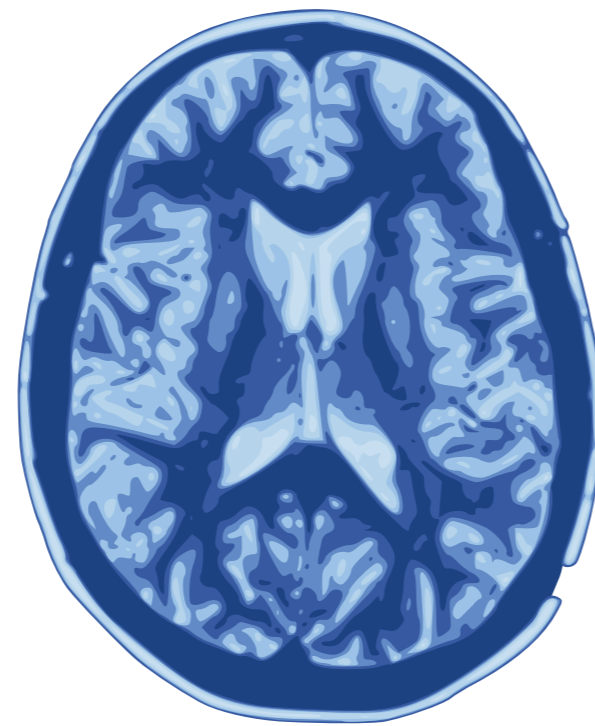


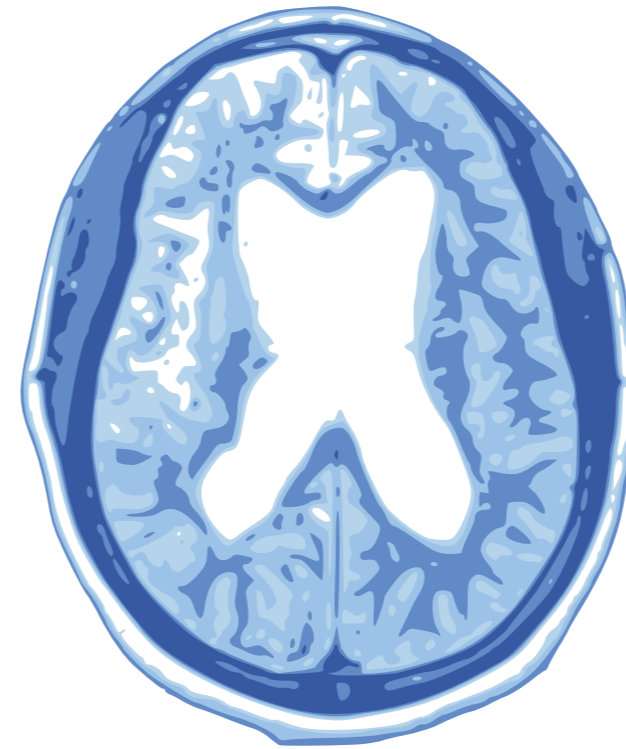
ANOTHER DEMANSSION



Nikita de Vette



Average brain

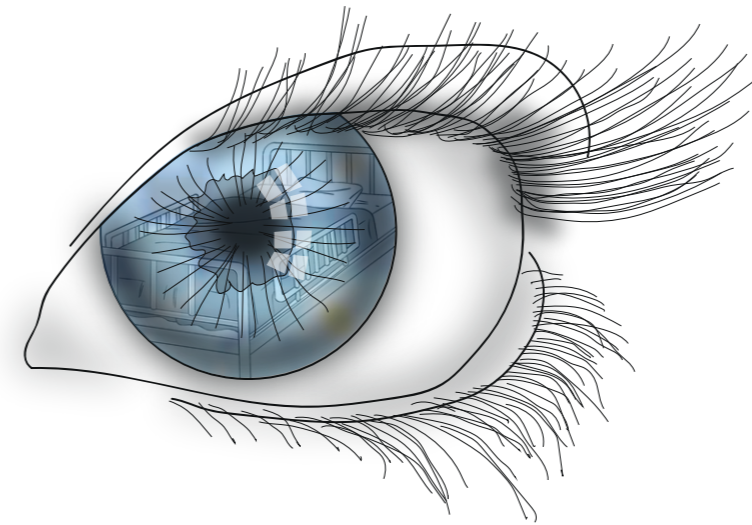
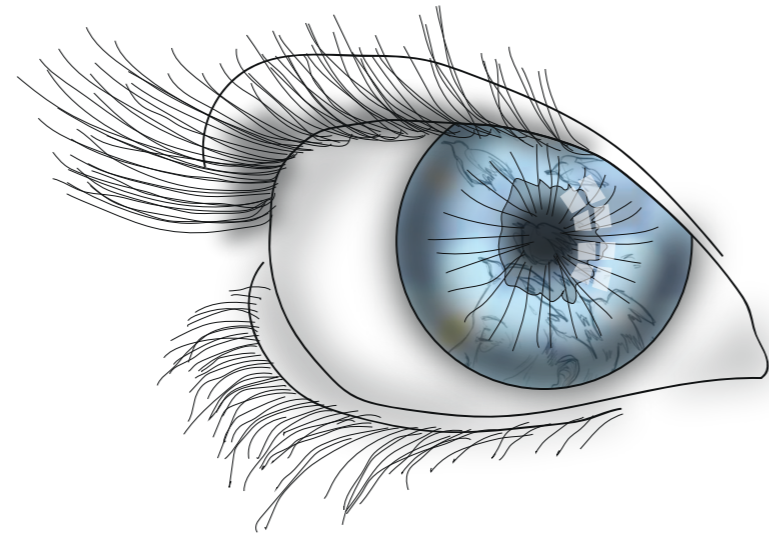


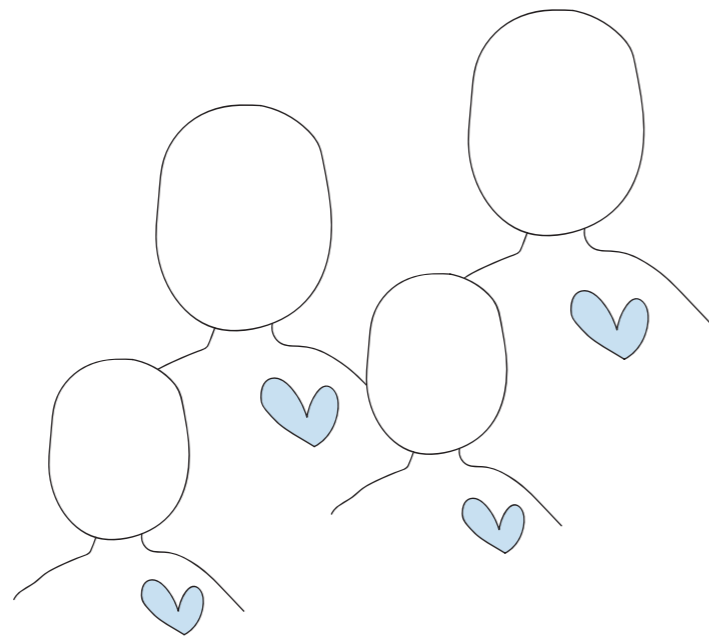
Dementia brain

Young Onset Dementia

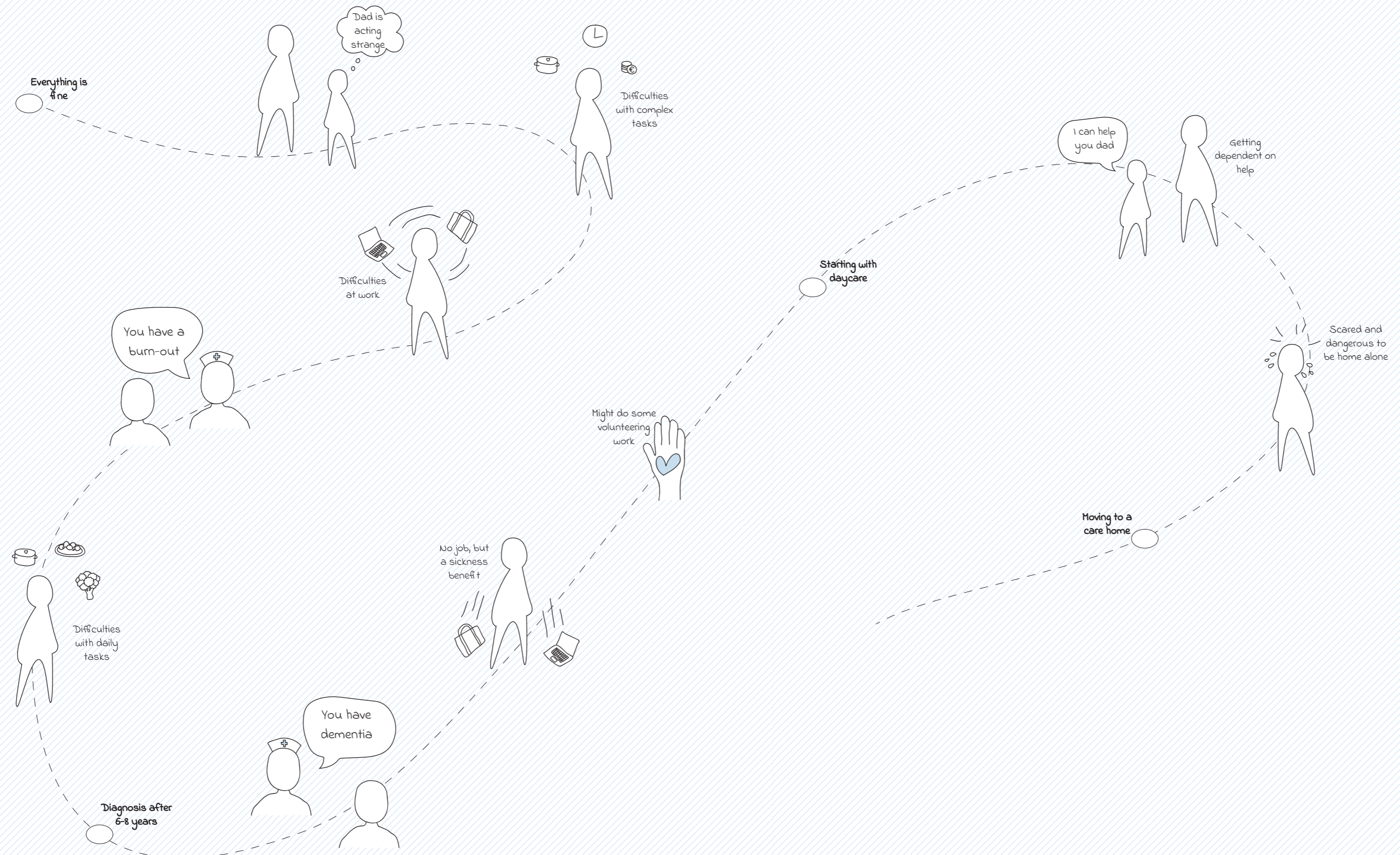
Getting symptoms before your 65th

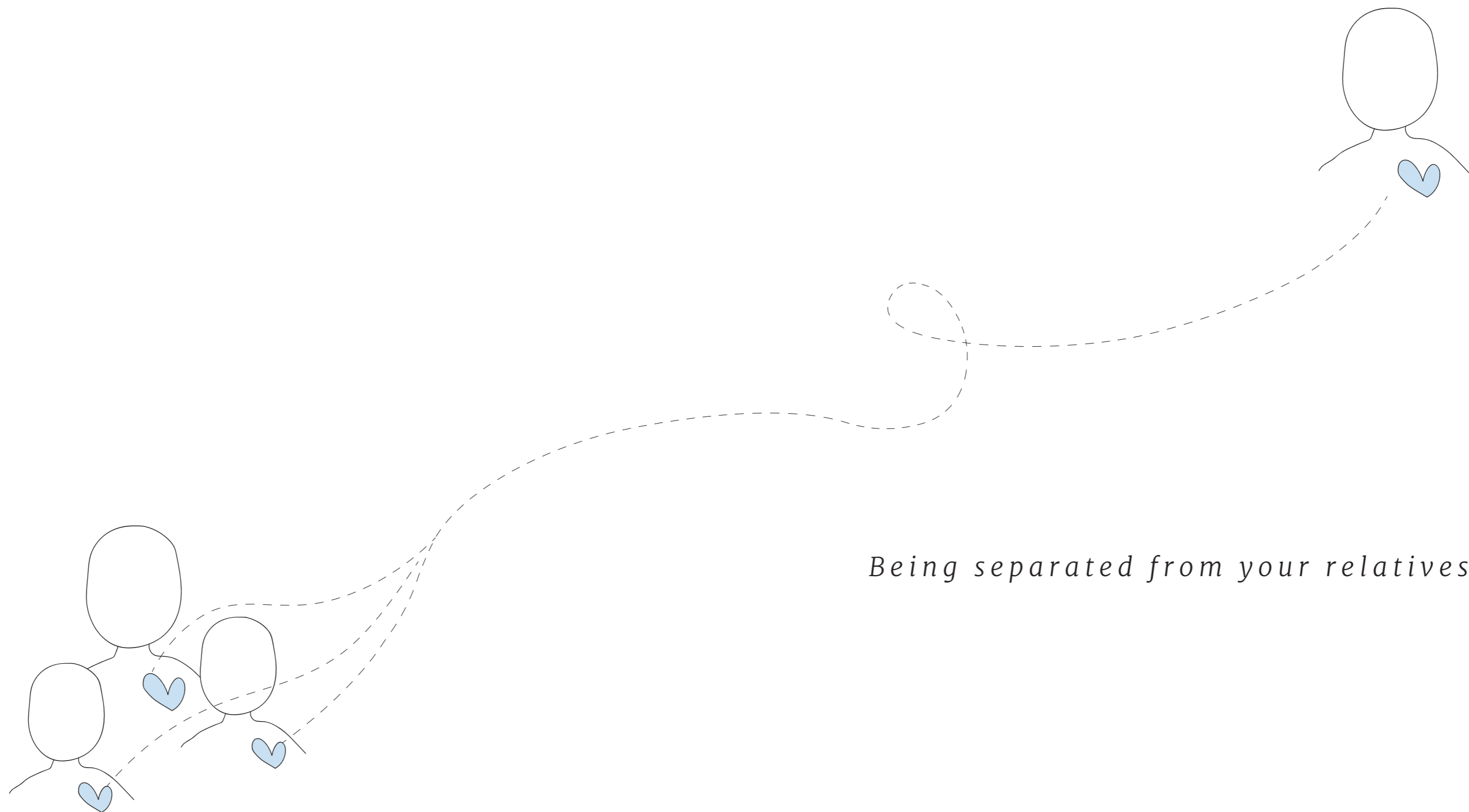
12.000 - 24.000



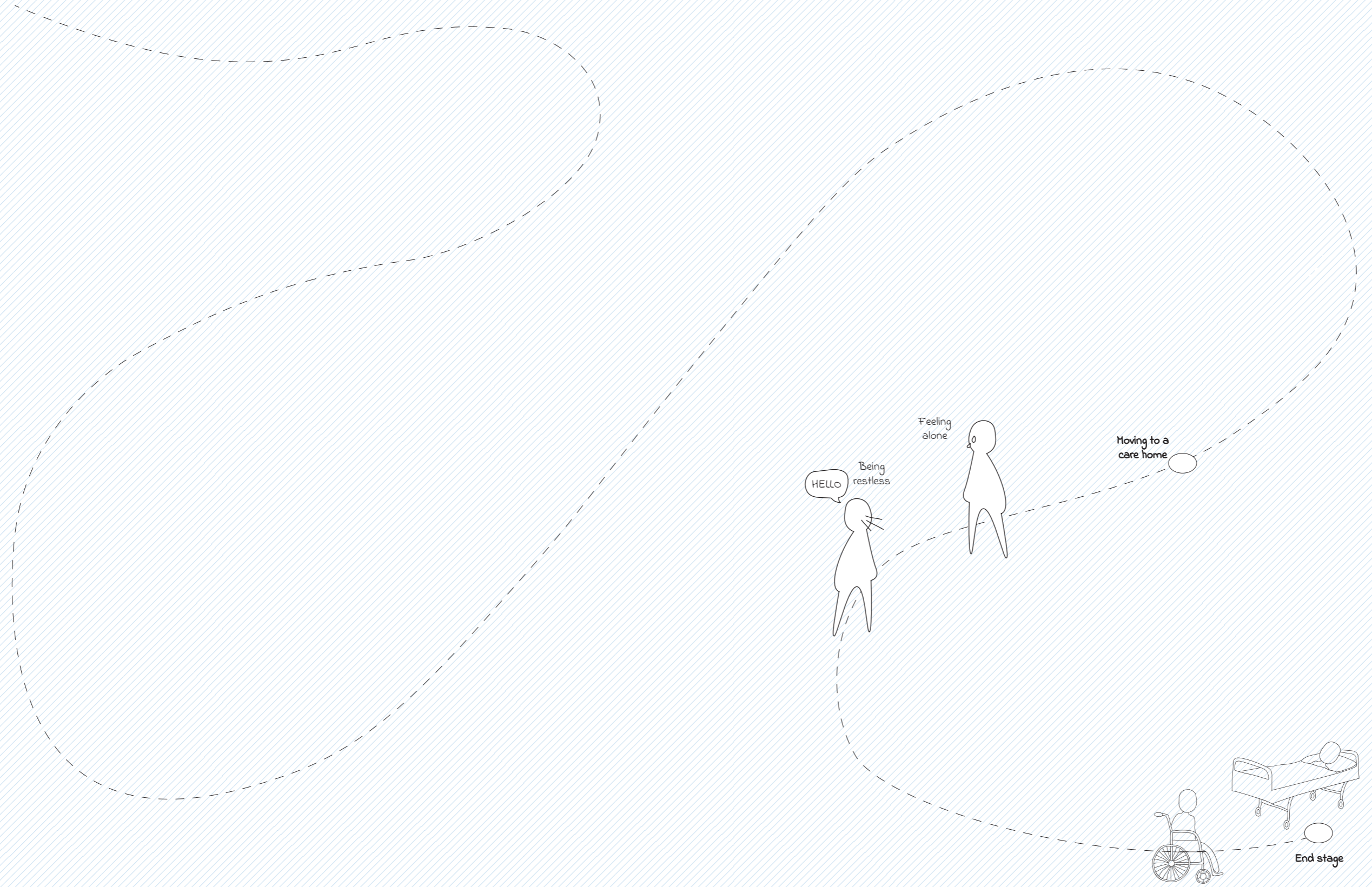


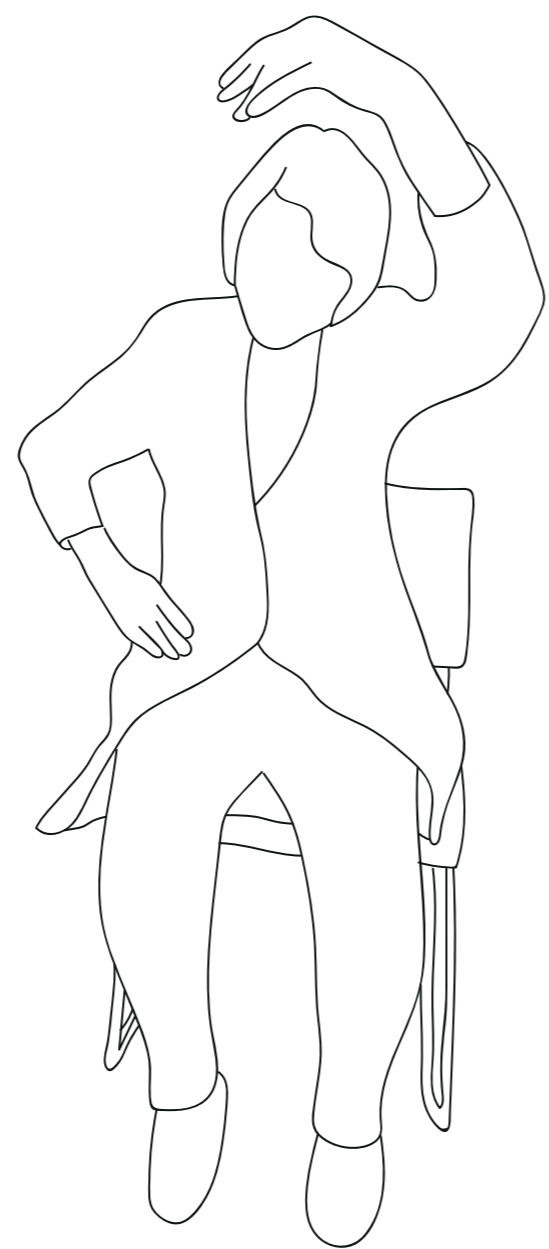
All relatives have dementia

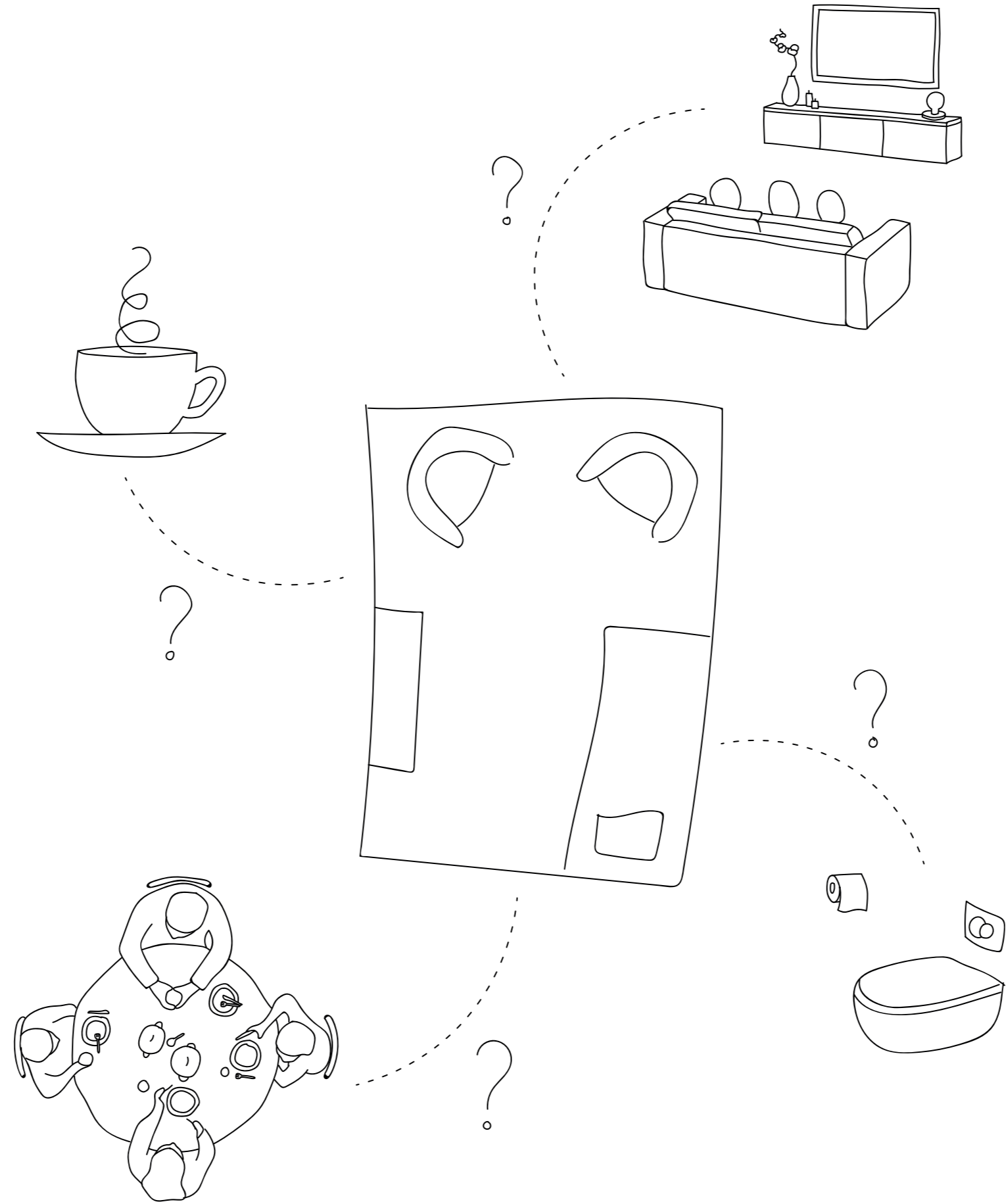




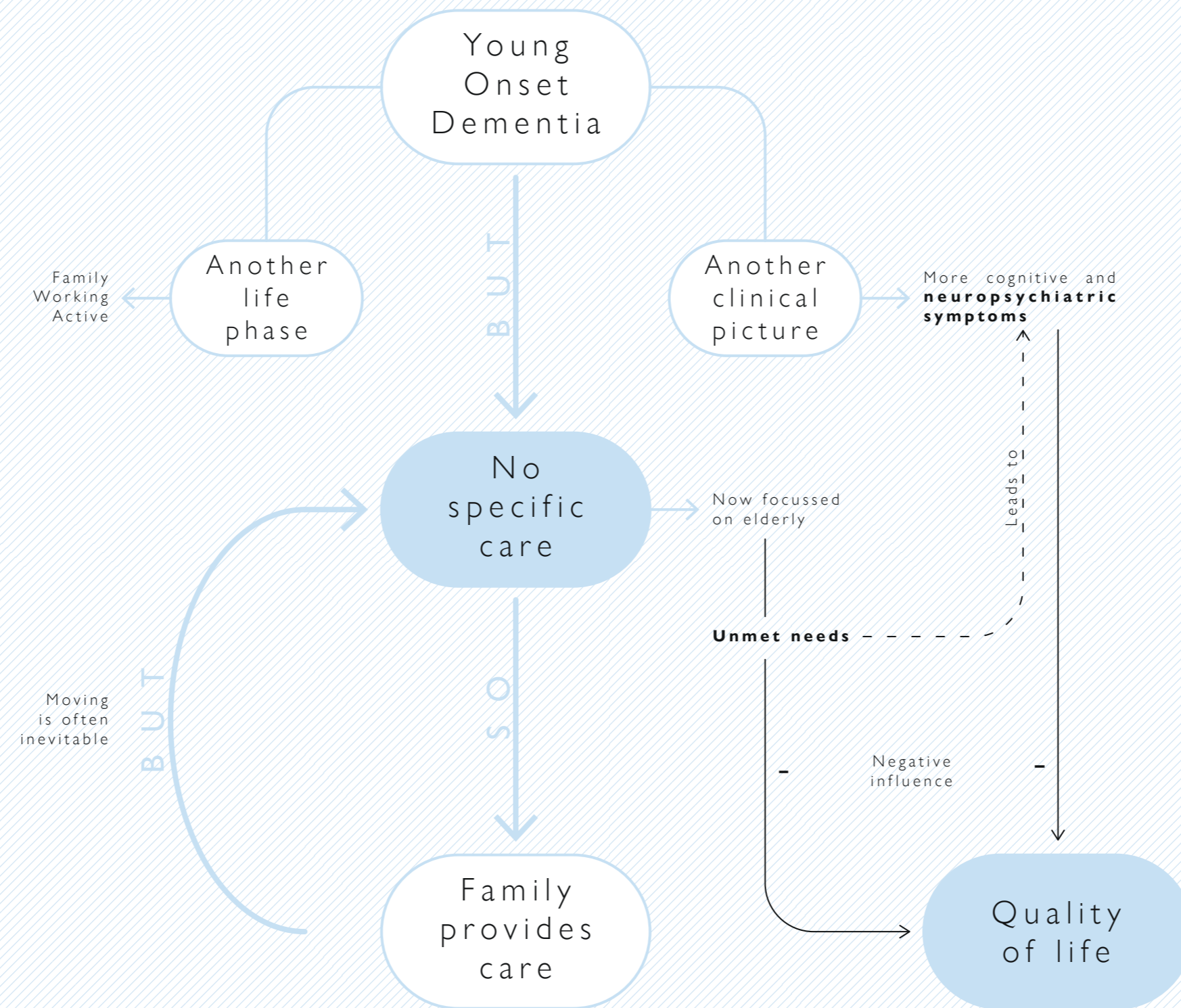
Being separated from your relatives







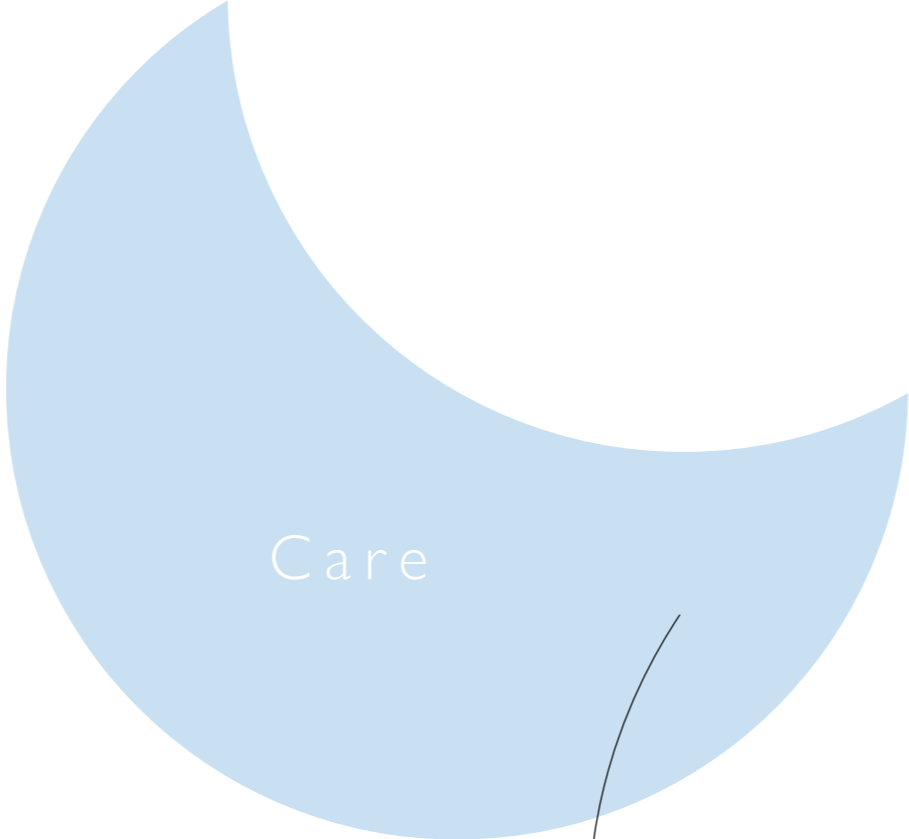




To create **architectural guidelines** for a **care home** for people with **Young Onset Dementia**, where they are able to live a **meaningful life** in an environment working in their (health) favour, in order to maintain their (health related) **quality of life**.



THE LITERATURE

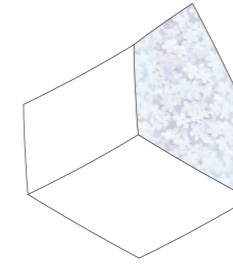


Dementia
design

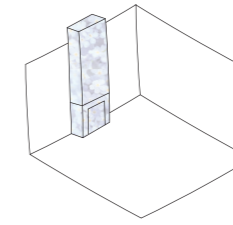


Familiar

Archetypes

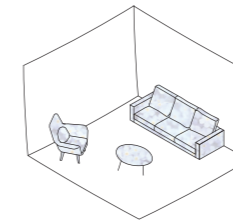


Sloped roof

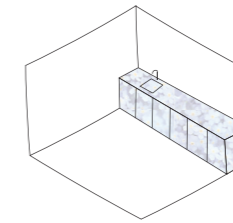


Hearth

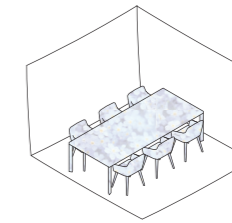
Homelike setting



Living room

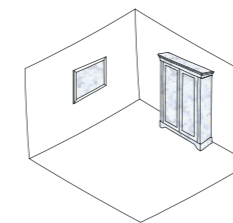


Kitchen



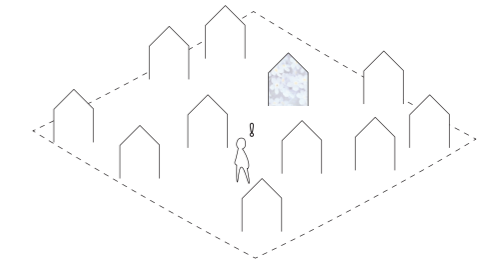
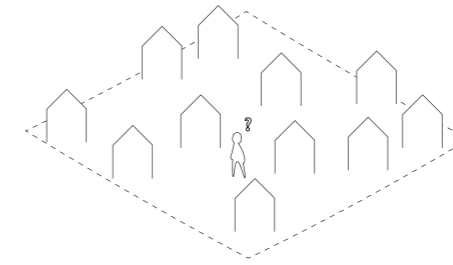
Dining room

Personalisation



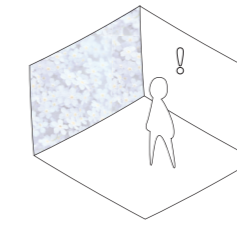
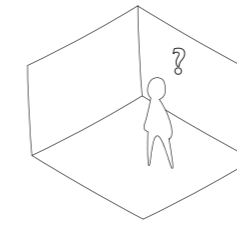
Own belongings

Wayfinding

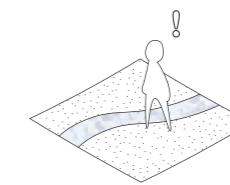
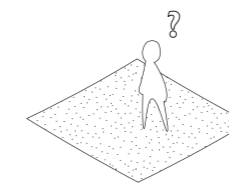


Distinction in build environment

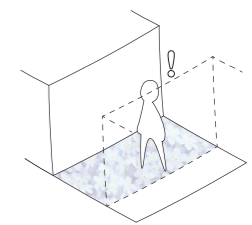
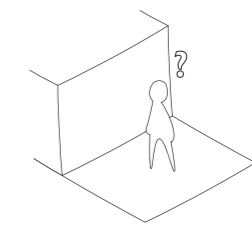
Landmarks



Distinction in room

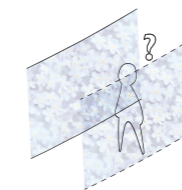


Use distinctive paths

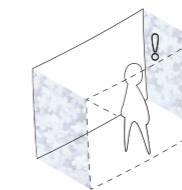


Stress indoor routes

Routing

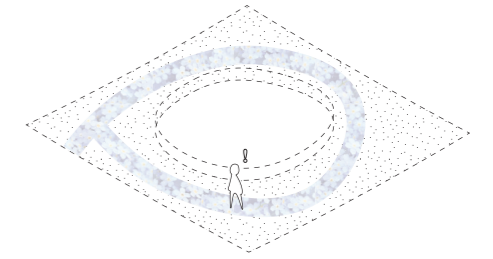
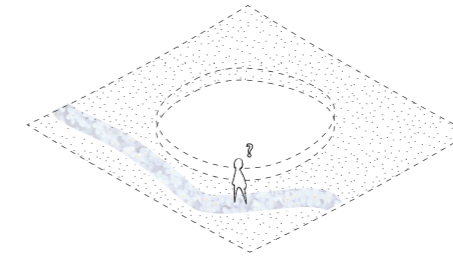


Prevent long corridors

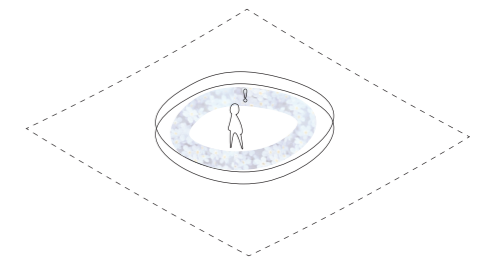
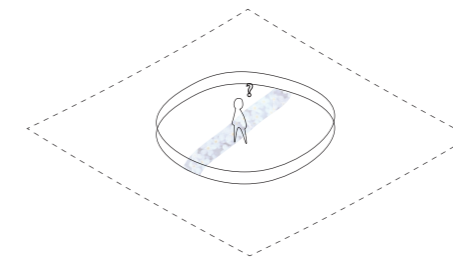


Provide short distances

Wayfinding

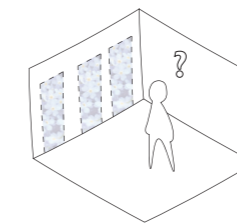


Use circular routes outside

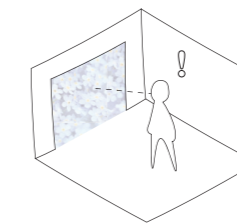


Use circular routes inside

Routing

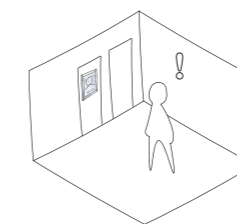


Prevent choices

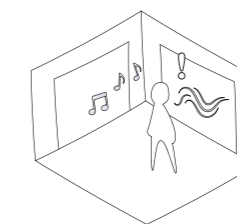


Provide visual acces

Visibility



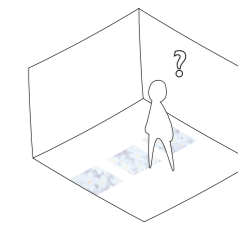
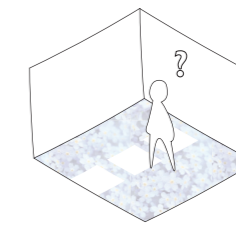
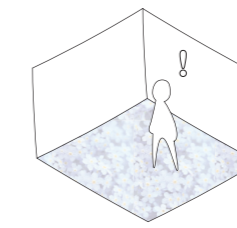
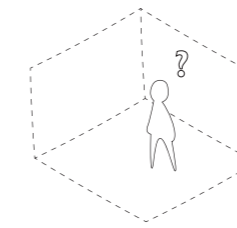
Use signs at front doors



Provide sensory cues

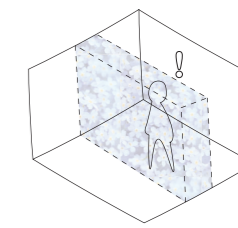
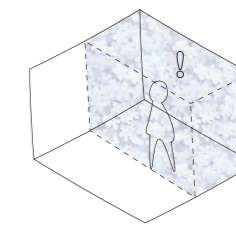
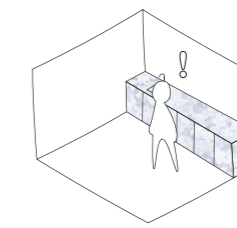
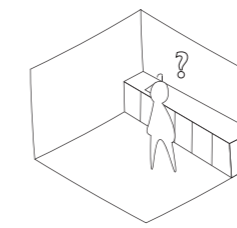
Cues

Readability



Use contrast between surfaces

Prevent geometric floorpatterns



Use contrast for objects

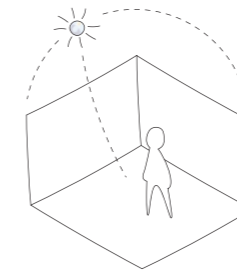
Provide zoning

Provide transition

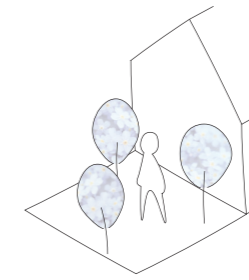
Contrast

Structure

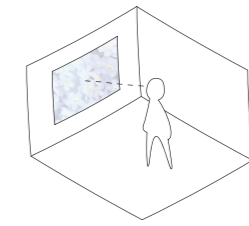
Outdoor experience



Provide typical daylighting



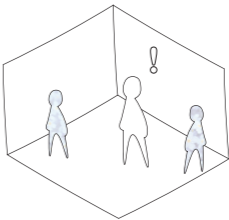
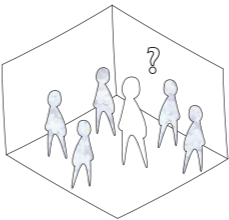
Provide outdoor access



Provide outdoor view

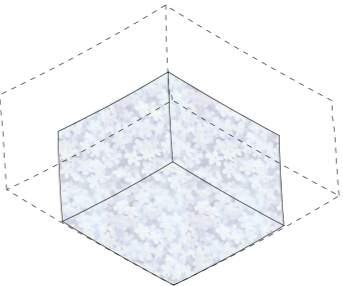
Small scale

Group size



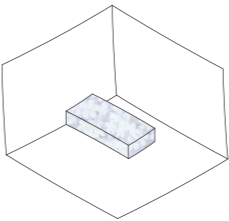
Provide small groups

Compact design



Provide a compact design

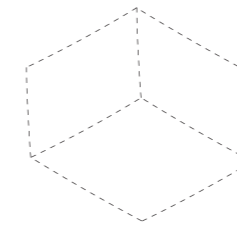
Single rooms



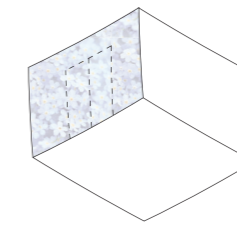
Provide single bedrooms

Safety

Exit design

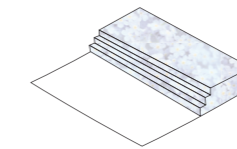


Prevent using closed exit doors

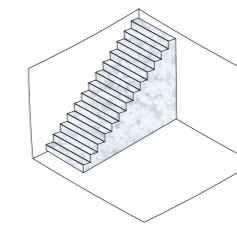


Otherwise, camouflage them

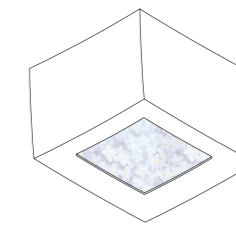
Fall prevention



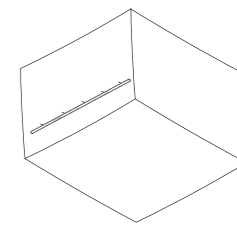
No outdoor stairs



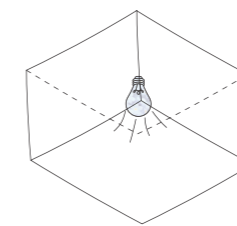
No indoor stairs



No loose objects on the ground

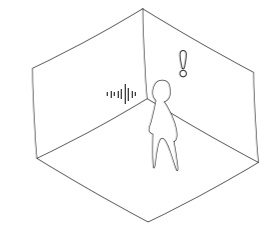
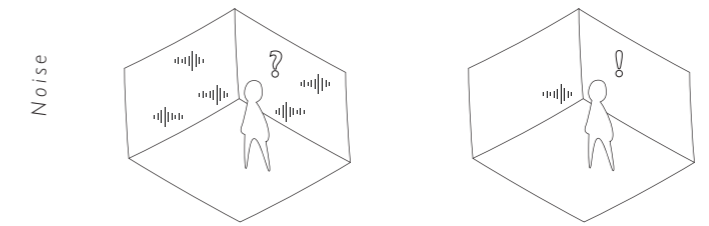


Provide grab bars

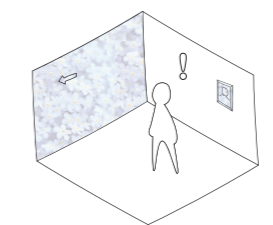
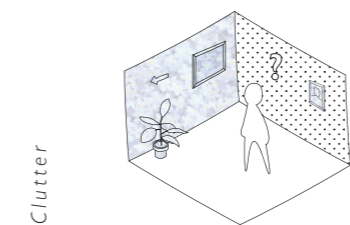


Provide sufficient light

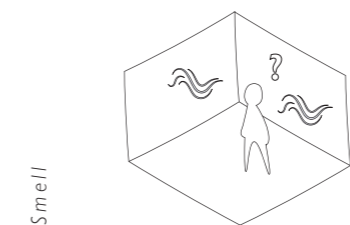
Balance in stimuli



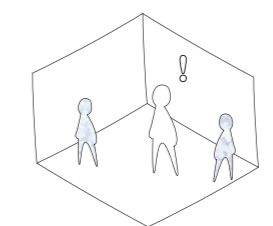
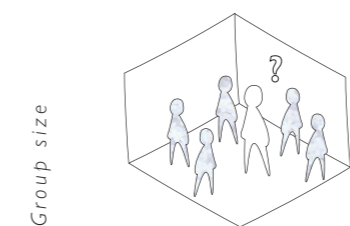
Provide one positive sound



Provide distinguishable cues

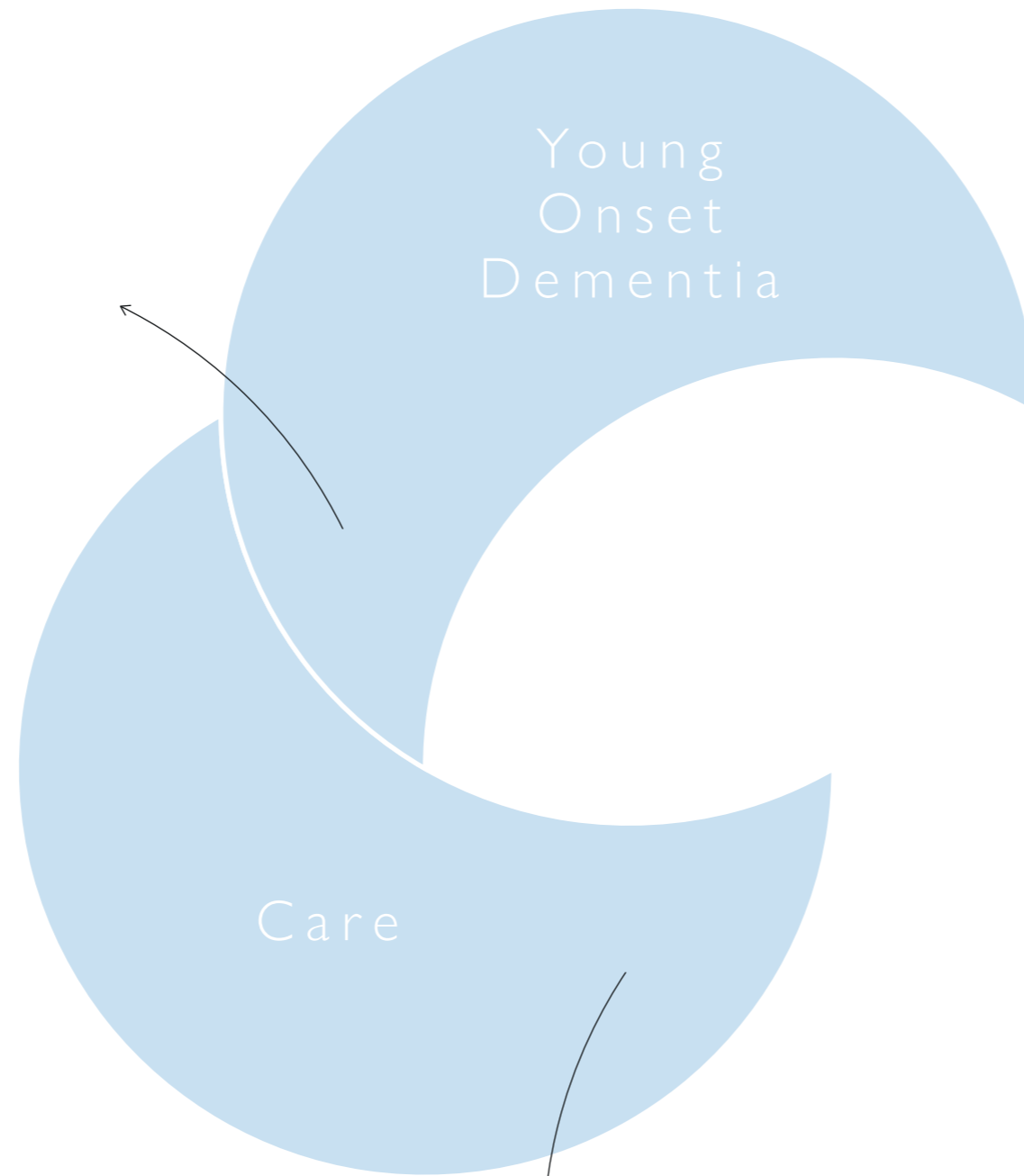


Prevent unpleasant smells



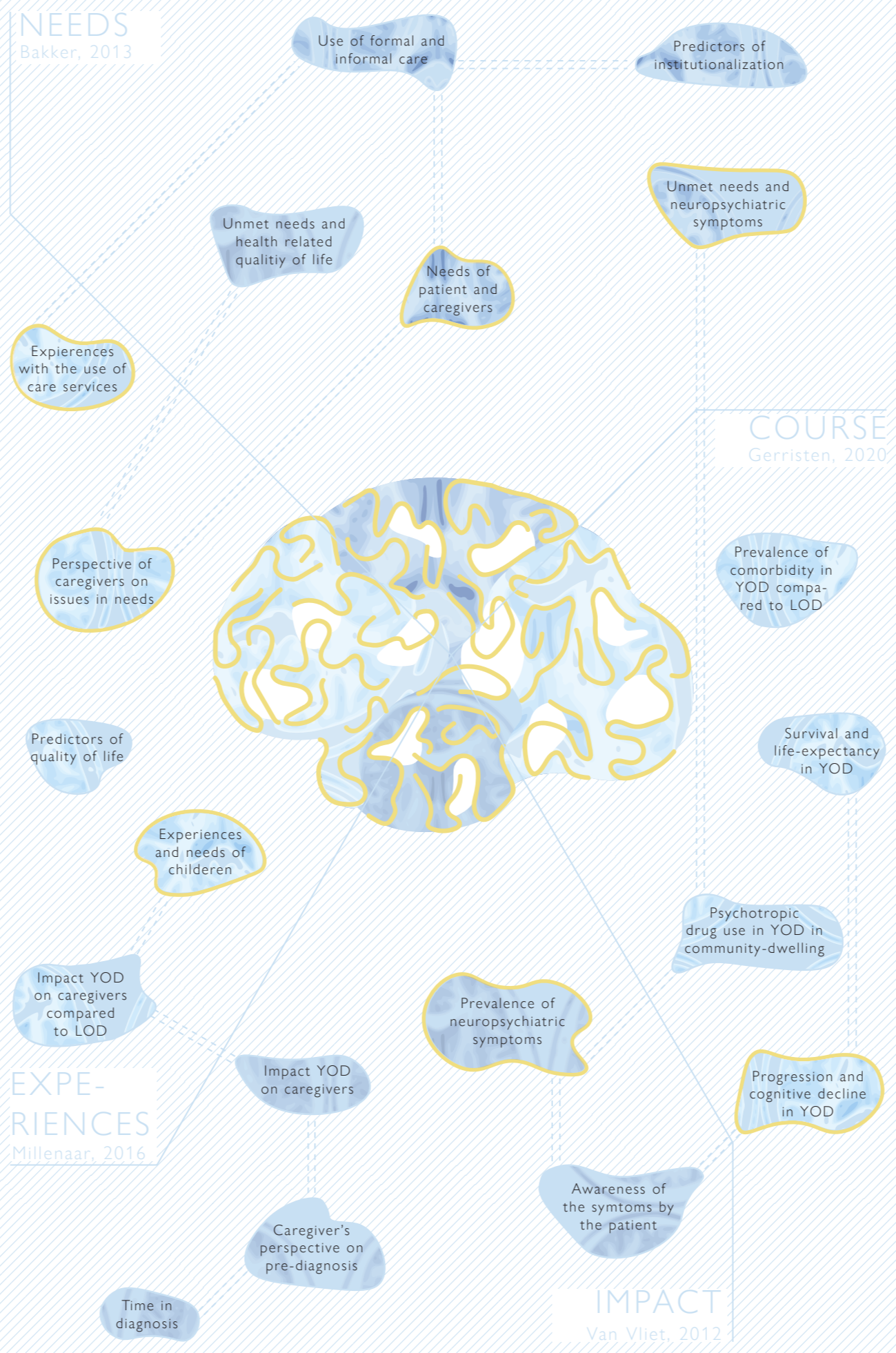
Provide small groups

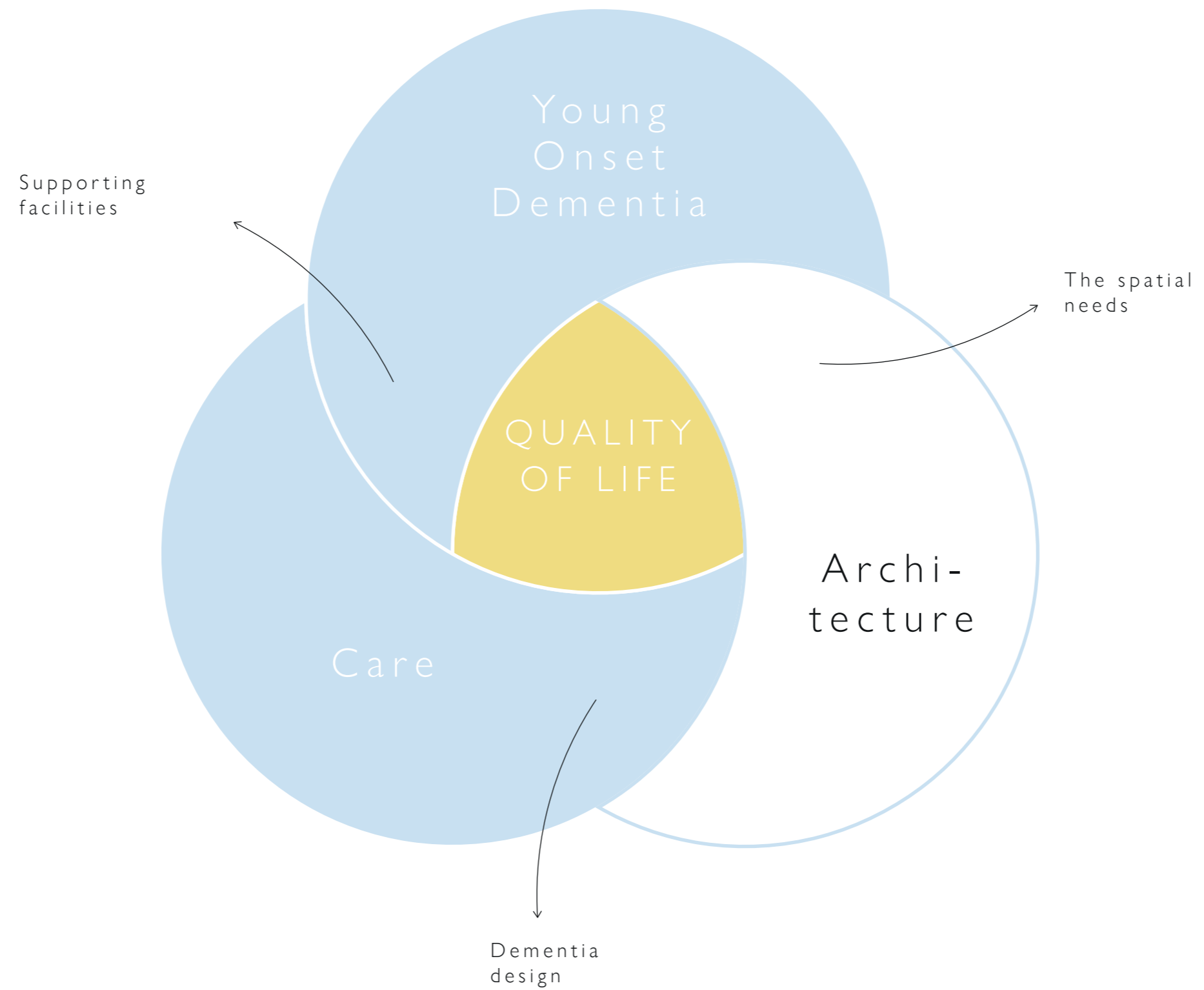
Supporting
facilities




Dementia
design

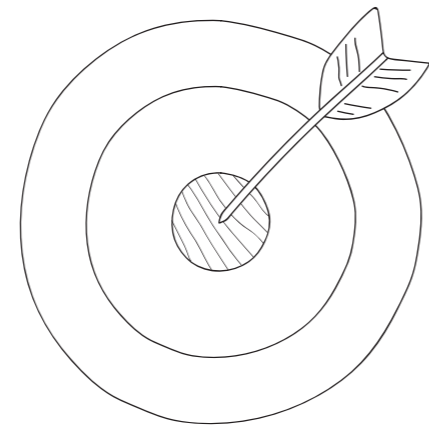
NEEDS
Bakker, 2013



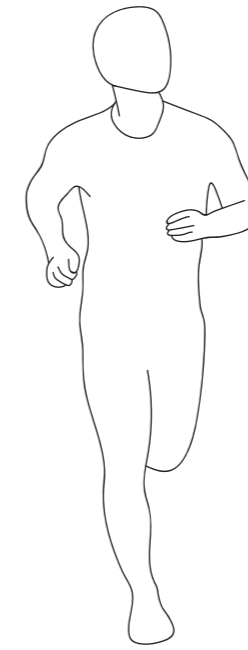




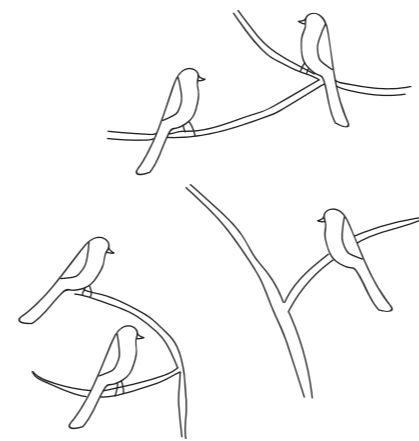
THE SPATIAL NEEDS



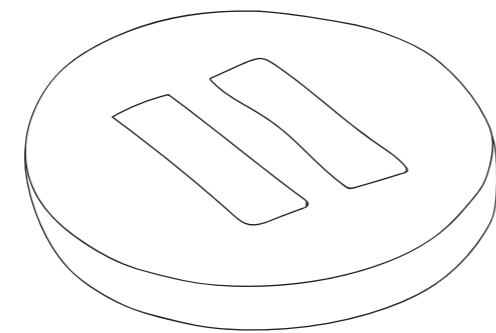
Having a purpose



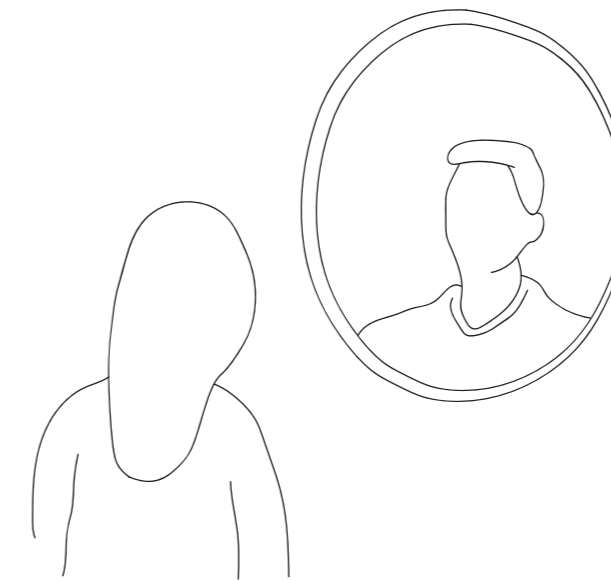
Having physical activity



Having social interaction with peers



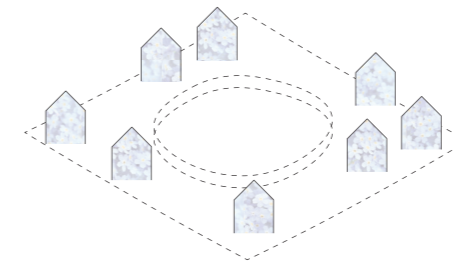
Having a break



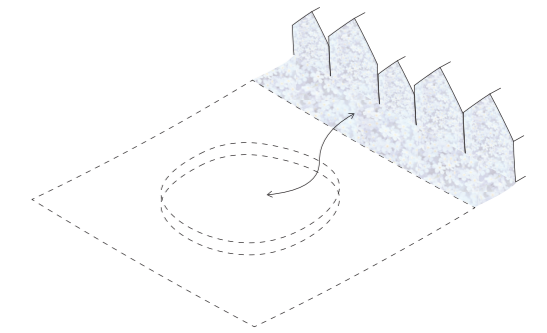
Lens of dividuality

Dignity

Neighbourhood

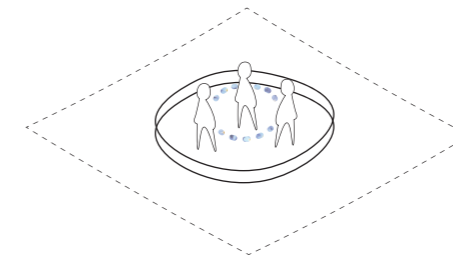


Connect with the neighbourhood

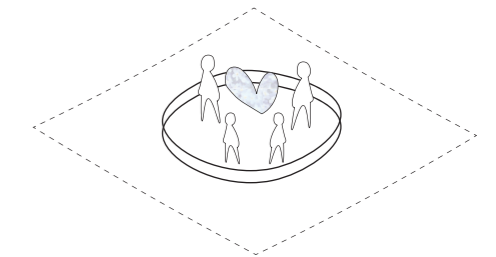


Connect to a centre

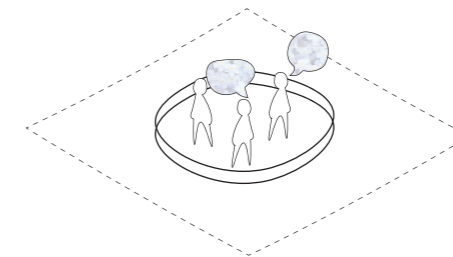
Care home



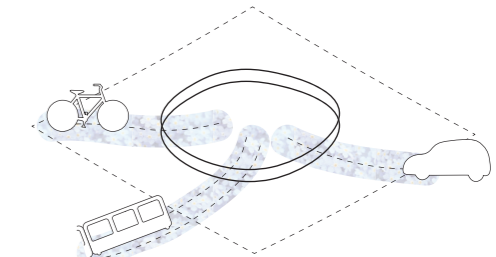
Place for young people



Place for family



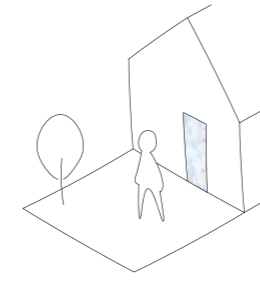
Place for meeting each other



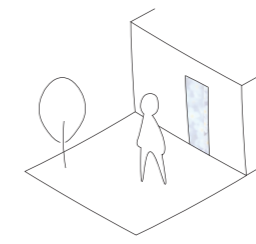
Place close by family

Dignity

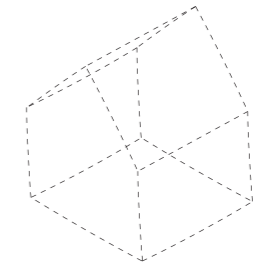
Care home



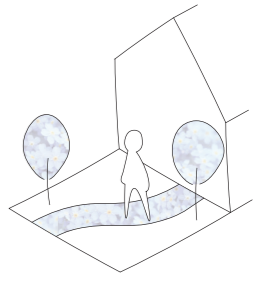
Own frontdoor to communal house



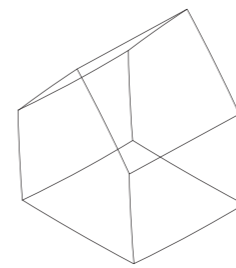
Own external frontdoor to room



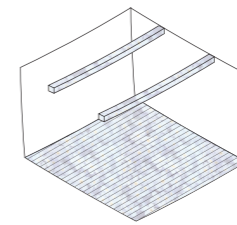
Open facility



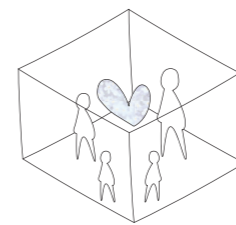
Direct outdoor access



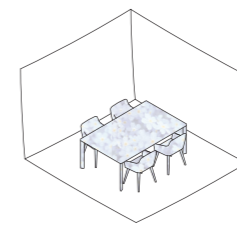
Normal idea of a dwelling



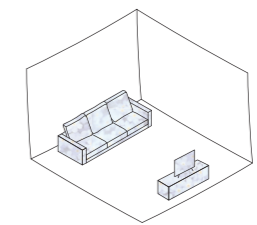
Homelike basic room



Family space in own room



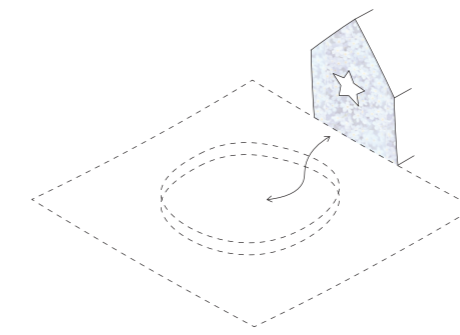
Enable eating together in room



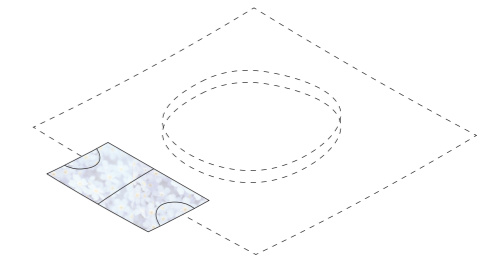
Enable sitting together in room

Active

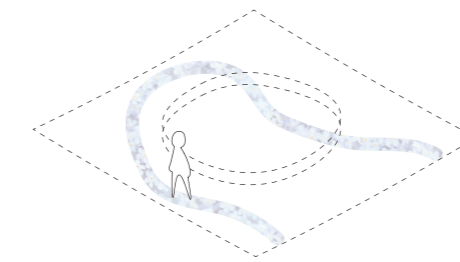
Neighbourhood



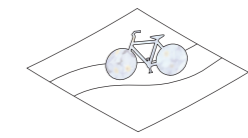
Connect to daycare activity



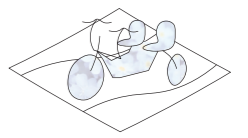
Connect to sport facilities



Connect to a paved walking path

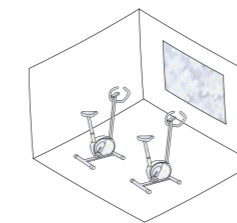


Cycling path

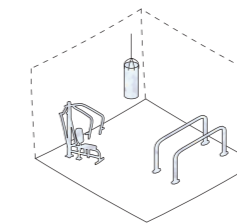


Path for duobikes

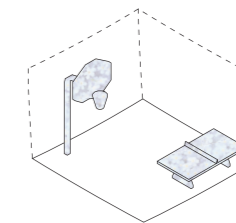
Care home



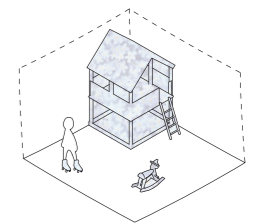
Cycle labyrinth



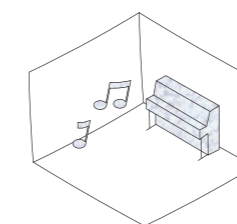
Place for fitness



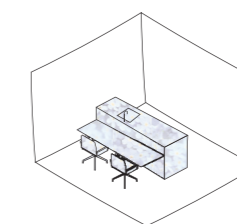
Place for ball sport



Play area for children



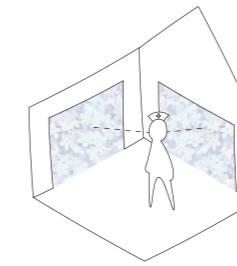
Making music



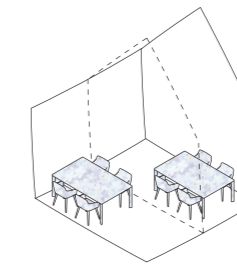
Cooking together

Care

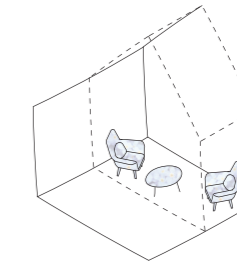
Care home



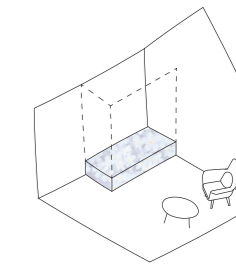
Overview for nurses on residents



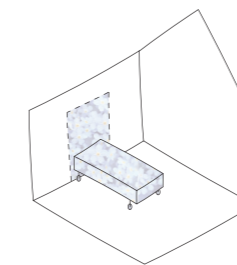
Smaller tables for meals in communal house



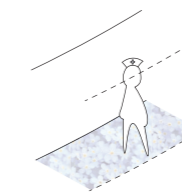
Quiet living room in communal house



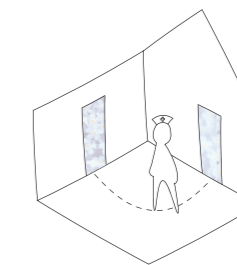
Places for beds in communal house



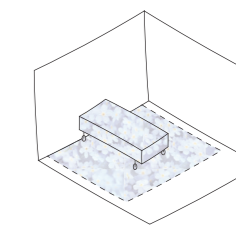
Path and door widths for wheelchairs and beds



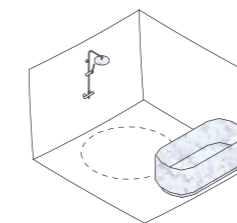
Internal connections



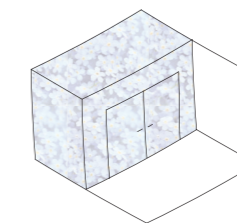
Close to care



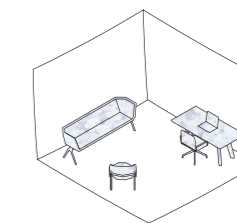
Care around bed



Big bathroom



Storage for care and personal utensils

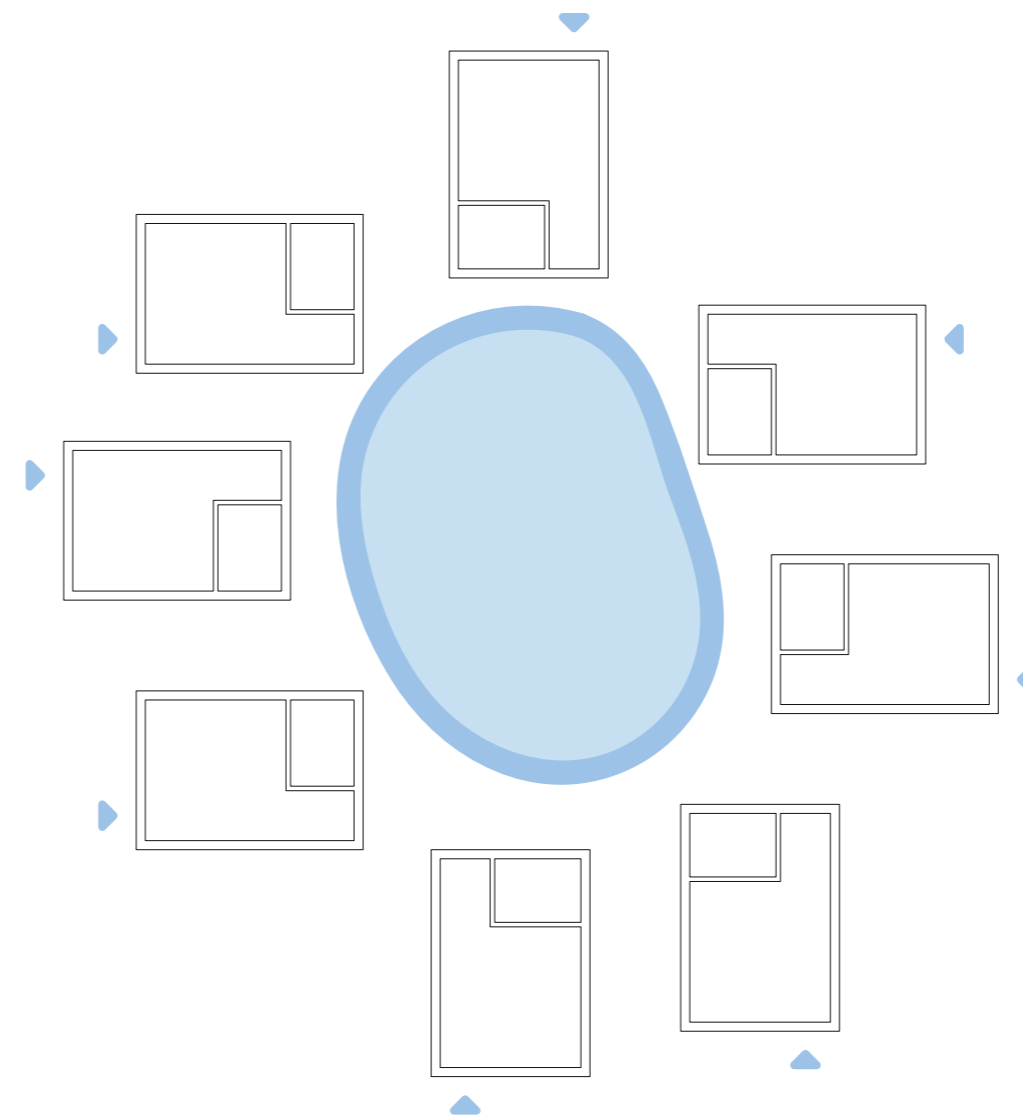
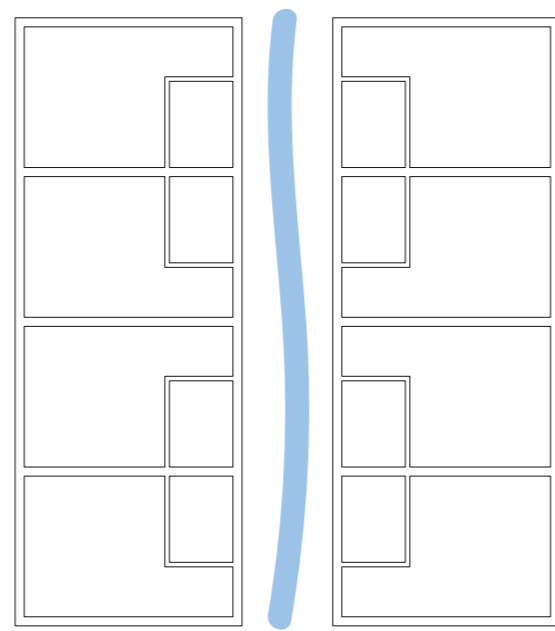


Work and meeting space

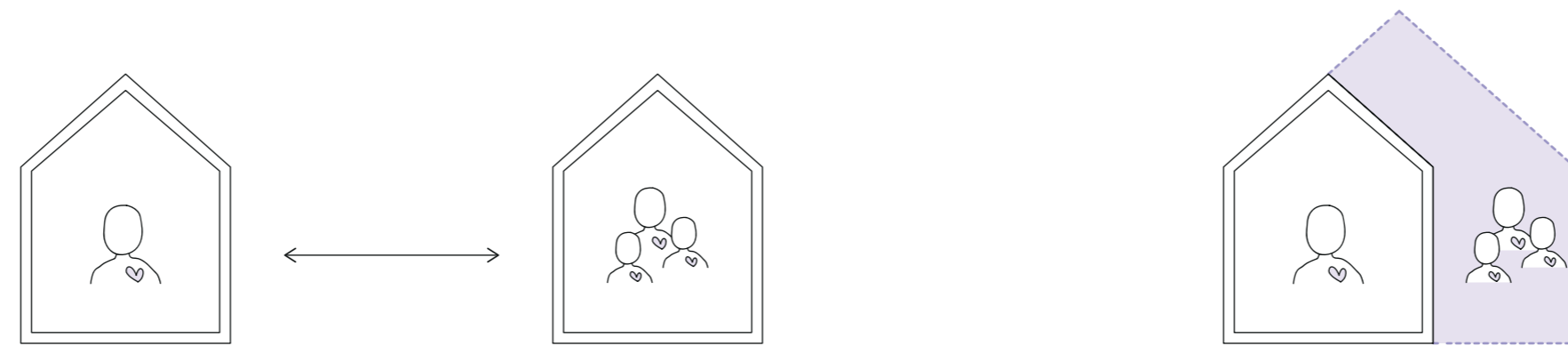
ANOTHER DEMANSSION

A care home for people with Young Onset Dementia facilitating in their well-being

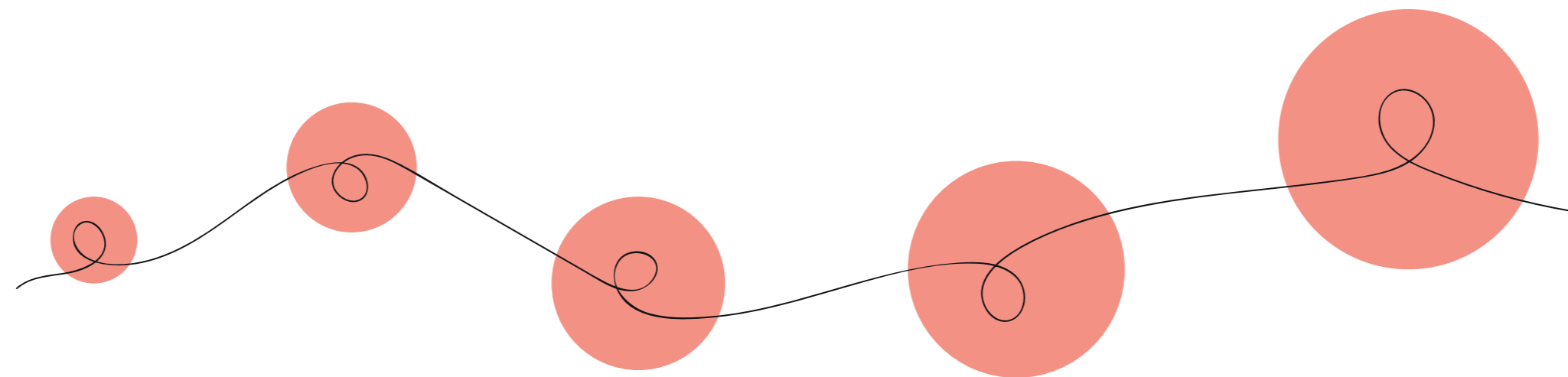




A non-institutional place

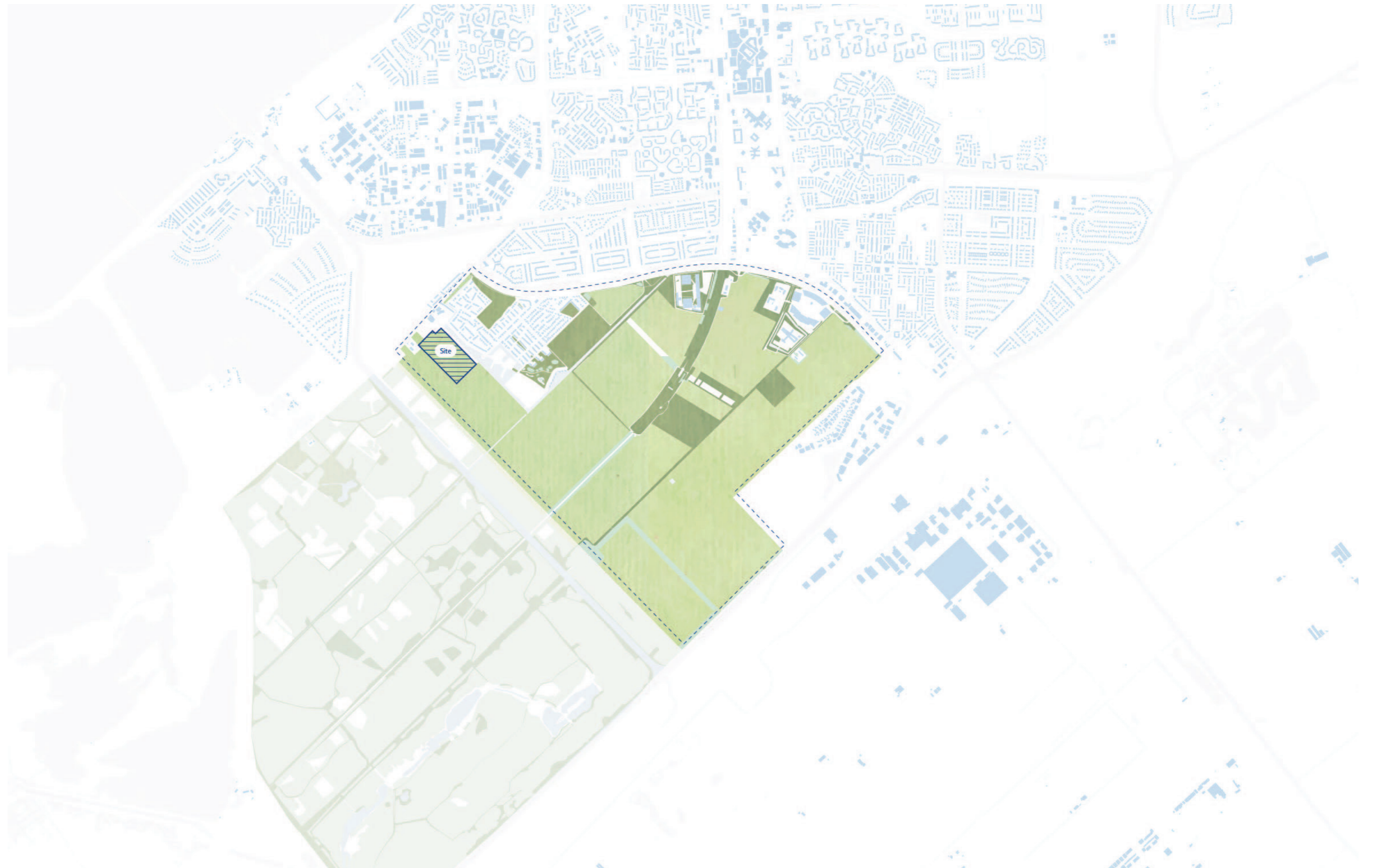


A family place

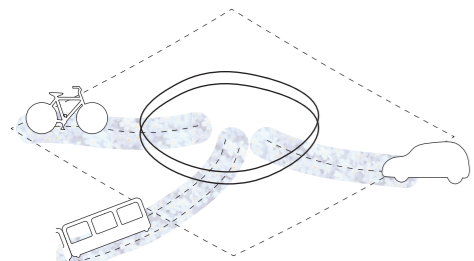


An active place

THE LOCATION



THE CARE HOME



Place close by family

Dignity



Travel time car and train

DRONTEN

ALMERE

HARDEWIJK

AMSTERDAM

HILVERSUM

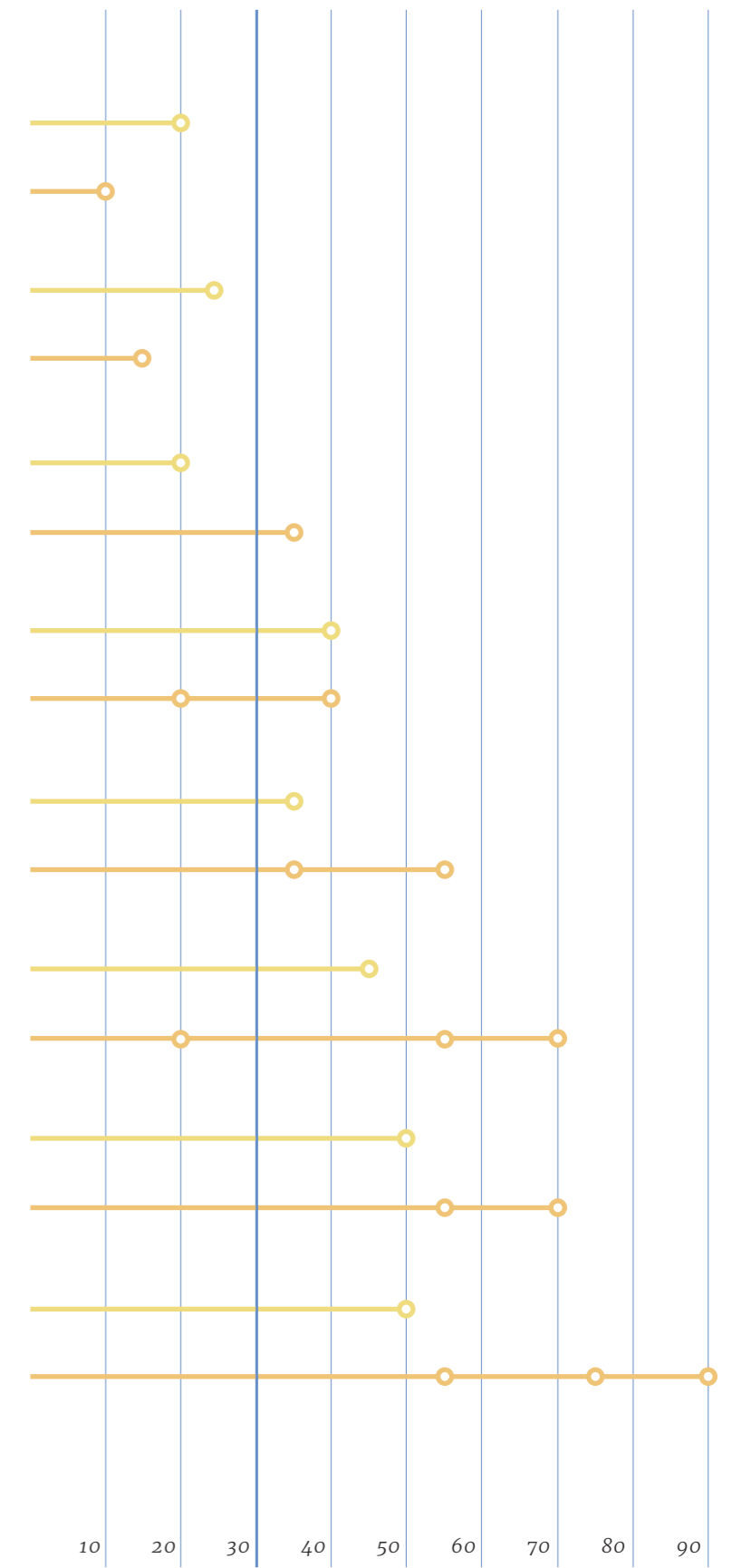
AMERSFOORT

UTRECHT

HOORN



minutes

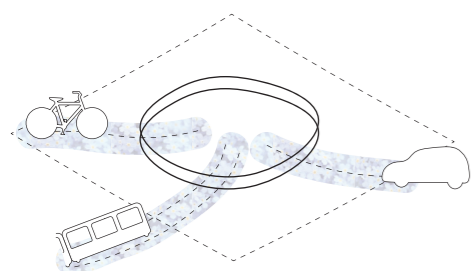


Netherlands

Residents	40-65 (33%)	YOD
17.600.000	5.808.000	12.000-24.000
		0,2% - 0,4%

Lelystad

Residents	40-65 (26%)	YOD
77.893	20.252	40 - 80

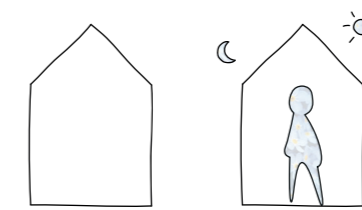


Place close by family

Dignity



At home



Care home

Stages

1

2

3

4

5

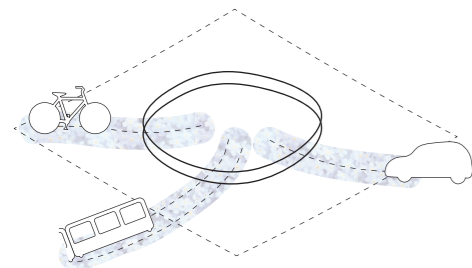
YOD

75%

30 - 60

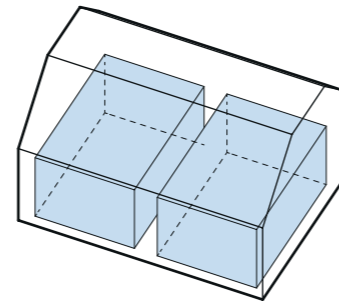
25%

10 - 20

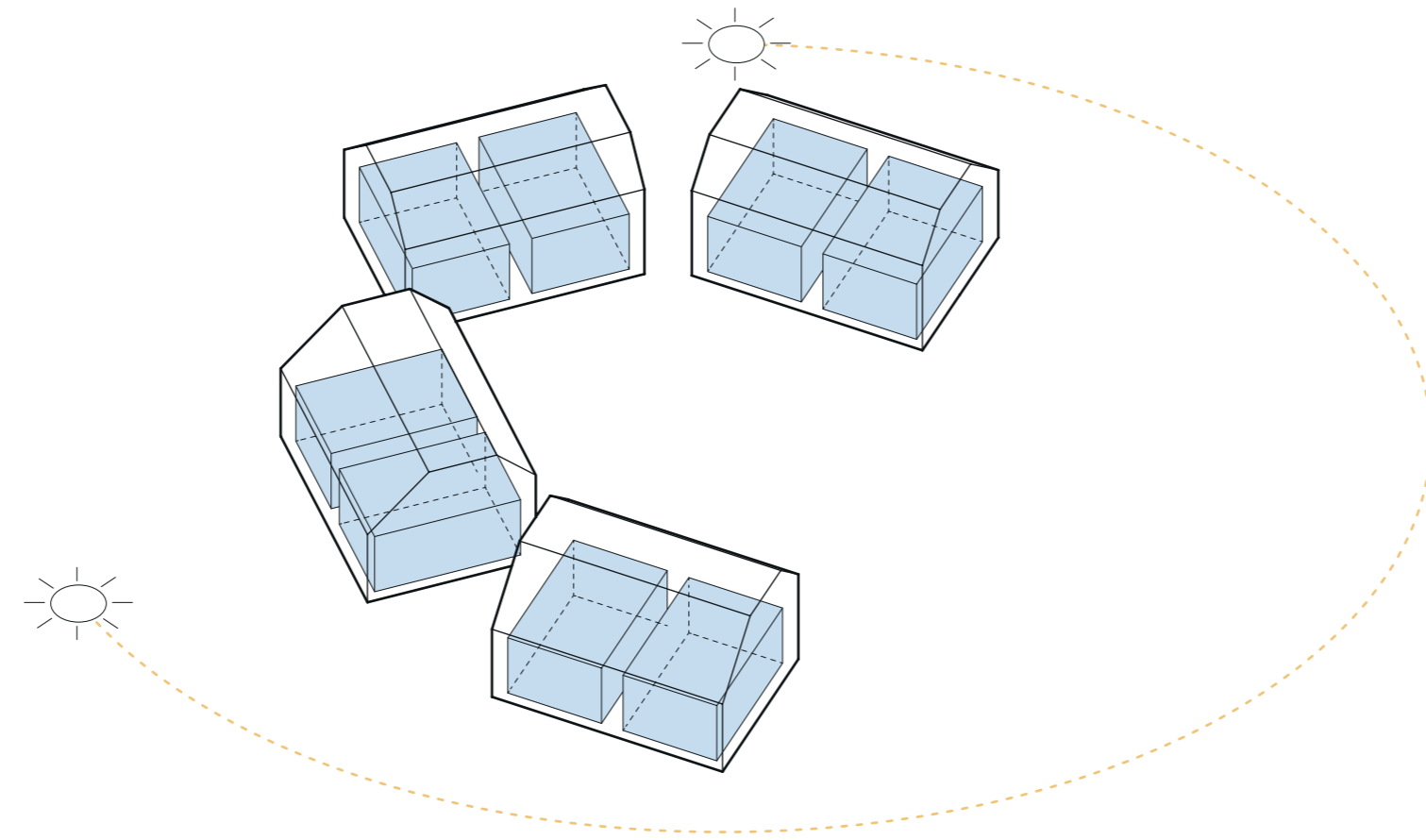


Place close by family

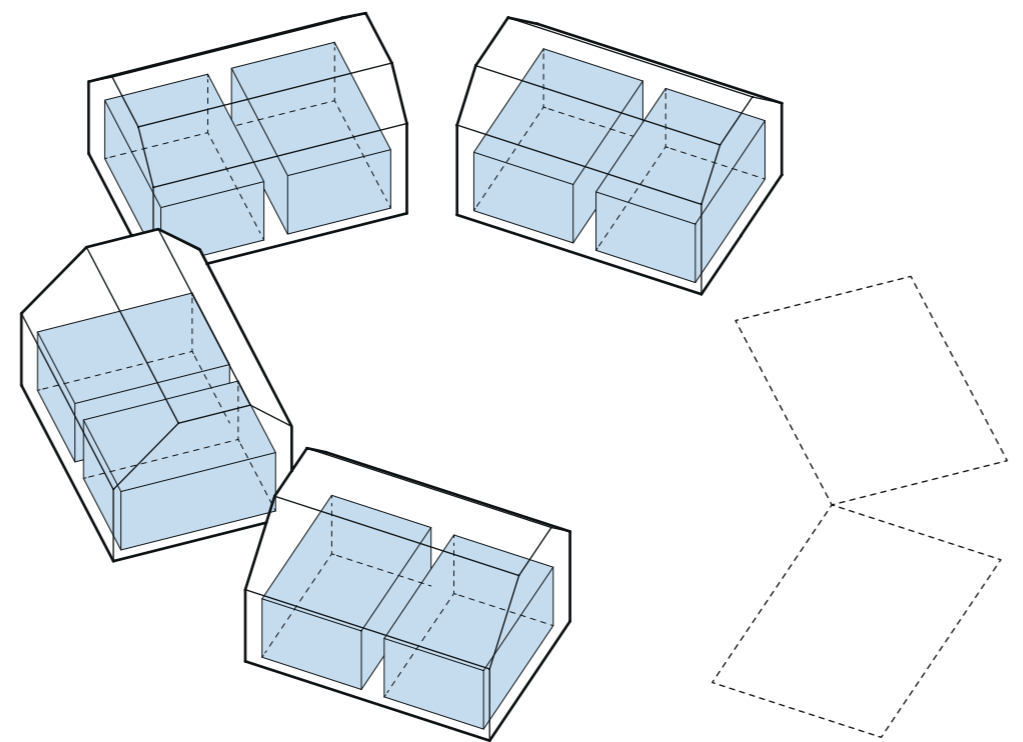
Dignity



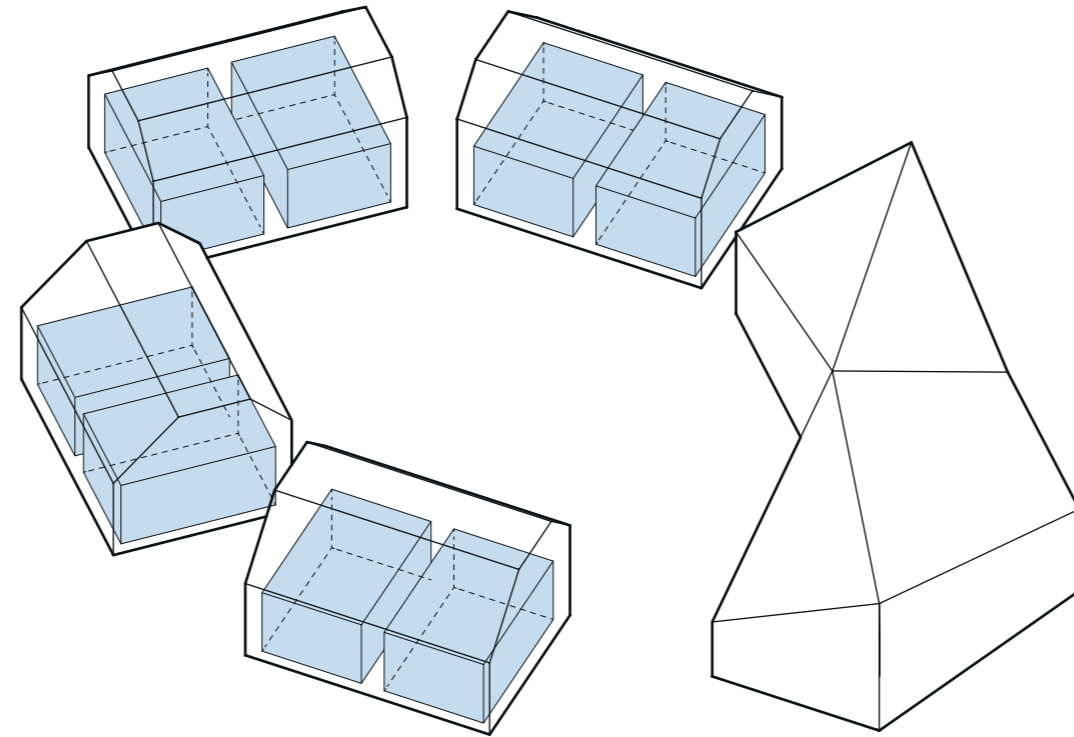
R



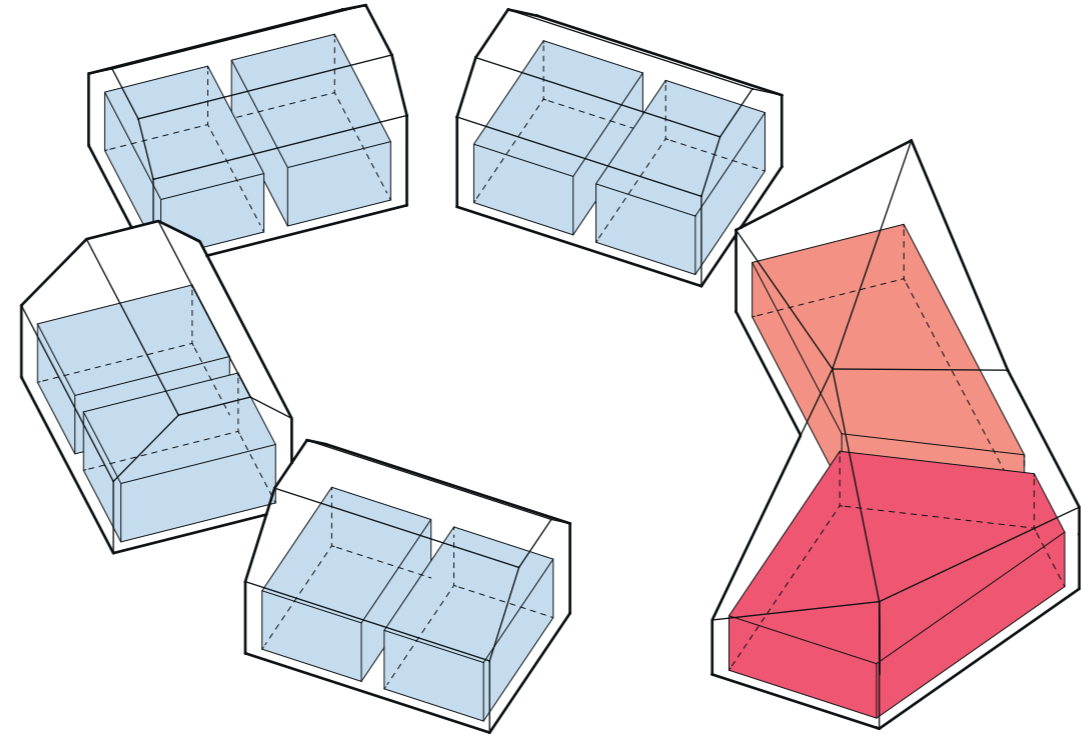
R



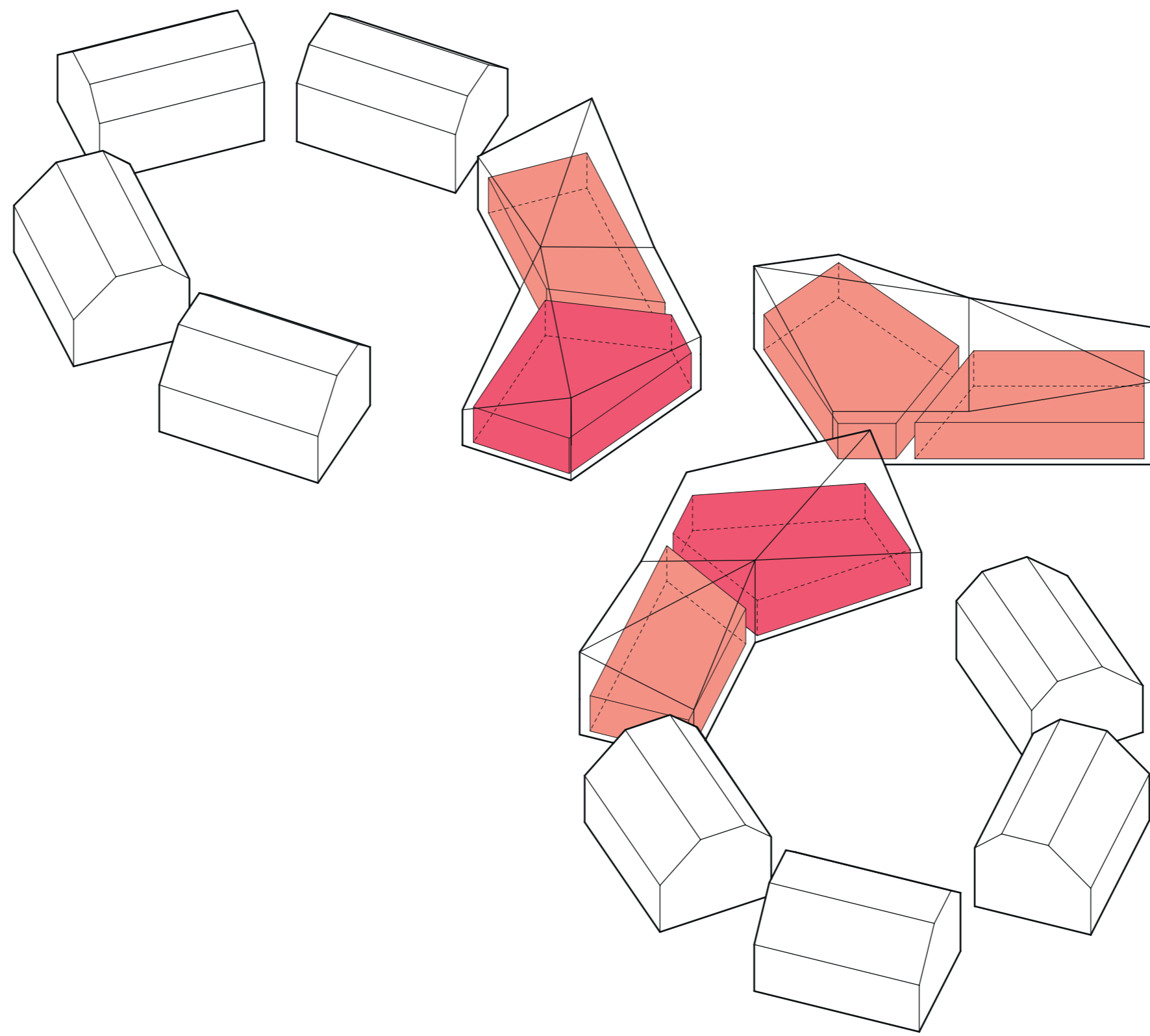
R



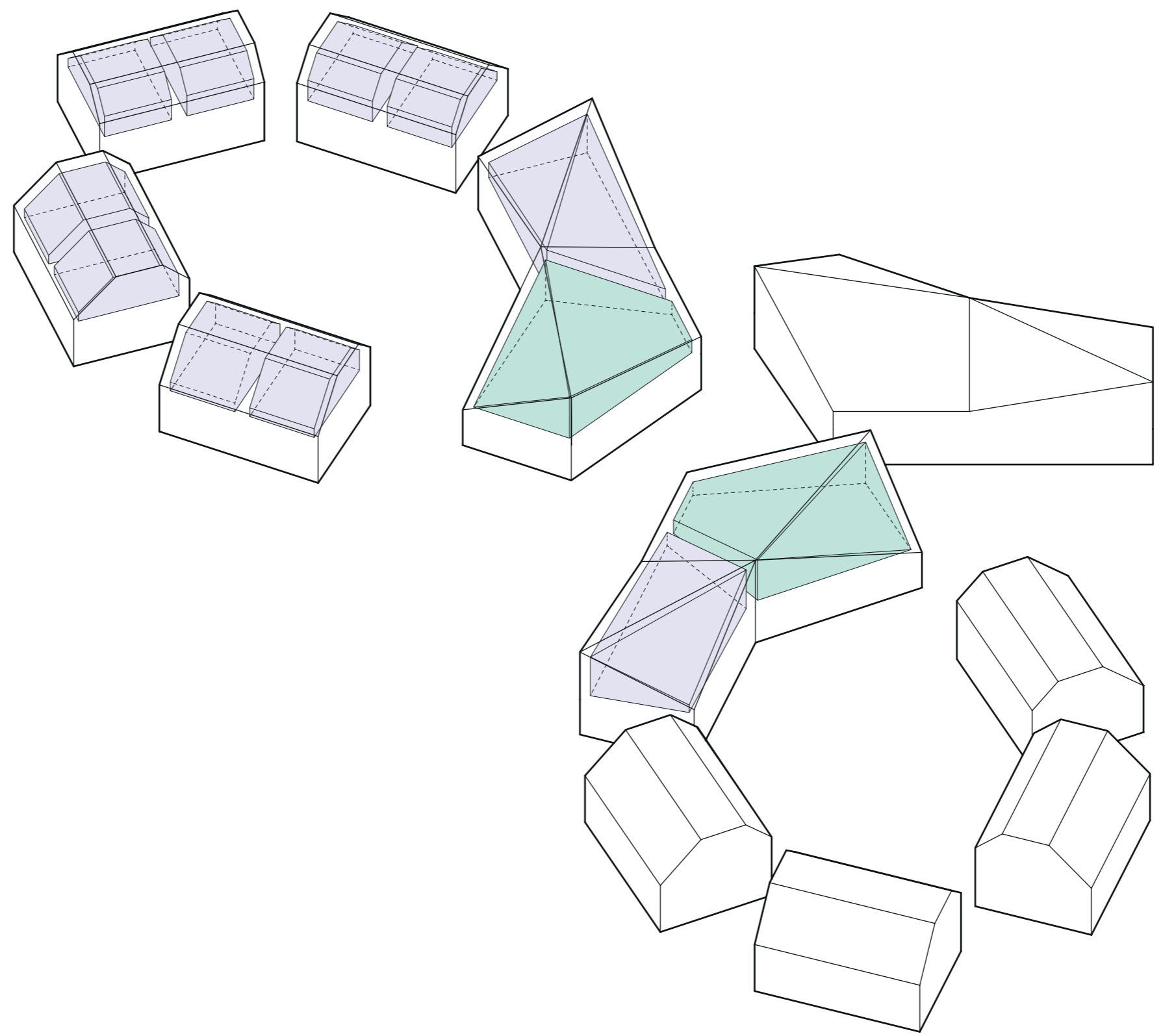
R



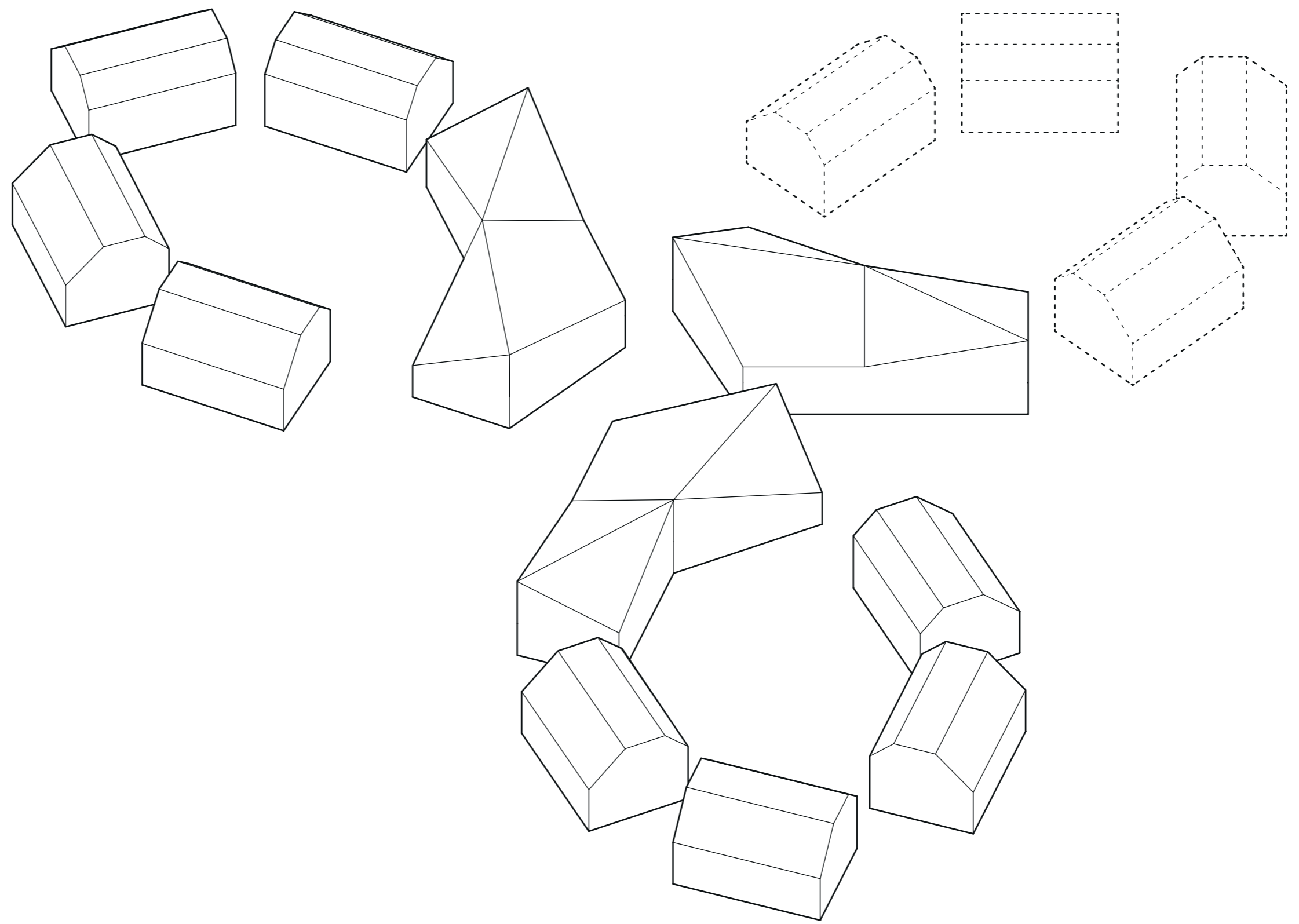
A C R



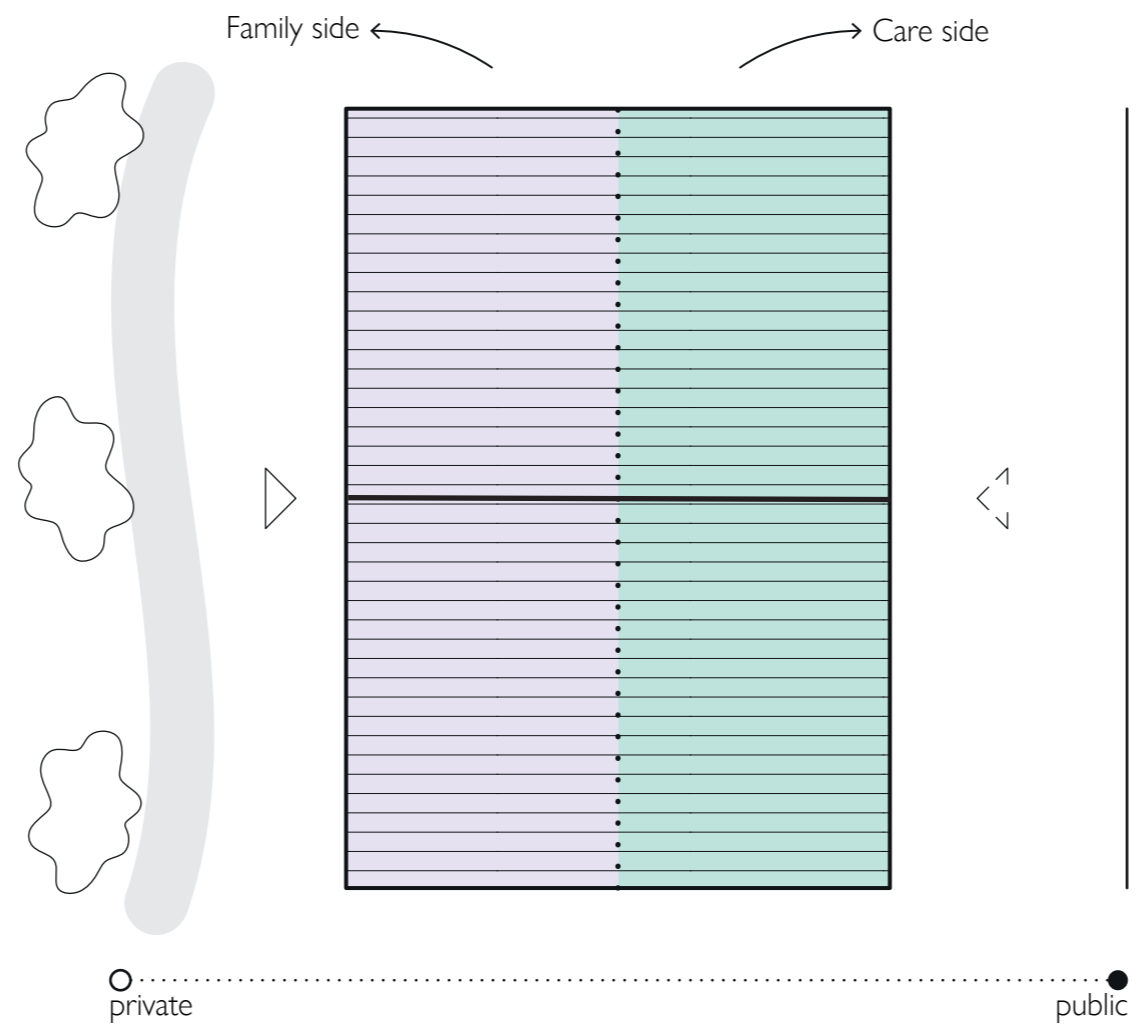
A C



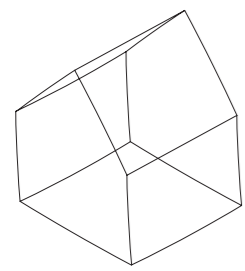
F N



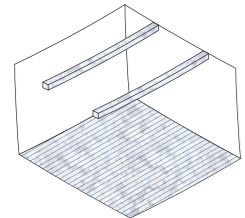
THE ROOM



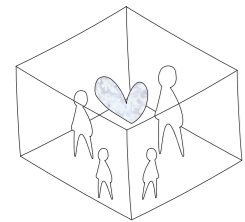
R F N



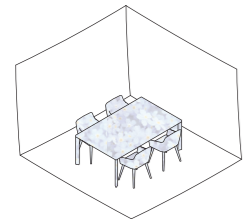
Normal idea of a dwelling



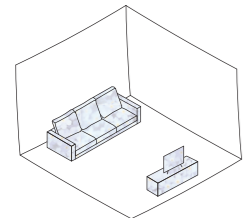
Homelike basic room



Family space in own room

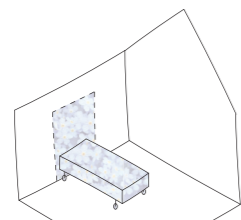


Enable eating together in room

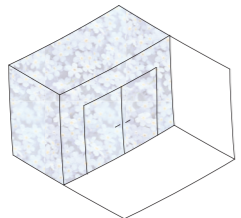


Enable sitting together in room

Dignity

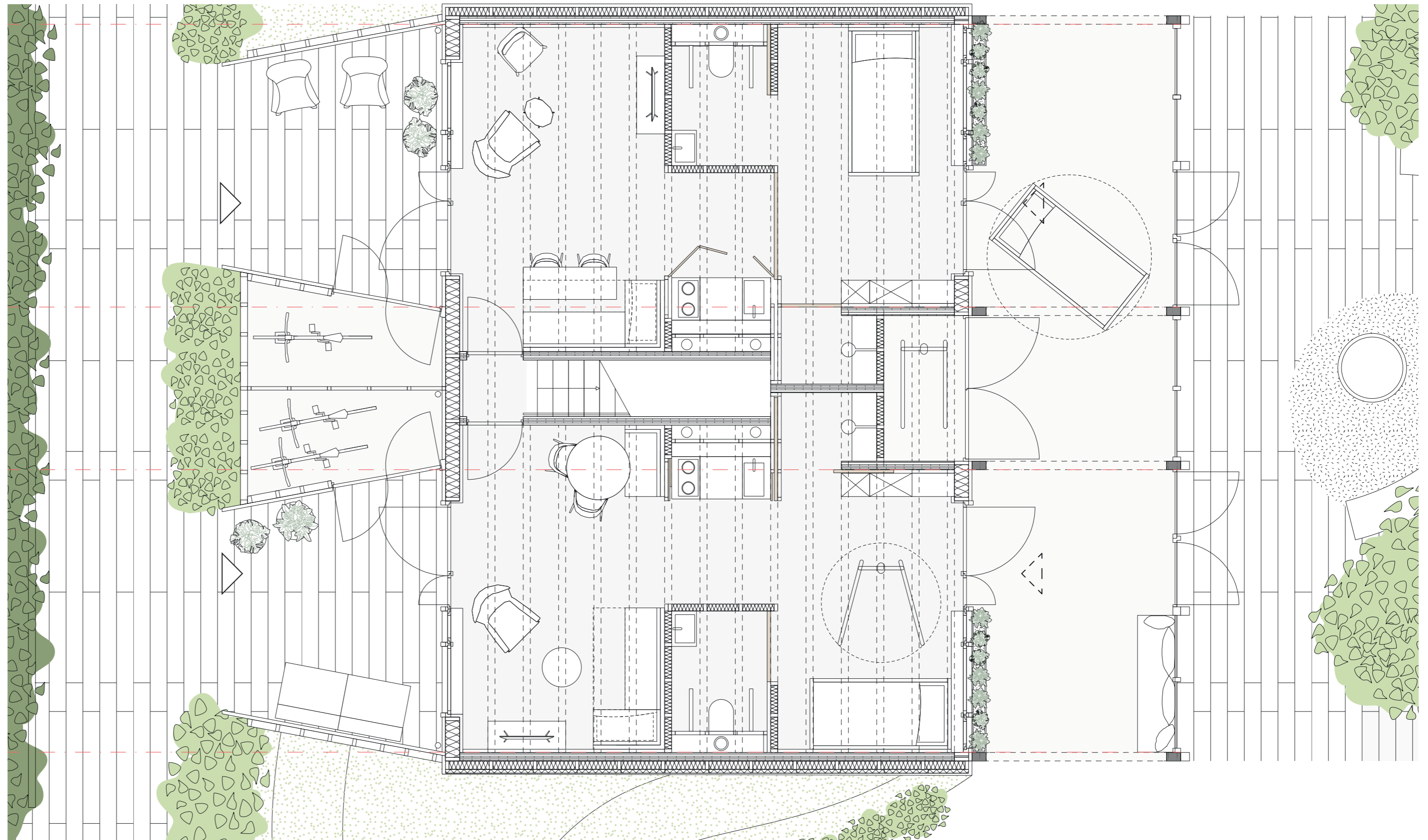


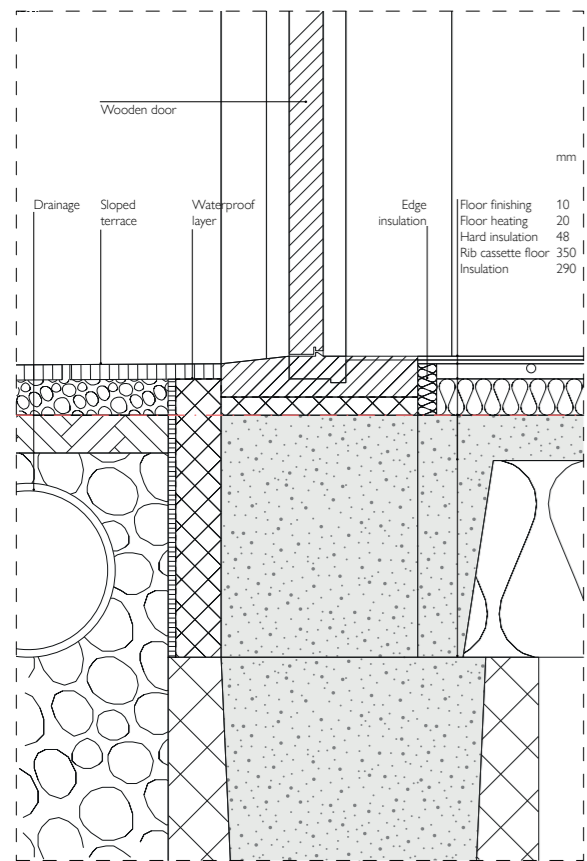
Path and door width for eelchairs and beds



Storage for care and personal utensils

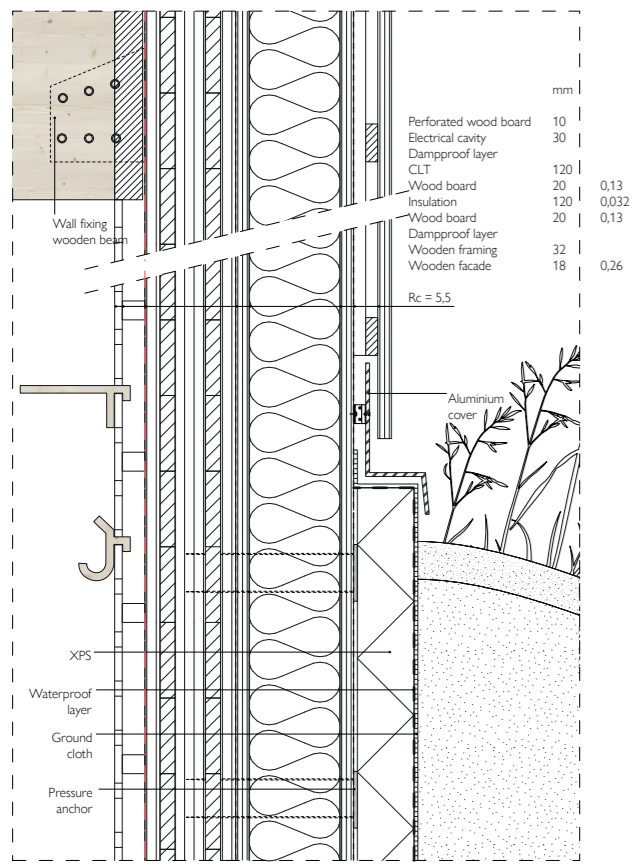
Care





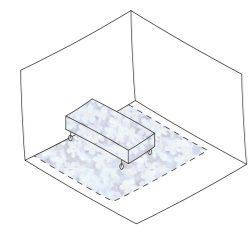
Detail 2



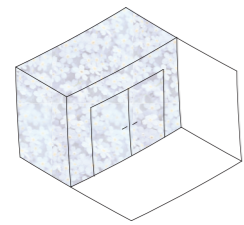


Detail 3.1 & 3.2



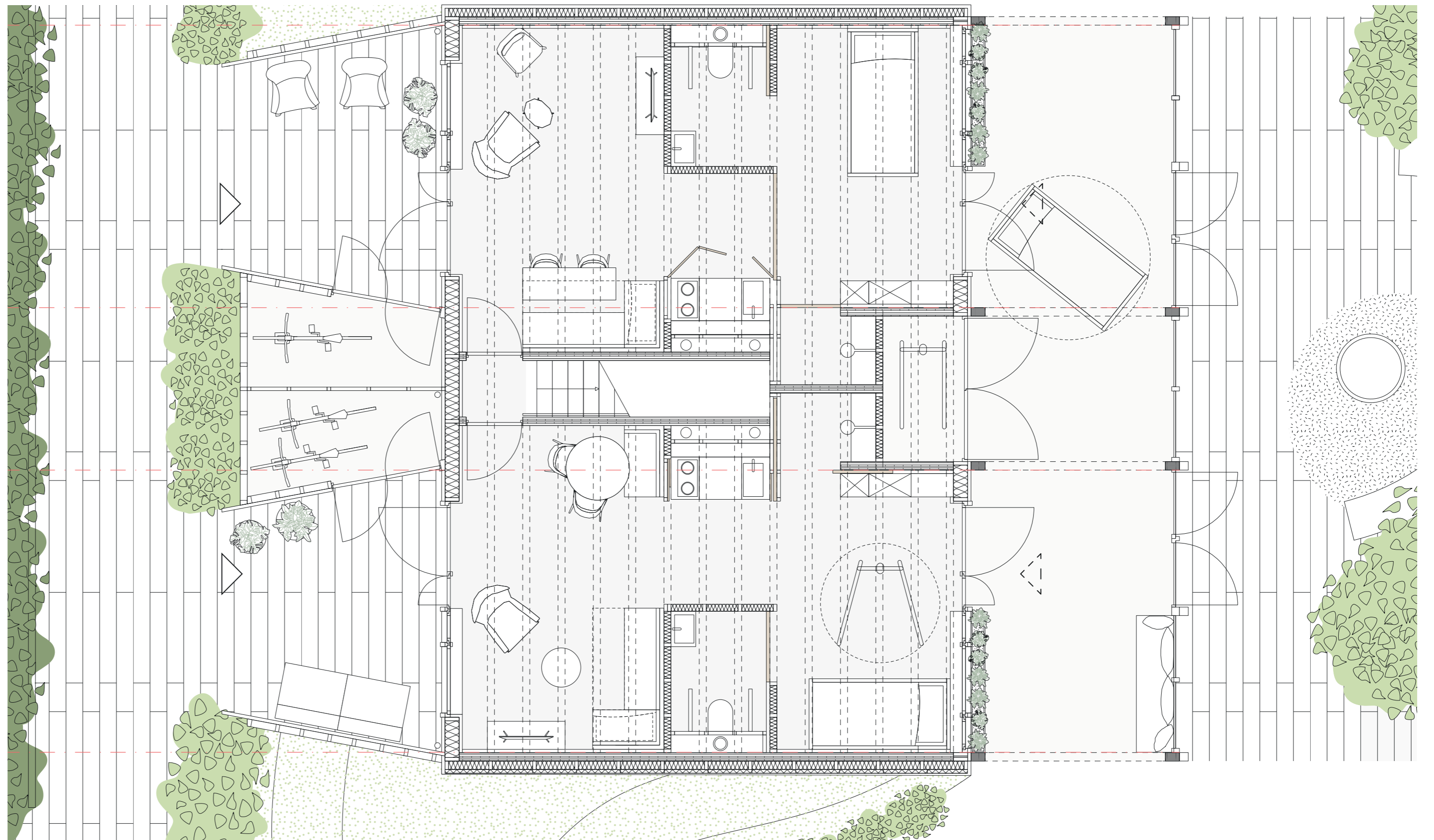


Care around bed



Storage for care and personal utensils

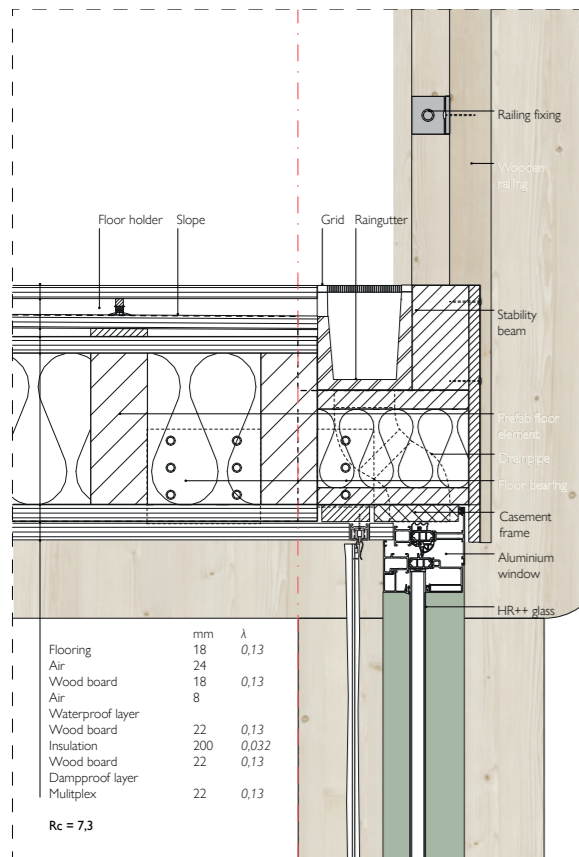
Care



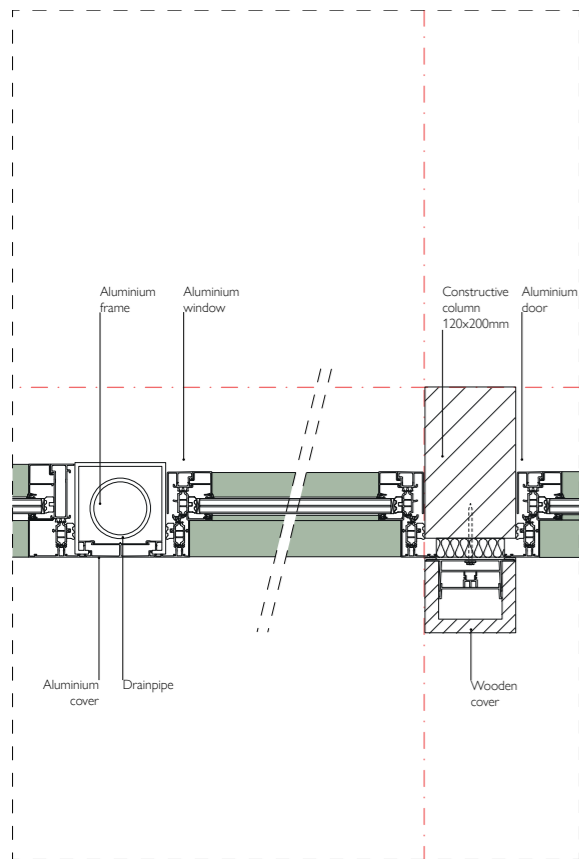




THE CLUSTER

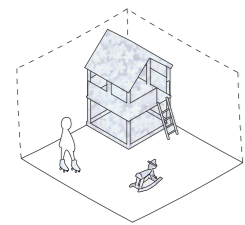


Detail 5



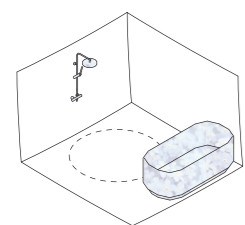
Detail 6.1 & 6.2





Play area for children

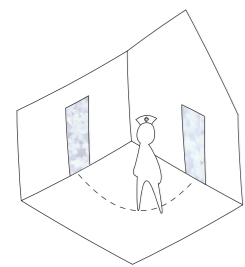
Active



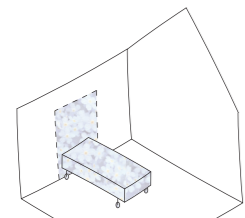
Big bathroom

Care

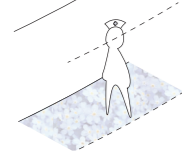




Close to care



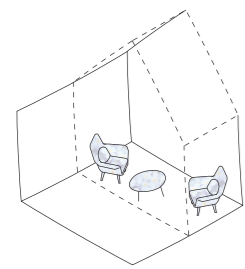
Path and door width for wheelchairs and beds



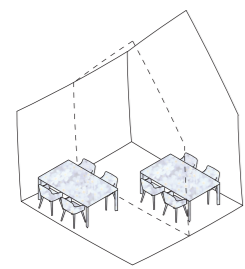
Internal connections

Care

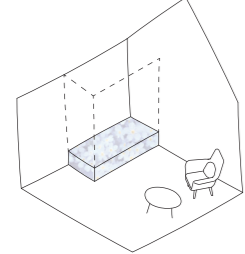




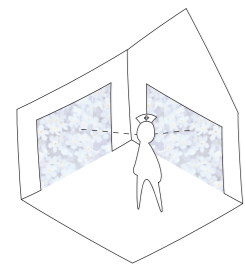
Quiet living room in communal house



Smaller tables for meals in communal house

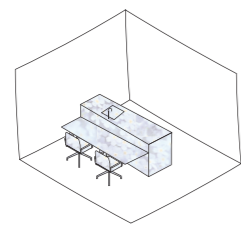


Places for beds in communal house



Overview for nurses on residents

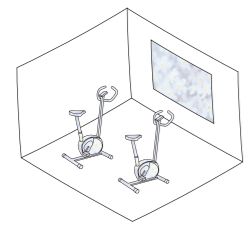
Care



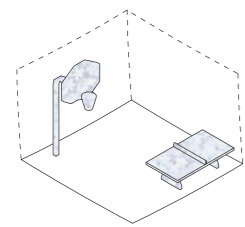
Cooking together

Active

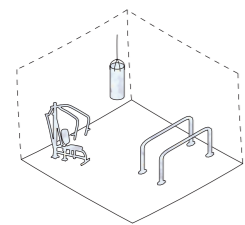




Cycle labyrinth



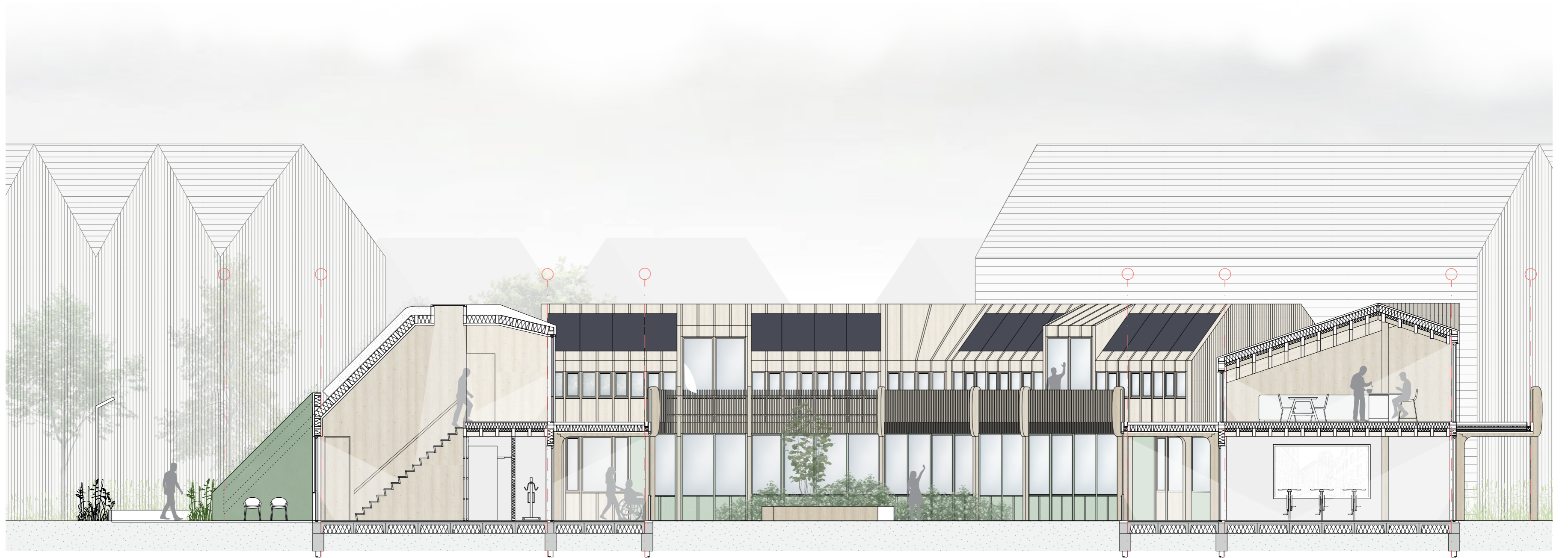
Place for ball sport



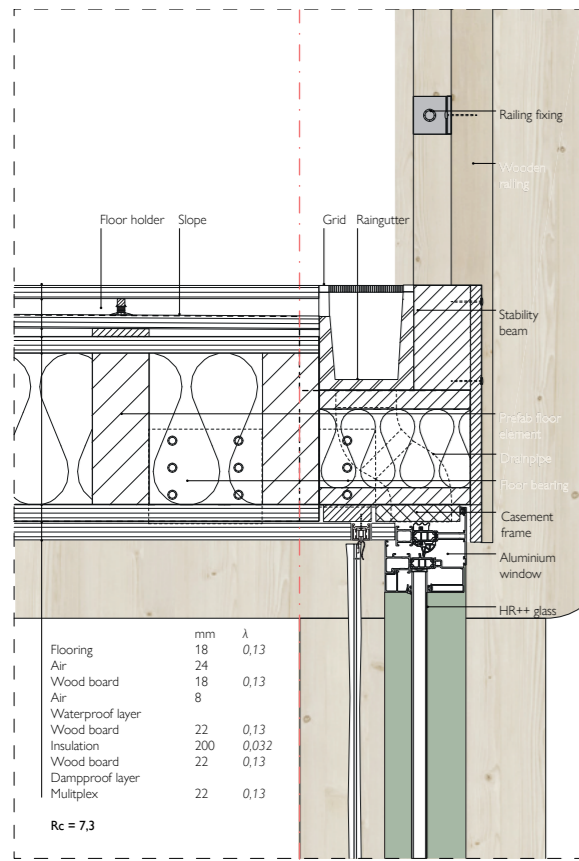
Place for fitness

Active

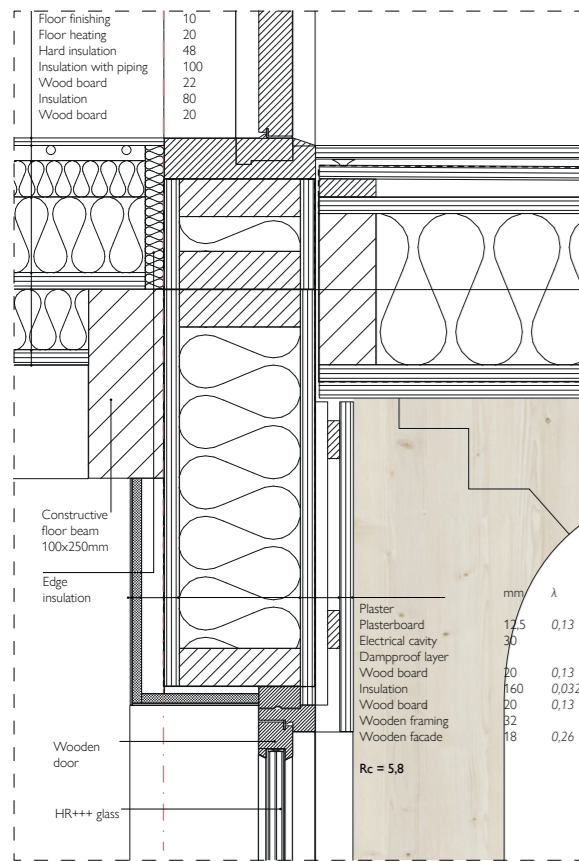






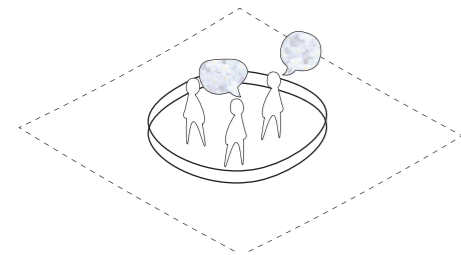


Detail 5

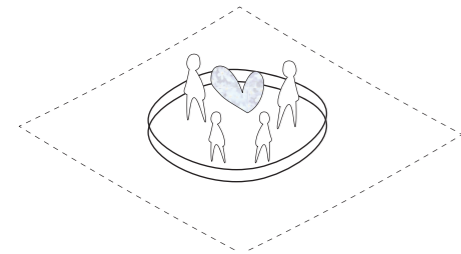


Detail 4



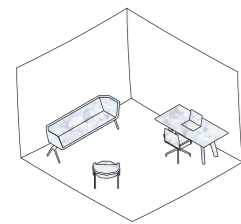


Place for meeting each other



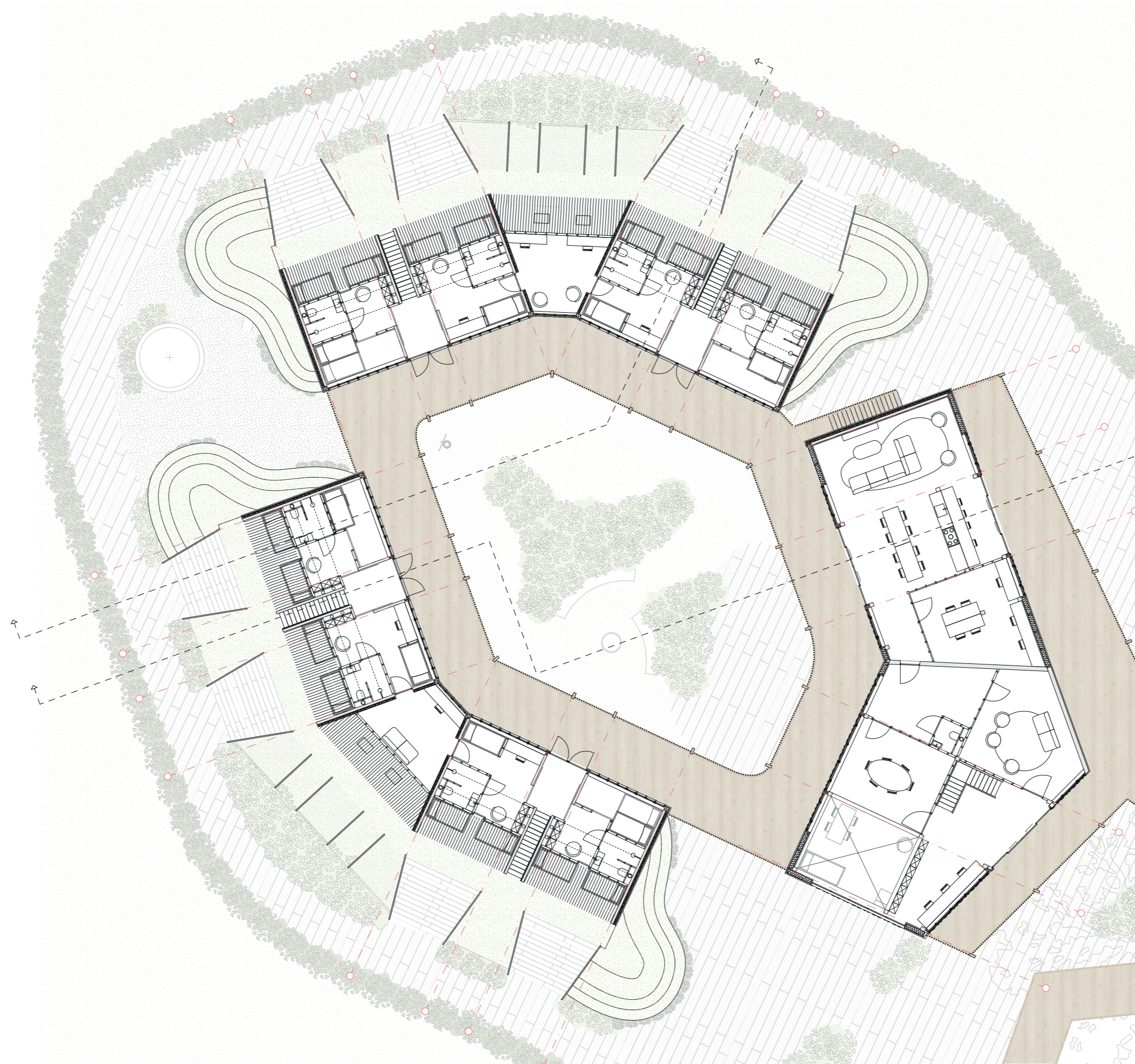
Place for family

Dignity



Work and meeting space

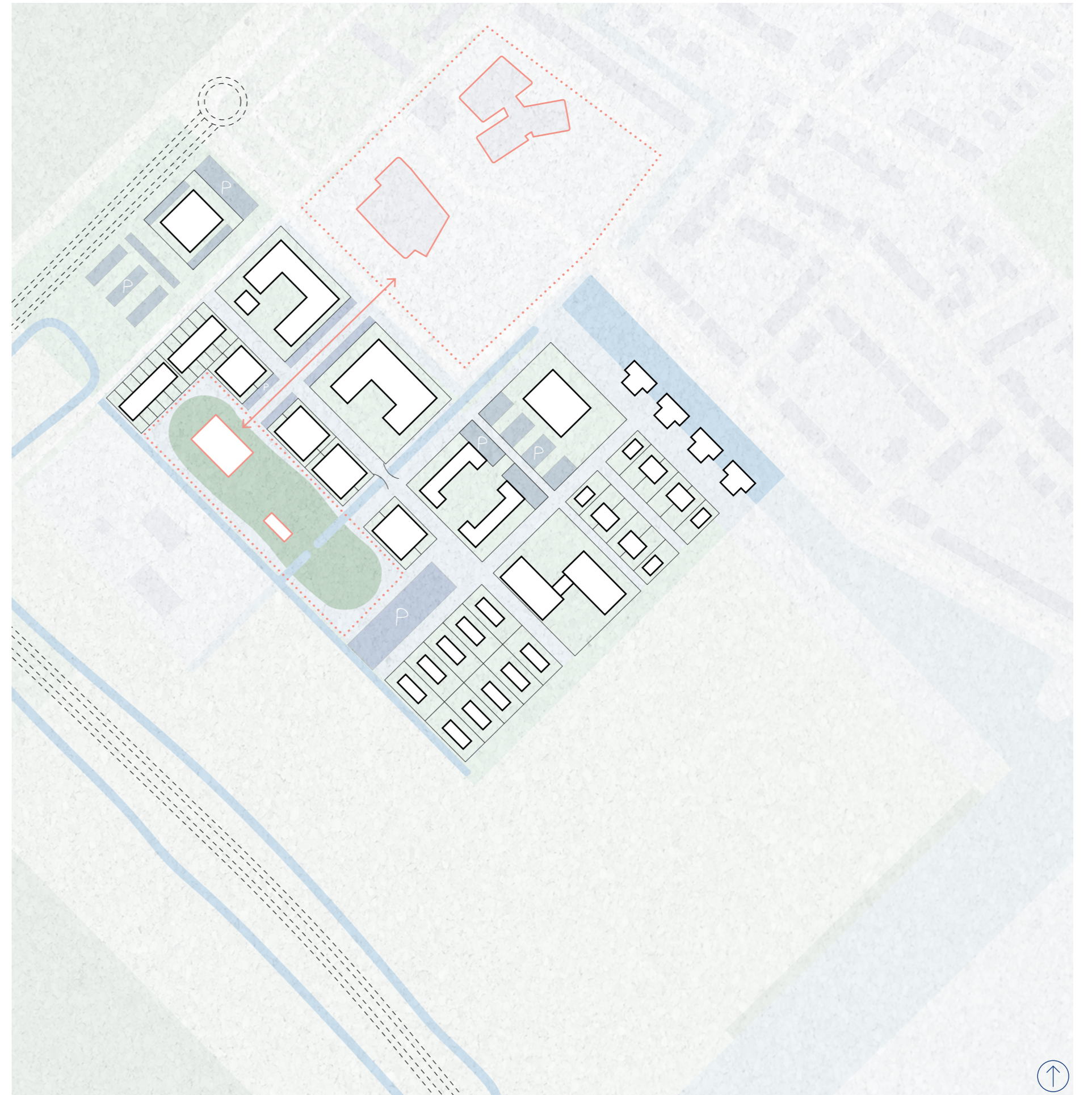
Care



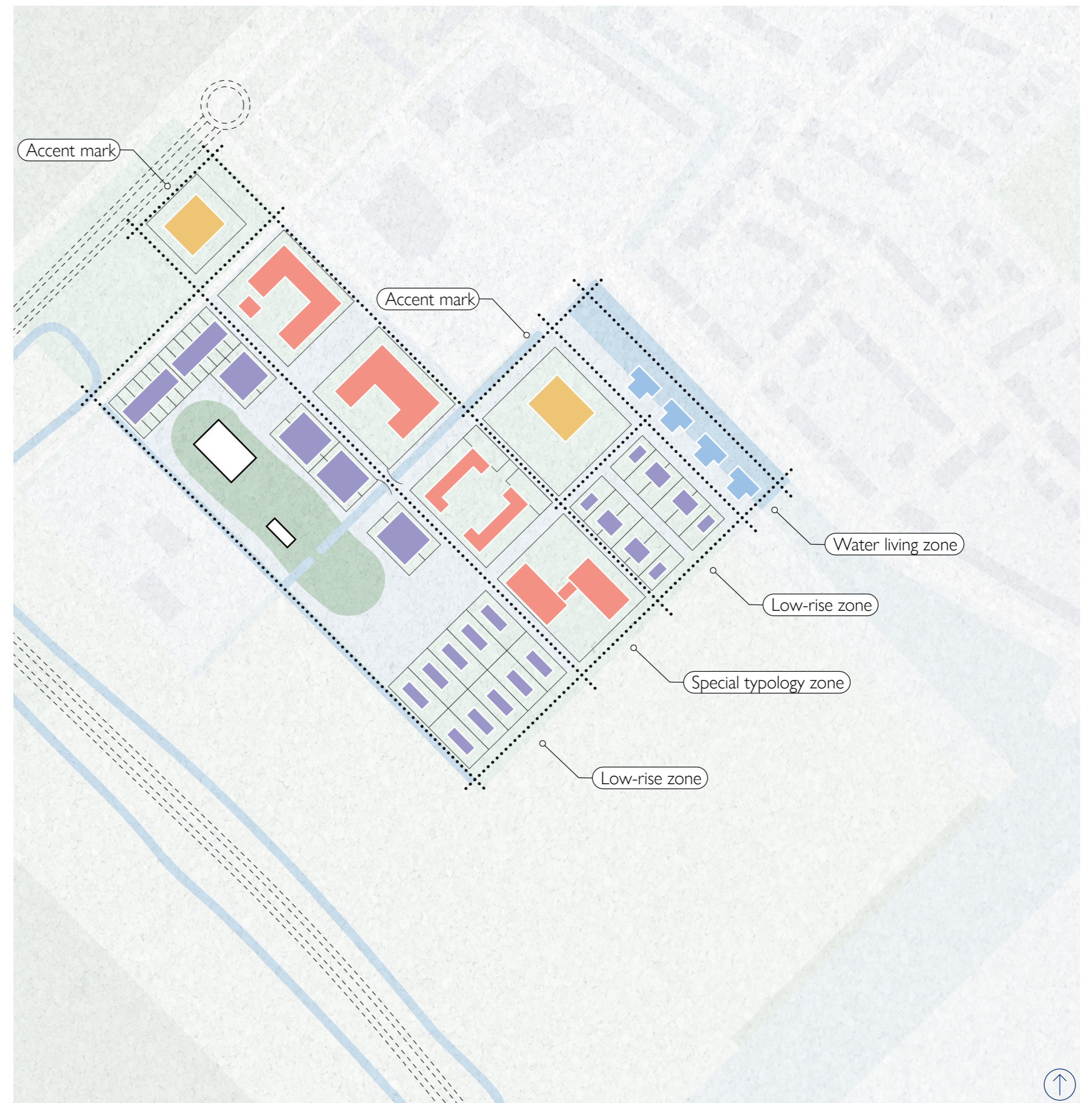
THE SITE



Masterplan CittaNova



Masterplan CittaNova



New masterplan



Lelystad masterplan



Specific location



Specific location

'Forest wood'

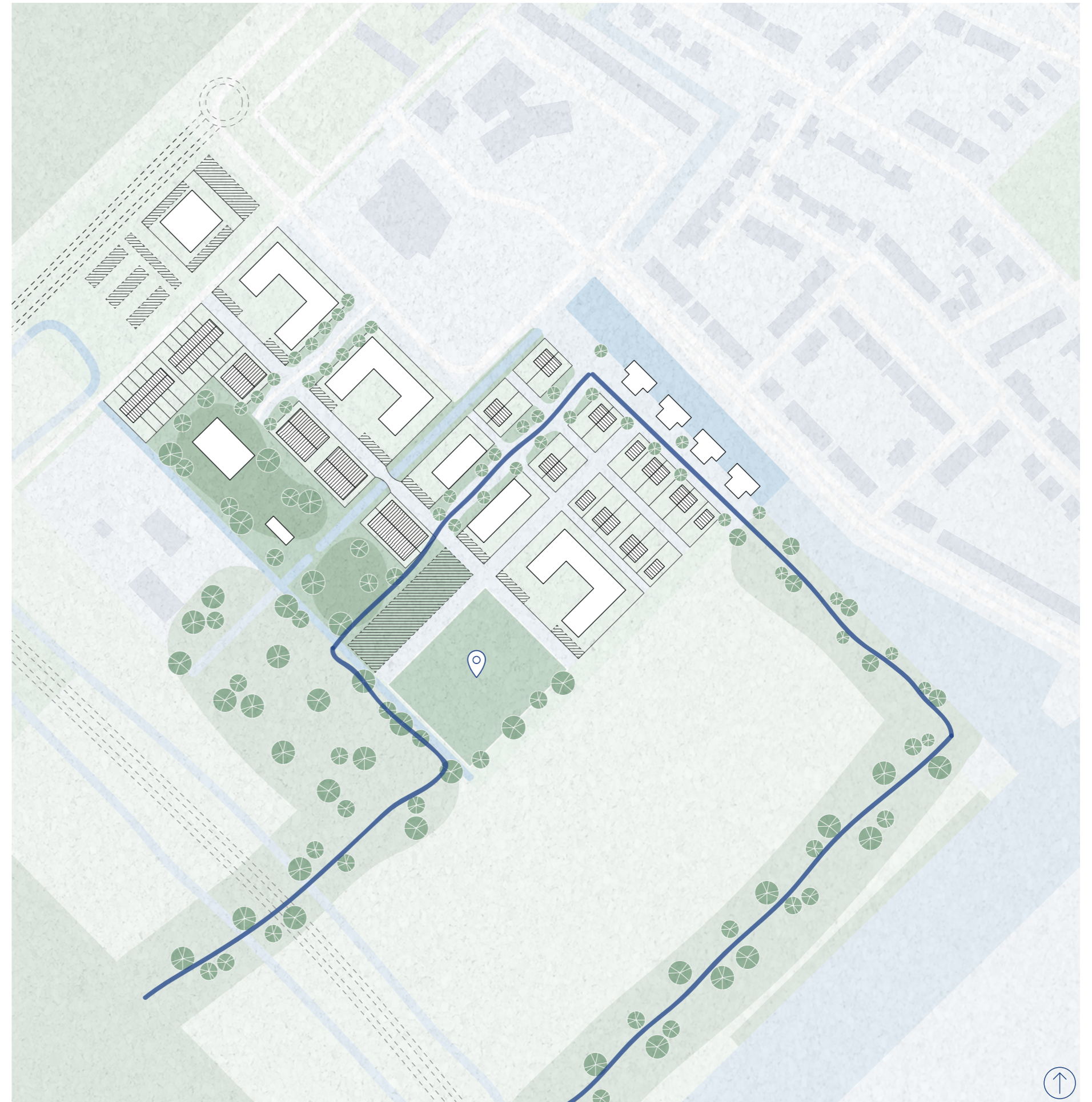


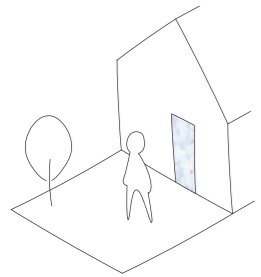
Specific location
connection centres



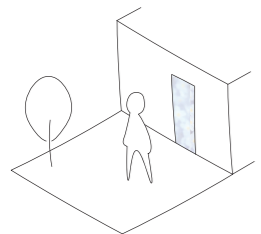
Specific location

Walking path

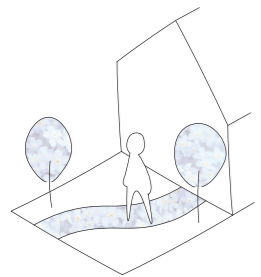




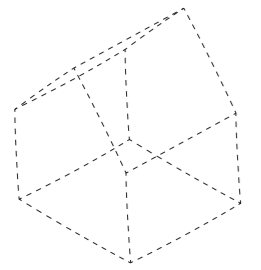
Own frontdoor to communal house



Own external frontdoor to room



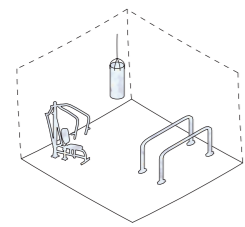
Direct outdoor acces



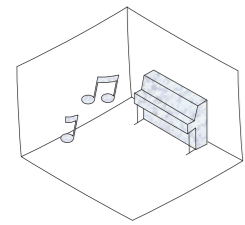
Open facility

Dignity



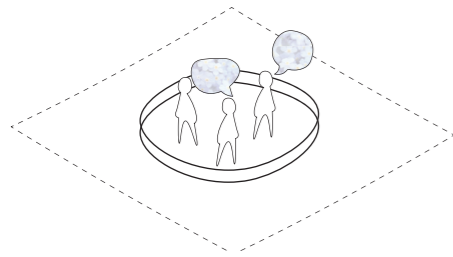


Place for fitness



Making music

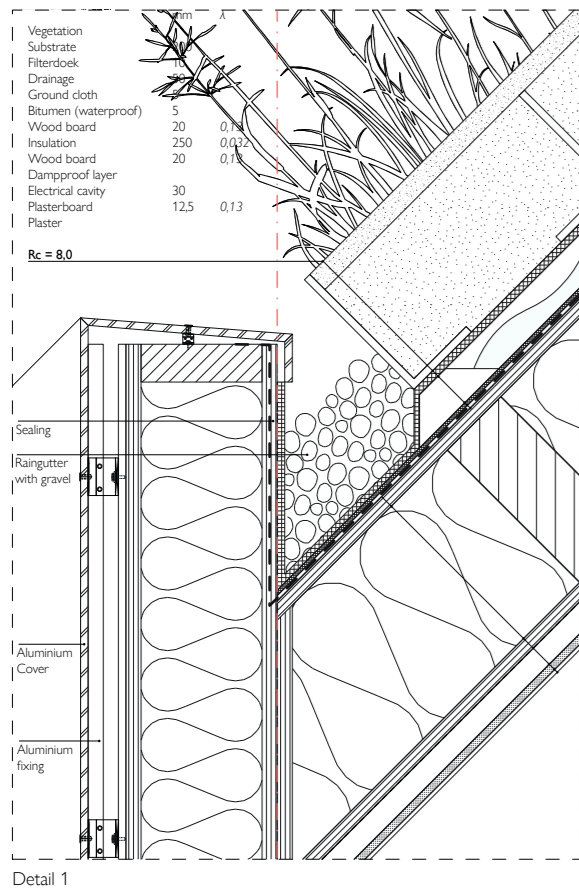
Active

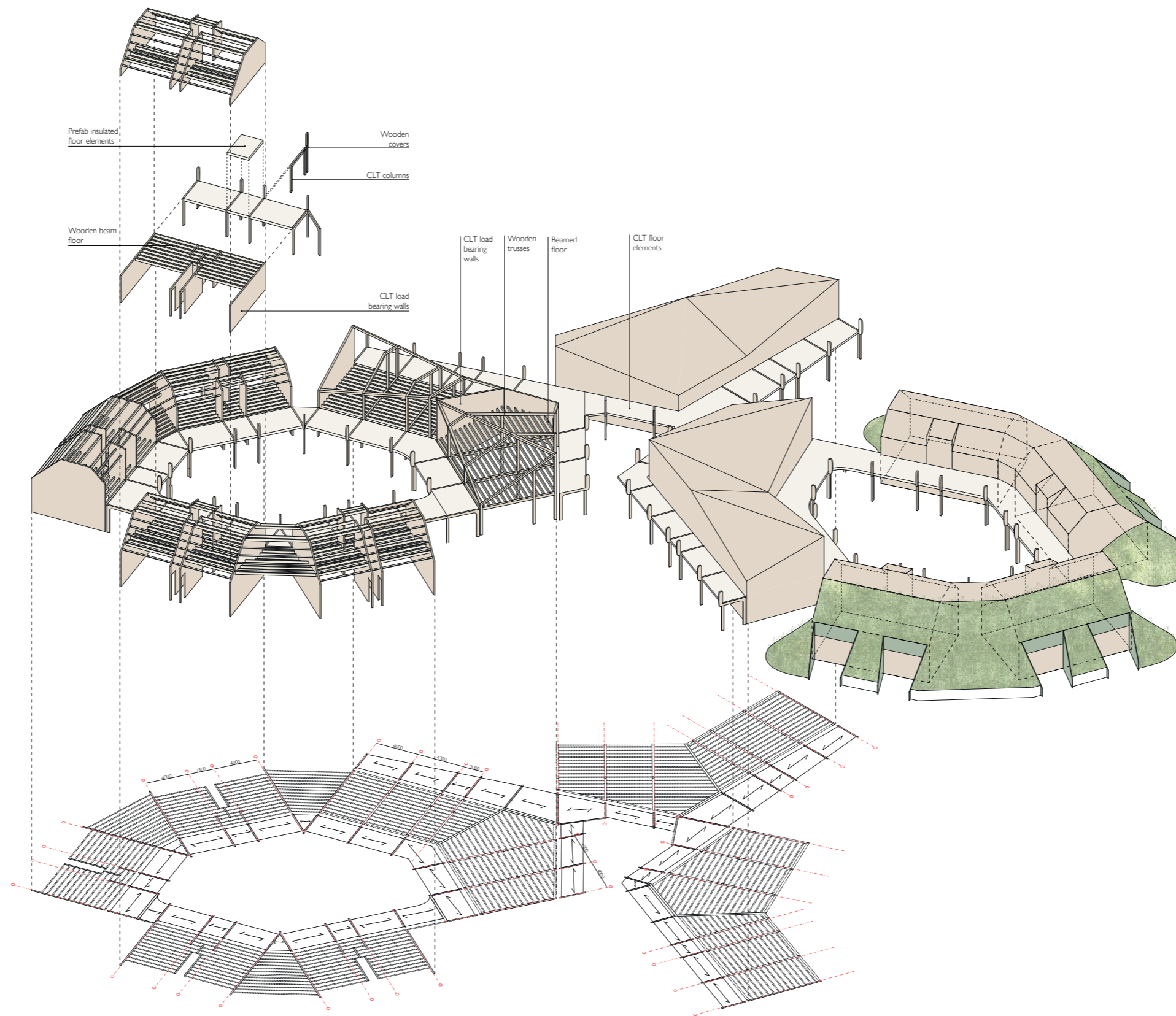


Place for meeting
each other

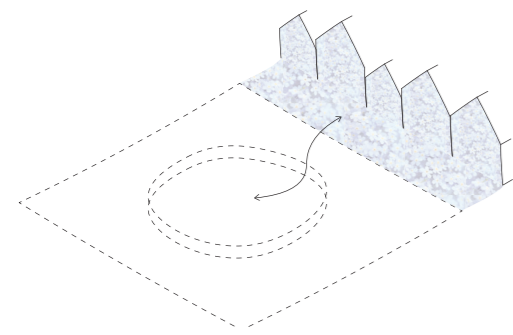
Dignity



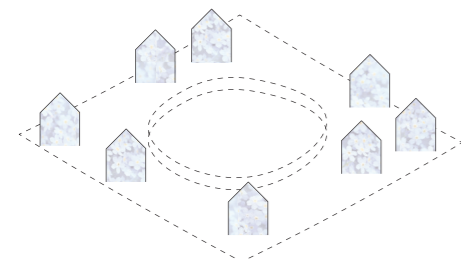




THE NEIGHBOURHOOD

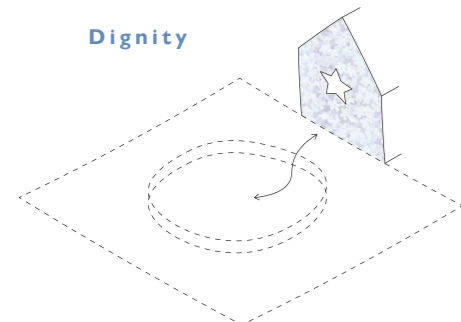


Connect to a centre

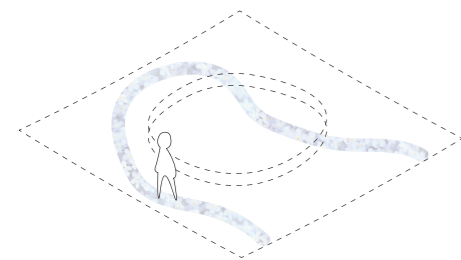


Connect with the neighbourhood

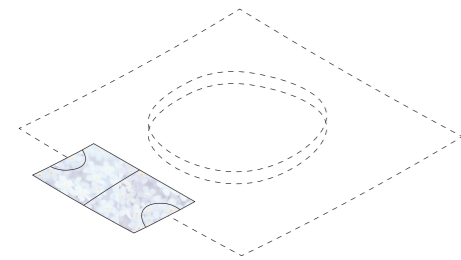
Dignity



Connect to daycare activity



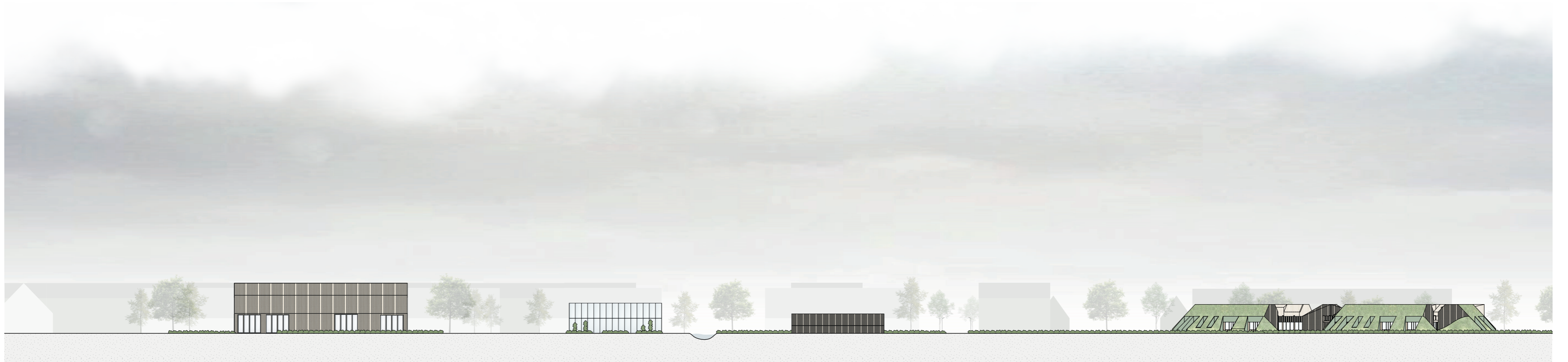
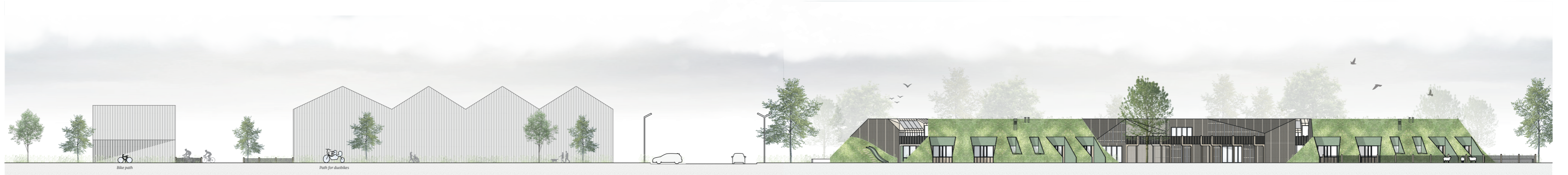
Connect to a paved walking path



Connect to sport facilities

Active





Thank you

