

# Patient Focus Groups Shrewsbury & Telford Hospital

September 2023

# Art in Site

# Today we will be focussing on...

## Overview of the proposed scheme

- General arrangement
- Flythrough

## Atmospheres

- What do you want your hospital to feel like?
- What atmosphere do you want your hospital to have?

## Introduction to the concepts so far

- Starting ideas for the interior look & feel
- Wayfinding internally
- Mood Boards

## Additional thoughts

# Project Background

## Site Context

4 storey building located between outpatients department and exec office

New main entrance linking ED outpatients, and acute medicine

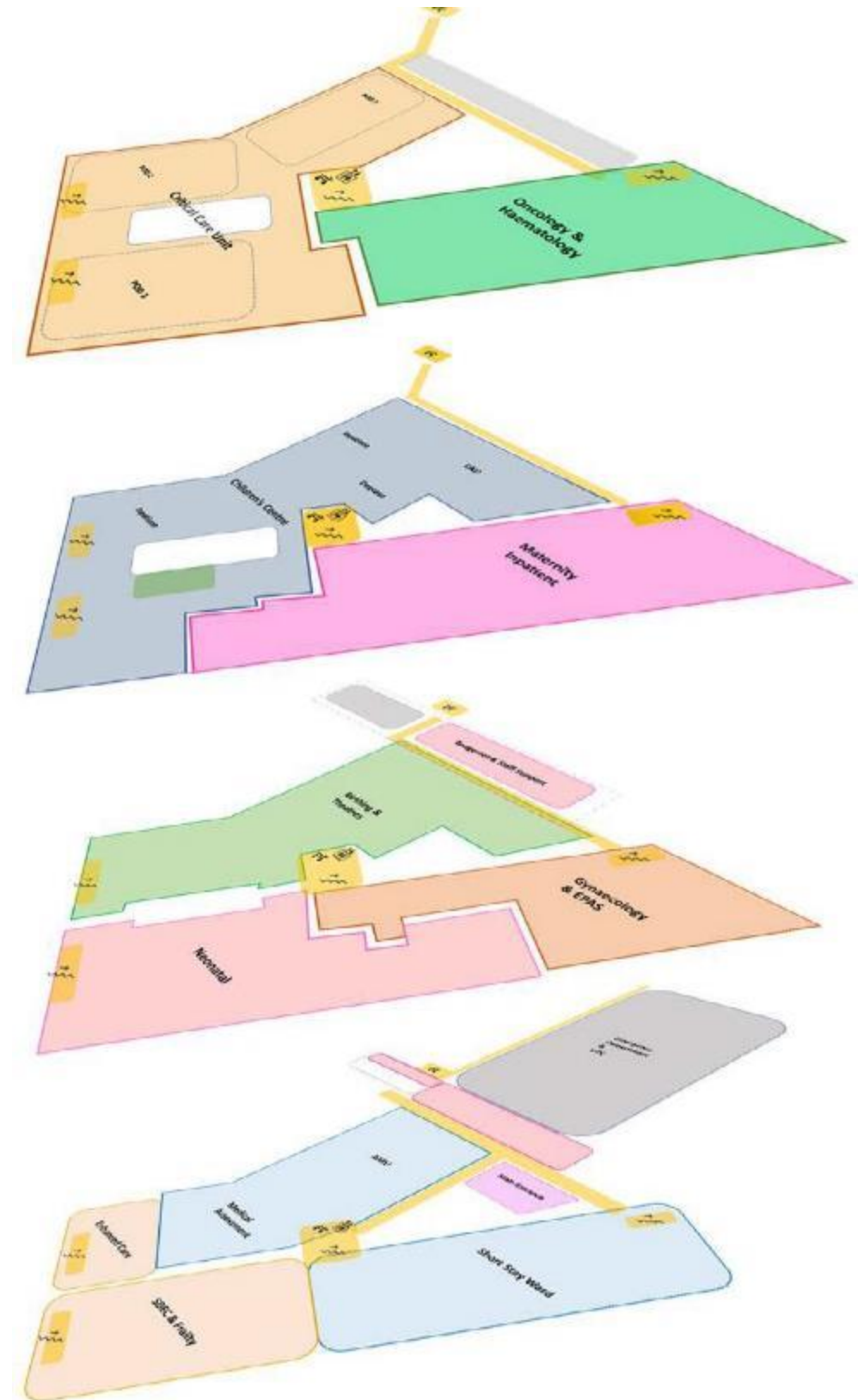
Upgraded and expanded car parking, ambulance bays and relocated helipad



# Project Background

## Geography of the project

- Ground floor - Emergency, Acute Medicine and SDEC
- First Floor - Delivery , Neonatal, GATU and EPAS
- Second Floor - Children's Unit and Maternity Inpatients
- Third Floor - Critical Care and Oncology & Haematology



# Project Floor plans

## Ground Floor



# Project Floor plans

## First Floor



# Project Floor plans

## Second Floor

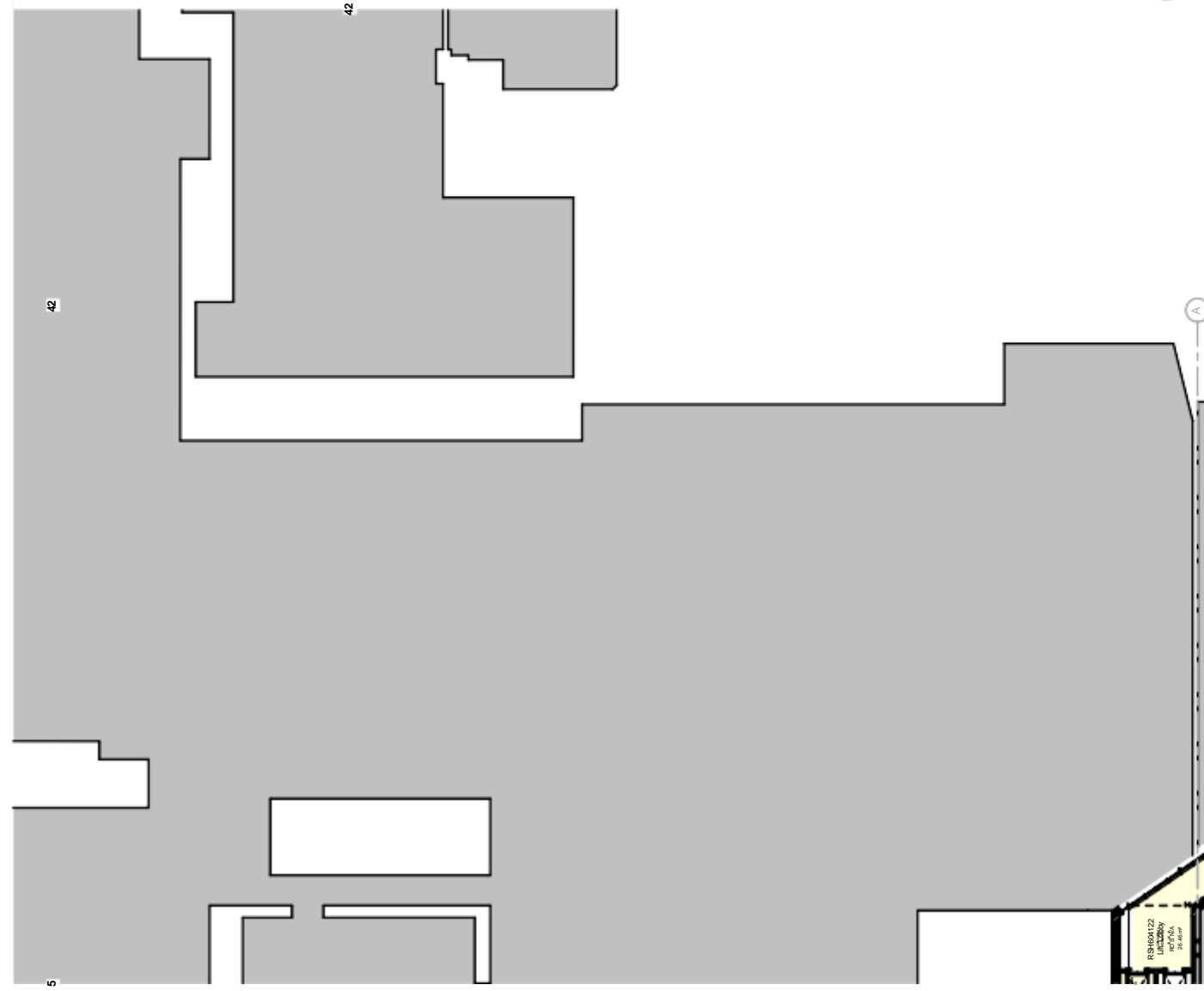


**Notes**  
Revision clouds identify areas of development having been included in this issue. Note that further development and coordination will be contained into Stage 4.  
Development of the Stage 3 Fire Strategy is ongoing and will be contained into Stage 4.  
The Design Team, Client Team, and Statutory Bodies

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# Project Floor plans

## Third Floor







## Part 1

# Warm Up

We want to create as pleasant an experience as possible

The architects have been working with the doctors and nurses to make sure everything works as efficiently as possible. All the wards, treatment rooms, lifts etc. are in the right places and near the places they need to be near. We've got some lovely big windows to bring light in, and have made it as easy to navigate through as we can.

We're the team that can add **atmosphere** to the hospital. We know its going to feel clean and new and efficient.

What else can it be?

What ten things would you like the hospital to be?

One word for each thing only.

e.g.

1.

Homely

2.

Safe

3.

Comforting

4.

5.

Calm

Relaxing

6.

7.

8.

Inviting

Clean

9.

10.

Efficient

you can submit answers via the chat function or in person. you've got three minutes...

What five things would you like the hospital to be?  
they can be the same things, or new words

- 1.
- 2.
- 3.
- 4.
- 5.

you can submit answers via the chat function or in person. you've got one minute...

What two things would you like the hospital to be?  
they can be the same things, or new words

1.

2.

you can submit answers via the chat function or in person. you've got one minute...

What one thing would you like the hospital to be?  
they have to be one of the words you've used already

1

you can submit answers via the chat function or in person. you've got one minute...

## Part 2

# Mood & Design Boards

## Initial ideas for the mood and look & feel

What, in the following slides, matches up with the words you came up with in the earlier warm up?

Feel free to add your post-its to the boards

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# Introducing The concepts so far

## Biophilia

*noun*

Literal meaning: Love of Nature  
Humans have an innate connection with the natural world and can suffer when it is lacking. We can introduce this through designs inspired by the local Shropshire Landscapes



Shropshire Landscapes



Woodland



Canopies



## Play of light & colour



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# Introducing

The concepts so far

## Trust & Coming Together

Designs can use inspiration from the local area to foster a sense of community. "Coming together" places can be created through furniture



Trysting Trees

## Coming Together



## Canopies



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Local poetry

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# Introducing The concepts so far

## Original Building Identity

To create connection across the site, the original building structure can be used to inspire design elements



Original Building Materials

## Raw Materials



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Repeating Lines



Verticality

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# Artwork Concepts & Ideas

## Connections

Utilising artwork to create sense of community, connection, and intuitive wayfinding. Using colour throughout the building to differentiate Levels & Departments



## Watercolour & nature themes



## Vertical lines & patterns

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## Wall Graphics & Flooring



## Play of light with shadows and gradients

## Part 3

# Interior, wayfinding & design concepts

We are thinking about  
the hospital as a place  
where people come  
together

- Patients come together with doctors and nurses
- Families come together
- Strangers come together

We want to know how you think these meetings can be made better by the surroundings we are designing. What is the **atmosphere** we are looking for?

Can you use any of the words you noted down to describe the pictures we are going to show you now? We'll note them down as we go through, on post-it notes, and we can review that later

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# On The Move Look & Feel

## Wayfinding

Using colour throughout the building to differentiate Levels & Departments, can make wayfinding intuitive.

Vertical gradients can help guide people to the right destination. Creating canopies at department thresholds, and clear signage.

(Please note, colours are not finalised, subject to development)



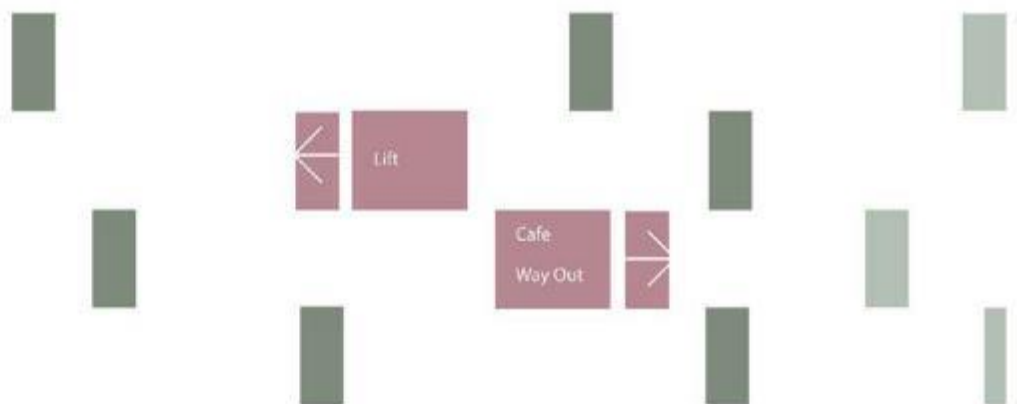
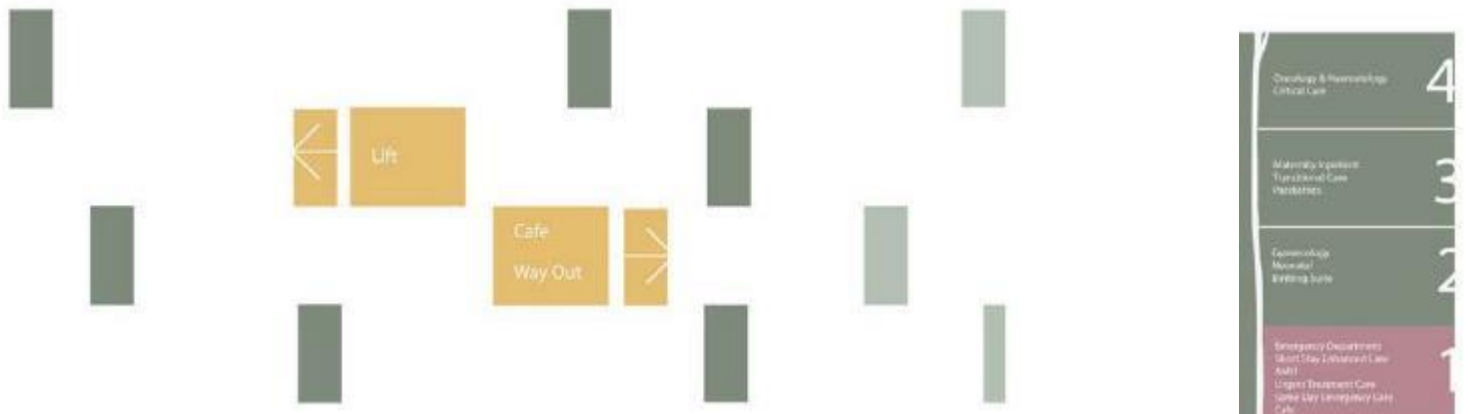
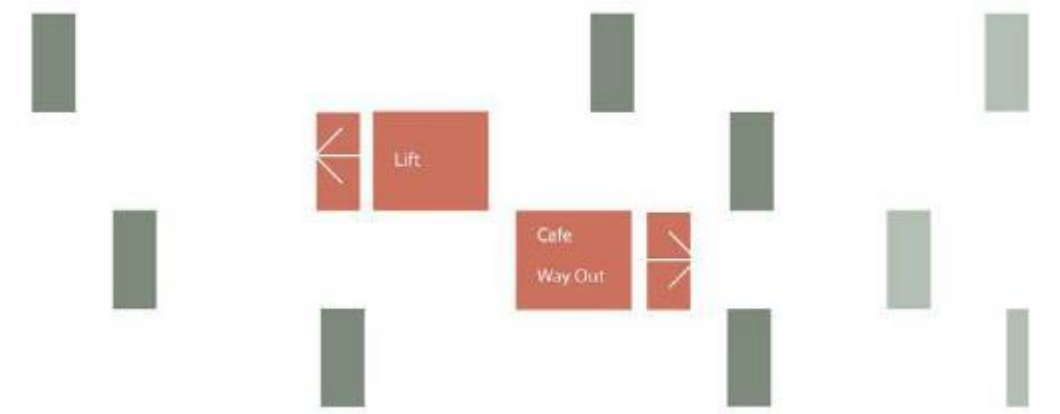
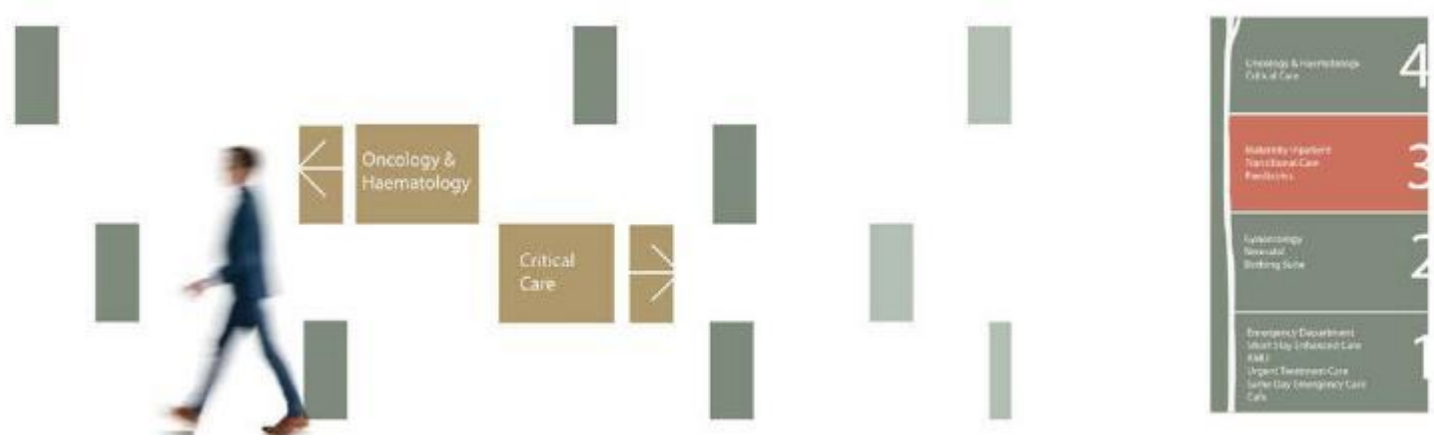
Please note, images are indicative only

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# Coming Together

## Look & Feel

## Settling Areas

Creating spaces which are comfortable and encourages people to sit or stand together, for staff, patients and visitors alike. A variety of furniture can be used to suit different requirements. Waiting areas and staff bases are also spaces where people come together.



Please note, images are indicative only

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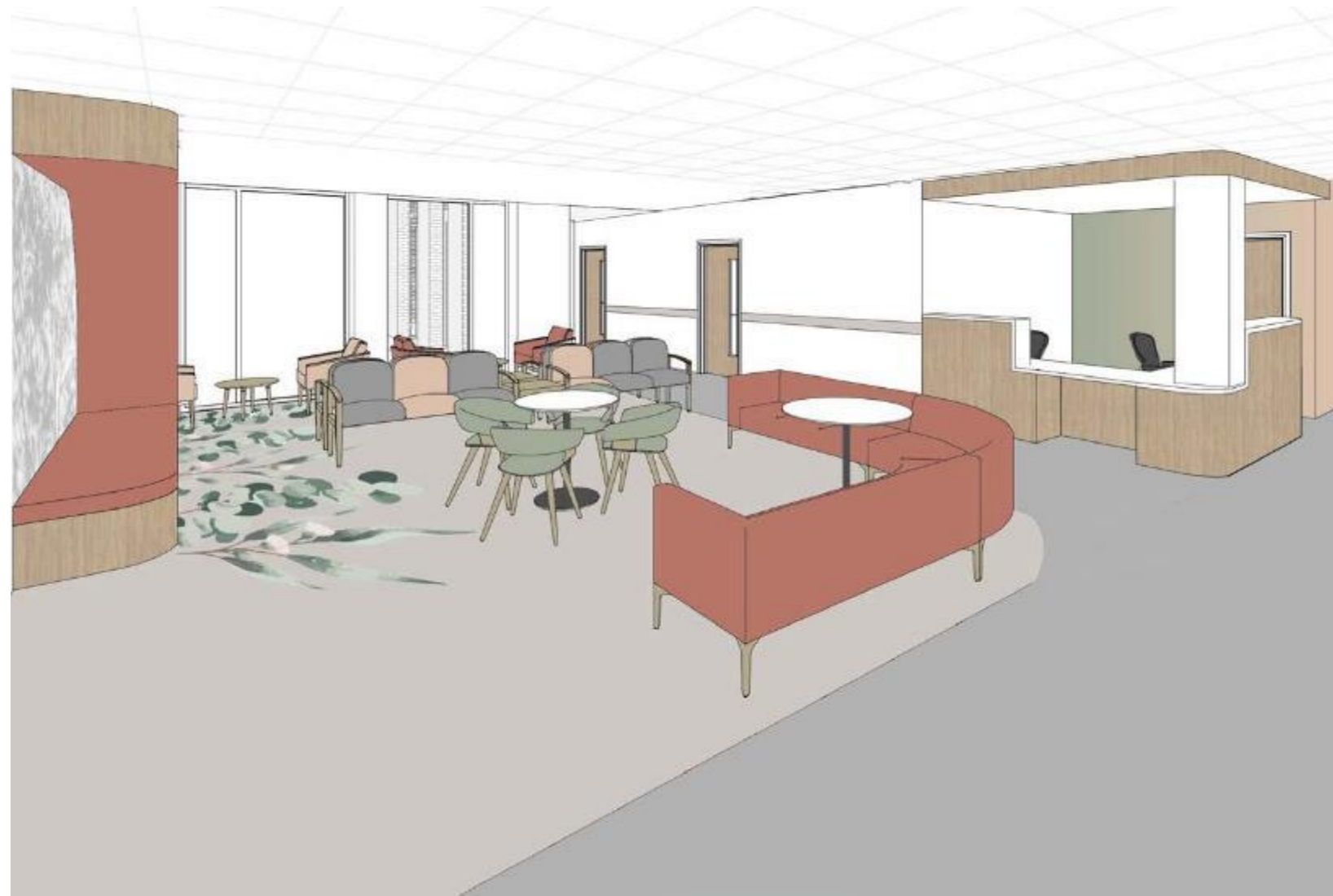


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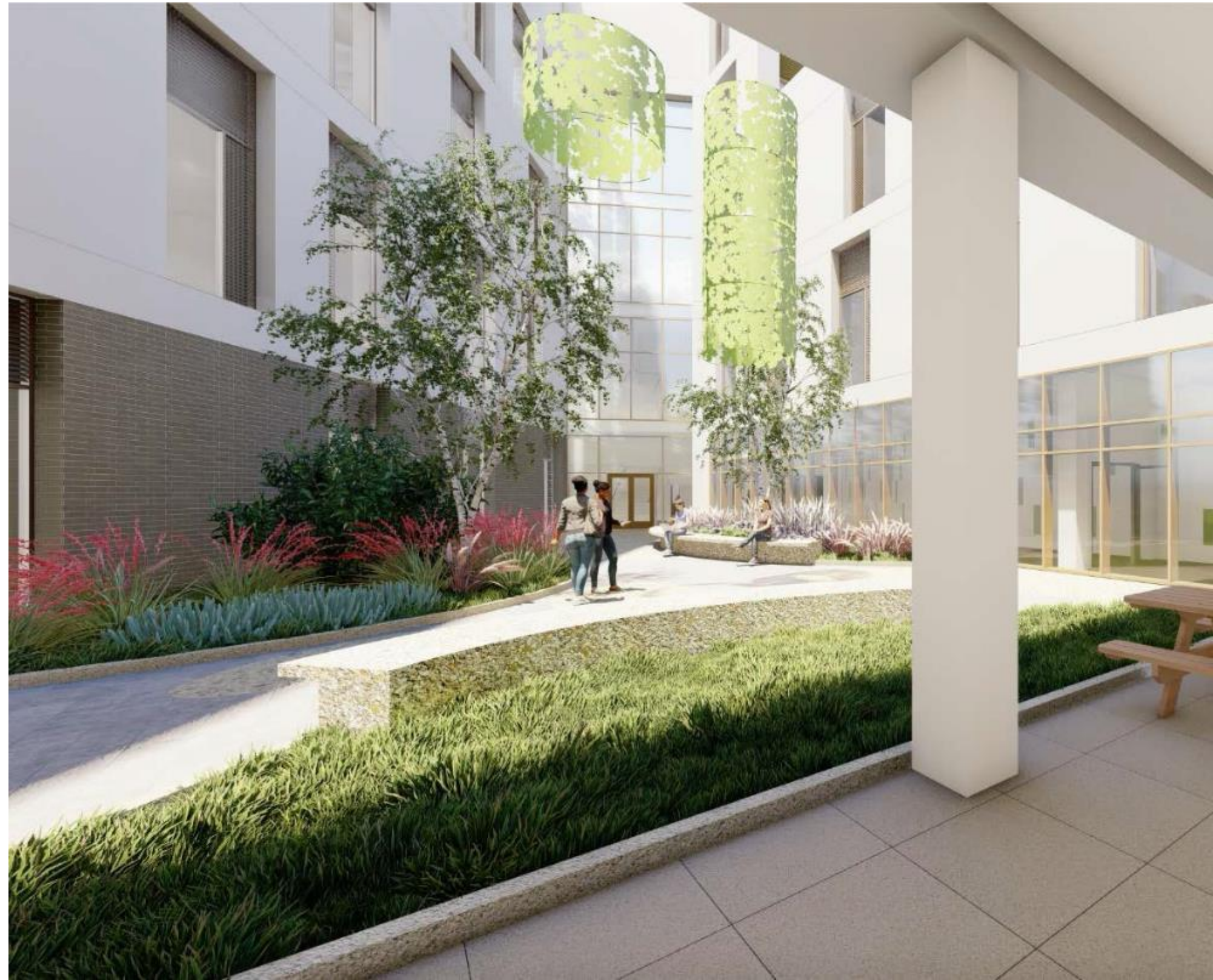
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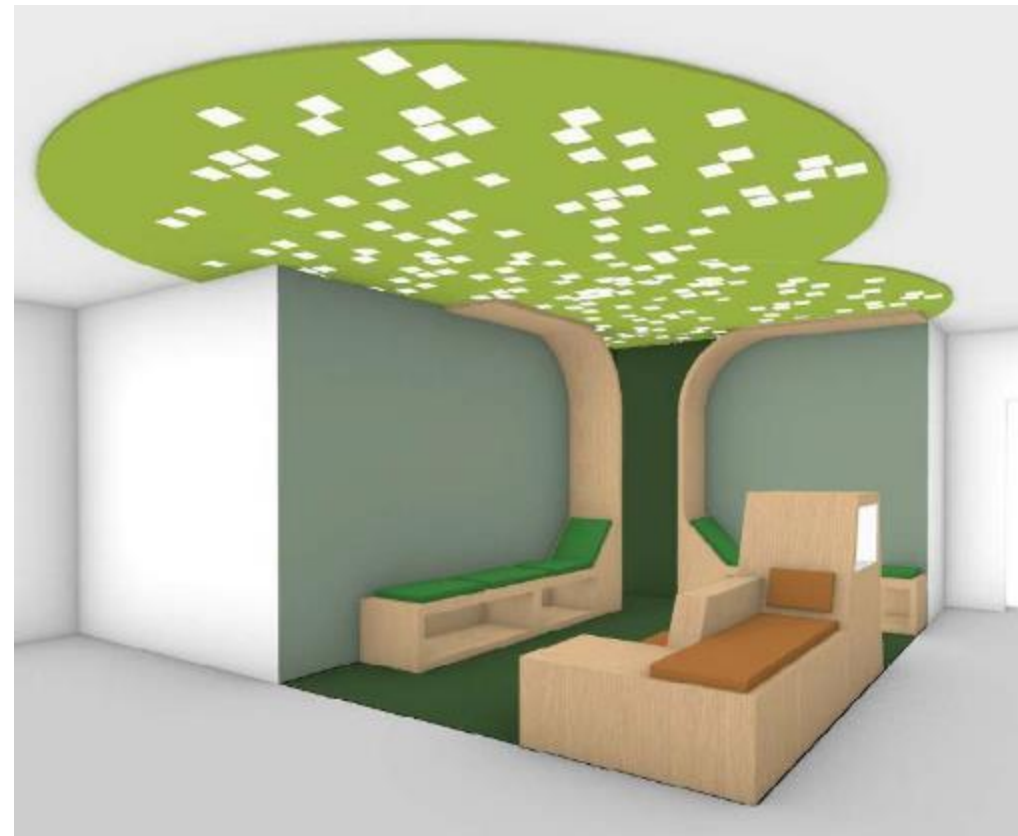
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# Spaces for Children

## Look & Feel

## Play Areas and Waiting Areas

Spaces where children can keep occupied, spaces with different heights, nooks, places to lie down. Incorporating storage for toys, books, colouring crayons. Integrating artwork, LED lighting, and visual interest



Please note, images are indicative only

# Art in Site



Comfort  
break

## Part 5a

### Let's get negative!

What is the most confusing thing about the hospitals you've been in?

What is the most uncomfortable or unsettling thing:

- At the entrance/ car park
- In the corridors, lifts and stairs In the waiting room
- In the place where you are treated by doctors and nurses

you can submit answers via the chat function or in person.

## Part 5b

Let's not finish on a negative note, let's get positive!

What's the one thing you'd really like to see:

- At the entrance
- In the corridors, lifts and stairs In the waiting room
- In the place where you are treated by doctors and nurses

you can submit answers via the chat function or in person.

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## Additional Thoughts

Let's open up to the floor...

- What's the most important thing you can remember? What was good?
  
- Did we miss anything?

Feel free to add more post-its to the **boards**

you can submit answers via the chat function or in person.

**Art in Site** 

Thank you

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