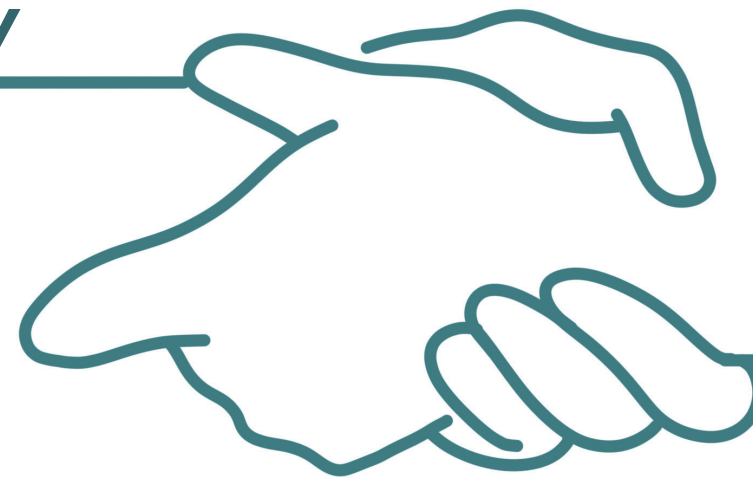


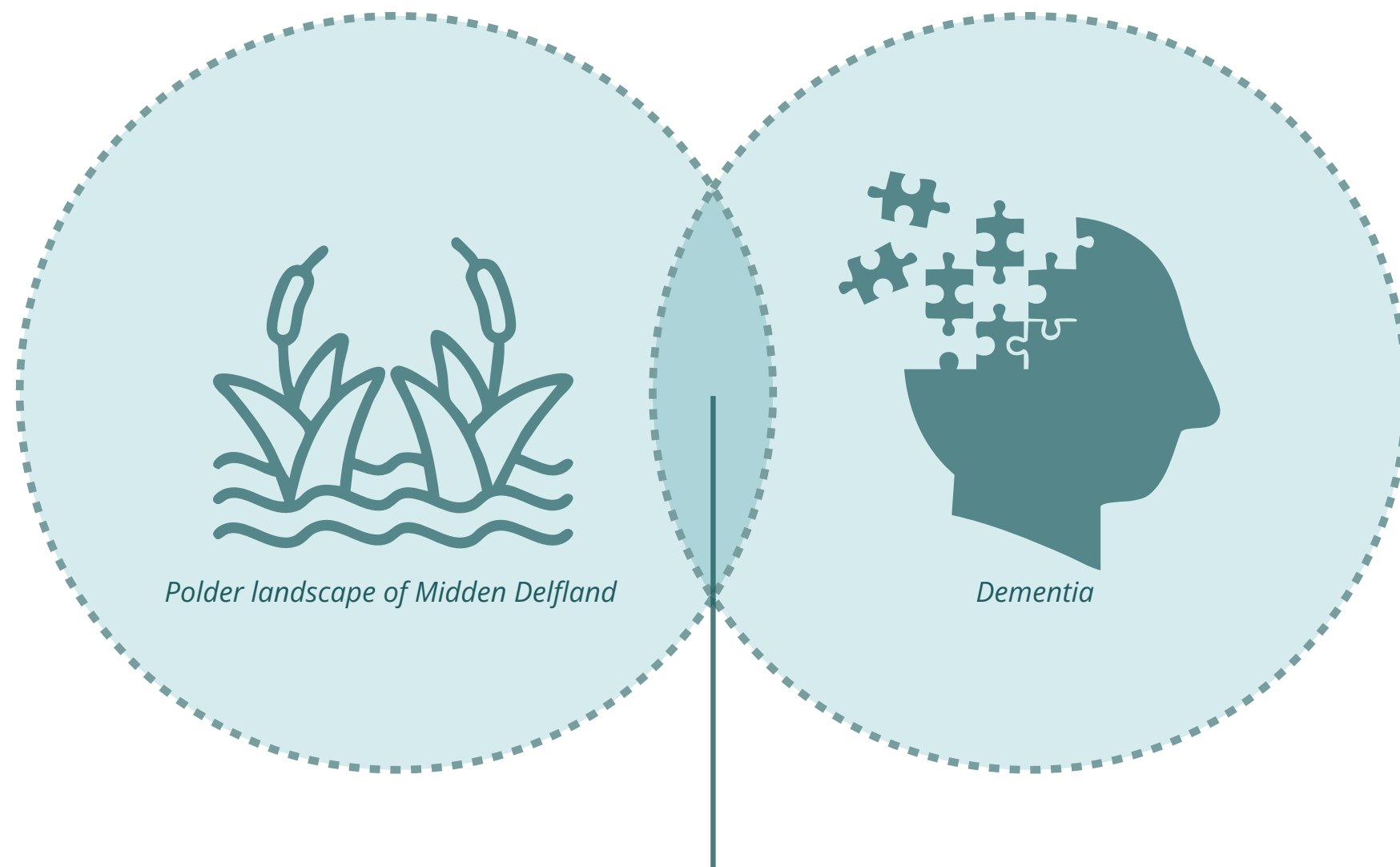
Between Memory



And Landscape

- A spatial framework at the interface of cognitive and environmental change

*A4 presentation
Studio: Advanced Housing - Ecologies of Inclusion
Name: Meike Traa
Student number: 5303583
Date: 26-6-2026
Supervisors: Oly Klijn & Robbert Guis*



Two worlds connected by
***uncertainty, losing control, and
changing relationships and
environments over time***



01.

Problem Statement

02.

The Context

03.

Research Outcomes

04.

The Design

05.

Conclusions

01.

Problem Statement

PROBLEM STATEMENT

Dementia - future situation

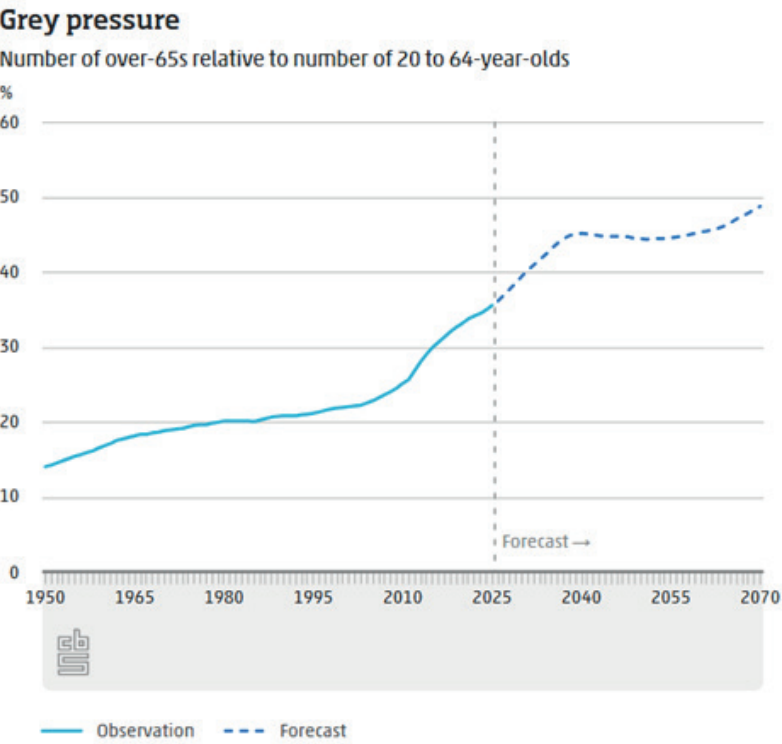


Diagram of grey pressure in the Netherlands
(CBS, n.d.)

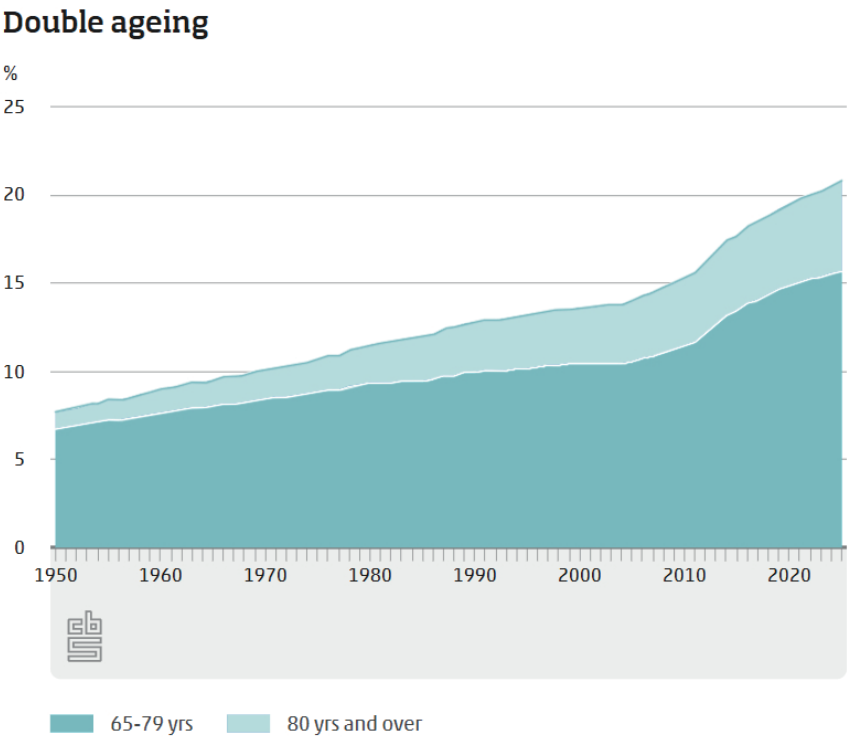
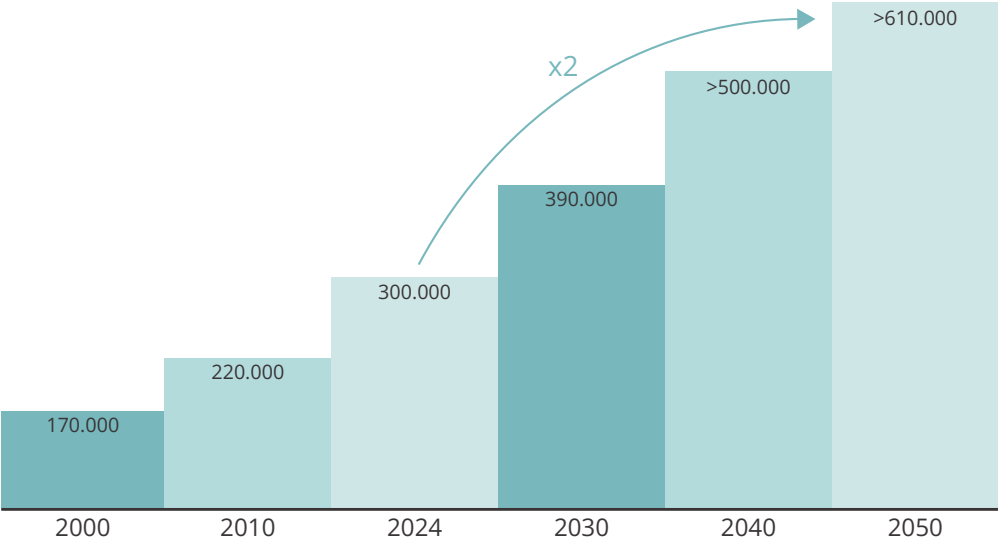


Diagram of double ageing in the Netherlands
(CBS, n.d.)

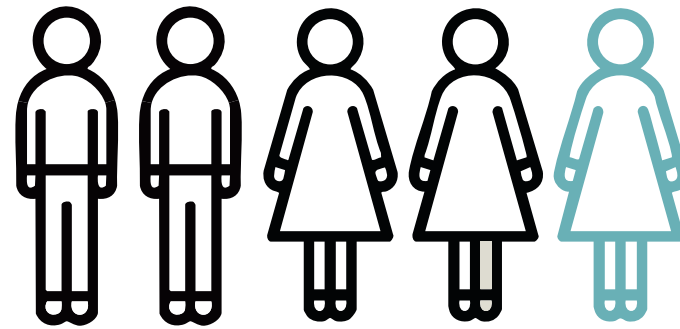


Number of people with dementia rising
(Alzheimer Nederland, n.d.)

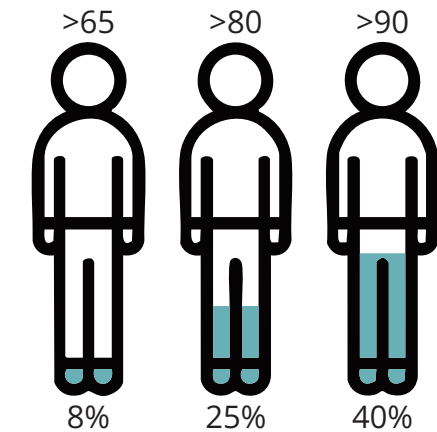
PROBLEM STATEMENT

Dementia - future situation

1. Rising numbers of Dementia



One in five people develop dementia,
(one in three will be women)



% of people with dementia
by age

2. No suitable housing

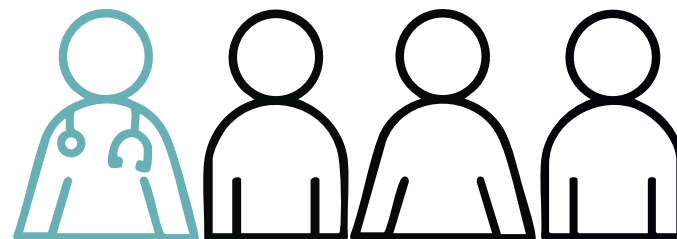


75% of the patients live at home...



... but for 77%, the current housing supply
is inadequate

3. Pressure on healthcare (formal + informal)



By 2040, one in four people will need to
work in healthcare to solve the pressure



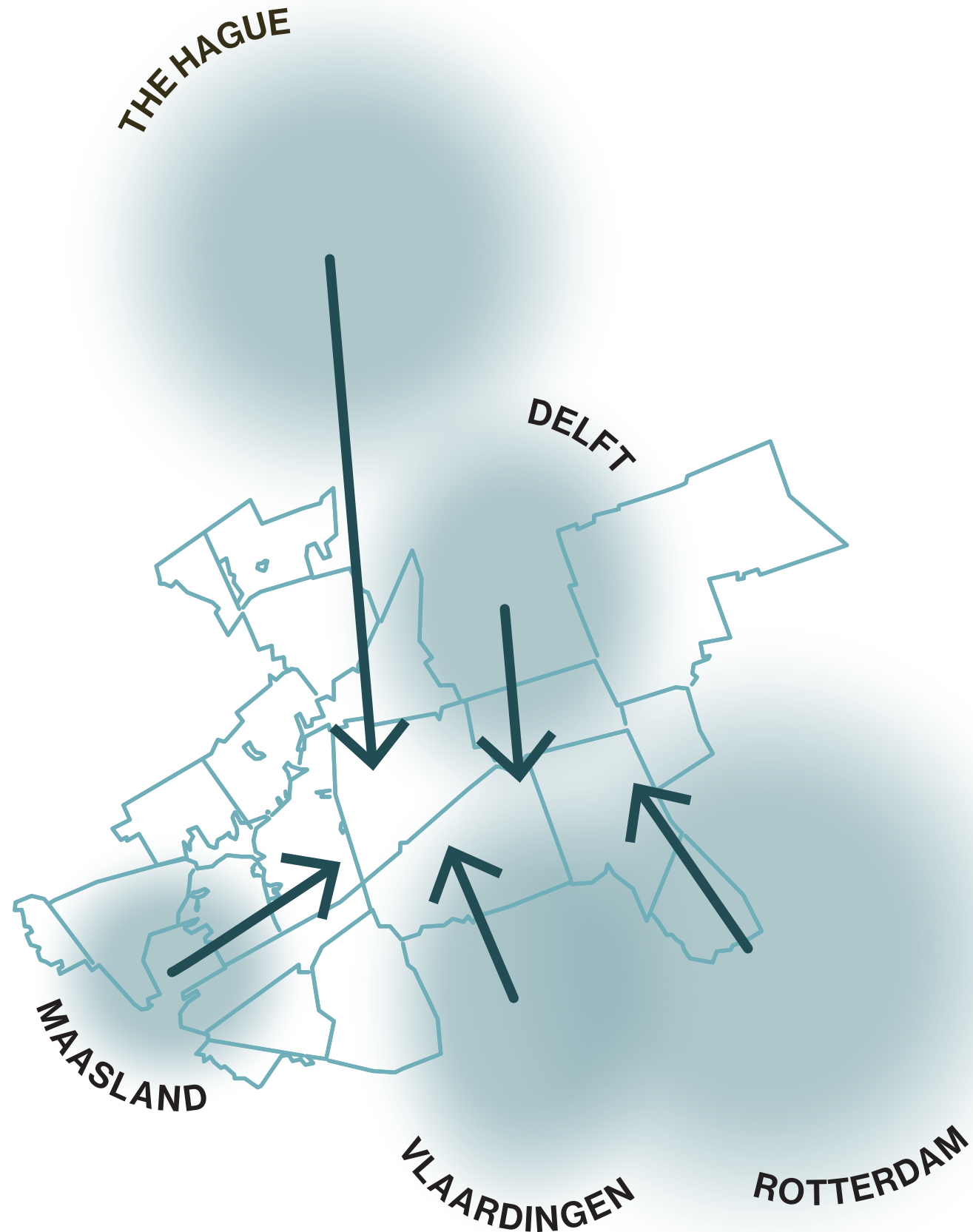
56% of informal carers experience heavy
pressure and stress, and this will increase
even further

02.

The Context

THE CONTEXT

Pressure on Midden Delfland



*"If we do nothing, Midden-Delfland as we know it
will disappear within the foreseeable future.
If we put a fence around it, Midden-Delfland **will**
also disappear in the long run."*

(Gemeente Midden-Delfland, 2024)

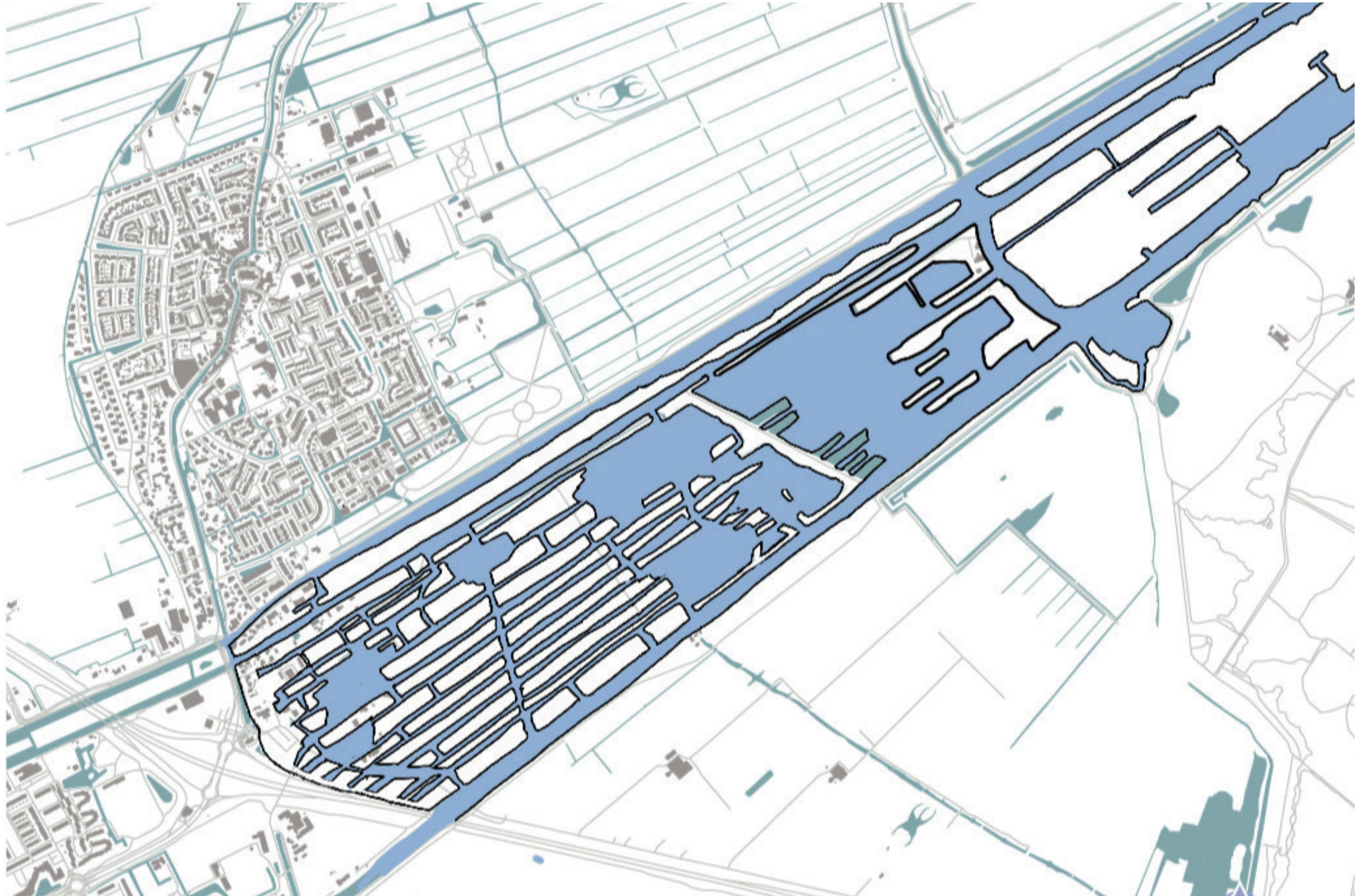
THE CONTEXT

The Vlietlanden



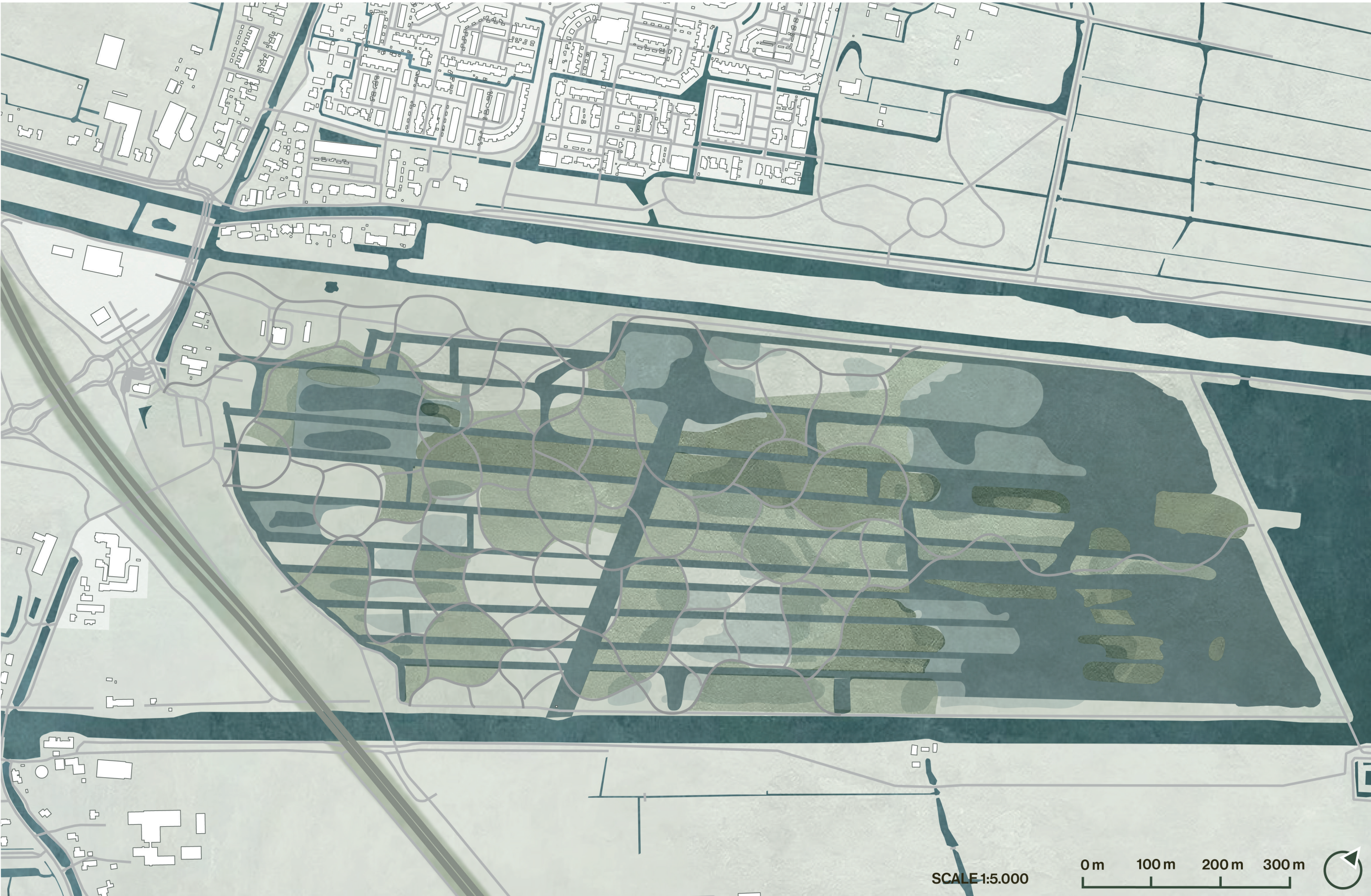
THE CONTEXT

The collective masterplan



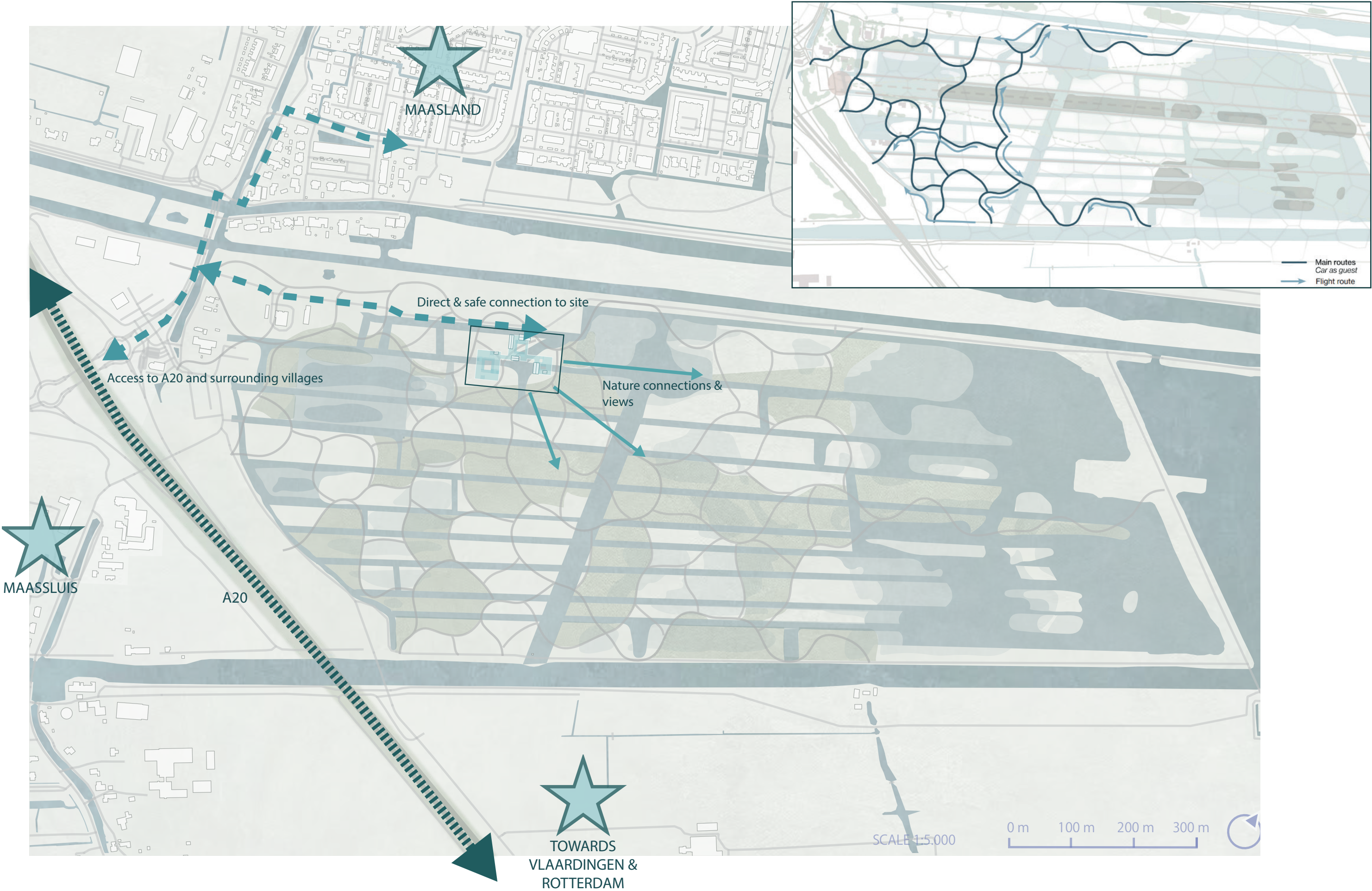
THE CONTEXT

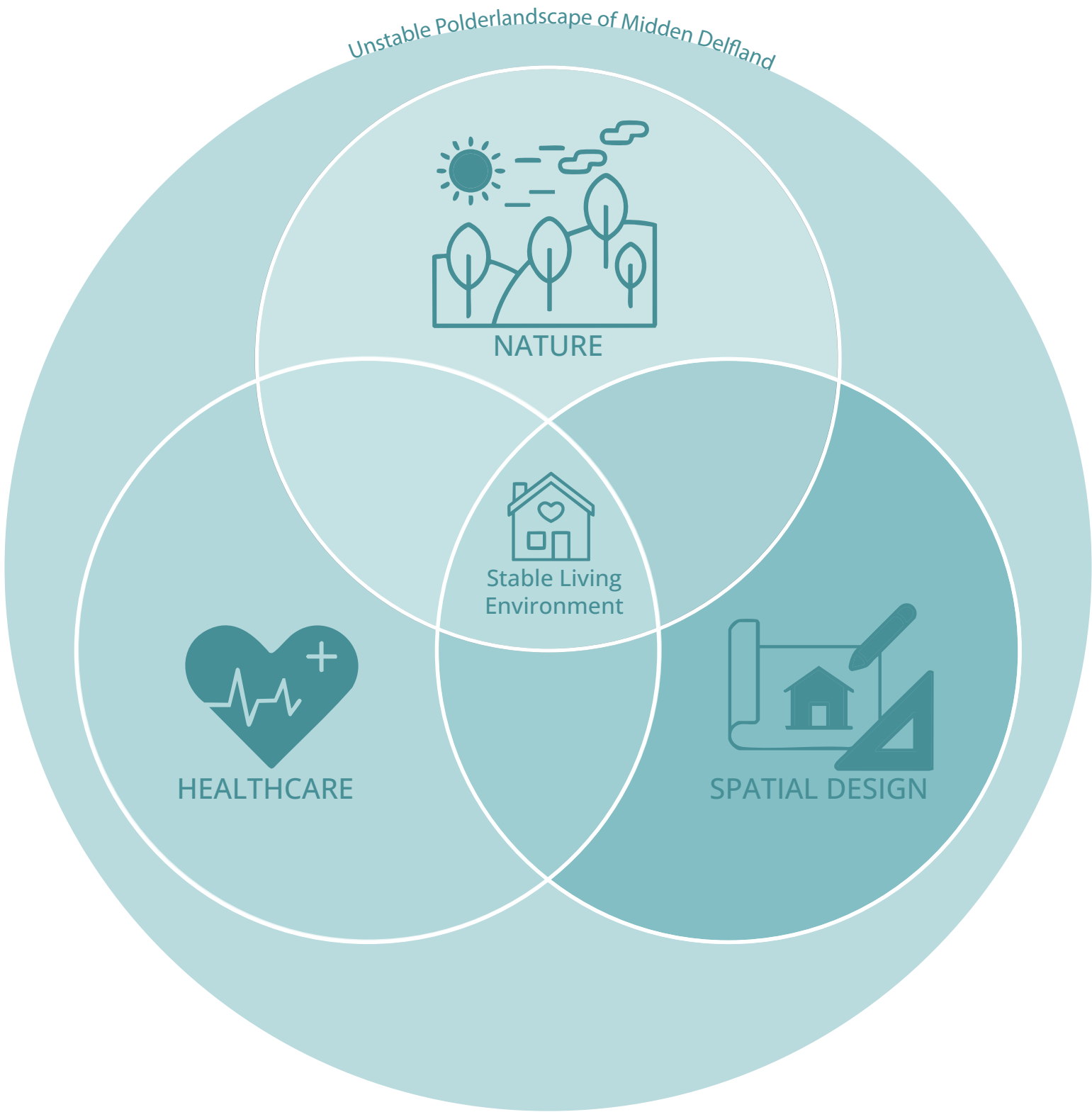
The collective masterplan



THE CONTEXT

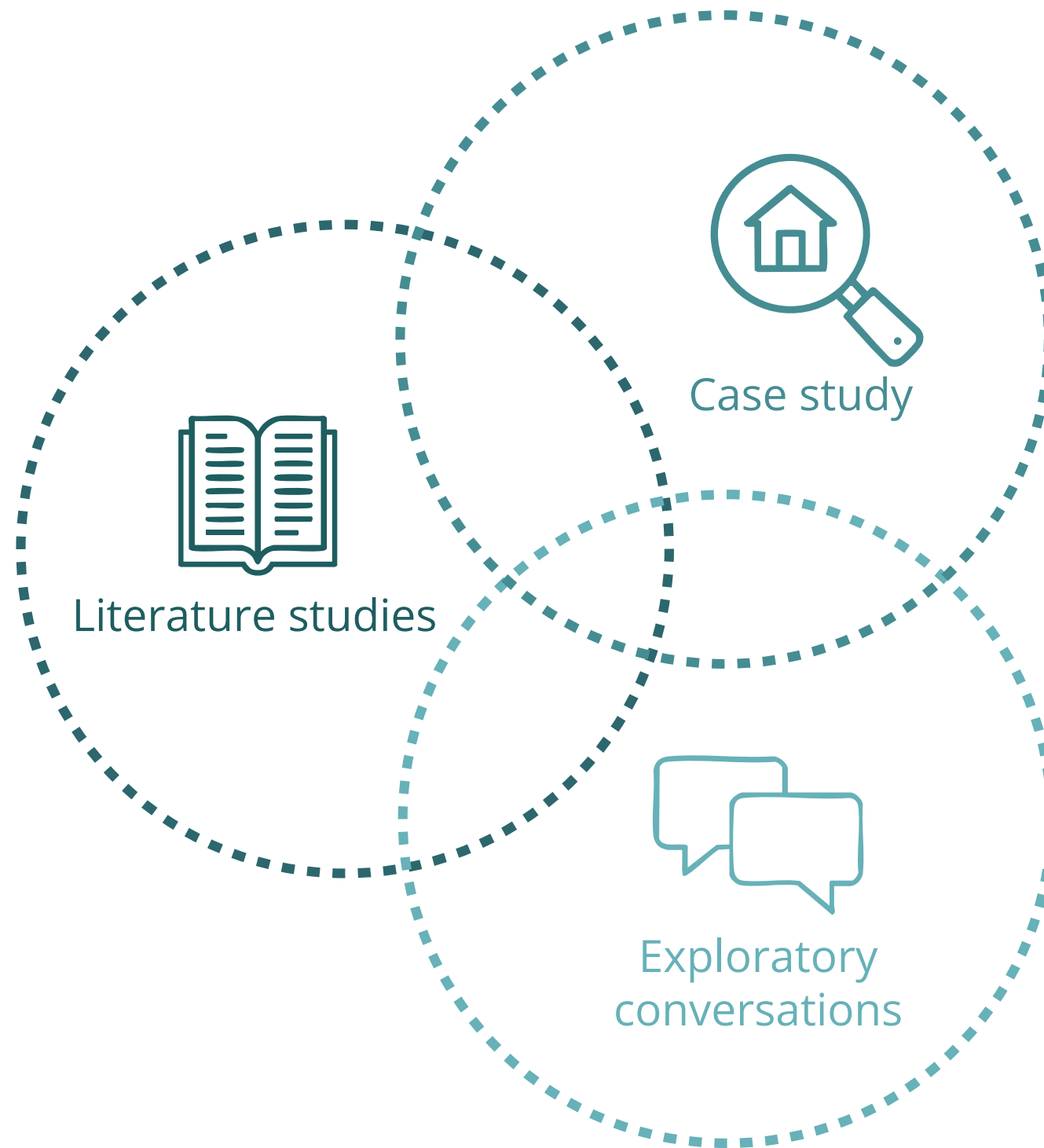
Site choice

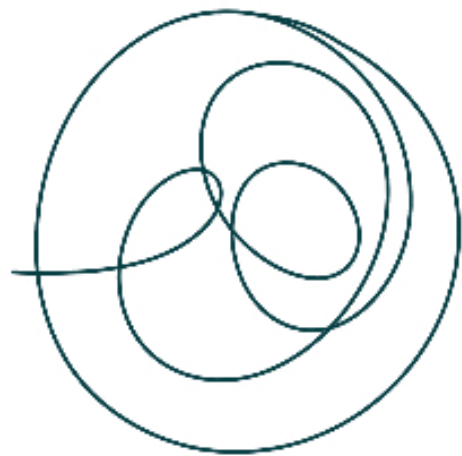




03. Research Outcomes

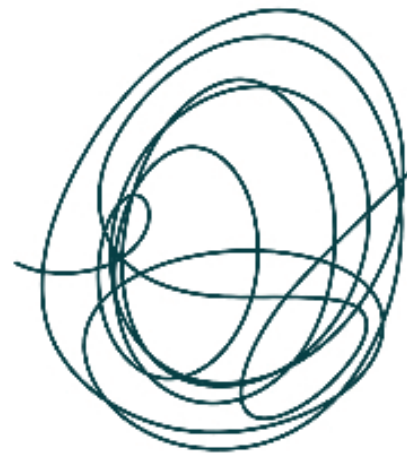
*How can **architecture** create a **continuous and innovative living environment** for people with dementia, integrating changing **care needs, nature** and the **ecological transformation** of the polder landscape in Midden-Delfland?*





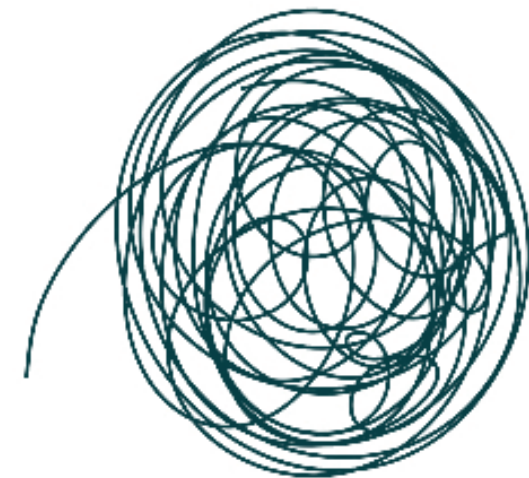
Stage 1: Mild

- Minor changes in behaviour and personality
- Problems with short-term memory
- Concentrating and making decisions
- It becomes harder to learn or understand new things
- Independent living and community interaction is still possible, but provide care nearby
- At this stage, it is often difficult to make a diagnosis



Stage 2: Moderate

- Everyday tasks are becoming more difficult
- Driving is no longer safe
- Difficulties arise in recognising people
- Wandering around the house and the surrounding area
- A disrupted day-night rhythm



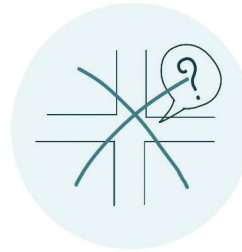
Stage 3: Severe

- The brain is so severely affected that patients are no longer able to function independently
- Restless behaviour and difficulties with speech and language
- 24h care needed, independent living is no longer an option
- Patients need a familiar and safe environment

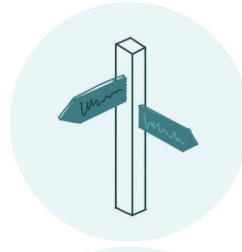
RESEARCH OUTCOMES

Translating research into spatial needs

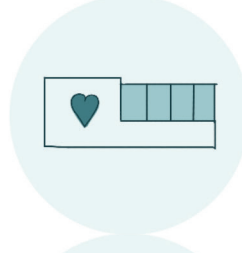
Orientation & Wayfinding



Reduce the amount of crossroads (decision-making points)



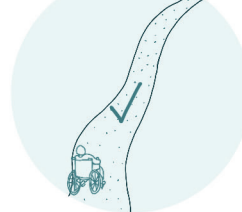
Avoid too many non-essential wayfinding cues



Clear and visible spatial structures; short corridors, open kitchens



Use of contrasting colours for walls, doors, functions

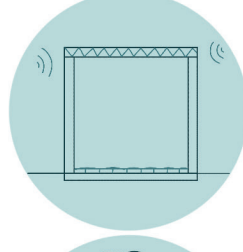


Provide safe and accessible paths

Sensory experience



Design sensory stimulating paths and loops that provide movement



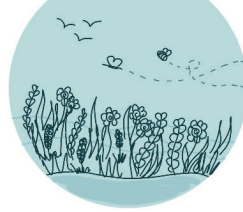
Install acoustically absorbent ceilings and soft flooring



Provide sounds of nature, such as birds, wind, grasses and install water features



Multi-sensory approach; engaging (more than) two distinct senses simultaneously



Herb gardens provide a symphony of sight, sound, colour, smells and small animals

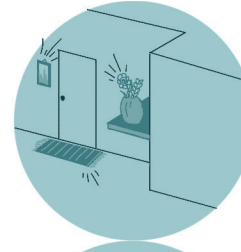


Allow easy tool use and gardening, for example by raised flower beds

Familiarity



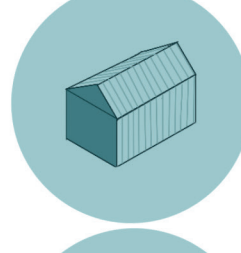
Familiar domestic sounds and smells



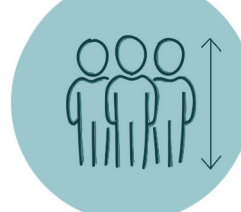
Provide niches for personal furniture and decorations; personal pieces hold memories



Autonomy, residents can live according to their own rules

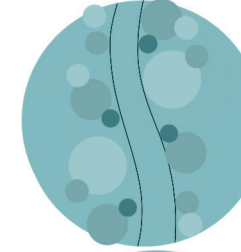


Design distinctive and recognisable façades



Adapt to the human scale

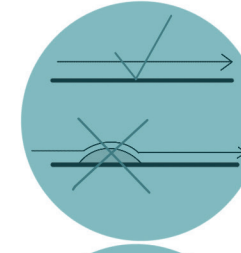
Mobility



A central wandering path should take people past areas of various habitats



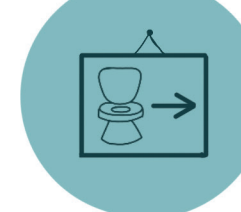
Provide regular seating areas, both inside and outside, that are visible from afar



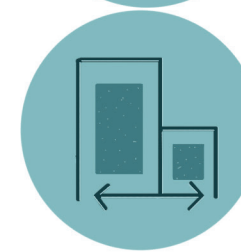
Ensure thresholds are removed to allow for walking



Endless loops allow safe and continuous wandering, no dead ends

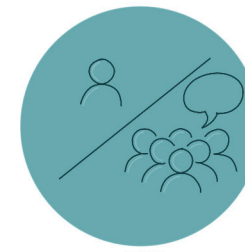


Close proximity to a toilet, also in the outdoor space



Provide longer and shorter routes

Social interaction



Provide a diverse range of opportunities for both privacy and social interaction



Include links with the local community, for example cafés or childrens play areas



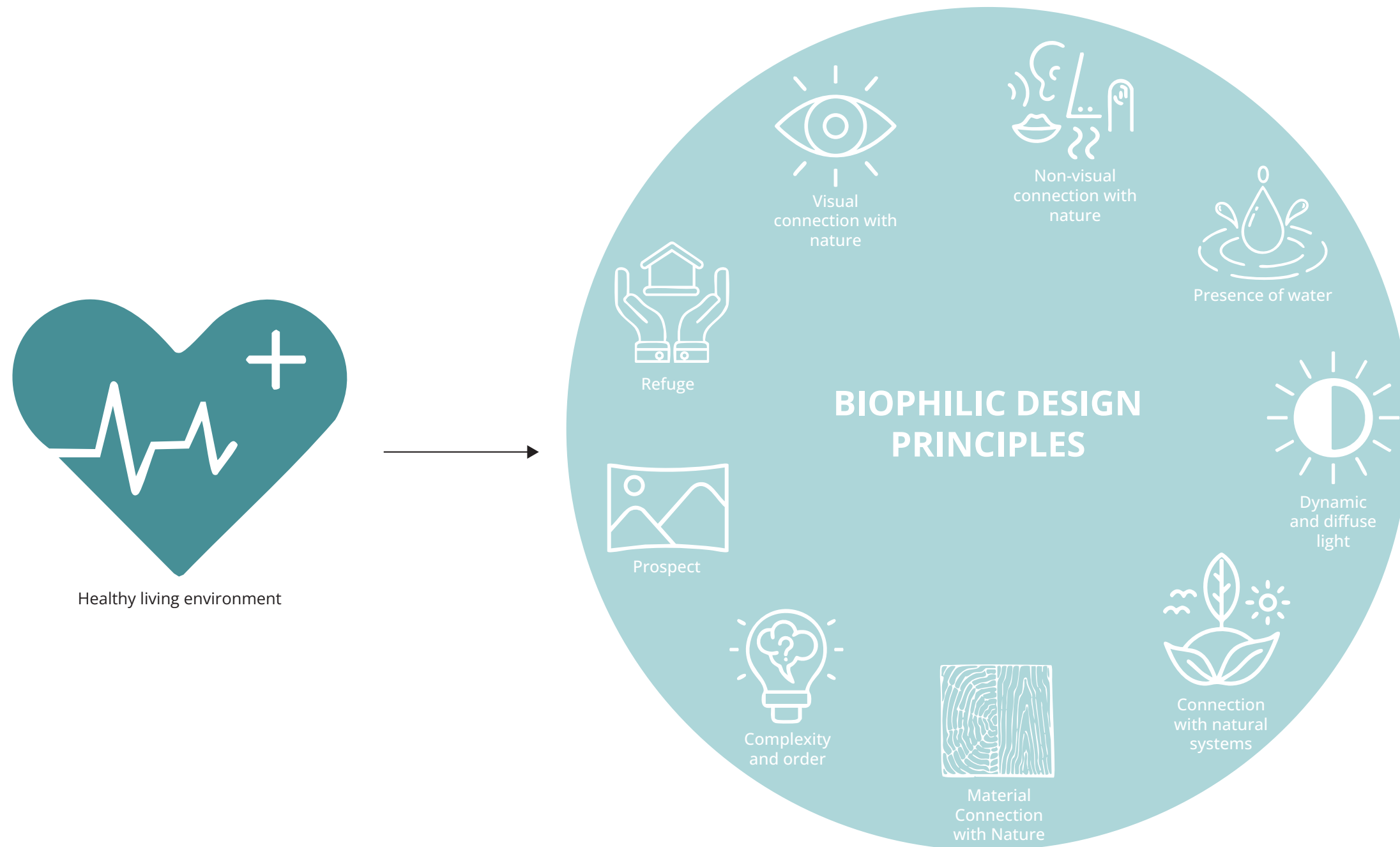
Provide meaningful activities (in the outdoor space) that bring people together



Create transition zones between indoor and outdoor life

RESEARCH OUTCOMES

Using biophilic design as inspiration

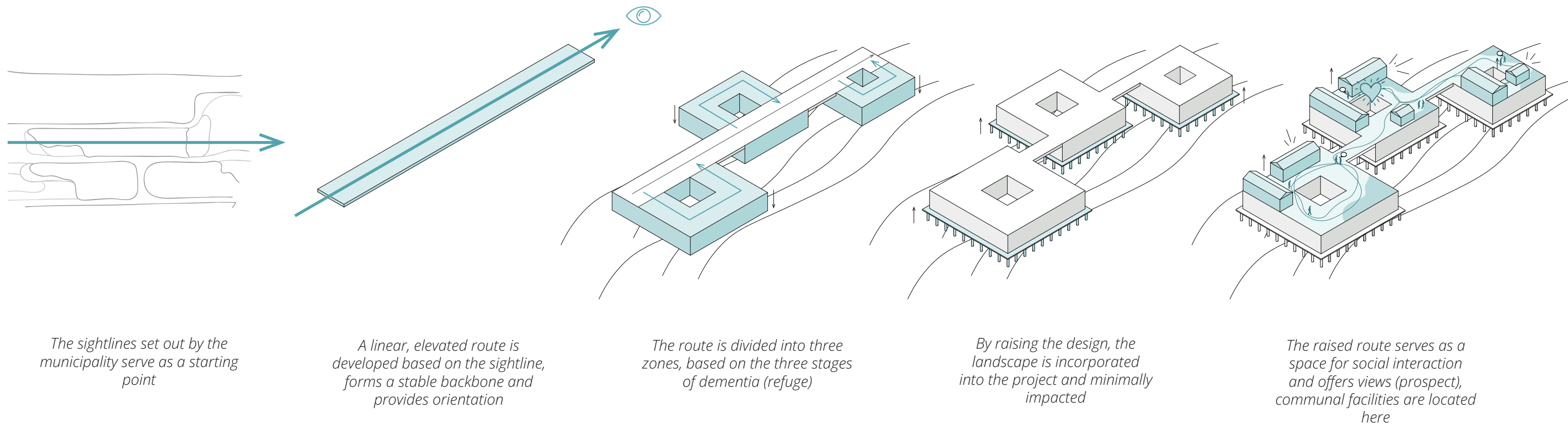


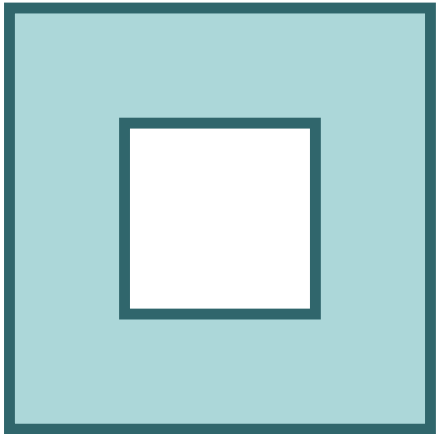
04.

The Design

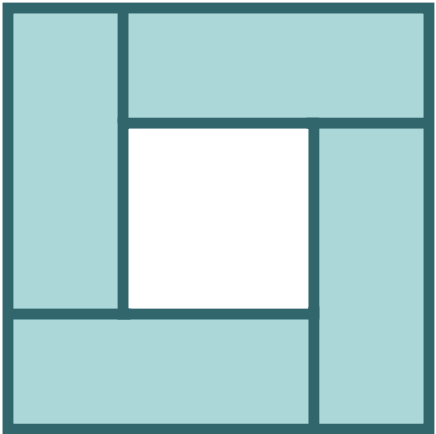
THE DESIGN

The concept

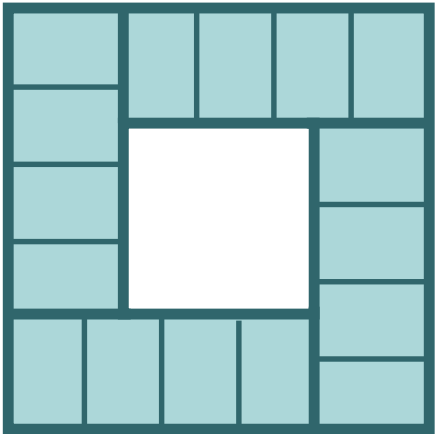




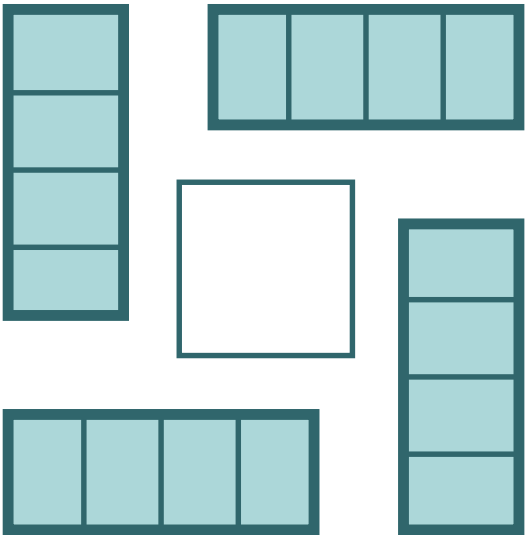
Courtyard typology as starting point



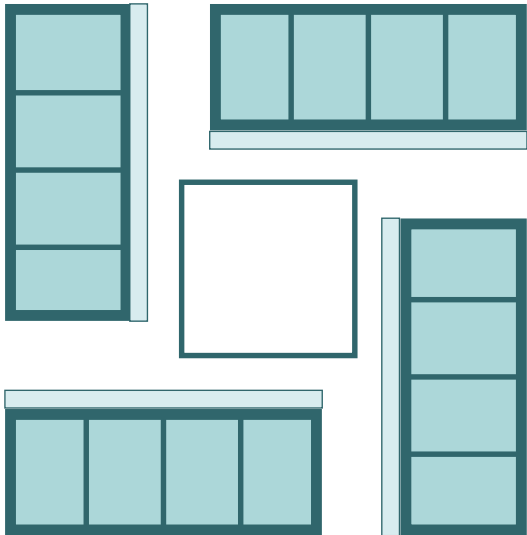
Split into volumes



Add housing units around courtyard

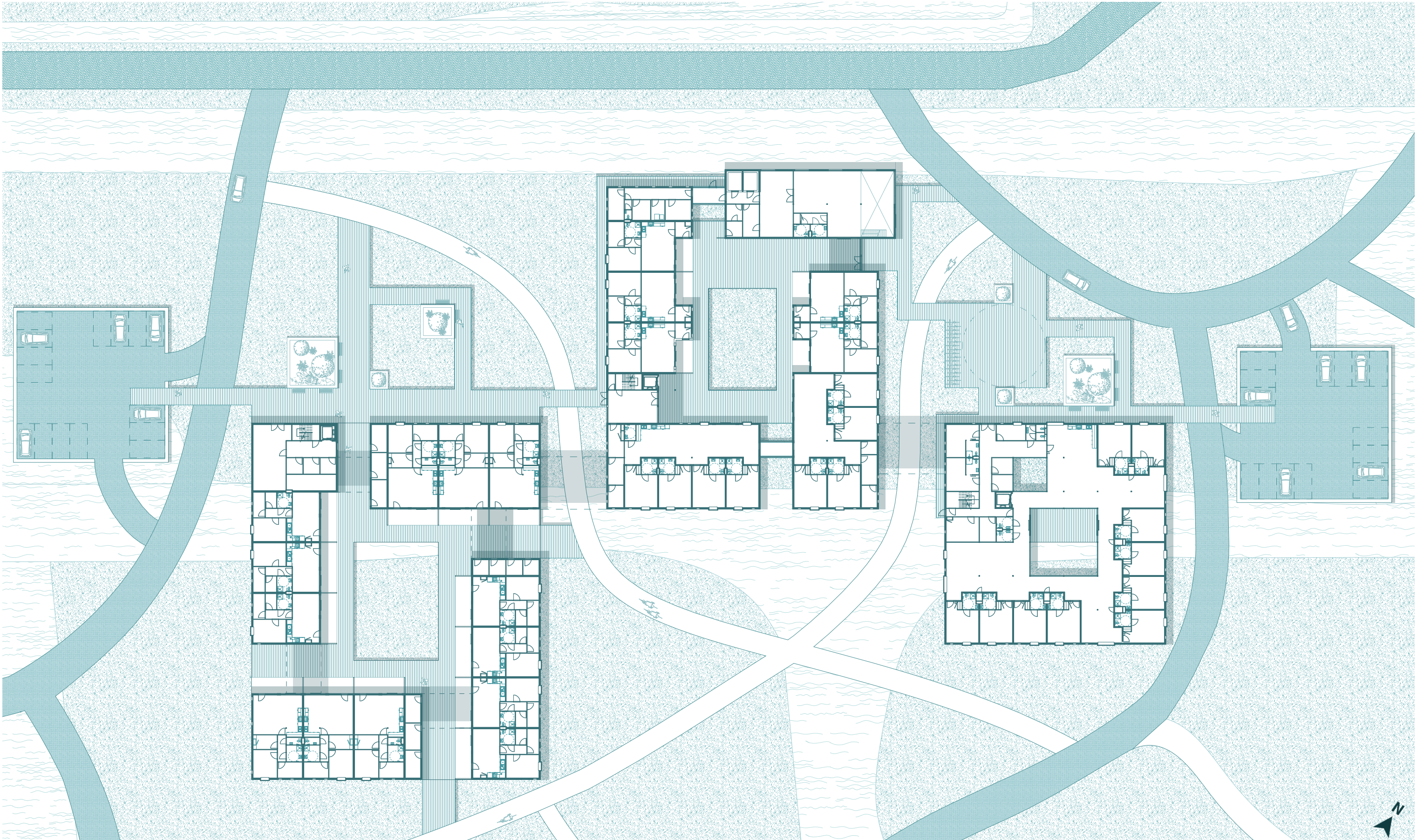


Opening up the volumes



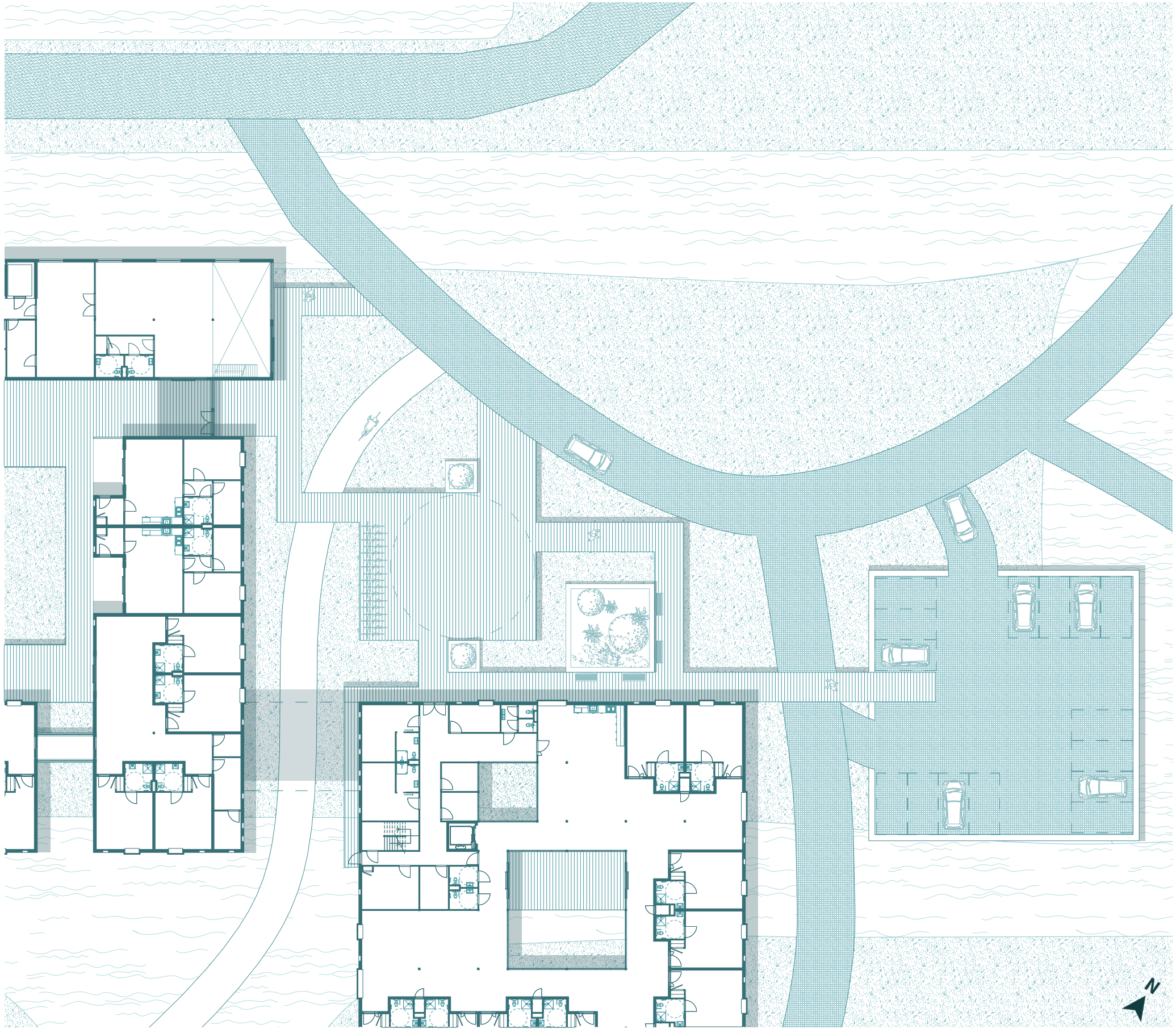
Add semi-private transitional spaces

THE DESIGN
Masterplan, scale 1:500



THE DESIGN

Masterplan, access phase 3



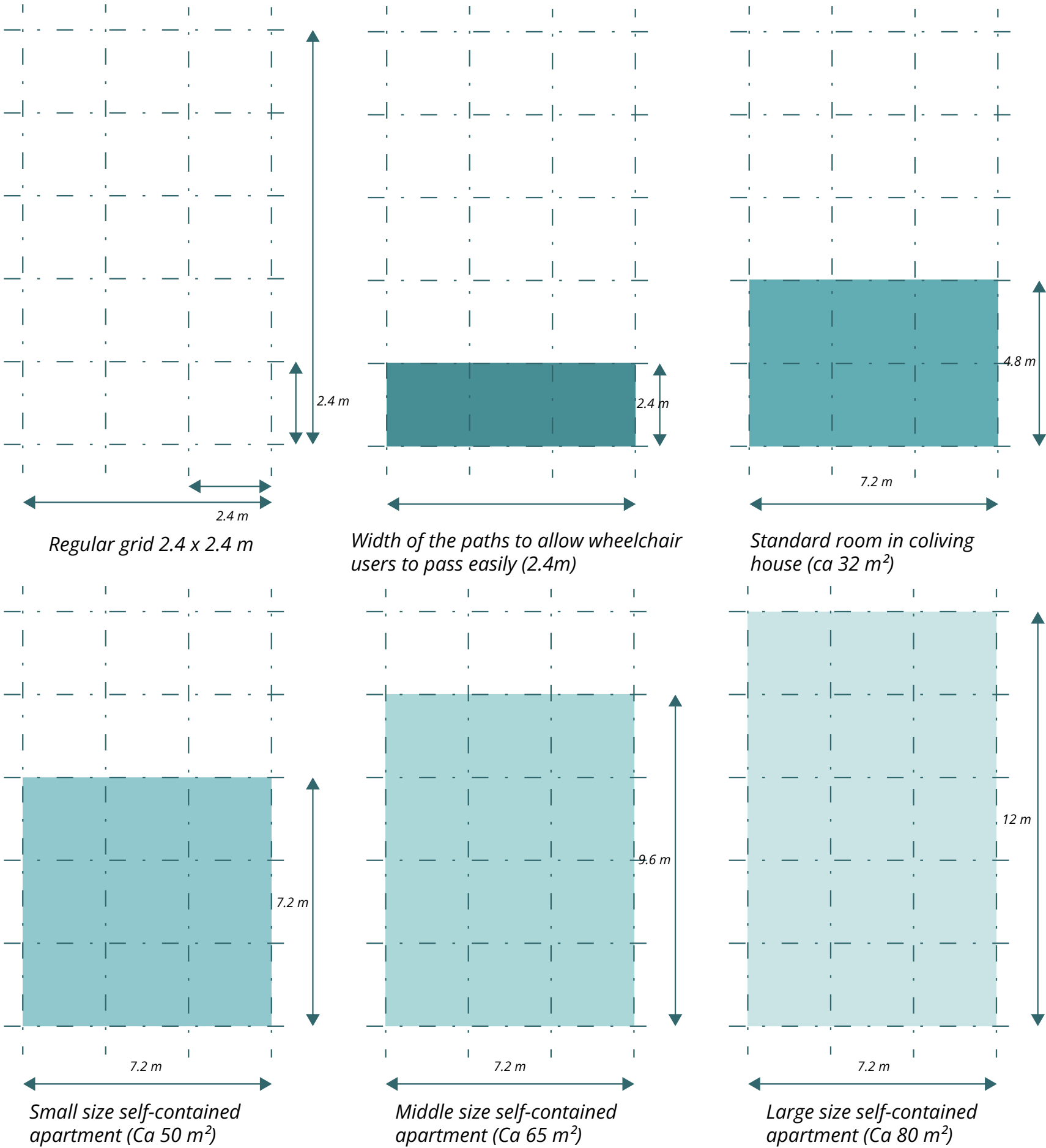
THE DESIGN

Entrance - impression

A4 presentation Meike Traa - 26 June 2026
AR4AD150 Advanced Housing Design

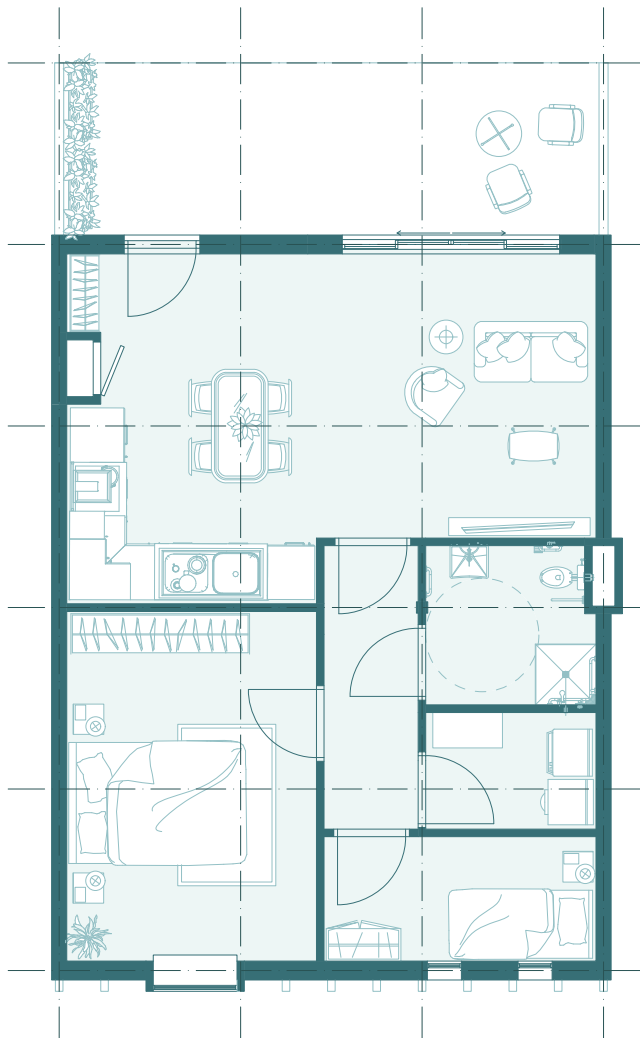
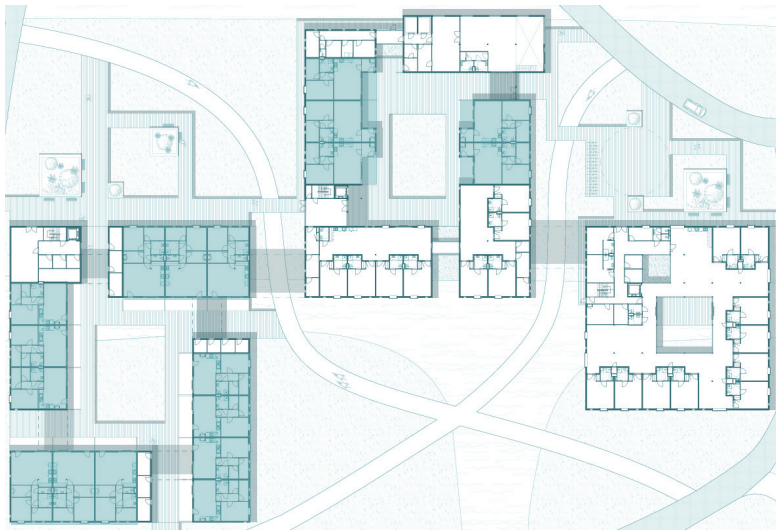
[25/39]



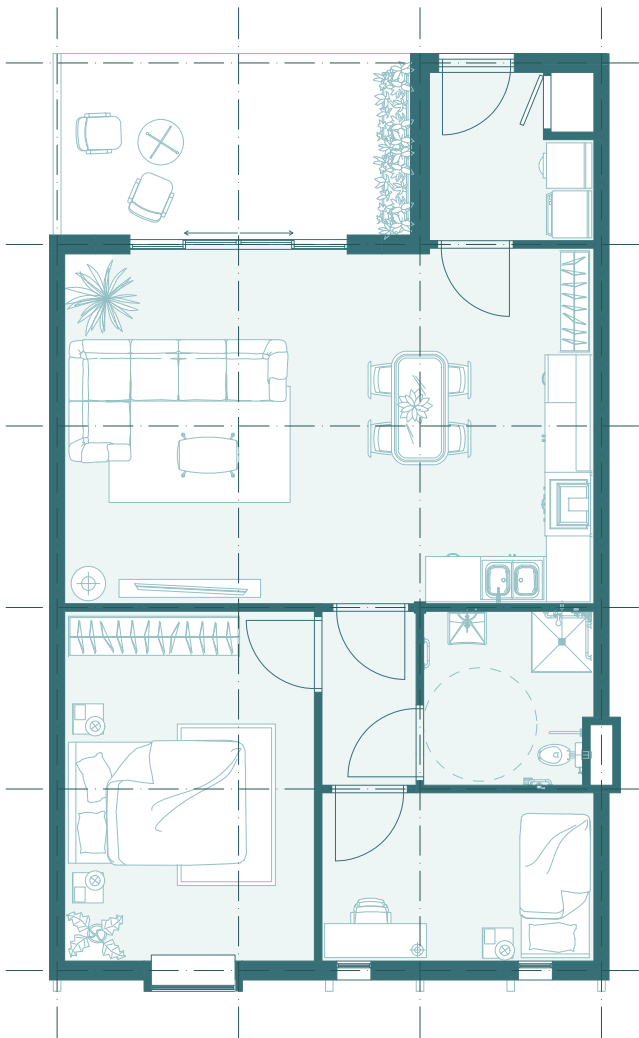


THE DESIGN

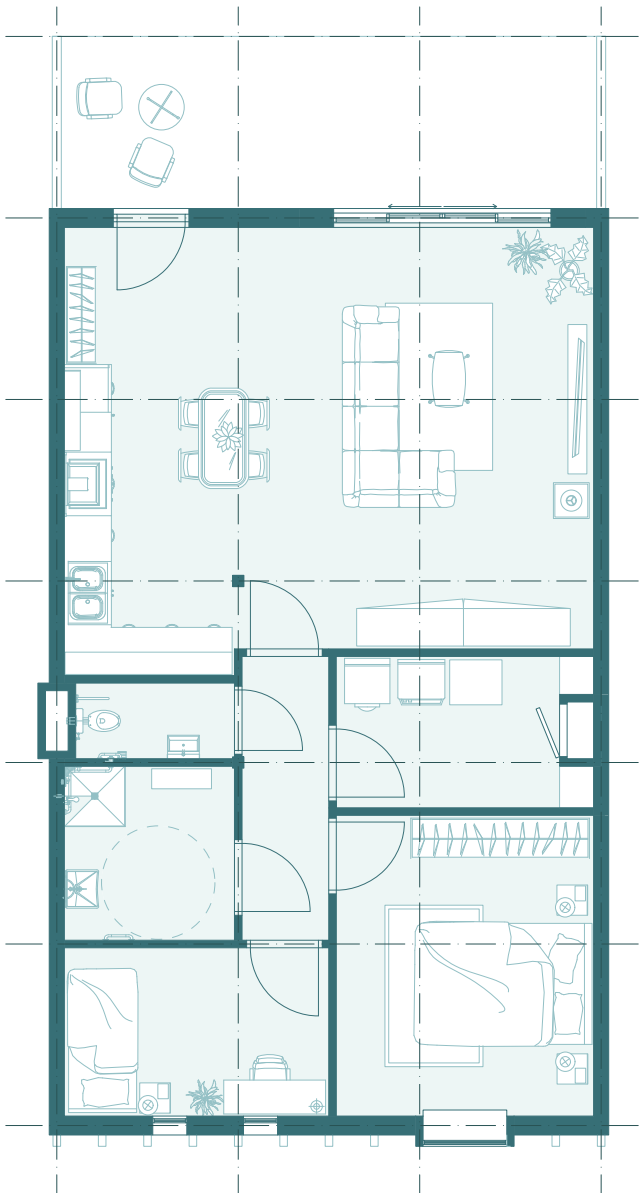
Dwelling typologies, scale 1:100



A. Small self-contained apartment
(Ca 64 m²)



B. Medium self-contained apartment
(Ca 70 m²)



C. Large self-contained apartment
(Ca 80 m²)

THE DESIGN

Self-contained dwellings

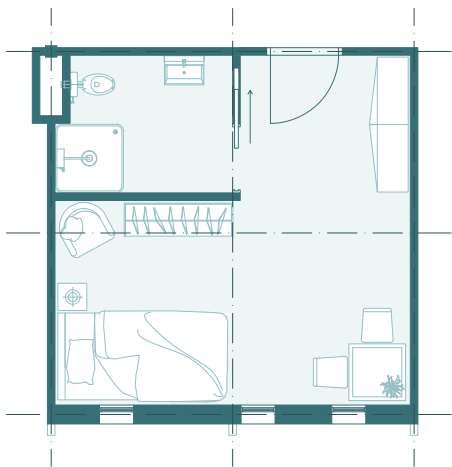
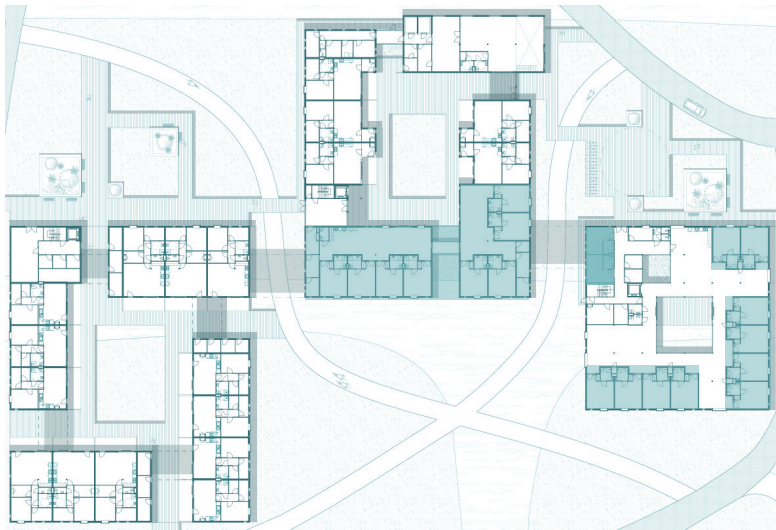
A4 presentation Meike Traa - 26 June 2026
AR4AD150 Advanced Housing Design

[28/39]

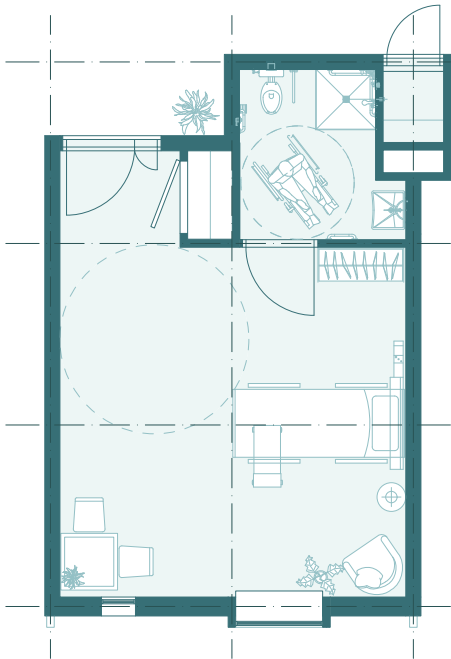


THE DESIGN

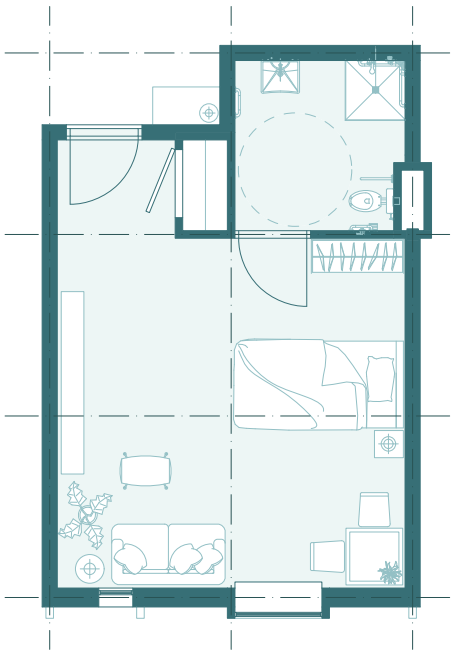
Dwelling typologies, scale 1:100



*D. Visitor's room
(Family/carers)
(Ca 20 m²)*



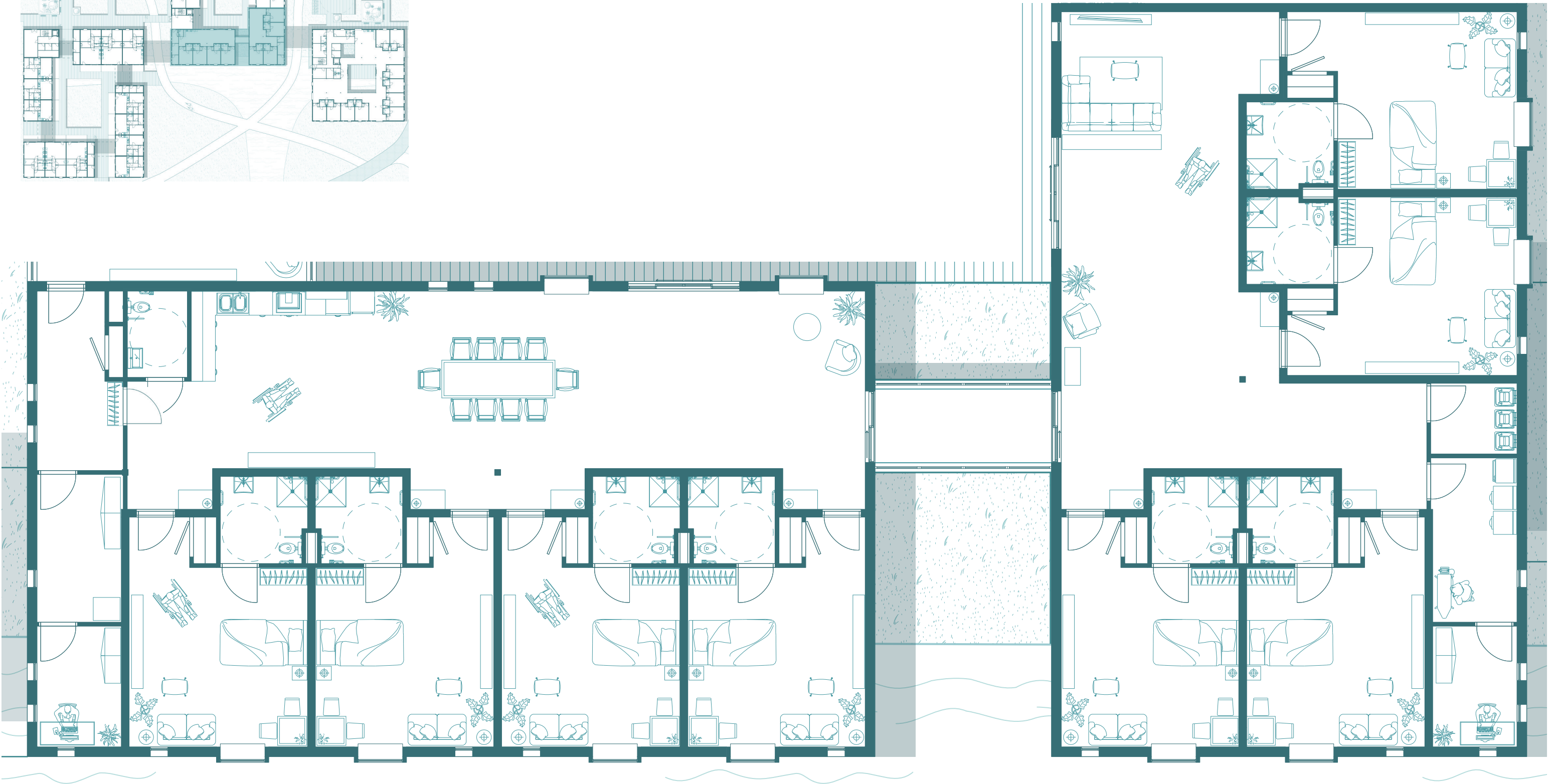
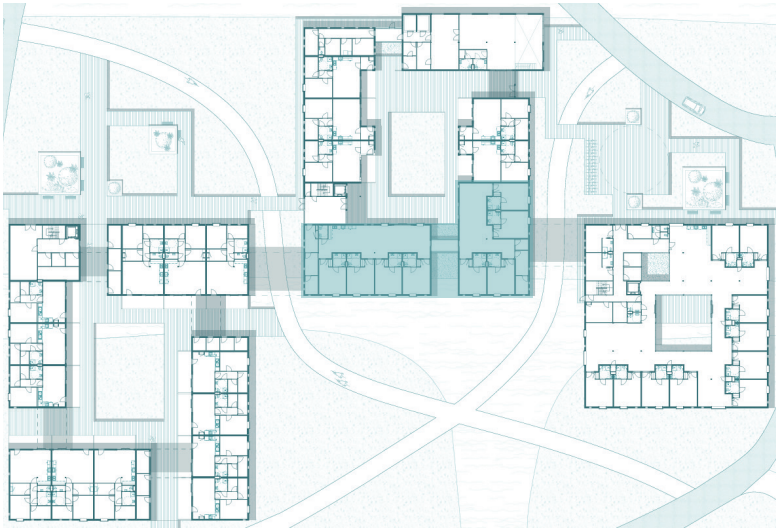
*E. Room in coliving house
(Advanced care)
(Ca 30 m²)*



*F. Room in coliving house
(Ca 30 m²)*

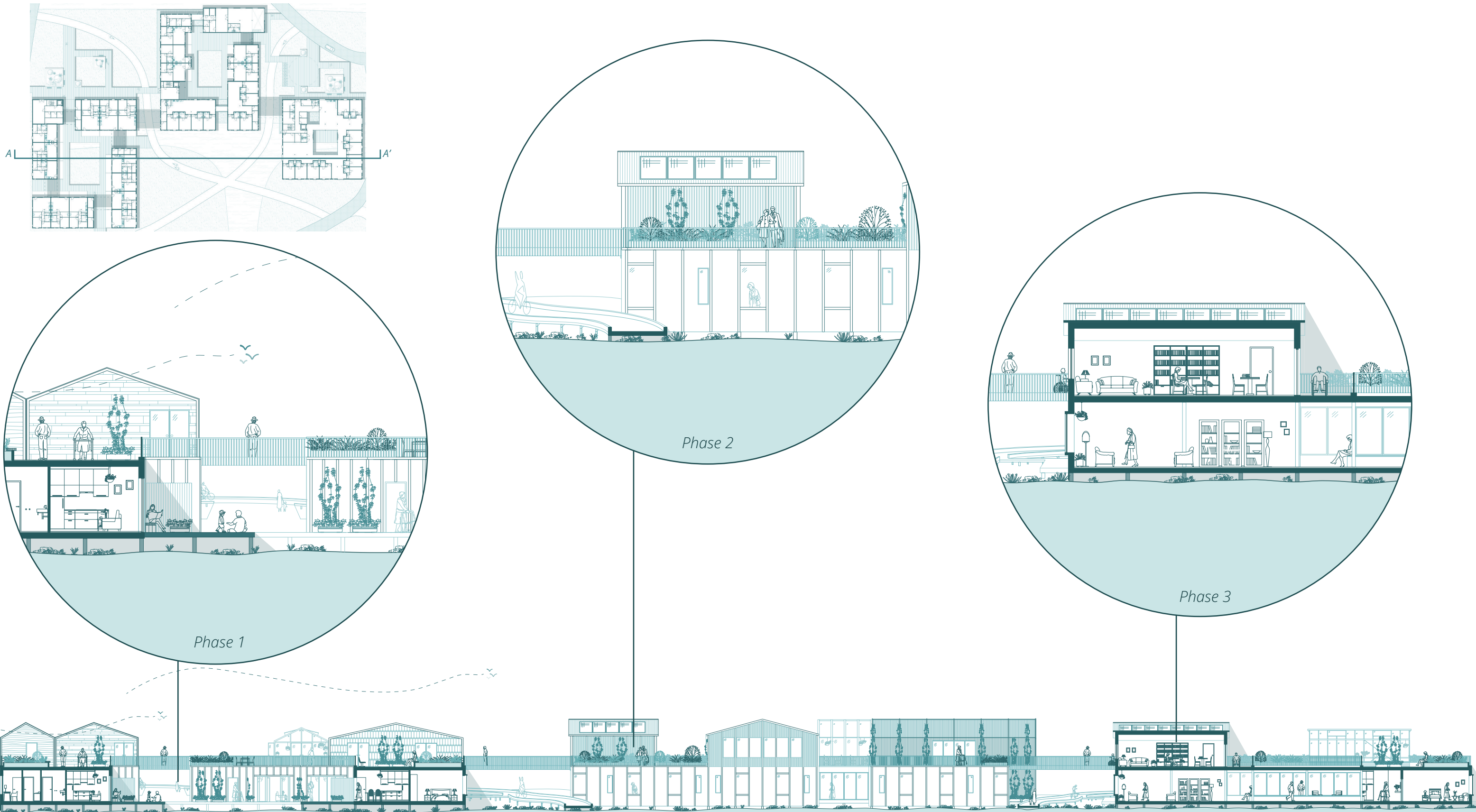
THE DESIGN

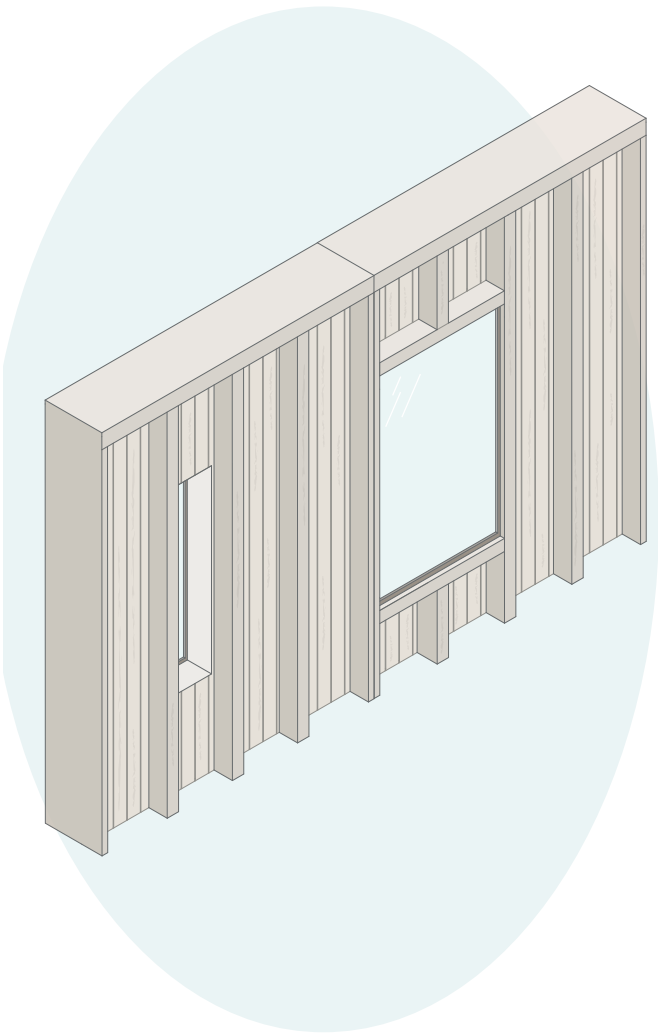
Floor plan coliving phase 2, scale 1:100



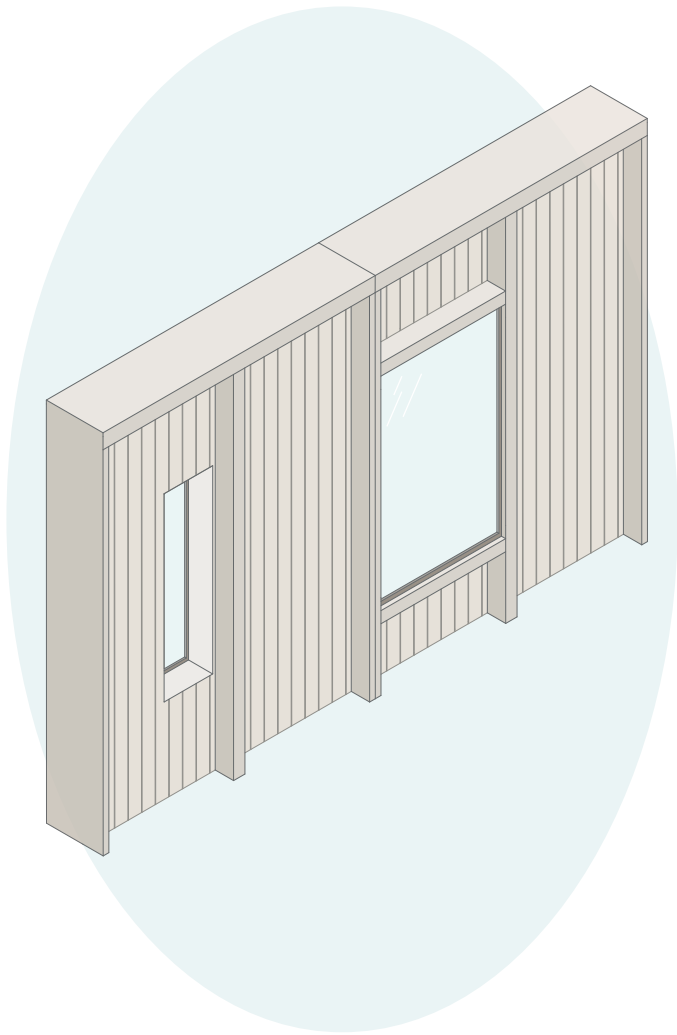
THE DESIGN

Section, scale 1:250 (reduced)

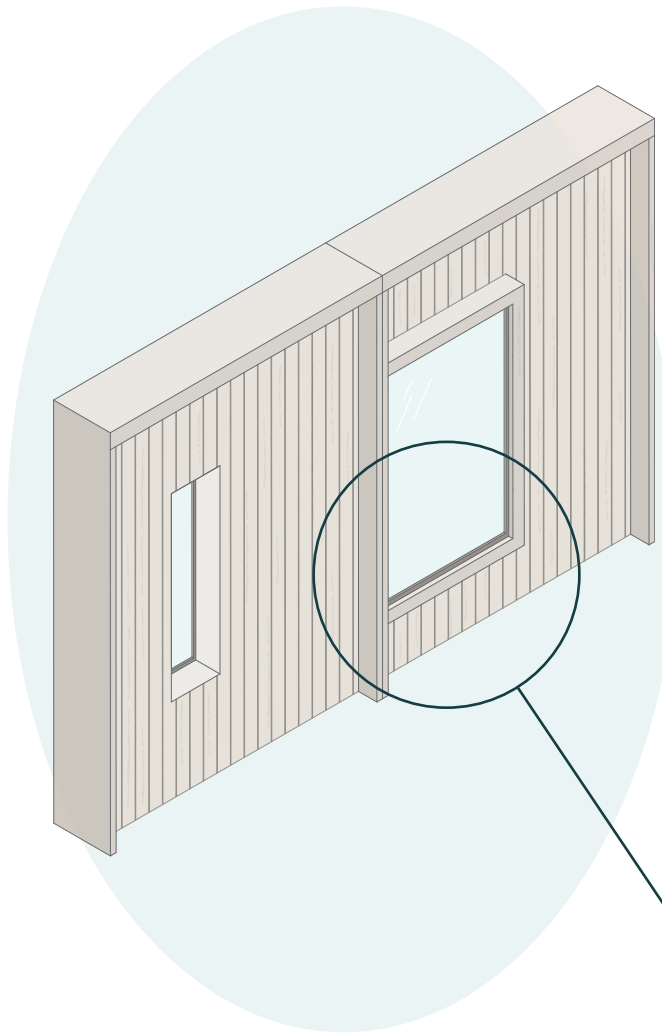




Mild phase

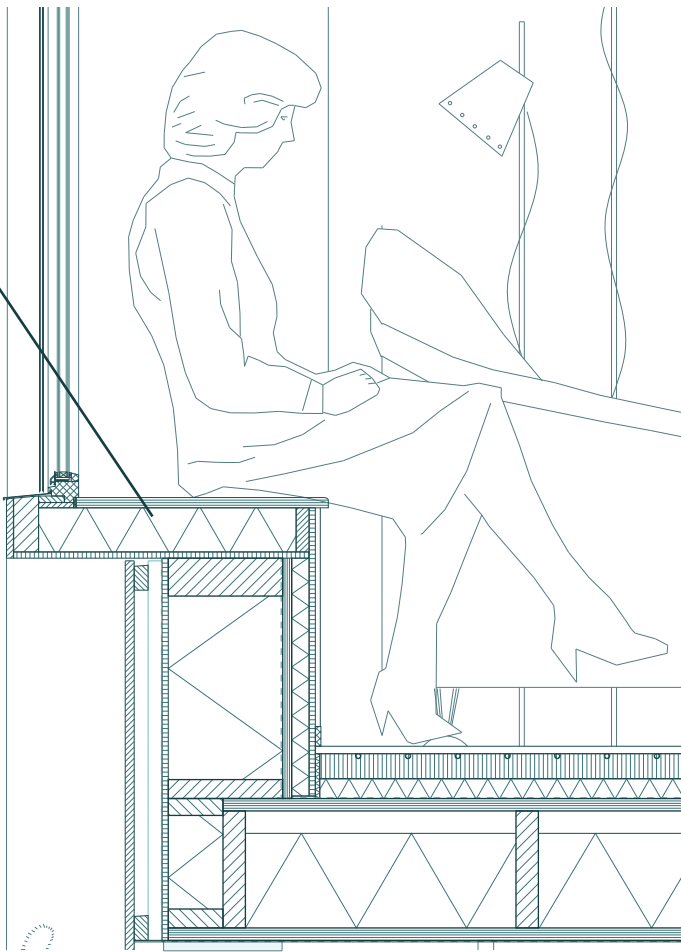


Moderate phase



Severe phase

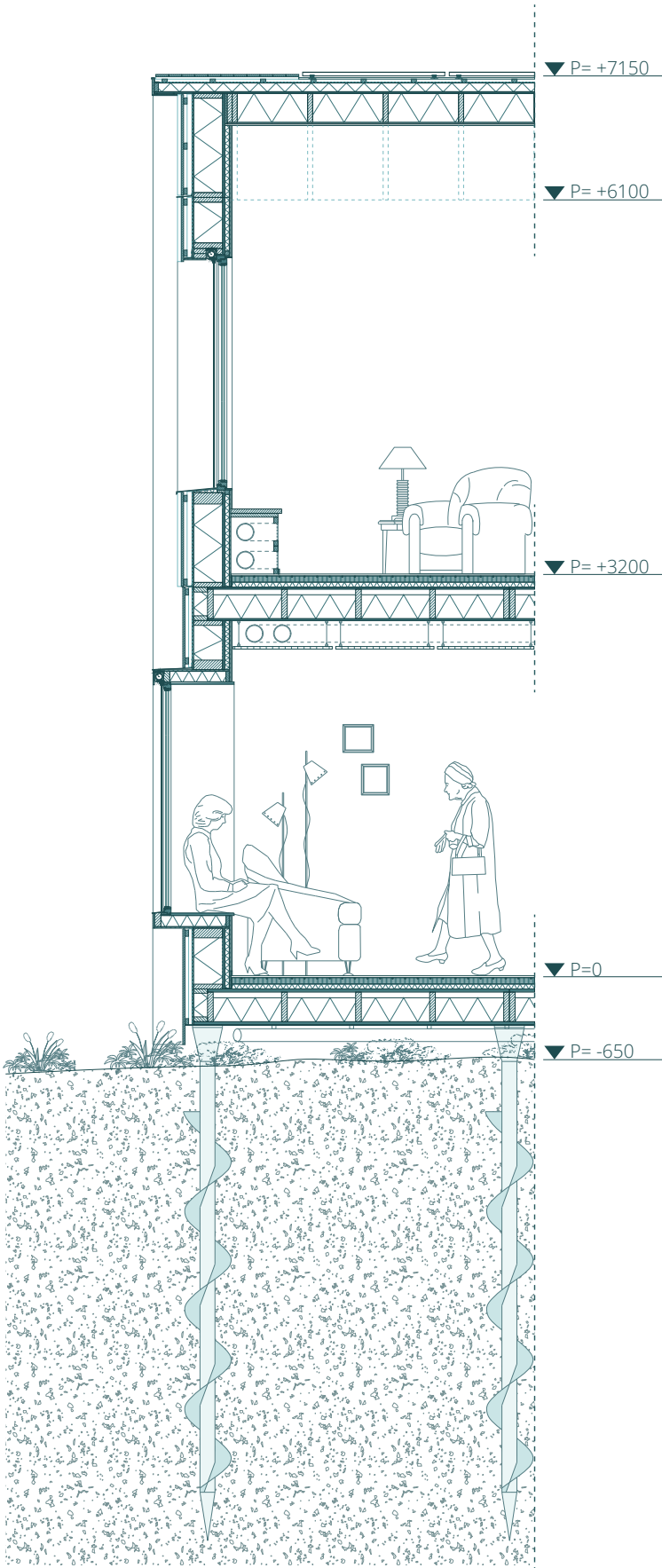
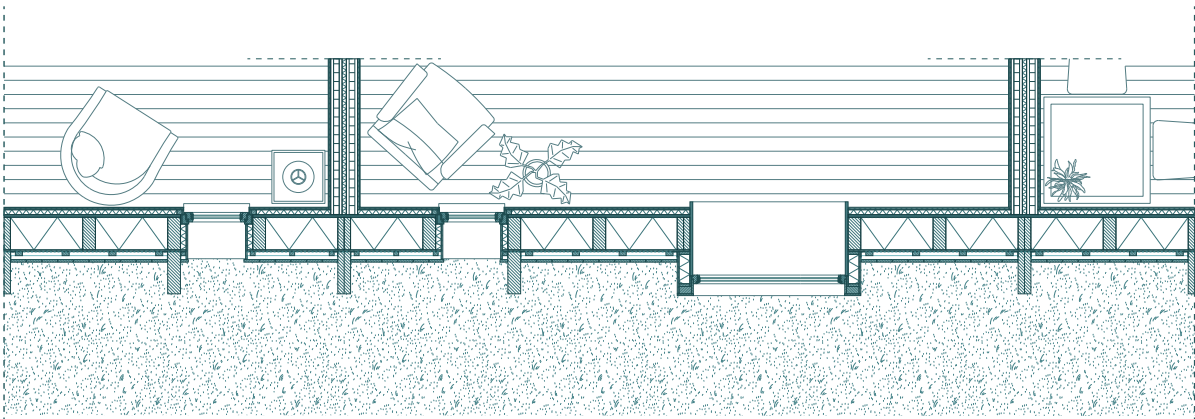
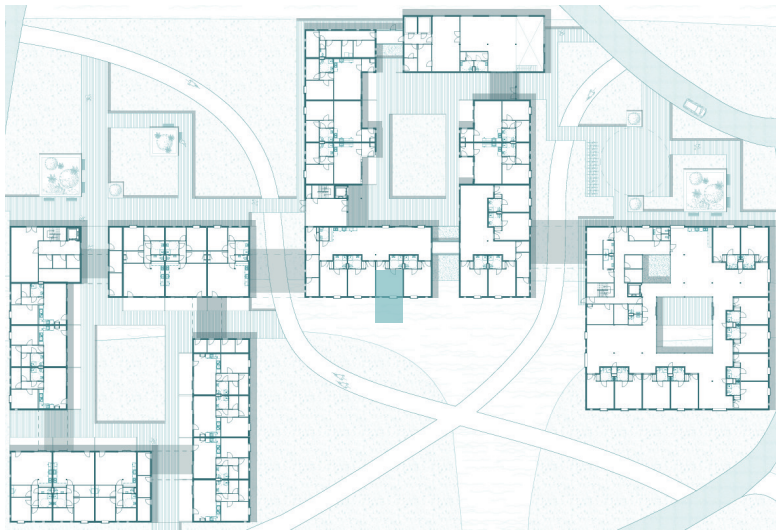
The façade becomes more subdued as dementia progresses

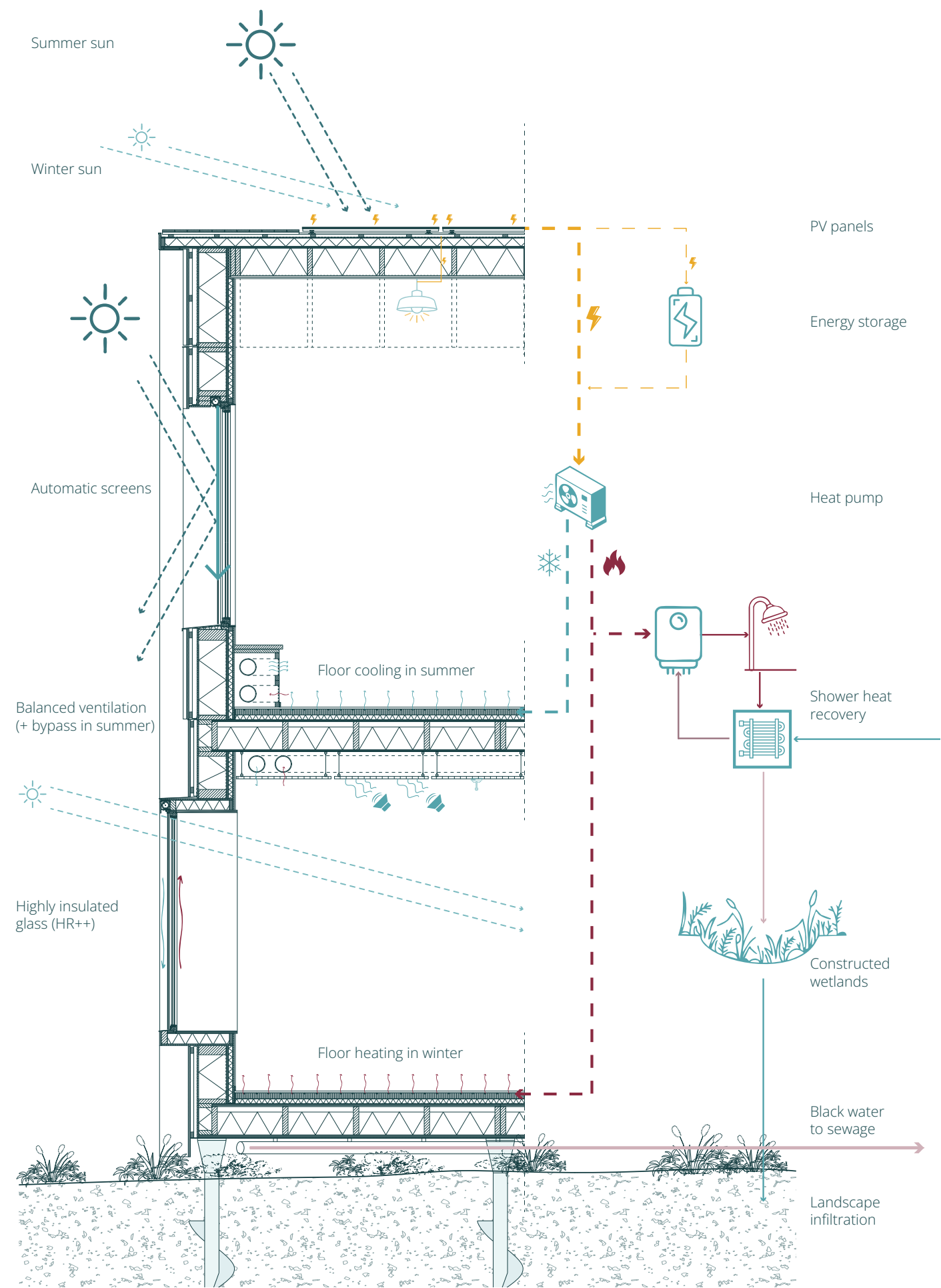


Detail bay window

THE DESIGN

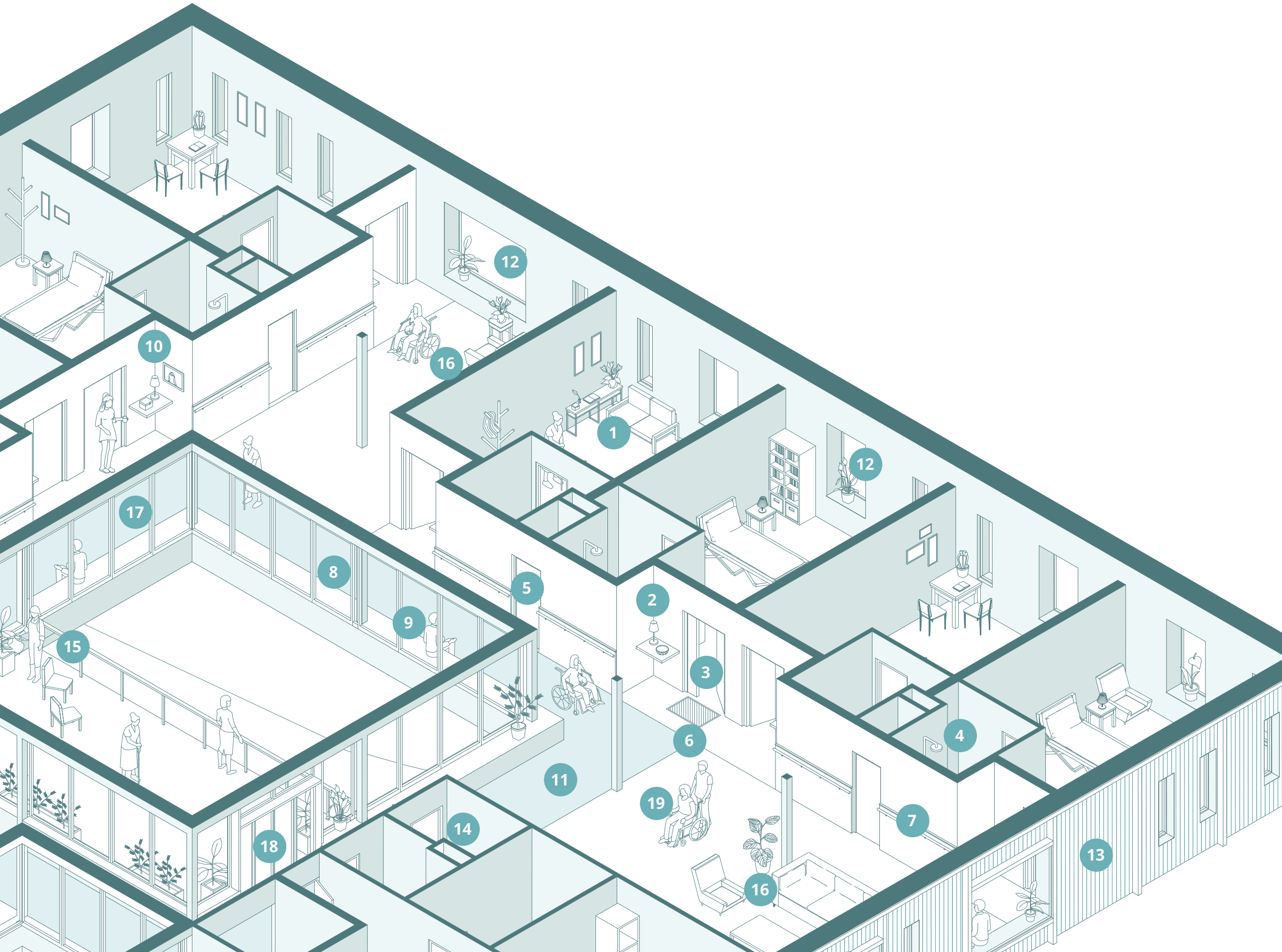
Facade fragment 1:20 (reduced)





THE DESIGN

The interior



Interior elements:

- 1 Personal furniture in rooms
- 2 Wall recess as transition space
- 3 Adapted doors for wider access (bed)
- 4 Private bathroom for hygiene purposes
- 5 Storage room with camouflaged door
- 6 Contrasting colours on floors/walls
- 7 Accessible handrail with good grip
- 8 Large windows for nature and social connection
- 9 Ample seating for resting
- 10 Familiar items at the bedroom entrance
- 11 Contrasting colour on the central path
- 12 Bay windows for direct nature connection
- 13 Use of natural materials
- 14 Easily accessible toilets in the corridor
- 15 Provide plants and gardening
- 16 Small, scattered seating areas create a homely atmosphere
- 17 Short corridors
- 18 Safe and continuous access to courtyard
- 19 Sufficient space and wheelchair access

THE DESIGN

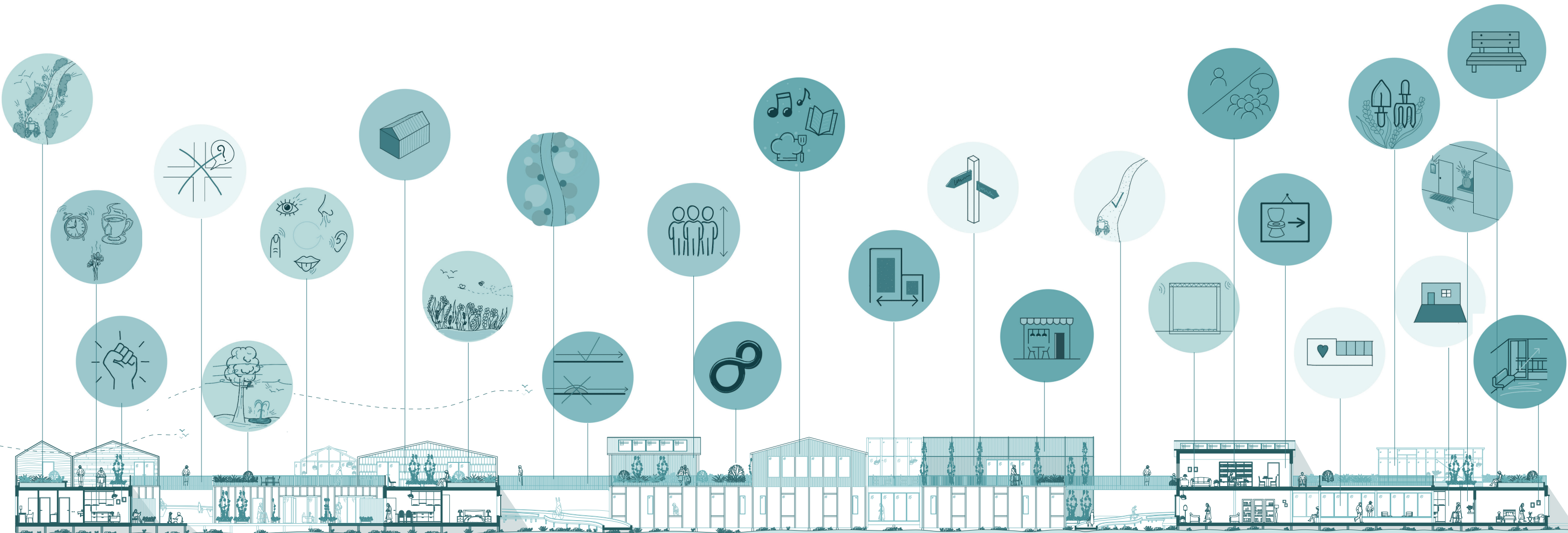
Courtyard phase 3



05.

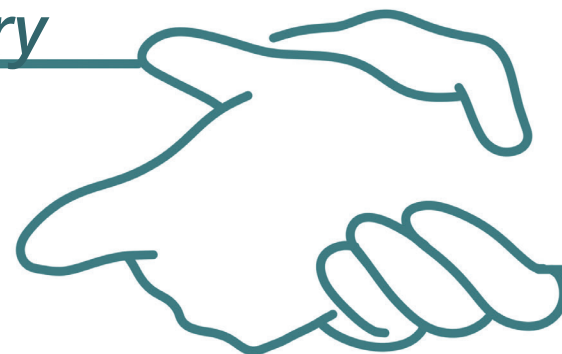
Conclusions

*“How can **architecture** create a **continuous and innovative living environment** for people with dementia, integrating changing **care needs, nature** and the **ecological transformation** of the polder landscape in Midden-Delfland?”*



Thank you!

Between *Memory*



And *Landscape*