

FUN BY THE GREY

The graduation project '*Designing for Care – towards an Inclusive Living Environment*' focuses on the environment for the elderly with and without care.

Existing buildings and neighbourhoods do not always meet the needs of living and care for elderly. Starting with research I did not like what I was seeing; large scale buildings, passive behaviour of the elderly and little interaction among the residents. Besides this, the Dutch care system changed towards a system in which you stay at home as long as possible. How can elderly stay independent as possible, even when they need care and are vulnerable? There is a need to search for new concepts, because this is about our future.

This graduation exhibition displays the fieldwork, research, concept and design by storytelling. **HAVE FUN!**

HOW DO YOU WANT TO LIVE WHEN YOU ARE OLD ?

This project involves human studies into the architecture project. How to design for a group of people if you do not know their rituals and way of using their home? Therefore it is essential to study the target group in their context.

I lived in an elderly home for one week

This was an experience! After this week I can conclude, details of everyday life are fundamental for design.

Life in that elderly home reminds me of a factory. An '**elderly factory**' that produces passive elderly. The relation with a factory is because of the daily routines and the behaviour of the residents. Can a design create pleasure in life? My goal is to transform the 'elderly factory' into a '**fun factory**'. A design where elderly live together and take care of each other. In this context, care is seen as non-professional care.

To come up with a concept I asked people how they would like to live when they are old. What if we use an existing co-living typology for a new target group, namely '**student houses for elderly**'. A house with private and collective rooms that are shared with a small group of selected people.

Marijn Bouwman

Tutors
Birgit Jürgehake
Leeke Reinders
Jos Lafeber

4 July 2019

In collaboration with Habion

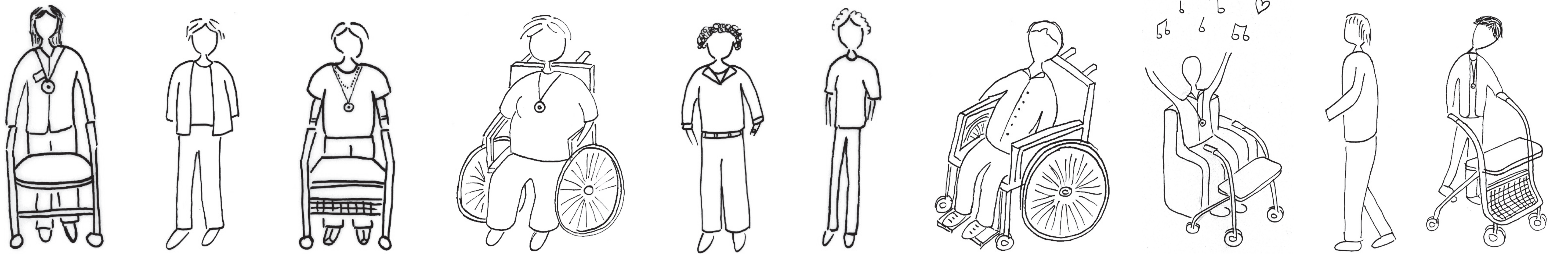


FUN

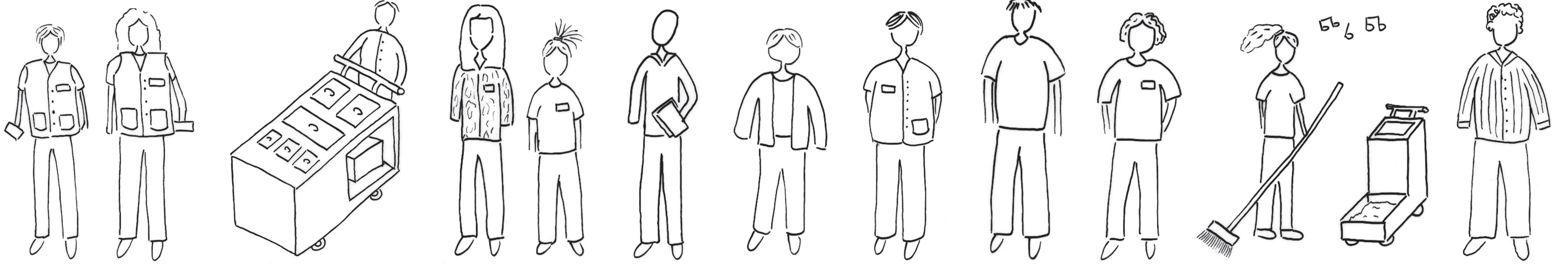
BY THE

GREY

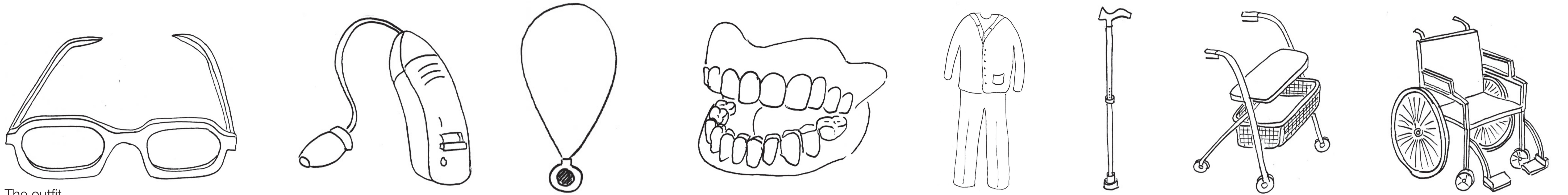
Because having fun has no age limit



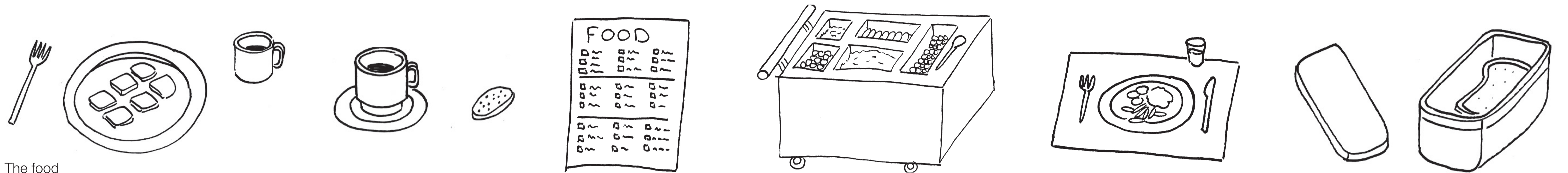
The residents



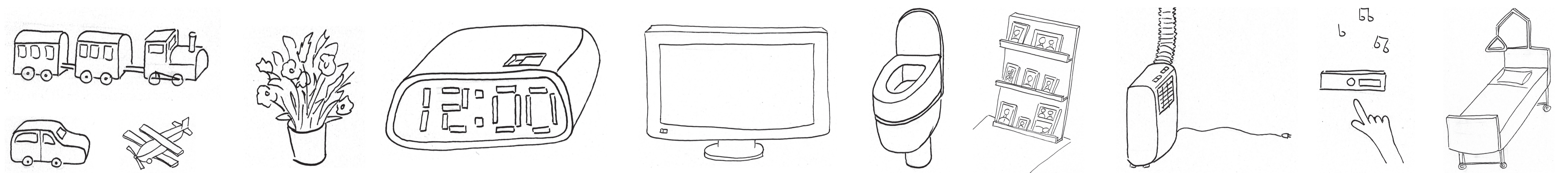
The caregivers



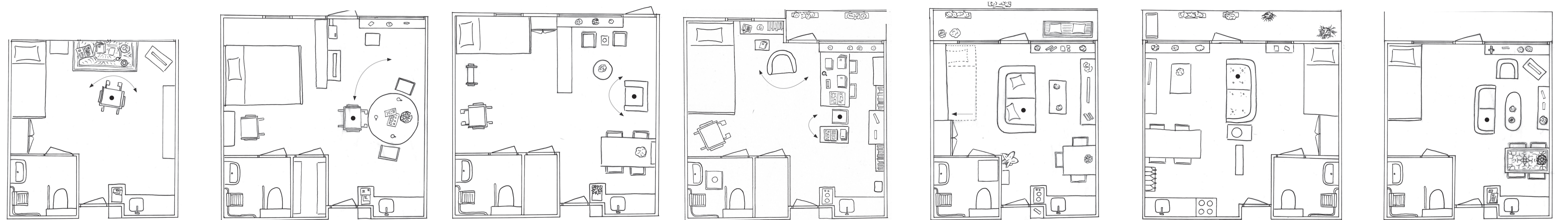
The outfit



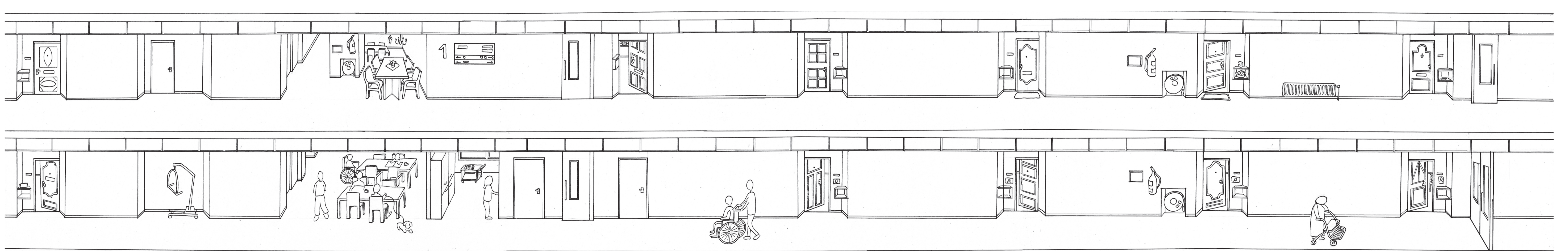
The food



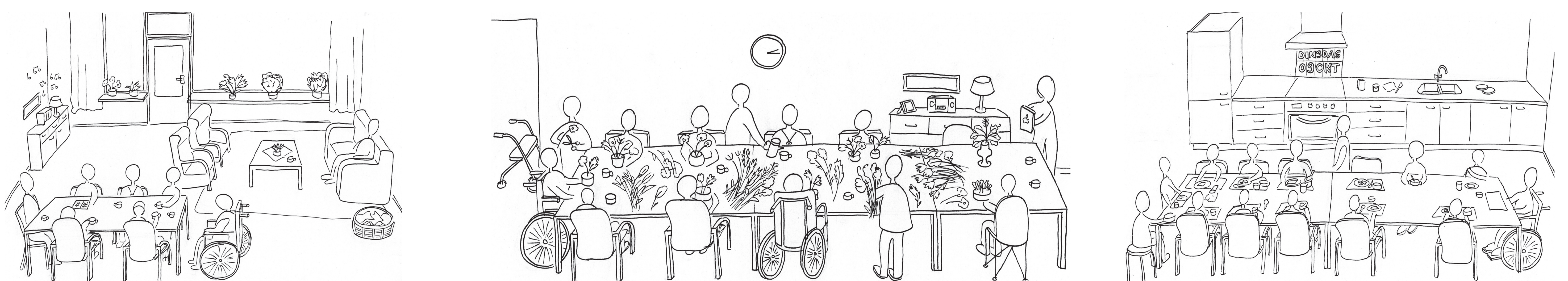
The objects



The rooms



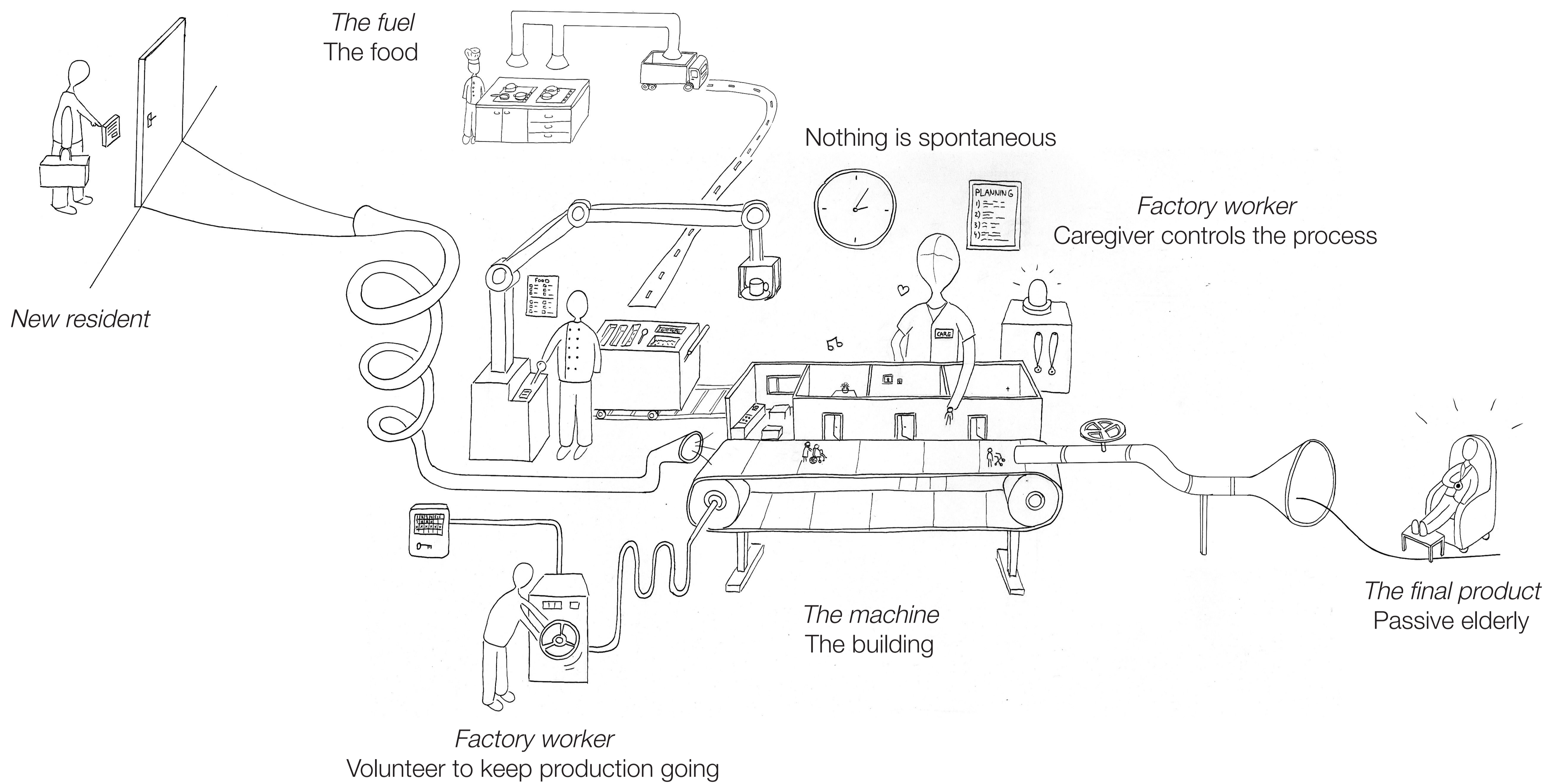
The building



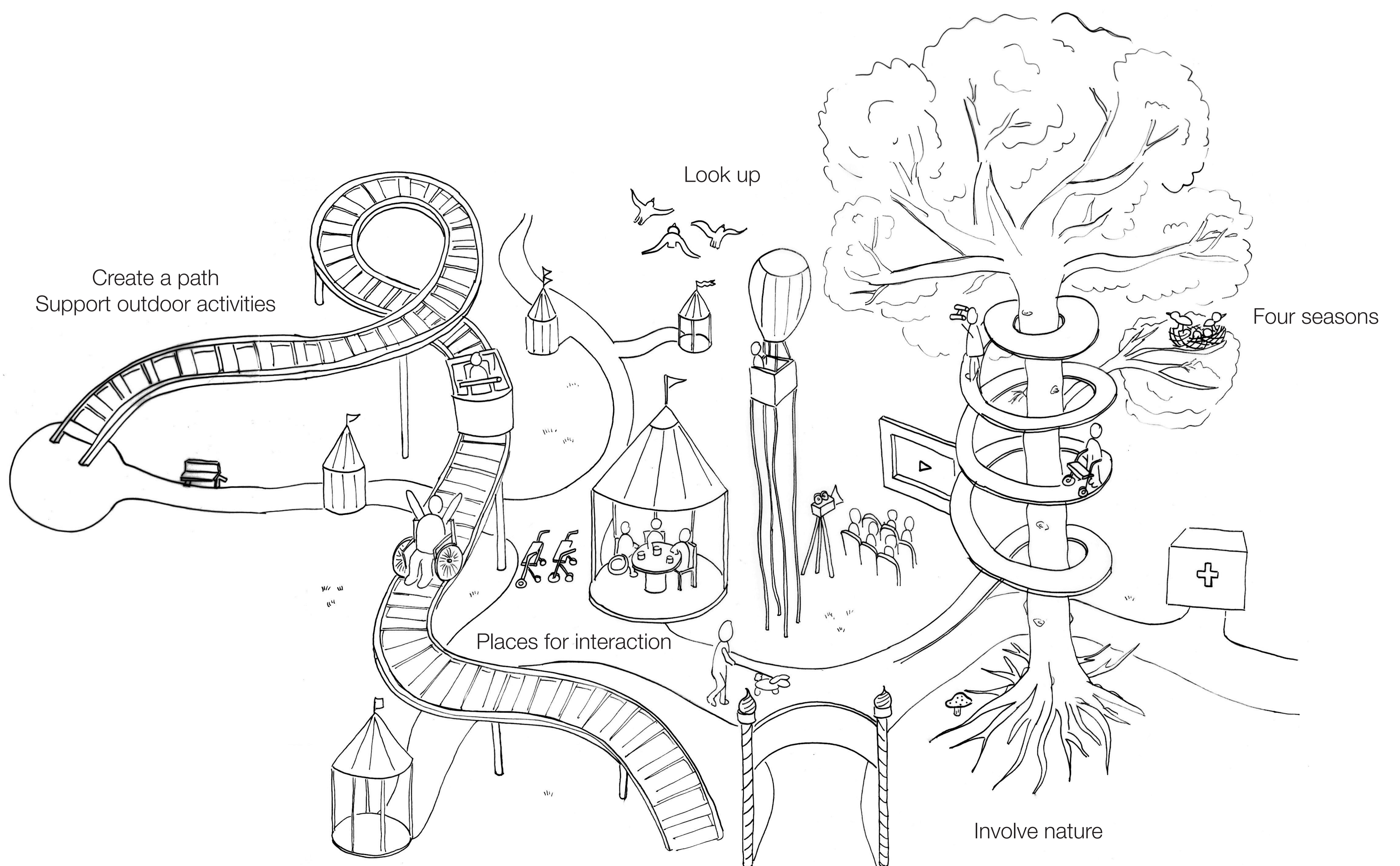
The activities

Library of observations

FROM 'ELDERLY FACTORY'



TOWARDS 'FUN FACTORY'

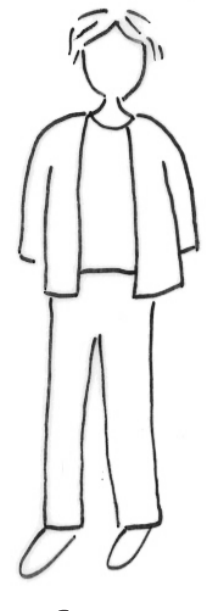


HOW DO YOU

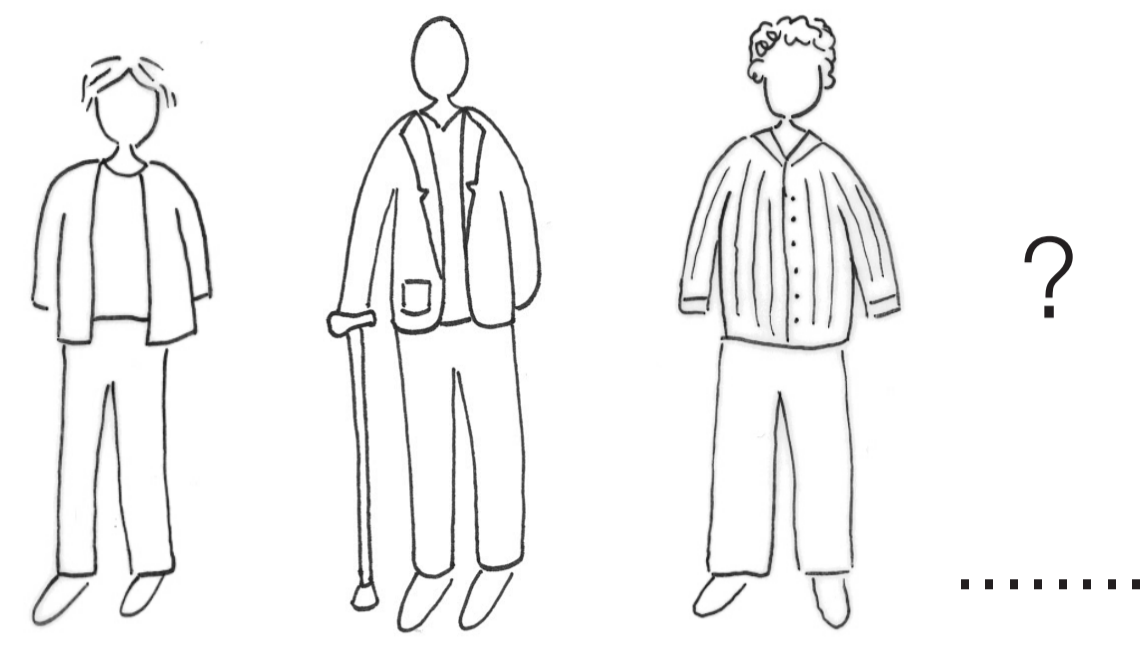
WANT TO LIVE

WHEN YOU ARE

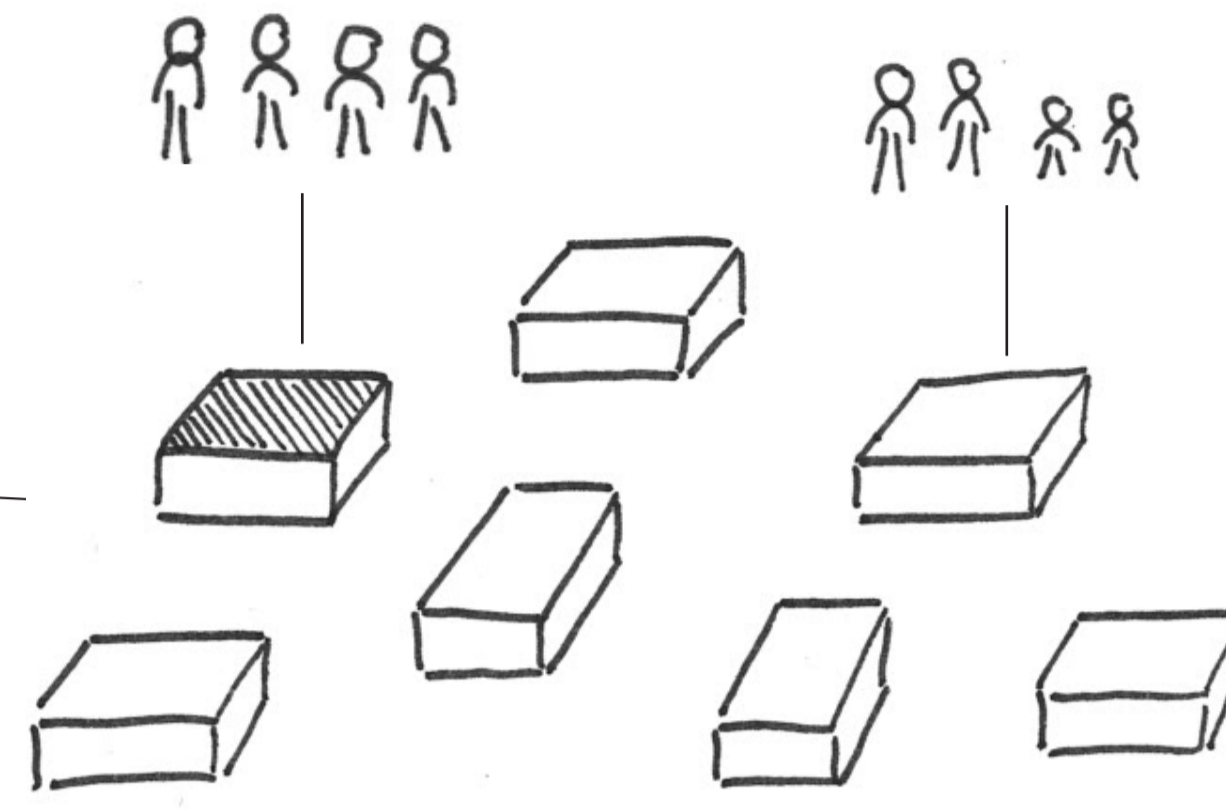
OLD ?



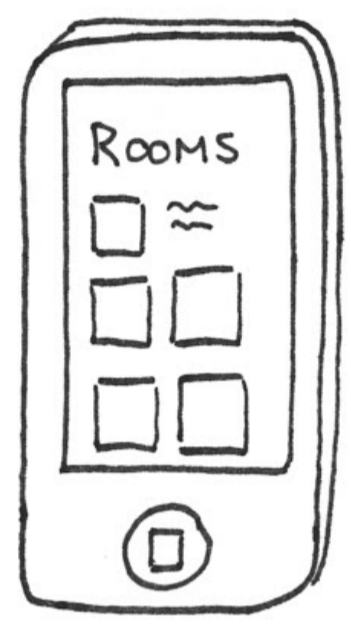
I am looking for a new house



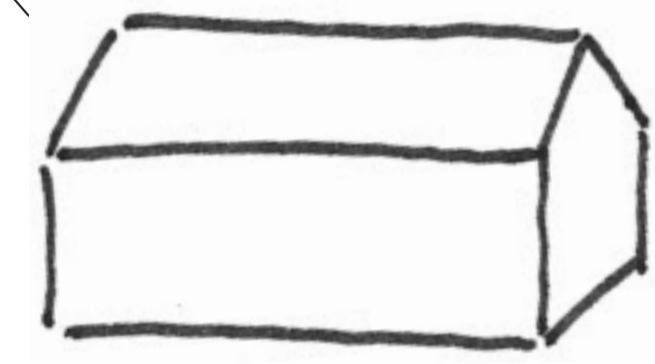
A roommate moved or passed away



The group is part of a larger whole

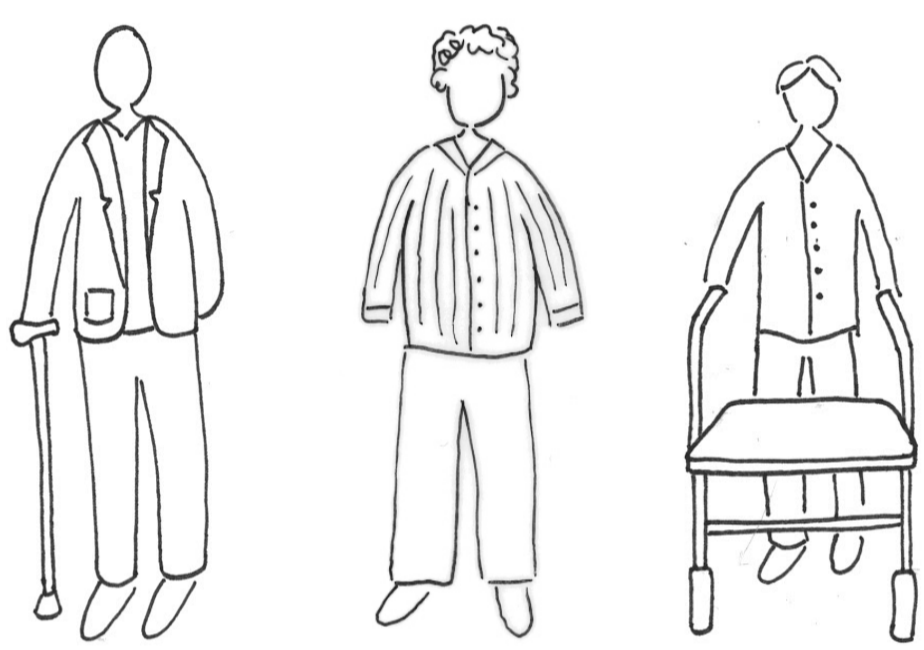


Tool to bring people together

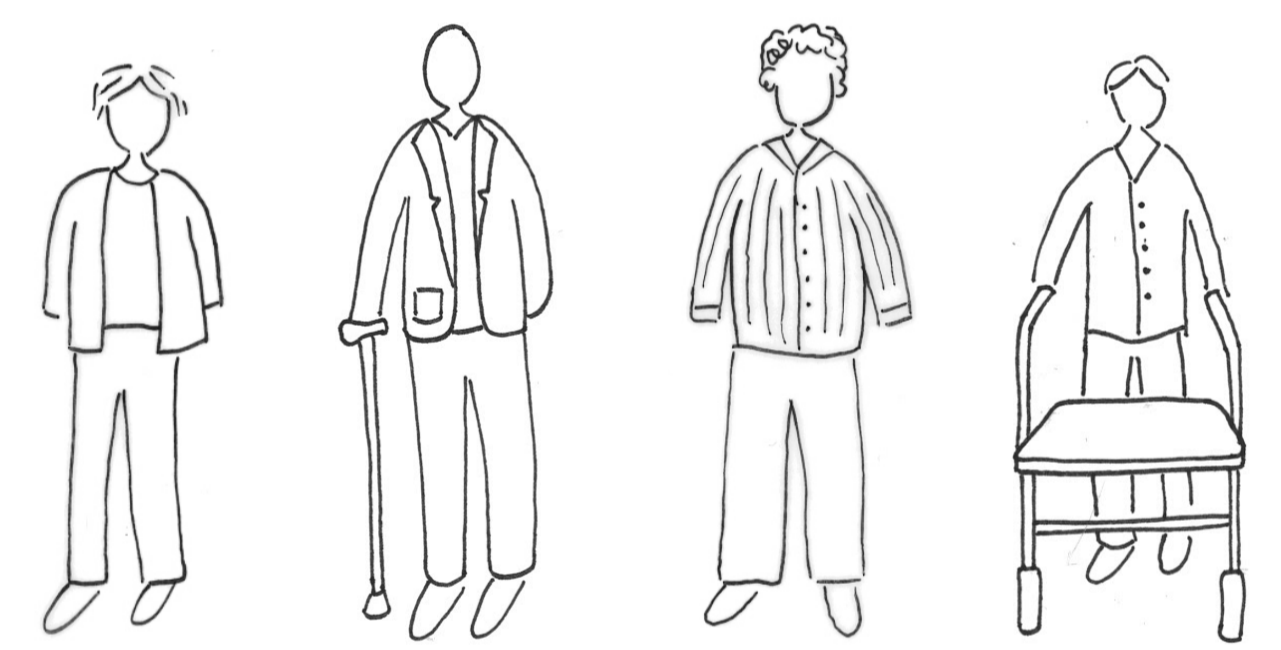


- Communal spaces
 - living room
 - kitchen
 - garden
- Private spaces
 - bedroom
 - small living room
 - bathroom

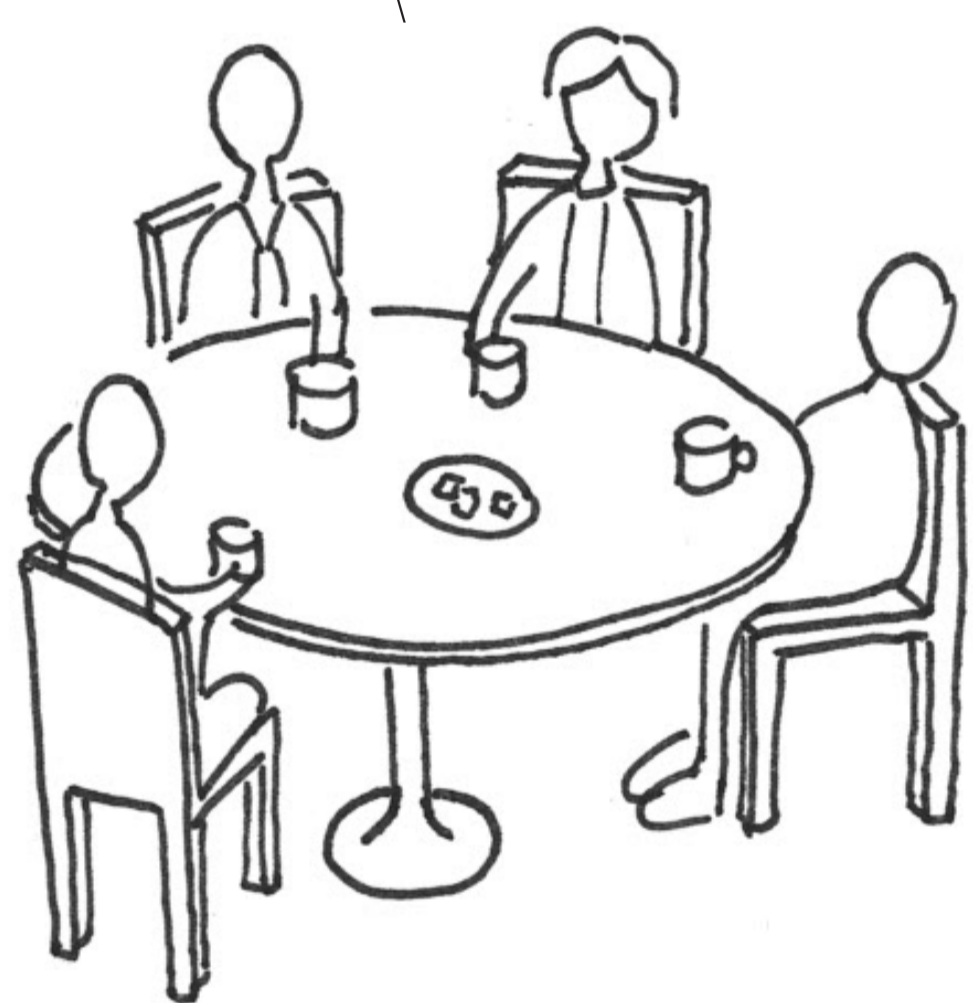
'STUDENT HOUSES FOR ELDERLY'



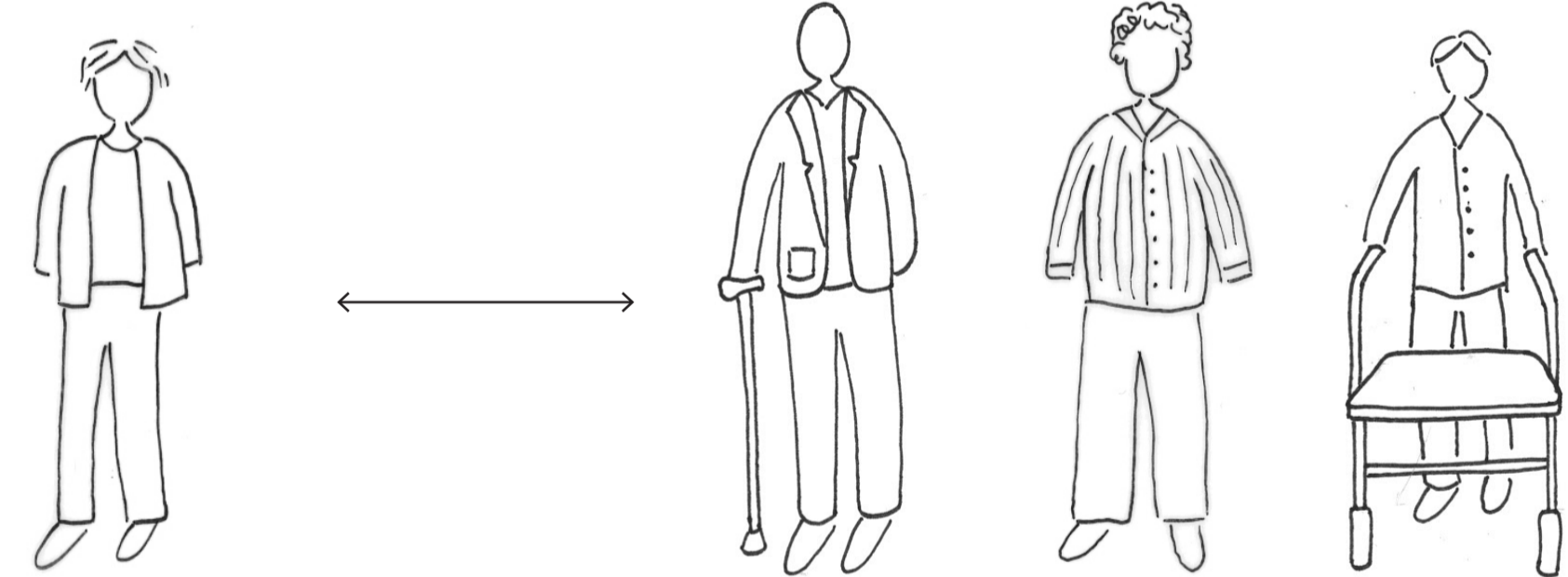
We are looking for a new roommate!



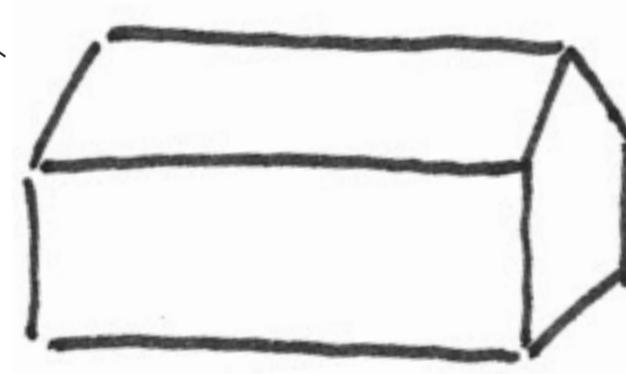
New group!



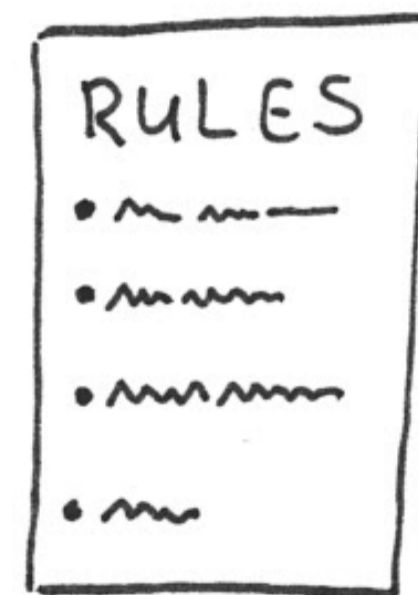
First meeting



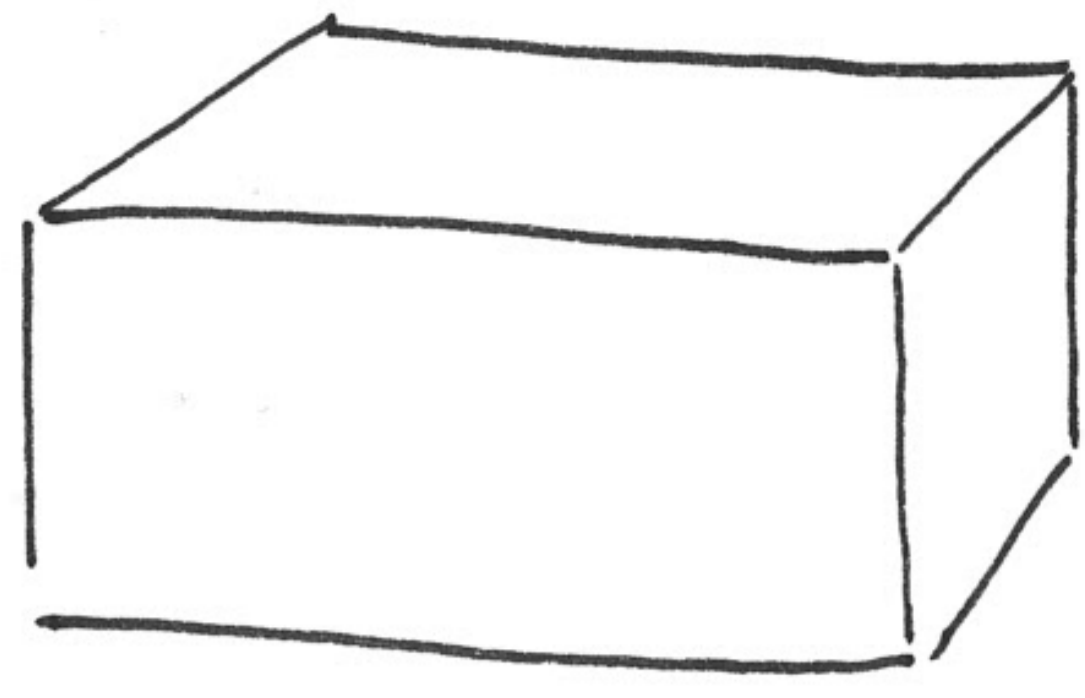
Good connection/feeling from both sides?



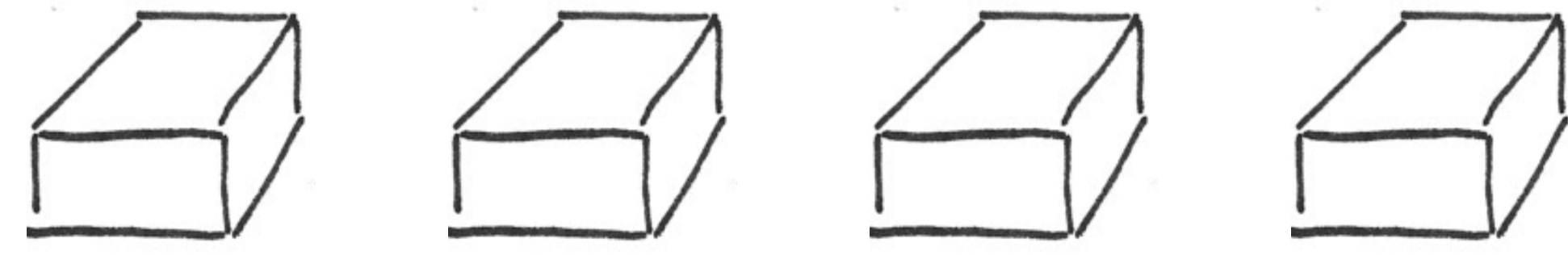
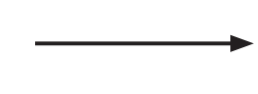
Home tour



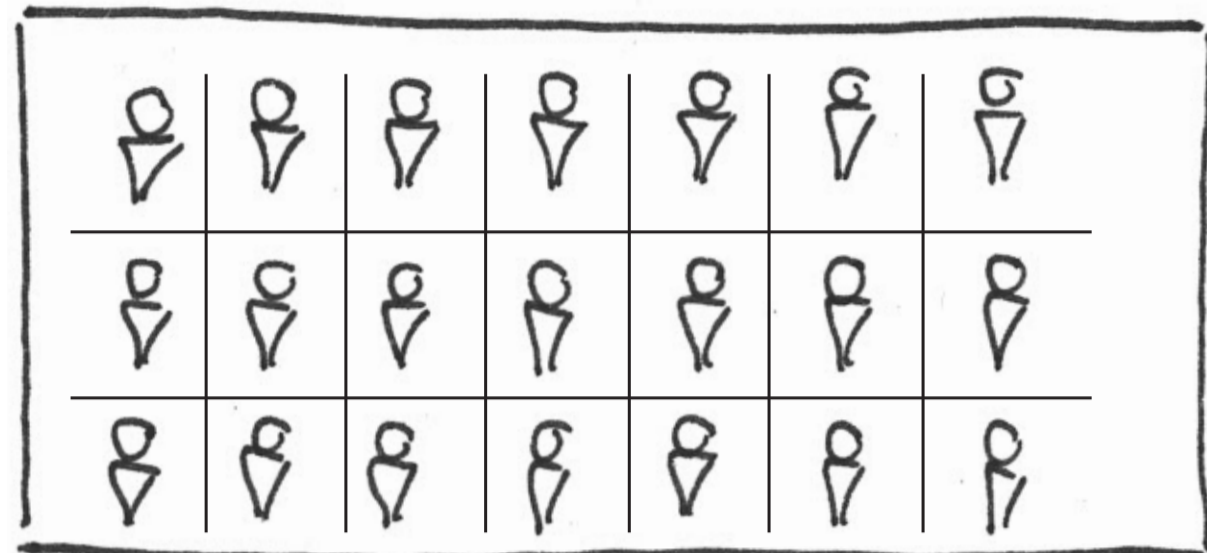
Discuss house agreements



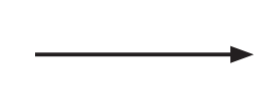
Institutional building



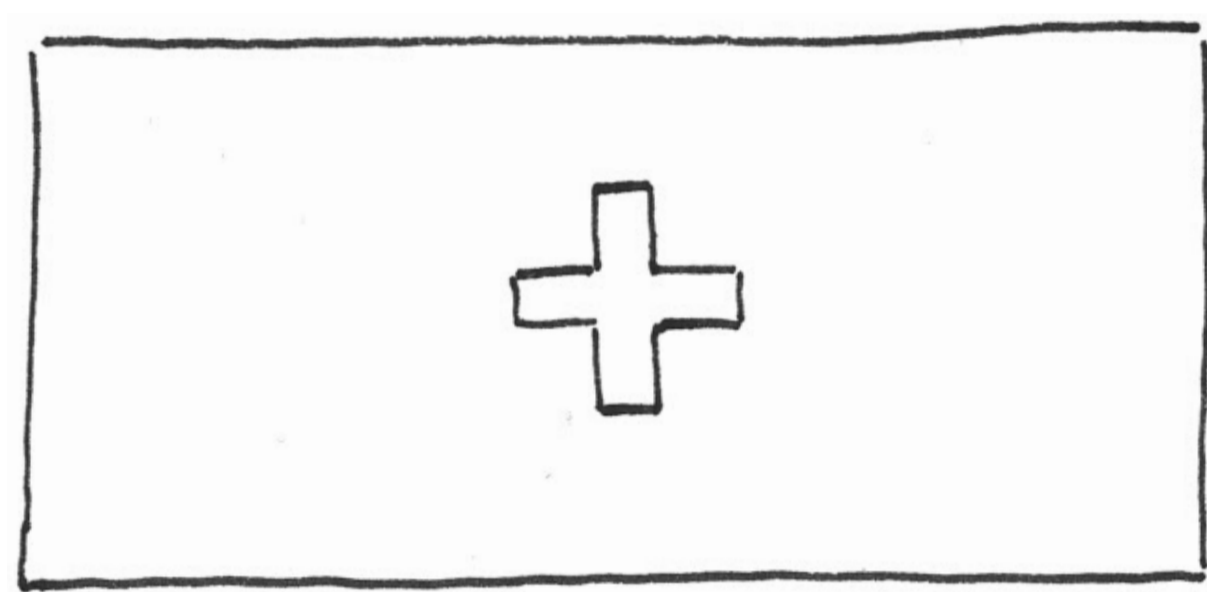
Small cozy houses



Big community



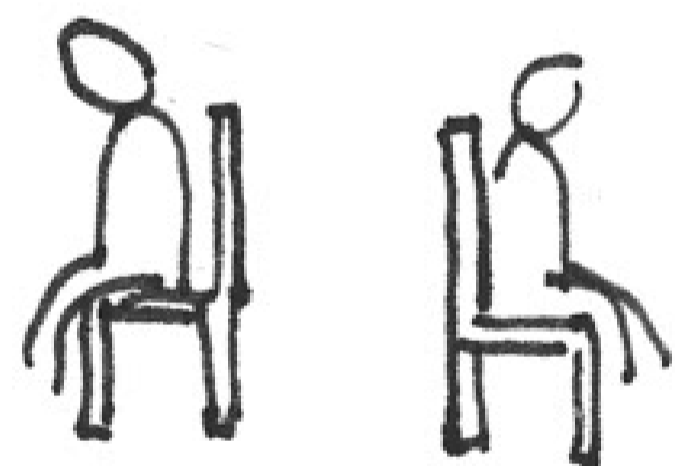
Small communities: co-living



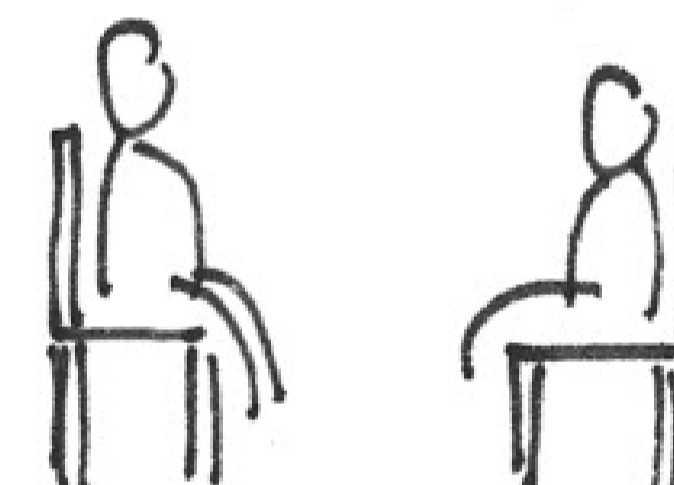
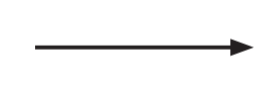
Caregivers control the building



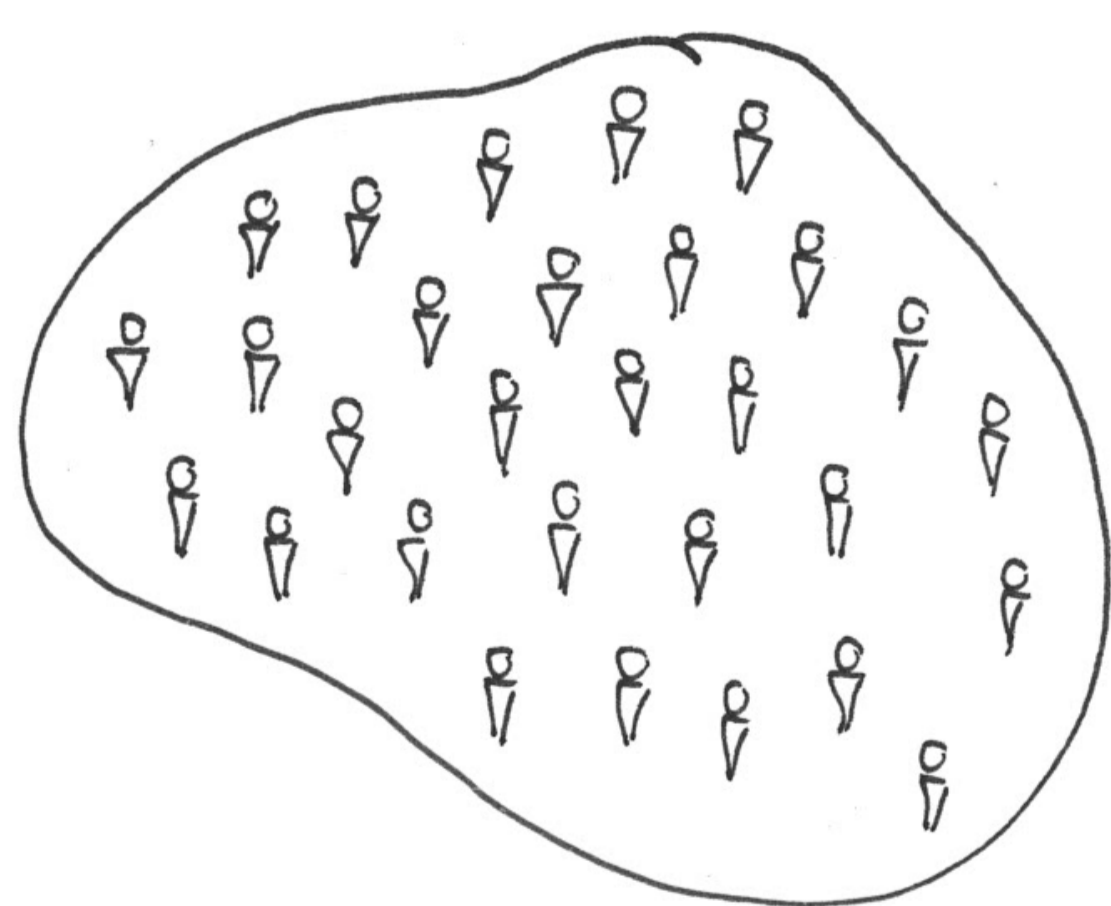
Elderly help each other as much as possible.
Professional care is still available.



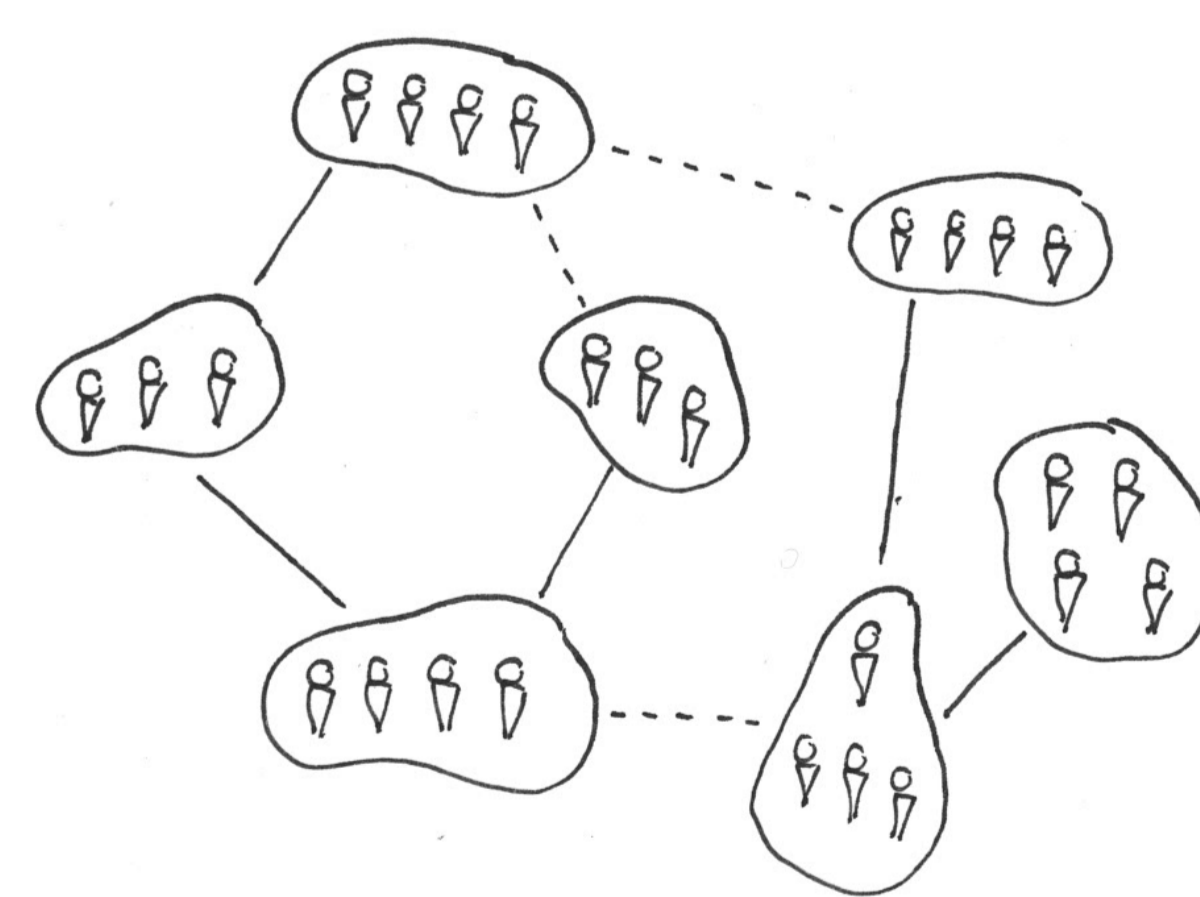
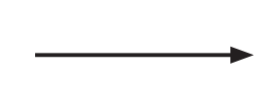
People are placed randomly together



People know each other or are placed together after a meeting



Elderly island

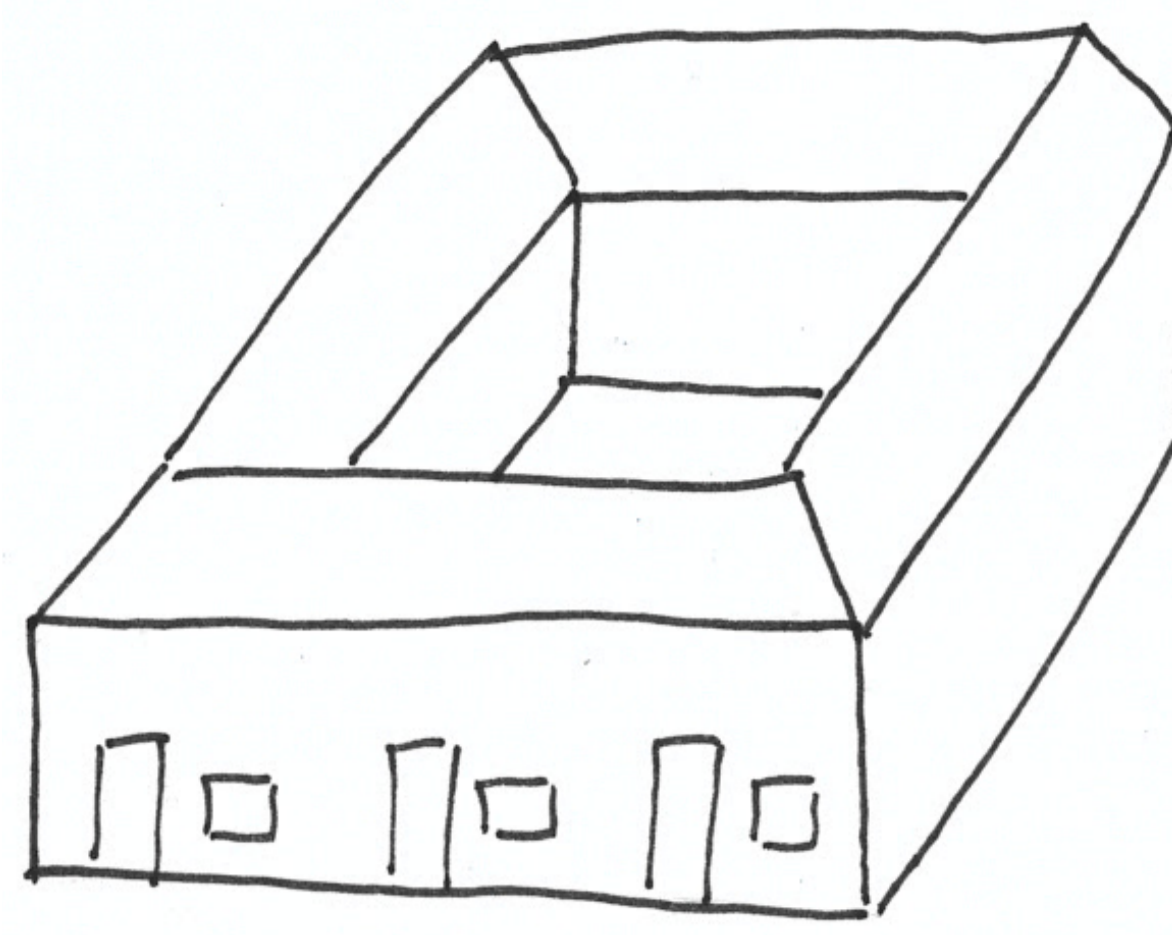


Mix of different target groups

Observations

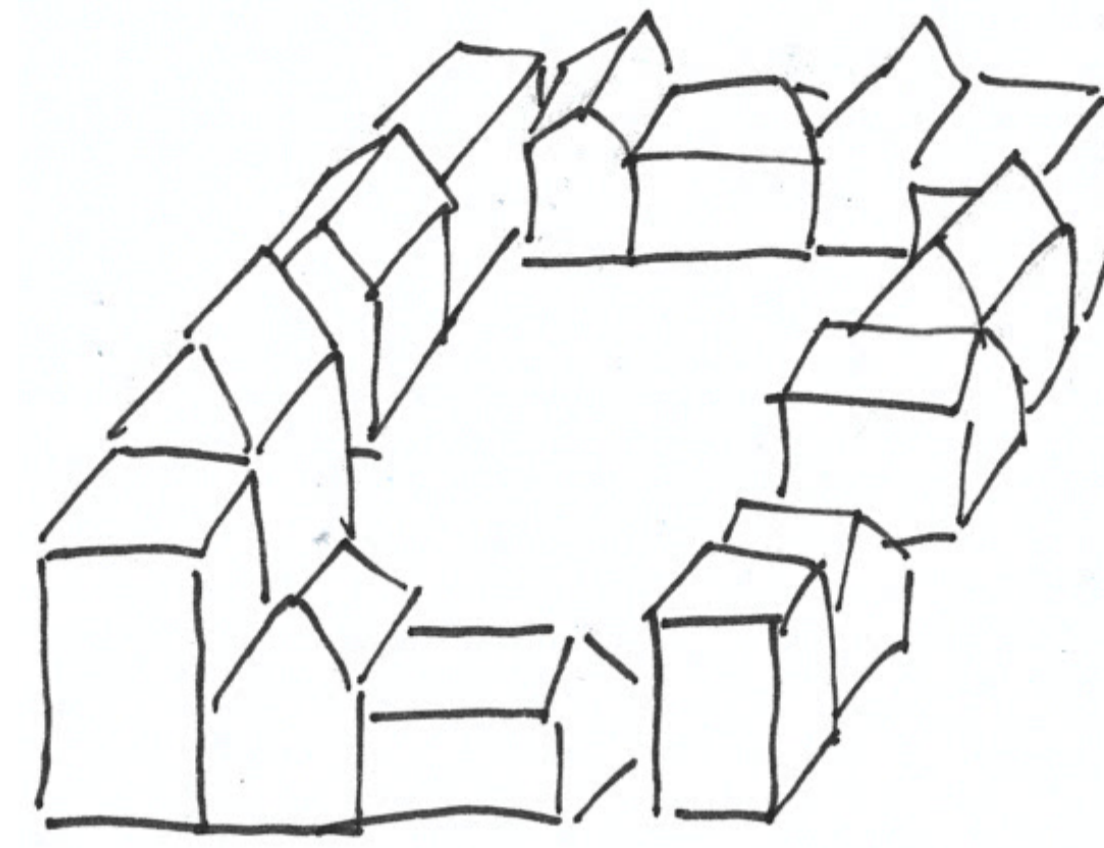
Design tools

Design tools



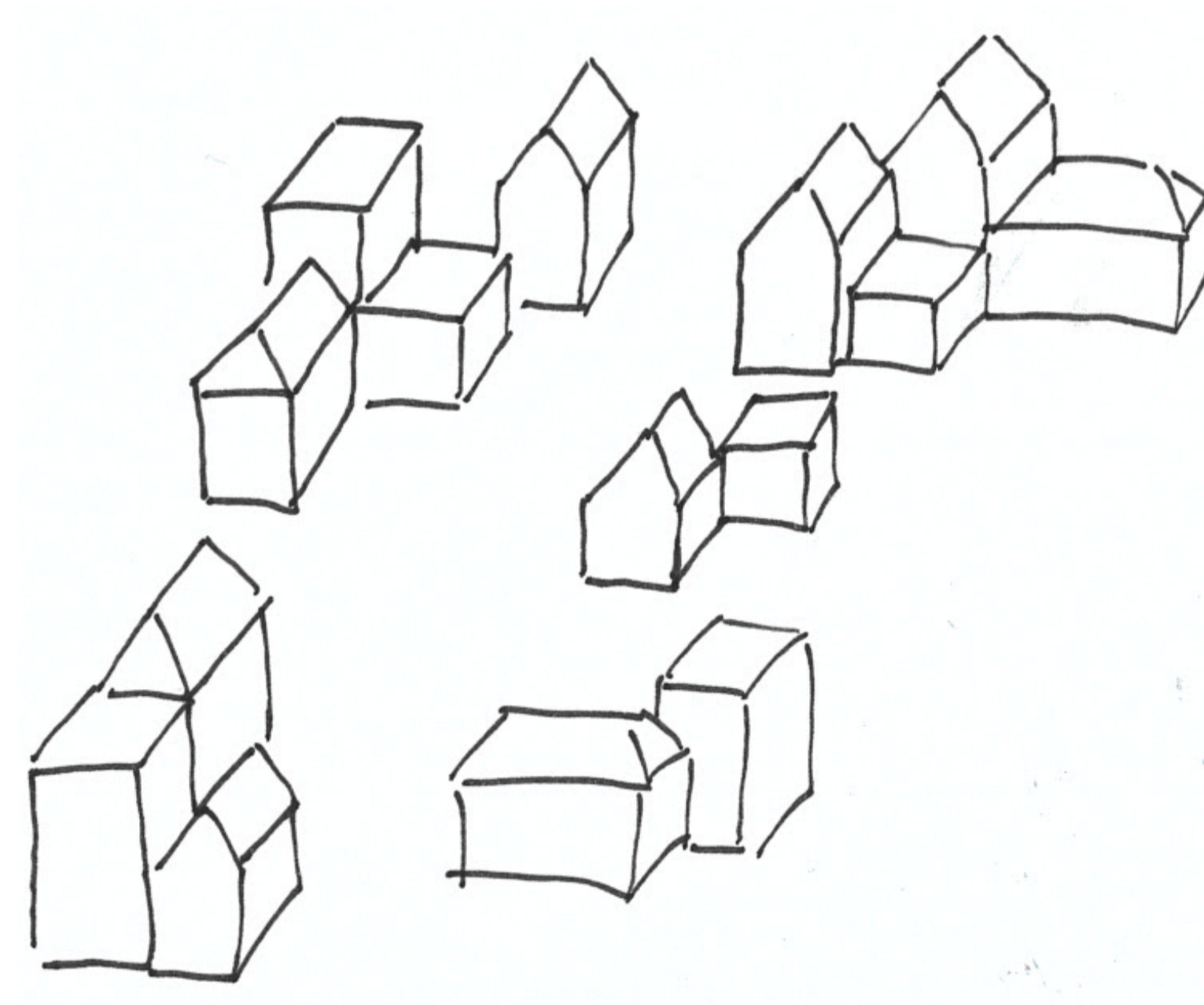
Classic housing block

The starting point is a central outdoor space, enclosed by dwellings. This refers to the courtyards, the oldest elderly homes in the Netherlands



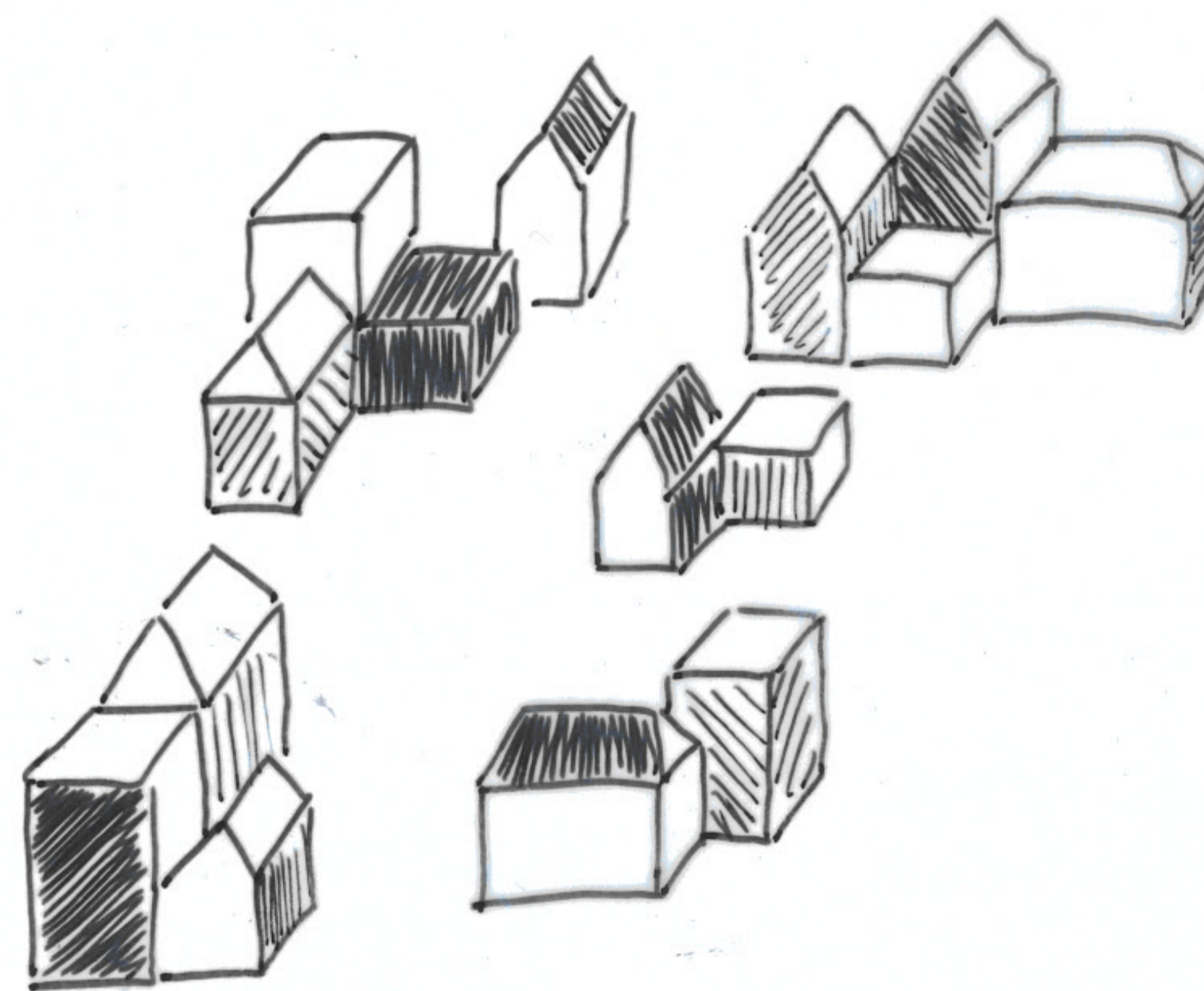
Roof height variety

Some target groups or functions require a different roof height



Play with volumes

Open the block for visual connections and accessibility

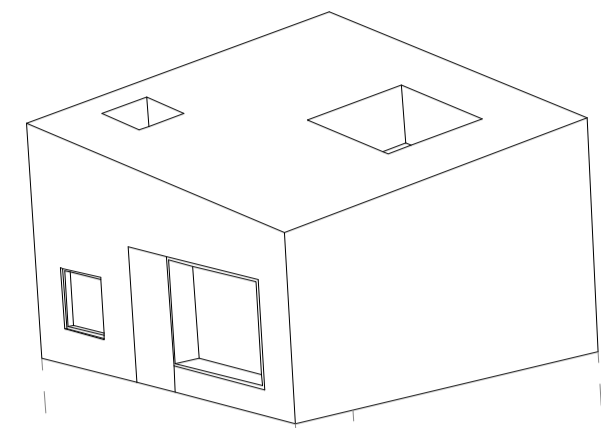


Different materials

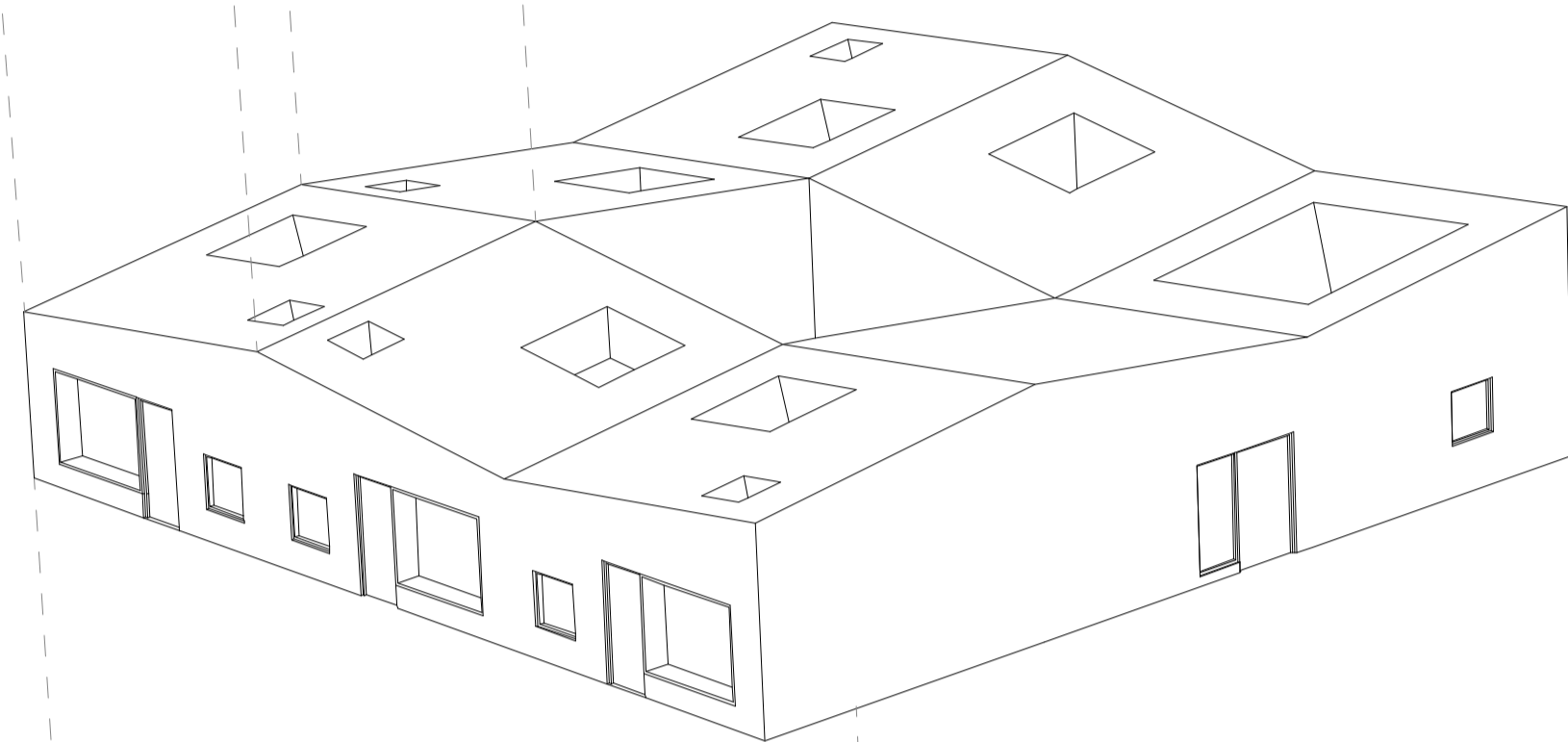
Contrast and recognition

Streetscape

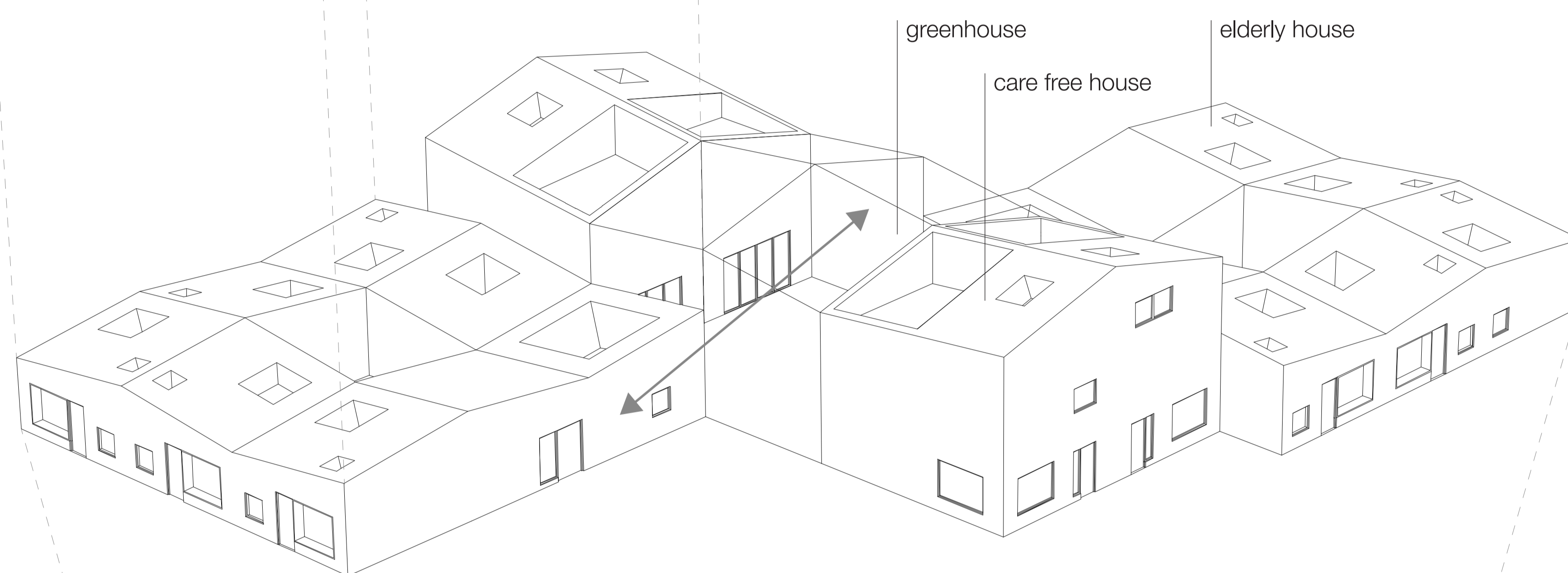
The room



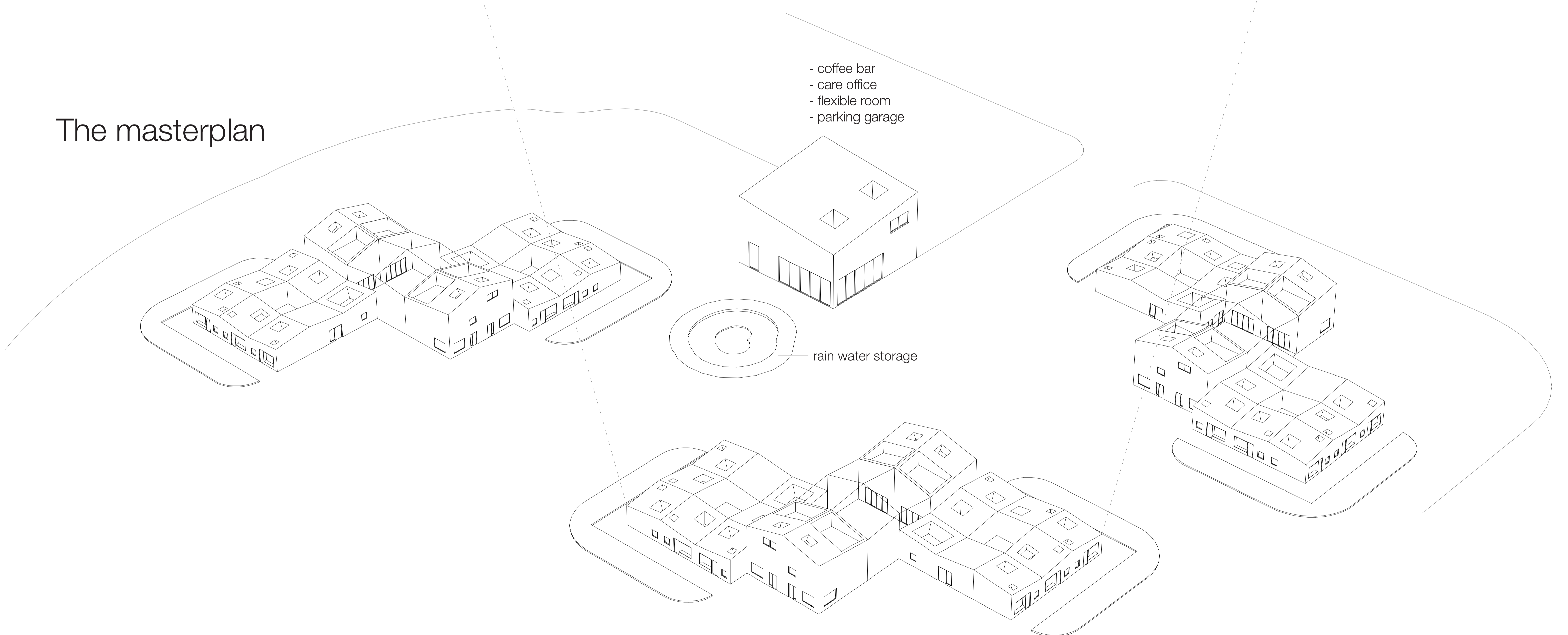
The house



The cluster



The masterplan



Scales