



# Patient Focus Groups

## Shrewsbury & Telford Hospital

September 2023

# Art in Site AHR

# 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

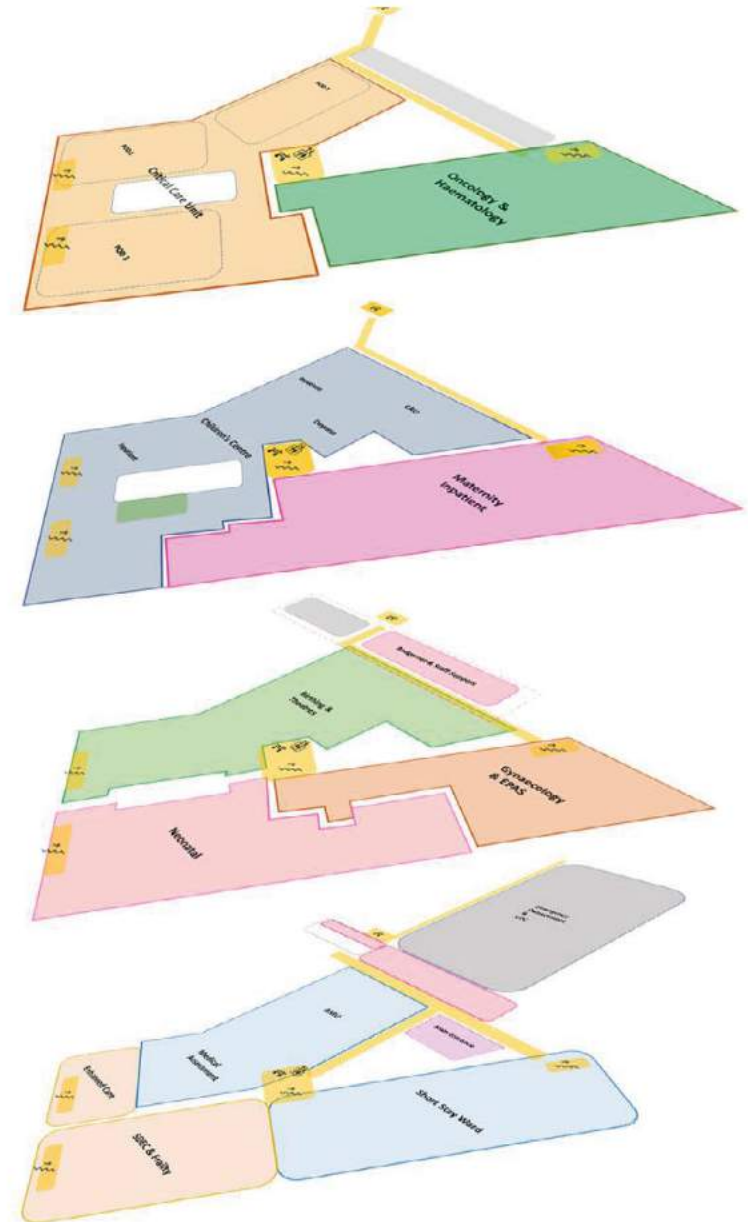
## Geography of the project

**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



## 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?**

## Part 1

# Warm Up

We want to create as pleasant an experience as possible

**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.

## **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.

**What five things would you like the hospital to be?**

One word for each thing only.

e.g.:

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

Homely  
Safe  
Comforting  
Calm  
Relaxing  
Inviting  
Clean  
Efficient

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



**What three things would you like the hospital to be?**

They need to be new words

e.g.:

- 1.
- 2.
- 3.

Homely  
Safe  
Comforting  
Calm  
Relaxing  
Inviting  
Clean  
Efficient

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

**What one thing would you like the hospital to be?**

This needs to be a new word

e.g.:

1.

Homely

Safe

Comforting

Calm

Relaxing

Inviting

Clean

Efficient

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

- 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?**

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# Introducing

## The concepts so far

### Biophilia

*noun*

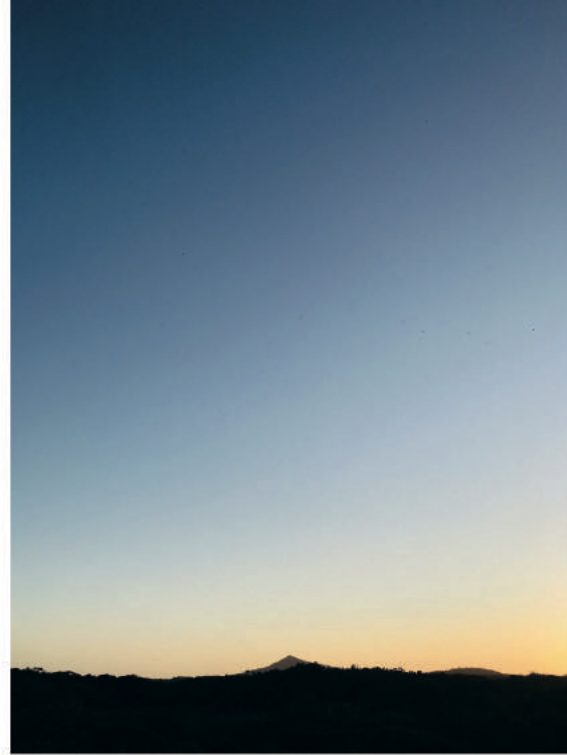
Literal meaning: Love of Nature

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



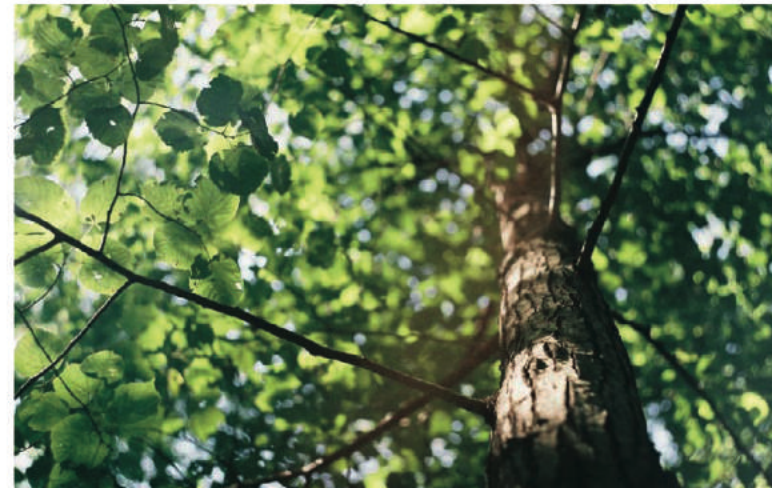
Woodland



Play of light & colour



Canopies



# Art in Site

## 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

### Raw Materials



### Original Building Materials



### Repeating Lines

### Verticality

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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 Furniture



## Canopies



# Art in Site



Local poetry

## Part 3

# Interior, wayfinding & design concepts

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

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**

# 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)



# Art in Site





# On The Move

## Look & Feel

### Wayfinding

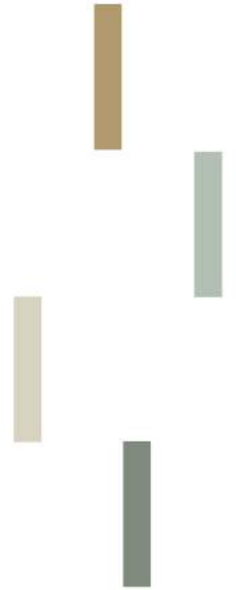
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Please note, images are indicative only

# Art in Site



# Art in Site



## 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.



# Coming Together

## Look & Feel

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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

# Art in Site



# Artwork

## Concepts & Ideas

### Connections

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



Gradients



Dappled light effect

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# Artwork Concepts & Ideas

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# Art in Site



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# Artwork

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# Art in Site



Children's artwork

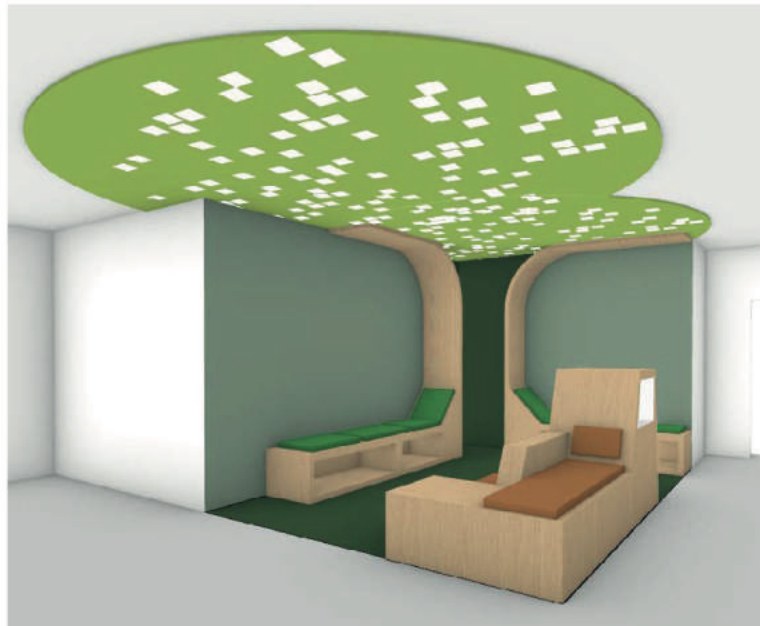
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# Spaces for Children

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



# Designing for Neurodiversity

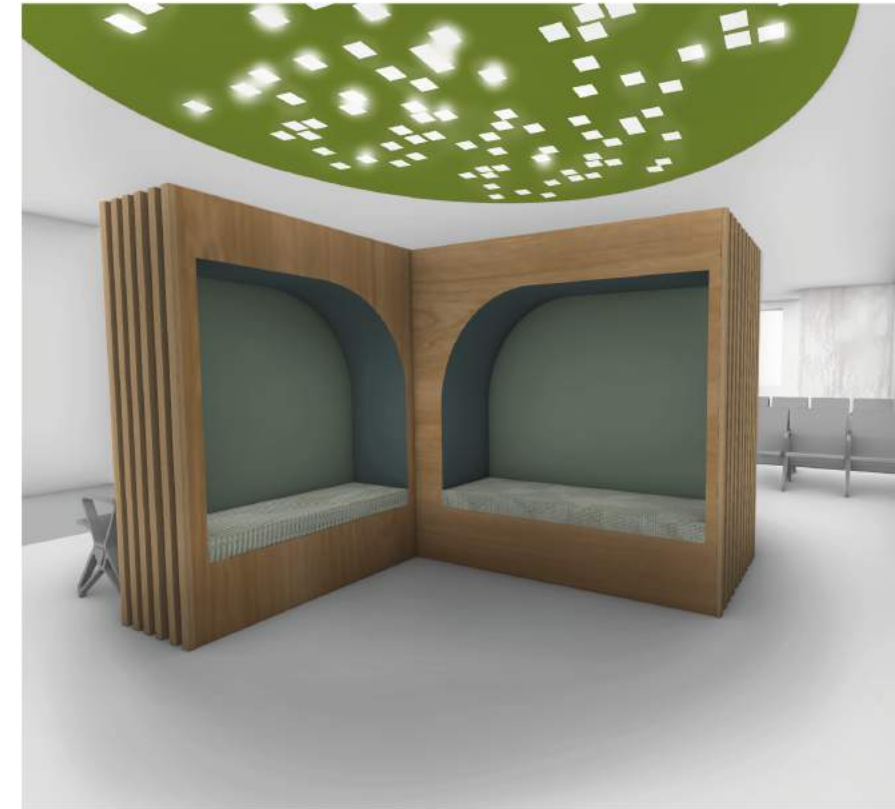
## Example space - ED Waiting Areas

Creating quieter nooks and spaces which will help deaden sound and help reduce sensory overload for those with neurodiverse needs. Key aspects: Spatial Character; Acoustics; Clear navigation; soothing colours; privacy; calming elements



Outside nook

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Inside nook

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Thank you

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