



## PROJECT: BOBBY'S EMPIRE ADDRESS: 2ND FLOOR - 1630 EMPIRE BLVD, WEBSTER,

NY1458 OPTION B: HEALTHCARE CONCEPTUAL DESIGN



### CONTENT

REQUIREMENT AND DESIGN MISSION
 DESIGN STANDARDS AND VISIONS
 LOCATION AND ENVIRONMENT
 MAIN FUNCTIONS DESCRIPTION
 CONCEPT DESIGN

CONTENT

PACKAGE	CONTENT	
LOCATION	2nd Floor - 1630 Empire Blvd, Webster, NY14580	
TOTAL AREA	2,868 square foots (266 square meters)	
DESIGN STYLE	<ul> <li>The healthcare's interior has the same color tone as the healthcare's space.</li> <li>Furniture needs to ensure adequate functionality to serve medical examination and treatment such as adequate machinery, hospital beds, waiting chairs, etc.</li> <li>The healthcare's lighting is adjusted just enough, neither too bright nor too dim, to ensure visual health for customers.</li> <li>The interior is arranged in a suitable place, to create an open space so that customers do not feel constrained when entering or exiting the patient room.</li> </ul>	1. AN MI
SPECIFIC REQUIREMENT	<ul> <li>Modern style, bright, simple and convenient.</li> <li>Reception area with waiting chairs, 1 manager's room, staff's area, storage, doctor's rooms, exams,</li> </ul>	PR AD Em
WORK ENVIRONMENT	<ul> <li>Open and flexible space for customers and staffs. Requires good air condition and lighting.</li> <li>Focus on safe and welcome environment.</li> </ul>	NY

1. REQUIREMENT AND DESIGN MISSION

# 7 PRINCIPLE OF A HEALTHCARE DESIGN THAT ENSURE HEALTH, SAFETY AND FRIENDLINESS:

- 1. Physical safety design principles:
- Determine the risk levels for each type of space and make the right design choice.
- Combine clear vision between patients and staff.
- Choosing the right furniture can prevent self-harm.
- Consider weight, cleaning capabilities and anti-tampering and puncture features.

- 2. Balance the needs of privacy, social interaction and safety:
- Designing spaces with privacy also protects against self-harm.
- Support social interaction therapy while balancing safety and the need for personal space in a group setting.

2. DESIGN STANDARDS AND VISIONS

- 3. Design a friendly environment that supports psychological safety:
- Combining natural elements and biomaterials and artwork that mimics or evokes the calming effects of nature.
- Normalize the treatment experience to help restore a patient's dignity and selfesteem.
- 4. Make choices and control if possible:
- Combine options for sitting position and posture (e.g., sitting up straight, lounging, etc.)
- Allow patients to safely control their environment (e.g., personal choices about light and sound).
- Deploy sensory and stress-relieving rooms i.e. "safe spaces" to relieve stress and deal with anxiety.
- 5. Support positive distractions:
- Embed movement into furniture (e.g., gliders, seesaws, etc.).
- Give patients space to store personal items.
- Combines gentle, tamper-proof artwork.
- Locate settings as close to natural light as possible.
- Provide access to nature when appropriate (e.g., courtyards).

2. DESIGN STANDARDS AND VISIONS

- 6. Remember: One size doesn't fit all:
- Design intentionally for flexibility with multipurpose desks and furniture that can be changed, or even entire rooms that can be converted to different uses.
- Take advantage of a universal design approach, including products that support a wide range of ages, sizes, abilities, mobility and diagnostics.

- 7. Support therapeutic interactions:
- Create a space for patients and caregivers to relate to each other.
- Help clinicians show respect, support, and empathy.
- Ensure visitors feel welcome in a safe environment.

2. DESIGN STANDARDS AND VISIONS



#### SMART TECHNOLOGY

From interactive computer systems and smart lighting to integrated health monitoring systems, technology is making healthcare environments more intuitive and responsive to both patient and staff needs.

## 2

#### **BIOLOPHICS DESIGN**

Incorporating natural elements into healthcare settings has been shown to speed up patient recovery and improve staff well-being.



#### **PRIVACY AND COMFORT**

The creation of private consultation areas, and the design of comfortable waiting rooms, spaces are currently being transformed to prioritize patient needs above everything else.

### HEALING COLOR AND VISUALS

Colors and visuals are crucial in creating a calming atmosphere within healthcare settings. Utilizing soothing colors and nature-inspired visuals can significantly reduce stress and promote a sense of well-being among both patients and staff.

NATURAL LIGHTING

being.

SPACE AND SOCIAL CONECTION

Spaces that foster social interaction among patients, visitors, and staff are increasingly important for mental health and community well-being.

The design is meant to maximize the

use of natural light, which is essential

environment that promotes a positive

mental, physical, and emotional well-

for creating a warm and welcoming





### HYGIENE

Infection control is a critical concern in healthcare environments. Materials to make surfaces need to be easy to clean and disinfect.

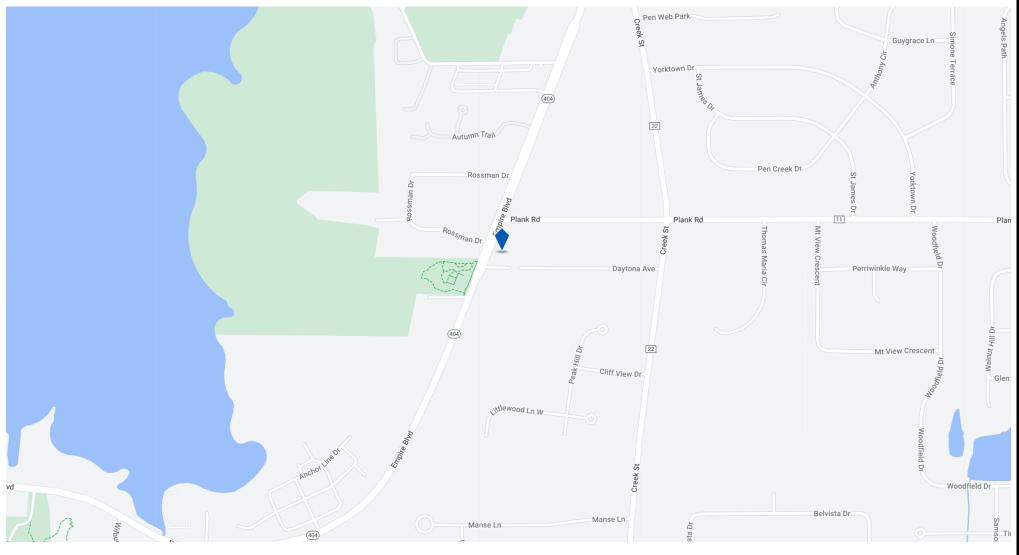


#### SECURITY

Facilities, equipments and belongings should be locked away when not in use.



### 2. DESIGN STANDARDS AND VISIONS



### 3. LOCATION AND ENVIRONMENT



Walmart



Bank





Church

Park

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### 3. LOCATION AND ENVIRONMENT

#### **RECEPTION & WAITING AREA**

Reception area with working desks for staff. The customer waiting area is spacious, airy, and easy to move around, chairs are located along walls.

#### LABORATORY

A laboratory room is used for the purpose of testing, experimenting.

#### PANTRY

1 pantry to serve doctors, staffs.

#### MANAGER'S OFFICE

1 manager's room with a big table, comfort chair, document cabinet. 1 table and chairs for visitors or staff to have a private talk with manager.

#### SUPPLY/MEDICAL STORAGE

Used as a room to store and preserve medicine and medical equipment.

#### KID'S AREA

1 small and private kid's area, where for kid can be when their parents are having treatment or appointments. 4. MAIN FUNCTIONS DESCRIPTION

#### **MEETING ROOM**

1 small meeting room for doctor's or staff's, nurses' discussion. This room can be also used as a private consultation room.

#### EXAM ROOMS

4 exam rooms are used for patients' appointments with doctors and to receive examinations and treatments.

#### **OTHER FACILITIES**

Central printing and stationery area. Full equipment beast room in staff pantry area.

#### NURSE ROOM

An area of a healthcare, which nurses and other healthcare staff work behind when not working directly with patients.

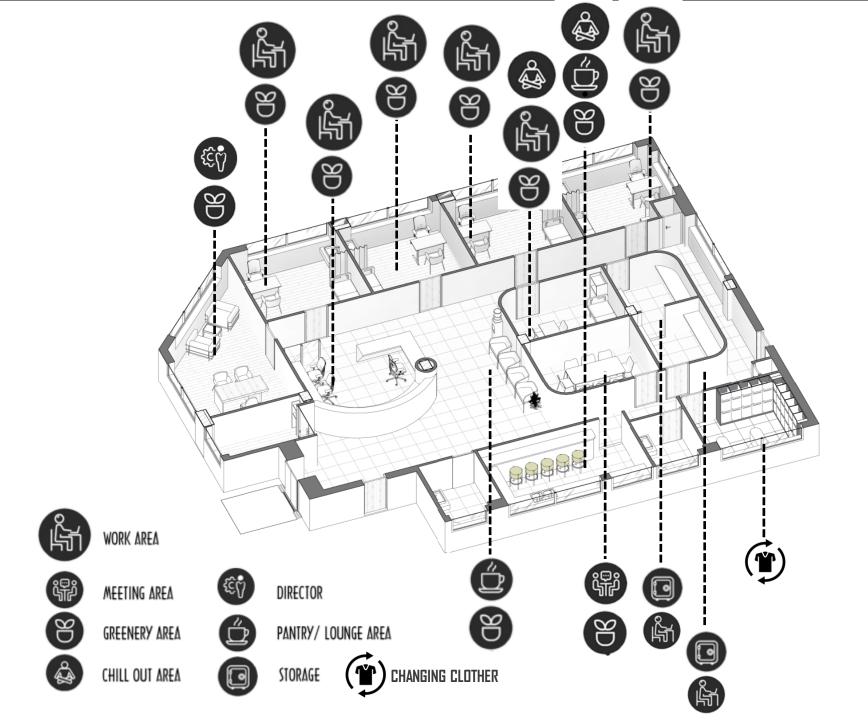
#### **RESTROOM AREA**

Using the existing CR rooms.



### 5. CONCEPT DESIGN

- 1. RECEPTION & WAITING AREA
- 2. KID'S AREA
- 3. MANAGER'S OFFICE
- 4. EXAM ROOMS
- 5. NURSE ROOM
- 6. MEETING ROOM
- 7. SUPPLY/STORAGE
- 8. LABORATORY
- 9. STAFF AREA
- 10. PANTRY
- 11. RESTROOMS



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2. Kid's area is located near reception and waiting area for kids, they play in this area while waiting for their parents.



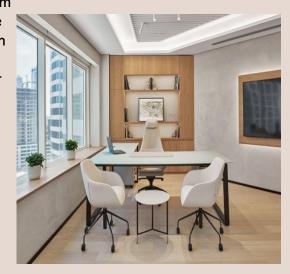
 Reception & waiting area: Working area for staff with desks, cabinets, monitors. Open space with a waiting chairs for the



4. Four exam rooms are located along windows to receive natural lights and fresh air. Working table for doctor, chairs for customer and nurse, one bed, sink and cabinet.



3. Director's room is located at the back of reception area. Provide a private space for working or discussion with doctors (can be used for VIP customers).



### 5. CONCEPT DESIGN

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- 7. SUPPLY/STORAGE
- 8. LABORATORY
- 9. STAFF AREA
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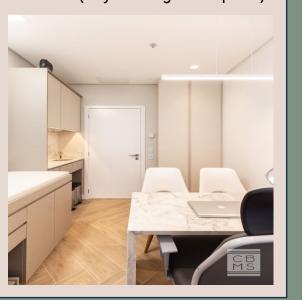
9. Staff area is located at the right corner with closets, chairs for staffs, they can use this are for changing clothes or resting.



6. Meeting room: located at the center with a long table for 6-8 persons, big screen and white board.



5. Nurse room: a separate space for nurses or staffs can work in silent or take a rest (stay over night if required).



10. Pantry is located between two CR with long table and chair, fridge, stone benchtop with sink, cabinet below. Staff can use this place to prepare them food, drinks.

# 5. CONCEPT DESIGN

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7,8. Laboratory, storage (supply): located at the back of meeting room and nurse room, provide a place for testing and experiments, a place for keeping medical goods or equipment.





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> FHANK YOU!