

Facilitating Aging-in-Place

The design of a community center for the elderly

Graduate studio Cross domain
City of the Future

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Content

Background
Project aim



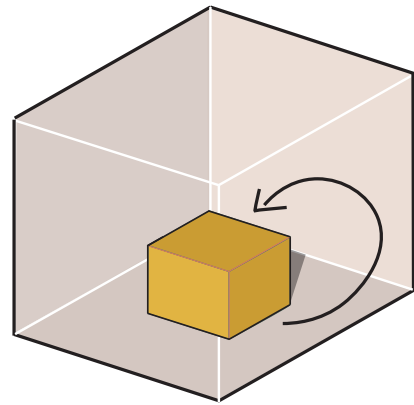
Design guidelines

Site

Design concept

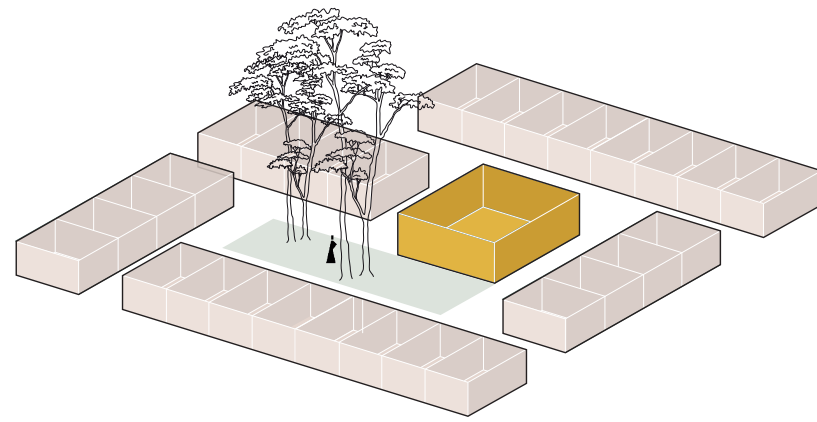
Design specifics
Persona's

Background



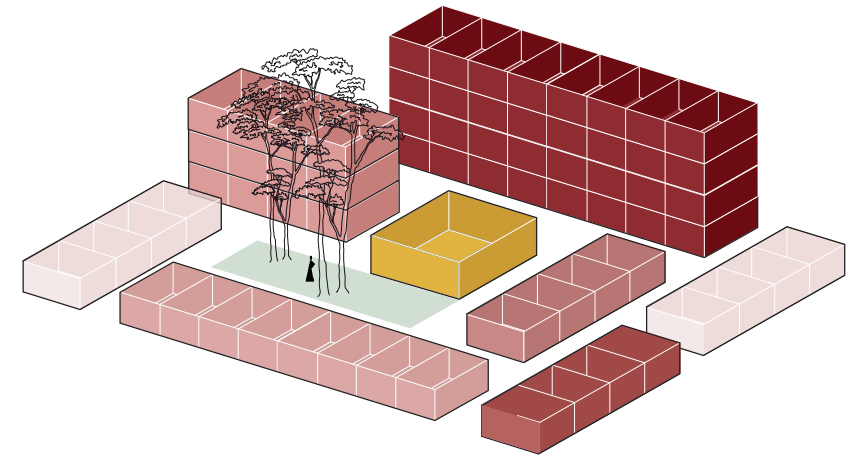
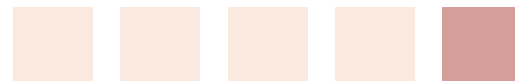
Traditional nursing home
- Socializing in the building

participation - social inclusion



Contemporary residential care
- Socializing in the blok

participation - social inclusion



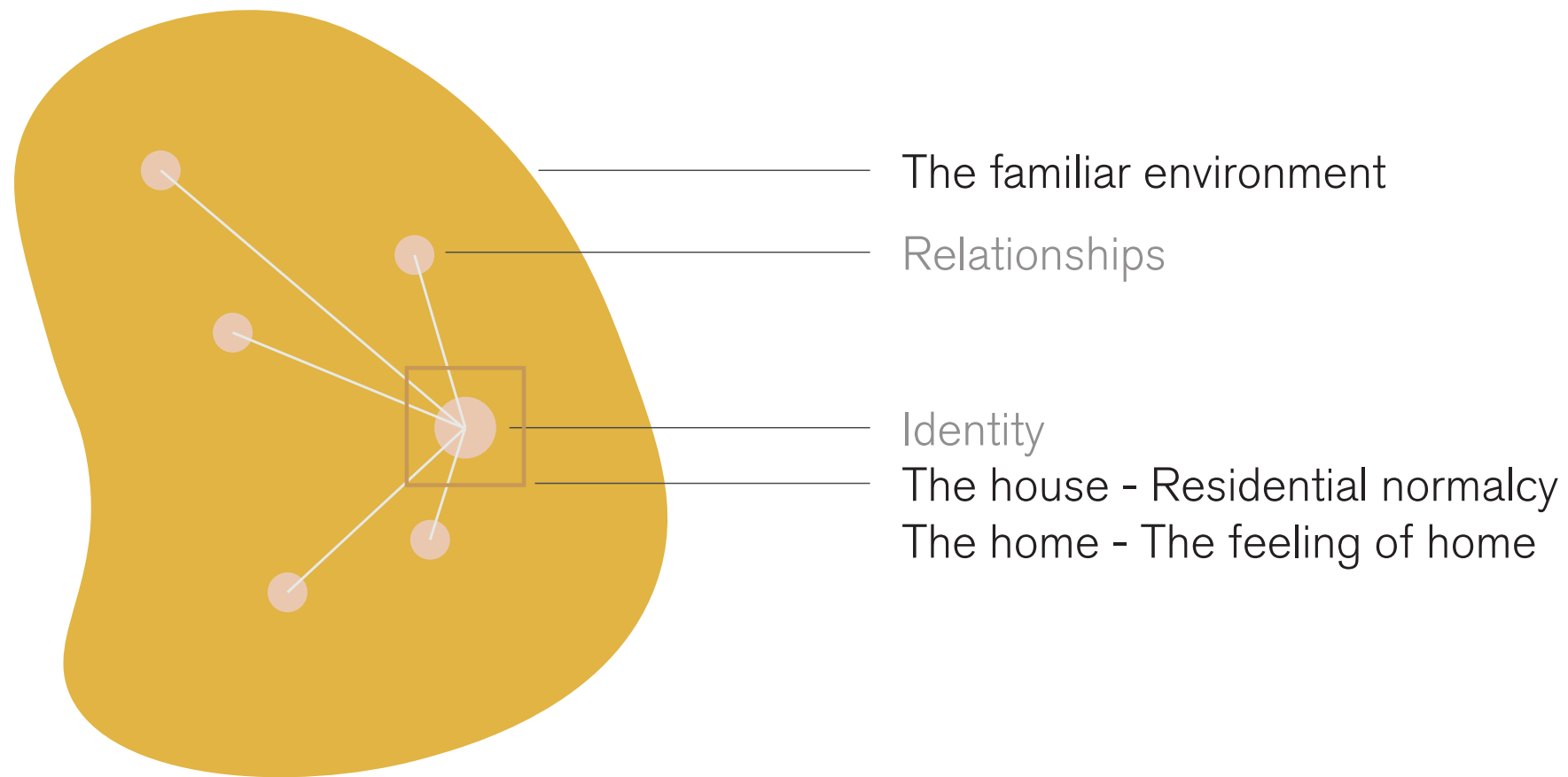
Aging-in-place
- Socializing in neighborhood

participation - social inclusion

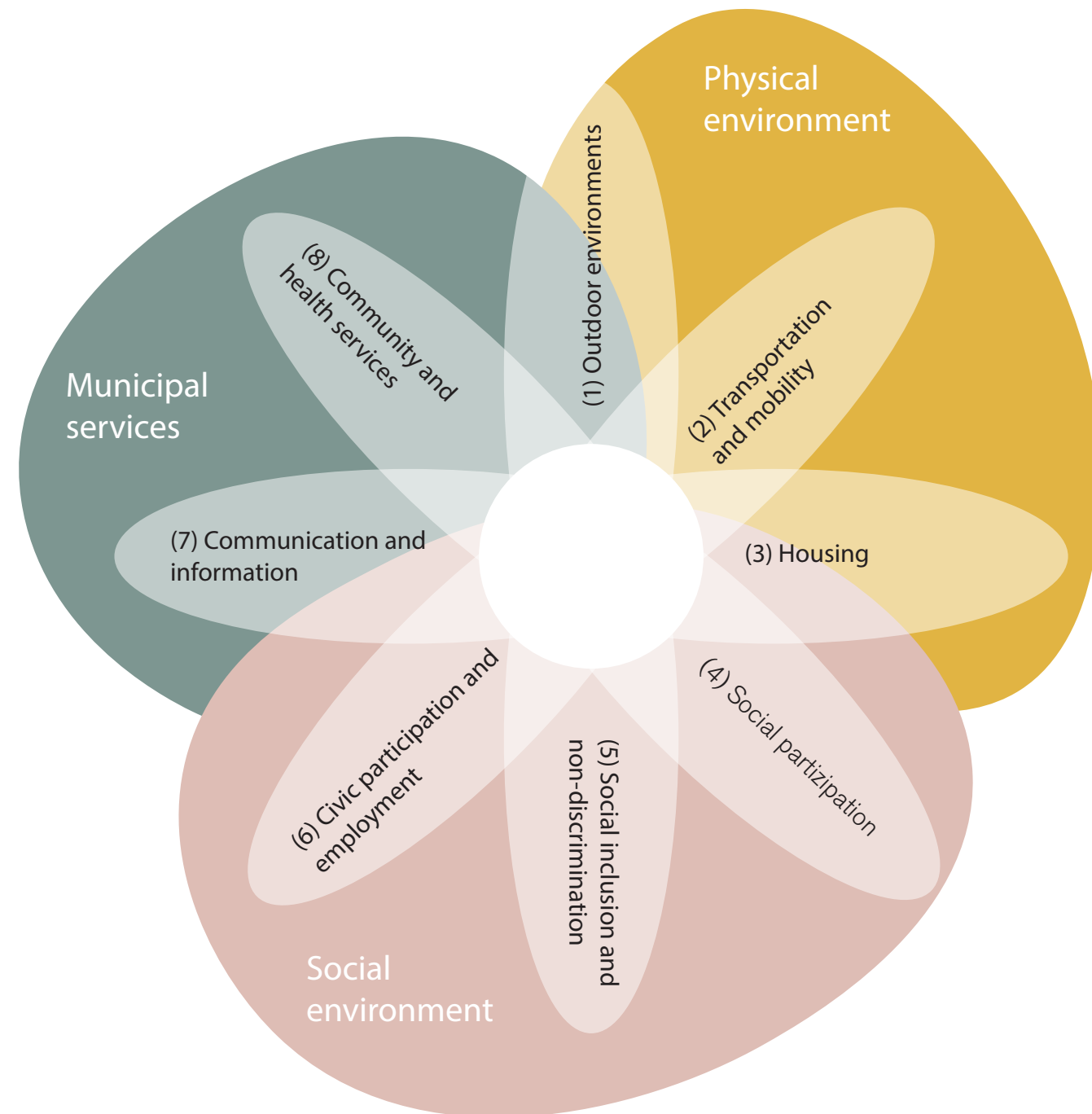


Aging-in-Place

Aging-in-place: The ideal place to grow old
the attachment to space - to a house - to a neighbourhood



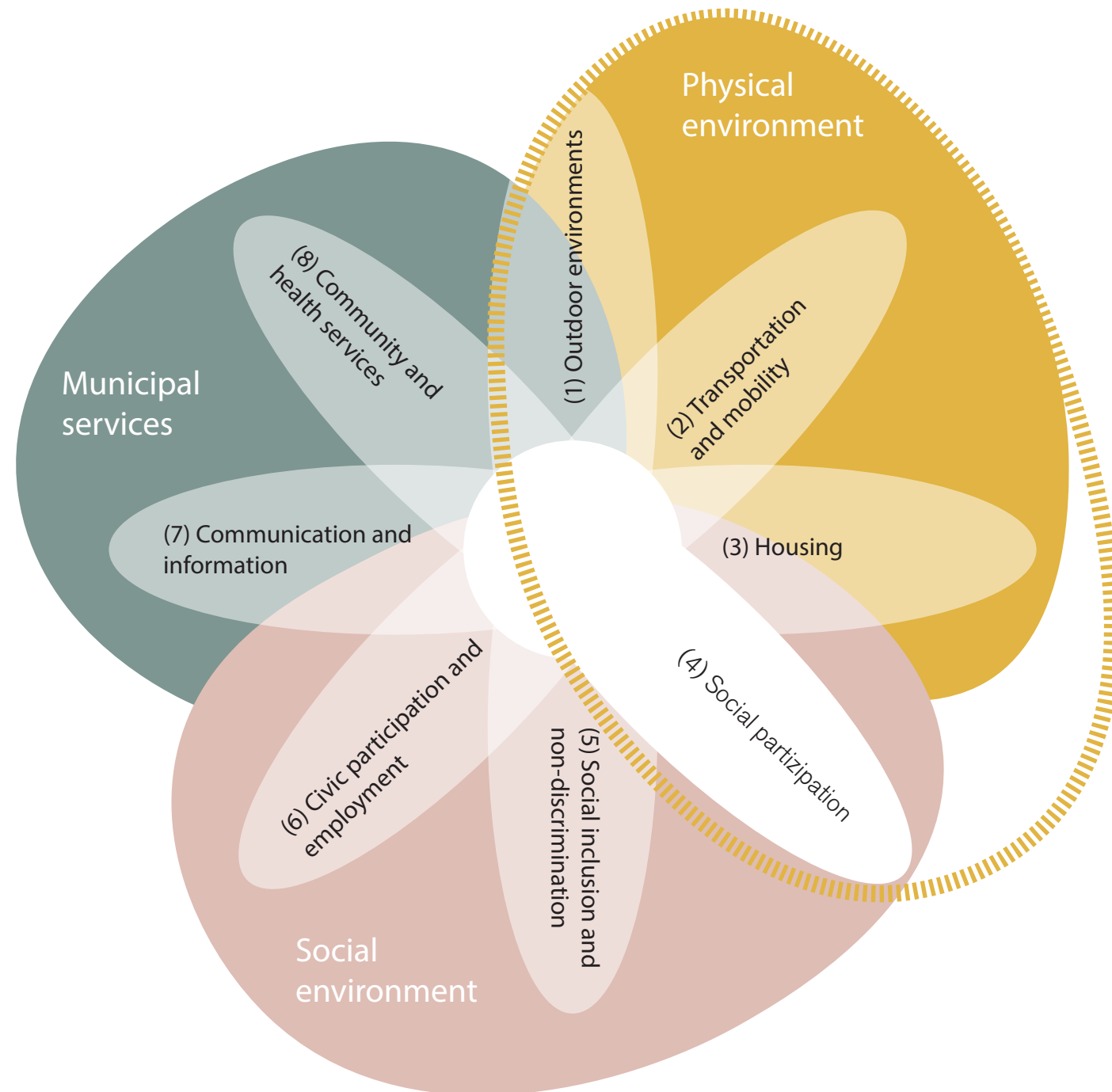
The age-friendly city



Most studies on public space design at home and abroad mainly focus on the “**health**” aspect of “active aging”, and **seldom involve the needs of social participation, respect and self-realization** of the elderly.

- Wu, 2020

The age-friendly city



Most studies on public space design at home and abroad mainly focus on the “**health**” aspect of “active aging”, and **seldom involve the needs of social participation, respect and self-realization** of the elderly.

- Wu, 2020

Community public space and urban elderly public welfare activity space, as the most important activity places for the elderly, are not only the spiritual home to maintain communication and exchange between the elderly, but also the bridge for them **to integrate into the society and participate in social activities.**

- Wu, 2020

Research - Research question

What typological features should a community center embody to be able to effectuate a sufficient living environment that contributes to the needs of the new generation of elderly?

Research - Methods

The young old



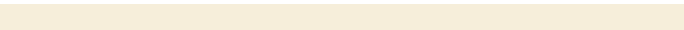
Dementia



Vist a community center



Survey

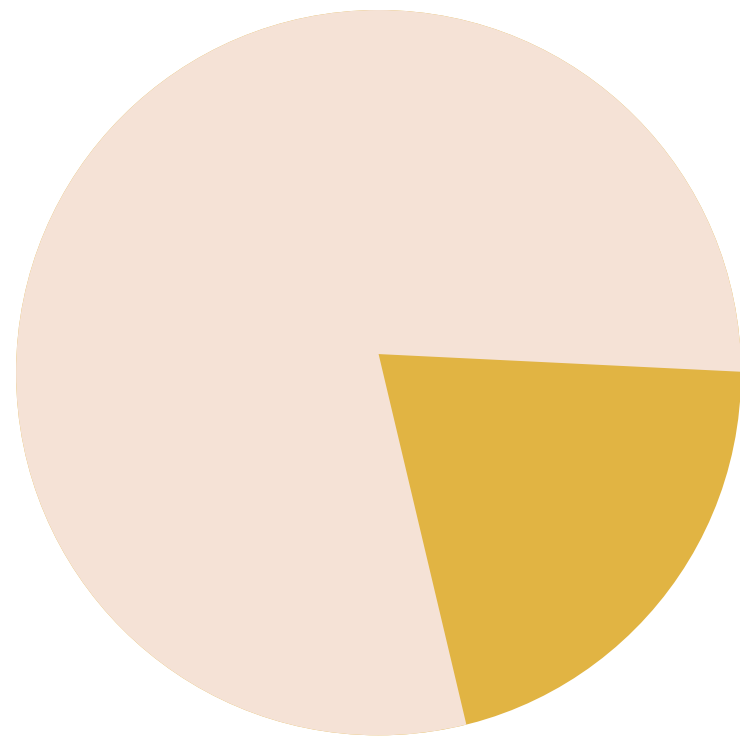


Literature review

Research - Findings - Barriers

I probably do/do not see myself visiting community centers for the elderly with their current set up...

- yes - 21,2% (n=7)
- No - 78,8% (n=26)



Survey

Field work conversations

“ Well, do you see yourself playing billiards or bridge? ”

Research - Findings - Needs and motivations

Voluntary work
Sports
Participation

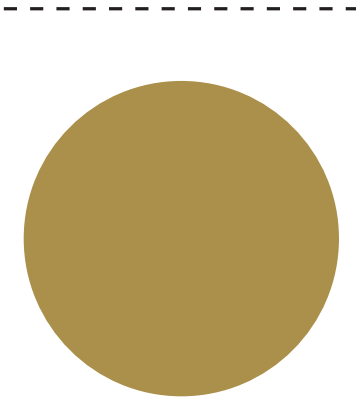
Voluntary work
Sports

Survey

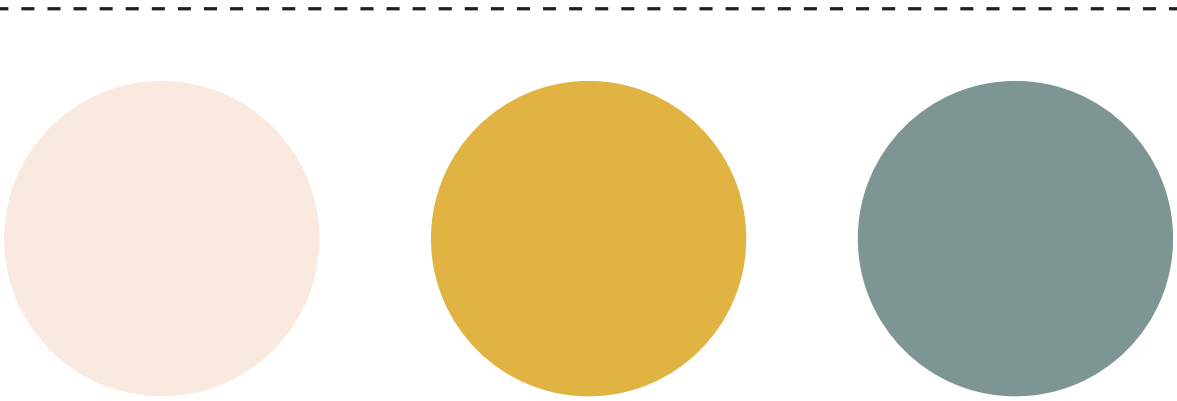
Field work conversations

Design Guidelines

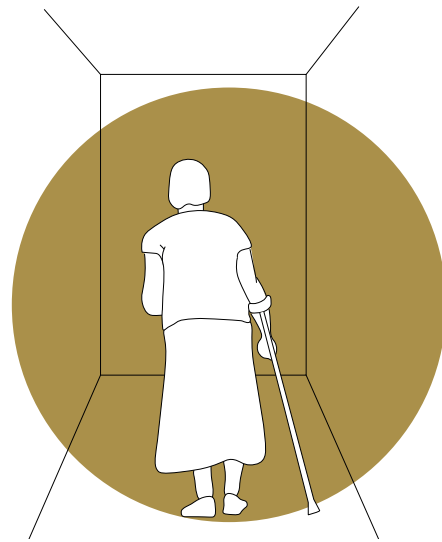
Dementia



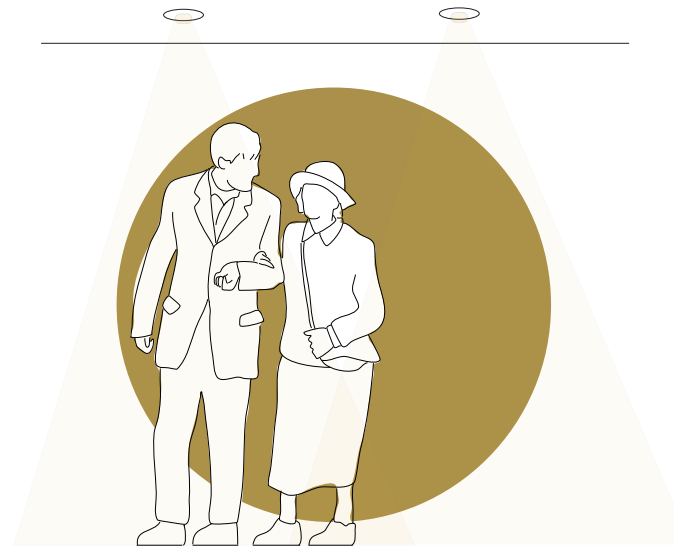
Community center (program)



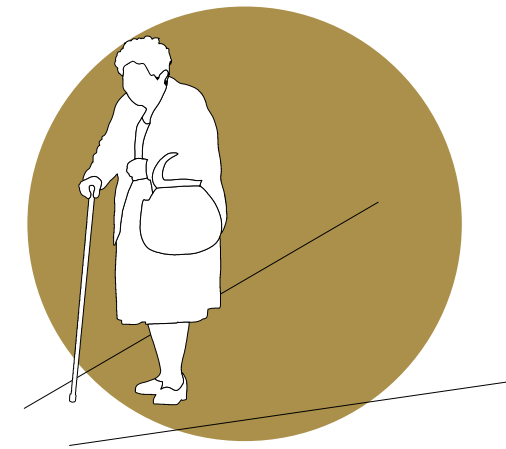
Design Guideliness - Dementia



Avoid cul-de-sac's



evenly distributed lightning



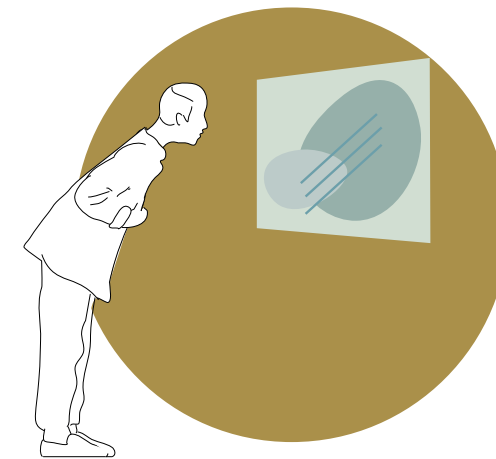
Avoid background nuisance



Window barriers



Lowerd signage



Clear colours

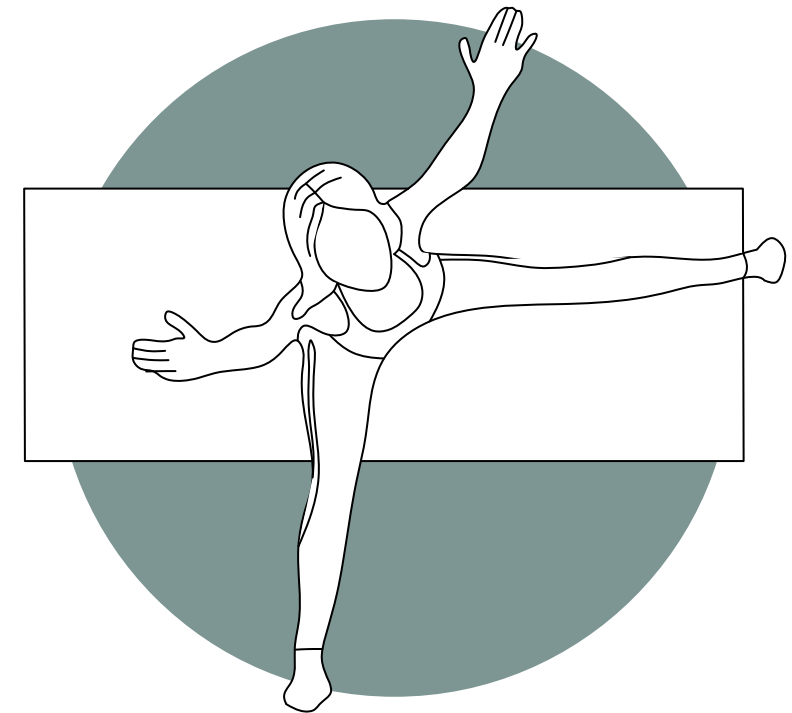
Design Guideliness - Program



Having a purpose



Attending attractive activities



Doing sports

Design Guideliness - Program

Goal: Reduce existential loneliness,
Having a sense of belonging



Having a purpose

L

Library - Reading to children

R

Restaurant - Cooking for others

W

Workshop room - Teaching creative skills

Design Guideliness - Program



Attending attractive activities

Goal: Participation, attracting other generations to join



Library



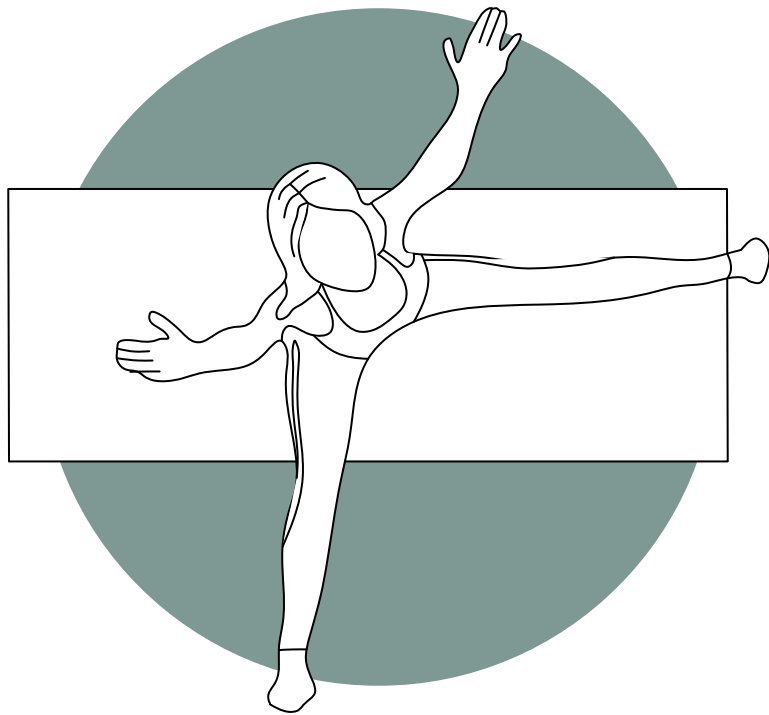
Cinema



Workshop room

Design Guideliness - Program

Goal: Making sports more accessible



Doing sports



Sports rooms - (chair) yoga etc.



Changing rooms for elderly with disabilities

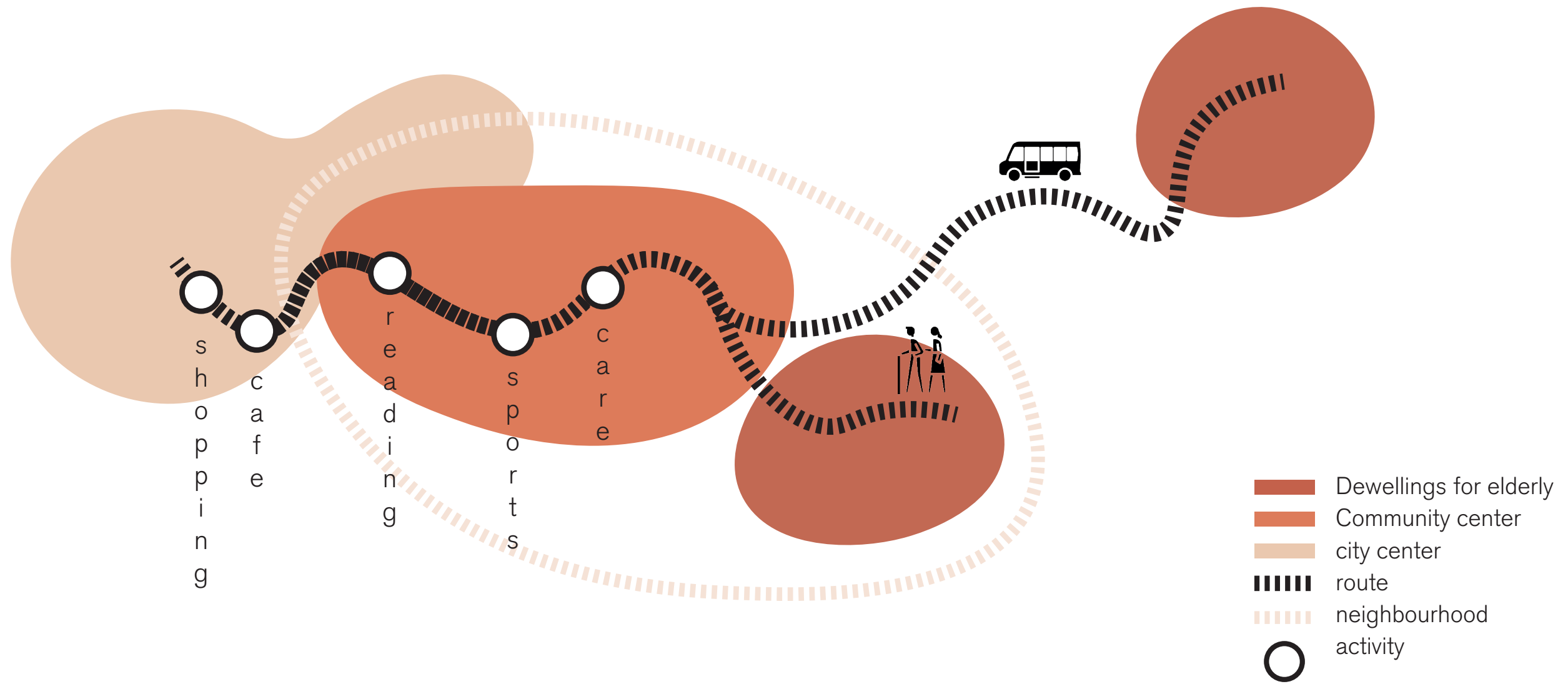


Physiotherapists' practice rooms and sport rooms

Design Guideliness - Program

-  Having a purpose
-  Attractive activities
-  Sports
-  Dementia

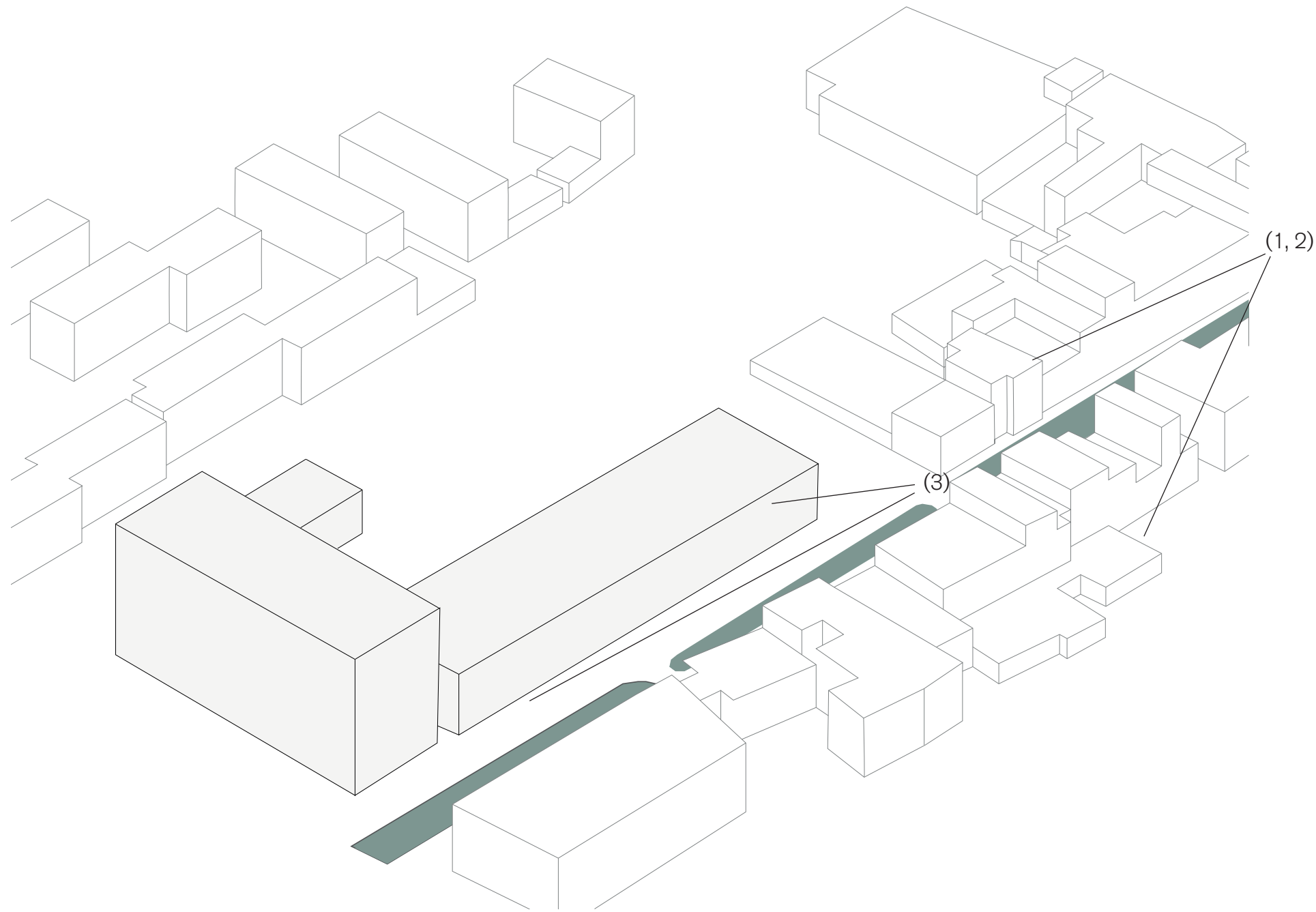
Site



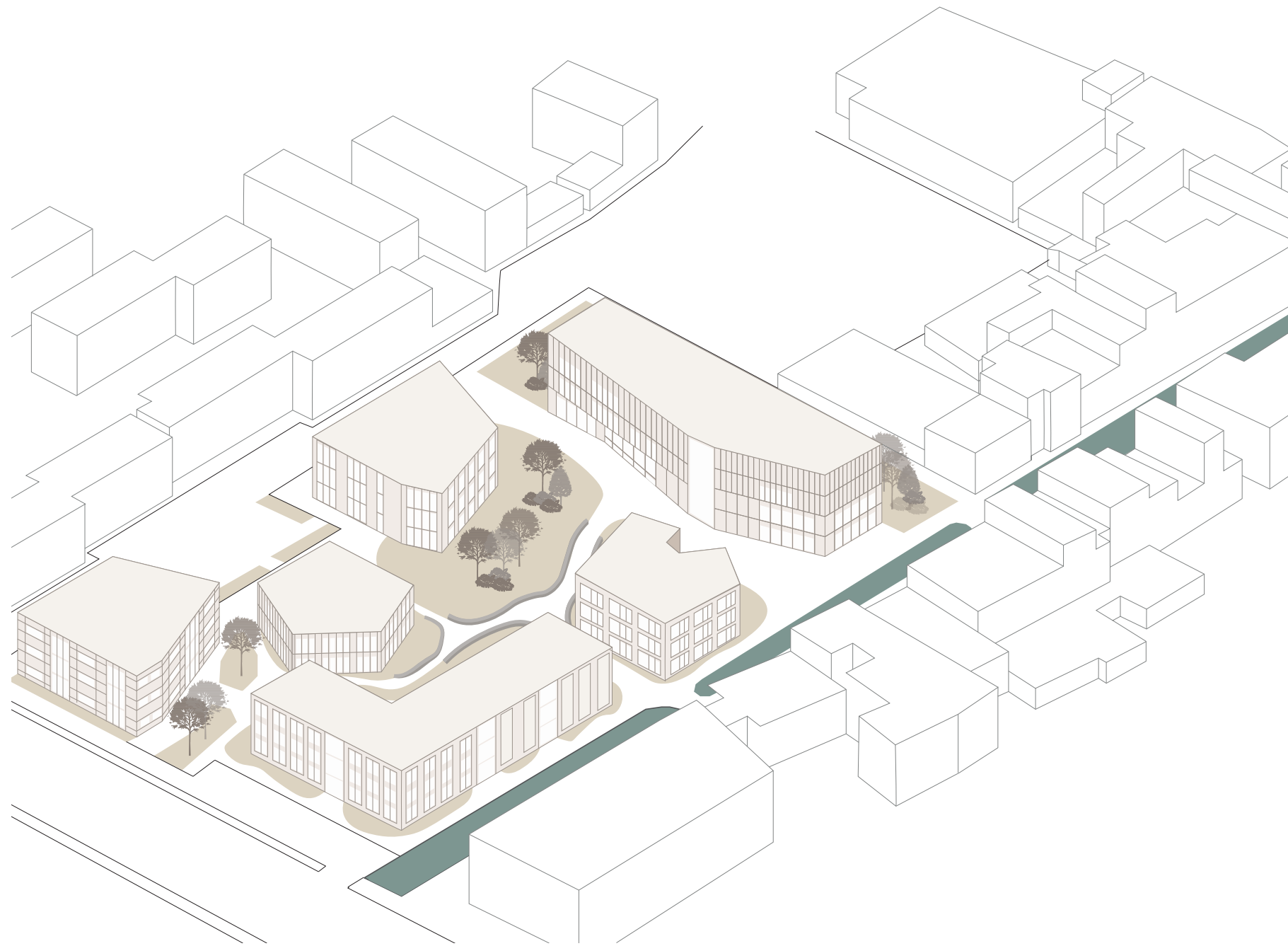
Site



Site

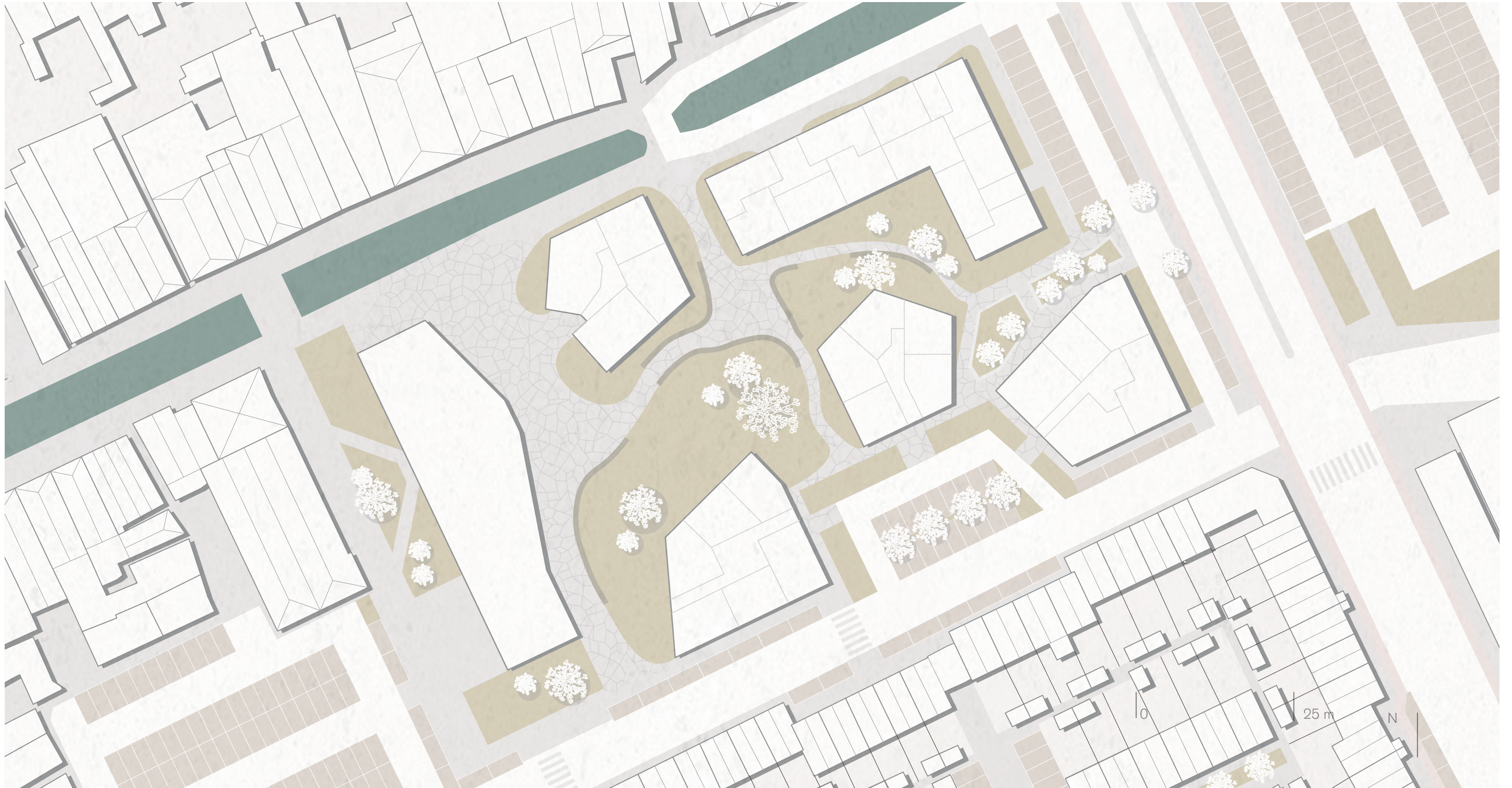


Site



88 apartments
Community center

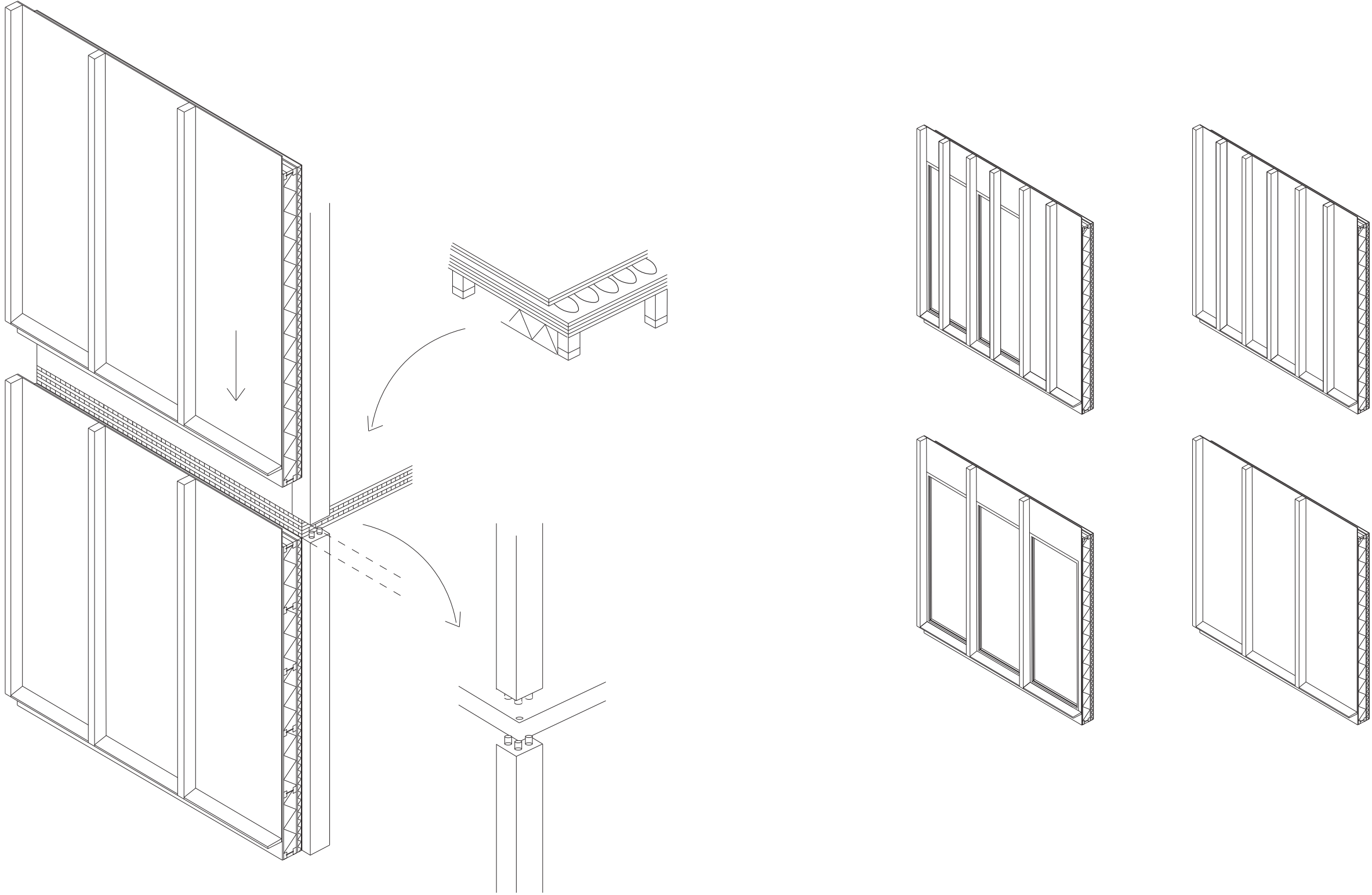
Masterplan



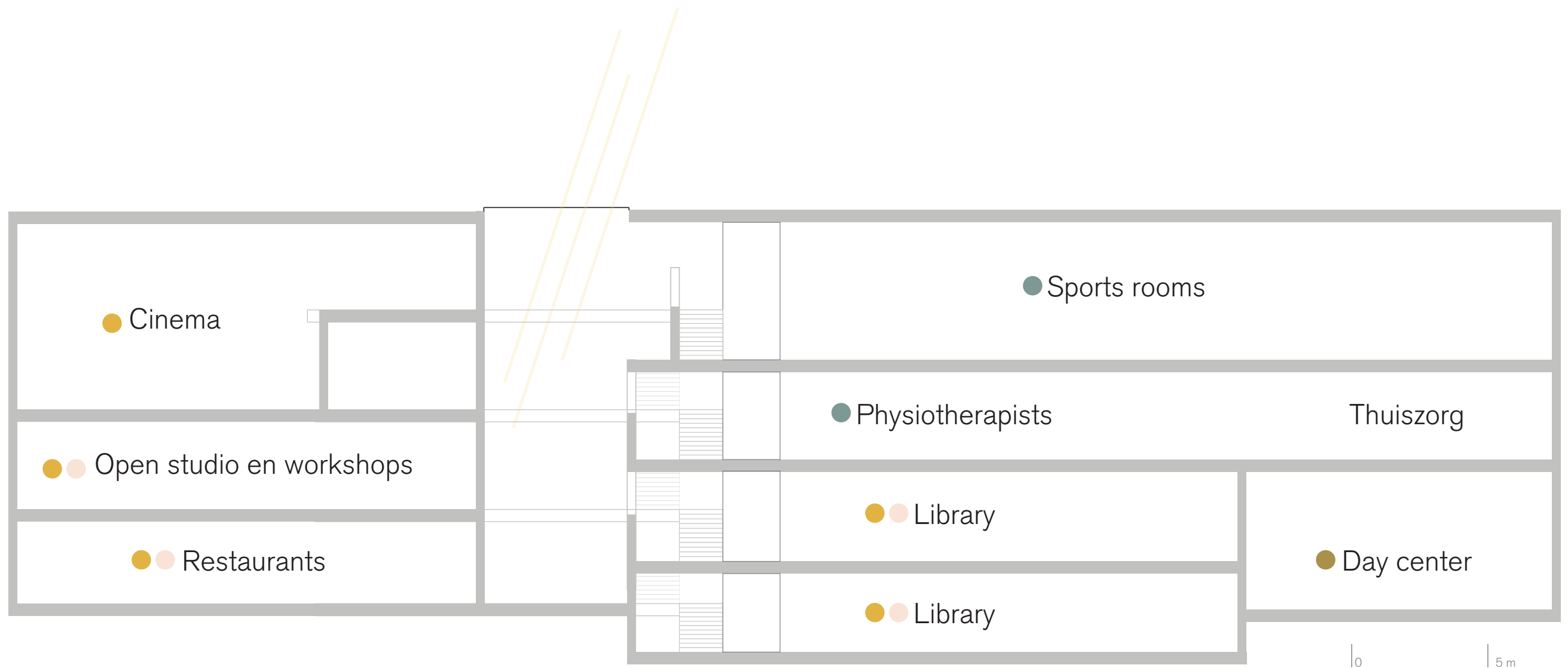
Materialisation



Materialisation



Program



- Having a purpose
- Attractive activities
- Sports
- Dementia

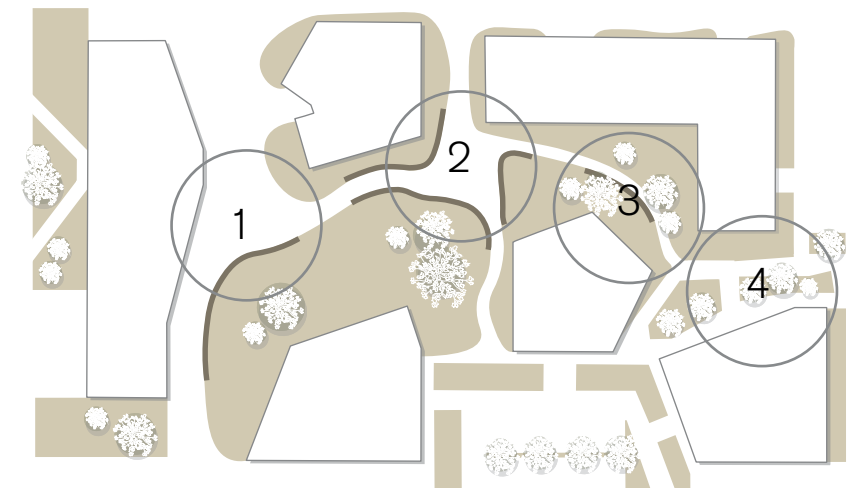
Maarten



Park area

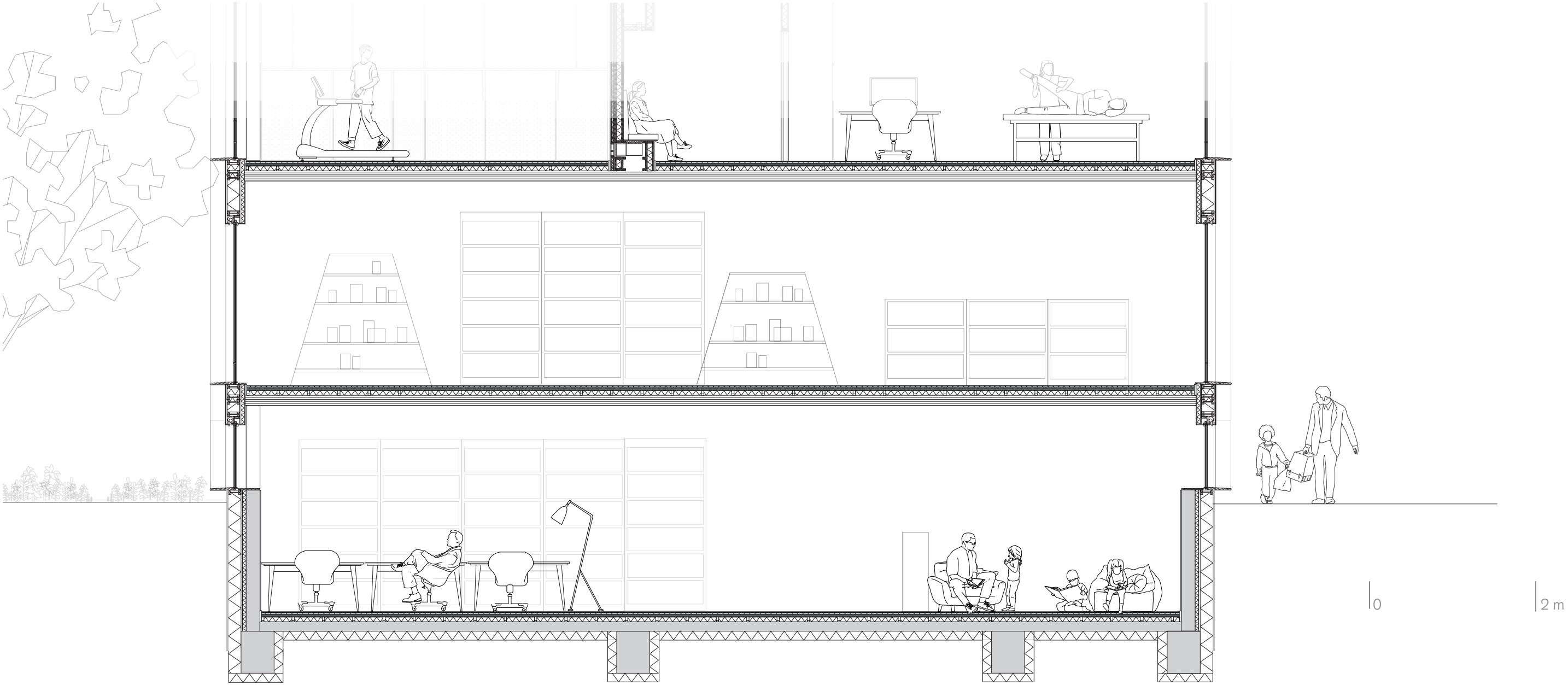


Park area



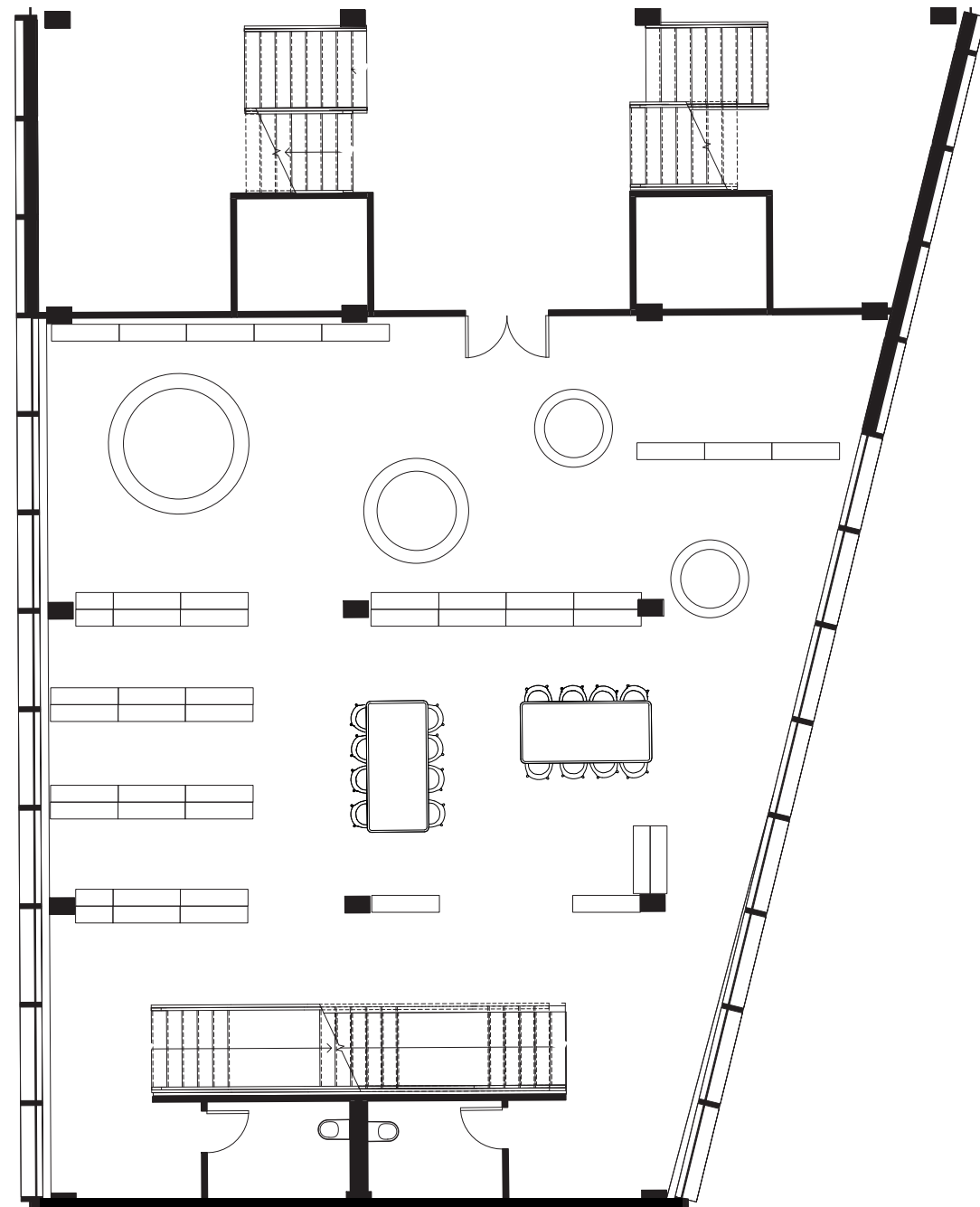
1. Main square
2. Park Junction
3. Promenade
4. Transportation

Library

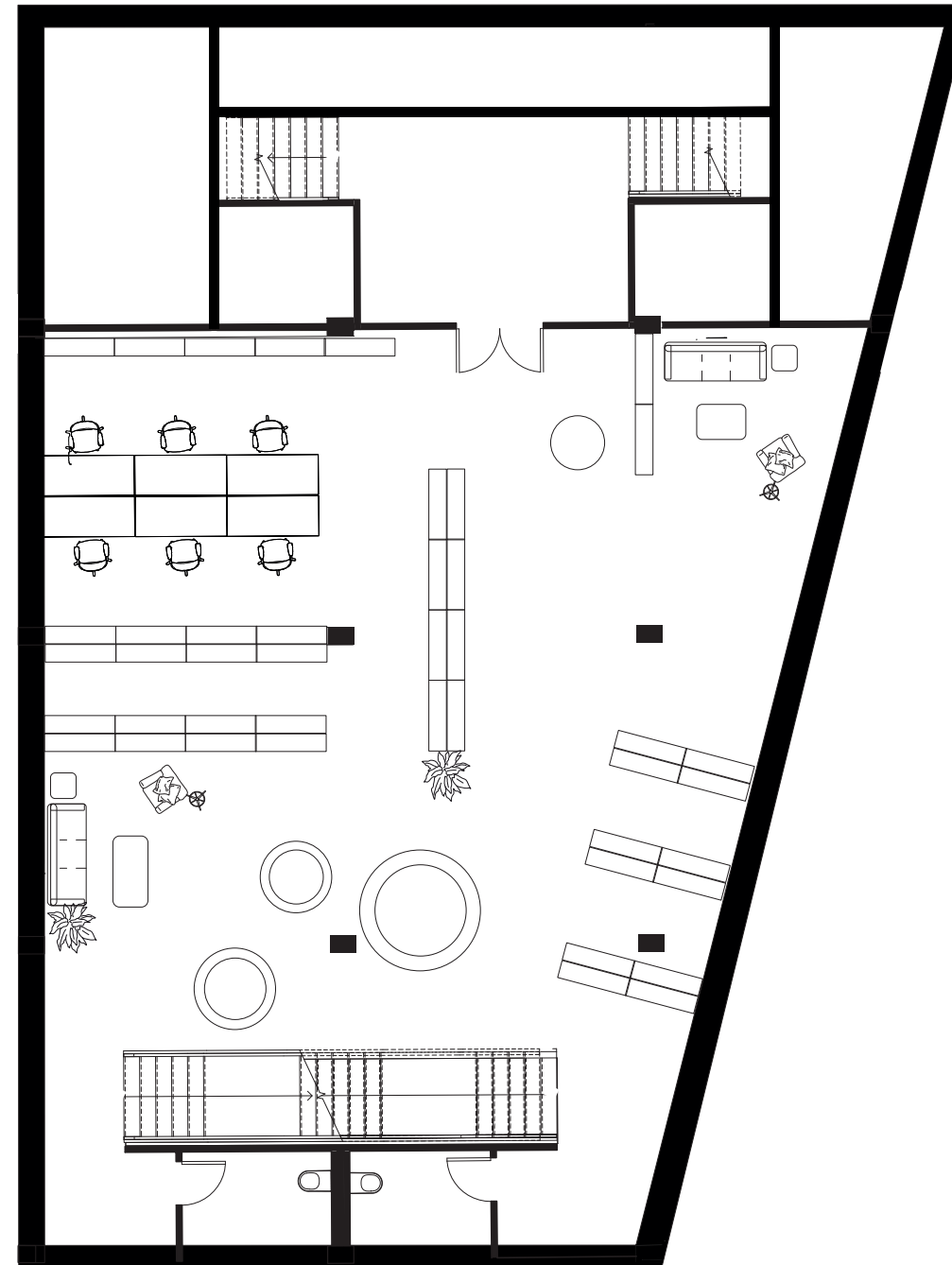


- Having a purpose
- Attractive activities

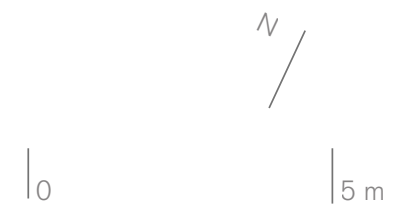
Library



Level 0+

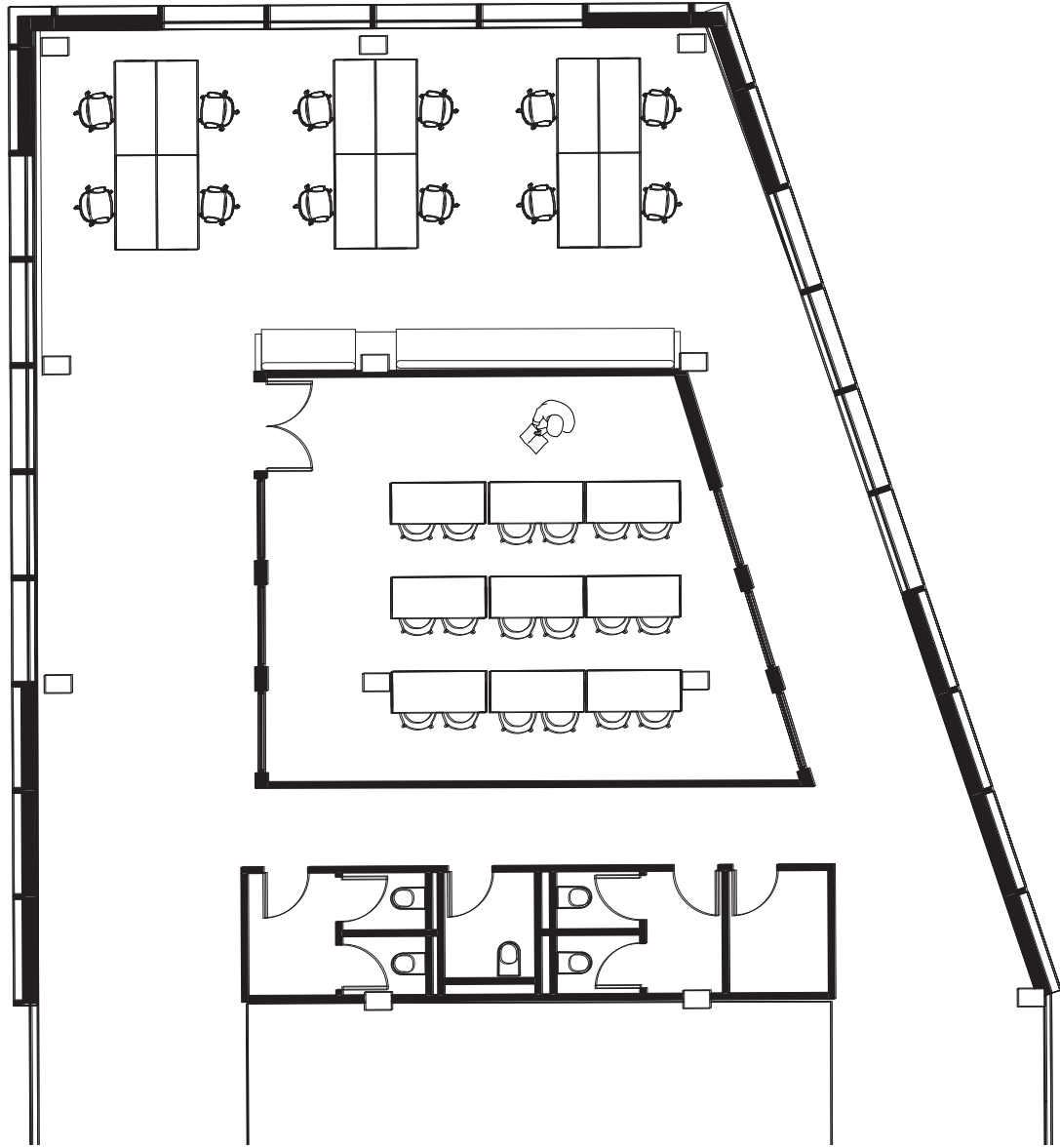


Level -1+



- Having a purpose
- Attractive activities

Workshop rooms



10 | 5 m

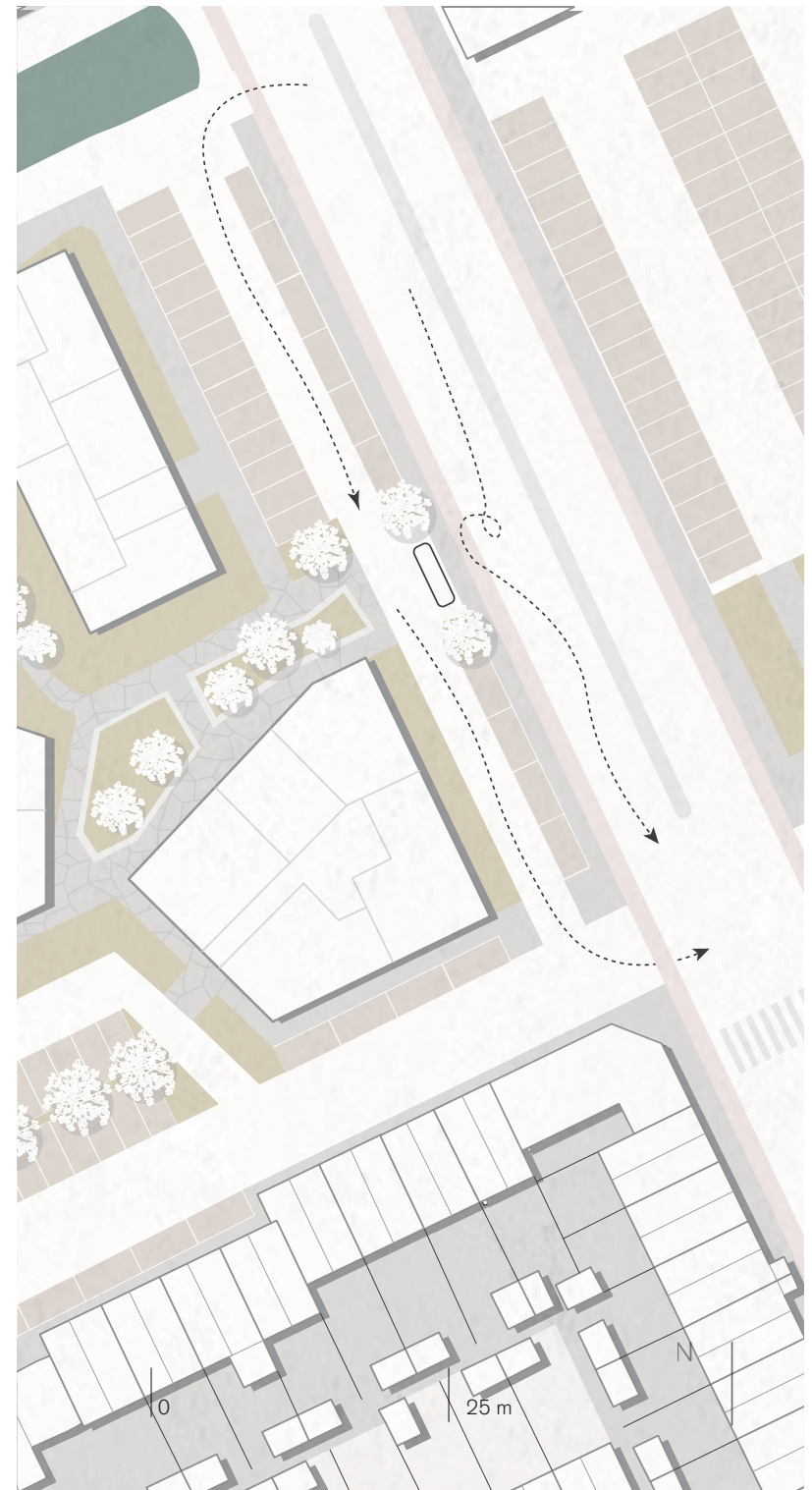
N

- Having a purpose
- Attractive activities

Truus and Hans



Car free zone



Day center

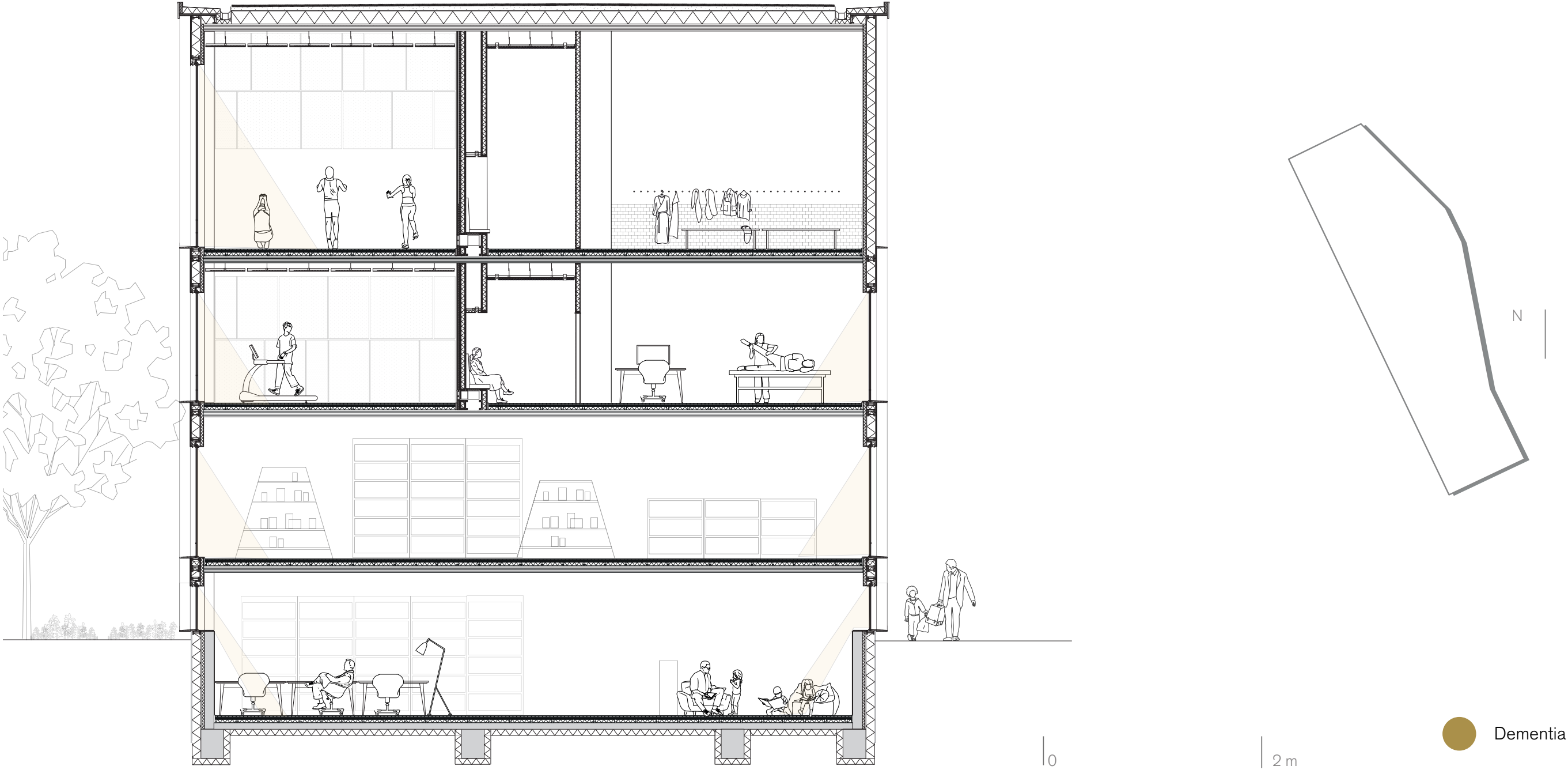


● Dementia

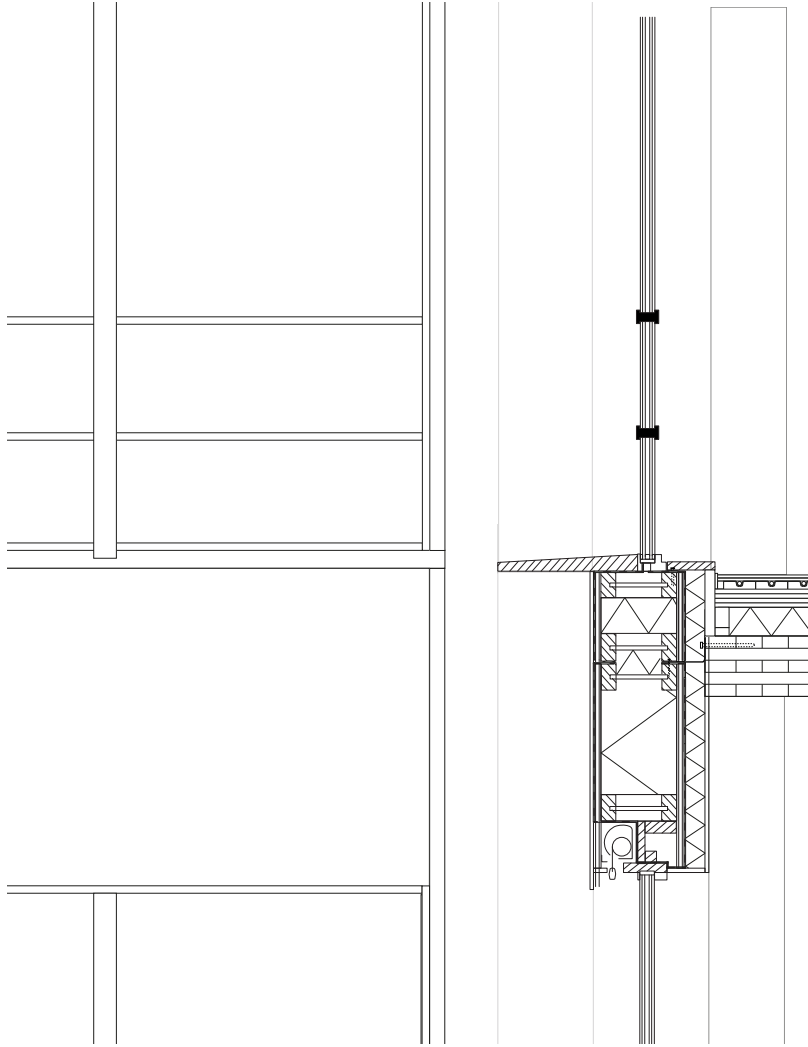
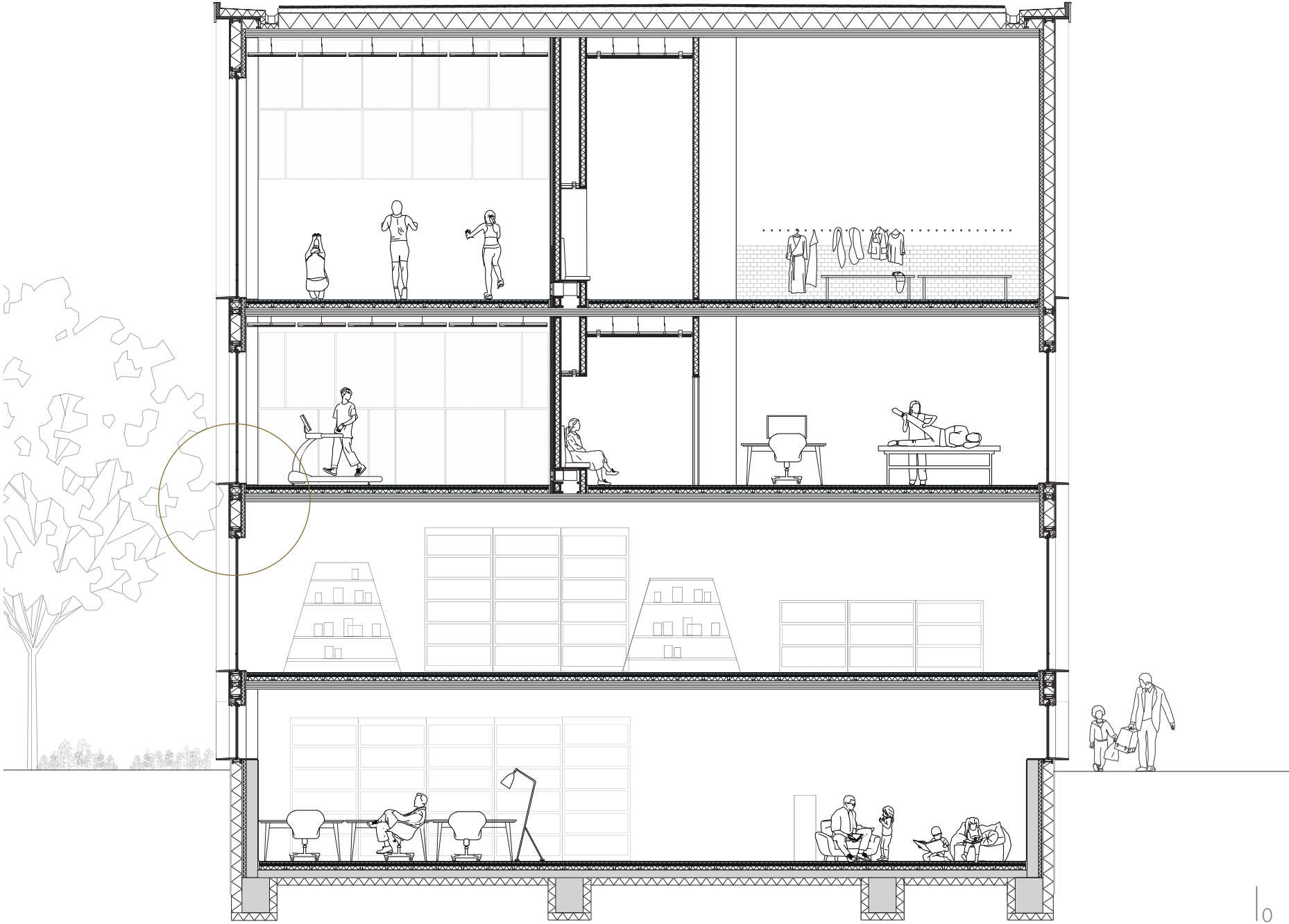
Day center



Window barriers and light

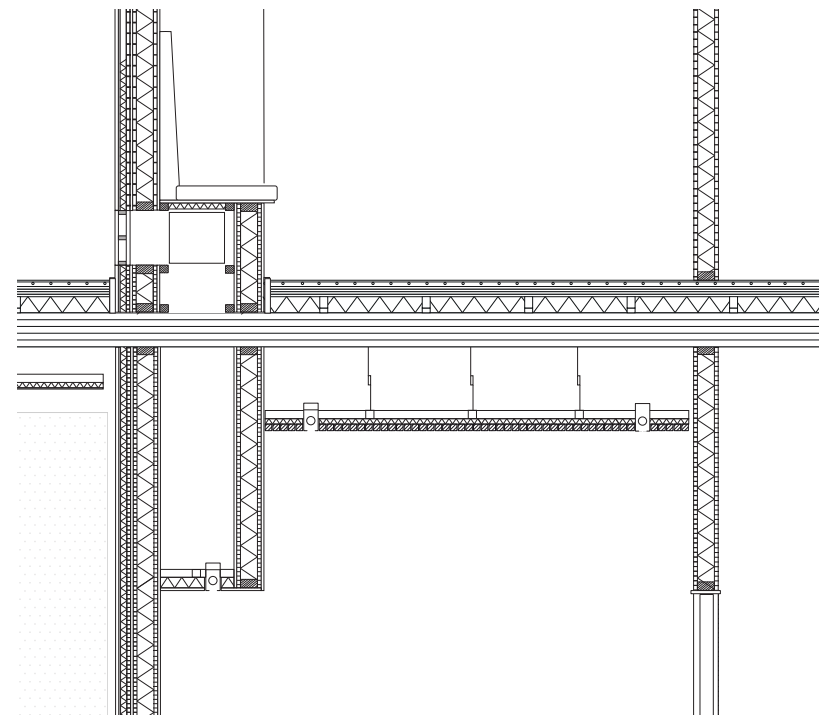
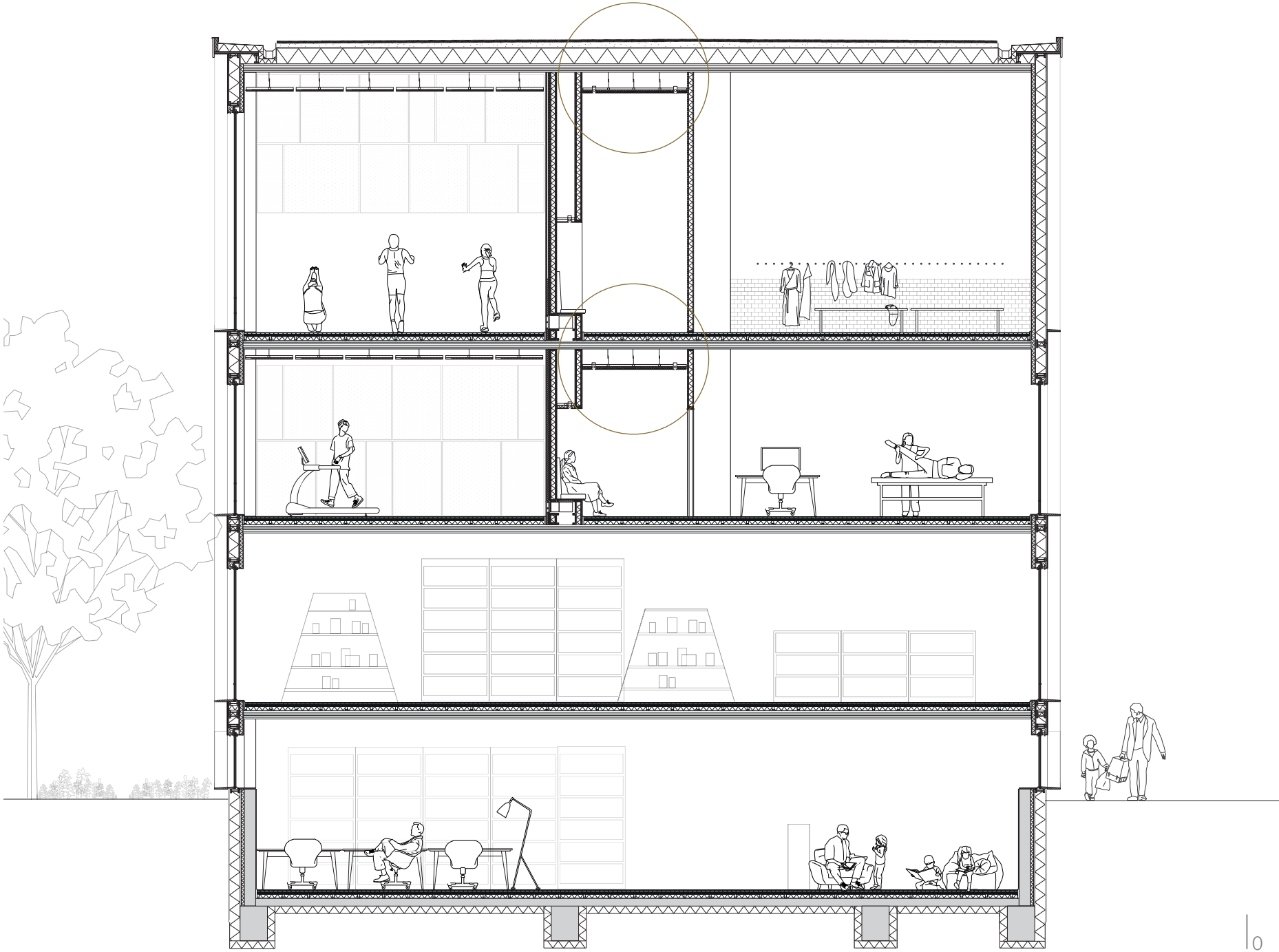


Window barriers and light



● Dementia

Window barriers and light

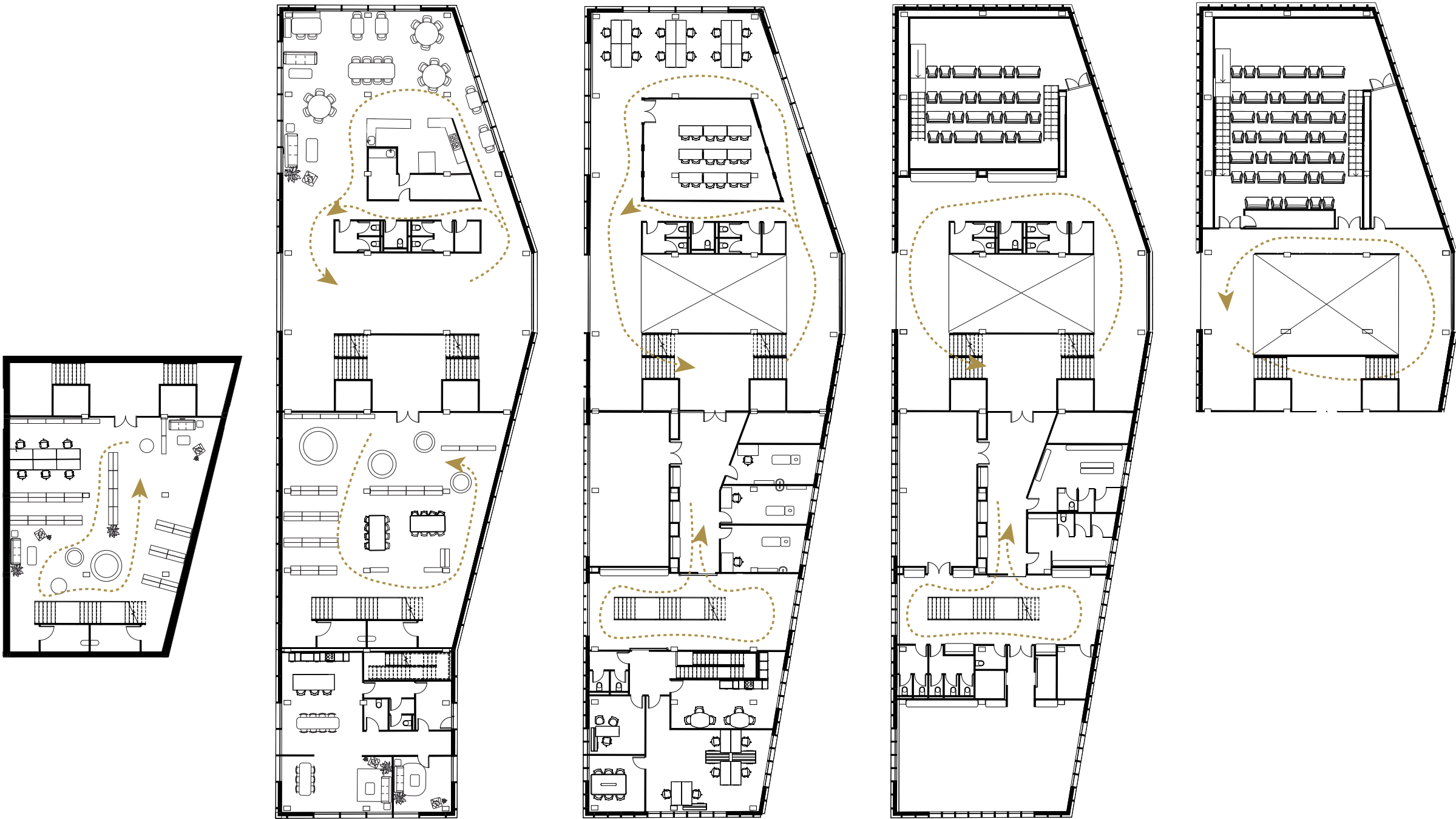


10

2 m

● Dementia

Cul-de-sac's



0

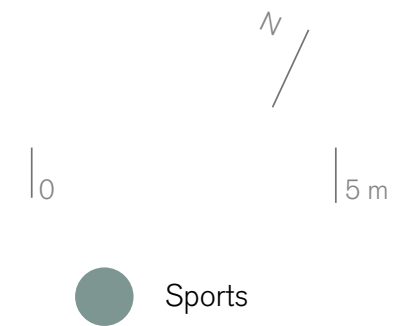
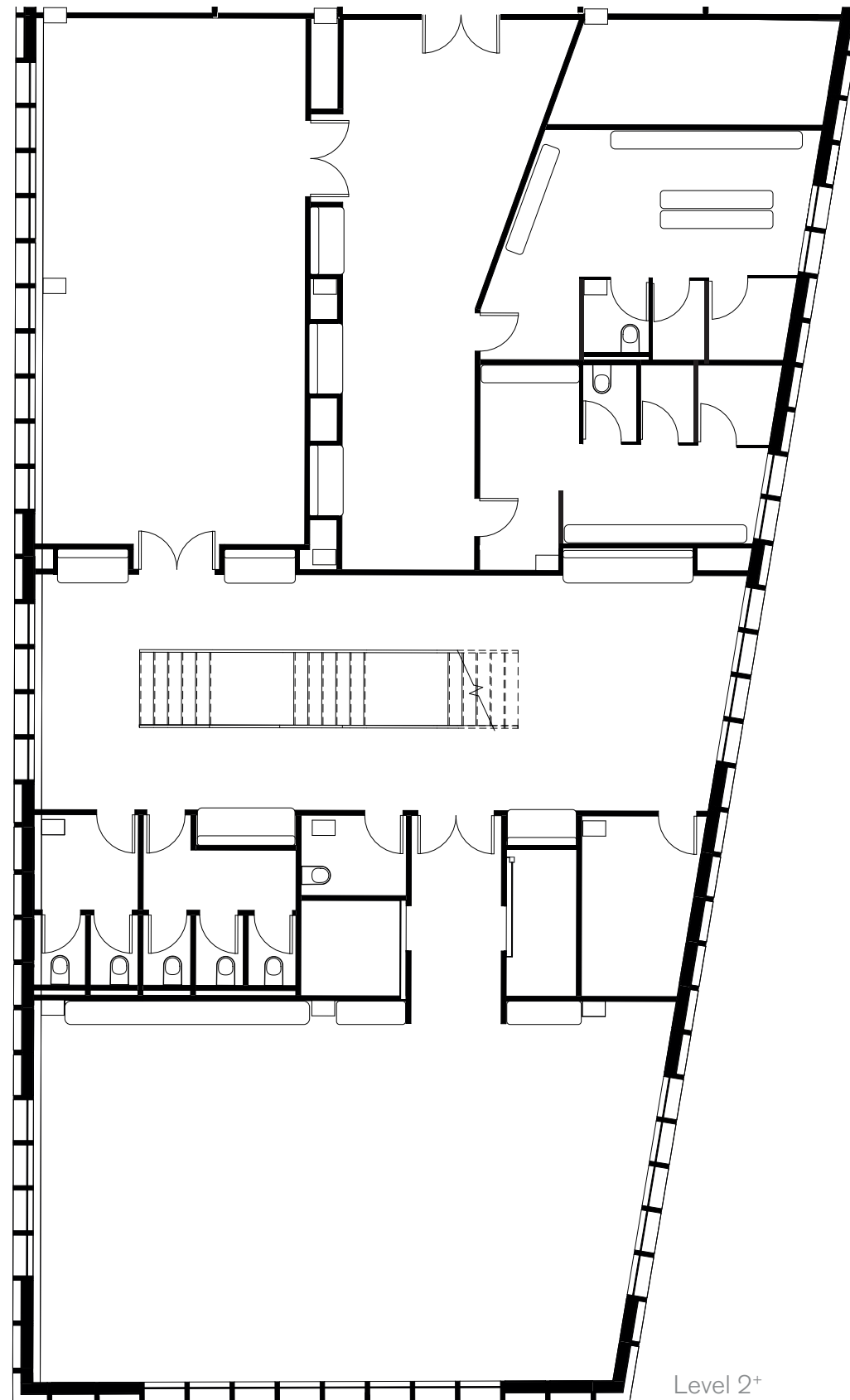
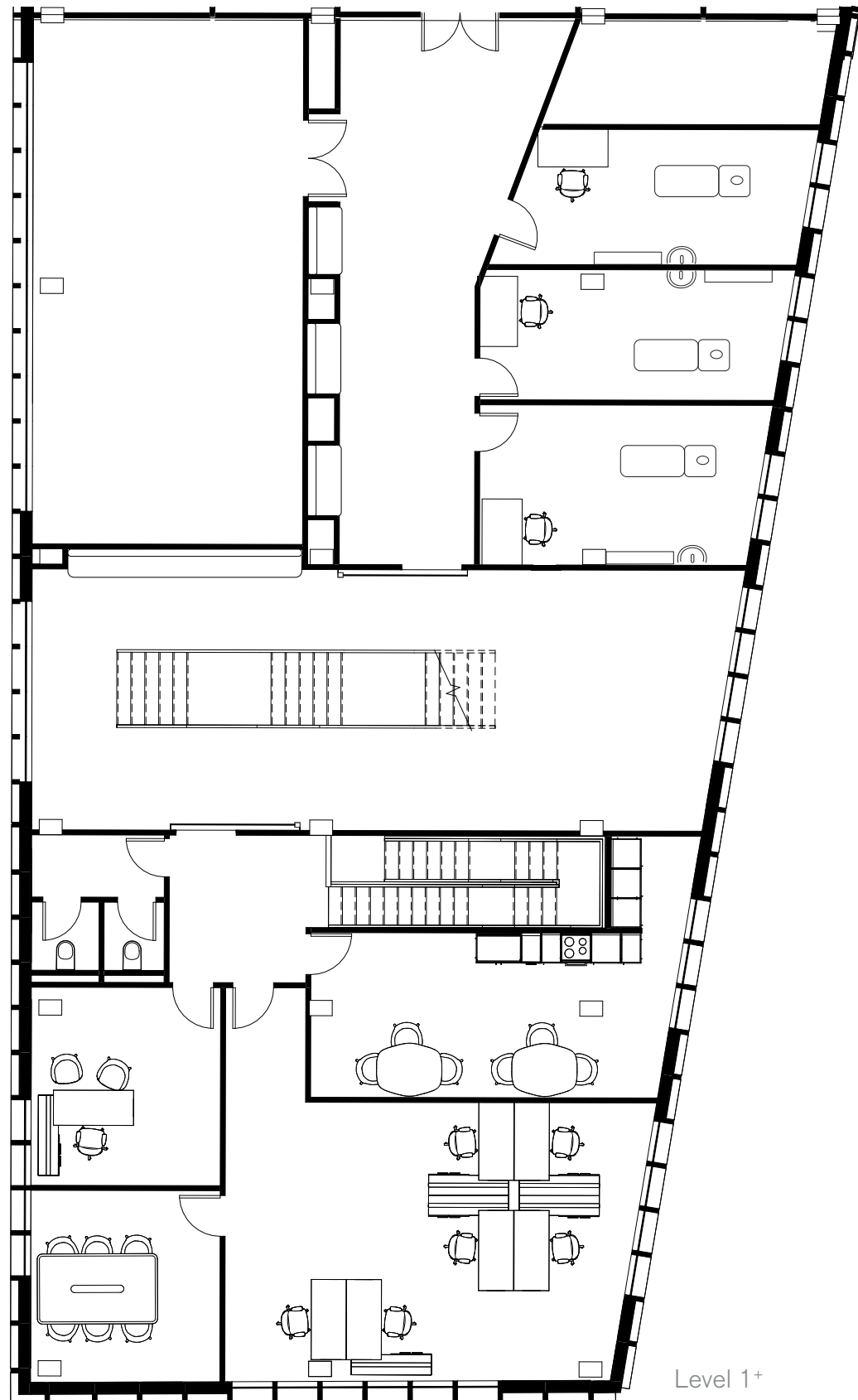
5 m

● Dementia

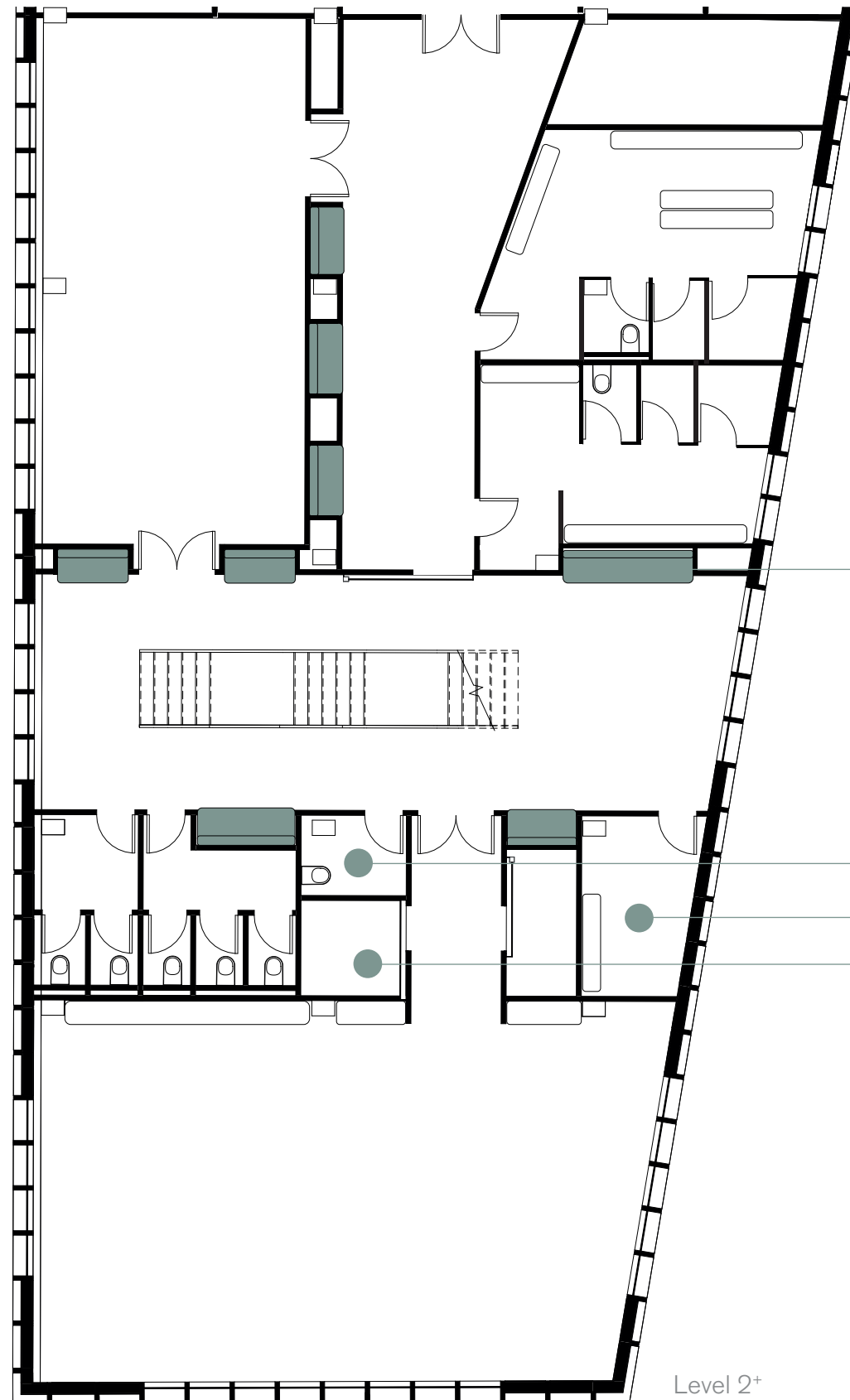
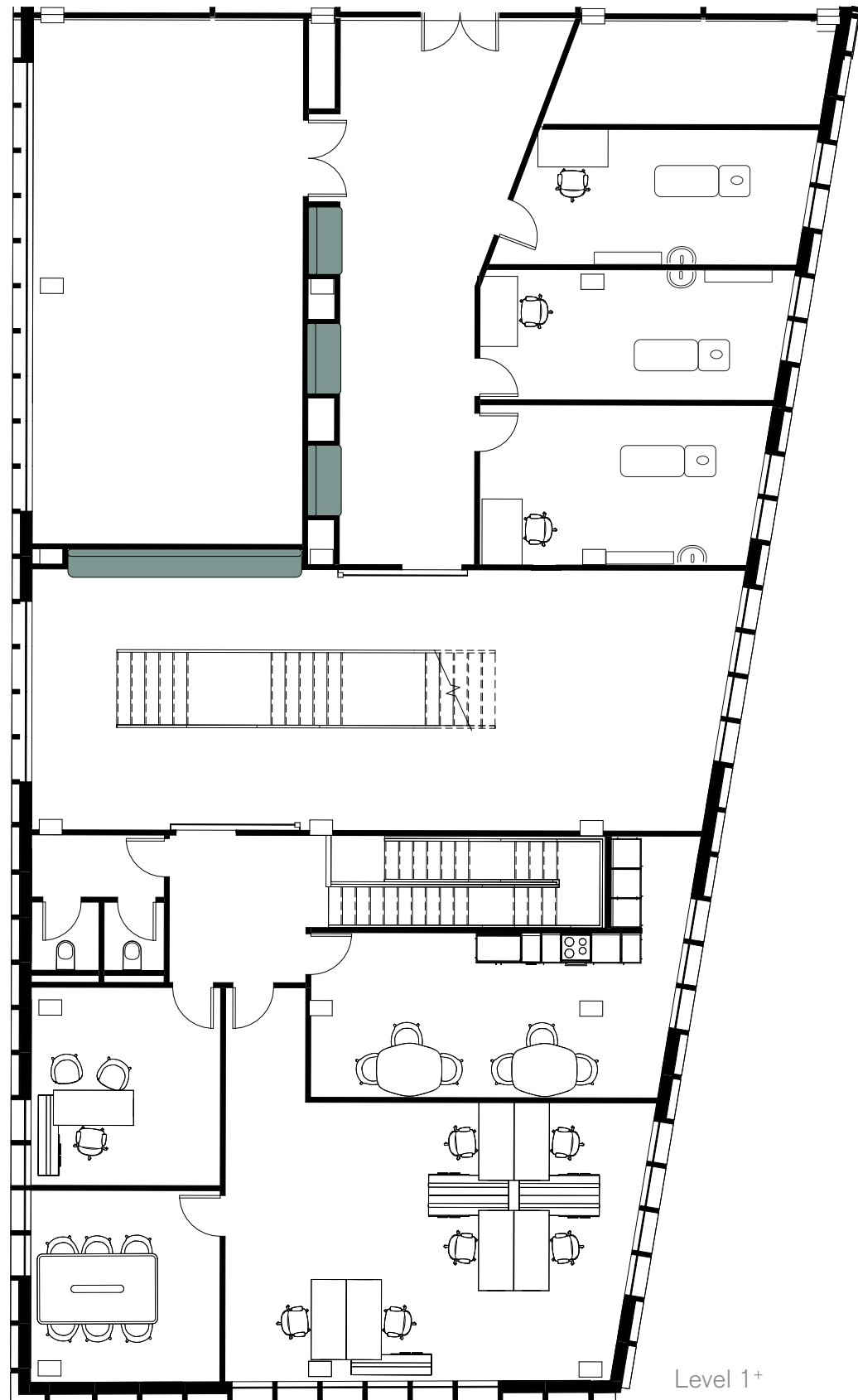
Truus and Hans



Sports facilities



Sports facilities

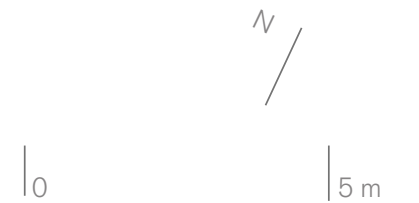


Seats

disabled Toilets

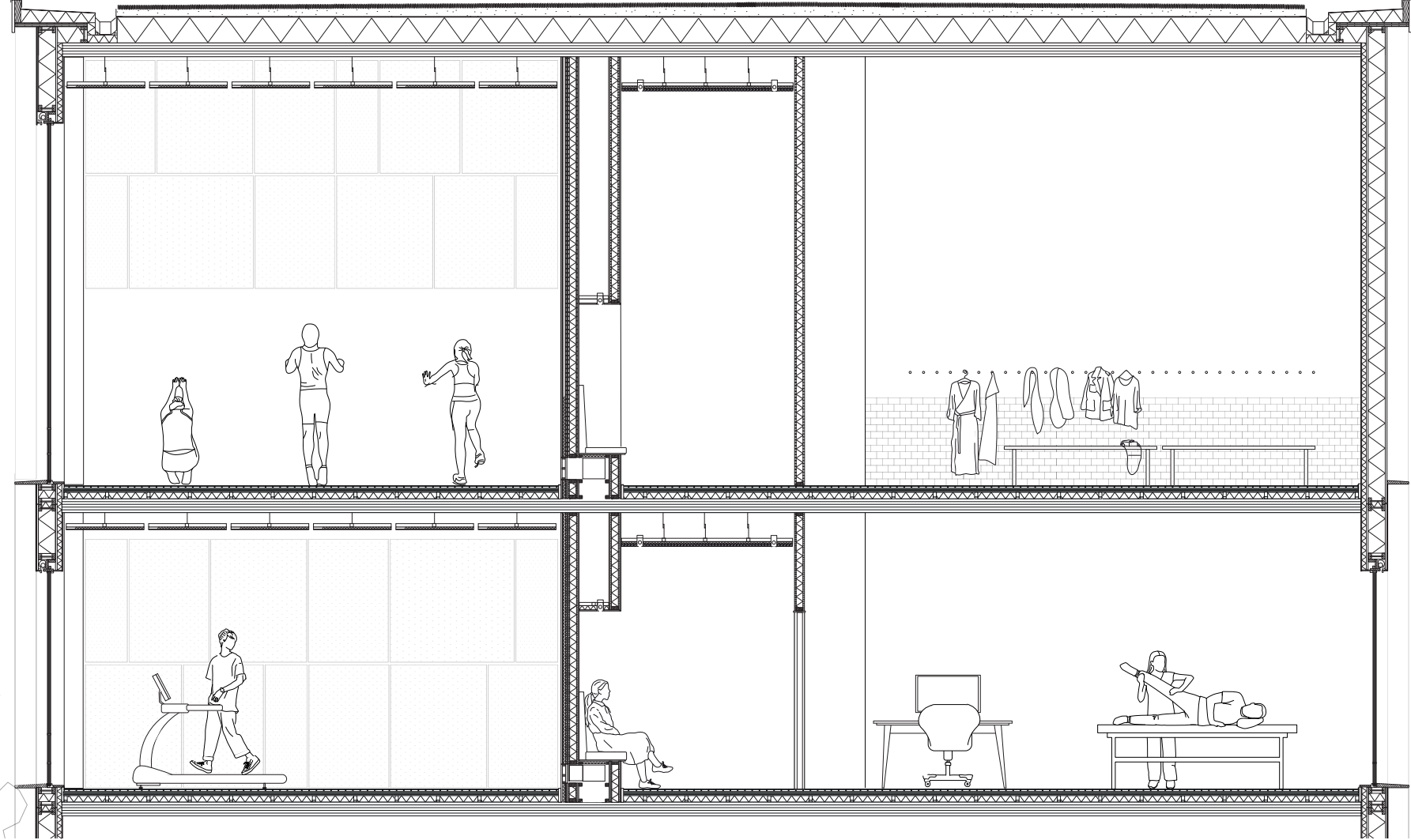
disabled dressing room

Stair storage



● Sports

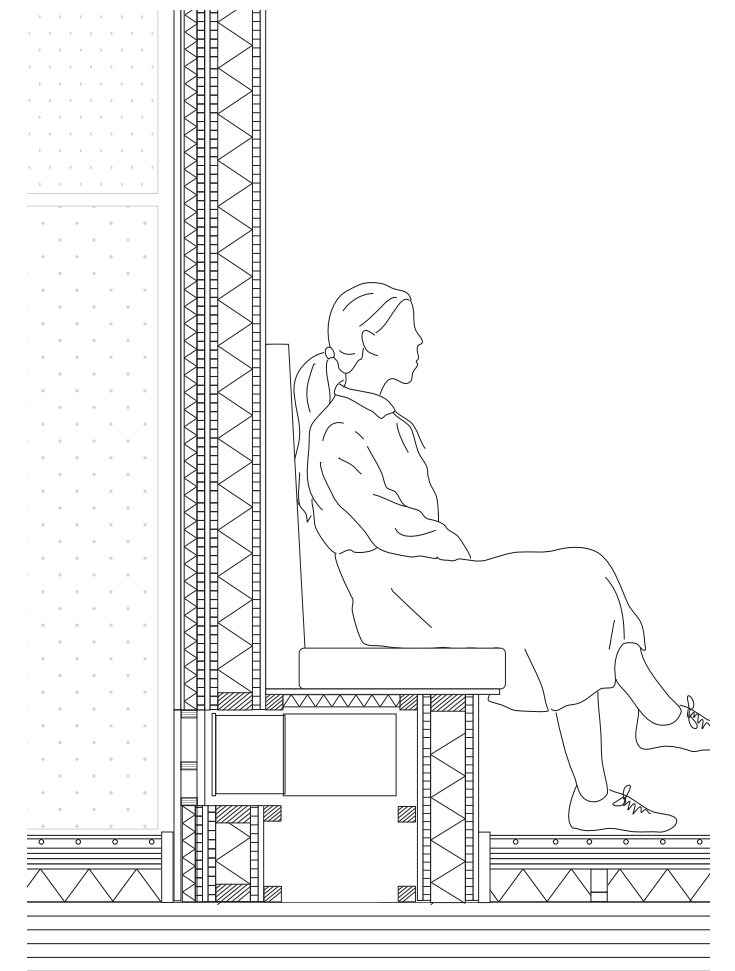
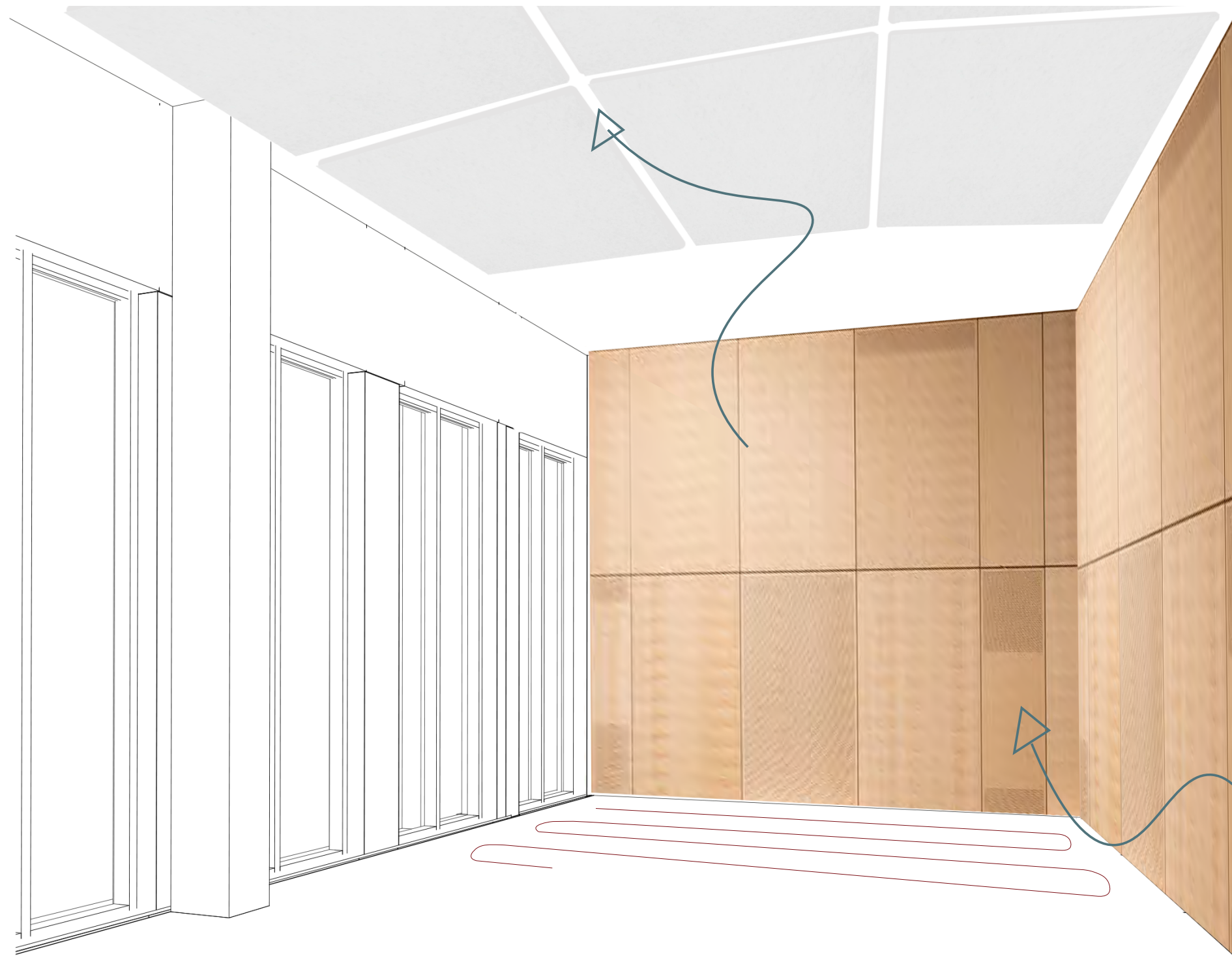
Sport rooms



0 2 m

● Sports

Sport rooms



0 0.5 m

● Sports

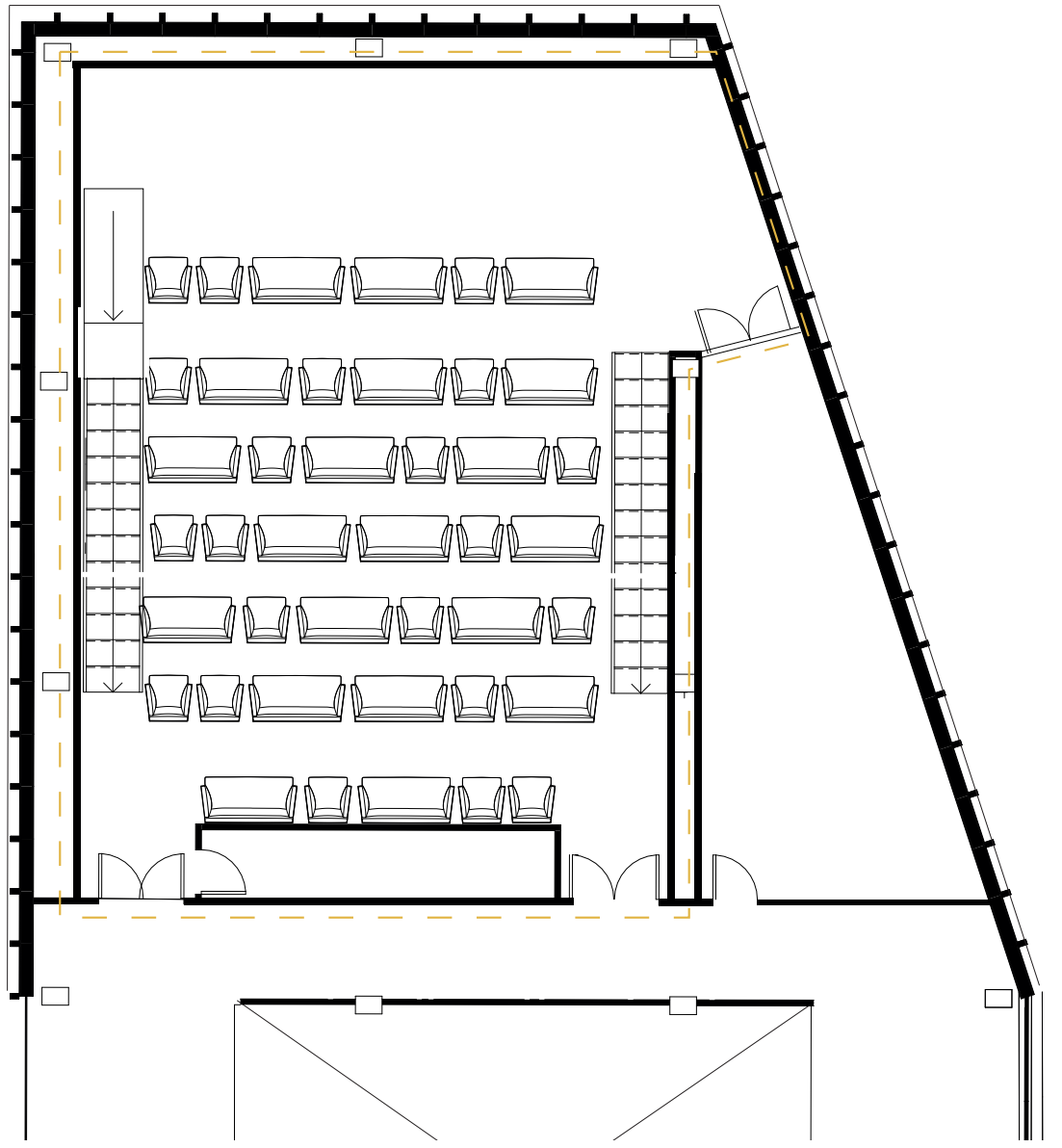
Sport rooms



Truus and Hans

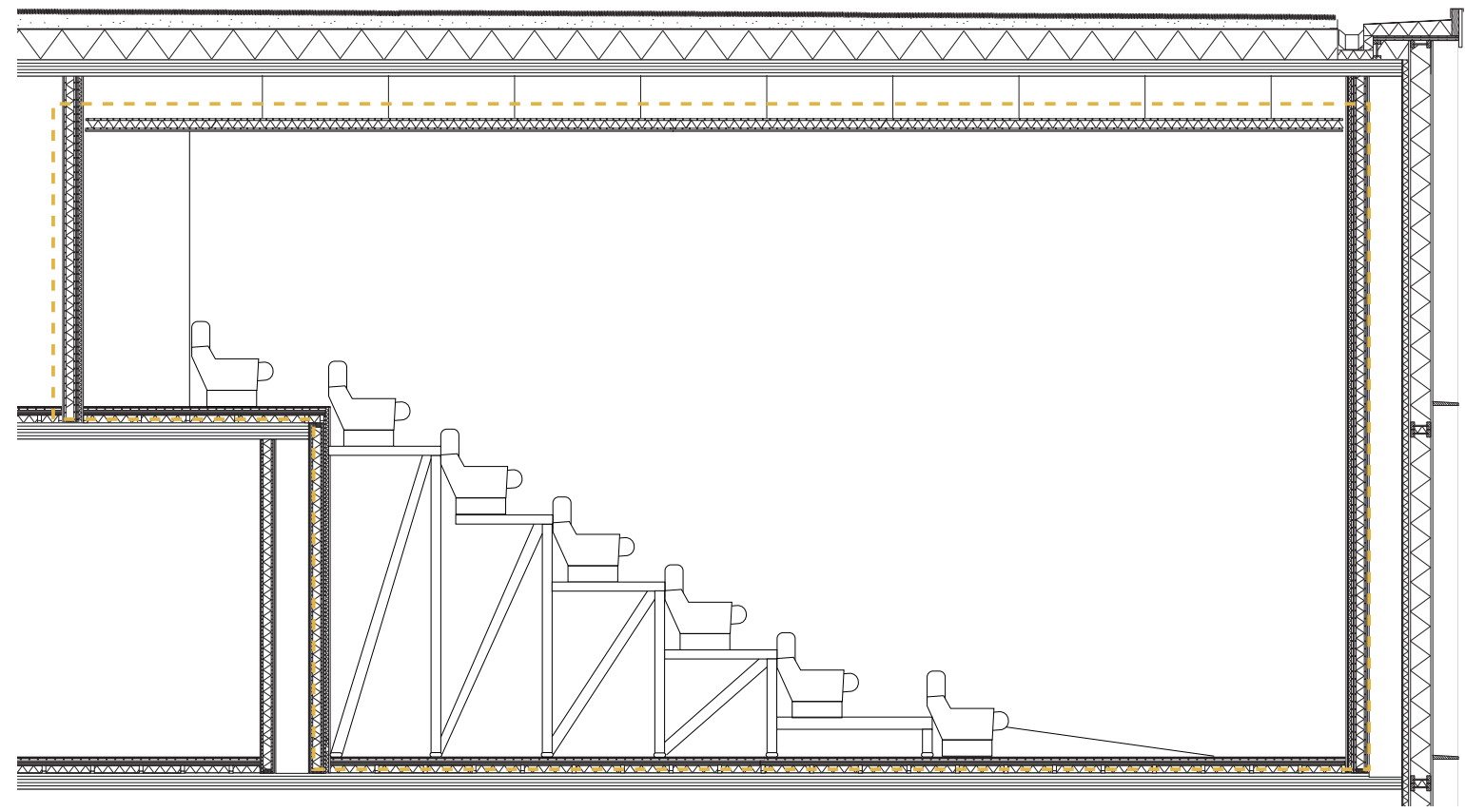


Cinema



Level 2

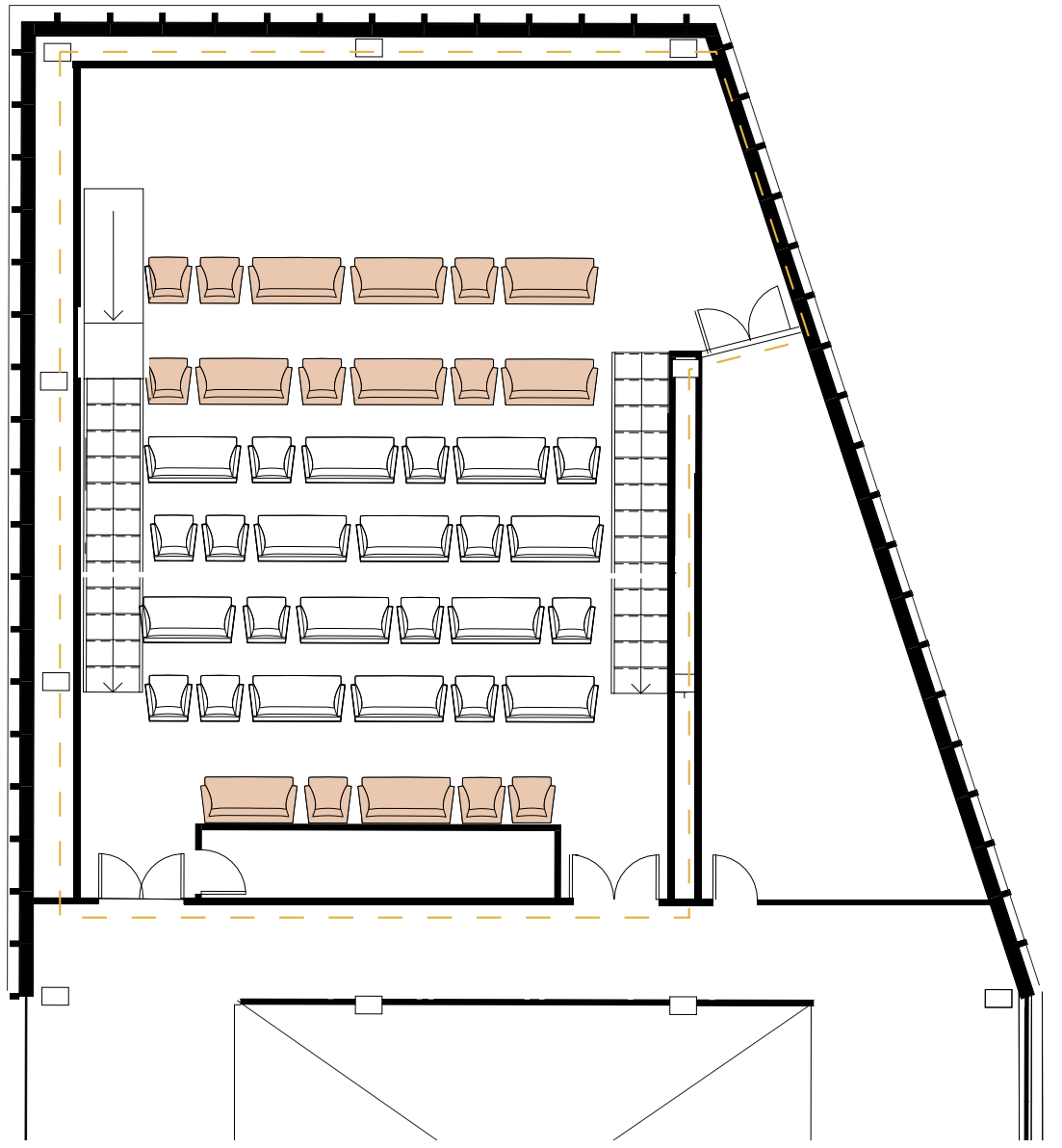
0 5m



0 3m

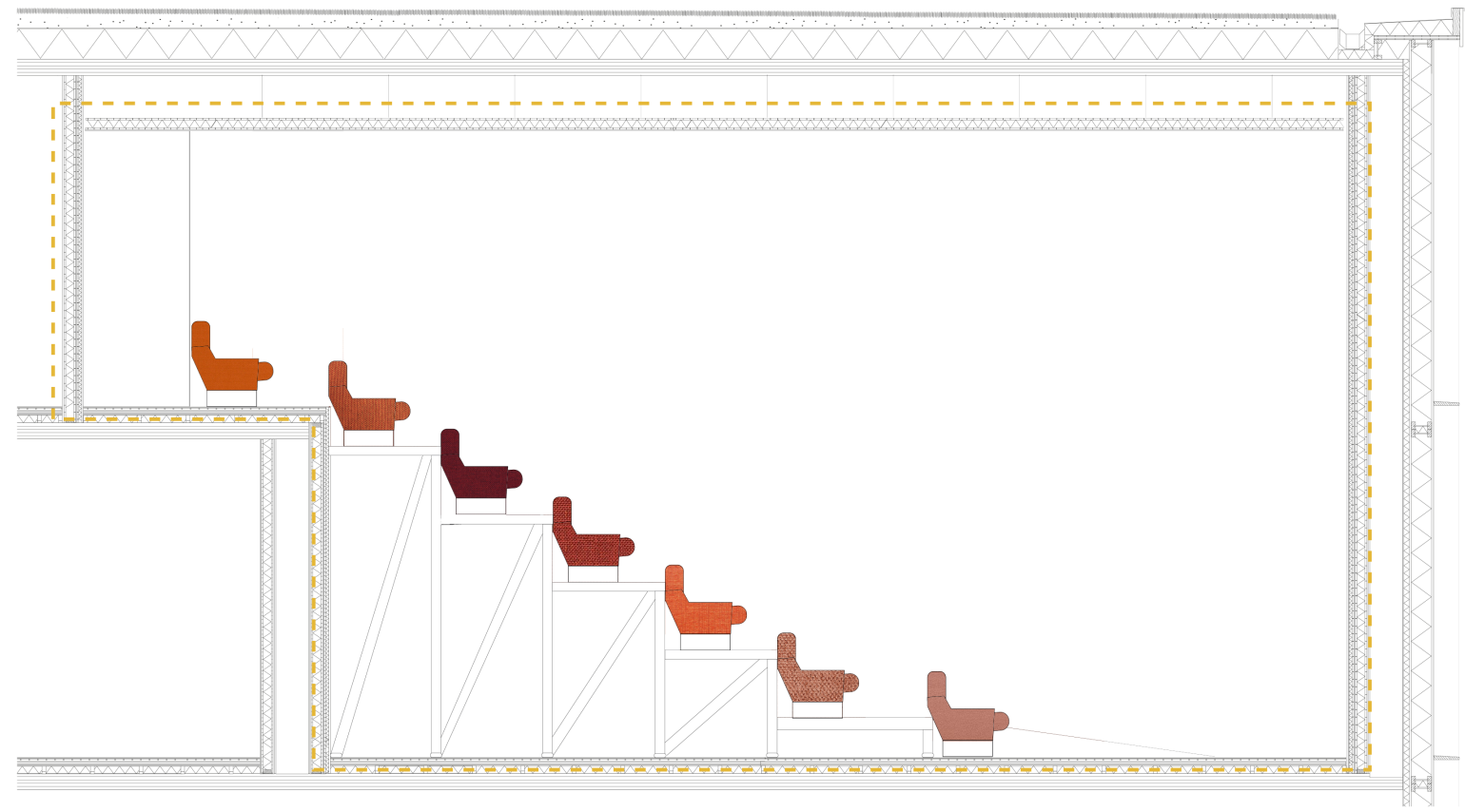
● Sports

Cinema



Level 2

0 5m



0 3m



● Attractive activities

