Prototype Showcase – Luke Pereira – Team 4

My prototype was taking the Team 4 shared patient room co-design results and bringing it to life using SketchUp 3d. The figure below was what was recommended by our codesign participant for our patient room design. The image is to scale, but the final sketch up model came close to making a true-life version of this 2d image.

The tools used were SketchUp 3d, existing models from the 3d warehouse and Kubity, a web app that simulates the model in a virtual space and for individuals to interact.

The reason for this project was the issue of hospital room and patient experience, from navigation and wayfinding to communication and social barriers. Many shared hospital rooms do not promote a comfortable environment for recovering patients due to lack of privacy and security, and environmental stressors.

The primary goal of this hospital design research our team worked on was to focus on supporting patients and caregivers to improve health and recovery. The challenge is to make sure we thoroughly understand the needs and preferences of the facility users. We focused on shared patient room spaces that accommodate 2 or more individuals. This provides us the opportunity to tailor the environment to meet patient-specific needs and expectations.

SKETCH UP MODELS
For live virtual version – please click on this link (opens with chrome or Firefox and take a while to load)
https://player.kubity.com/p/jN1SHH (click on tour or walk at the bottom left of the screen)