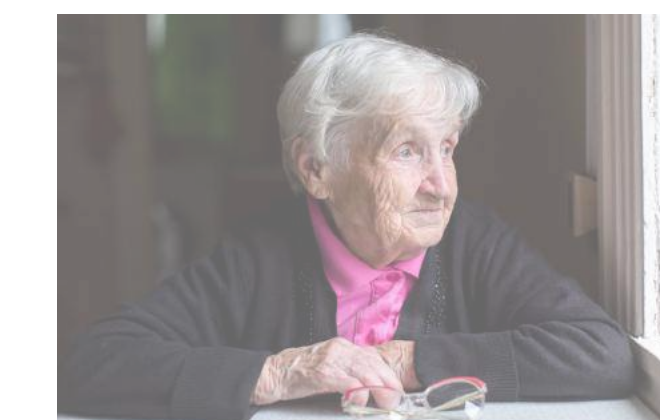


A study done by the University of California showed a 45% increase in risk of death and 59% greater risk of mental and physical decline in seniors who reported feeling lonely.



Causes of Isolation

- Seniors **social circles tend to get smaller** the older they get.
- **Mobility issues** make it difficult for visitors.
- Sometimes **embarrassment** of their condition may cause isolation.
- Seniors may experience loneliness due to a **lack of family ties**, reduced connection with their **culture**, or the **inability to participate** in engaging activities or socialize.



Loneliness/Isolation Effects

- Loneliness can cause **symptoms similar to stress** (i.e. raised cortisol levels that can cause inflammation, mental illness, heart disease and diabetes).
- Isolation has been proved to be correlated with **dementia and Alzheimer's**.
- According to the NCBI, loneliness "is one of the three main factors **leading to depression**."
- Isolation in seniors increases the **risk of mortality**.
- Social isolation makes seniors more susceptible to **elder abuse**.
- Loneliness **can be contagious**.

Loneliness/Isolation Solutions

- Bridging the **generational gap**.
- Giving seniors **activities** rather than social settings.
- Find their **passions**.
- **Teach** them and let them teach you.
- Give them a **sense of purpose**.
- Give them a **sense of home**.
- Give them opportunities for **religion or spirituality**.

www.agingcare.com
ncbi.nlm.nih.gov
www.aplaceformom.com

VISITORS IN SENIOR LIVING

Inspirational Articles:
Who Comes to Visit and Why?

Family and Friends

- Family and friend visitors help promote **advocacy and emotional care**.
- Benefits of family involvement include: **improved quality of life**, fewer health conditions, participation in social activities, and decrease conflict in the facility.
- Family and friend visitors are important because **no one knows them better**, and their input can improve the senior's overall lifestyle in the facility.
- Visitors can help bring back **positive memories** and keep the elder emotionally engaged.
- Because the caregiver knows someone is looking out for them, it can hold them **accountable** for better care and prevent elder abuse.
- Family and friend visits "create **new experiences and memories** for the future."

Volunteers

- Volunteers can include community groups, student organizations, church groups, children's classes, or college students.
- Volunteers give the ability to organize **activities and programs** for the seniors.
- Talking with a senior can increase **knowledge** on both ends, especially with large generational differences.
- Volunteers provide seniors with much needed **support and encouragement**.
- It has been proven that volunteers in senior living facilities reduce stress, improve mood, prevent loneliness, and lower the risk of high blood pressure.
- Volunteers can encourage seniors to **try new things**, and sometimes seniors even encourage the volunteers to try new things.
- Having volunteers to communicate with provides seniors with a **sense of purpose** by giving them an opportunity to contribute to the current community.
- Volunteers allow seniors to connect with **diverse groups of people**.
- Seniors have an abundance of **free-time**, and having volunteers helps fill that void.

www.umh.org
www.atriaseniorliving.com
www.assistedlivingfacilities.org



INTERGENERATIONAL COMMUNICATION

Inspirational Articles:
Benefits of Seniors with Children

Benefits for Seniors

- Children can **invigorate** and **energize** older adults.
- Children can help **reduce isolation and depression** in the elderly.
- Having children around can help seniors **keep their history alive**.
- Children can aid in **cognitive stimulation** and broaden the seniors social circles.
- Younger generations are able to introduce **technology** into the life of a senior.
- According to a study from 2013, "socialization across generations has [...] been shown to increase the amount of **smiling and conversation** among older adults."
- Interacting with children is a "**jolt back to the world of the living**" for seniors.
- Allowing adults to interact with and teach younger generations gives them a **sense of purpose**.

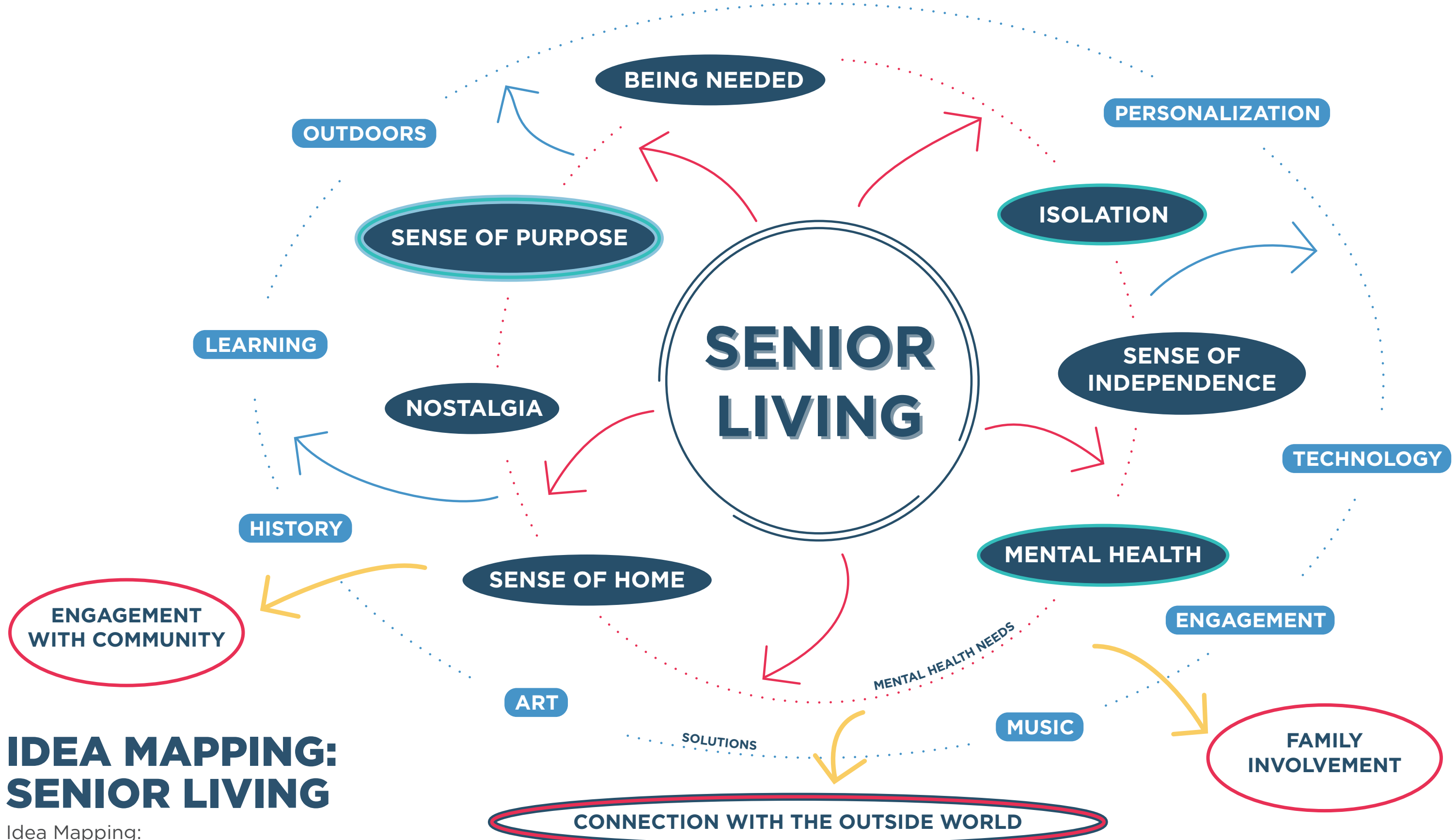
Benefits for Children

- By exposing children to seniors at a young age, they are less likely to view them as **incompetent and "scary."**
- Connecting children with seniors makes the kids more **comfortable** around people with **disabilities**.
- Seniors can help **fill the void** of a missing grandparent.
- Being around seniors can help children, and even young adults, understand and **accept their own aging**.
- There are many things younger generations can **learn** from seniors.
- Being around seniors can improve a child's behavior in things such as **sharing, helping, and cooperating**.

Benefits for Both

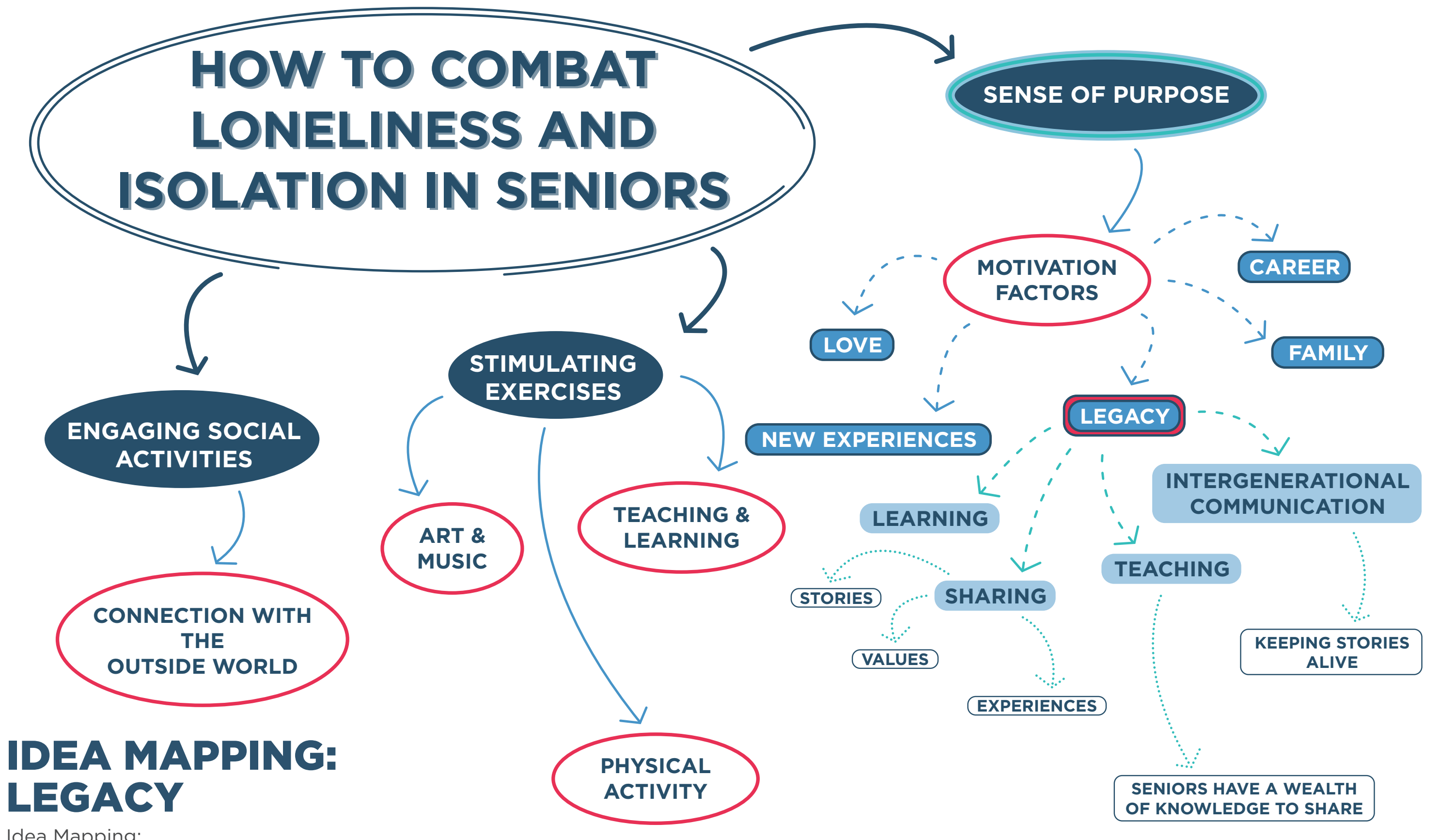
- Combining seniors with younger generations can provide an opportunity for both to **learn new skills**.
- Communication between generations can give both the child and the older adult a bigger **sense of purpose**.
- Things like crafts and **language development** can benefit both generations and aid with **mental stimulation**.

www.edutopia.org



IDEA MAPPING: SENIOR LIVING

Idea Mapping:
What Problems are Related to Senior Living and What can we do?



IDEA MAPPING: LEGACY

Idea Mapping:
How Can Isolation/Loneliness be Prevented in Seniors?

SUN HEALTH GRANDVIEW

Case Studies:
Study of an Assisted Living, Skilled Nursing, and Memory Care Facility

Grandview Health is a community based health and wellness organization. The Sun Health Grandview Senior Living facility is designed with its residents in mind. The design leans more towards a **hospitality** rather than institutional feel, while the resident areas are designed with a more **home-like feel**. Each resident has their own "patio" in front of their room. They also have access to many **community spaces** including an Internet cafe, gift shop, movie theater, chapel, library, spa/salon area, dining room, and health clinic. They also have a few **therapy-like spaces** including a memory garden, aroma therapy, and sensory room.

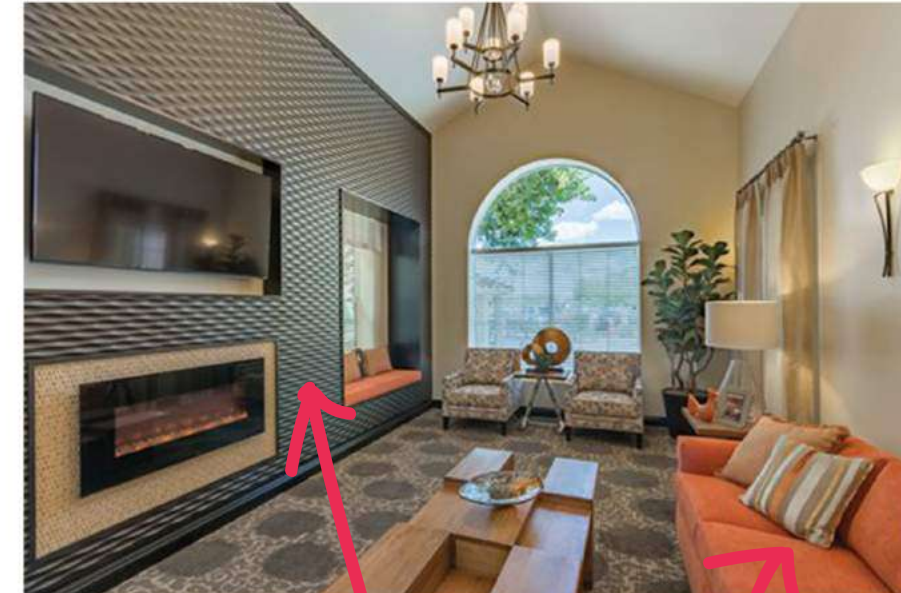


Dividers in dining to keep it private if necessary, but also open enough for socialization



Bright colors to promote positivity

Personal "patios" to create a neighborhood atmosphere

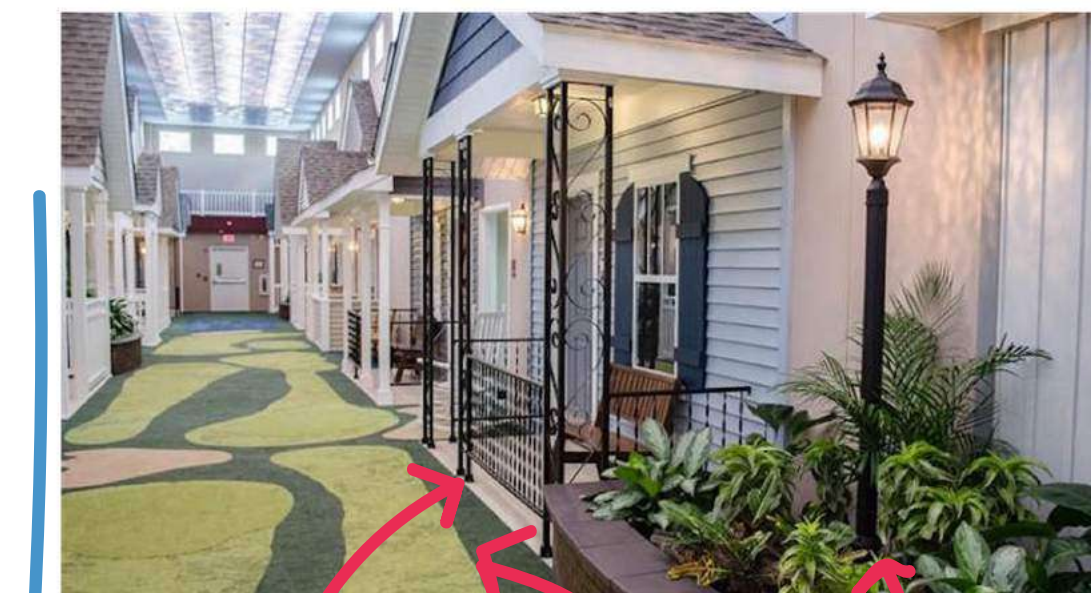


Unique colors & materials to avoid institutional feel

THE LANTERN

Case Studies:
Assisted Living and Memory Care Facility

The Lantern is a unique Assisted Living and Memory Care facility. The design is intended to resemble **neighborhoods from the 1940's**, "enabling its residents to relive their warm, youthful memories via its creative interior design." Each resident has a unique, personalized **"front porch"** that leads out to a **"grassy" corridor**. The focus of this space was on familiarity; creating an environment that the residents were comfortable with. The entire facility is designed to look like they are outside with grass-like carpet, exterior materials, and a sky-like ceiling. This design gives residents a **sense of freedom**.



unique/personalized entrances

incorporation of nature

familiar surroundings



"sky"/lighting resembles natural light to aid circadian rhythm



space resembling outside gives sense of freedom

natural smells & sounds are piped in throughout the hallway

HOME FARM

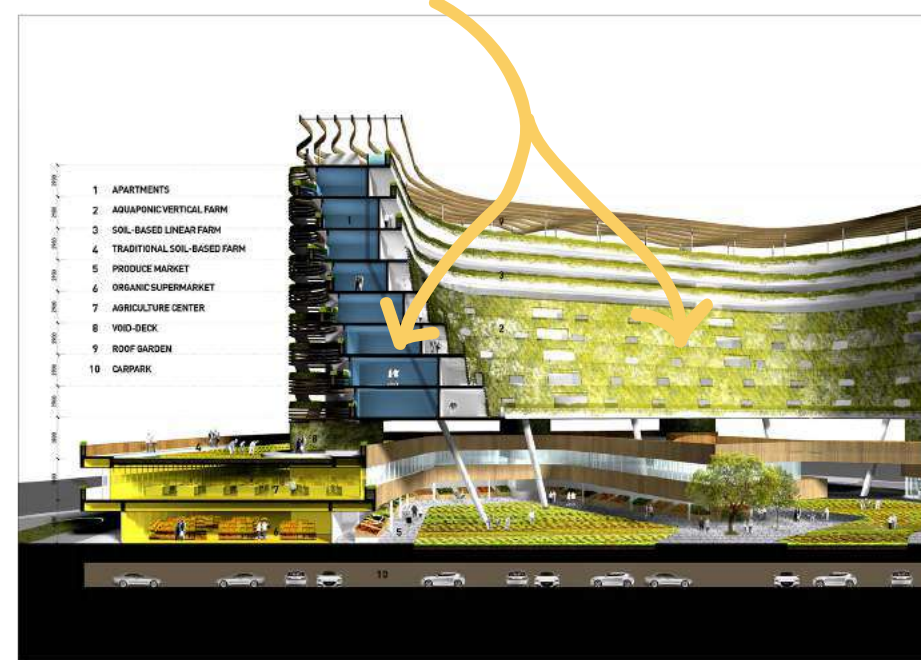
Case Studies:
Retirement Community Facility

The Home Farm is a conceptual project designed to blend **affordable retirement housing** with urban farming to assist with Asia's **increasing aging population** and food scarcity. Currently, 90% of Singapore's food is imported and the elderly population does not make enough money to stay in retirement.

This community facility promotes **active aging** while providing a holistic healthcare space. The community enables aging-in-place and has many different jobs available to give everyone a **personalized experience**. The building is designed with residences around a large, open community space for the farming.



seamless integration of home & nature



Space is designed to bring in non-residents as well

Farming gives the seniors a sense of community & purpose

The open air atmosphere gives a sense of freedom

THE STORIES

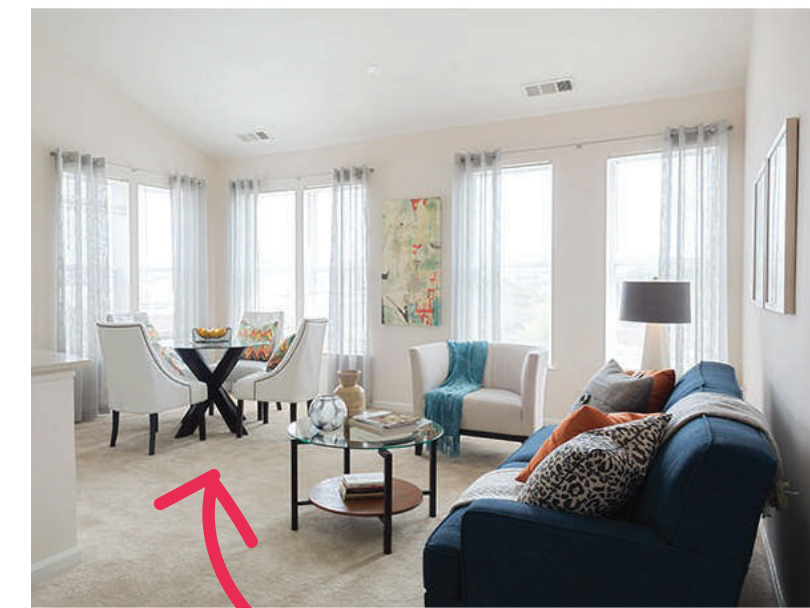
Case Studies:
Apartment Building

SmartLiving360 creates "innovative living environments that **enhance well-being**." The Stories, while not specifically a senior living apartment, has some great concepts that could be easily implemented into senior living. The main emphasis of the apartment is on well-being for the residents with spacious rooms and large

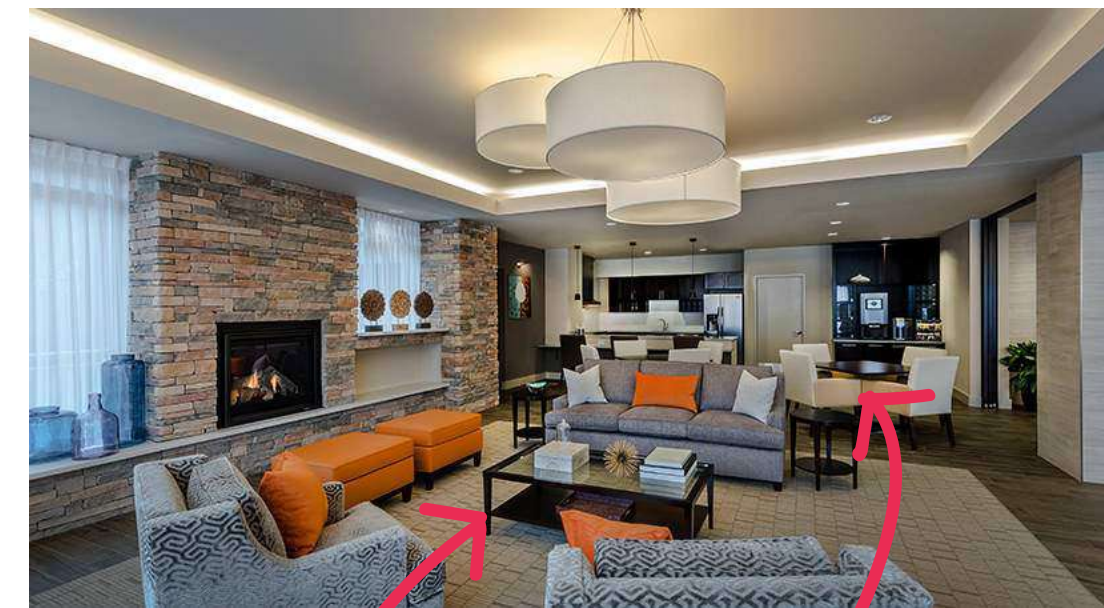
community spaces. They are focused on three main things: **connection, access, and simplicity**. The facility creates a community and promotes social connections, enables access to many services and amenities that enhance life, and there are not too many extras "frills" that allow residents to **focus on what is most important**.



Easy access to outside



Open, airy resident rooms with seating & dining options for guests



Bright, open spaces with unique materials

Large seating areas for maximum socialization

DESIGNED TO INSPIRE & ENCOURAGE COMMUNITY

KAPOR CENTER FOR SOCIAL IMPACT

Case Studies:
Community Workspace

The Kapor Center for Social Impact, while technically a community workspace, have **unique community spaces** that could be taken into account when designing community spaces for a senior living facility. The Kapor Center works to improve access to opportunity, participation, and influence in the US for underrepresented communities. The design values **openness, connectivity, and democracy**. The space is a combination of high-tech and humanism with an abundance of technology while maintaining a sense of who the users are. There is a general focus on **collaboration and flexibility** in each area.



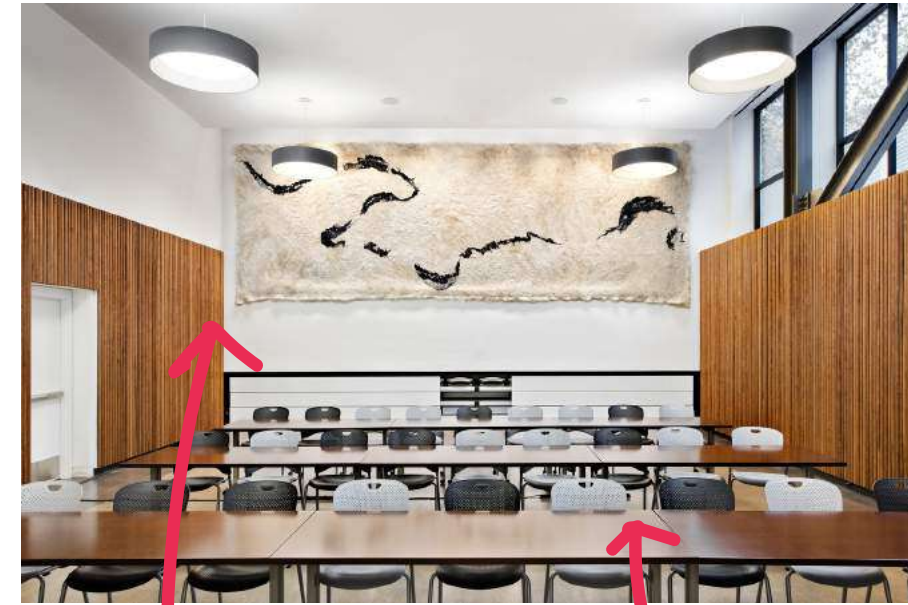
Strong presence of daylight



Bright colors to draw people in to socialization hubs



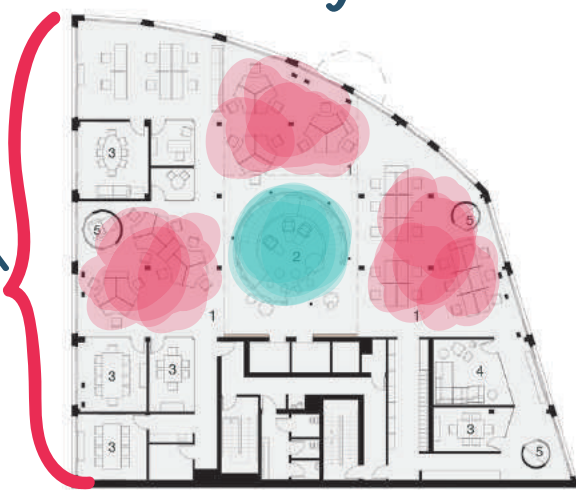
outdoor area with more than just seating



classrooms are bright-not stuffy

large multi-purpose "classrooms" for many different events

central seating area w/unique surrounding hubs

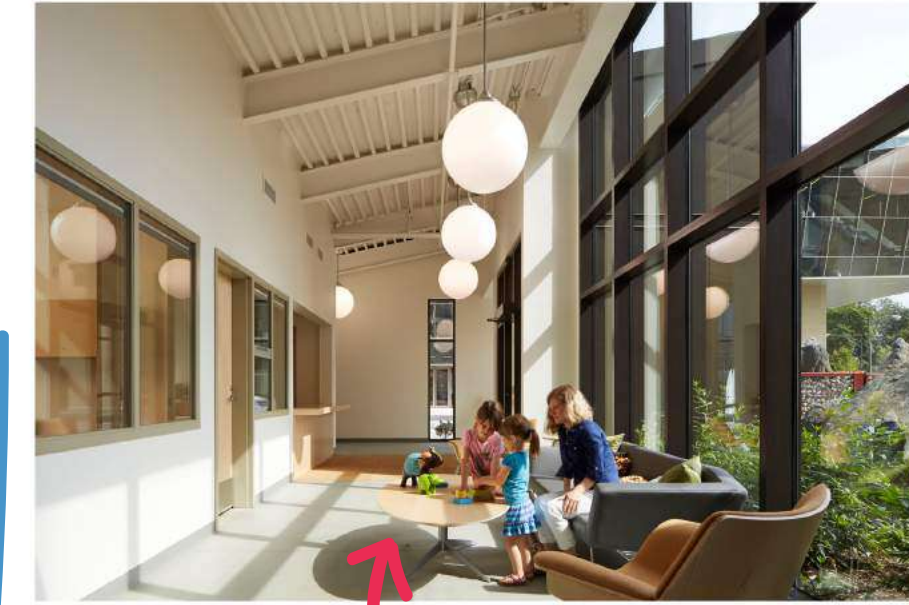


1 OPEN OFFICE
2 LIVING ROOM
3 MEETING ROOM
4 ZEN DEN
5 TELEPHONE BOOTH
THIRD LEVEL FLOOR PLAN

UCHICAGO STONY ISLAND

Case Studies:
Child Development Center

The UChicago child development center is a stretch for senior living design, but the general concepts for the space could be something to learn from. The space focuses on **immersing children in the natural world** to discover and learn from the world around them. There are strong **connections between interior and exterior** with focuses on **flexibility and adaptability**. There is also a strong focus on the child's perspective, and what they really need from the space. The classrooms in this center are designed with openness and an abundance of natural light with all the necessary amenities. These techniques can be used in community classrooms.



Every space, even hallways, has some sort of function



strong connection/ smooth transitions between inside and outside



classrooms "designed for flexibility & adaptability"

CHILDRENS FACILITIES ARE DESIGNED BY THINKING LIKE A CHILD, WHY NOT SENIOR LIVING?

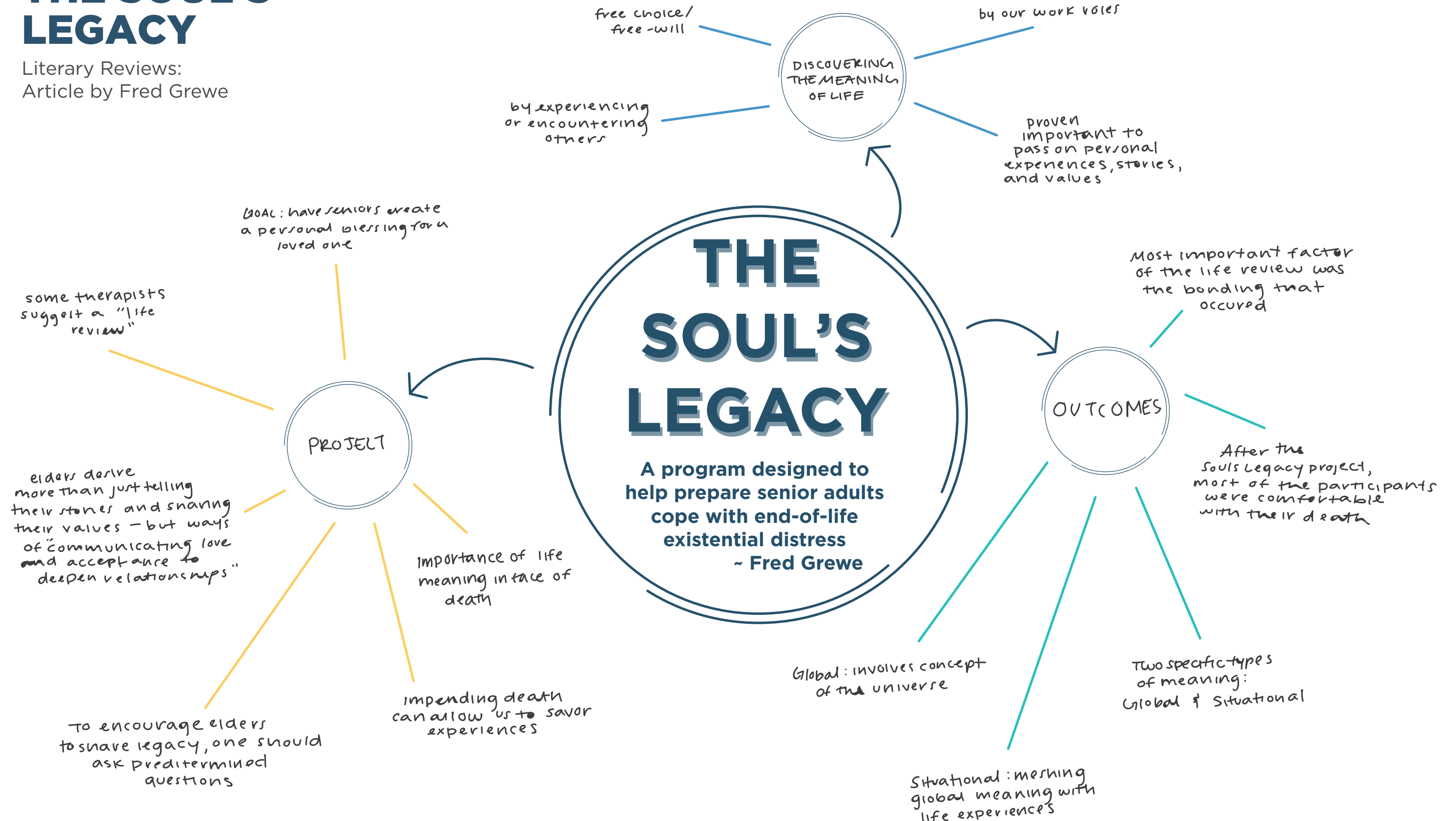
WHY SURVIVE?

Literary Reviews:
Book by Robert N Butler



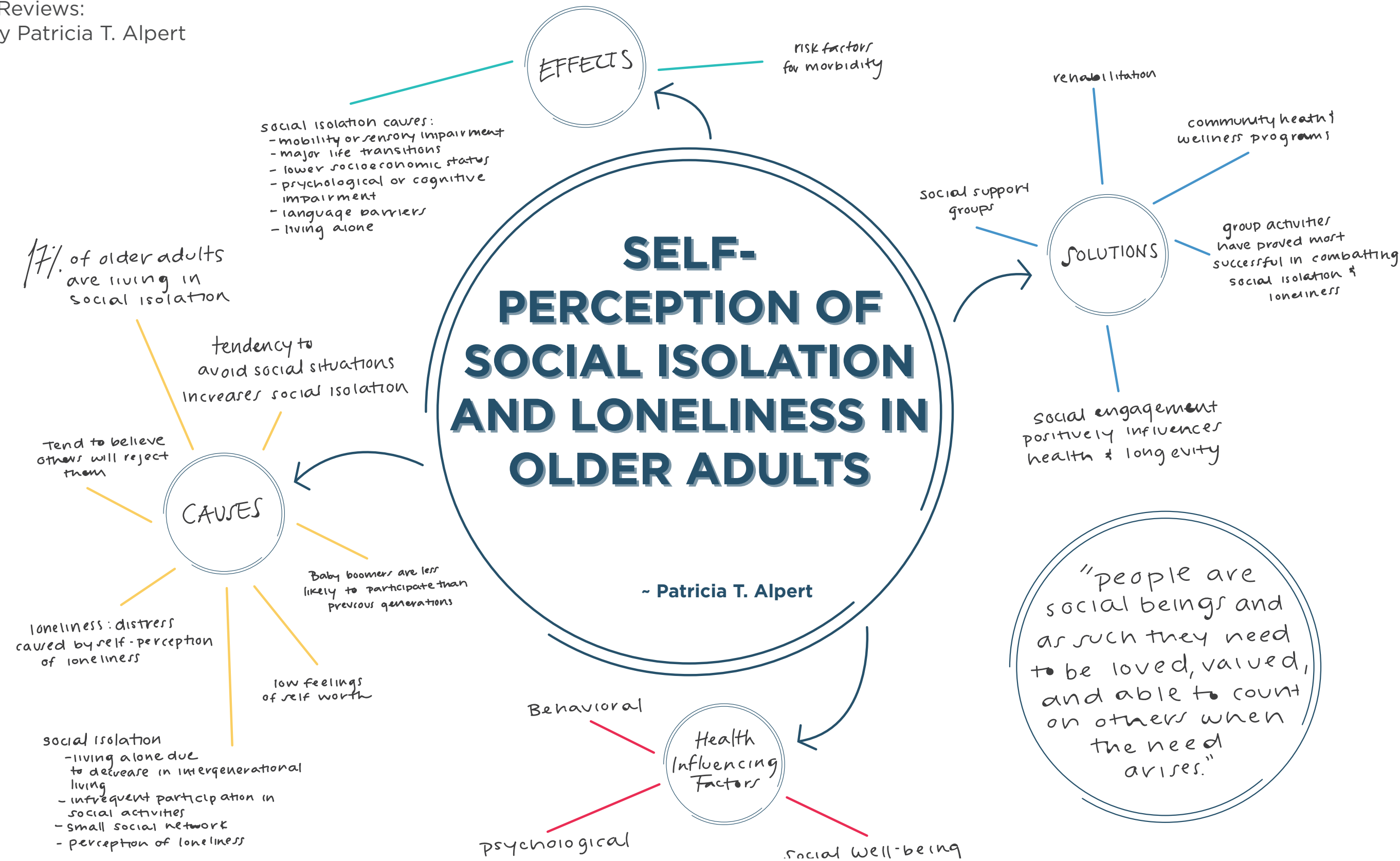
THE SOUL'S LEGACY

Literary Reviews:
Article by Fred Grewe



SELF-PERCEPTION OF SOCIAL ISOLATION & LONELINESS IN OLDER ADULTS

Literary Reviews:
Article by Patricia T. Alpert



NEIGHBORING, RESIDENTIAL SATISFACTION & PSYCHOLOGICAL WELL-BEING IN ELDERS

Literary Reviews:
Article by Kent P. Schwirian & Patricia M. Schwirian



SENIOR LIVING TERMINOLOGY

Typology Deep Dive:
Terms to Know Regarding Senior Living

What do we call "old people?"

Obviously the term "old people" is not an appropriate or well-liked term. "Elderly" is seen as frail or broken whereas "elders" can convey a sense of respect. Truthfully, most "old people" would prefer to not be lumped together at all, or identified only by their age. The term most commonly accepted or preferred by "old people" is "older" (i.e. older people, older individuals, older Americans, older adults).



Activities of Daily Living (ADL's)

- Refers to day-to-day activities such as bathing, eating, grooming, dressing, medicating, moving around, and any other self-maintenance task.



Administration on Aging (AOA)

- The agency of the US Health Department of Health and Human Service. They educate the elderly and family members about benefits and services available to them.



Aging-in-Place

- Allows residents to choose to remain in his or her home regardless of physical or mental decline.



Ambulatory

- The ability to walk independently, including walking with the use of an assistive device.



Continuum of Care

- Full spectrum of care available at CCRC communities (from Independent Living to Skilled Nursing).



Continuing Care Retirement Community (CCRC)

- A community that offers several levels of assistance so that one may move up through the levels as needed.



Hospice Care

- A philosophy and approach to providing comfort and care at the end of life, rather than taking extreme measures to save them.

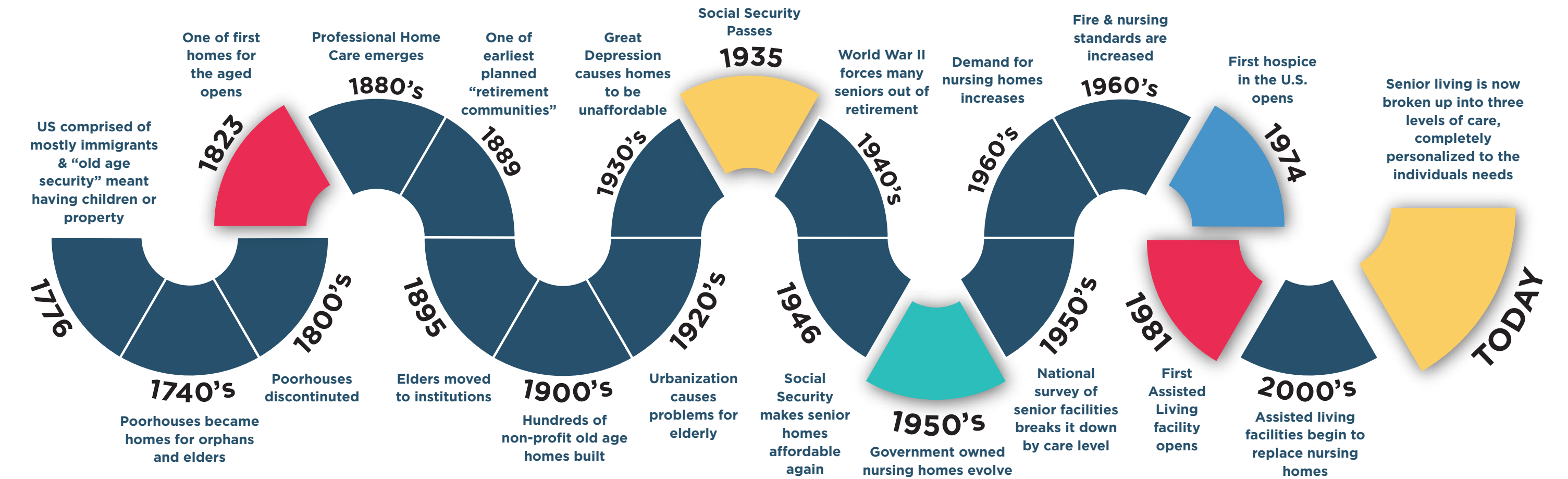


Palliative Care

- An area of health care focused on providing pain relief and preventing chronic suffering.

HISTORY OF SENIOR LIVING

Typology Deep Dive:
Evolution of Housing for Elders



www.aplaceformom.com
www.georgiabulletin.org

www.seniorliving.org
www.stellarliving.com

EMERGING DESIGN TRENDS

Typology Deep Dive:
Trends and Issues Brought to Life
by Needs of Today's Seniors



Unique Spaces

- Art and Craft Areas - Art helps **Lower Loneliness and Stress**
- Music Areas - Music **Stimulates the Brain**
- Garden - Farming Gives Seniors a **Sense of Purpose**
- Woodshop
- Workshop
- Kitchen open to Public to **Connect** Residents and Staff

Aesthetics

- **Home-Like** Settings
- **Hospitality** Design
- Resort-Feel
- Sense of **Activity** and **Destination**

Other

- Optimize Resident **Privacy & Dignity**
- Encourage **Choice & Independence**
- Wide Range of **Amenities**
- Activity Areas **Centrally Located** and Easily Accessible

Flexibility

- Public and Private Spaces to **Encourage Interaction**
- Furniture should be **Durable** and **Comfortable** and the Correct Height so it is Easy to get In and Out of
- Add "**Local Flavor**"

Color, Pattern, Texture, & Materials

- Colors, Patterns, & Textures should be **Inspired by Nature**
- Textures and Materials Used to **Create Themes** Throughout the Building
- **Smooth** Transitions
- Finishes should be **Familiar** and **Comfortable**
- Interesting use of **Color**
- **Natural Colors** Reduce Stress
- **Avoid Busy Patterns** as they can be Confusing

Lighting

- **Natural Daylighting** should be Incorporated wherever Possible - It can lift Spirits
- **Ambient Lighting** Helps with Light Adjustment
- Older People need **Higher Levels of Light**
- LED Lighting to **Promote Sleep Patterns** and Reduce Anxiety

Acoustics

- **Quieter** Environments Reduce Stress, Anxiety, Irritability, and Confusion

www.bdcnetwork.com
www.seniorliving.org
www.multihousingnews.com
www.rlps.com
www.efamagazine.com
innovation.seniorhousingnews.com
www.wingatehealthcare.com
www.argentum.org
www.hfmmagazine.com
iadvanceseniorcare.com
assistedlivingfacilities.org

WELLNESS
SAFETY
POSITIVITY
SOCIALIZATION
INDEPENDENCE
QUALITY OF LIFE

DESIGN GOALS & CONSIDERATIONS

Typology Deep Dive:
Typical Goals for Senior
Living Design

The senior living design world is rapidly changing and many new goals emerge every day. One of the most prominent goals is the new focus on **wellness**, including physical, spiritual, and social wellness. This is done with fitness rooms, spas, and spaces that encourage **social engagement**. Another common consideration is encouragement of socialization. Spaces should be designed to bring residents together, in order to decrease isolation. The facility should also **integrate seniors into a larger community** by inviting other members of the community into the space including family, friends, volunteers, and anyone else that may want to join. The

overall design should also help with **employee retention**. People are more likely to stay at their job if they enjoy the building. Another goal is to **overcome the negative preconceptions related to senior living**. Senior living facilities are often seen as cold and scary full of people who cannot help themselves. This is not true, and design can greatly aid in changing people's perceptions of seniors and senior living. The facilities should promote **resident independence**, as well as provide for the resident's family and friends. A final consideration is, of course, **safety**. The materials and programming of the space should all promote safety and security.

www.efamagazine.com
innovation.seniorhousingnews.com
www.wingatehealthcare.com
www.argentum.org
www.hfmmagazine.com
www.iadvanceseniorcare.com
assistedlivingfacilities.org

COLORS IN SENIOR LIVING

Typology Deep Dive:
Colors to Use or to Not
Use in Senior Living

www.sherwin-williams.com
www.healthfully.com

Red: Helps encourage energy, circulation, and activity, dark and severe reds can be overstimulating and agitating

Orange: Helps encourage energy, circulation, and activity, brighter oranges are social and gregarious, deeper oranges like terracottas are very warming

Gold: Less irritating to the nervous system than yellow

Yellow: Bright yellows can be tiring and can trigger migraines and travel sickness, soft yellows are good for mental stimulation and growth (especially paired with bright blues)

Green: Calming color, gives a sense of life and new beginnings, natural choice for bedrooms, sense of tranquility, bright greens found to be energizing, dark greens promote concentration, pale green is very soothing

Blue: Natural Choice for bedroom, sense of tranquility, encourages rest, soothes and instills confidence, helps connect to spiritual or reflective move

Purple: Helps discourage fear, is nurturing, promotes intuition, is meditative and insightful

Brown: Grounding, makes a space feel secure and stable

White: Like daylight, helps mind to be open, clear and receptive, not good for isolation

Grey: Good for rational thinking, too much of it is demotivating

Black: Like night, used to rest body and mind

Brighter Colors: Used to engage the senses, seniors eyes become thickened and yellow so muted colors are harder to see, high contrast is important, help acuity loss

Warm Colors: Combat Loneliness and fear

Variety of Colors: Help keep cognitive abilities functional, can boost interest in the world

CLIENT ANALYSIS

Client Analysis:
Analysis and Research
of Brookdale Senior Living

Over **100,000** Residents
Over **1,000** Communities

Rated **#1**
in Senior Living by After55



Mottos & Values

Never Stop Discovering

- Growing older is about pursuing old passions and "challenging yourself to ignite new ones"

Find your Ideal Lifestyle

- Lifestyle that revolves around you
- Fresh eats and fine amenities

Care thats Catered to You

- Satisfaction is Served
- Improving your Every Day

Key Features of Brookdale Facilities

- Socially connected community providing "opportunities to **challenge the mind**, lift the spirits, **revitalize purpose**, and **nurture the heart**."
- Inclusion of Optimum Life®, a "philosophy of **holistic well-being**" focusing on enlightening residents from meal prep to encouraging passions.
- An annual theme each year, re-enforces a sense of **community** and life **enrichment**.
- BrainFit program to bring **education** and **experience** for brain healthy living.
- The Ageless Spirit program to explore spiritual wellness and promote overall "**well-being and meaningful aging**."
- My Life Story program to **capture stories** from seniors through journaling, video recording, and group discussion.
- **Technology solutions** such as the use of iPads and Apple TVs with technology classes and Internet cafes.
- Focus on developing **long-lasting relationships**.

www.brookdale.com



Seniors in Independent Living

Age Range: 75-90

General Description

- Seniors who still want **independence**, but may want **support** readily available if needed.
- Seniors who want more of a **community** feel.
- Users may have some disabilities and may be in a wheelchair.
- Their spouse may have passed away.

Daily Life

- Seniors will spend **most of their time in the facility**, but may leave as they please.
- Many will eat most of their **meals** in the facility.
- Seniors have the option of participating in many **activities** throughout the day.

Needs

- Seniors would need a **personal apartment**, **dining** facilities, **activity** areas, **fitness**, and areas for **socialization**.
- Seniors may need access to **transportation**.
- Many will want many dining options within the facility.
- Seniors may need help with managing **finances**, doing **housework**, and **shopping**.

Activities of Daily Living (ADL's) & Instrumental Activities of Daily Living (IADL's) Necessary for Independent Living

Very Necessary	Okay Without
<ul style="list-style-type: none"> Personal Hygiene (Bathing/ Showering, Grooming Care, Oral Care) Dressing (Ability to Make Clothing Decisions and Dress Oneself) Eating (Ability to Feed Oneself) Using the Bathroom (Mental & Physical Capacity to Use a Restroom and Clean Oneself) Transferring/Mobility (Moving from Sitting to Standing, Getting in and out of Bed, Ability to Walk from One Location to Another) Basic Communication Skills Managing Medications 	<ul style="list-style-type: none"> Transportation Meal Preparation Shopping Managing Personal Finances Housework

SENIOR RESIDENTS

User Research & Analysis:
Senior Independent Living Residents



Pre-School Groups

Age Range: 3-6

General Description

- Children at a young age who are **developing social skills** and monitoring a range of daily activities.
- They are **curious** and love to **explore**.
- They are generally very **accepting** of everyone.

Daily Life

- Children go to the pre-school in a different location and come to visit for a day or a couple hours every week or so.
- Pre-Schoolers enjoy **fun activities** and they often incorporate some **learning**.

Needs

- To learn **basic skills and values**.
- To become accustomed to older people or people with disabilities.

COMMUNITY VISITORS

User Research & Analysis:
Community Members who would Visit the Facility



Teenagers

Age Range: 14-17

General Description

- Teenagers are **eager to grow up** and have, for the most part, developed most necessary social skills.
- Teens tend to be dealing with a lot of **emotions**.
- They are often more aware of **differences**.
- Teenagers now tend to be good with **technology**.
- They are really trying to **figure themselves out**.

Daily Life

- Teenagers are in school most of the day and may visit the senior facility on their own time or with a school group.
- Teenagers tend to be **very busy** with many after school activities such as sports, music, art, or other extracurricular activities.

Needs

- Teenagers need more **engagement** with older generations.
- They may need homework help.
- They may be nervous about the **next step** in their life (college or otherwise), and could use some **encouragement or advice**.



Young Adults in the Workforce

Age Range: 22-29

General Description

- Young adults are in the **beginning** of their life in the workforce.
- They are starting to understand true **independence**.
- May be married, engaged, or in a serious relationship.

Daily Life

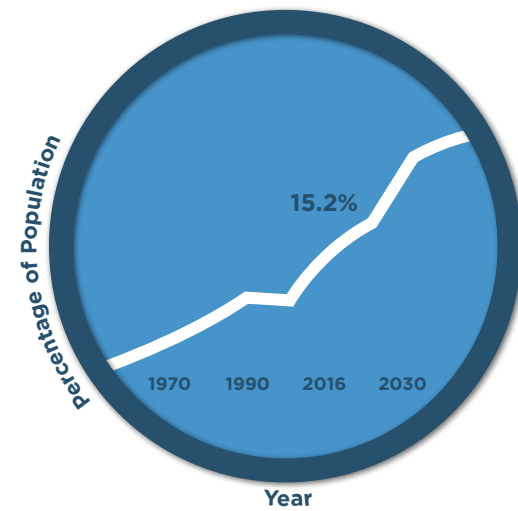
- Young adults spend most of their time at **work**.
- They often live with roommates or significant others.
- They spend time with friends outside of work.

Needs

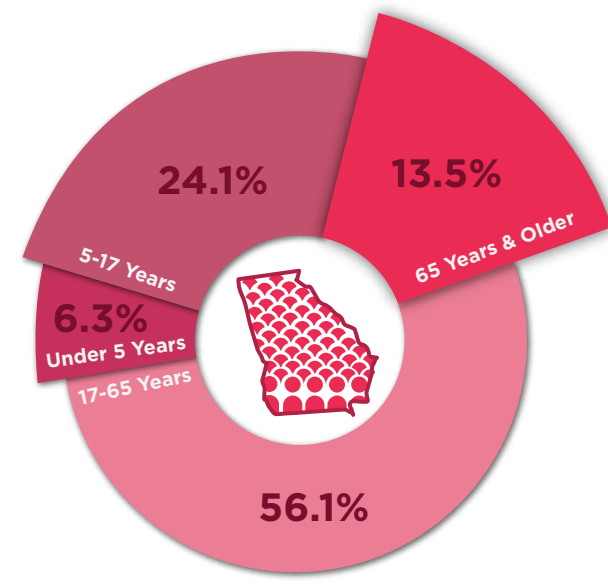
- Young adults may want a stronger **connection** with older generations.
- They have a lot to learn from older adults who have **experience** in the workplace.
- They may need to learn how to manage their finances.
- Young adults may want to travel, but might not know how to go about it.

RELEVANT STATISTICS

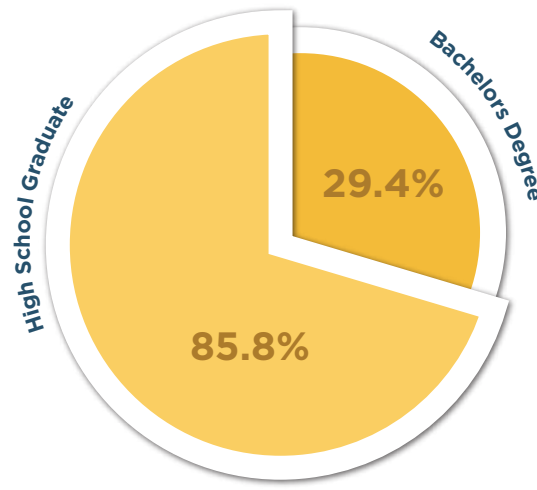
Relevant Statistics:
Demographics, Quality of Life,
& Job Statistics in Georgia



Population of 65 and Older in the U.S.

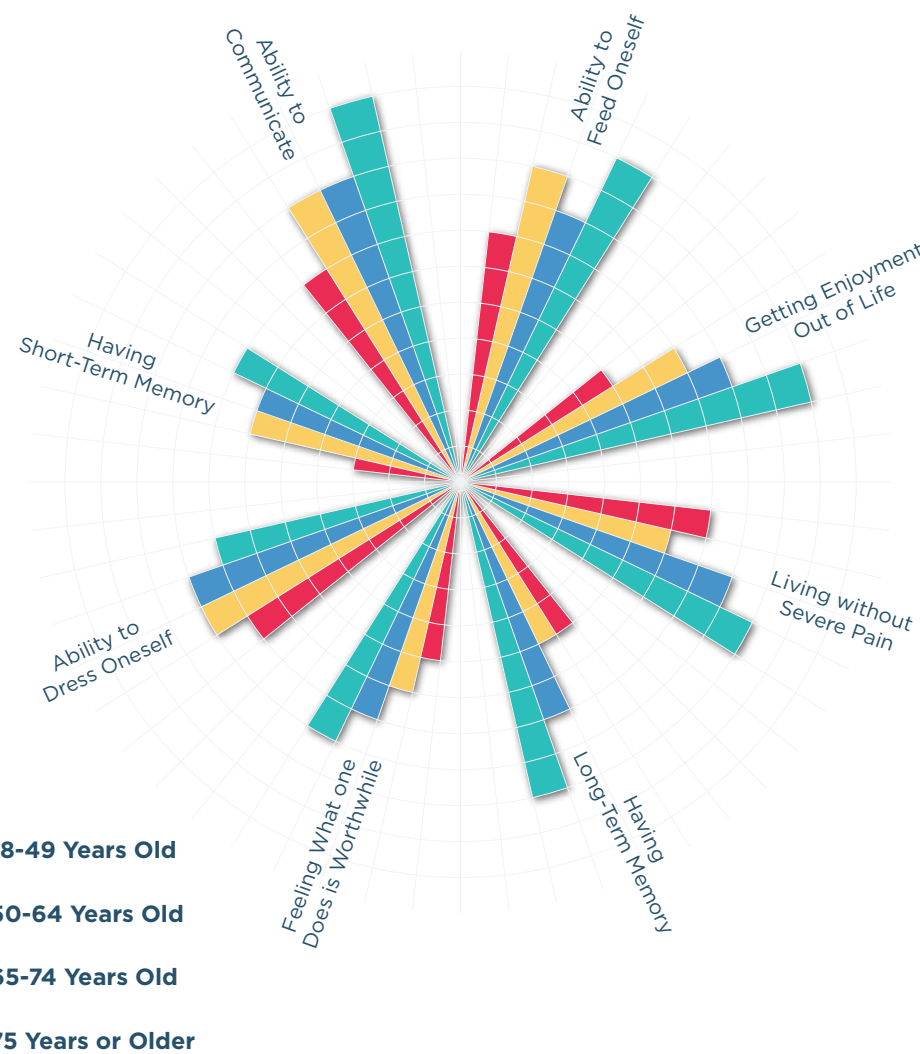


Population by Age in Georgia

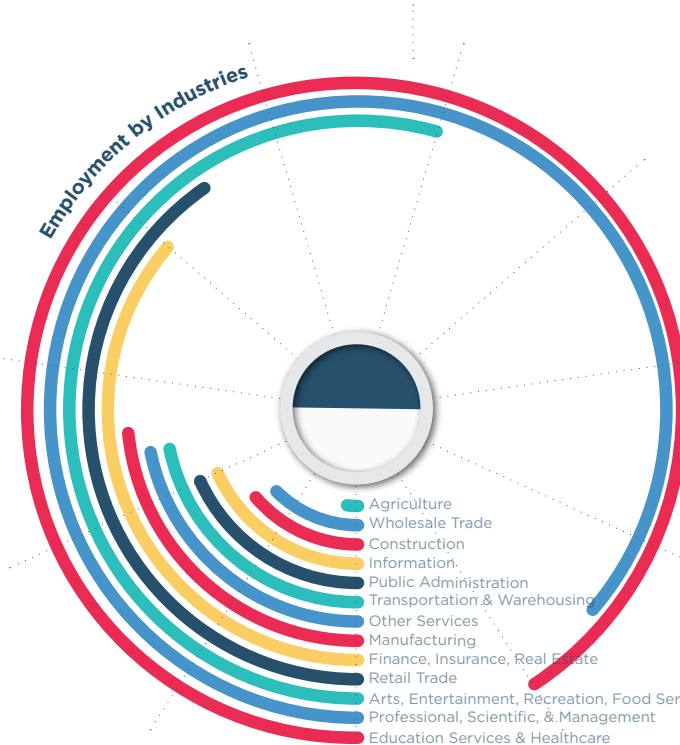
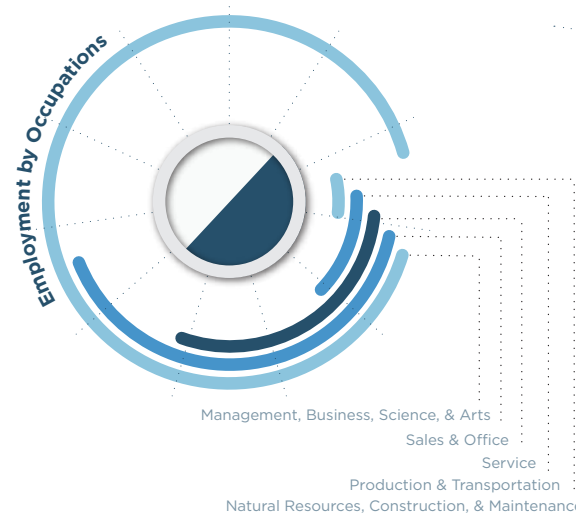


Level of Education in Georgia

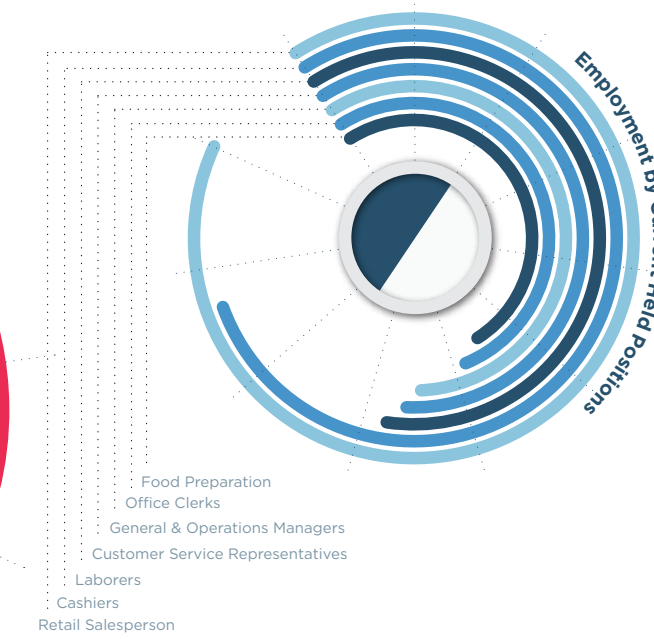
Demographics



Quality of Life



Jobs & Industries



datausa.io
www.census.gov

INFORMATIONAL INTERVIEWS

Data Collection:
Interviews with Activities Director
of Senior Living and a Resident



Director of Community Relations & Outreach at Berman Commons

- What do you do on a day-to-day basis for the residents?
 - Job description technically entails going to doctors offices, churches, school to build a reputation for the community to help involve community members in the facility
 - Job tends to actually involve dealing with families and friends of residents, giving tours and information of the facility, pushing them in the right direction, in order to build a reputation from within, as well
- What do you think is one of the big problems in Senior Living?
 - Almost too many senior living communities because demand is not quite there yet to fill available spots (in 10 years are so this may not be the case)
 - People are focused so much on cost and location rather than quality of things like care and food
- How often are community spaces really used?
 - Used very often but may depend on programming and availability
- How are they used, are people social or do they tend to just do things on their own?
 - Most tend to socialize (depends on level of cognitive impairment)
- How are volunteers coordinated?
 - Many volunteer groups (example: 10 students from Dunwoody high school came and did karaoke with the residents)
- What kinds of volunteers come to visit?
 - All types
- What do they do with the residents?
 - Play games with the residents, read with them, serve food
- When family or friends come to visit, what do they usually do with the resident?
 - Some take the resident to restaurants or back to the house
 - "At this stage in their lives its more about being visible for the families, the residents seeing their families coming by"
 - Direct correlation between how long people stay alive and how often they receive visitors
- What kinds of things are currently done in your facility to prevent loneliness/isolation?
 - Great engagement, Great activities
 - Partnerships with universities and churches
 - Intellectual stimulation
 - Specifically at Berman there are many opportunities around in the community
- How could/do you motivate residents to do things?
 - Can't force it too much, just need to have great opportunities that make them want to get involved.
- As a community member, what would you want to do with the residents if there was a communal hub?
 - Having speakers come, talking about every-day, common things (i.e. designers to talk about the building, sports players talking about their sports, history, etc.), find resident's interests



Resident of Senior Living Facility

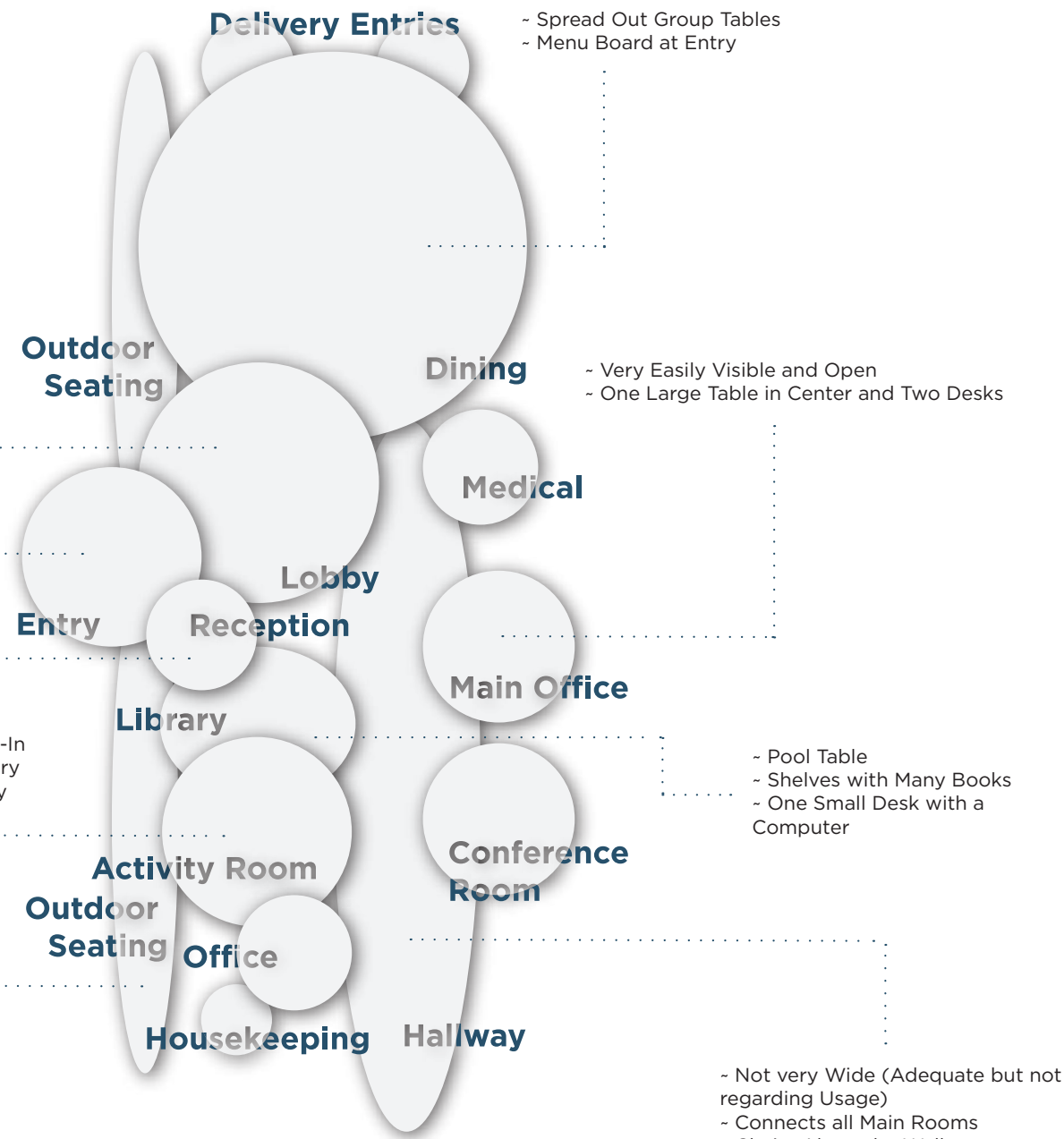
- What did you do for a living?
 - Corporate Executive (CEO): Managed subsidiary of General Motors with 19,000 employees
 - Strategy and Planning with managers reporting to him, monitored progress and developed strategies and plans to achieve goals
- Did you go to college? What did you study? (Relate to above question)
 - Started as a technician and after many years and different levels of management "ended up at the top of the heap"
- Can you tell me a little about what you do on a day to day basis?
 - Live in a CCRC
 - Many activities in the facility, lectures, meetings
 - On a couple committees
 - Spend time on the Internet (mail, research, financial affairs)
- How often do your family or friends visit?
 - About once a week
- What do you like to do with them?
 - Eat at the facility (two restaurants there)
 - Sit and talk about family or news affairs
- Are there any volunteer groups that come to visit? Do you enjoy their visits?
 - There are but he does not participate in them
 - Some young people and some older people
- What are some things you like about living there?
 - Many widows or widowers in the facility, more women than men, but some couples, minimum age to live their is 55
 - Don't have to take care of a lawn or a garden, or maintenance (i.e. they will change lightbulbs), maid service
 - Like to eat there: one meal a day, sometimes two, but also cooks or gets own food
- Do you like art?
 - Yes
 - Likes music, paintings
 - Facility brings him to many museums on field trips for free
- Do you have any specific current hobbies?
 - Likes to travel - Cruises
 - Does a lot of travel planning
- Can you tell me about a happy memory you have?
 - Adopting children
- What was your relationship like with your grandparent?
 - Maternal grandfather passed before he was born, Spent a lot of time with maternal grandmother and great grandmother, only saw fathers parents about once a year
- Did they pass anything on to you? (Skills, knowledge, etc.)
 - Not really
- What big events do you remember from growing up?
 - Graduating High School, Graduating College, New Job Recruitment
- What would be something you might want to share with a young child?
 - Help them to know older people and be comfortable with them ("OLD people")
- What would be something you might want to share with a teenager?
 - Likes to talk with grandkids about what it was like when he was young and working and his many moves with his late wife (passed 7 years ago - married for 55 years)
- What would be something you might want to share with a young adult in the workforce?
 - Important for young people to read and understand the news and world current events, if you start young, it will continue to be interesting in later life

OBSERVATION STUDY

Data Collection:
Observation of Buckingham
South Assisted Living Facility

Visit Information

Date: 09/28/18
Day of the Week: Friday
Time: 2:00-3:00
Location: Buckingham South



Design Observations



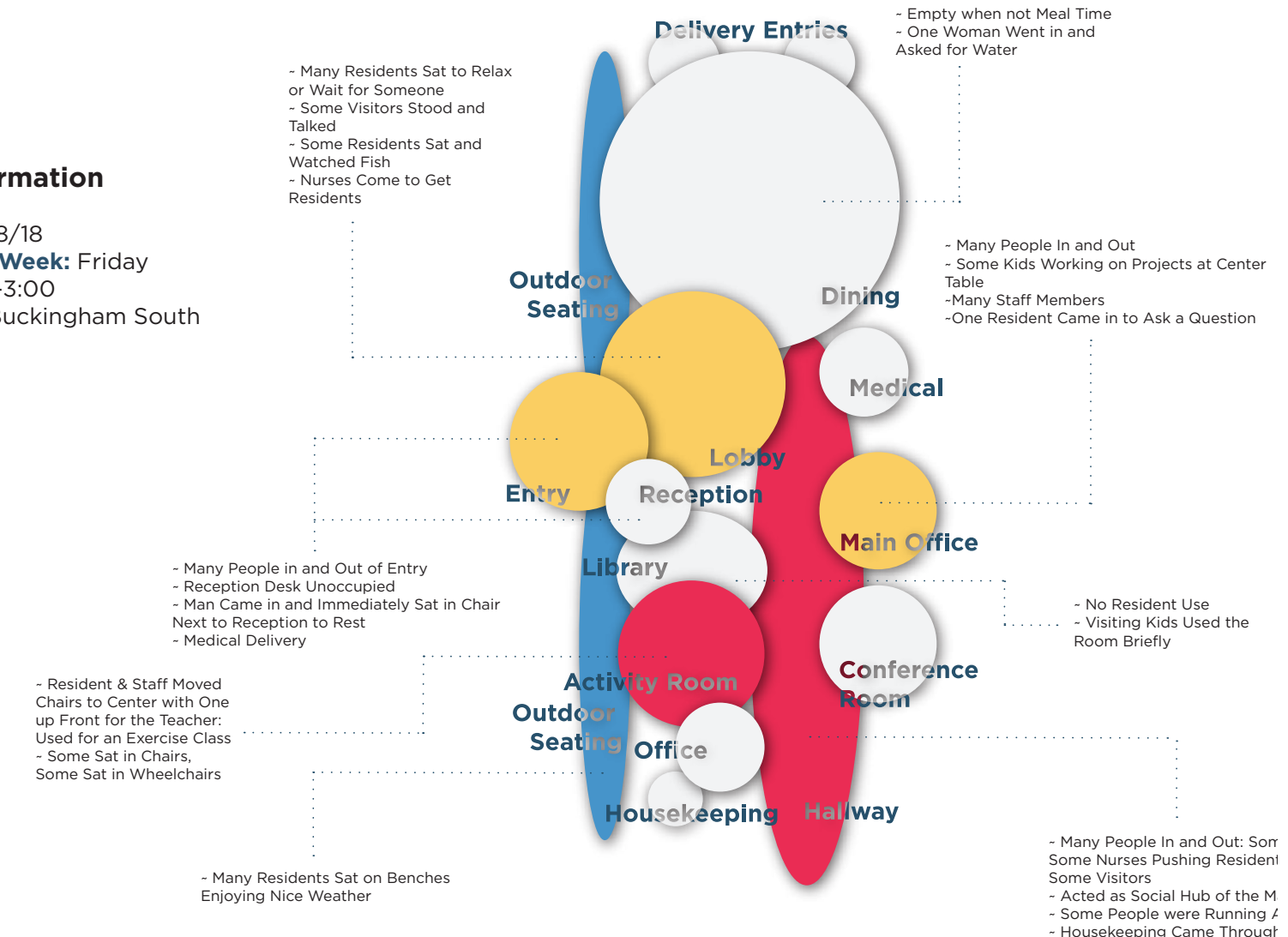
People Occupying Space During Visit

OBSERVATION STUDY

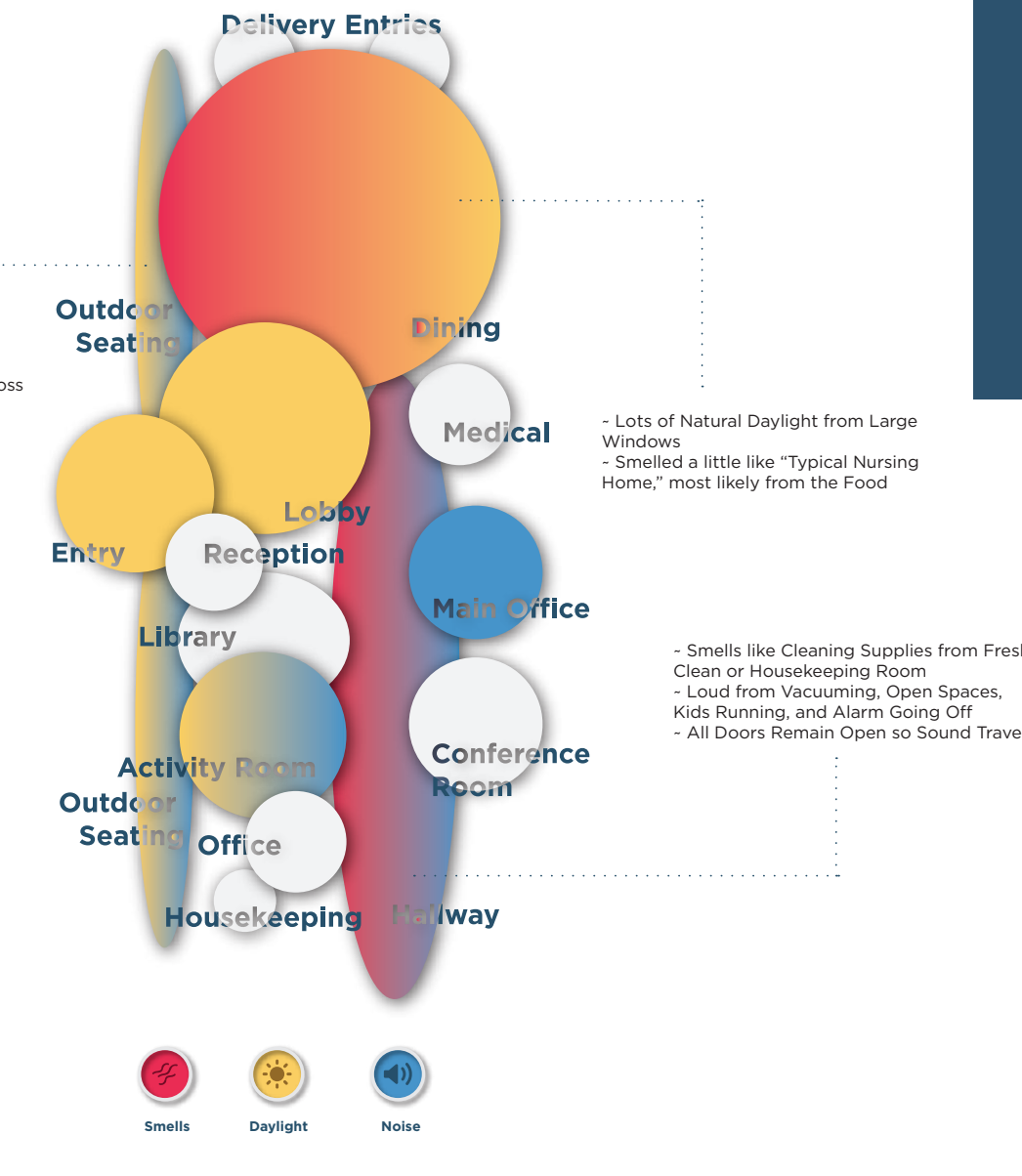
Data Collection:
Observation of Buckingham
South Assisted Living Facility

Visit Information

Date: 09/28/18
Day of the Week: Friday
Time: 2:00-3:00
Location: Buckingham South



Activities During Visit



Observation of Senses During Visit

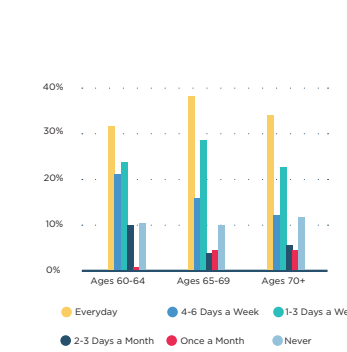
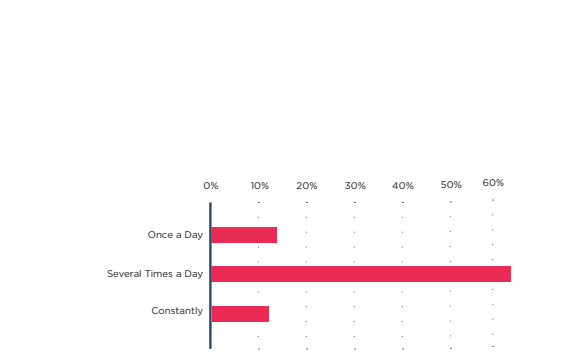
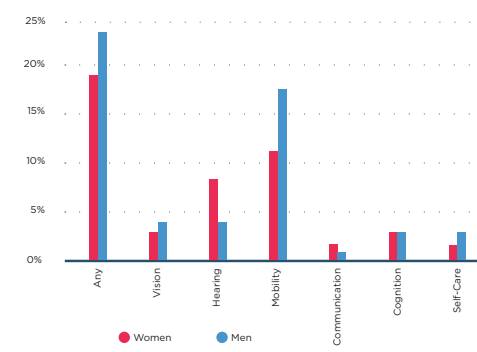
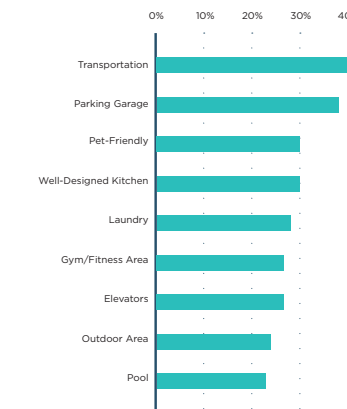
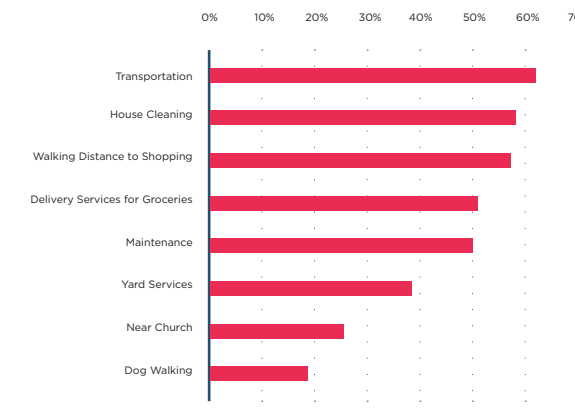
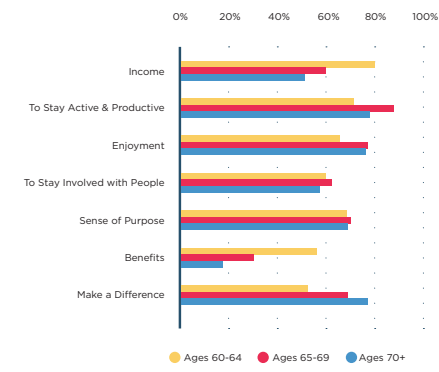


PHASE TWO

User Research

PRIMARY USERS

User Research:
Information and Statistics
on Senior Residents



General Description

- Age Range: **65+**
- Able to complete all **ADL's** (Activities of Daily Living) and most **IADL's** (Instrumental Activities of Daily Living)
- Women live **longer than men**, yet are more likely to have **functional limitations**
- Still want **independence**, but may want **back-up support**
- Want more of a **community feel**
- Spouses **may have passed**, but some still live with their spouse
- Spend **most of their time in the facility**, but may go out
- May eat **meals at the facility** or fend for themselves
- Seniors (65+) make up **16%** of the U.S. population and **13.5%** of Georgia
- Older women are more likely to be **depressed**
- Nearly **40%** of people 65 and up have **at least one disability**

VALUES

- Independence
- Sense of Community
- Safety & Security
- Sense of Purpose
- Quality of Life
- New Experiences
- Support
- Community Involvement
- Physical Activity
- Spirituality
- Communication
- Enjoyment

www.pewinternet.org
datausa.io
www.census.gov
www.city-data.com
www.aarp.org
www.ioaging.org
www.nreionline.com
www.statista.com.library.scad.edu



Norma

Age: 83

General Description

- Was an elementary school **teacher**.
- Her husband passed one year ago.
- She is still fully **mobile**.
- She does not have any friends her age.
- Born and raised in Georgia.
- Speaks **fluent Spanish**.
- Has two kids and four grandkids.
- Norma and her husband **traveled** a lot in their youth.
- She is very **open-minded** and **cultured**.

Daily Life

- Norma currently **lives alone** in the house she shared with her husband.
- She spends most of the time in her house or **taking walks** around the neighborhood.
- She no longer enjoys driving, so has most things delivered.
- She **works out** two or three times a week.
- She goes to **church** every Sunday.
- She enjoys **cooking**.

Needs for Senior Living

- Norma needs a **personal apartment**, **dining** facilities, **activity** areas, **fitness**, and areas for **socialization**.
- She would need access to **transportation**.
- She will want many **dining options** within the facility.
- She may need help with managing **finances**, doing **housework**, and **shopping**.
- Norma wants more **engagement** with people.
- She needs **back-up support** options.



Ray & Grace

Age: 79 & 81

General Description

- Ray was the **manager** of a large company and Grace was a **painter**.
- Ray is still fully mobile, but Grace is in a **wheelchair**.
- They want to live around others her own age.
- They have four kids and ten grandkids.
- Their children have all moved away, and their neighborhood is all new, young people.
- They are both very **fun and lovable**, but Grace suffers from **depression**.
- They have been together for 58 years.

Daily Life

- Ray and Grace currently live in the house they raised their children in.
- Ray **works out** once a week.
- Grace still enjoys **painting**.
- They occasionally go on senior-friendly cruises.
- They like to Skype their children and grandchildren.
- They go to **church** almost every Sunday.

Needs for Senior Living

- Ray and Grace need a **personal apartment that accommodates two people**, **dining** facilities, **activity** areas, **fitness**, and areas for **socialization**.
- They need access to **parking** as Ray enjoys driving.
- They will want many dining options within the facility.
- They may need help with doing **housework**.
- Ray and Grace want more **engagement** with people their age and other.
- They need a **wheelchair accessible** home.



Charles

Age: 92

General Description

- Charles is a **single man** who's wife passed away six years ago.
- He was a **chemical engineer** for 54 years and did retire until he absolutely had to.
- He loves to go on **drives**.
- He has three sons and four grandkids. They all live in various places in Georgia.
- He has been more **reserved** since his wife died and not as social.
- He has always been a great parent and grandparent.

Daily Life

- Charles currently lives in his first child's guest house.
- He enjoys taking walks and **managing his finances**.
- He spends some time with his grandkids.

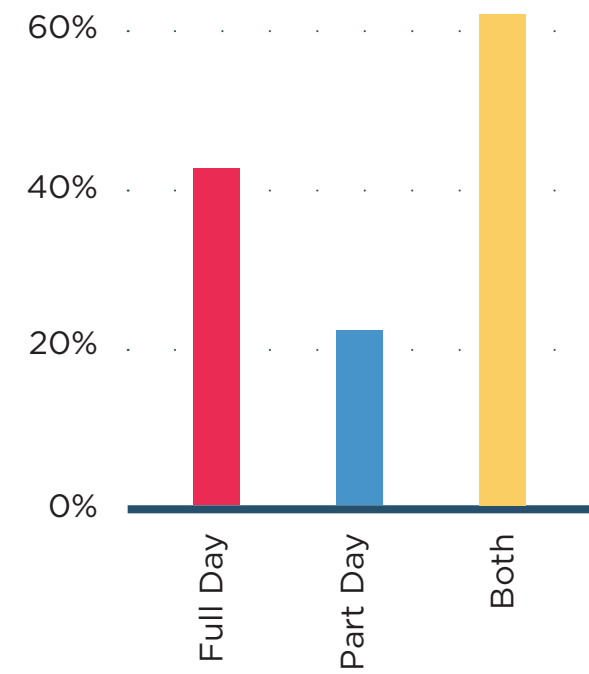
Needs for Senior Living

- Charles will need a **personal apartment**, **dining** facilities, and **activity** areas.
- He will need access to **parking** as he still drives.
- He will want many dining options within the facility.
- He may need help with doing **housework**.
- Charles needs help getting out of his comfort zone.

SECONDARY USERS

User Research: Information and Statistics on Pre-Schoolers

48% of children ages 3-4 in GA in school
8.76 million children in the U.S. enrolled in pre-school



Children in Pre-School

Developmental Milestones

- Child is starting to recognize **cause and effect** relationships
- Understand words that **relate one idea to another**
- Understand **numbers and space** concepts
- Think **literally**
- Grasps concepts of **past, present, and future**
- Can follow **simple commands**
- Attempts to **solve problems** on their own
- Engages in **fantasy play**
- Can **match images**
- Can put **pictures in order**
- Can complete **simple puzzles**

General Description

- Age Range: **3-6**
- Children are **developing social skills**
- Curious** and love **exploring**
- Generally very **accepting**
- Go to school either **part time or half-time**
- They enjoy learning through **fun activities**
- Need to learn **basic skills and values**
- Are constantly **learning** about the people and world around them

VALUES

- Sharing
- Learning
- Communication/Socialization
- Fun
- New Experiences

www.statista.com.library.scad.edu
www.eladisaskids.com
www.getreadytoread.org



MJCCA Pre-School Class

Ages: 3 & 4

General Description

- The pre-schoolers are **curious** and **excited**.
- They are in the process of **developing social skills**.
- They are very **accepting** of others.
- They enjoy fun activities and learning about the world around them.
- They are able to follow basic commands.
- They enjoy **fantasy play** and **story time**.

Daily Life

- They go to **pre-school** from about 8:30 until 5:30 (or whenever their parents can bring them and take them home).
- Throughout the day they have snack time, play games, play outside, sing, dance, and learn.
- They work on many different **developmental and social skills** throughout the day including numbers and letters, days of the week, and matching.

Needs for Community Facility

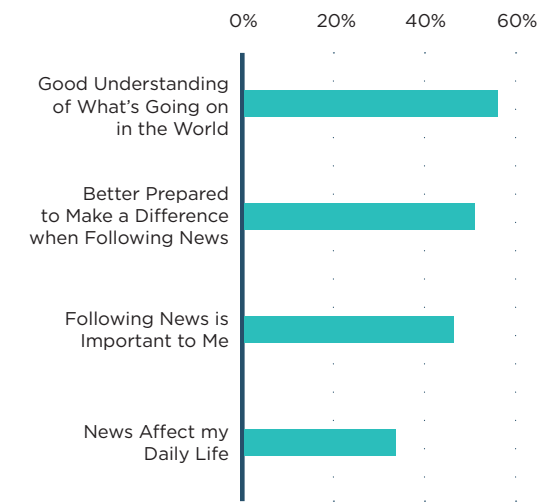
- The pre-schoolers need a space to **interact** with other generations.
- They need to be able to **learn** from their elders.
- The need a place to practice their developing social skills with others.
- They need to learn to be **comfortable** around older people and people with disabilities.

Typical Day of a Pre-Schooler

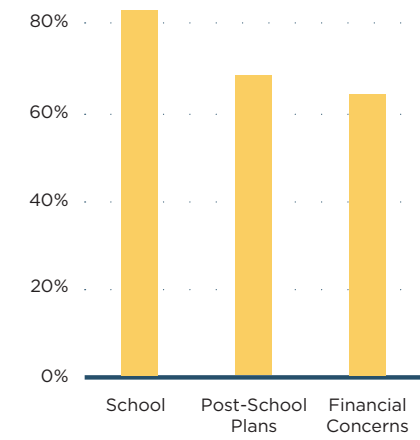
- 8:00 - 9:30**
Parent Drop Off/Free Play (Check-In with Parents)
- 9:30 - 10:00**
Circle Time (Official "Good Morning," Songs, and Announcements)
- 10:00 - 10:30**
Snack/Bathroom/Diaper Changing
- 10:30 - 11:00**
Daily Activity (Address Areas of Development; Playdough to Make Letters, Art Projects, etc.)
- 11:00 - 12:00**
Outdoor Play/Sports & Fitness (Get Kids Moving - Guided Physical Activities)
- 12:00 - 1:00**
Lunch/Diaper Change/Bathroom Break
- 1:00 - 3:00**
Nap Time
- 3:00 - 3:30**
Wake Up/Bathroom/Diaper Change
- 3:30 - 4:00**
Afternoon Review (Reflect on Day's Activities)
- 4:00 - 4:30**
Afternoon Snack
- 4:30 - 6:00**
Parent Pick-Up/Music/Free Play

SECONDARY USERS

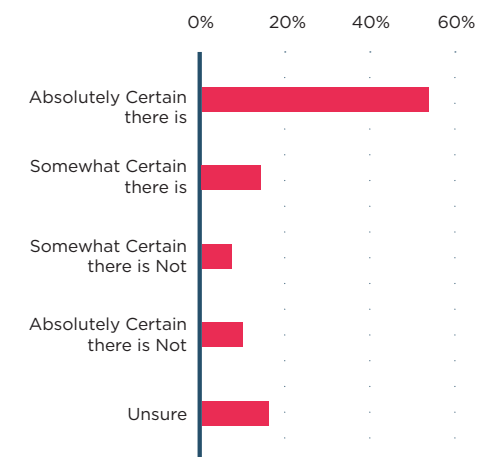
User Research:
Information and Statistics
on High Schoolers



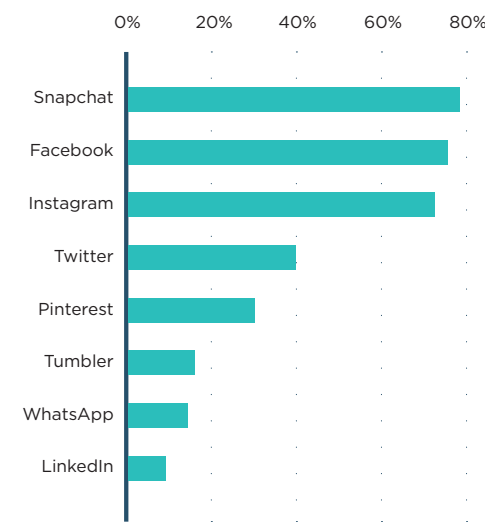
Importance of News



Top 3 Stress Sources



Belief in a God



Social Media Usage

General Description

- Age Range: **14-17**
- Eager to **grow up**
- Have developed most important **social skills**
- Dealing with a lot of **emotions**
- Aware of **differences**
- Good with **technology**
- Trying to **figure themselves out**
- In **school** most of the day
- Very busy with **extracurriculars**
- May need **homework** help
- May be nervous about the **next step in life**
- 91% own a **pet**
- 80% enjoy **cooking**
- 88.8% feel **disconnected with nature**
- Teens draw most inspiration from **reading and writing, music, and nature**

VALUES

- Connection with Others
- Immediate Connection
- Efficacy
- Acceptance
- Knowledge
- Making a Difference

www.statista.com.library.scad.edu
www.hhs.gov
www.stageoflife.com



Dunwoody High School Class

Ages: 16 & 17

General Description

- They are juniors in a **careers class**.
- They are good with **technology**.
- They are very aware of people's differences.
- They are trying to **figure themselves out**.
- Many of them are nervous about the next step in their lives.

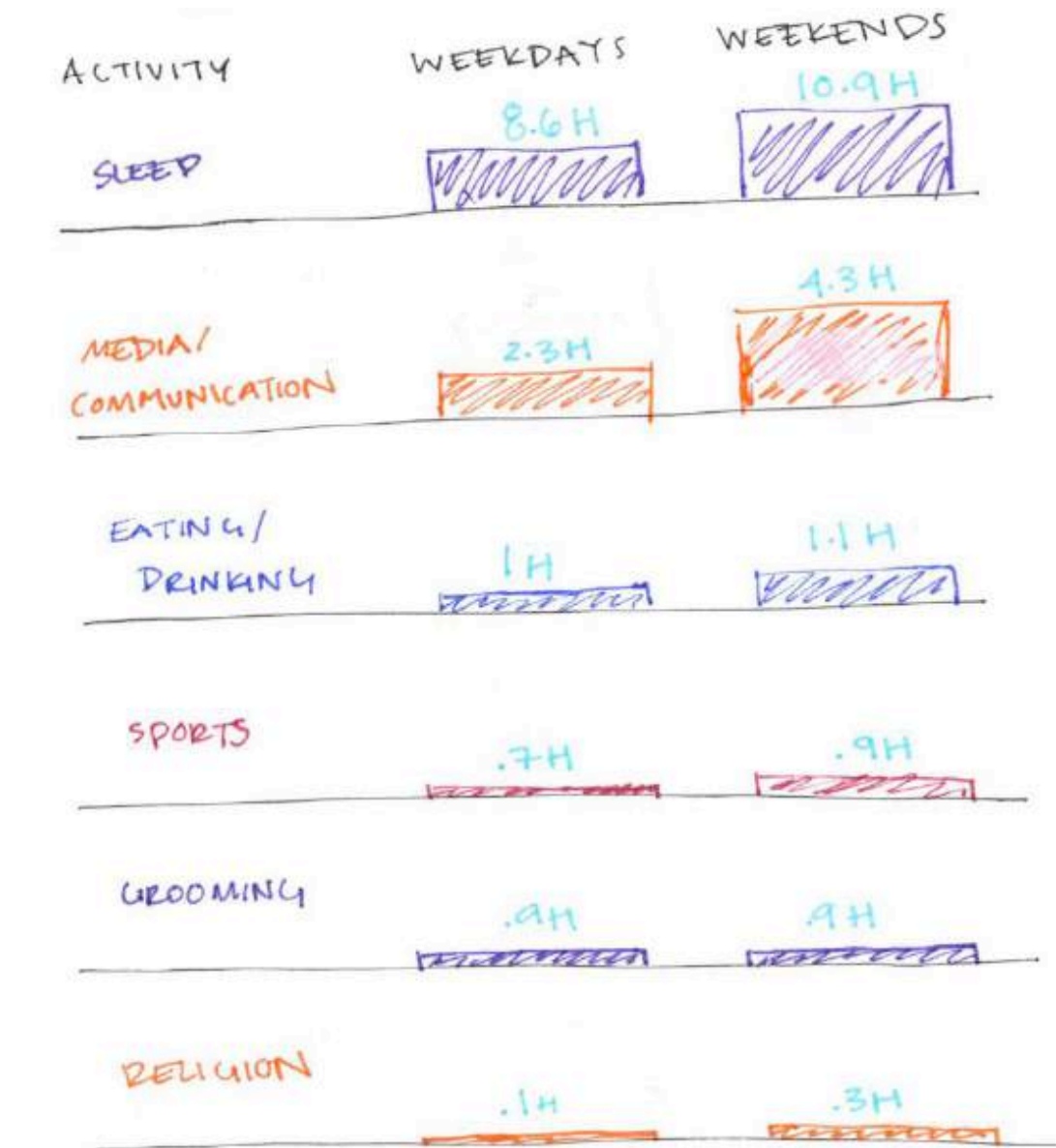
Daily Life

- The teens are in school the majority of their day taking **various classes** including the careers class focused on professionalism and decisions about future careers.
- Many of them are involved in sports and other **extracurriculars** such as art classes, mock trial, and drama club.

Needs for Community Facility

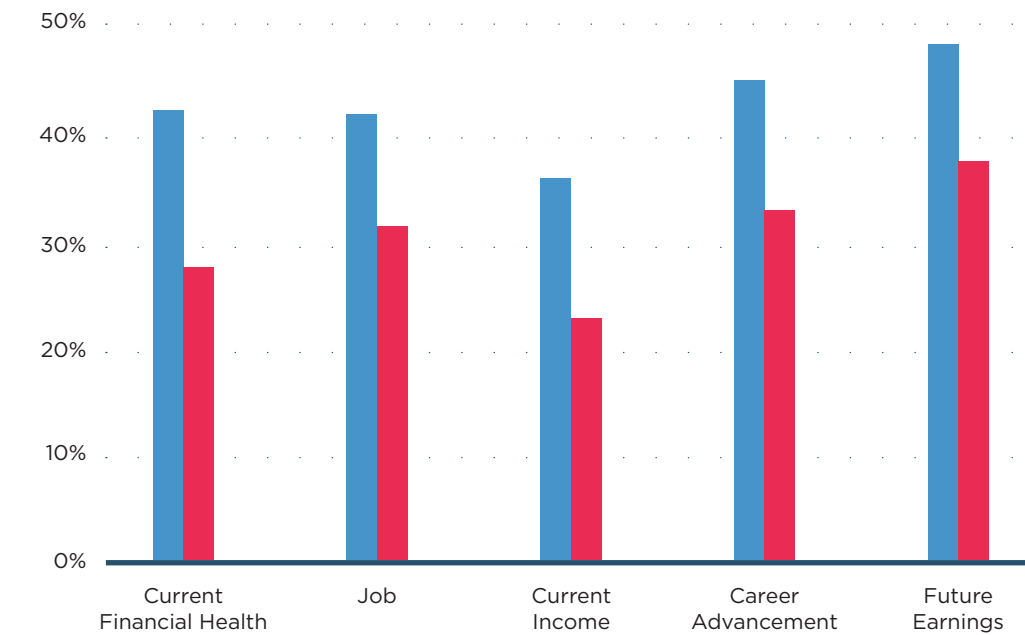
- Many of the students need to fulfill **volunteer** credits.
- They need a **safe space**, free from bullies.
- They may want to talk to people older than them about the next steps in their lives.

Teen Activities



SECONDARY USERS

User Research:
Information and Statistics
on Young Adults in the Workforce



Satisfaction with Finances & Job

General Description

- Age Range: **22-29**
- Young adults **beginning their lives in the workforce**
- Most time spent at **work**
- Spend time with **friends** outside of work
- May need to **learn to manage finances**
- Push for **diversity** and **inclusion**
- Want **feedback** and **strong leaders**
- They are **team-oriented, multitaskers, adventurous, compassionate, and progressive**
- 72% want to **be their own boss**
- 79% want boss to be **mentor**
- 74% want **flexible** work schedules
- 88% prefer **collaborative** work culture
- 40% are **motivated by meaning**
- 55% are not **engaged** at work
- 95% say occasionally **working from home** is important
- 97% believe it is important to work for someone who **shares their values**
- 26% live with their **parents**

*www.statista.com.library.scad.edu
www.optimalnetworks.com
blog.accessperks.com
mbaonline.pepperdine.edu*



Jonah

Age Range: 24

General Description

- Jonah is beginning his career in **marketing**.
- He is recently **engaged**.
- He graduated from Georgia State University two years ago with a bachelor's degree in Marketing with a focus on Marketing Communications.
- He enjoys his job, but is unsure of how to move up.
- He is **team-oriented, compassionate, and open-minded**.

Daily Life

- Jonah goes to **work** Monday through Friday, 9-5.
- On the weekends, Jonah enjoys **volunteering** and hanging out with his friends.
- He enjoys spending time in **nature** doing things like hiking, camping, and swimming.
- He currently lives in a studio apartment with his fiancé.

Needs for Community Facility

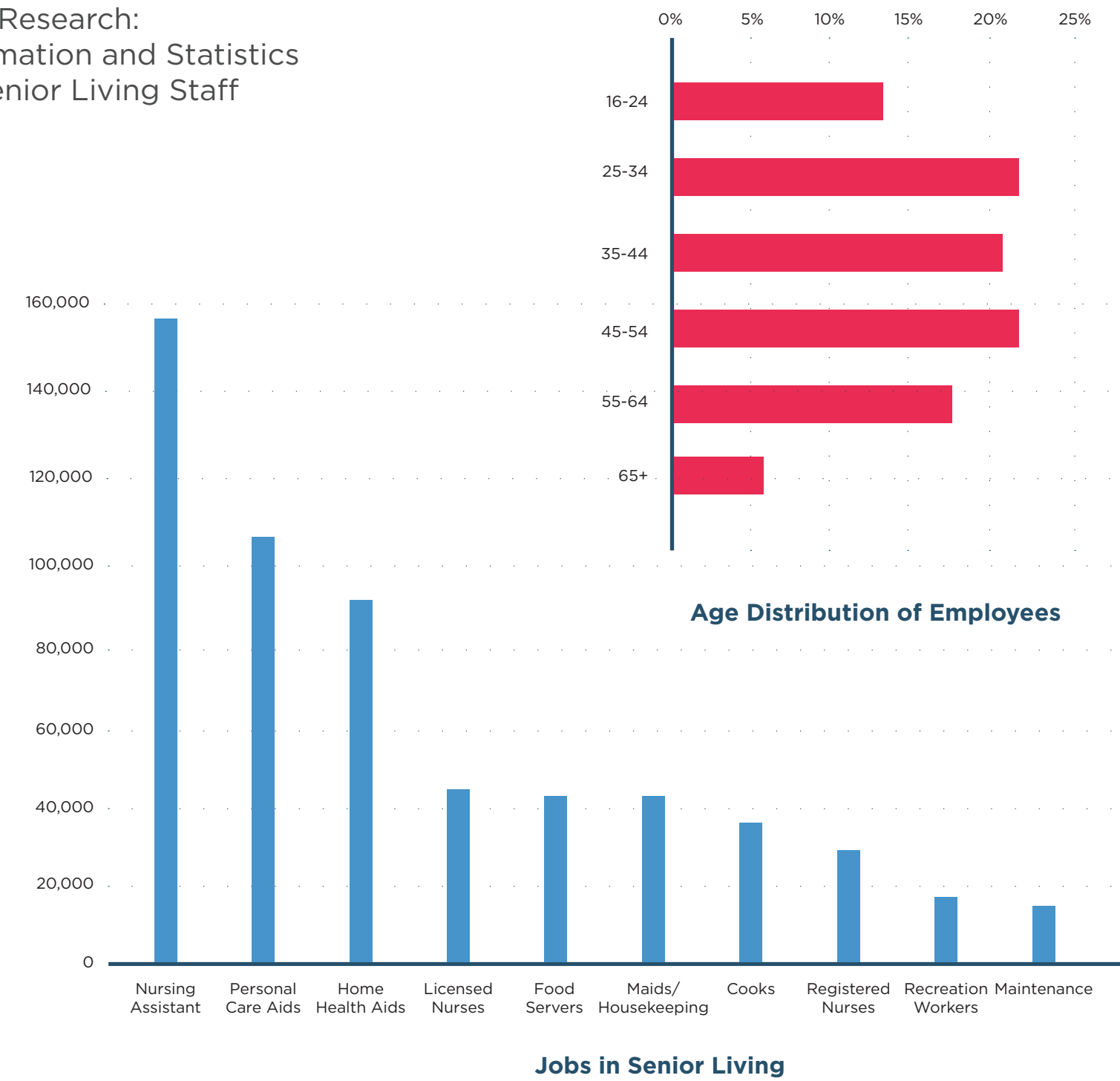
- Jonah wants a place to **discuss ideas and history**.
- He may want to talk to an experienced worker about his current job situation.
- He enjoys volunteering and helping, so needs a place to do that.

VALUES

- Independence
- Collaboration
- Shared Values
- Community
- New Experiences
- Engagement
- Meaning
- Choice

SECONDARY USERS

User Research: Information and Statistics on Senior Living Staff



General Description

- Age Range: **16+**
- Most common staff are nursing assistants
- Staff can be **paid or volunteers**
- Want work-life balance and **workplace wellness**
- Want feeling of **importance** within company
- Want **informative** superiors, **inspiration**, and **incentive**

VALUES

- Personal Health & Wellness
- Engagement
- Sense of Purpose
- Community

erickson.umbc.edu
www.onshift.com
www.nrchealth.com



Jessie

Age: 33

General Description

- Jessie is a **nursing assistant** in the Independent Living facility.
- She is a single mom of a six-year-old girl.
- She is **friendly** and **outgoing**.

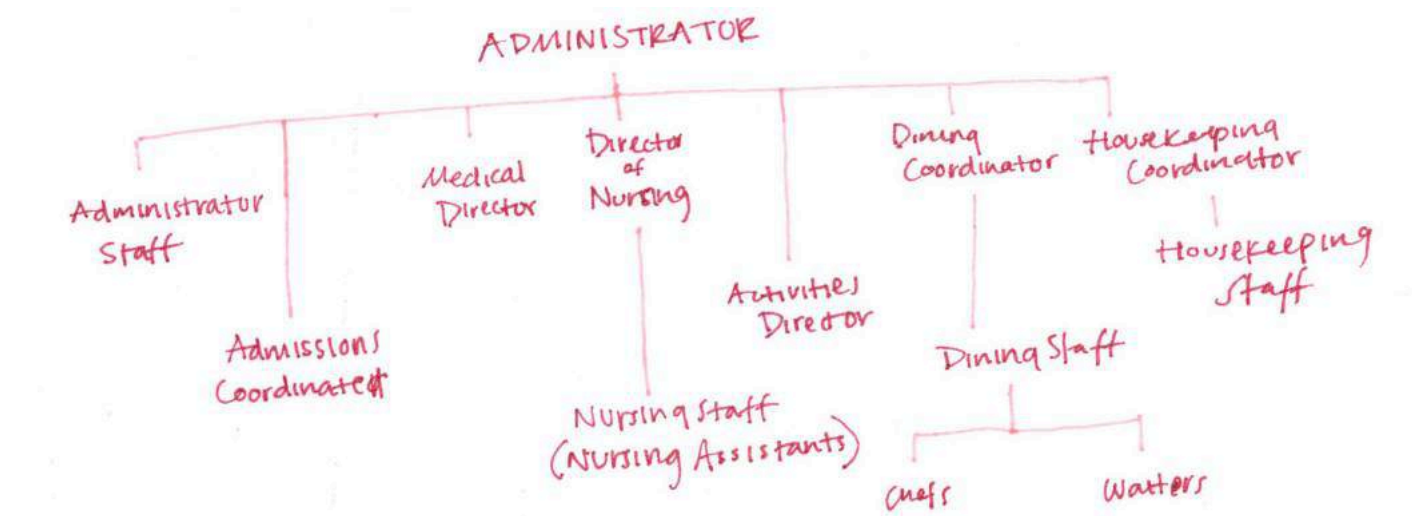
Daily Life

- Jessie spends **most of her time in the facility** ensuring the residents are healthy and living as best as they can.
- She spends as much **time with her child** as she can when she is home.

Needs for Community Facility

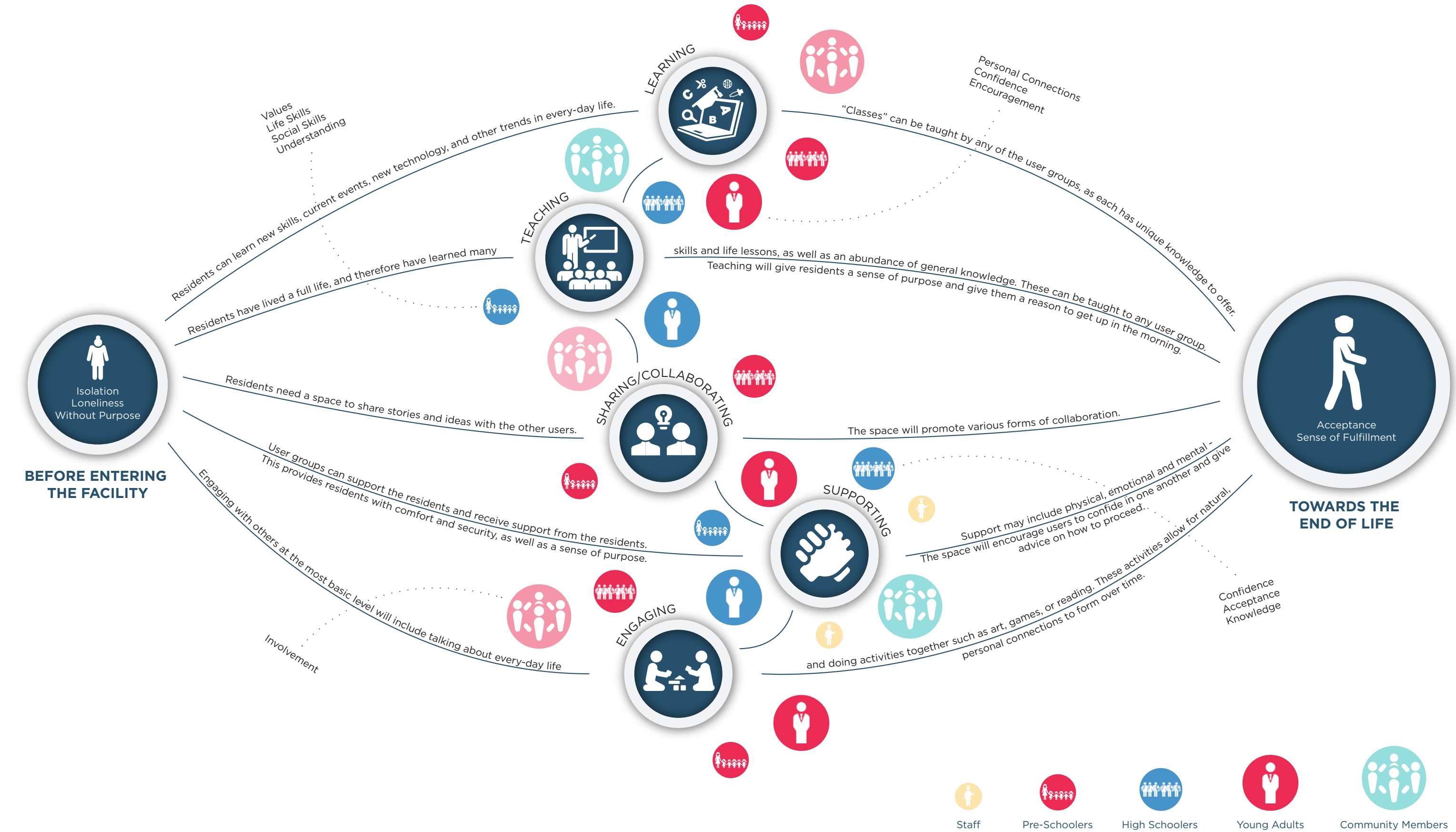
- Jessie needs a space that is focused on the **well-being** of its residents, as well as the wellbeing of its staff.
- She needs a work environment that encourages **engagement** between staff members.

Staff Types



USER JOURNEY

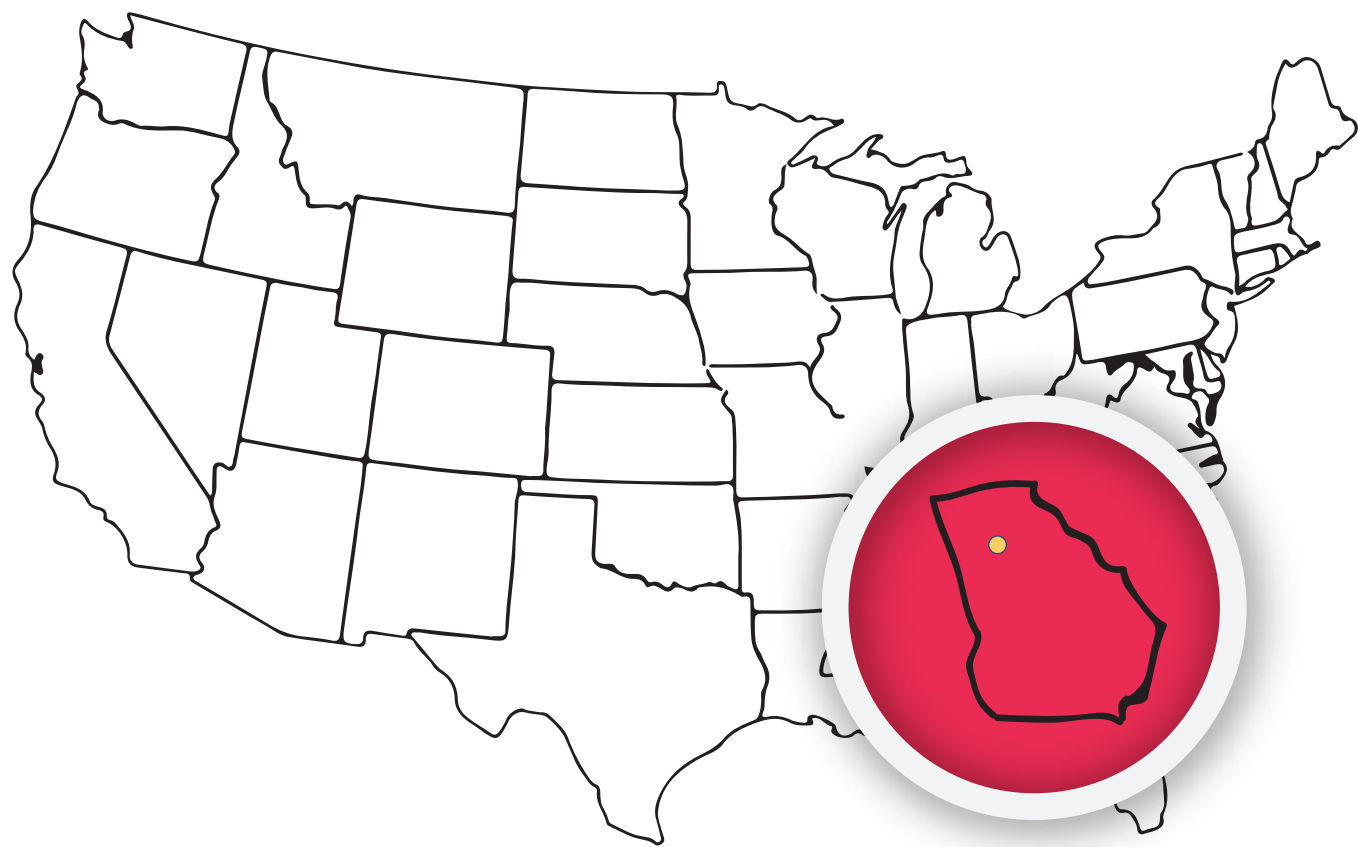
User Journey:
Experience Mapping
for Users of the Space





PHASE THREE

Site and Building Analysis



Dunwoody, Georgia

GEORGIA ANALYSIS

Site Analysis:
Climate, Weather, etc.
in Dunwoody, Georgia

Long, Hot Summers means
Accommodating for Sun and Heat
will be a Large Factor in the Design

Rain and Storms
are very Common
and Should be
Considered

Because the Site is in a Historic
City, it may be Necessary to Include
Some of that History

General Information:

- City Just Outside of Atlanta
- Just South of Appalachian and Blue Ridge Mountains
- Diverse Topography

Climate:

- Humid Subtropical
- Mild Winters
- Long, Hot Summers
- High Humidity

Weather:

- Upper 80's and 90's During Summer
- Low to Mid-60's in Winter
- Severe Thunderstorms in the Spring
- Average 50-75 Inches of Rain a Year

traveltips.usatoday.com

Natural Disasters:

- Most Common are Severe Thunderstorms and Flooding
- Hurricanes generally Occur on the Coast, but can Occur in the North Western Regions
- Occasionally Winter Storms Occur in the Northern parts of Georgia
- Tornadoes generally Occur during the Months of March, April and May

www.gema.ga.gov

Dunwoody History:

- Urban Center for Dining and Shopping
- Has always been a Center of Commerce
- Trading was Made Easy by Close Proximity to Chattahoochee River
- Unique history in Comparison to the rest of Dekalb County
- Many Historic Sites are Still There

www.cvbdunwoody.com

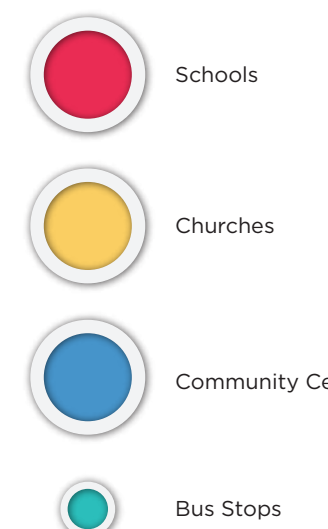
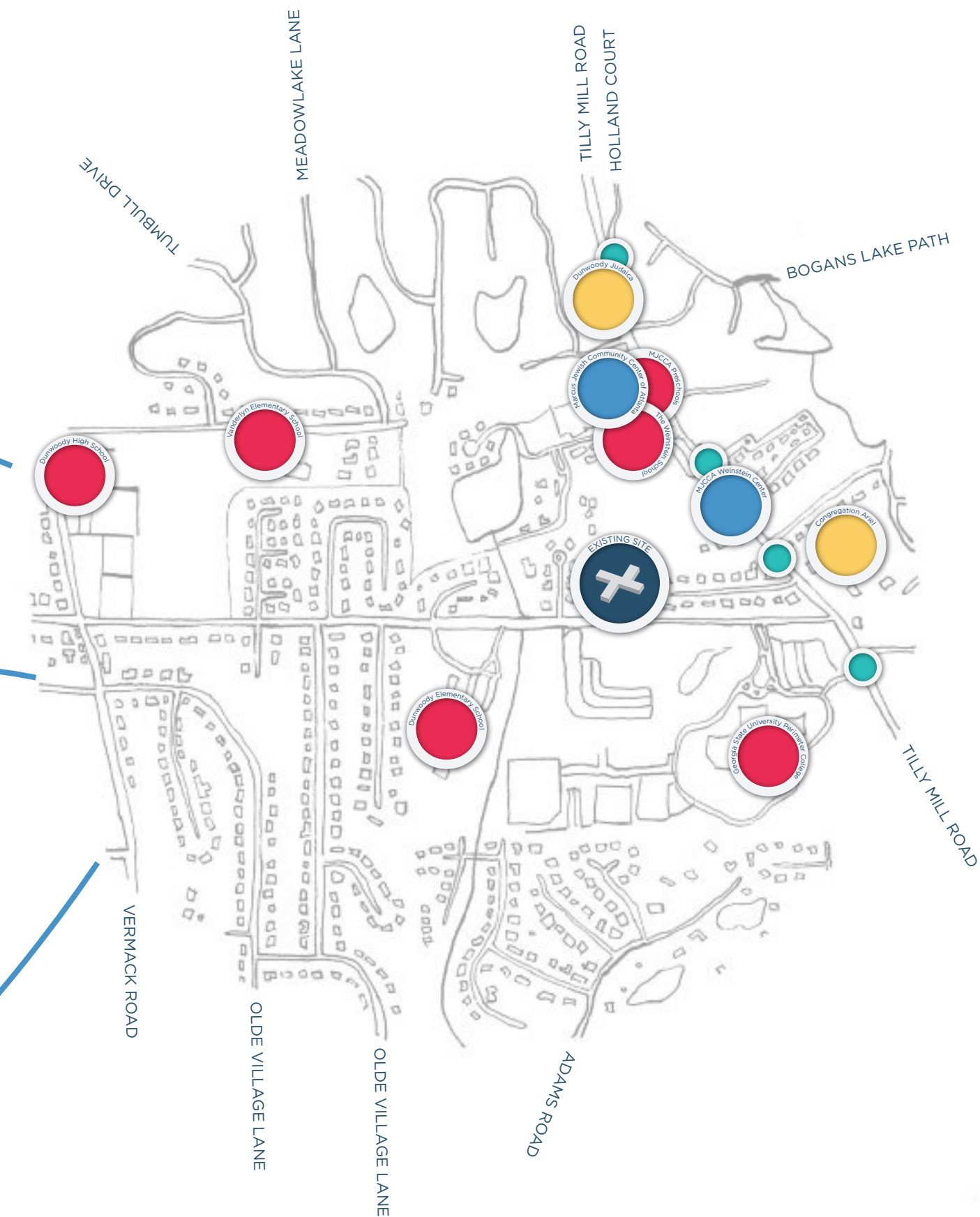
SURROUNDING PLACES

Site Analysis:
Homes, Schools, Facilities,
etc. Surrounding the Site

Many Surrounding Schools, Churches, and
Community Centers allows for easy Access
for Many Community Members

Being in a Heavily Residential Area
Creates a More Home-Like aspect and can
bring in More Community Members

There are no Dining Options Nearby
the Facility, Meaning the Seniors and
Community Members could use a
Variety of Dining Options



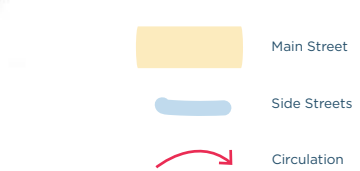
SITE ORGANIZATION

Site Analysis:
Direction of Traffic, Points of Entry and Exit, and Overall Site Organization

There is One Main Road that leads to the Site that is easily Accessible to All

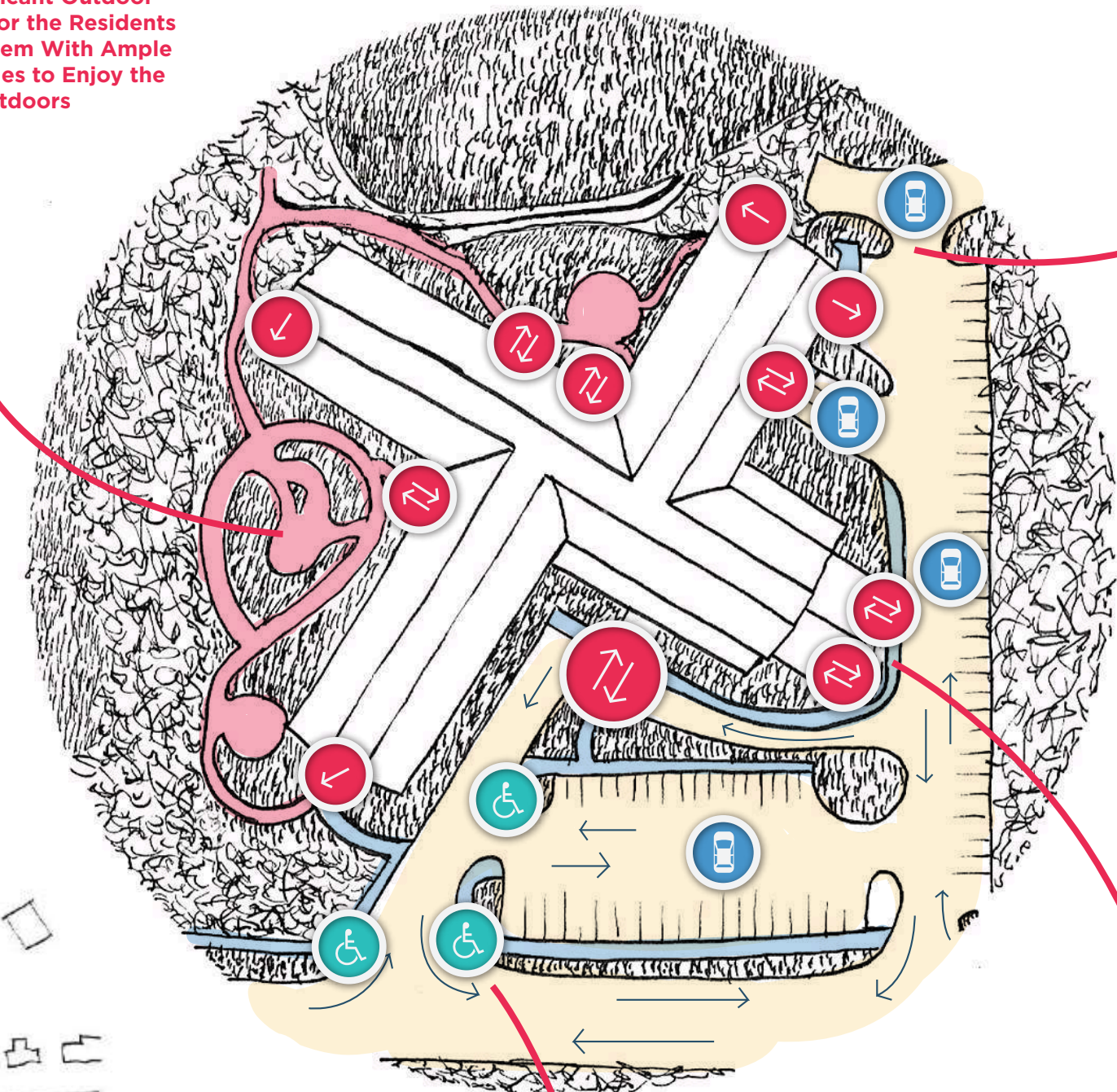
Two Significant Outdoor Paths Exist for the Residents Providing them With Ample Opportunities to Enjoy the Outdoors

There are Many Parking Spaces Available for Residents and Guests



All Sidewalks have Handicap Accessible Entries which is Necessary in Senior Living

There are Many Existing Points of Egress, some Main, and some Emergency Exits - All Should be Considered in the Design



- Handicap Accessible
- Parking
- Points of Egress
- Circulation
- Street & Parking Lot
- Sidewalk
- Facility Walking Path

SURROUNDING VIEWS

Site Analysis:
Views seen from the building

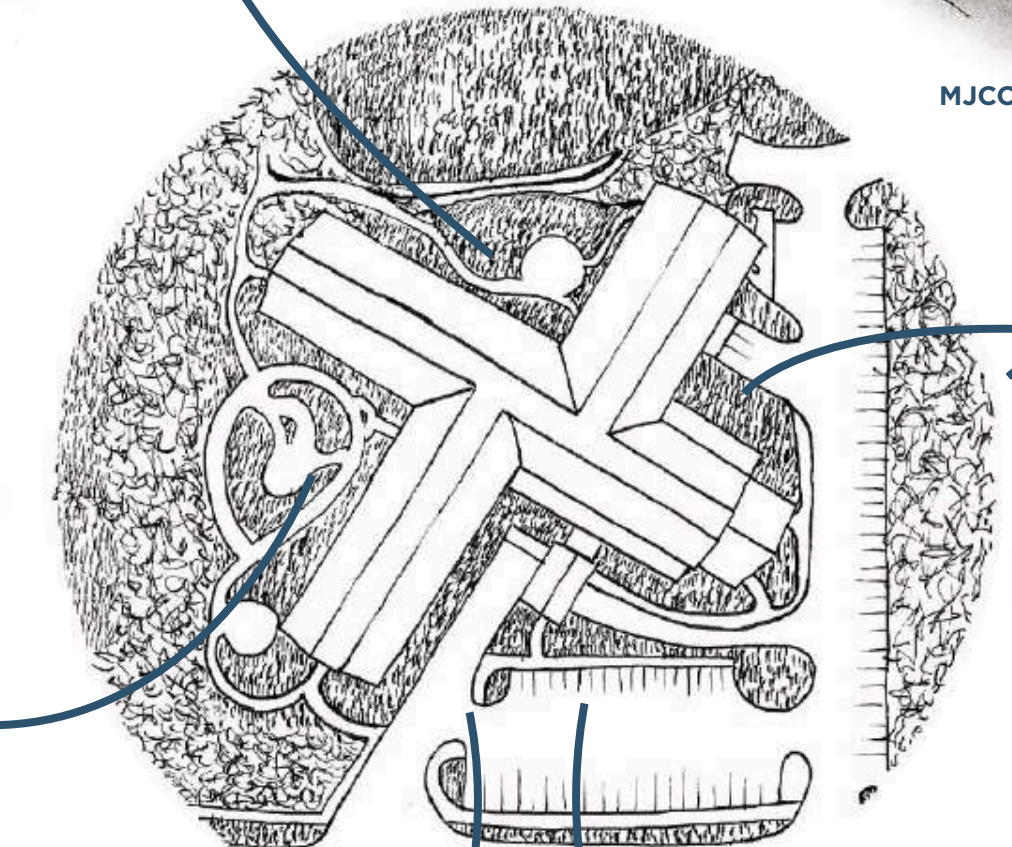
Baseball Fields can Provide Entertainment for the Residents and Community Members - Although it may Cause Noise within the Building

Trees Surround two Sides of the Building Providing Privacy, Noise Reduction, and Shade, as well as Enjoyable Nature Views

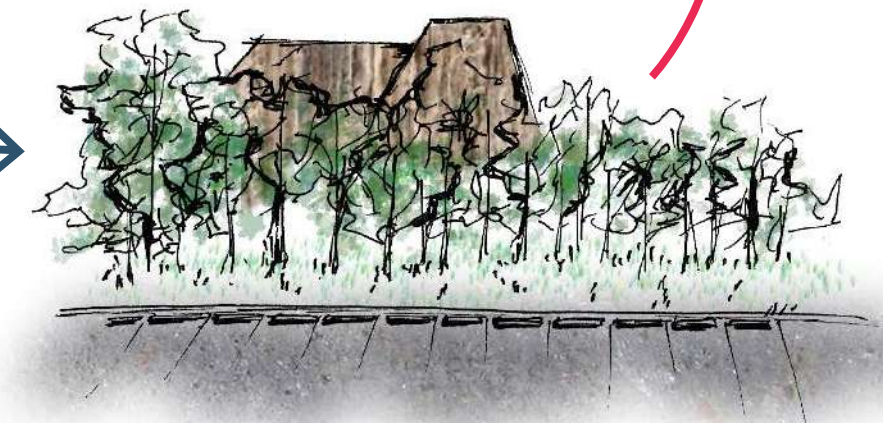
The Main Road is still lined with Trees so it allows for a Continuous Nature View



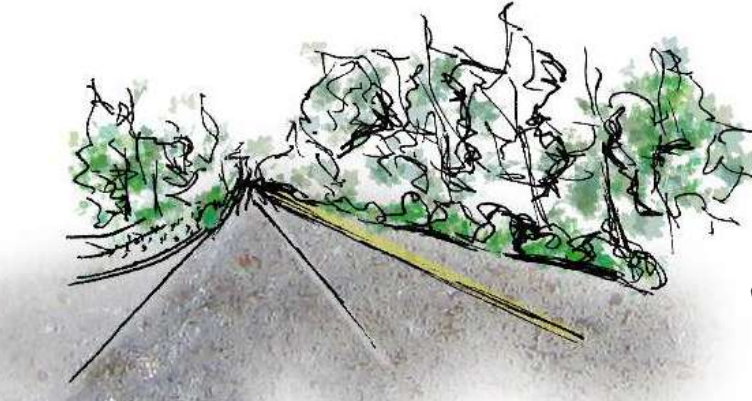
Grassy Area with Trees Blocking Neighborhood



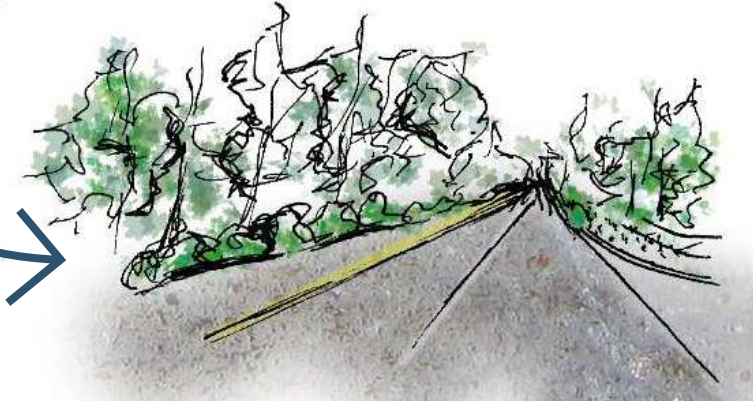
MJCCA Baseball Fields



Parking Lot and Trees Blocking Neighborhood



Womack Road Bordered by Trees



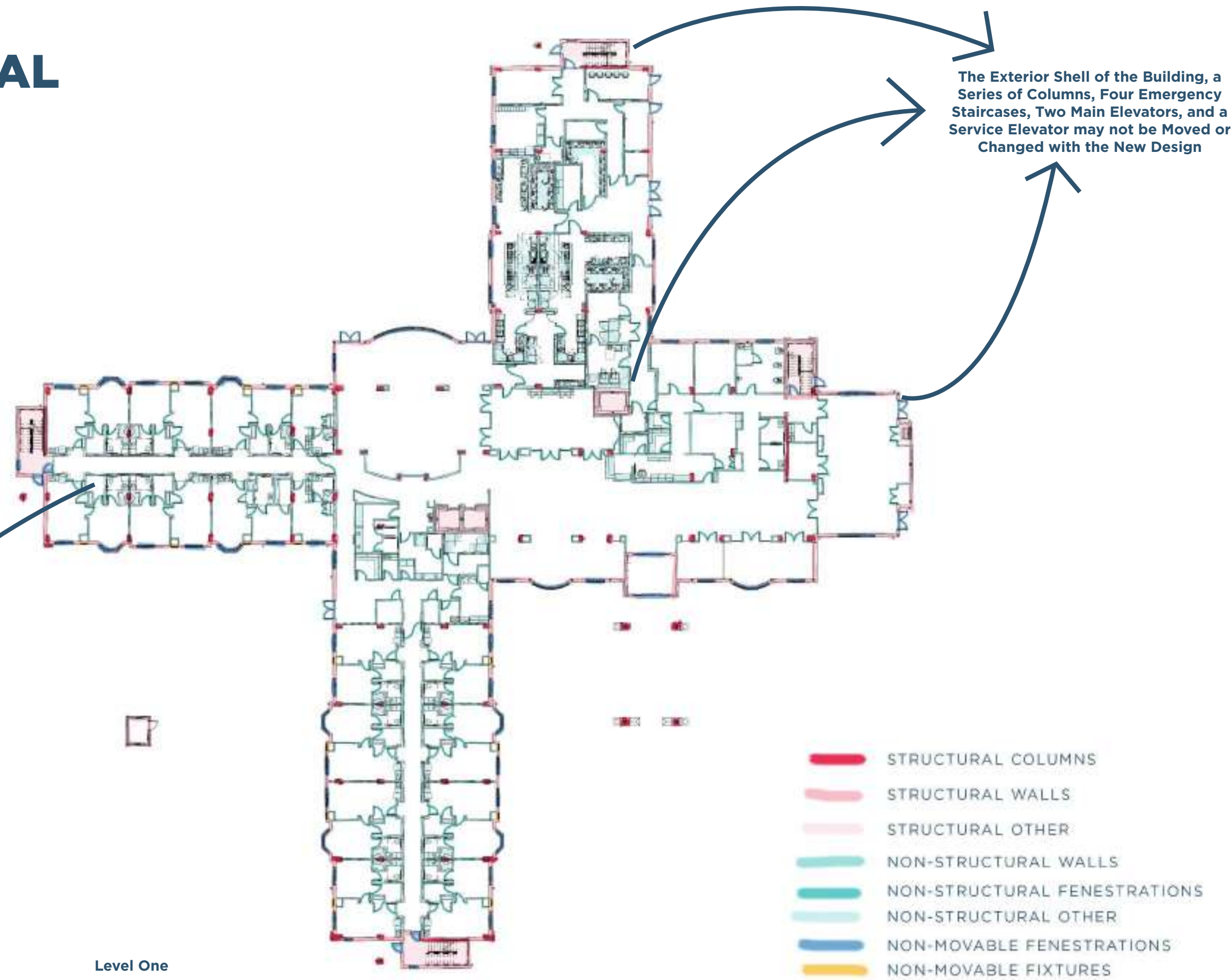
Womack Road Bordered by Trees

STRUCTURAL vs NON-STRUCTURAL

Building Analysis:
Structural Walls, Columns, etc. and Movable Walls and Fixtures

All other Walls and Fixtures may be Removed or Changed

Level One

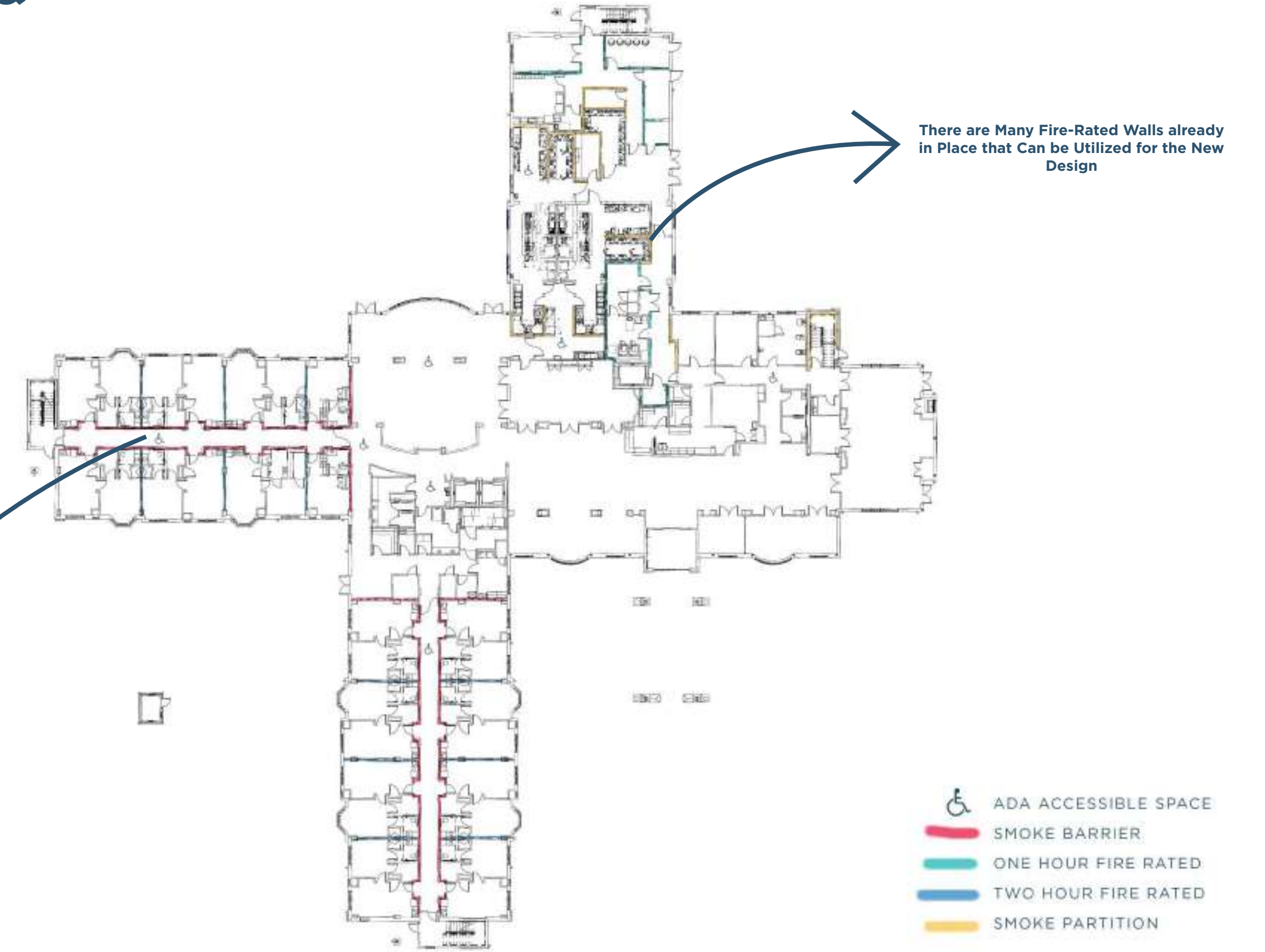


ACCESSIBILITY & FIRE SAFETY

Building Analysis:
Accessibility of Current Building and Current Fire Rated Walls

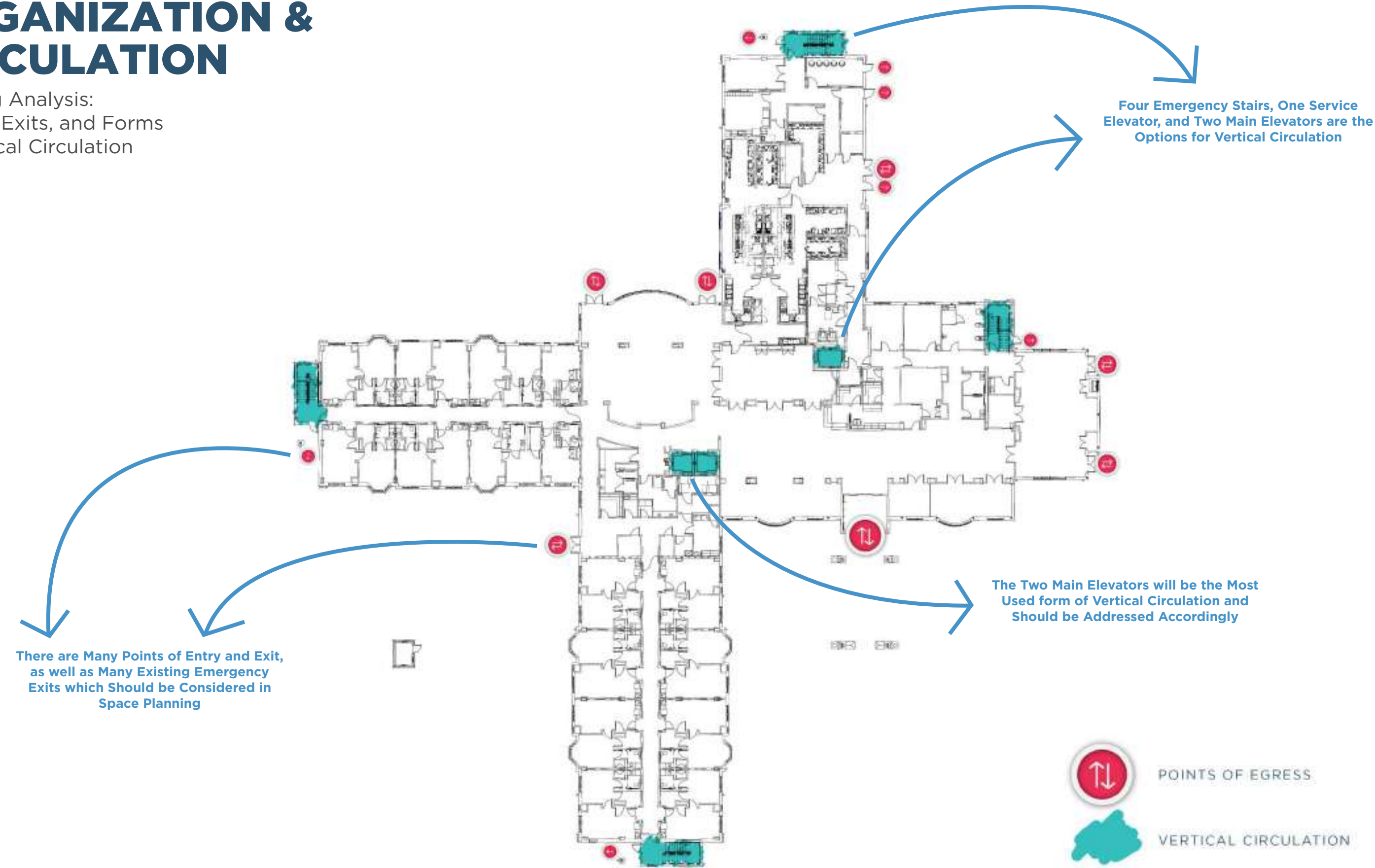
All Current Hallways are Very ADA Accessible which is a Necessity for Senior Living

There are Many Fire-Rated Walls already in Place that Can be Utilized for the New Design



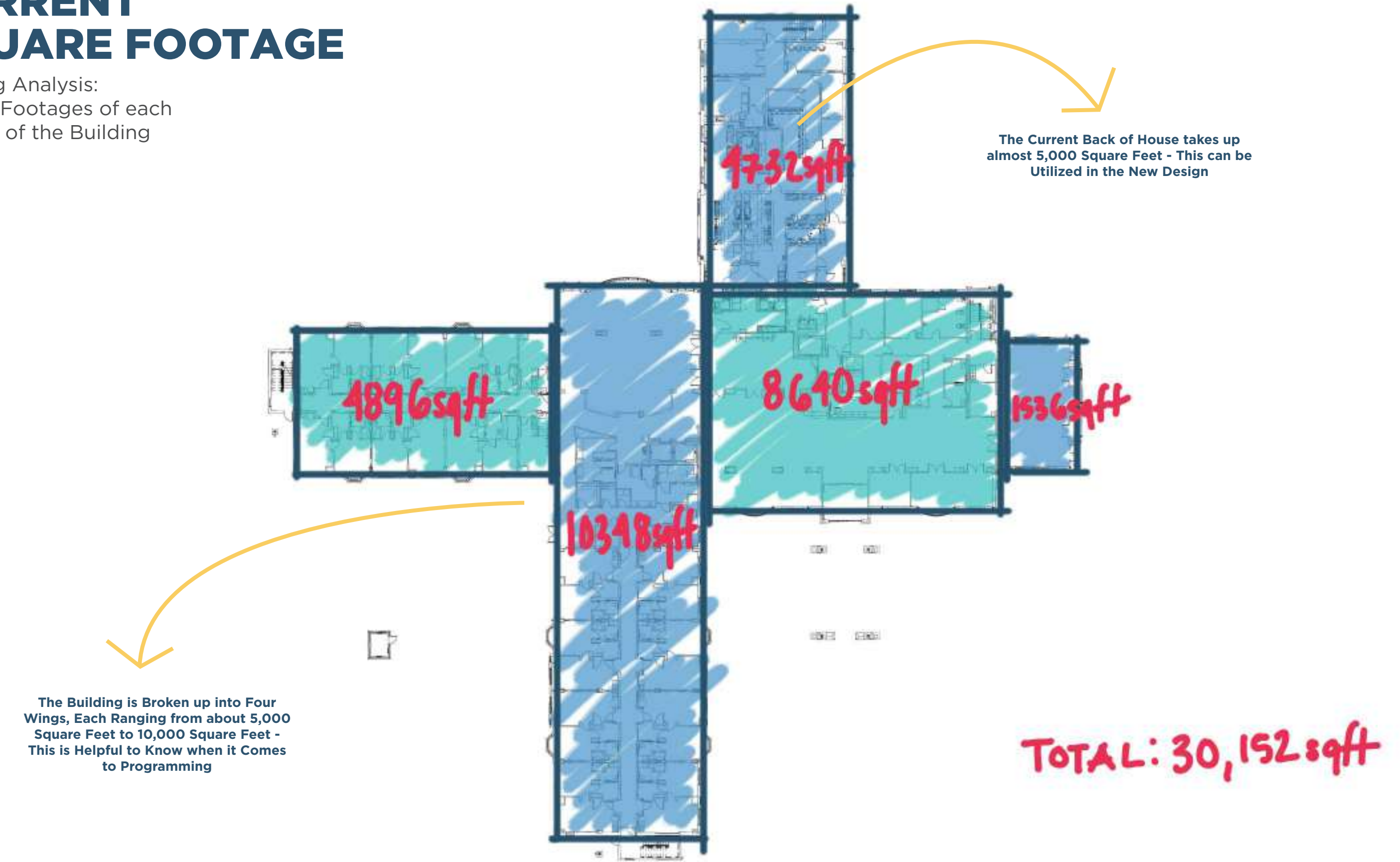
ORGANIZATION & CIRCULATION

Building Analysis:
Entries, Exits, and Forms
of Vertical Circulation



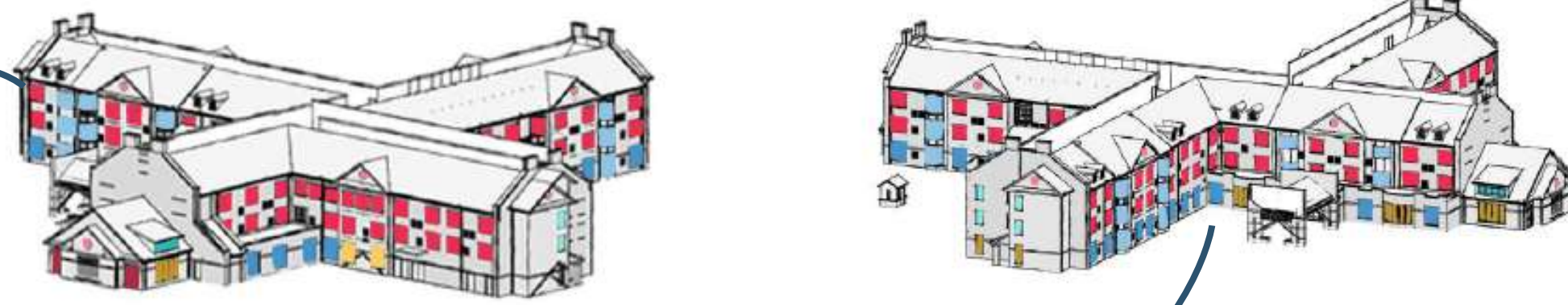
CURRENT SQUARE FOOTAGE

Building Analysis:
Square Footages of each
Section of the Building



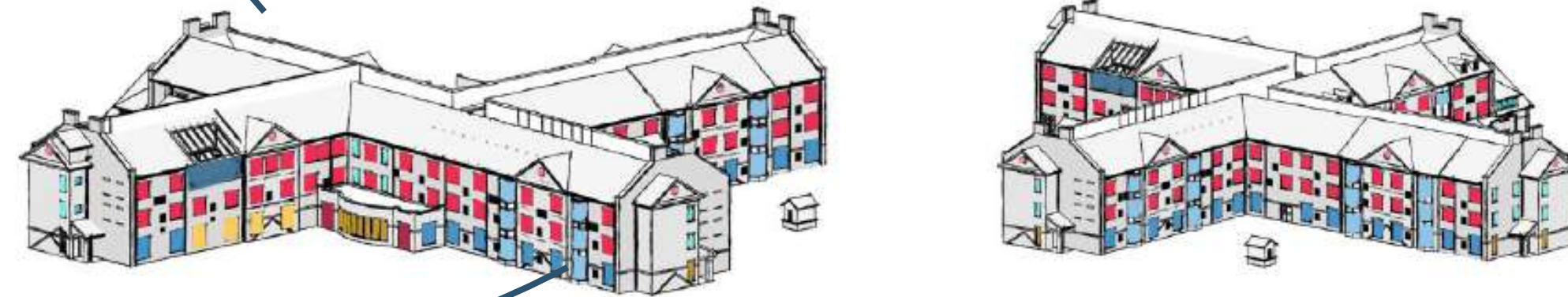
CURRENT FENESTRATIONS

Building Analysis:
Door and Window Sizes,
Types, and Operability

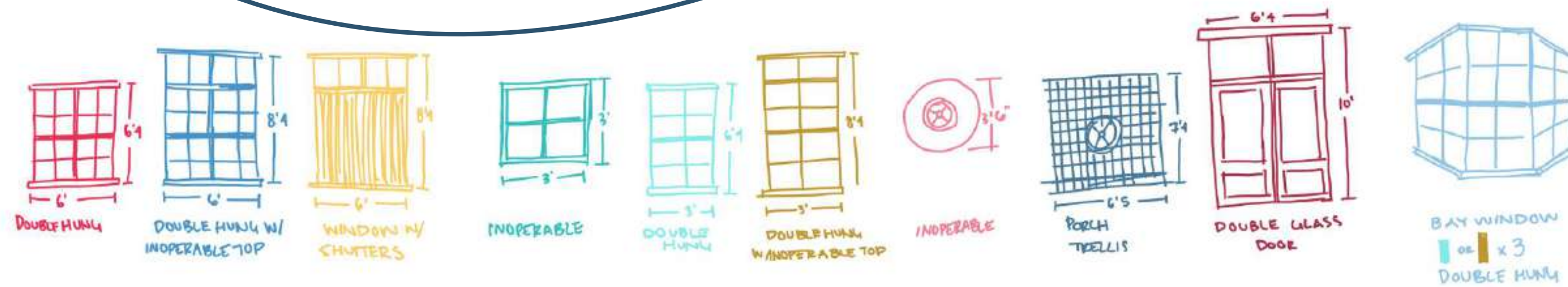


The Majority of Windows are 6'4 x 6' Double Hung Windows Providing Ample Light and the Opportunity to Open them For Fresh Air

There are Many, Many Windows on All Sides of the Building Creating an "Open to Nature" Feel as well as Air Circulation and Light



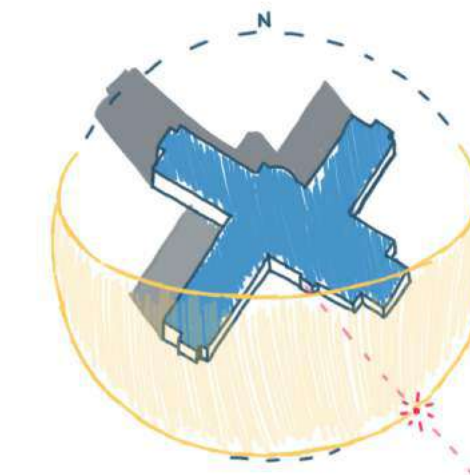
Each Resident Unit Has a Large Bay Window Providing Light and Views - These Windows are Also Operable



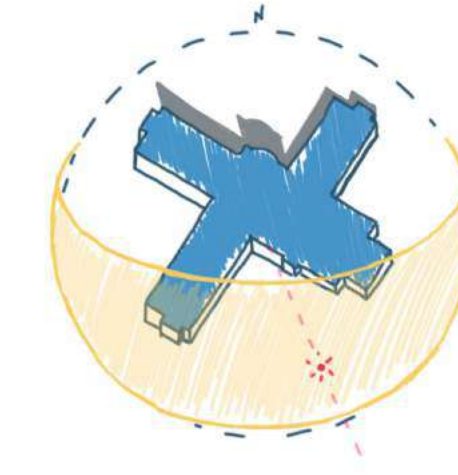
SUN PATH ANALYSIS

Building Analysis:
Path of the Sun Throughout
the Day and Each Season

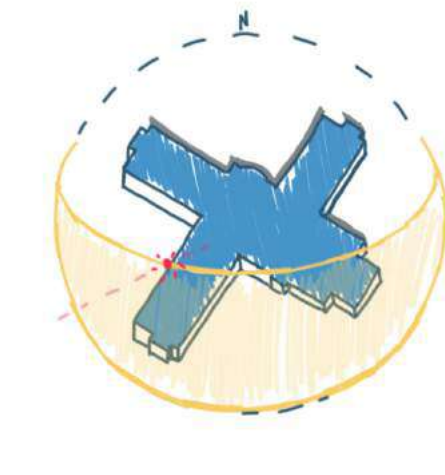
As the Building is on the Northern Hemisphere, the South Side will Receive the Most Light throughout the Day



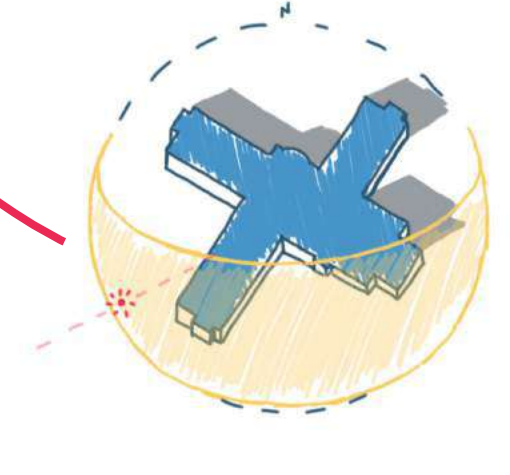
21 December 2018 at 8:50am
Sunrise - 6:39am
Sunset - 4:32pm
Daylight - 9 Hours and 53 Minutes



21 March 2018 at 10:55am
Sunrise - 5:39am
Sunset - 5:50pm
Daylight - 12 Hours and 10 Minutes



21 June 2018 at 1:00pm
Sunrise - 4:27am
Sunset - 6:52pm
Daylight - 14 Hours and 25 Minutes



21 September 2018 at 2:45pm
Sunrise - 5:24am
Sunset - 5:35pm
Daylight - 12 Hours and 11 Minutes

The West Side of the Building Receives the Evening Sunset Light

Sun and Heat are a Big Consideration as the Summers are Long and Have Long Daylight Hours



PHASE FOUR

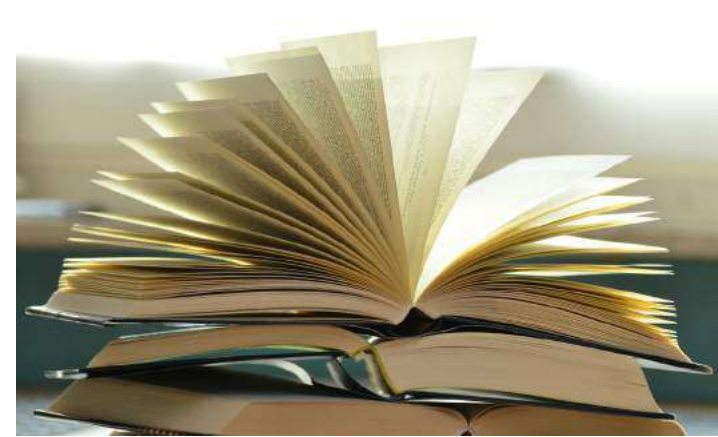
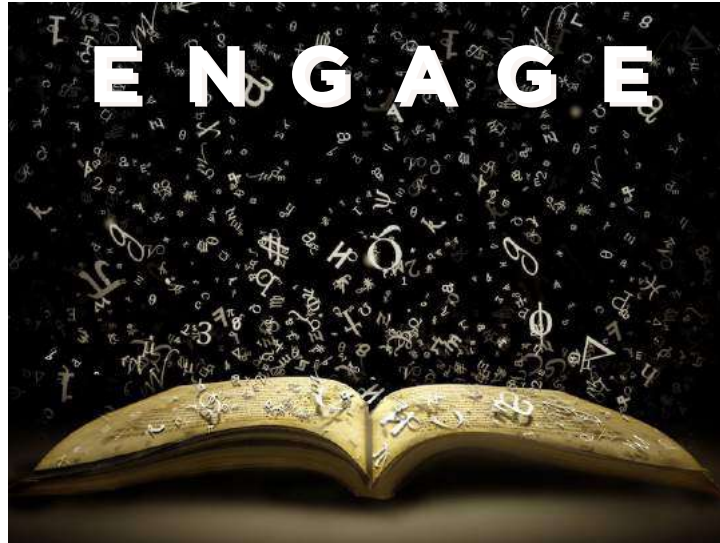
Concept and Programming

BEYOND THE PAGES

Concept:
Concept, Concept Statement,
Key Words, and Imagery

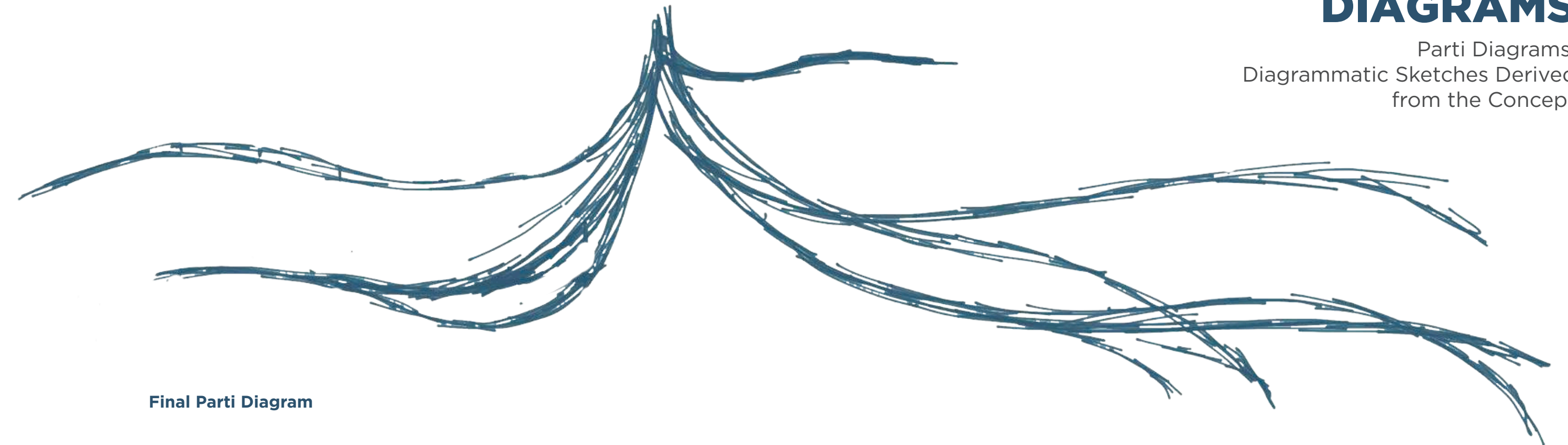
The idea of legacy is not just the stories being shared, but the impact those stories have on others.

There are many bits and pieces in a book that must work together to create the full story; however, what truly matters is what comes after. Every good story has a lasting impact; all the memories, knowledge, and lessons are a part of a bigger picture. Stories **engage** us with the first line, they **immerse** us with enthralling stories, and they **inspire** us with morals and new ideas. Beyond the Pages will encourage its residents and visiting community members to not only share their stories, but to **change each others lives** and come out with a newfound acceptance and appreciation.

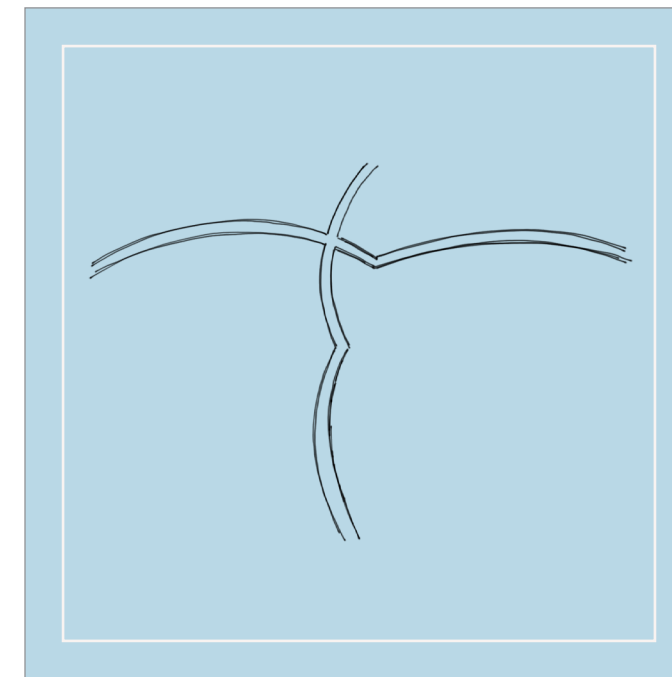


PARTI DIAGRAMS

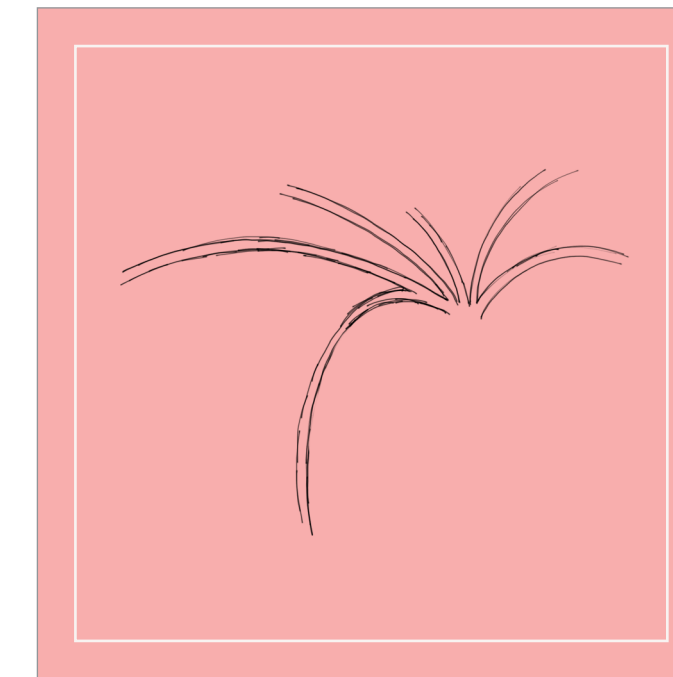
Parti Diagrams:
Diagrammatic Sketches Derived
from the Concept



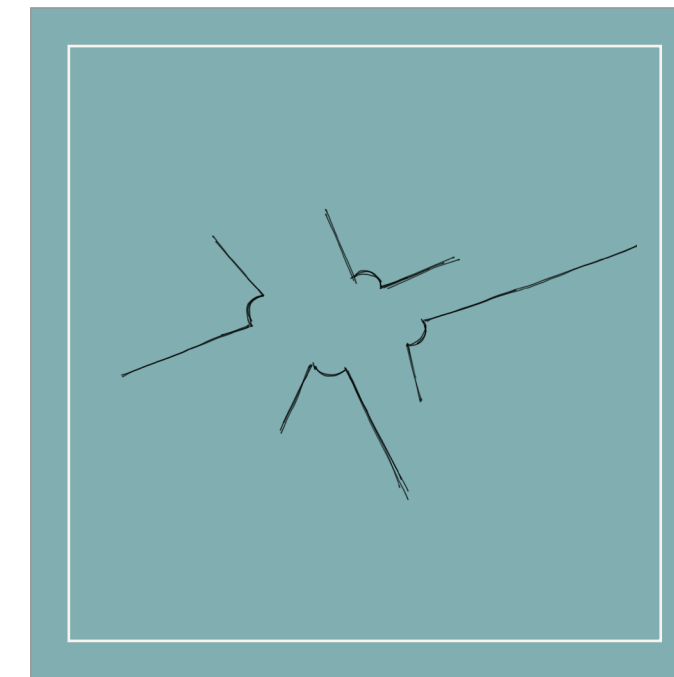
Final Parti Diagram



Parti Diagram Study



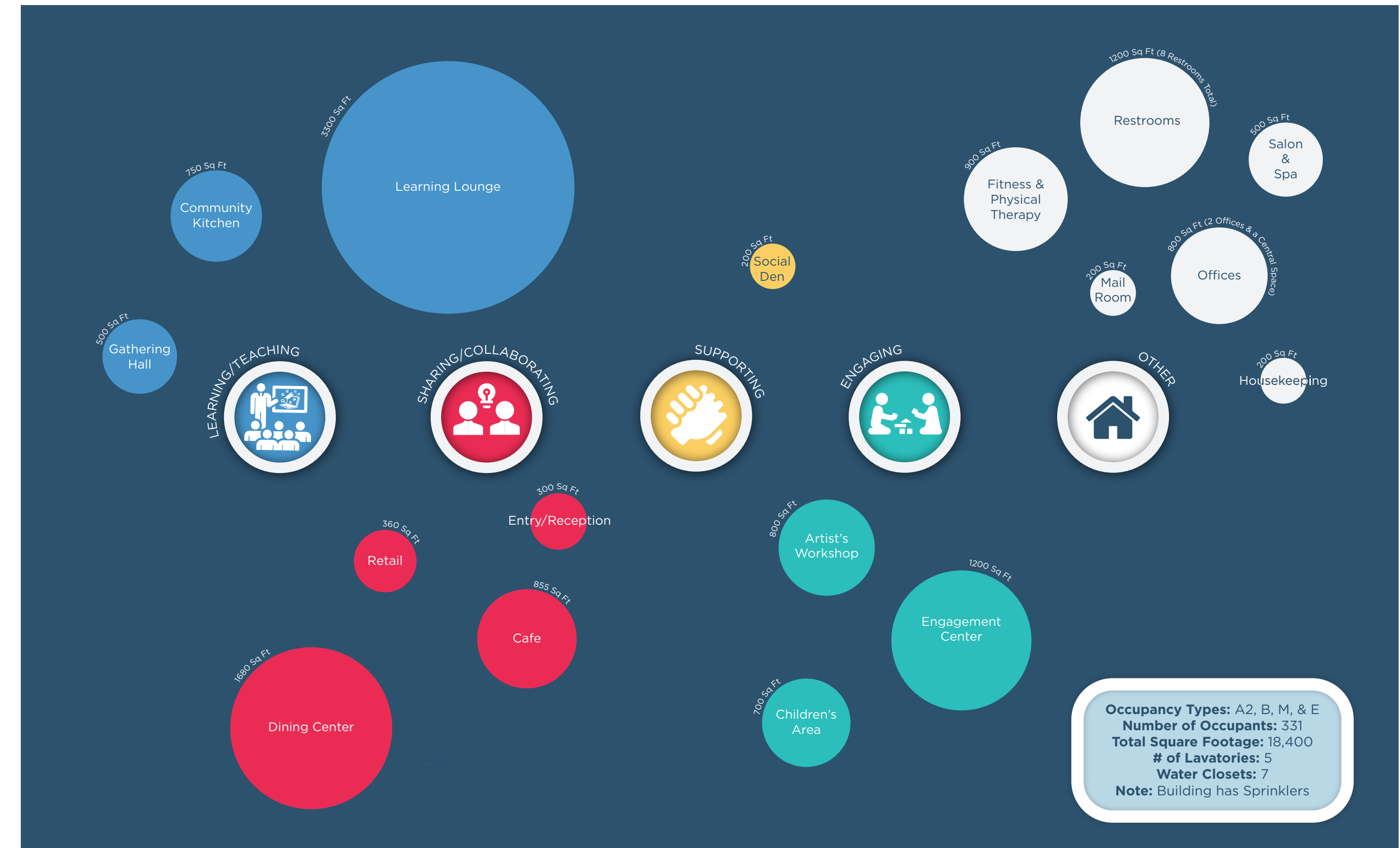
Parti Diagram Study



Parti Diagram Study

PROGRAMMATIC EXPERIENCES

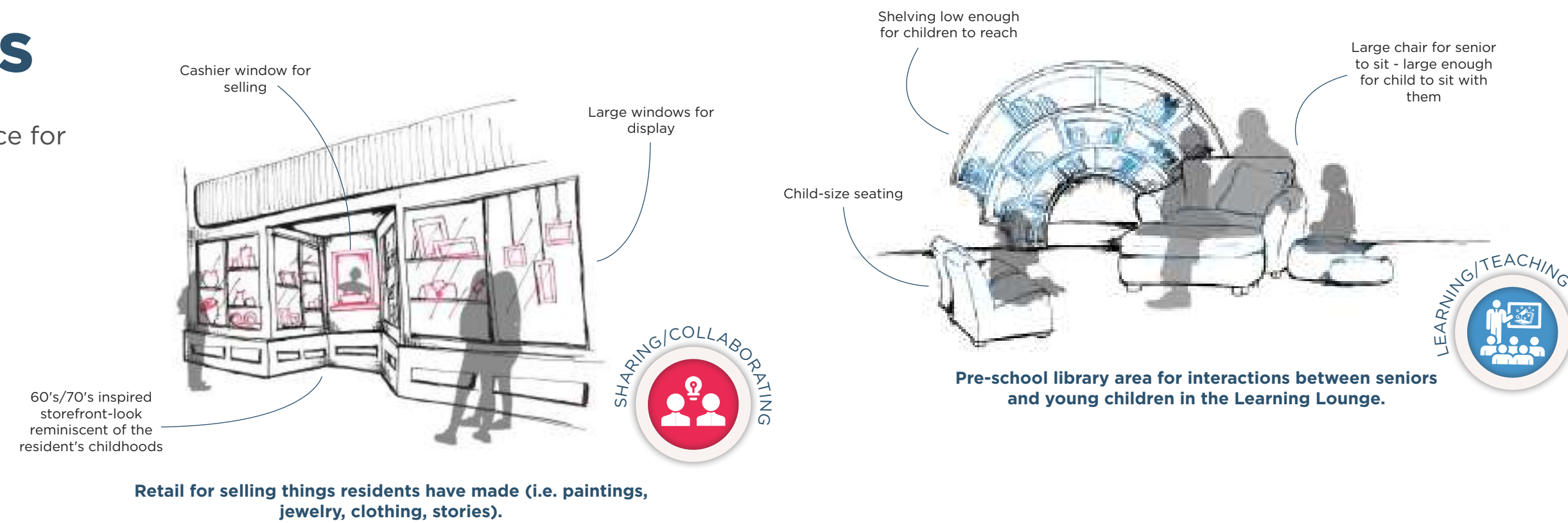
Programming:
Space Types broken down
by Experience Types



Occupancy Types: A2, B, M, & E
Number of Occupants: 331
Total Square Footage: 18,400
of Lavatories: 5
Water Closets: 7
Note: Building has Sprinklers

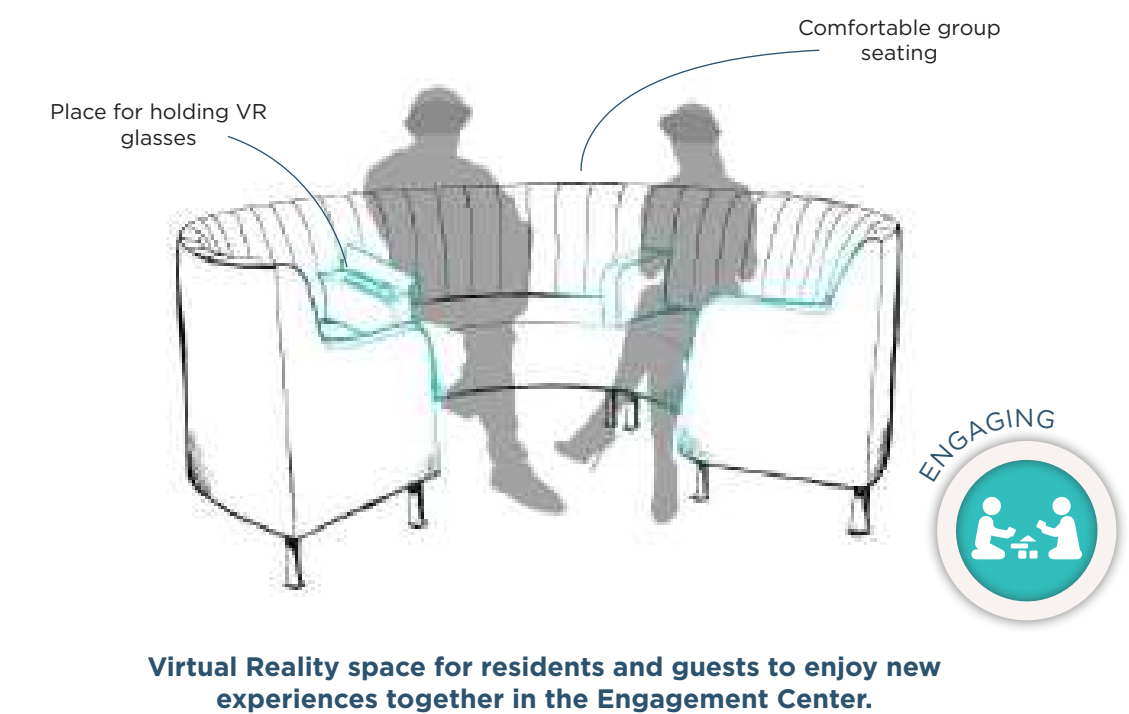
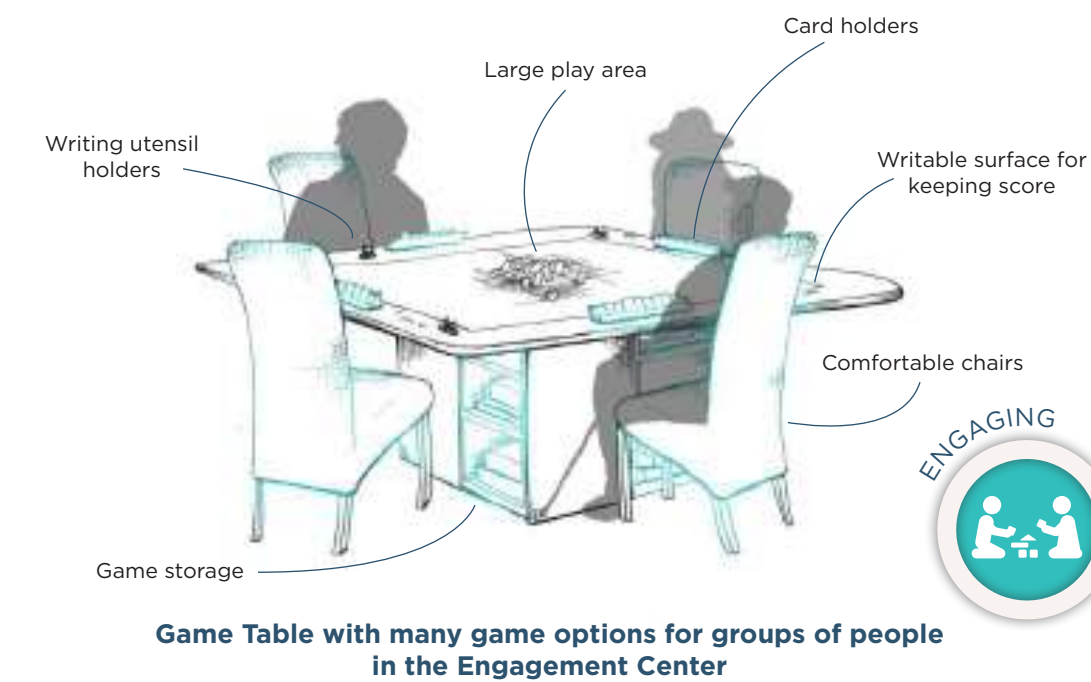
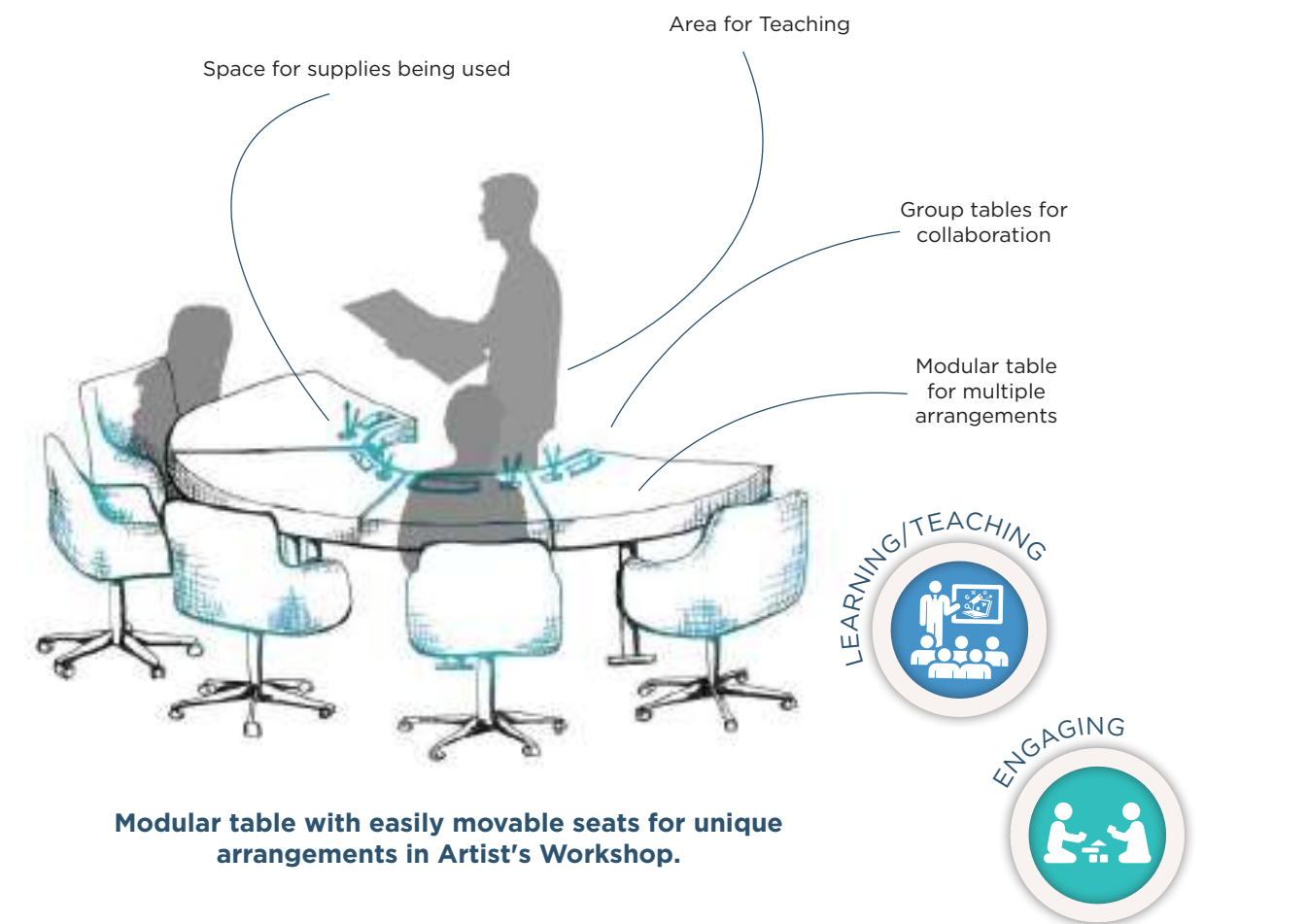
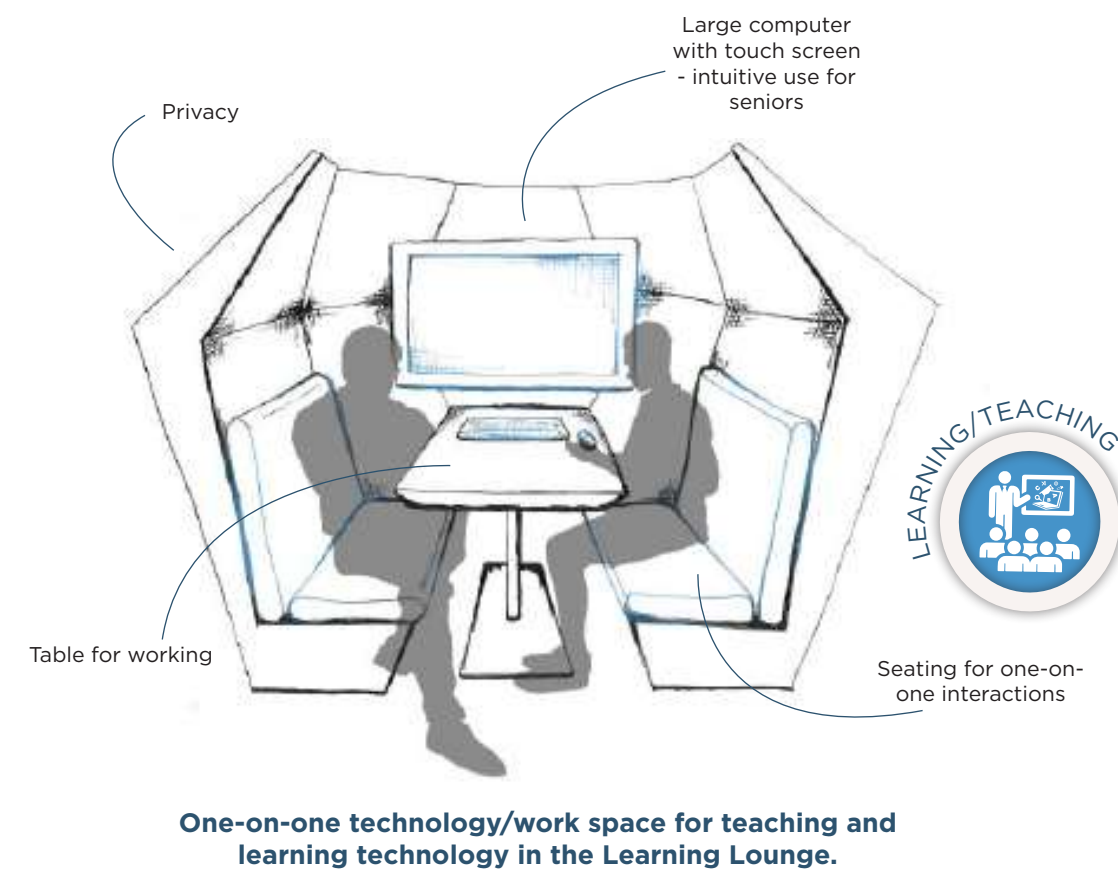
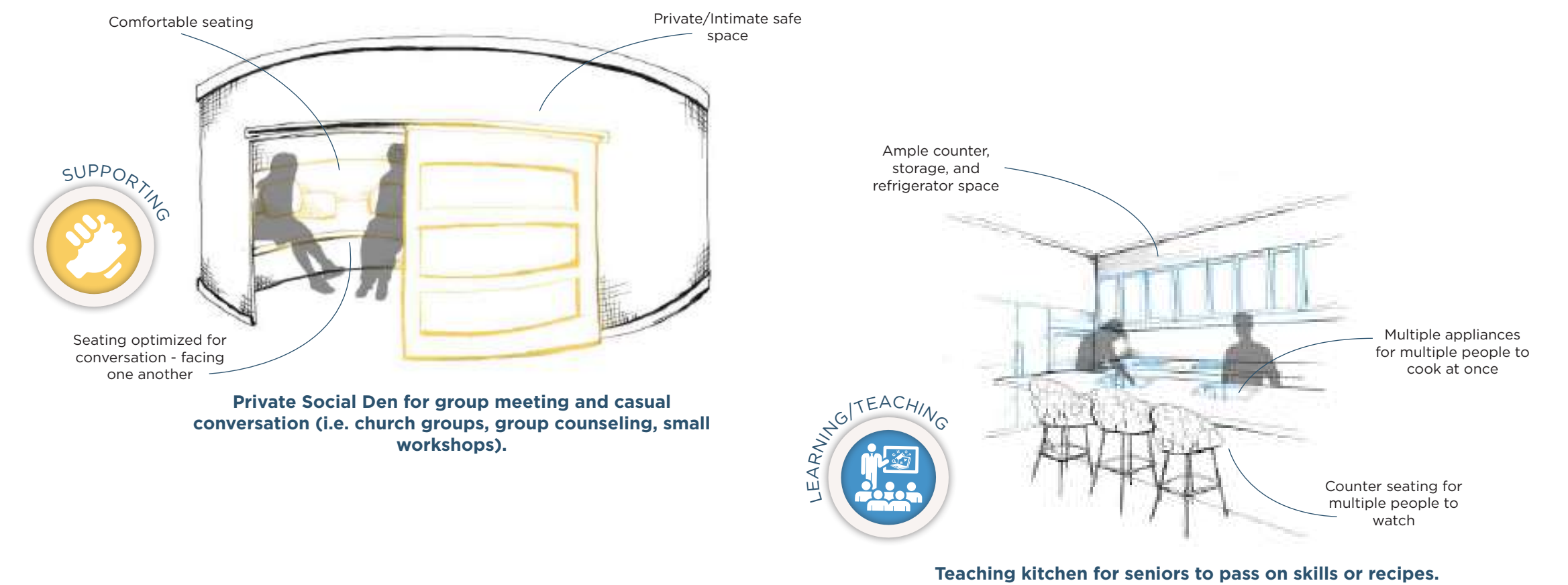
KEY EXPERIENCES

Key Experiences:
What is Needed in each Space for it to Function as Necessary



KEY EXPERIENCES

Key Experiences:
What is Needed in each Space for it to Function as Necessary



CONCEPT IDEATION

Concept Ideation:
How Concept may be used to
Inform Design Ideas

BEYOND THE PAGES

Engage: "Occupy, attract, or involve (someone's attention)" or "participate or become involved in"

Immerse: "Involve oneself deeply in a particular activity or interest"

Inspire: "Fill (someone) with the urge or ability to do or feel something, especially to do something creative"

General Design



IMMERSE: Spaces will have sections or "pockets" for activities to keep people attention for each key experience

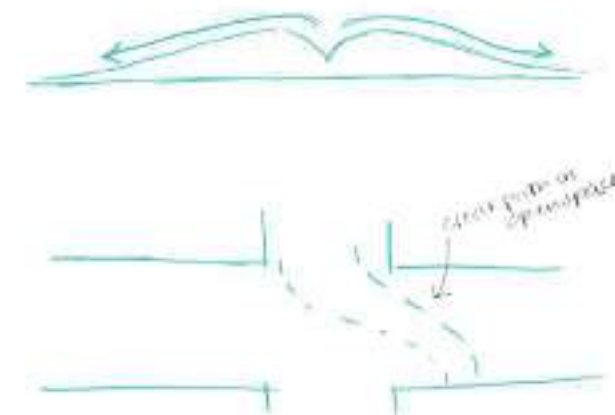


INSPIRE: Inspirational features will be included in the space to help tell the residents' stories

Organization

GENERAL LOOK & FEEL:

- ~The shapes and curves of a book and its pages will be used to create spaces
- ~circulation will be open, but with clear paths similar to how straight forward a book is



ENGAGE: Central activity space will be open and visible from the entry to draw people in

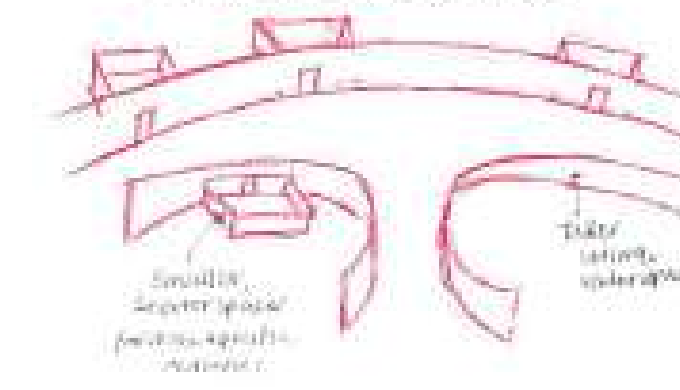


IMMERSE: More specified activities will be connected to the central space, but more closed off to create a sense of immersion

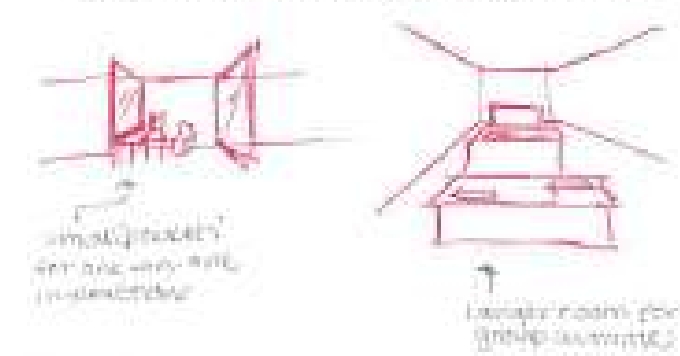


Volume

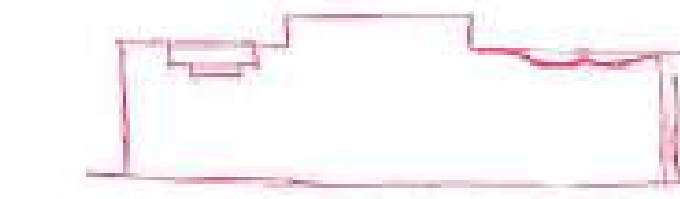
ENGAGE: The entry is wider and more open which leads to semi-let open and smaller, and even smaller for more specified activities - ceiling heights follow suit helping to lead user to activities



IMMERSE: Spaces are grouped and separated by activity in order to immerse people into it - smaller spaces for more private activities and larger space for more public

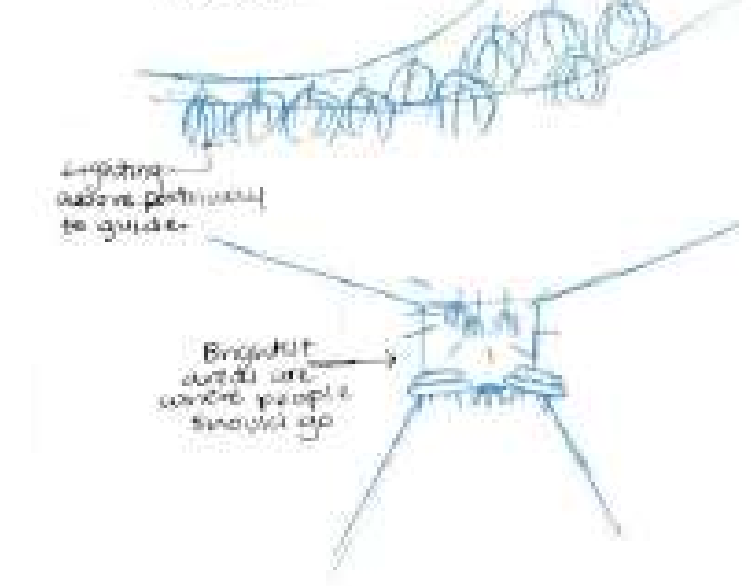


INSPIRE: intrigue will be created by varying ceiling heights



Lighting

ENGAGE: Lighting can direct people toward specific places and help encourage them to stay



IMMERSE: Lighting - specific tasks in the spaces



INSPIRE: Unique lighting feature as focal point for inspiration in main activity spaces

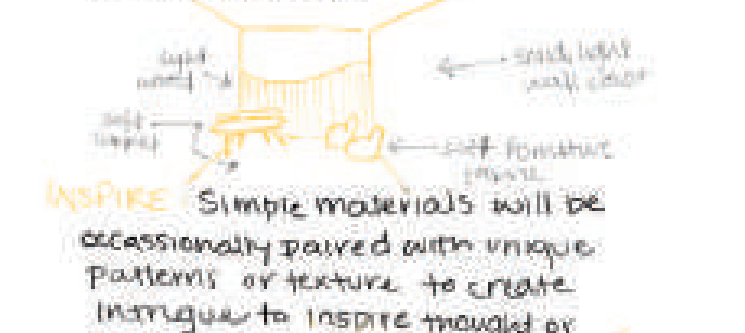


Materiality

ENGAGE: Materials will be used for wayfinding to direct people to each space in order to engage them into the activity

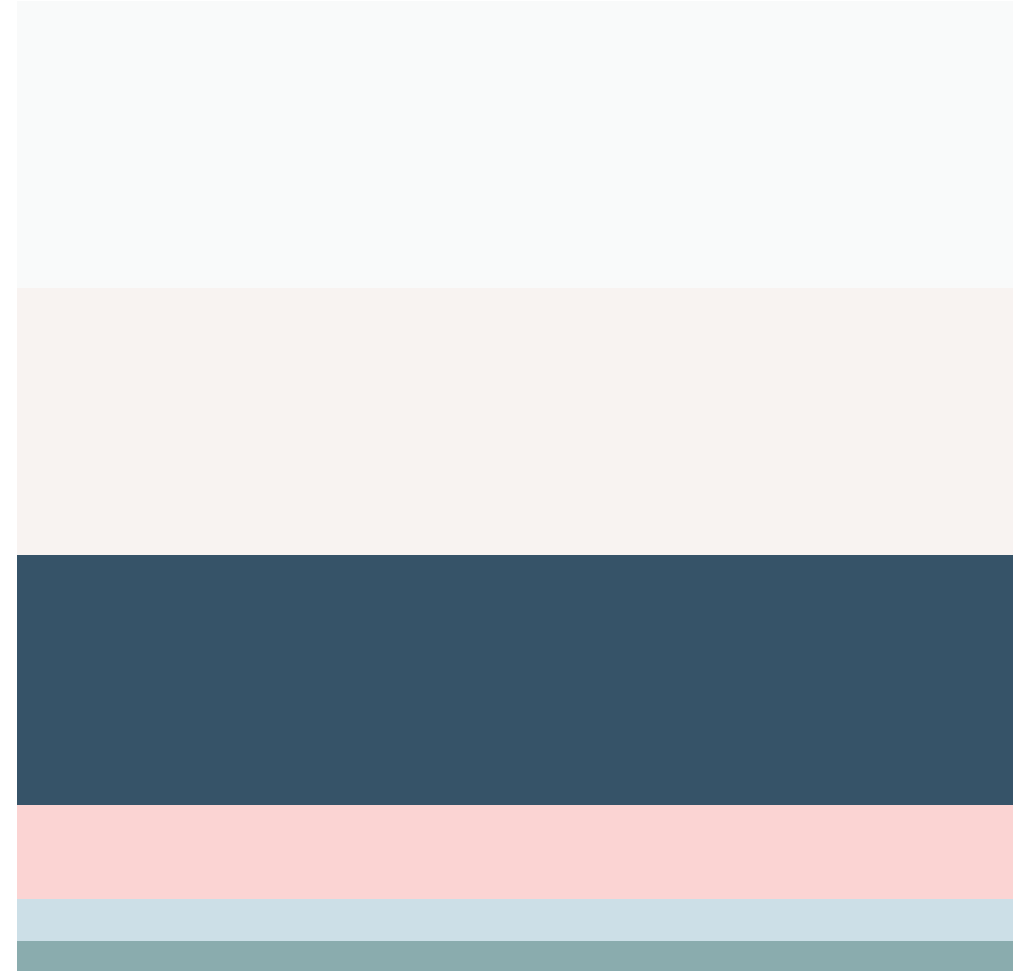


IMMERSE: Materials will be soft and comforting to help users feel safe and comfortable

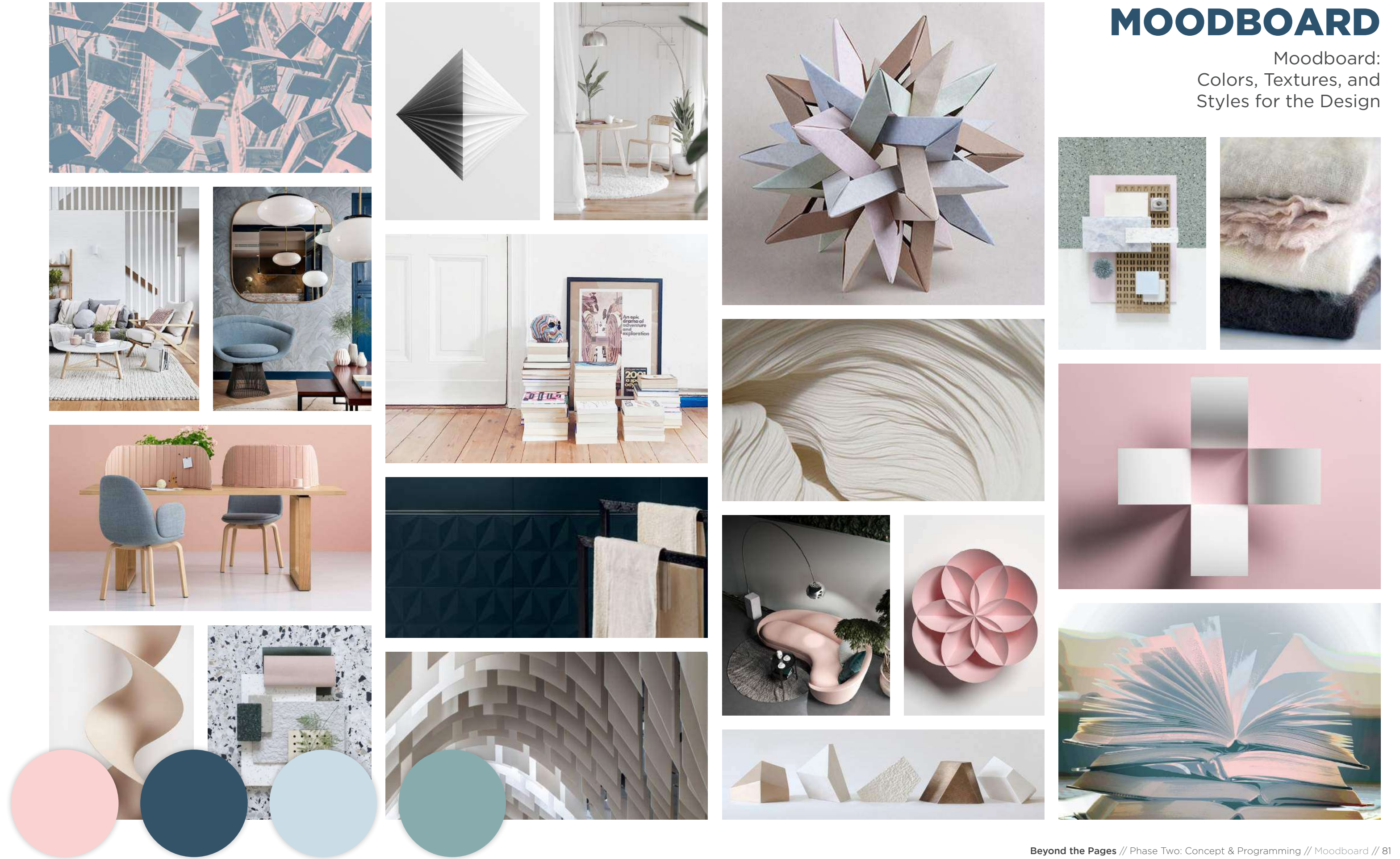


INSPIRE: Simple materials will be occasionally paired with unique patterns or texture to create intrigue to inspire thought or creativity





COLOR HIERARCHY



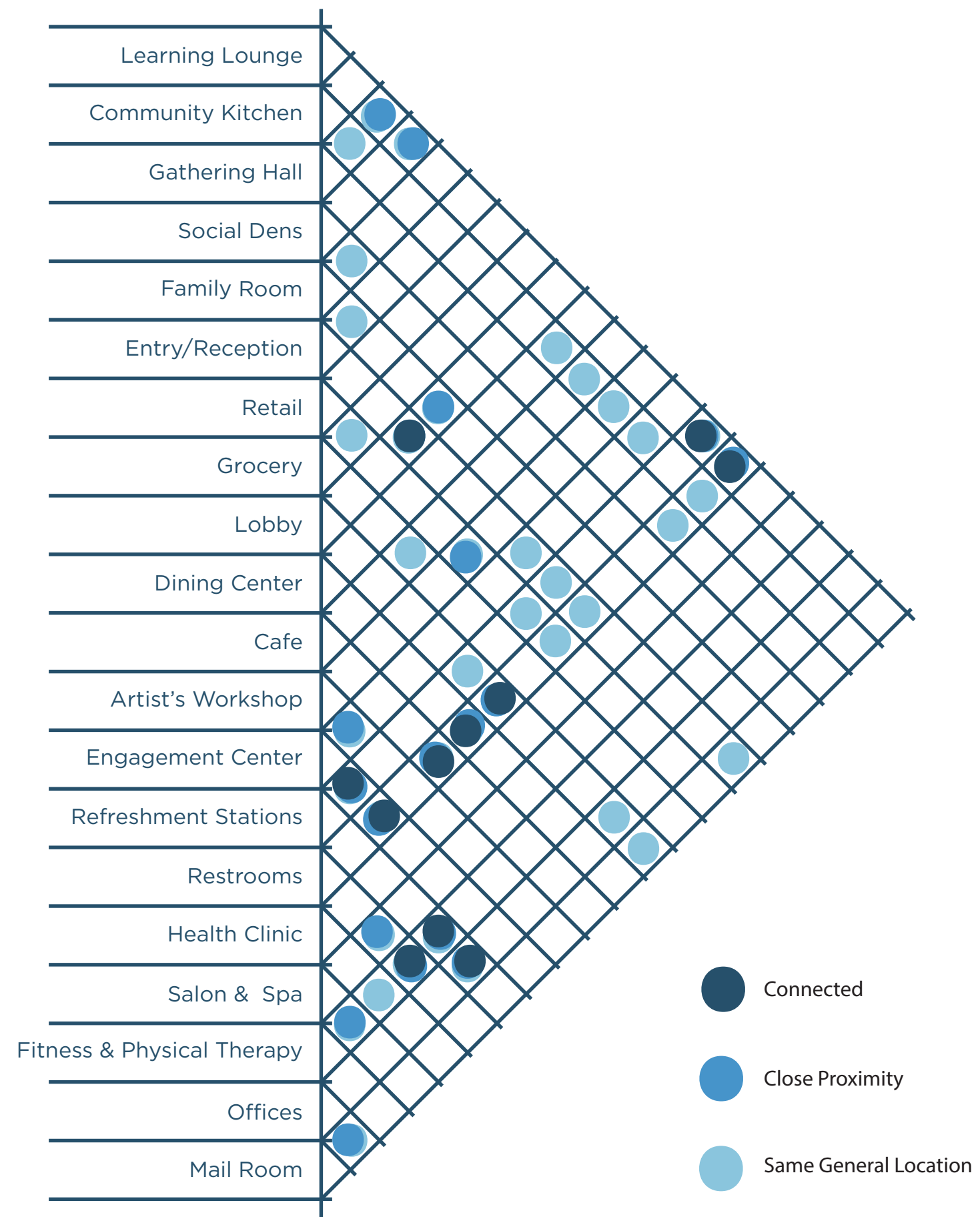
MOODBOARD

Moodboard:
Colors, Textures, and
Styles for the Design



PHASE FIVE

Schematic Design



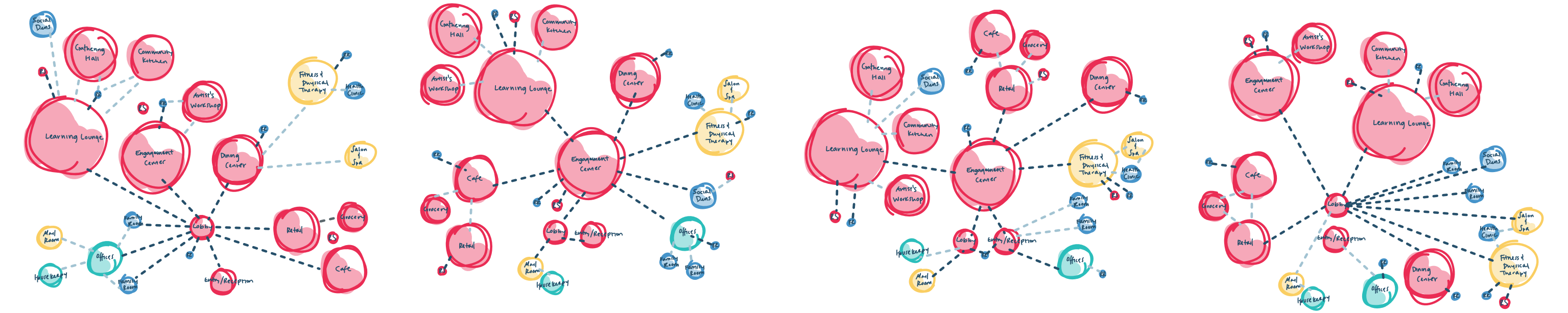
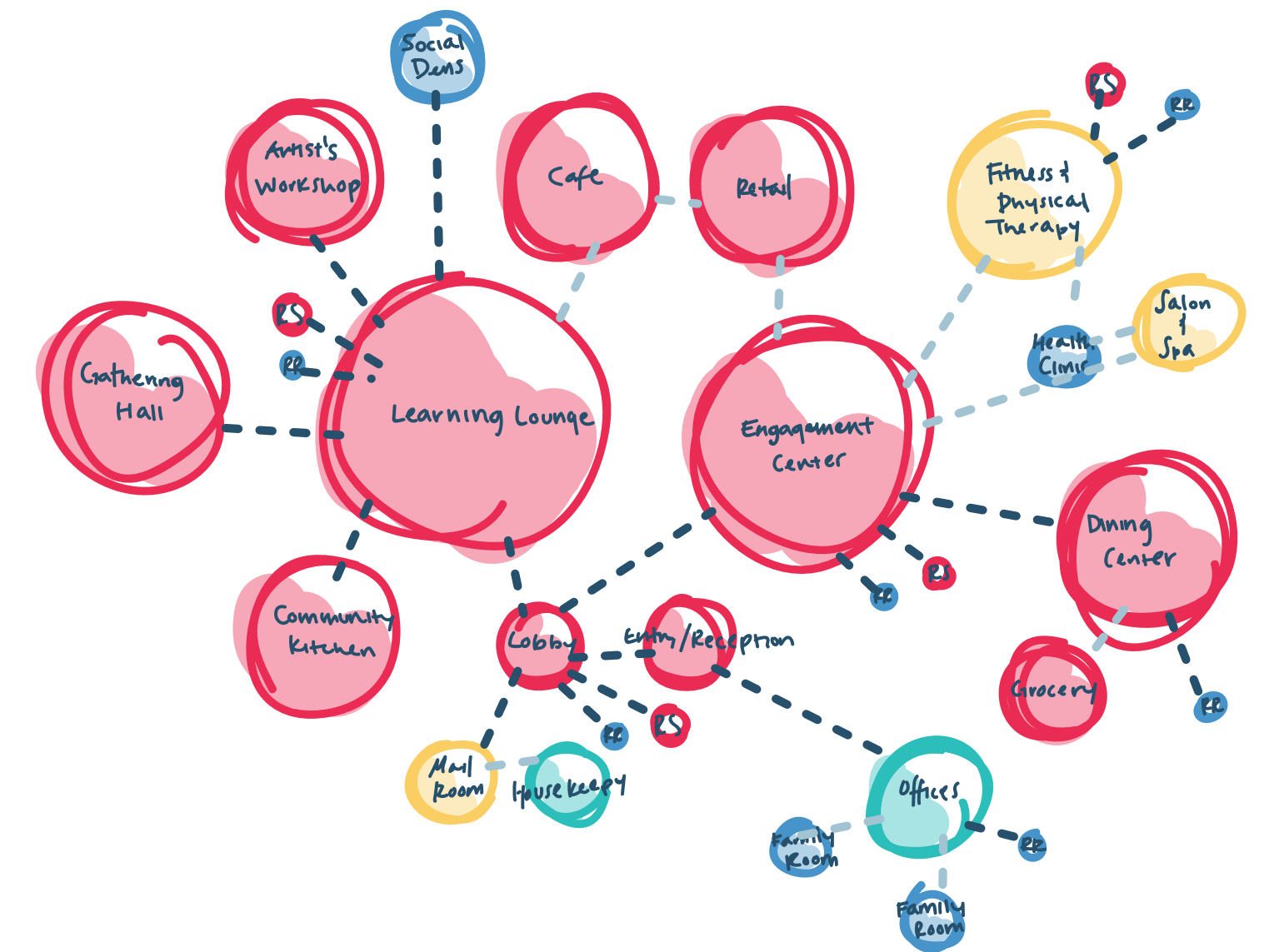
ADJACENCY DIAGRAM

Adjacencies: Relationships and Connections between Spaces

BUBBLE DIAGRAMS

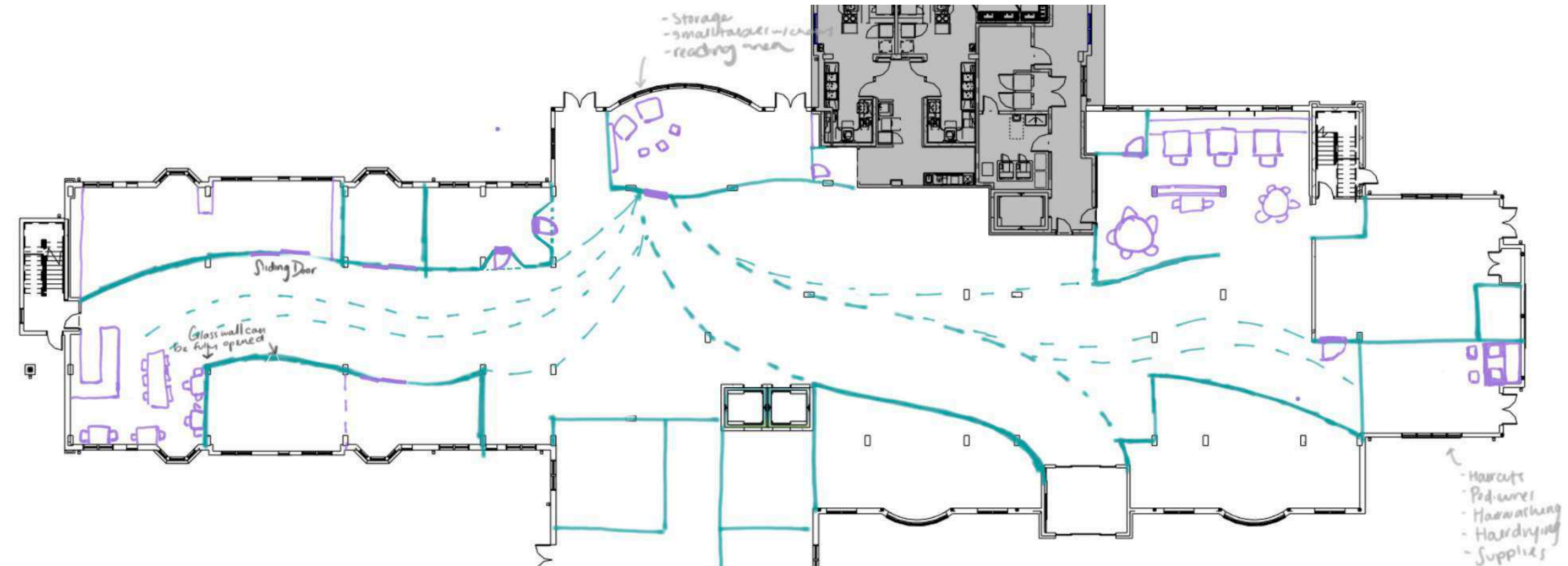
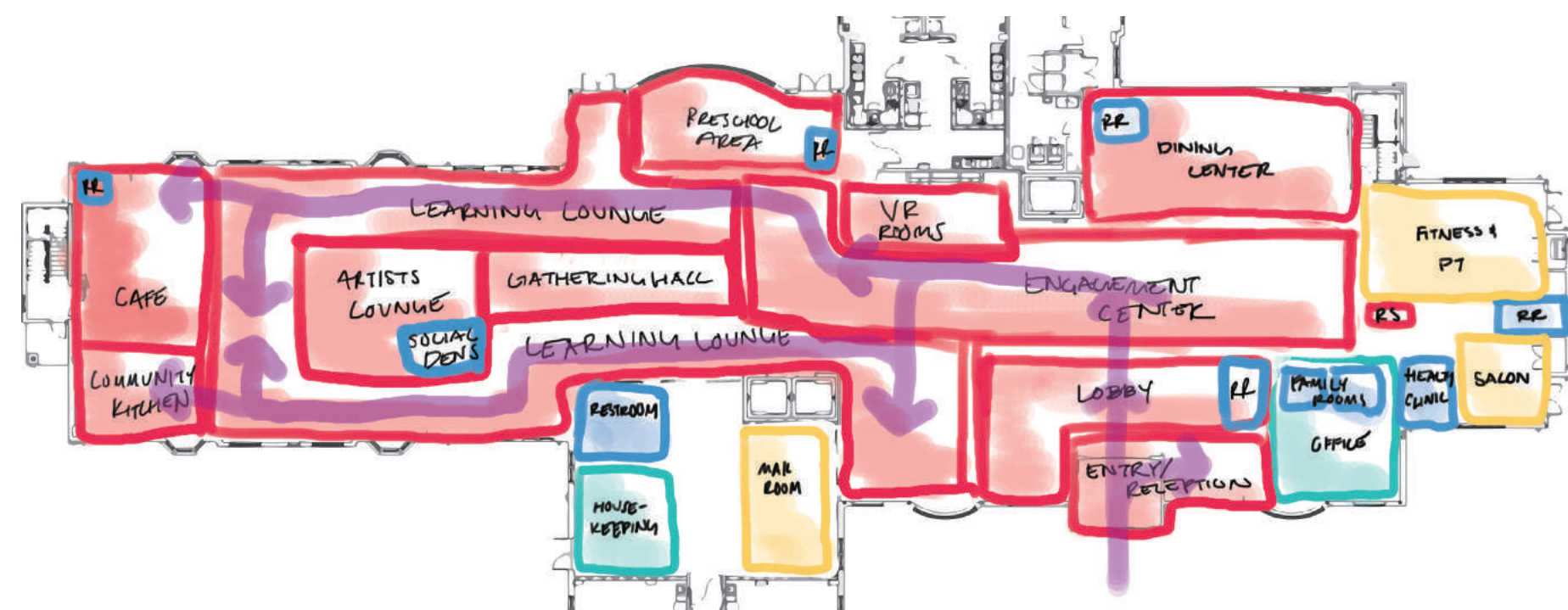
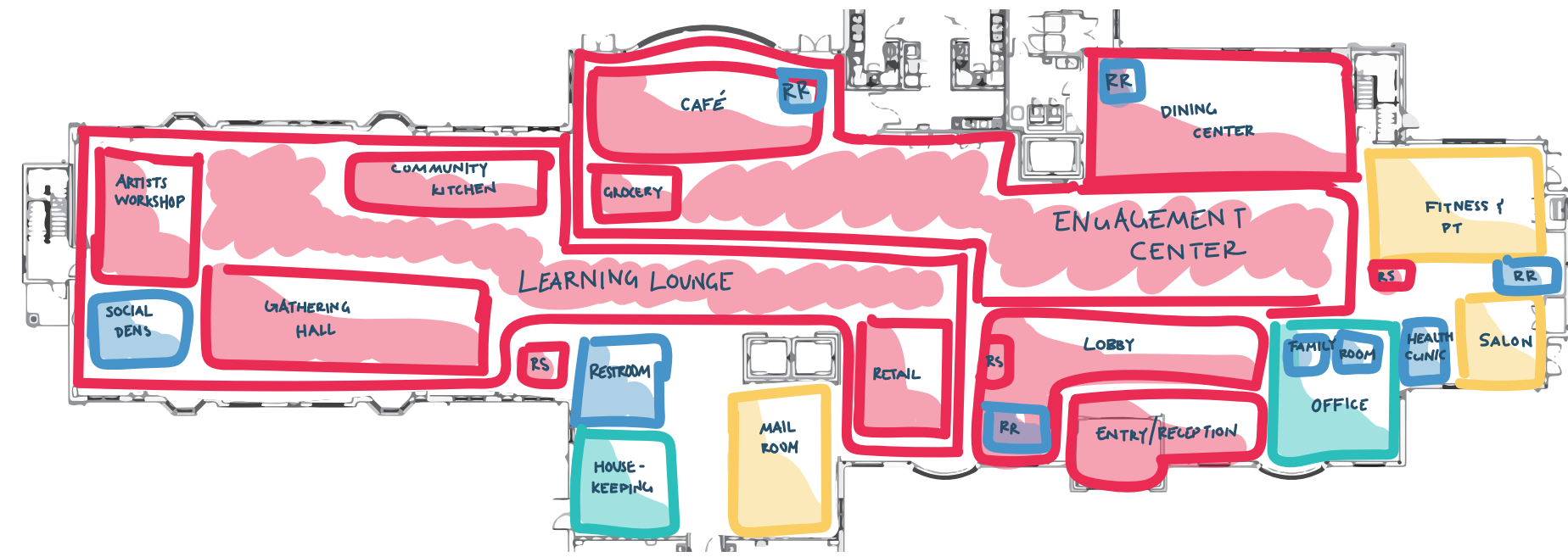
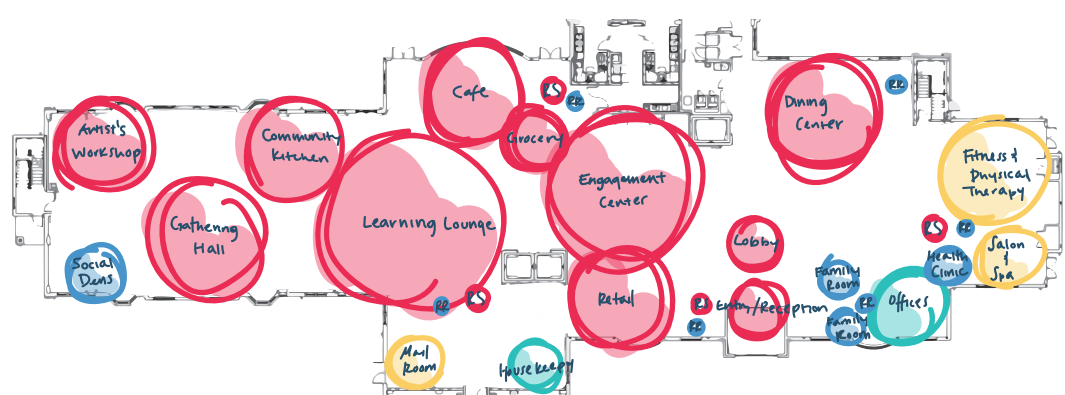
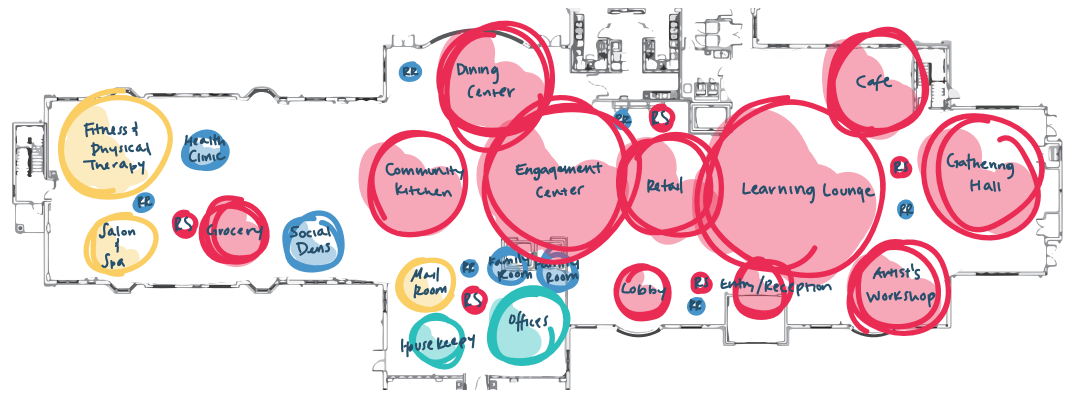
Adjacencies: Adjacencies and Groupings of Spaces

Spaces are organized by experience type, (i.e. learning/teaching, sharing, supporting, and engaging) and user type (i.e. residents, staff, and all users). The chosen bubble diagram has the learning lounge and engagement center off of the lounge and entry, and everything else branching off of those.



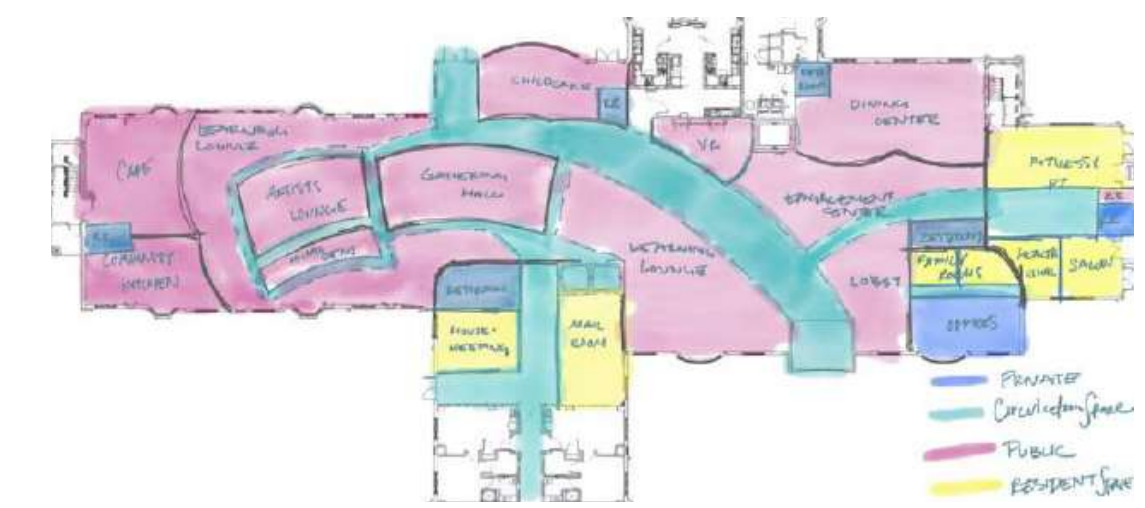
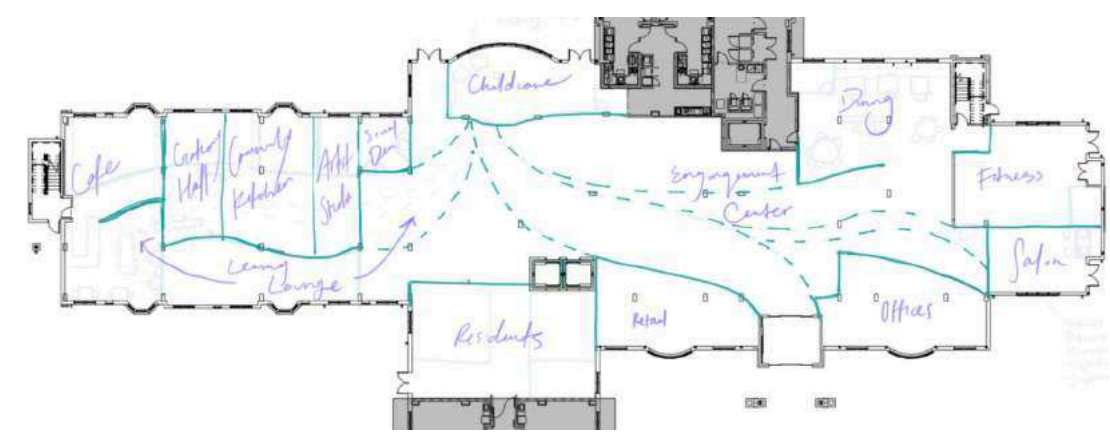
BLOCK DIAGRAMS

Block Diagrams:
Adjacencies and Groupings
of Spaces within the Footprint
of the Building



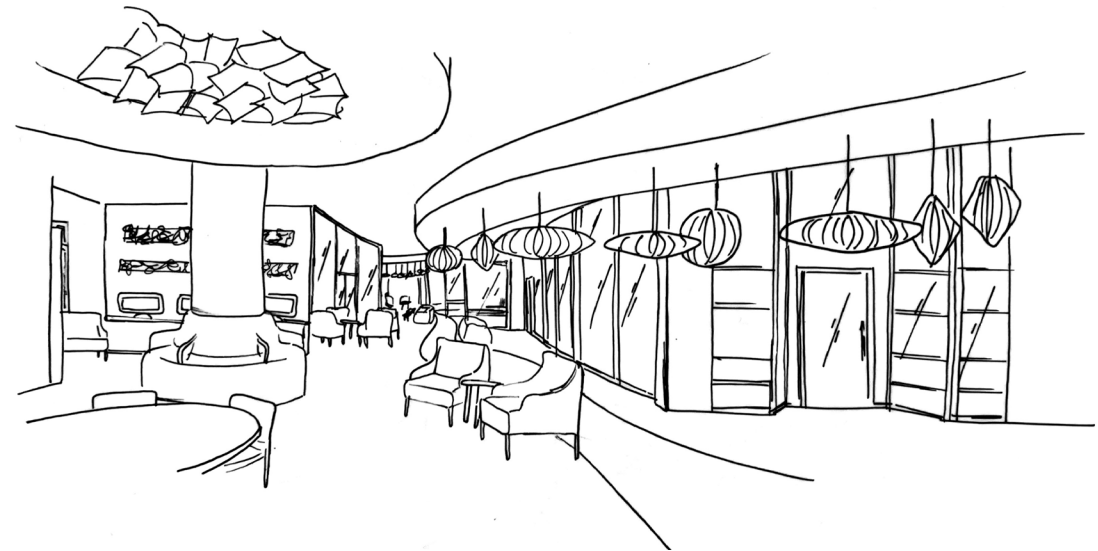
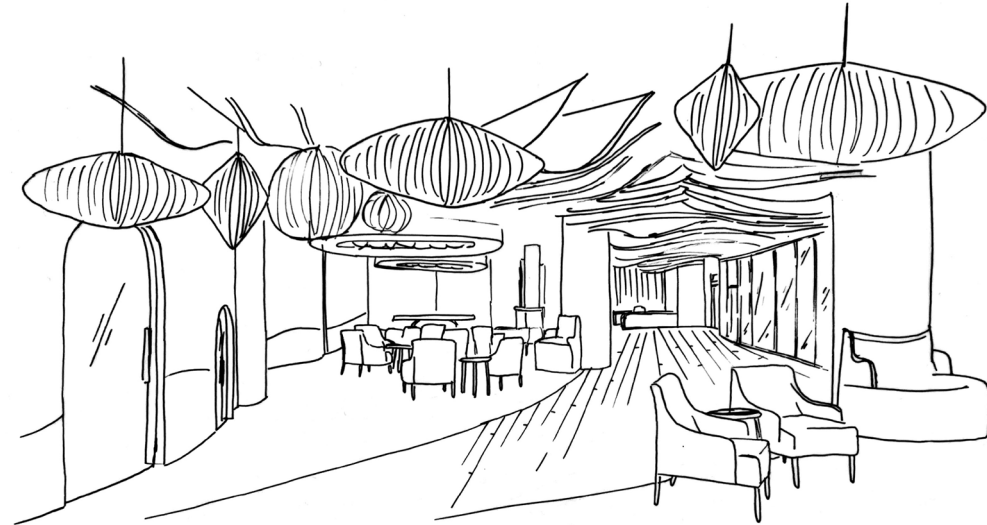
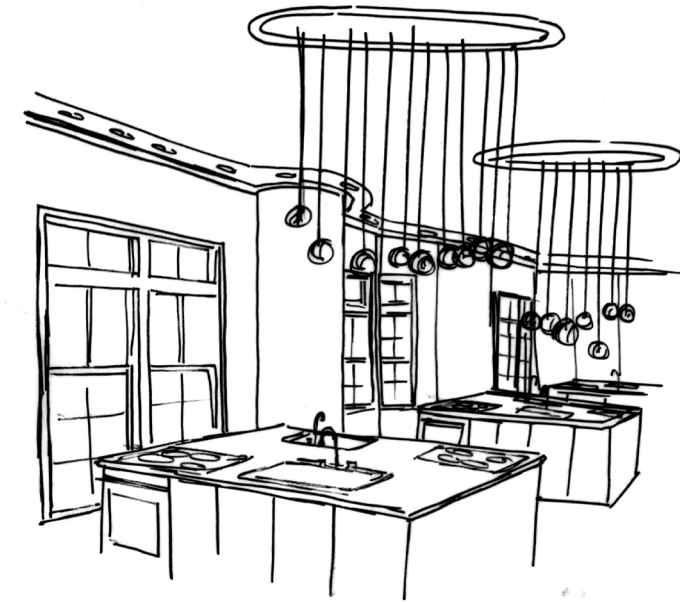
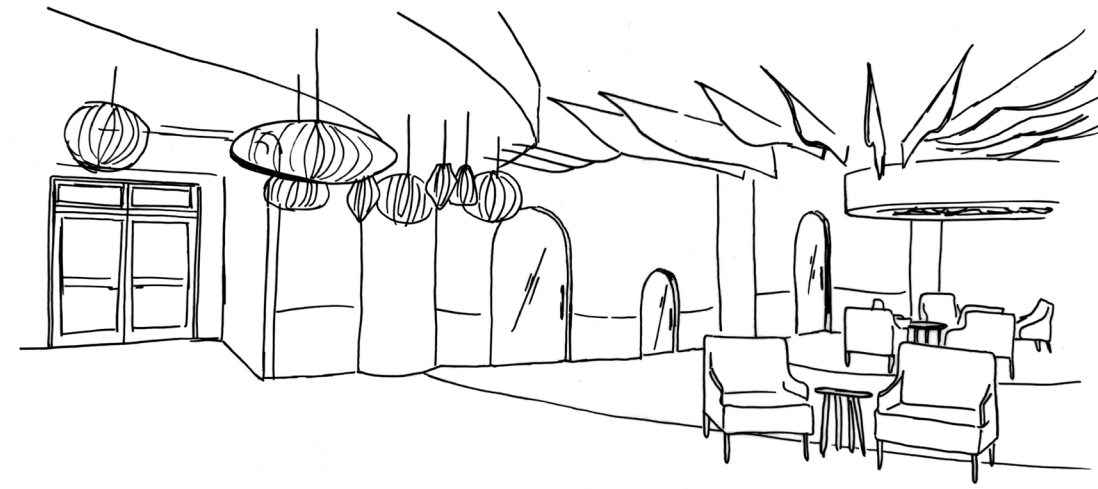
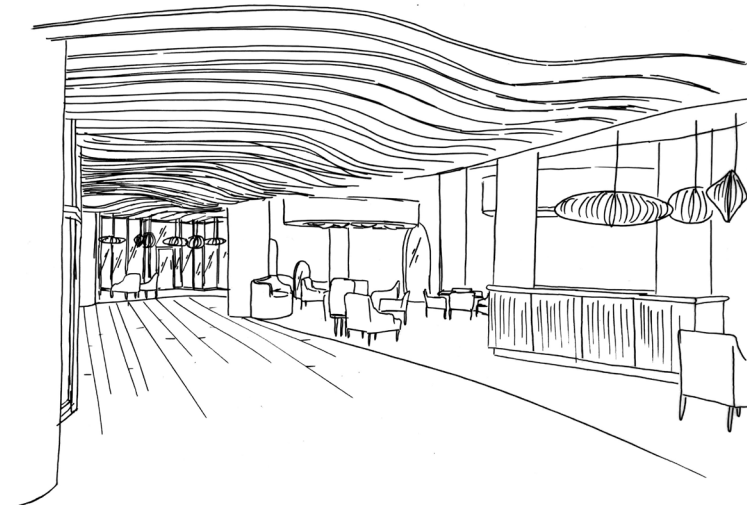
SCHEMATIC PLANS

Schematic Plans:
Space Planning Ideation with
Inclusion of Parti Diagrams



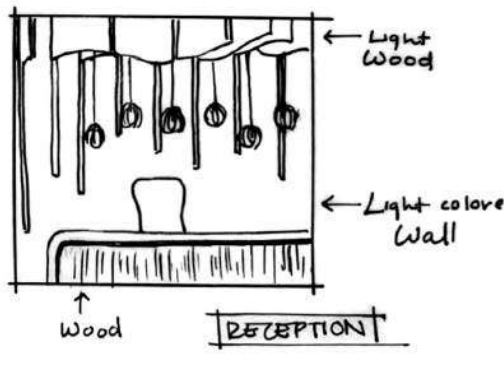
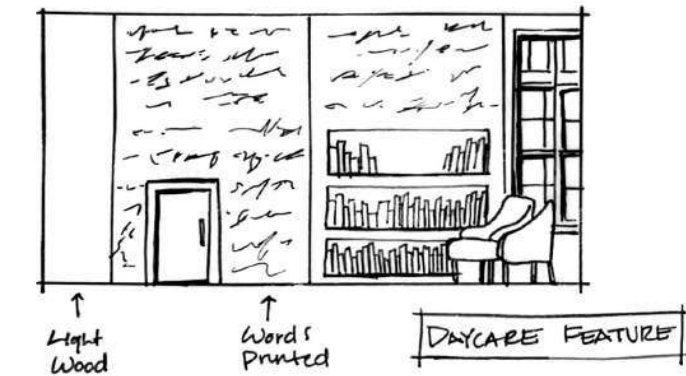
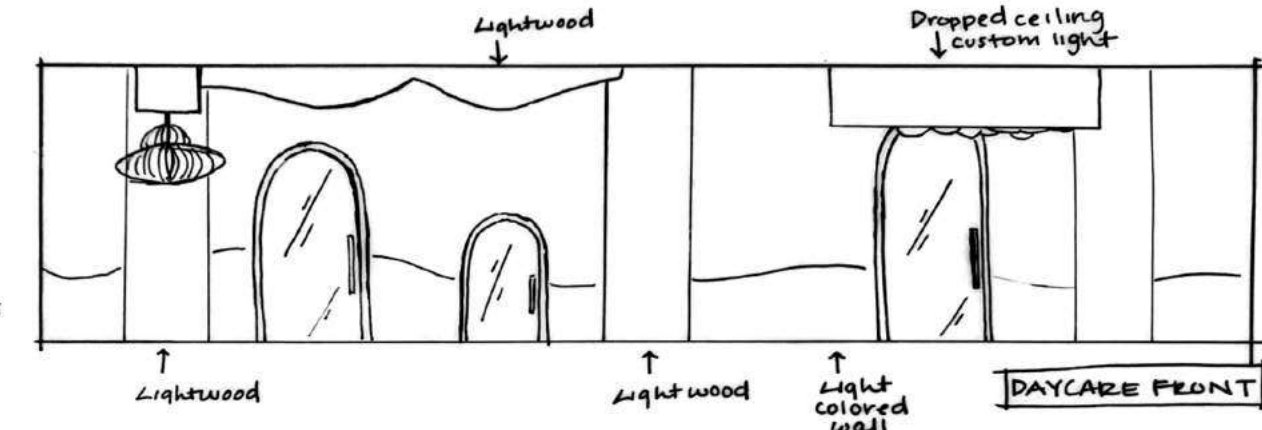
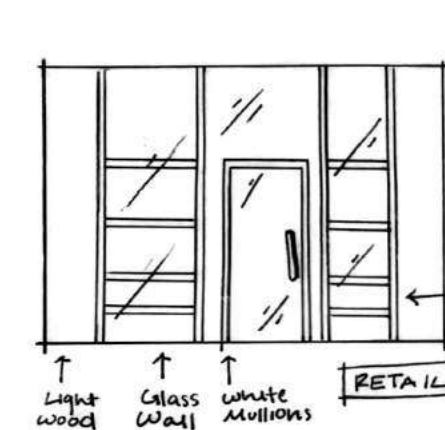
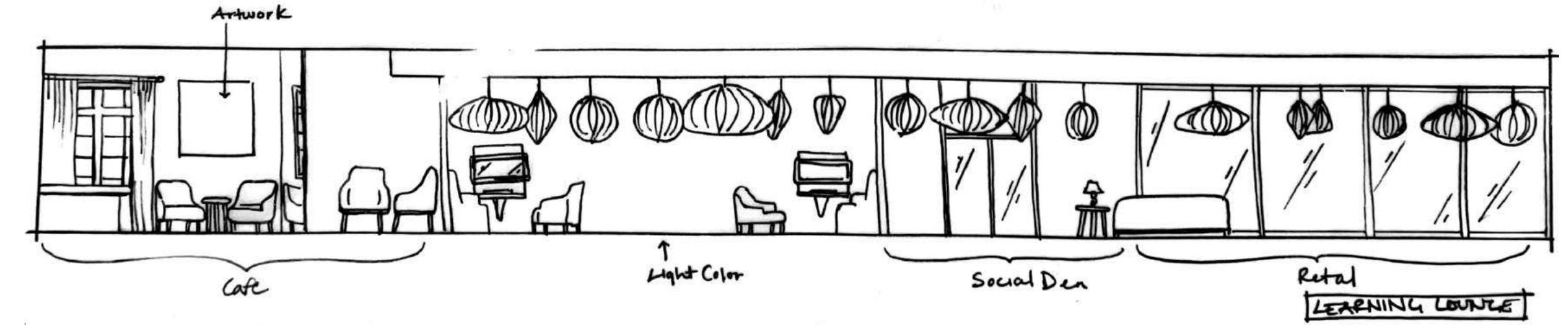
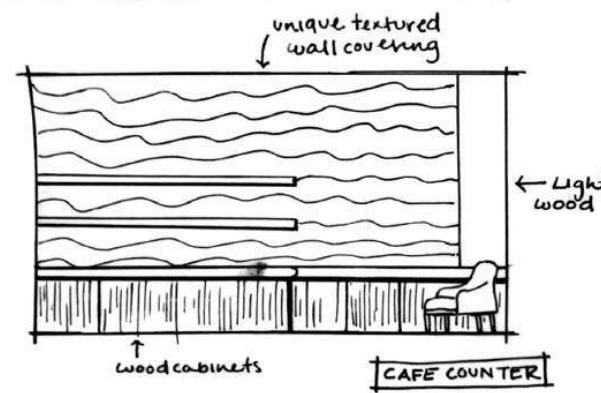
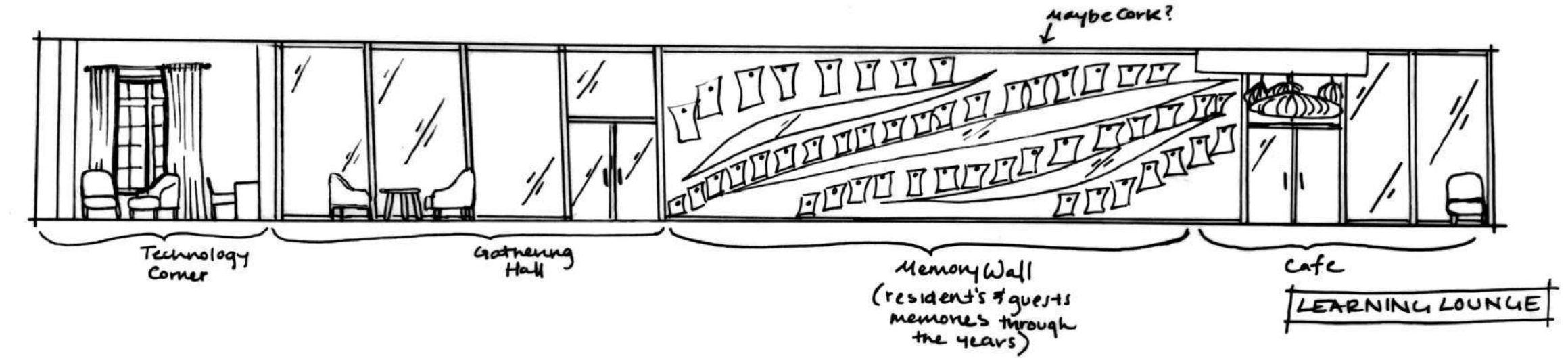
PERSPECTIVE SKETCHES

Preliminary Sketches:
Ideation of Individual Spaces in
Perspective View



ELEVATION SKETCHES

Preliminary Sketches:
Ideation of Individual Spaces in
Elevation View



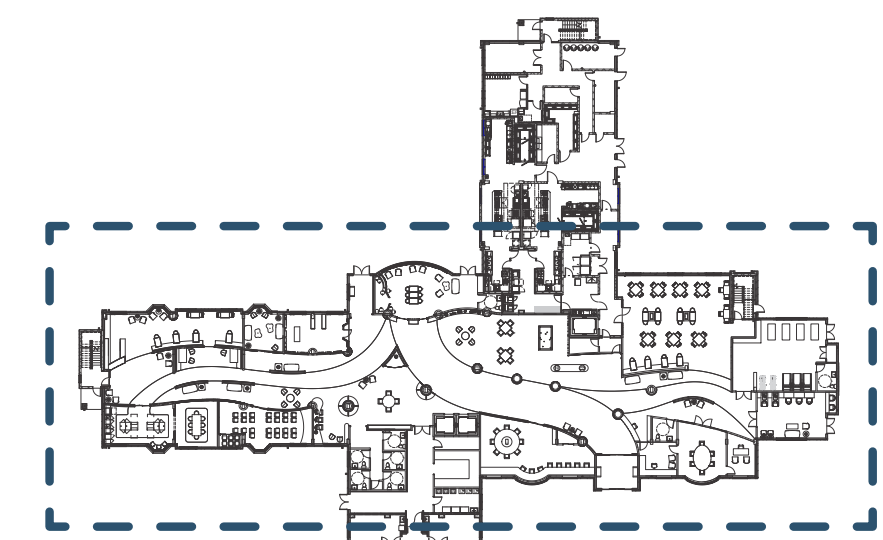
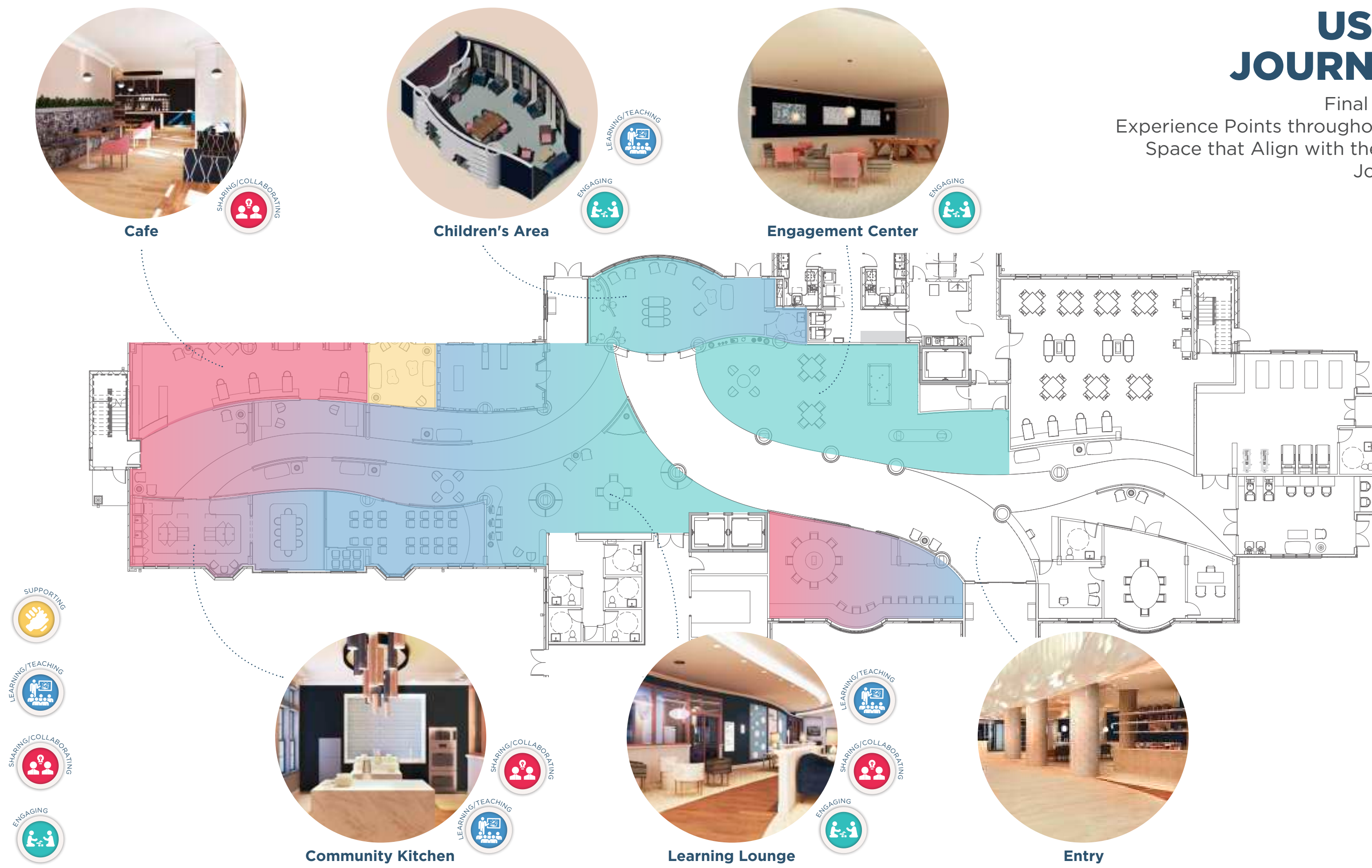


PHASE SIX

Design Development

USER JOURNEY

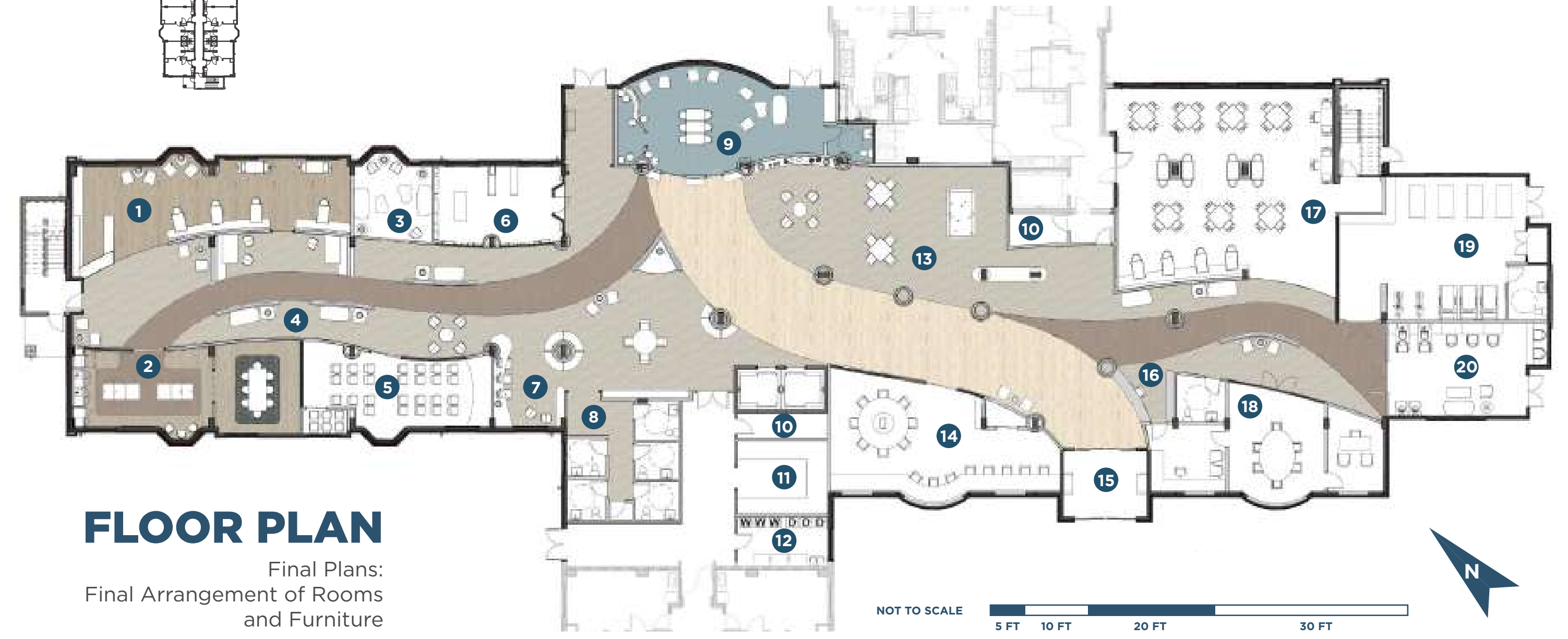
Final Plans:
Experience Points throughout the Space that Align with the User Journey

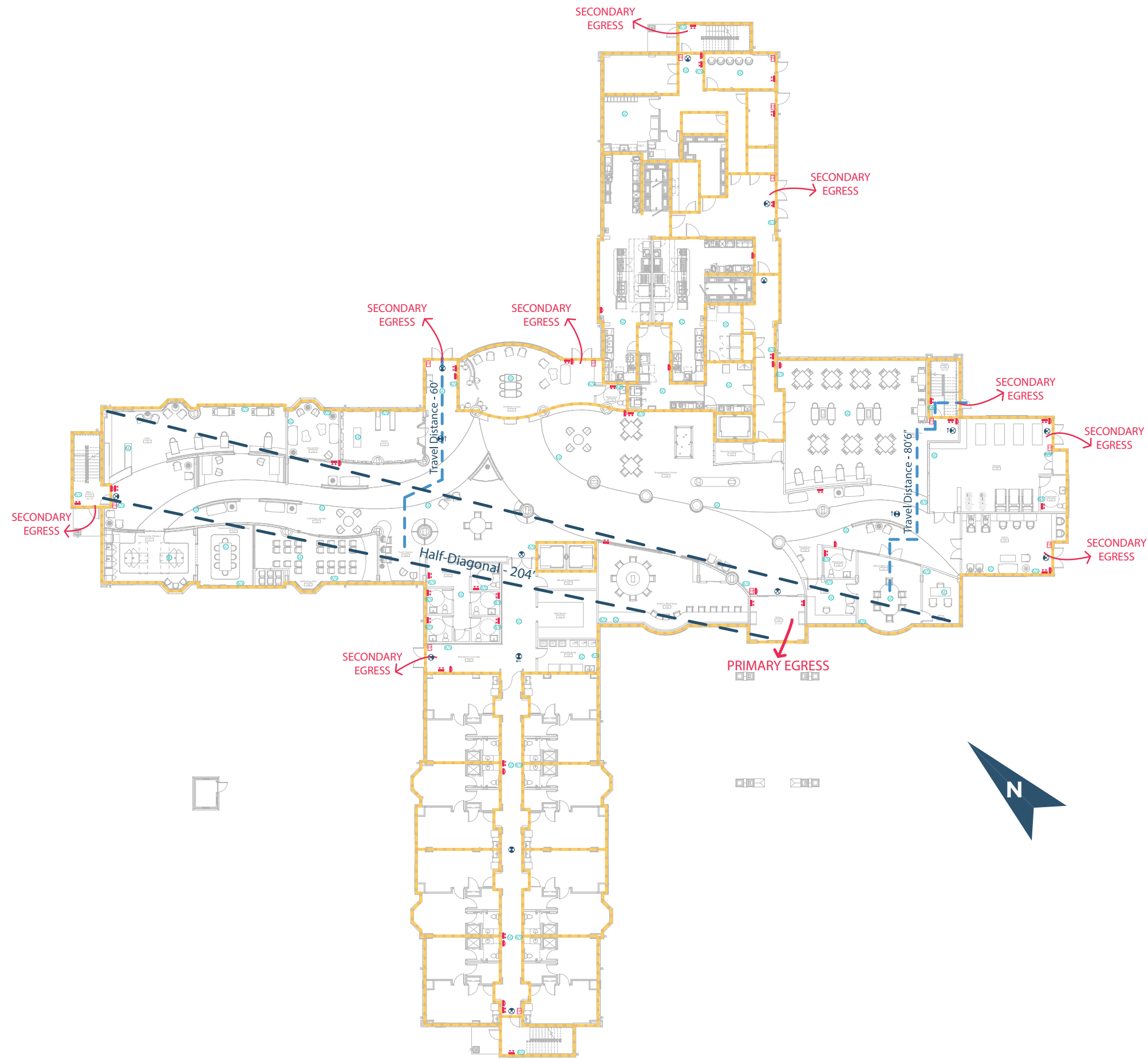


- 1 Cafe
- 2 Community Kitchen
- 3 Social Den
- 4 Learning Lounge
- 5 Gathering Hall
- 6 Retail
- 7 Technology Corner
- 8 Restrooms
- 9 Children's Area
- 10 Elevator Equipment
- 11 Mail Room
- 12 Housekeeping
- 13 Engagement Center
- 14 Artist's Workshop
- 15 Entry
- 16 Reception
- 17 Dining Center
- 18 Offices
- 19 Gym
- 20 Salon

FLOOR PLAN

Final Plans:
Final Arrangement of Rooms and Furniture



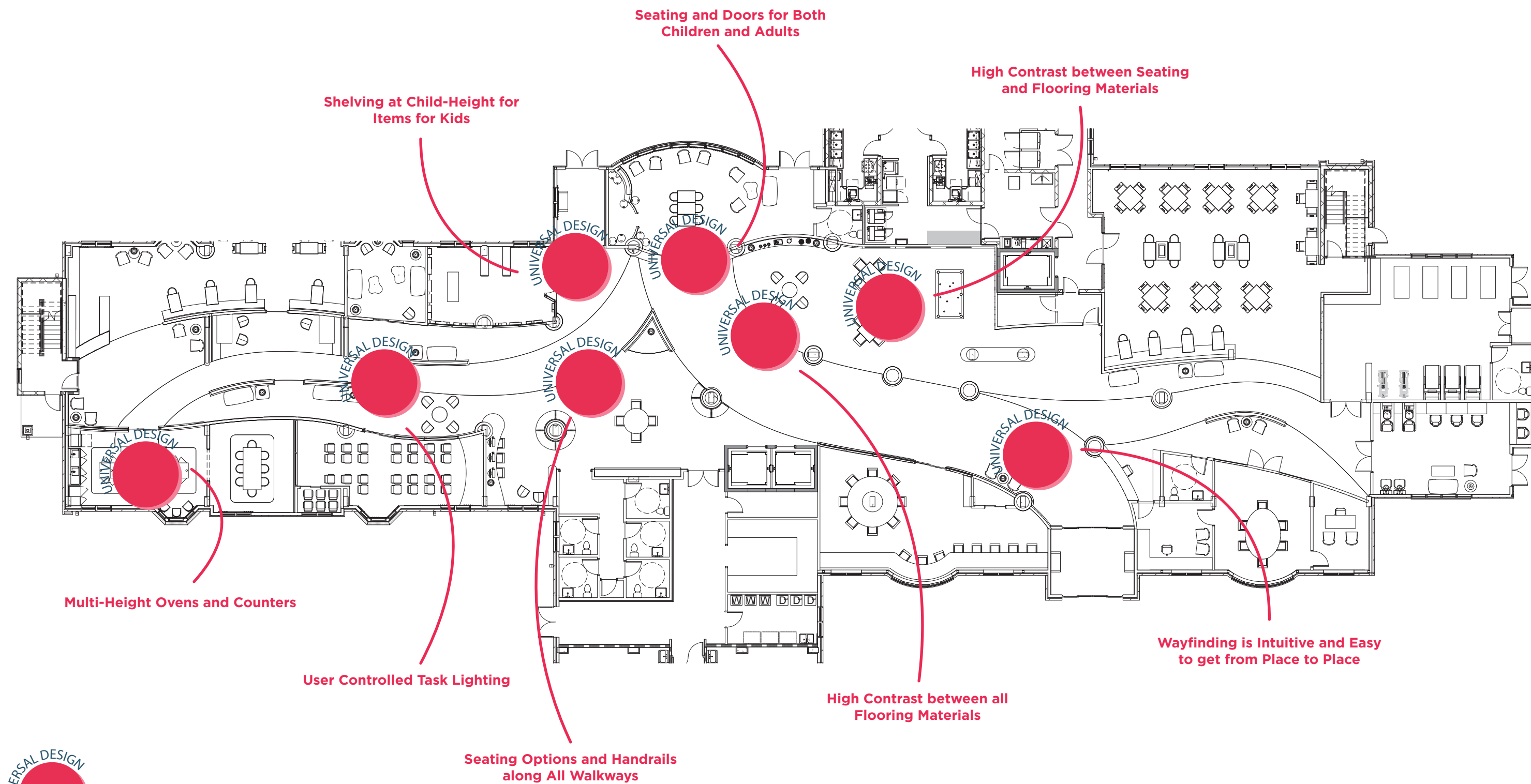


LIFE SAFETY PLAN

Life Safety:
Placement of Emergency Systems
and Fire Walls

LIFE SAFETY LEGEND	
	Fire Walls
	Emergency Lights
	Fire Alarm Pull Stations
	Fire Extinguishers
	Exit Signals
	Audio-Visual Fire Alarms
	Smoke Detectors

Occupancy Types: A2, B, M, & E
 Number of Occupants: 331
 Total Square Footage: 18,400
 # of Lavatories: 5
 Water Closets: 7
 Note: Building has Sprinklers

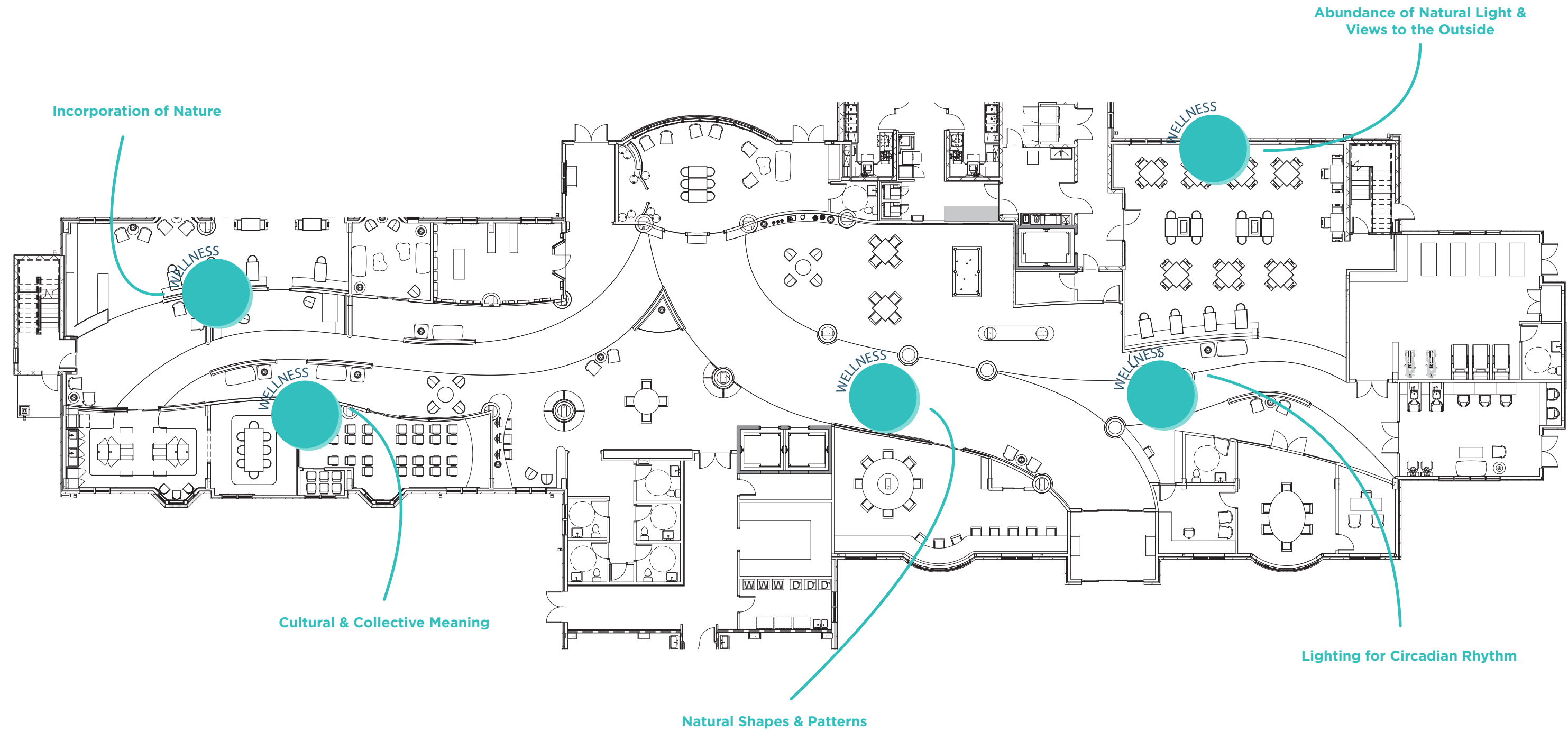


General Notes

Lighting is Bright throughout the Space.
 Balance of Larger and More Intimate Space.
 Hands-Free Fixtures.
 Screens with Option for Audio

DESIGN CONSIDERATIONS

Design Considerations:
 How Universal Design is
 Incorporated

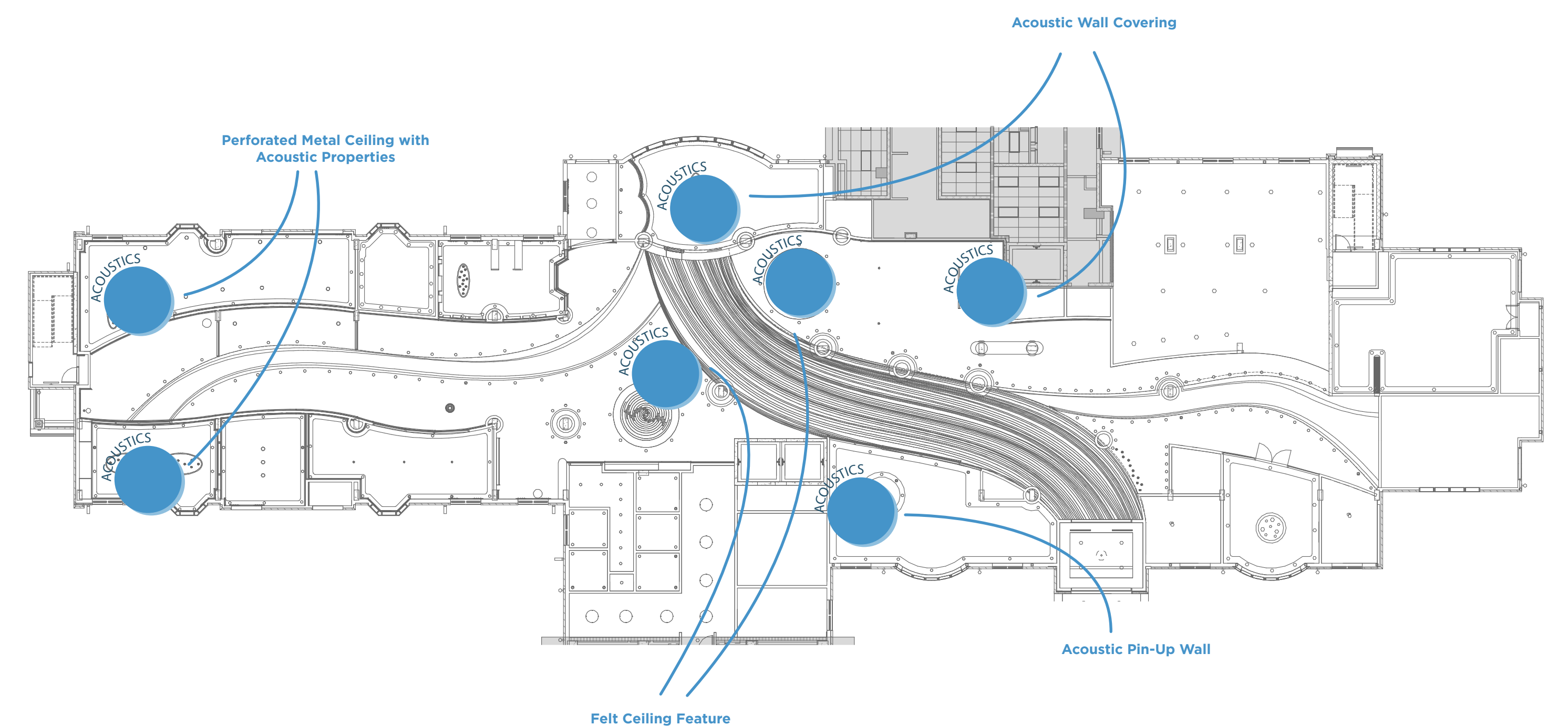


General Notes

Lighting is Bright throughout the Space.
 Balance of Larger and More Intimate Space.
 Hands-Free Fixtures.
 Screens with Option for Audio

DESIGN CONSIDERATIONS

Design Considerations:
 How Design for Wellbeing is
 Incorporated

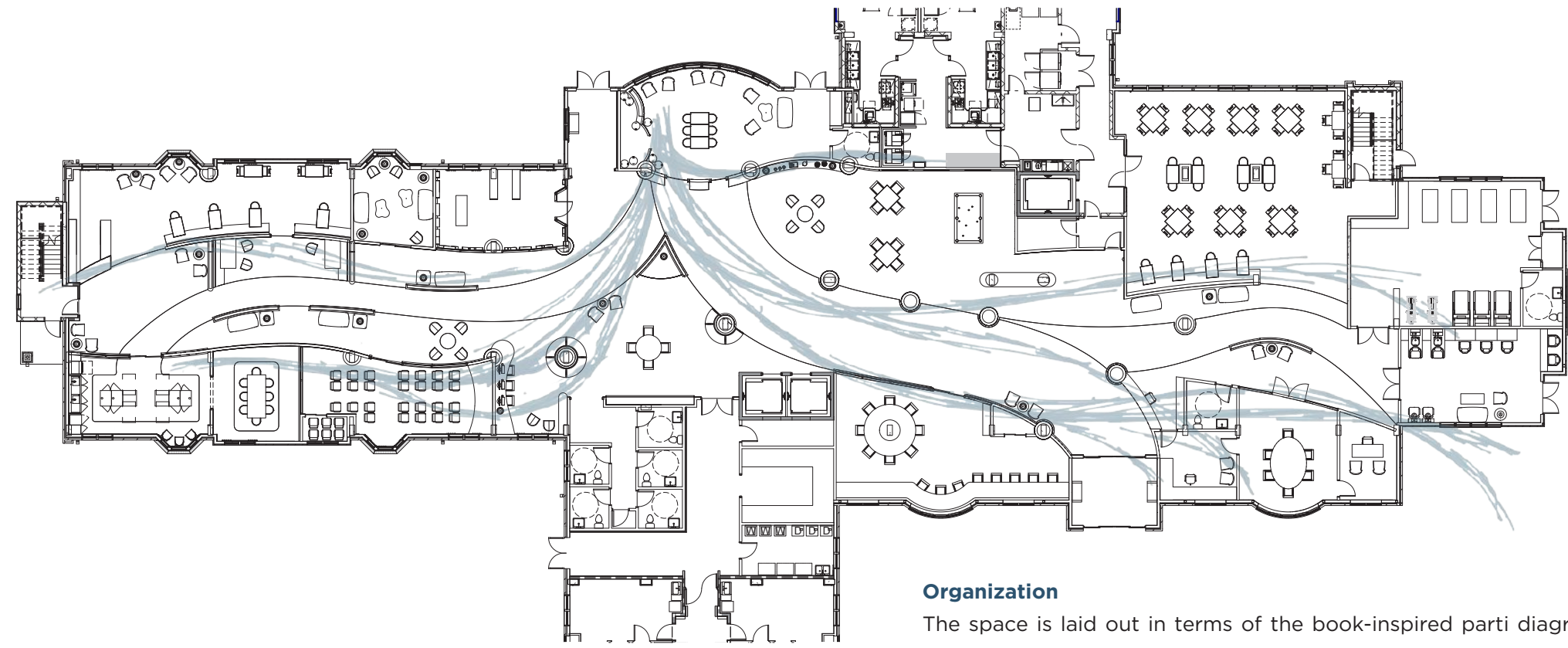


General Notes

All Seating is Upholstered.
 Majority of the Open Space is Carpeted.

DESIGN CONSIDERATIONS

Design Considerations:
 How Acoustics are
 Incorporated



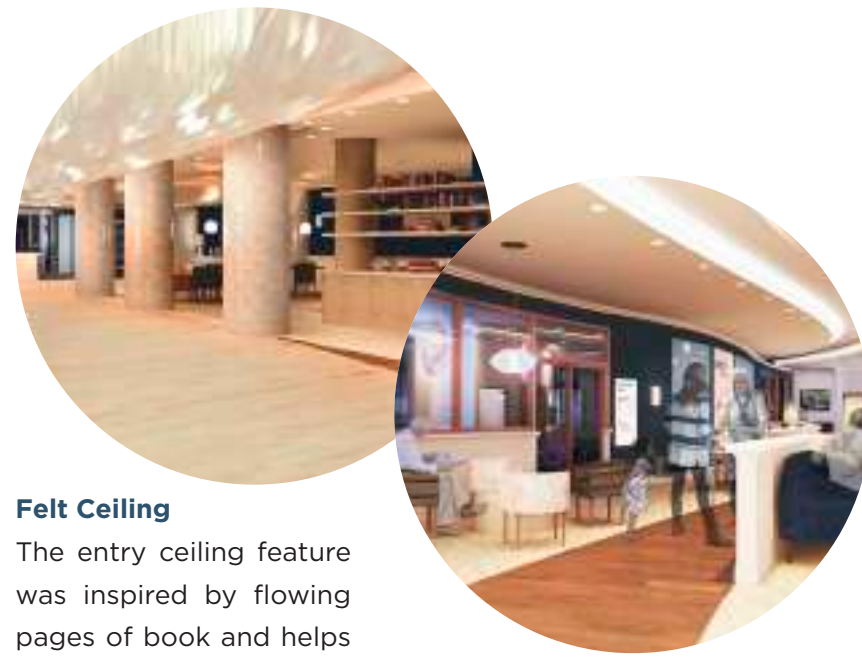
Organization

The space is laid out in terms of the book-inspired parti diagram. The larger, more public spaces are open and easily accessible from all spaces, while the specified activity spaces are smaller and branch off in order to help **engage** and **immerse** users into the space.



Parti Diagram

The parti diagram was inspired by the pages of an open book.



Felt Ceiling

The entry ceiling feature was inspired by flowing pages of book and helps **engage** and **inspire** the users of the space.

Activity Space

The activity spaces are designed to be seen by all users so they may be **inspired** to **immerse** themselves into the activities.

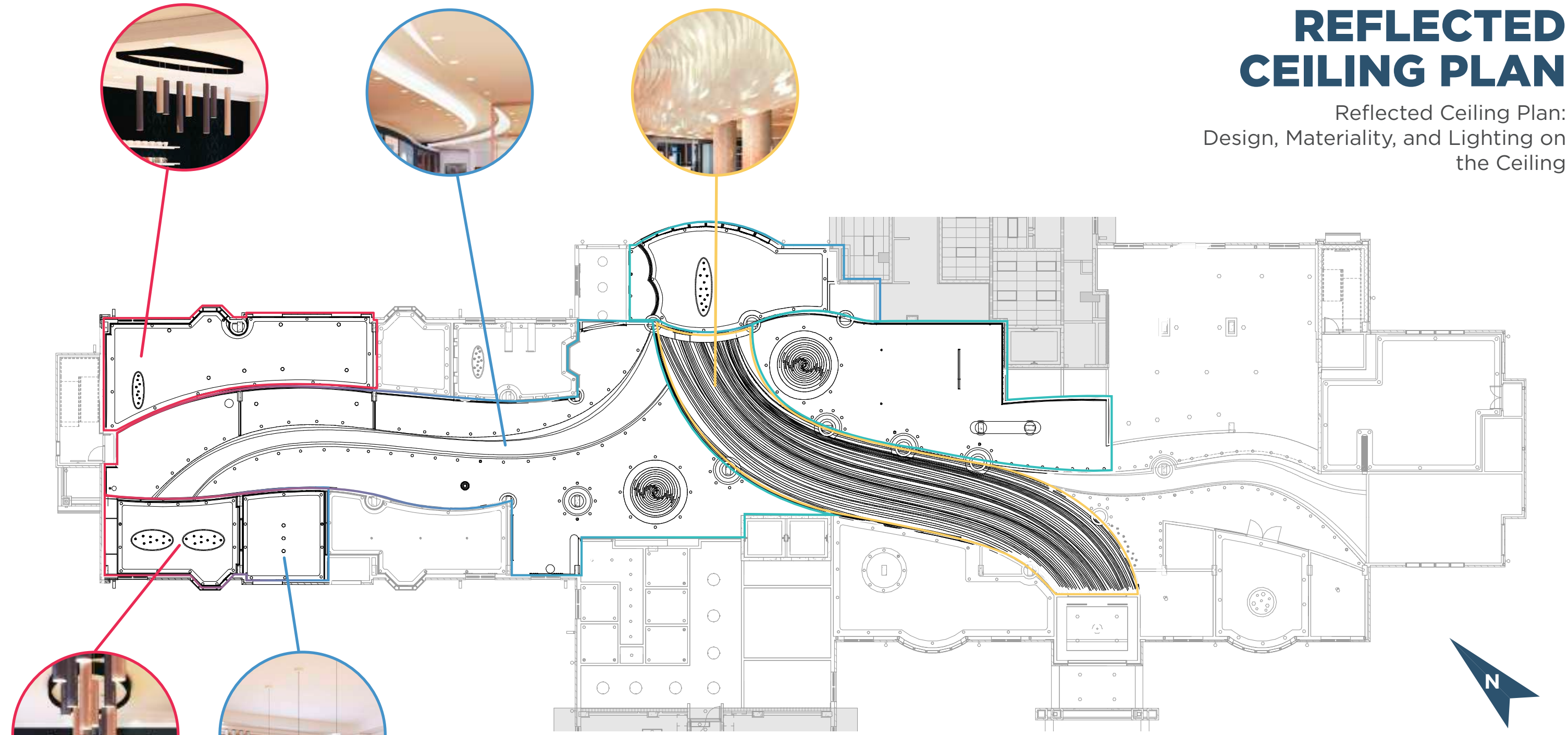


Lighting

The lighting was chosen for its light, layered, page-like feel.

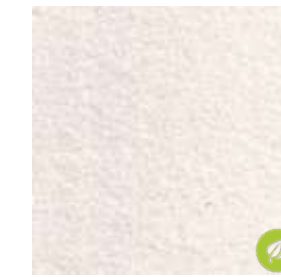
CONCEPT INCORPORATION

Design Considerations:
How the Project Concept was Incorporated



REFLECTED CEILING PLAN

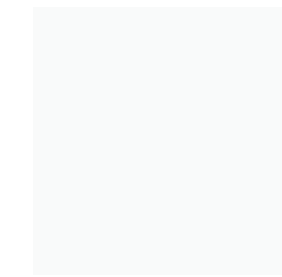
Reflected Ceiling Plan:
Design, Materiality, and Lighting on the Ceiling



Ceiling Feature
Filzfelt
2mm Wool Design Felt



Ceiling Drop-Downs
National Wallcovering
Beech



General Ceiling Paint
Sherwin Williams
Everyday White



Lounge Pendants
LightArt
Contour Collection



Pendant Lighting
Kuzco Lighting
Monae LED Mini Pendant



Feature Lighting
Intra Lighting
Pipes Tube

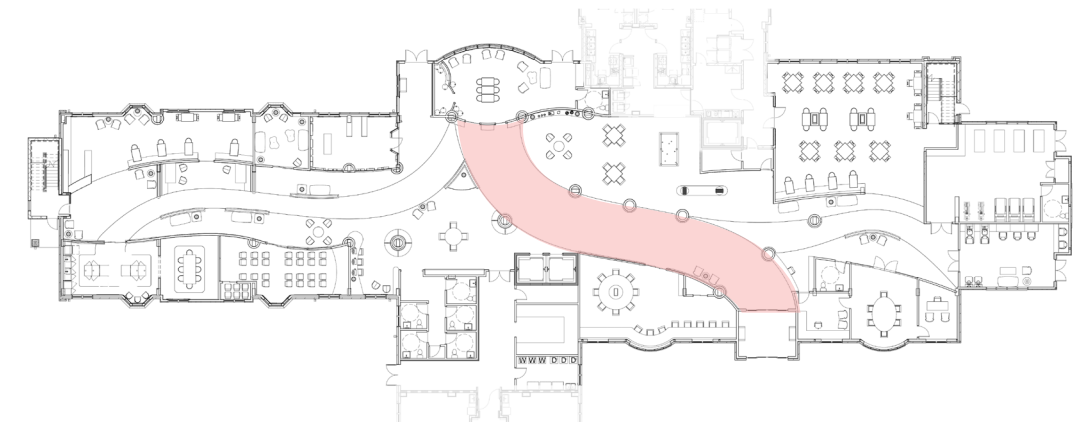


Pool Table Light
LightArt
Static Light



ENTRY & MAIN PATHWAY

The entry is designed to **intuitively** lead users through the space with the floor pattern pathway emphasized by the felt, page-inspired ceiling feature.



Reception



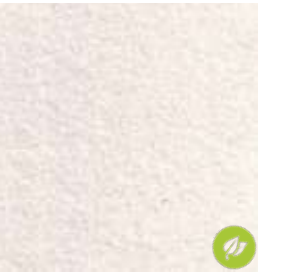
Main Floor Path
Shaw Floors
High Road - Crisp Linen



Lounge Sofa End Tables
Herman Miller
Mattiazzi Tronco Table



Open Space Carpeting
Shaw Floors
Velour - Everest



Ceiling Feature
Filzfelt
2mm Wool Design Felt



Accent Wall Paint
Sherwin Williams
Santorini Blue



Pollack Pigment
Flamingo



Acoustic Accent Wall
National Wallcovering
Ricciolo - Lapis



General Lounge Seating
H Contract
Rachael Lamp



Columns
DuPont
Corian - Seafoam

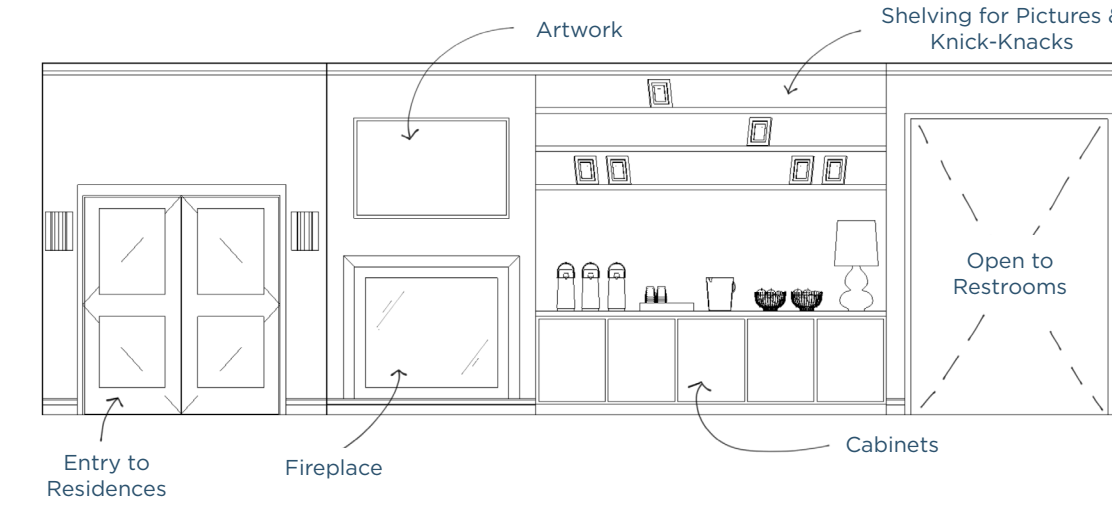
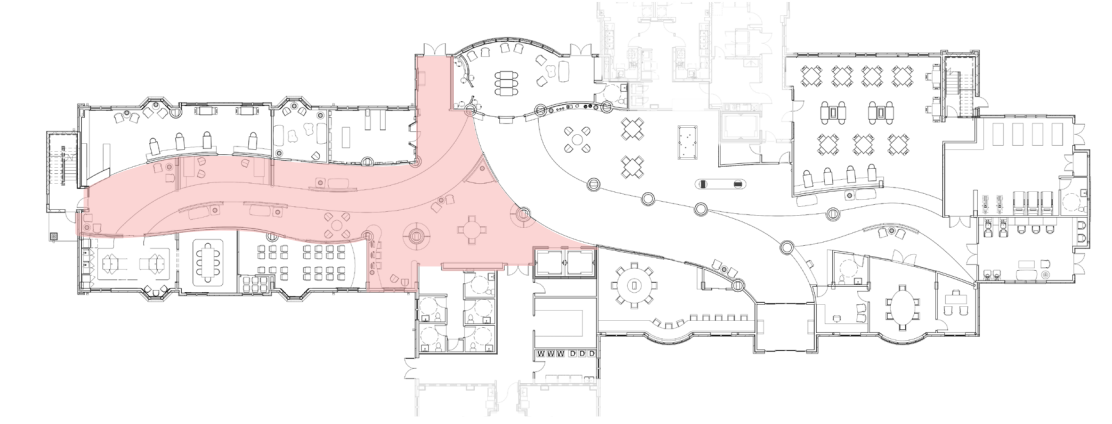


General Lounge Lamp
Arteriors
Lacey Lamp

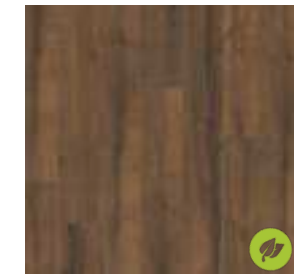


LEARNING LOUNGE

In the Learning Lounge, residents and visitors may sit together to **share stories or knowledge** with various easy-to-use technology options. There is also a large **memory wall** of touch-screens with information about the residents, history, or things people want to share.



Refreshment Station



Side Floor Paths
Shaw Floors
Harbour Town - Auburn



Nobilis
Velours Massimo
65



Open Space Carpeting
Shaw Floors
Velour - Everest



General Lounge Sofa
Kellex
Cecily Sofa



Accent Wall Paint
Sherwin Williams
Santorini Blue



General Lounge Seating
Kellex
Donovan Chair



Villa Nova
Tobi Multi
Lake



Lounge Pendants
LightArt
Contour Collection



Pollack
Pigment
Flamingo

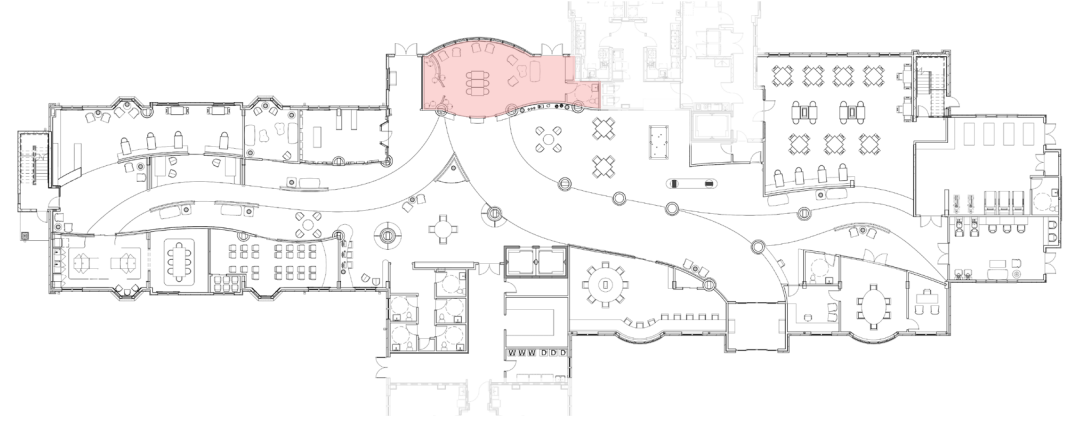


General Sconces
LightArt
Layered Sconce

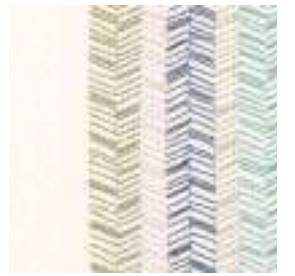


CHILDREN'S AREA

The Children's Area allows residents to spend time with family members who are young children, along with pre-school student's from the neighborhood pre-schools. The room provides a space for **playing, reading stories,** or doing **crafts.**



Children's Carpeting
Shaw Floors
Basic Rules - Aquamarine



Romo Talisa
Olivine



Accent Wall Paint
Sherwin Williams
Santorini Blue



2-Top Tables
Shelby Williams
Butcher Block Top



Pollack Pigment
Flamingo



Arm Chair
H Contract
Rachael Chair



Nobilis Velours Massimo
65



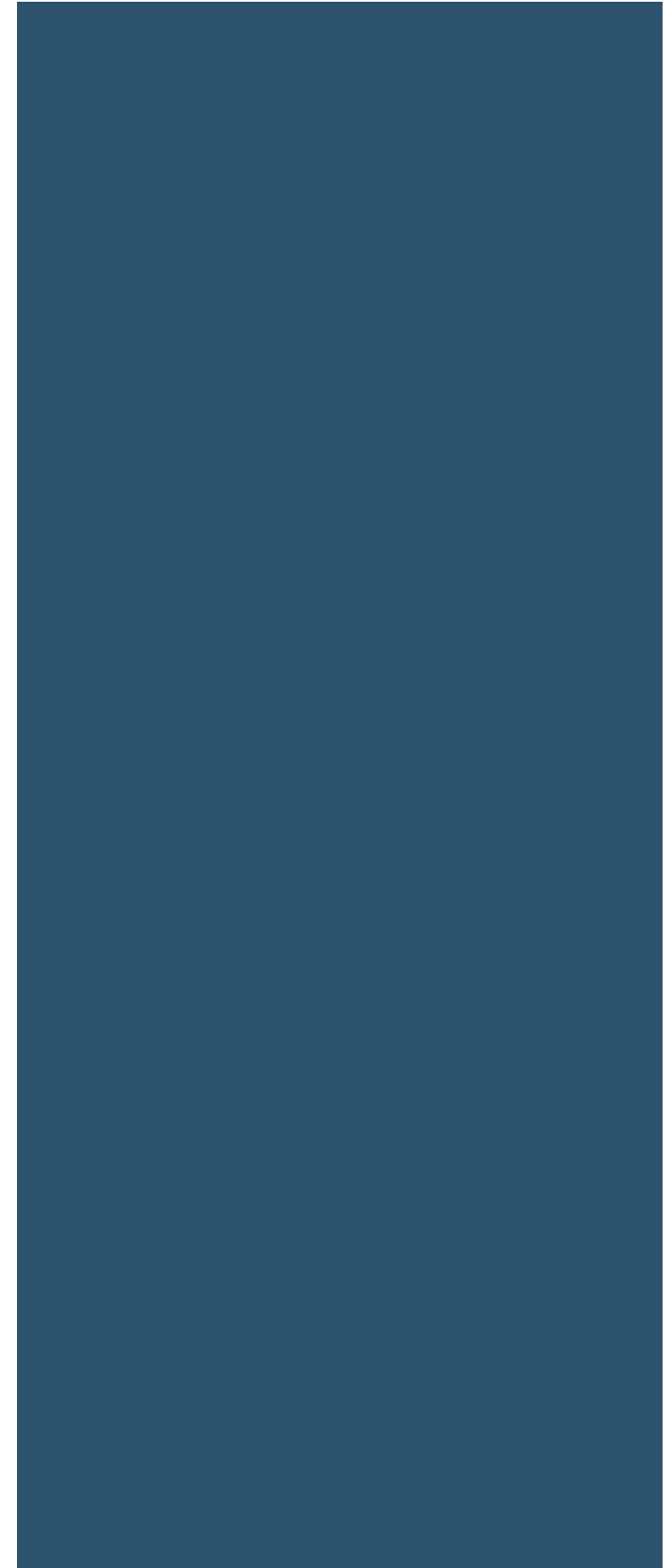
Table Seating
Kellex
Renata Chair



Pollack Geology
River Rock



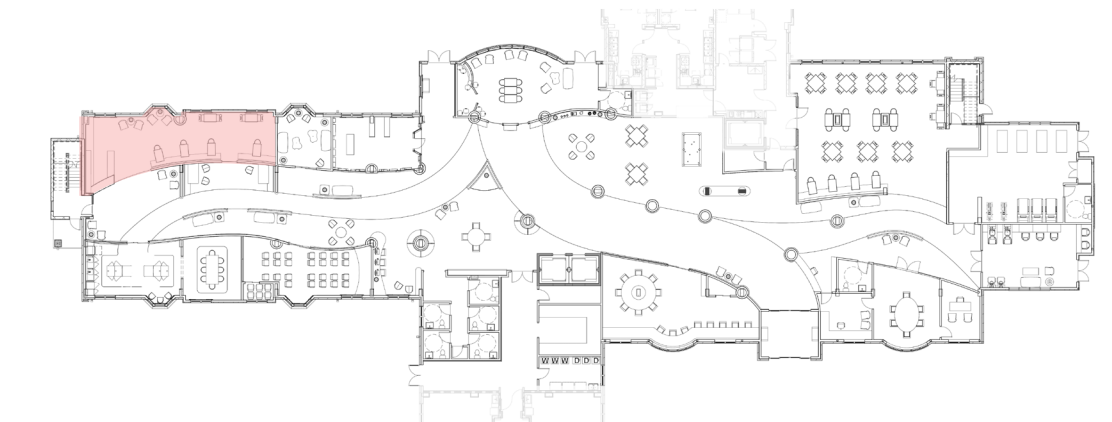
Children's Seating
Bla Station
Pucca Cushions





CAFE

The cafe is for casual dining and provides residents and guests with small snacks, pastries, and beverages. This is a space for **natural conversation and collaboration**.



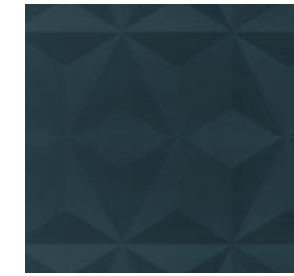
Cafe Counter



Cafe Flooring
Shaw Floors
Bellevue - Chardonnay



Burch Fabrics
Espirit
Pink



Cafe Back Wall
Walker Zanger
4D



Feature Lighting
Intra Lighting
Pipes Tube



Counter-Tops
Wilsonart
Quartz - Salar



Pendant Lighting
Kuzco Lighting
Monae LED Mini Pendant



Pollack
Geology
River Rock



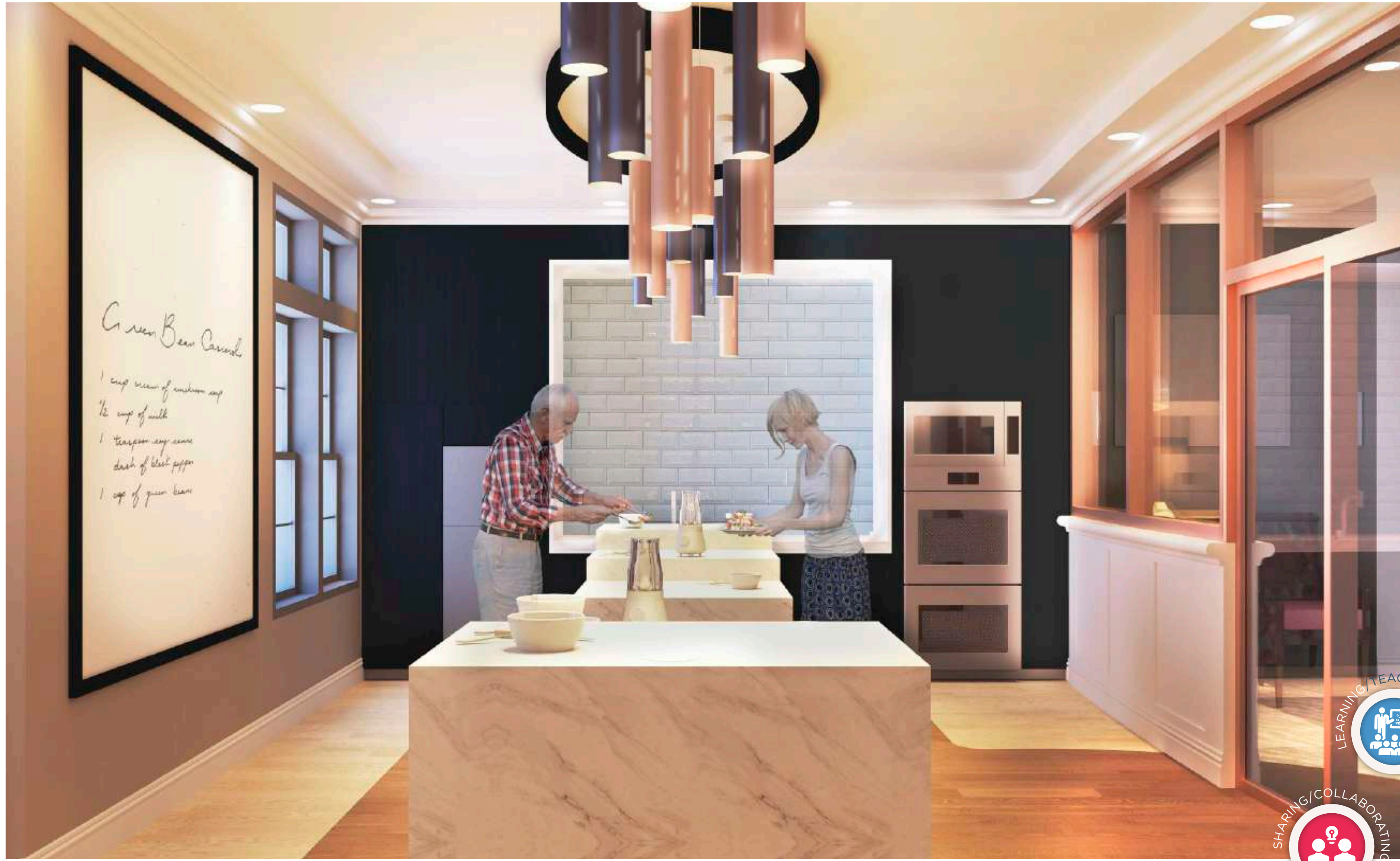
Dining Chair
Kellex
Bethany Chair



Manufacturer
Product Name
Product Color

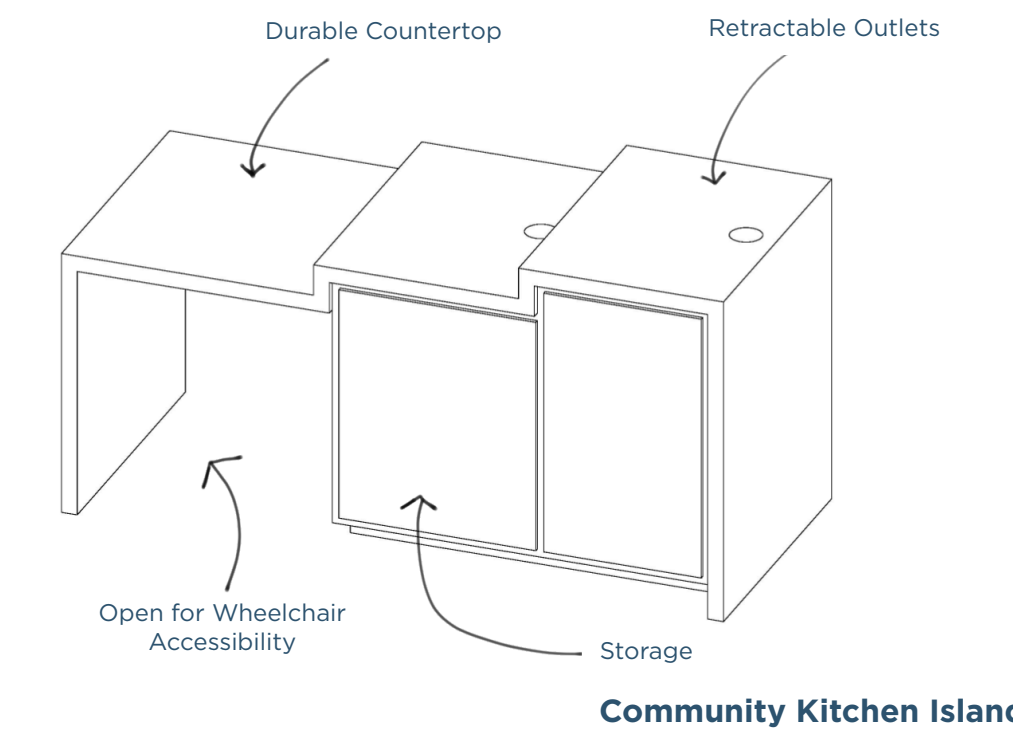
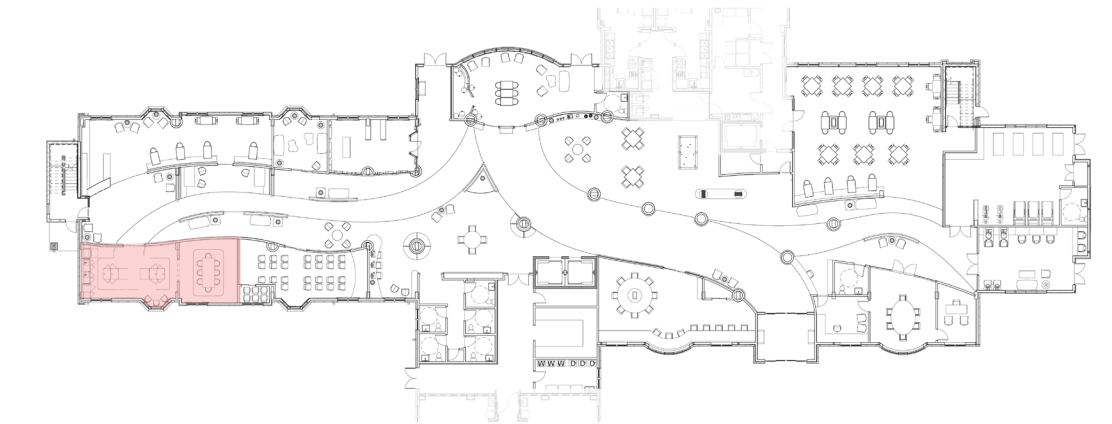


Dining Chair
Kellex
Renata Chair



COMMUNITY KITCHEN

In the community kitchen, residents have an opportunity to **share recipes** or teach guests **cooking techniques** they have learned throughout their lives. The center islands are designed for one-on-one or small group teaching with varying **heights to work conveniently** for anyone.

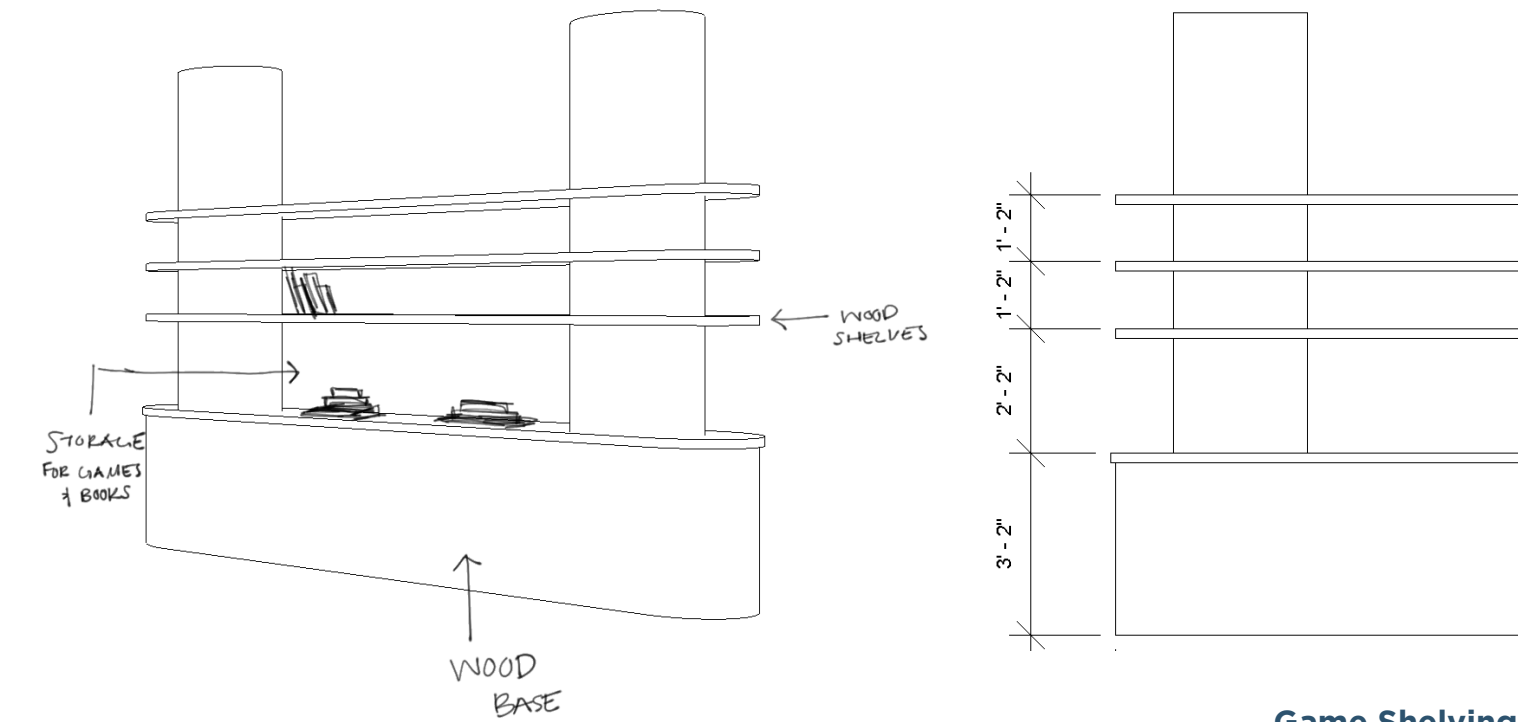
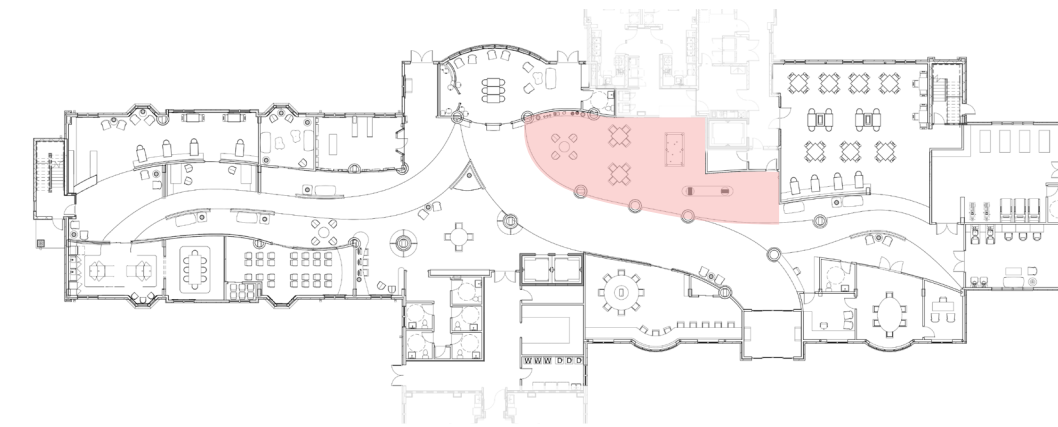


Side Floor Paths Shaw Floors Bellevue - Chardonnay	Burch Fabrics Espirit Pink
Cabinets National Wallcovering Beech	Villa Nova Tobi Multi Lake
Backsplash Walker Zanger Café	Pendant Lighting Kuzco Lighting Monae LED Mini Pendant
Counter-Tops Wilsonart Quartz - Salar	Feature Lighting Intra Lighting Pipes Tube
Pollack Geology River Rock	Dining Chair Kellex Renata Chair

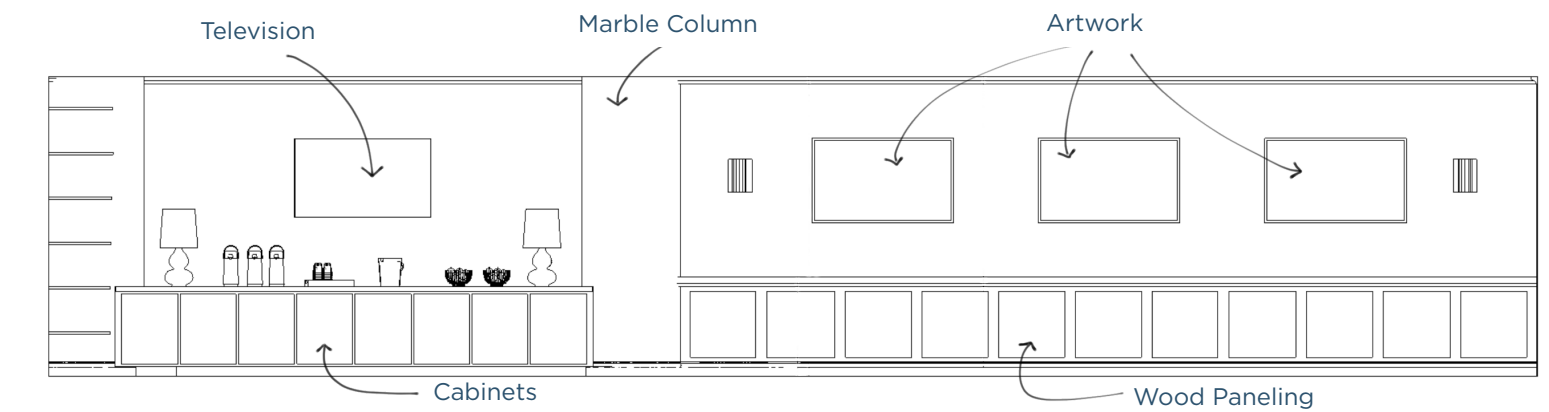


ENGAGEMENT CENTER

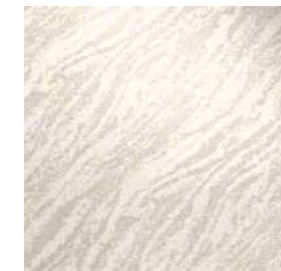
The Engagement Center has game tables, a pool table, a television, and a shelf full of books and games. The space encourages residents and guests to come together in a fun setting to create **natural connections**.



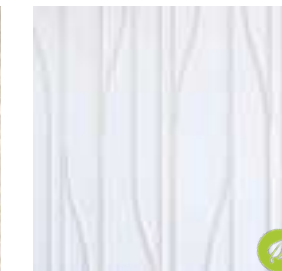
Game Shelving



Refreshment Station



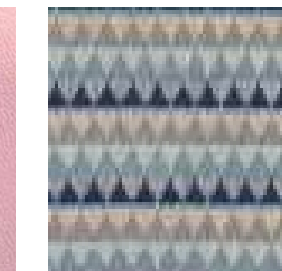
Open Space Carpeting
Shaw Floors
Velour - Everest



Acoustic Accent Wall
Filzfelt
Rain



Burch Fabrics
Espirit
Pink



Villa Nova
Tobi Multi
Lake



4-Top Tables
Shelby Williams
Butcher Block Top



General Task Chair
Kellex
Olaf Chair



Pool Table
Elevate Customs
Draco Pool Table



Lounge Pendants
LightArt
Contour Collection



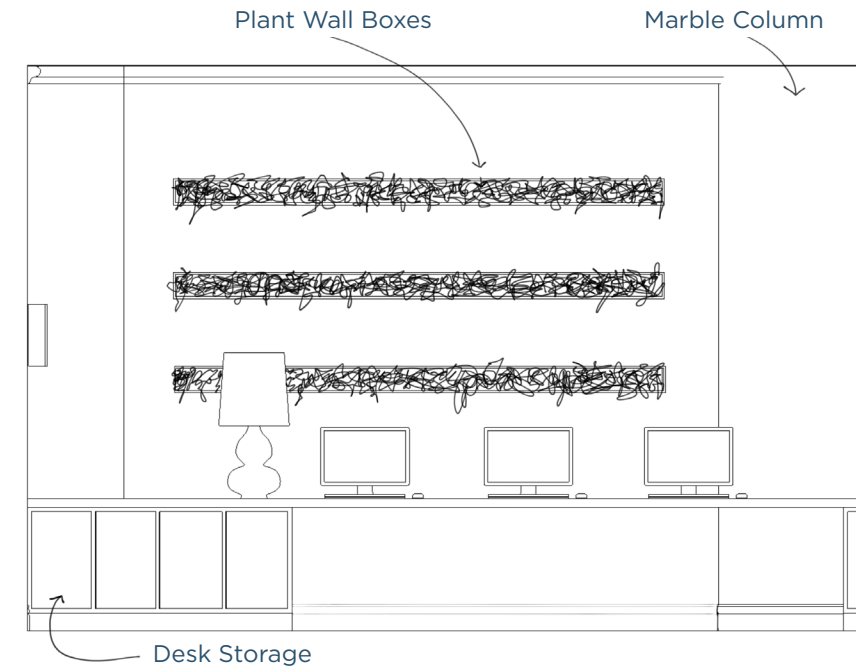
General Sconces
LightArt
Layered Sconce



Pool Table Light
LightArt
Static Light

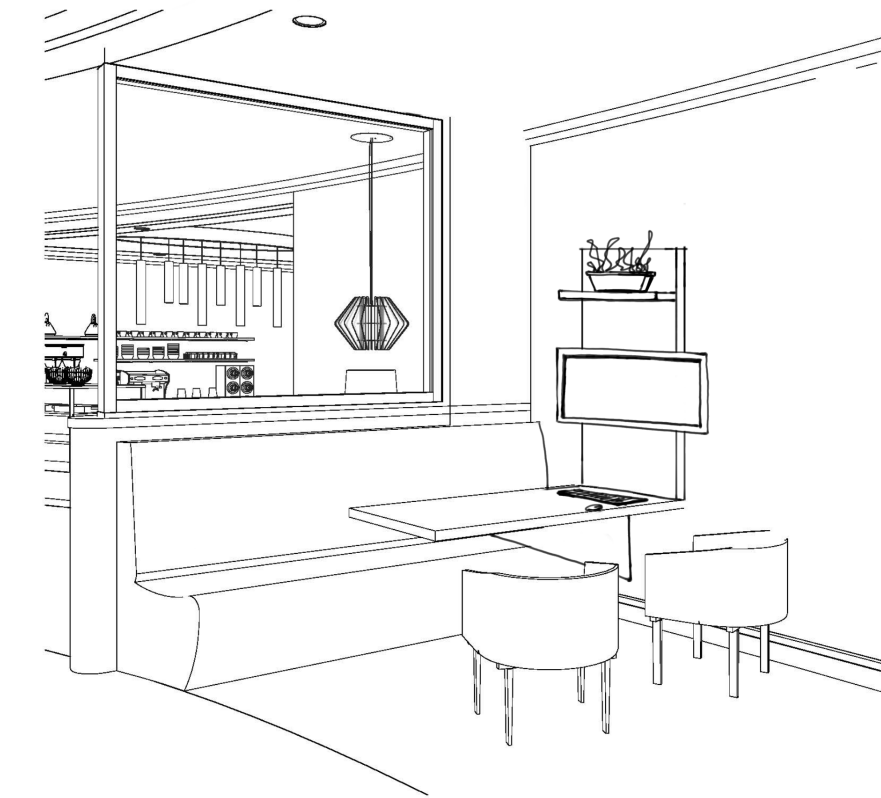
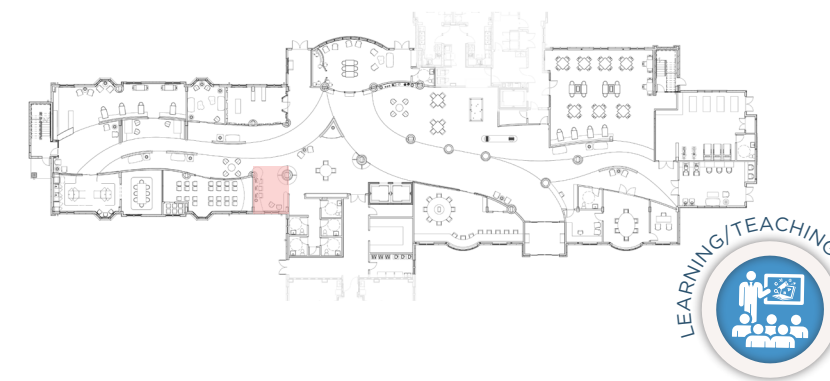
DESIGN DETAILS

Details:
Small Key Experience Points
in the Program



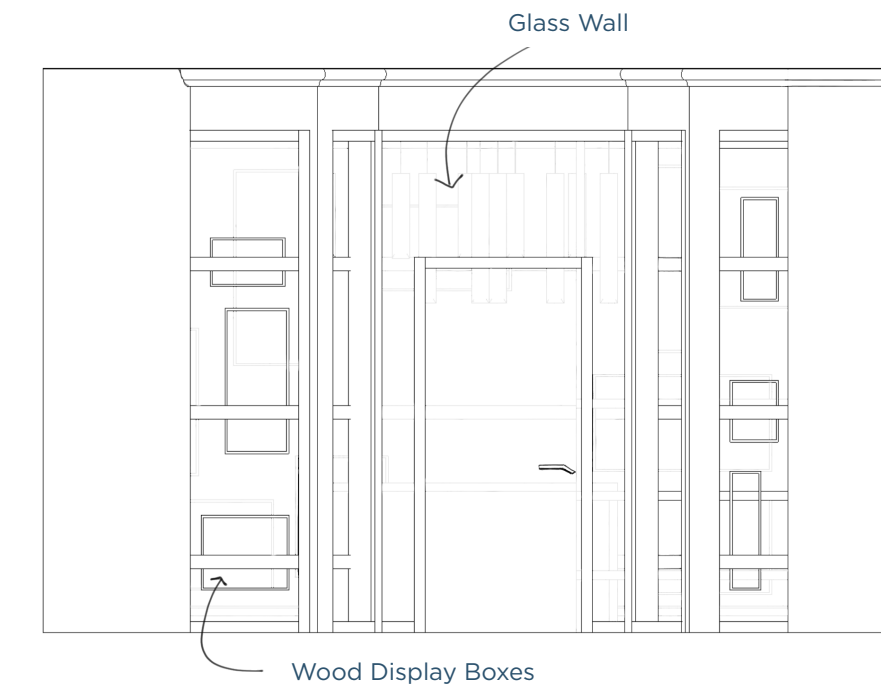
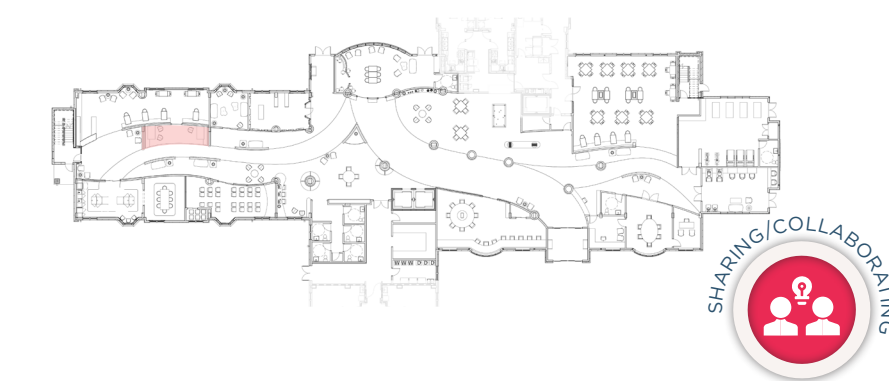
Technology Corner

The Technology Corner supplies residents and guests with a space to do research, check their email, play games, or enjoy a book. The space can be used individually or shared with others. On the wall, there is greenery to encourage **concentration and wellness**.



Collab. Station

The Learning Lounge offers two Collab. Stations for one-on-one or small group **mentoring**. The table includes a large screen, keyboard, mouse, and greenery, along with **user-controlled** task lights underneath the shelf.



Retail

The retail space is designed for residents to sell things they make or want to **share with other members of the community**. The lowest row of shelves are for things intended for children who visit the space.



FINAL BOARD

Beyond the Pages

Independent Living Community

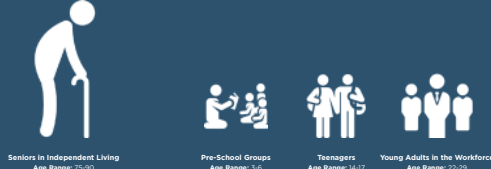
A community collaboration for a lasting contribution.

Beyond the Pages is a collaborative Independent Living Community focused on giving seniors a chance to share their legacy with other members of the community in many different ways. The space will encourage residents to get out of their shells, inspiring them to find meaning in their own lives. By allowing the seniors to share their stories, they are given a chance to share knowledge they learned from their career, tell stories about their families, and enjoy new experiences with other generations emerging from pre-schoolers to young adults. These things, in turn, give the residents a sense of purpose, helping with isolation, loneliness, and overall well-being.



The idea of legacy is not just the stories being shared, but the impact those stories have on others.

There are many bits and pieces in a book that must work together to create the full story. However, what truly matters is what comes after. Every good story has a lasting impact, all the memories, knowledge, and lessons are a part of a bigger picture. Stories engage us with the things that interest us with exciting stories, and they inspire us with ideas and new ideas. Beyond the Pages will encourage its residents and visiting community members to not only share their stories, but to change each others lives and come out with a newfound excitement and inspiration.



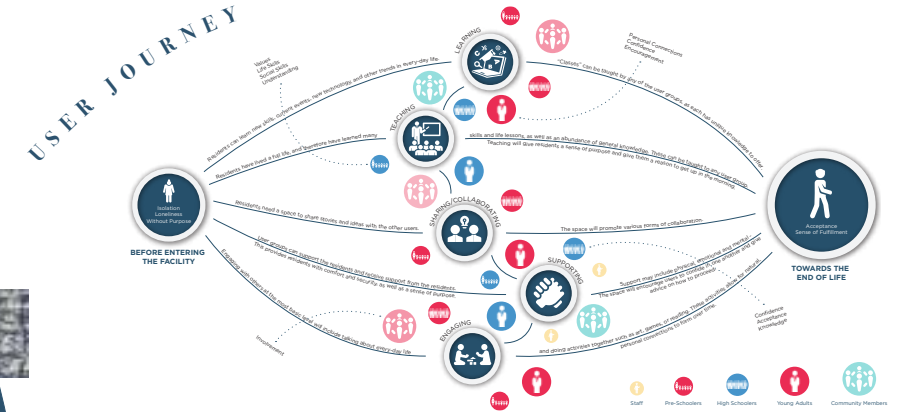
PRIMARY USERS **SECONDARY USERS**



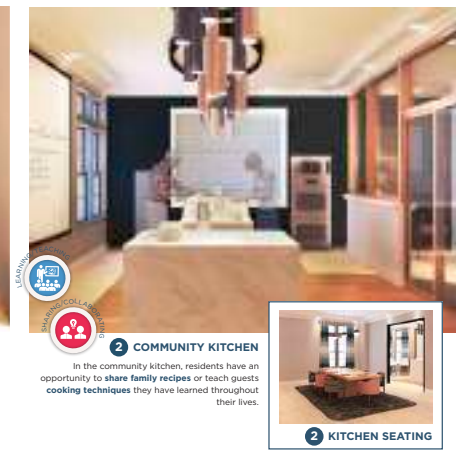
BACKGROUND RESEARCH



15 ENTRY
The entry is designed to intuitively lead users through the space with the four column pathway emphasized by the left, right, and ceiling features.



14 CAFE
The cafe is for casual dining and provides residents and guests with small snacks, pastries, and beverages. This is a space for natural conversation and collaboration.



13 COMMUNITY KITCHEN
In the community kitchen, residents have an opportunity to share family recipes or teach guests cooking techniques they have learned throughout their lives.



12 ENGAGEMENT CENTER
The Engagement Center has game tables, a pool table, a television, and a shelf full of books and games. The space encourages residents and guests to come together in a fun setting to create natural connections.



11 CHILDREN'S AREA
The Children's Area allows residents to spend time with family members who are young children, along with pre-school students from neighboring preschools. The room provides a space for playing, reading stories, or doing crafts.



10 LEARNING LOUNGE
In the Learning Lounge, residents and visitors may sit together to share stories or knowledge with various easy-to-use technology options. There is also a large memory wall of touchscreens with information about the residents, history, or things people want to share.

DETAILS & KEY EXPERIENCES



BEYOND THE
PAGES