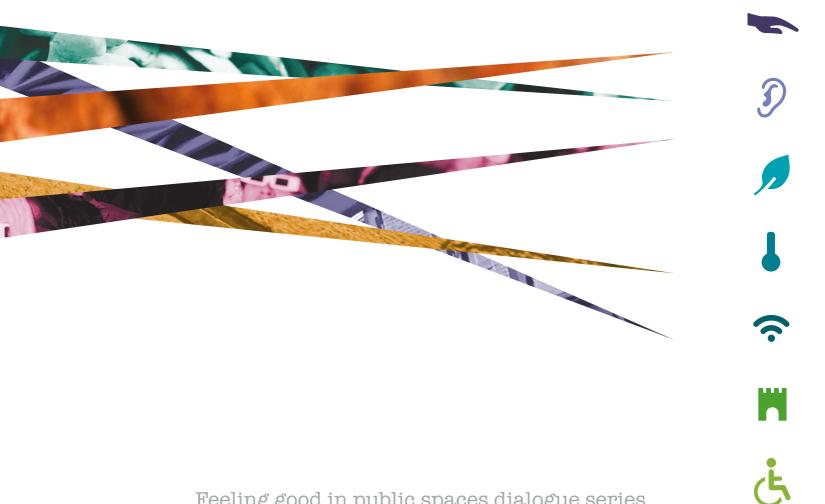
# Multi-sensory design - creating healthier public spaces

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Feeling good in public spaces dialogue series

**66** The city is an assault on the senses... By diminishing our sensory landscape, we approach the world and its opportunities within a narrow perspective. **77** 

Charles Landry, The Sensory Landscape of Cities, from the book The Art of City-Making, 2006





Quiet spaces formed by storm porches, door recesses, shelters, vegetation, squares and parks can provide a buffer or refuge from a noisy street, vital for those with acute acoustic sensitivity or certain mental health conditions.

Low-energy blue-rich white LED lighting can disrupt circadian rhythms and strain eyes – warmer colours are better.

> Soundscape mapping can evaluate the acoustics of a space, identifying pleasant and stressful sounds.

> > Responsive street furniture could provide dropdown chairs for those in need of a rest via Bluetooth technology, and can reduce street clutter.

Analysis shows that on urban walks, older people find a busy outdoor setting exciting but are more engaged when walking in a park. Interesting streetscapes may encourage people to get outdoors more.

The warming climate will increase use of ventilation, changing the sonic identity of a place, both indoors and out.



Smellscape mapping can help to demonstrate the combination of aromas that make up the identity of a place.

> The design, shape and materials used in a space have an effect on acoustics – auralisation can test the impact of new developments on sound.

# **Briony Turner & Kay Pallaris**

The design of the built environment can have a profound impact on perception, place identity and place experience. On behalf of the Adaptation and Resilience in the Context of Change (ARCC) network and the Revealing Spaces workgroup of the Feeling Good Foundation, we ran a series of events focused on the senses, to encourage reflection on the consequences of public realm design on city dwellers' physical, emotional and psychological wellbeing.

Throughout the series we encouraged speakers and participants to think about:

- How do occupants' sensory systems react with their surrounding environment?
- What are the implications of this for sustainable, healthy and adaptive place-making?
- What are the barriers to incorporating this research into current place-making practices?
- How can designing with senses in mind improve cities' and occupants' capacity to adapt to the changing climate?
- How can the evidence be converted to practical tools and methods for urban planning and design practitioners?
- What are the next steps?

Inspiration for the Feeling Good in Public Spaces dialogue series arose as a result of a European Cultural Foundation funded project in which we explored the hidden health and wellbeing impacts of public realm design. This included linking and exposing non-visible, hyperlocal, 'hidden data' such as local health profiles, air quality and sonic identities which, whilst not visible, affect our sensory reaction to a place. The series set out to examine the consequences of public realm design on the wellbeing of urban populations, and understand how design can confine or stimulate sensory experiences , and how this might help people and places be prepared for our changing climate. The dialogues were designed to stimulate discussion among those involved in placemaking research and practice.

Between November 2015 and December 2016, we hosted five seminars. These led to collaborations and side events, including a tour of the London South Bank University Acoustics laboratory, and a set of smellscape walk workshops, funded by Southwark Council.

The first event went back to basics, delving into what constitutes health and wellbeing, and examining the relationships between human physiology, psychology and placemaking. We learnt about research into sustainable healthy urban environments, and how to measure and understand the implicit and explicit effects of urban places on peoples' feelings and behaviour. The event uncovered how to generate pro-social behaviour, and explored the use of biourbanism to enhance the human experience of the built environment. Researchers also described how to design psychologically informed cities, and the characteristics of the urban environment that can be modified to improve mental health.

The second event explored the impact of urban design on auditory and olfactory senses. We were taken on a voyage of olfactory discovery, from crowd-sourced city smellscapes to those of urban intermodal transit spaces. We heard about the technology available to create more immersive physical spaces that could improve environmental quality for urban dwellers. We learnt that our odour receptors are less receptive in cold weather, and that odour molecules become airborne faster in warmer environments, so climate change could alter city smellscapes. The expected changes in climate will also have an impact on sound, for instance, a warming climate may trigger increased use of ventilation which will change the sonic identity of a place both indoors and out.

The third event in the series explored the impact of urban design on city dwellers' sight and touch-based sensory experiences, and the pedagogy of design. This was an event of extremes, from trauma to sensory delight. We learnt that memories of conflict can remain apparent within bounded physical spaces, whilst cycling can, through the effects of the urban form on kinaesthetic, tactile and visual experience of older cyclists, be a form of sensory delight. The event featured a strong emphasis on the use of biophilic design to enhance the visual and sensory elements of public space, and how this could help to reduce the anticipated psycho-physiological environmental stressors of climate change. We learnt of the frequent failure to take into account peoples' ability to selectively direct attention to particular stimuli in the environment. Often, the high visual complexity of the urban environment requires a strong attentional focus at the expense of other sensory stimuli, whereas natural environments are thought to require less focus, enabling people to 'restore' attentional control.

The fourth event formed part of Open-City's Green Sky Thinking week in London. The speakers took attendees back to the first principles of the psychology of how we navigate through our environment, and the role of urban design in aiding dwellers to adapt to varying thermal experiences as the climate changes. Urban form and morphology can affect micro-climates, consequently affecting people's thermal comfort and sensory capacities. Badly designed urban layouts can result in poor navigational legibility and inhibit dwellers' sense of direction. Ideas on how to improve the built environment to give a sense of security in an extreme weather event were also discussed. During the dialogue, participants raised concerns as to whether opportunities for social interaction are unconsciously being designed out of public spaces.

The series explored the impacts of design on a physiological and psychological level, irrespective of age, gender, class or bodily ability. We feel strongly that good design does not discriminate, and yet the physical environment is full of poor design that does. The fifth event in the series brought together research and case studies that tackled how to design an environment to empower people who have lost or have reduced functionality of a sense, or set of senses – something everyone is likely to face as part of the ageing process. In addition, questions were raised and techniques shared as to how to design life-course public spaces for all.

The final dialogue builds on what we've discovered, considering how the senses interact, how they are processed, how we form emotional responses, and the individual and collective perceptions of place. We will showcase a variety of multi-sensory design approaches and discuss how and whether they can be used to improve city dwellers' experiences in urban public space.

By providing this sensory exploration of place, we seek to challenge and perhaps change conventional approaches to place-making, putting the health and wellbeing of people firmly at the heart of design considerations.

Thank you for being part of this journey.

Reflection

# The architecture of place and the multi-sensory experience

Professor Emeritus Derek Clements-Croome



The idea of taking into account the senses of a building occupant has extended our thinking into how we smell, touch, hear and see things in the built environment, as well as our psychological interactions with the stimuli it provides. Architecture deals not only with materials and form but also with people, their emotions, environment, space and relationships between them. This makes a rich tapestry of stimuli which touch the human body and mind. In order for this human experience to enhance our lives, buildings should provide a multi-sensory experience.

The senses not only mediate information for the judgement of the intellect, they are also channels which ignite the imagination. This aspect of thought and experience through the senses is stimulated not only by the environment and people around us but, when we are inside a building, by the architecture of the space, which sculpts the outline of our reactions. Merleau-Ponty wrote that the task of architecture was to make visible how the world touches us.

Buildings must relate to the language and wisdom of the body. If they do not, they become isolated in the cool and distant realm of vision. However, in assessing the value of a building, how much attention is given to the quality of the environment inside the building and its effects on the occupants? The qualities of the environment together with the people within it affect human physical and mental performance, and these qualities should always be given a high priority. This is what might be considered an invisible aesthetic and together with the visual impact these make up a total aesthetic. Buildings can and should provide a multi-sensory experience for people and uplift their spirits. A walk through a forest is invigorating and healing due to the interaction of all the senses. This array of sensory impressions and the interplay between the senses has been referred to as the polyphony of the senses. Architecture is an extension of nature into the personmade realm and provides the ground for perception, a basis from which people can learn to understand and enjoy the world.

The interaction between humans and buildings is more complex than we imagine. In addition to simple reactions that we can measure, there are many sensory and psychological reactions that are difficult to understand and quantify but we must recognise they happen.

This dialogue series has recognised these ideas and explored how they may become a primary force in design. Sensory experiences have been explored by walks which focused on the senses such as smellscapes or soundscapes. Interacting areas of the social, psychological and physical sciences have featured in the lectures and discussions. As T. S. Eliot wrote in the Quartets – this is a beginning, not an end.



# **Charles Landry**

**66** Multi-sensory design understands the difference between the shallow and the deep; or the enveloping and immersive experiences that nurture us and those that overwhelm. It opens perception rather than swamps it with overload. It does not drown and drain identity and instead enriches it in a paced and purposeful way. **99** 

#### The Flourish Model: an example of a multi-sensory conceptual approach to design

#### **Professor Emeritus Derek Clements-Croome**

University of Reading

Professor Clements-Croome has extensive experience nationally and internationally across intelligent buildings, cities, health and wellbeing, architecture, and building engineering. His current work focuses on wearables and their effects on workplace health. He works extensively with CIBSE and is a member of the UK Green Building Council Panel on wellbeing in homes; he is editor of the Intelligent Buildings International Journal.

### Sensescapes as 'brush strokes' of an urban canvas

#### **Alexandra Gomes**

UCL Bartlett School of Planning / LSE Cities

Alexandra is a PhD student at UCL Bartlett School of Planning. Her dissertation goes beyond the hegemony of vision in spatial planning and design, and contributes to an analysis of urban space through a comprehensive multi-sensory approach. She has taught modules in sustainability, international planning, urban design and research and learning methods. Since 2014 she has been a Research Officer at LSE Cities, responsible for coordinating the centre's spatial analysis.

#### Event chair

#### **Charles Landry**

Founder of Comedia

Charles is an international authority on the use of imagination and creativity in urban change. He helps cities identify and make the most of their resources and to reach their potential by triggering their inventiveness and thinking. His aim is to help cities become more resilient, self-sustaining and to punch above their weight.

He works closely with decision-makers and local leaders, working through how to plan for the future and how to get there. He stimulates, facilitates and inspires so cities can transform for the better. He helps find apt and original solutions to seemingly intractable dilemmas, such as marrying innovation and tradition, balancing wealth creation and social cohesiveness, or local distinctiveness and a global orientation.



### How adaptive sensory environments expand human potential

#### Maria Lorena Lehman

Founder, Sensing Architecture Academy

Maria is a visionary architectural author, designer, and educator focusing on links between architectural design, science and new technologies. She is the Founder of the Sensing Architecture <sup>®</sup> Academy. Her research looks for new ways environments can uplift quality of life by innovating experience through multi-sensory and adaptive design, and emerging design process tools.

ØMariaLLehman

# Housing interventions, perceptions, & the quality of the neighbourhood environment

#### **Prof Wouter Poortinga**

Welsh School of Architecture, Cardiff University

Wouter has conducted research relating to humanenvironment interactions: environmental risk perception; sustainable lifestyles and behaviour; and housing, neighbourhoods and health research. He currently manages a research portfolio on the health impacts of energy efficiency investments and regeneration in Wales.

🥑 @wouterpoortinga

### Spaces for people – exploring a map of gaps

#### **Alastair Somerville**

Sensory design consultant, Acuity Design

Alastair is a sensory design consultant. He provides specialist advice on cognition and person-centered design to companies, who create physical and digital products and services. He facilitates workshops on sensory and emotional design for wearables and the Internet of Things for corporations.

@Acuity\_Design

### Knowledge frontiers in the creation & design of healthier public spaces

#### **Briony Turner**

ARCC network, University of Oxford

Briony is the Knowledge exchange manager for the ARCC network.

🔰 @turner\_briony





# Back to basics: human physiology, psychology & place-making

#### November 2015

Wellcome Trust, London www.arcc-network.org.uk/placemaking



# **Briony Turner**

I believe that multi-sensory design offers a framing for the conscious consideration and testing of how the built environment can provide a healthy and beneficial human experience. The design and placement of objects, urban form, the opportunities afforded for social interaction and the environmental characteristics of a place all interact at a moment in time to create a multi-sensory experience. The legacy of these sensory stimuli is manifest in the perceptions, emotions and experiences we individually and collectively feel, respond to and remember. **99** 

#### Biourbanism as a new epistemological perspective between science, design and nature

#### **Prof Antonio Caperna**

International Society of Biourbanism

Antonio is chair of the International Society of Biourbanism. His latest research focuses on the study of smart cities and biourbanism. His goal is the application of complexity theory, evolutionary biology, biophilia and Morphogenesis to define procedure and tools for a human-oriented architecture and urbanism.

🍠 @capernaantonio

### Towards psychologically informed cities

#### Prof Rhiannon Corcoran

University of Liverpool

Prof Corcoran has studied the psychology of mental health and wellbeing for over 25 years. She leads the community wellbeing evidence programme of the UK's What Works Centre for Wellbeing, and the Prosocial Place Programme, and is particularly interested in the interaction between the environment, communities and the mechanisms of mental health and wellbeing.

🕑 @rhiannoncor

#### Our planet, our health

#### Saskia Heijnen

Wellcome Trust

Saskia has over nine years of experience working for government institutes, funders, social enterprises and NGOs in countries such as Ecuador, Nepal and Zimbabwe as well as the UK and the Netherlands. She has a degree in Biomedical Sciences and is trained in public health.

🍯 @SaskiaHeijnen

### Urban space: a mental health perspective

#### **Dr Georgina Hosang**

Goldsmiths, University of London

Georgina's research focuses on the relationship between life stress and mental illness, examining the interplay between genetics and stress in depression and bipolar disorder. She is interested in the link between urban environments and psychopathology. Mental health: the Cinderella of urban design

#### Professor Layla McCay

Centre for Urban Design and Mental Health

Layla is the founder and director of the Centre for Urban Design and Mental Health. A medical doctor and psychiatrist, she has held a number of roles in public health policy, including with the British government's Department of Health, the World Health Organization, the World Bank, and several global non-governmental organisations. An Adjunct Professor in international health at Georgetown University in Washington DC, Layla has a keen interest in the determinants of mental health and a passion for the built environment.

🔰 @urbandesignmh

#### Understanding the urban experience through mobile psychophysiological tools

#### **Panos Mavros**

Centre for Advanced Spatial Analysis, University College London

Panos is a PhD Researcher at the Centre for Advanced Spatial Analysis, UCL. He has explored the interactions between space, design, human experience and new media, and introduced the use of BCI and mobile EEG equipment in urban studies. He is currently examining the use of mobile EEG and psychophysiology to study questions on navigation, spatial decision-making, emotion and subjective experience in urban space.

@MavrosP

#### Event chair

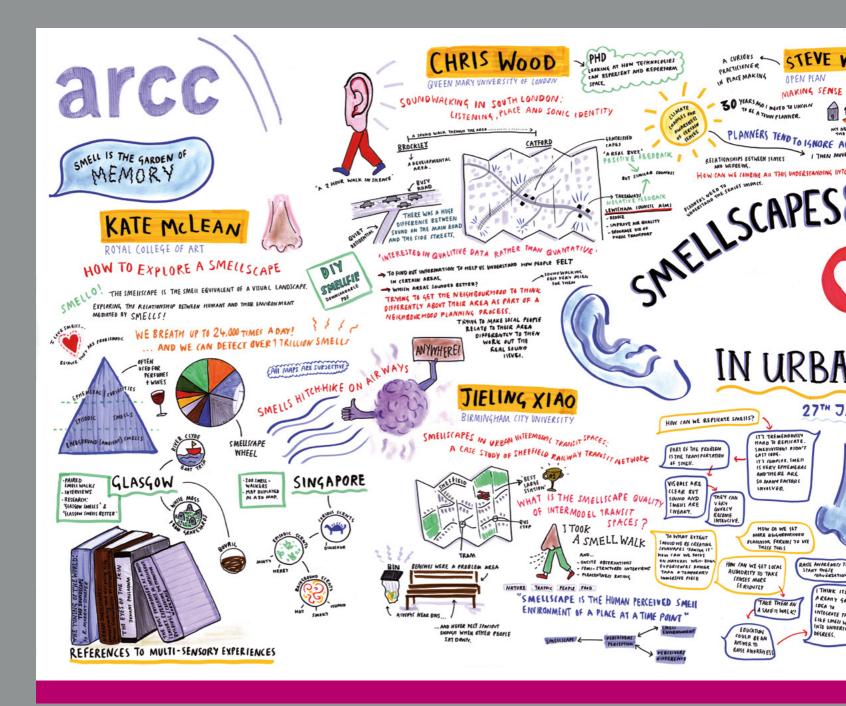
#### **Briony Turner**

ARCC network, University of Oxford

Briony is the Knowledge exchange manager for the ARCC network, facilitating translation of research into built environment policy and practice, and spotting knowledge gaps and opportunities for researchers and stakeholders to work together. Briony's research includes the scaling-up of climate change adaptation of England's existing social housing stock. She also helped to co-found the Feeling Good Foundation. Briony is an experienced housing and regeneration professional and a qualified environmental auditor.

@turner\_briony





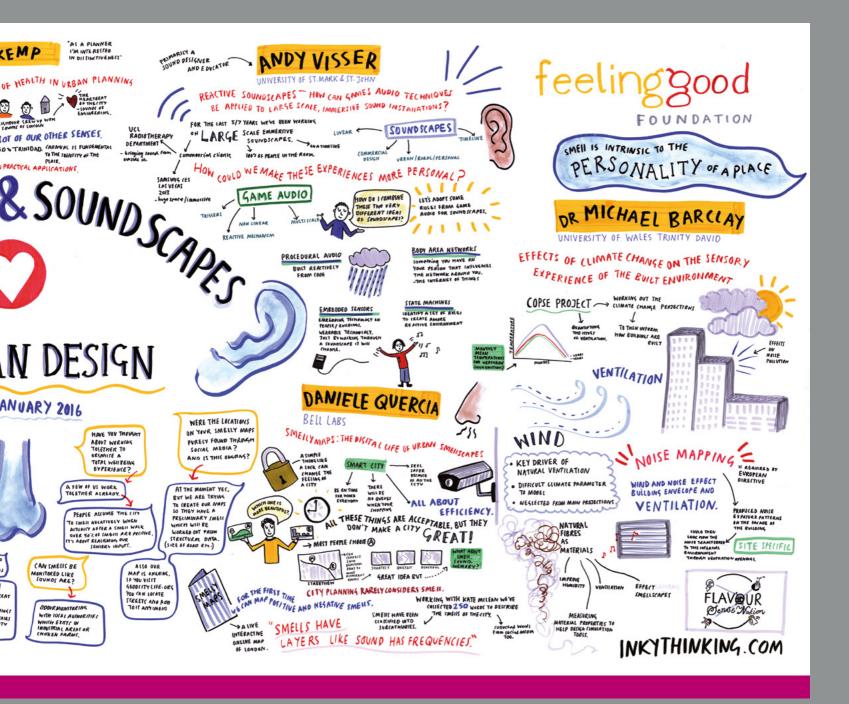
### Urban smellscapes & soundscapes

#### January 2016

Alan Baxter, London

www.arcc-network.org.uk/scapes





# **Derek Clements-Croome**

**66** Our existence is enlivened every waking moment by a symphony of stimuli from people, objects, building spaces, task interest and nature. This rich array of inputs to the mind and body generates the multi-sensory experience which can colour and enrich the environment for people to live and work in. Like in music the notes of melodies, harmonies and rhythms magically combine in a myriad of ways to inspire the mind, so too in multi-sensory design which weaves a tapestry and diversity of experience for people to flourish in. **9** 

# Effects of climate change on the sensory experience of the built environment

#### **Dr Michael Barclay**

University of Wales Trinity St David

Michael is a lecturer at the School of Architecture, Built and Natural Environments, University of Wales Trinity St David. His PhD was part of the COPSE project (ARCC network) and conducted post-doctoral work at the University of Bath. He's interested in achieving an everbetter understanding of the built environment.

🍠 @Mikeybarcly

#### Event chair

#### **Professor Emeritus Derek Clements-Croome**

Feeling Good Foundation

Professor Clements-Croome has extensive experience nationally and internationally across intelligent buildings, cities, health and wellbeing, architecture, and building engineering. His current work focuses on wearables and their effects on workplace health. He works extensively with CIBSE and is a member of the UK Green Building Council Panel on wellbeing in homes; he is editor of the Intelligent Buildings International Journal.

#### Making sense of health

#### **Steve Kemp**

Executive Director, OpenPlan

Steve's work with the Centre for Urban Design and Mental Health seeks to understand how urban places and communities work, and to put that understanding into practice to help create good places that can support healthy and thriving communities. Steve worked for twenty years in local authority planning departments.

🥑 @SteveKempOP

#### How to explore a smellscape: Glasgow & Singapore

#### Kate McLean

Royal College of Art

Kate is an artist, designer, researcher and PhD candidate at the Royal College of Art in London. She is a mapper of urban smellscapes in cities around the world, and is interested in the fine-grained human-centred olfactory perception of the city and the methods by which we can share this highly nuanced information.

🄰 @katemclean

### SmellyMaps: the digital life of urban smellscapes

#### **Daniele Quercia**

Manager, Bell Labs

Daniele is currently building the Social Dynamics group at Bell Labs in Cambridge (UK). His research focuses on urban informatics. He was a research scientist at Yahoo Labs, a horizon senior researcher at the University of Cambridge, and postdoctoral associate at the department of Urban Studies and Planning at MIT.

🥑 @danielequercia

#### Reactive soundscapes – how can games audio techniques be applied to immersive sound installations?

#### **Andy Visser**

University of St Mark & St John, Plymouth

Andy has just launched a four-year Integrated Masters degree programme in game sound design at St Mark & St John University, and oversees degree programmes at partner institutions. He is Director of Sound This Out, specialising in sound design for large-scale, immersive spaces.

### Soundwalking in South London: listening, place & sonic identity

#### **Christopher Wood**

Queen Mary University of London

Christopher is an artist and researcher whose work centres on the relationship between place, technology and narrative. He is a radio documentary producer, informing his practice through field recordings and narrative. He is currently using experimental methodologies to research the abilities and implications of GPS technology.

🔰 @whirringcat

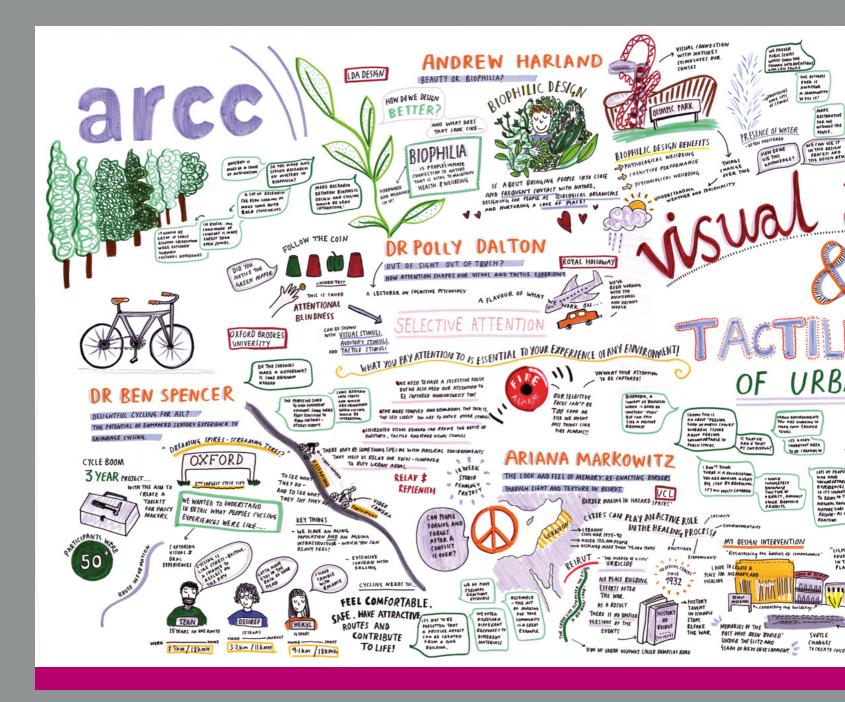
### Smellscapes in urban intermodal transit spaces

#### **Jieling Xiao**

Birmingham City University

Jieling's PhD is a comparative study on smellscapes in intermodal transit spaces between UK and China. Her work provides insights to improve sensory environmental quality by designing smellscapes from an in-depth understanding of human perceptions. She has a particular interest in placemaking through human sensory experiences and everyday life in cities.





# Visual spectacle & tactile texture of urban places

#### February 2016

LDA Design, London

www.arcc-network.org.uk/visual

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Visual spectacle & tactile texture of urban places

## Selina Mason

66 Multi-sensory design brings the personal into the foreground of our thinking. It suggests a more meaningful relationship between ourselves and our environment. It allows us to enjoy the cacophony of urban life where sensory overload can overwhelm as much as excite us by offering a counterpoint – the deep rooted restorative effect of the natural world; its sounds, smells, textures and joy to the eye. ??

### Green Infrastructure potentials – design pedagogy in the field

#### **Prof Pat Brown**

Landscape Interface Studio, Kingston University

Pat is a landscape architect, across scales and professional disciplines, and founder & director of Landscape Interface Studio. She is Postgraduate programme leader, Landscape Architecture and PhD Director of studies, Kingston University, including environmental citizenship in the context of flood risk and climate change.

#### 🥑 @LandscapelS

### Biophilic environments in a changing climate: challenges & opportunities

#### **Joseph Clancy**

Bradley Murphy Design

Joseph is a project landscape architect and independent biophilic design consultant. He has co-authored several case studies and reports on biophilic design. His MA thesis identified opportunities and constraints for implementing biophilic design in the built environment.

G\_reen\_l\_Joe

#### Out of sight and out of touch? How attention shapes our visual and tactile experience

#### **Dr Polly Dalton**

Royal Holloway, University of London

Polly is Director of the Attention Lab at Royal Holloway where they study: attentional capture; the relationship between attention and awareness; and the way that attention acts within and between the sensory modalities of vision, hearing and touch.

🥑 @PollyDalton

#### Beauty or biophilia?

#### Andrew Harland

Senior Board Director, LDA Design

Andrew's specialism is the design, management and use of the urban public realm, which includes the delivery of London's four new large parks. He is also passionate about the design of streets and squares. He is currently working on a public realm concept for the transformation of Wood Lane, in the White City Opportunity Area. Andrew has advised and worked for notable public space organisations.

### Climate-proofing social housing landscapes

#### Anita Konrad

Director of Strategic Partnerships, Goundwork London

Anita is an urban planner and ethnologist with qualifications in facilitating transformational processes in urban and rural communities, and experience of designing multi-faceted regeneration programmes.

#### The look and feel of memory: re-enacting borders through light & texture in Beirut

#### Ariana Markowitz

Development Planning Unit, UCL

Ariana's work links her interests in security and development. She is pursuing a Master's degree at UCL to understand the transformative potential of design as a tool to reduce conflict.

#### Event chair

#### Selina Mason

Board Director, LDA Design

Selina's experience includes commissioning and delivery of complex urban masterplans. She leads the consultancy's Cities programme, focusing on urban and regeneration masterplans.

#### Delightful cycling for all?

#### **Dr Ben Spencer**

Oxford Brookes University

Ben's background is in Urban design, education and research. His current post is at Brookes, working on cycle BOOM (ARCC network). His PhD examined the potential to create inclusive, playable spaces for older people.

@cycle\_BOOM

### Engineering to enhance the visual and tactile sensory experiences

#### **Briony Turner**

ARCC network, University of Oxford

Briony is Knowledge exchange manager for the ARCC network, facilitating translation of research into policy and practice, and spotting opportunities for researchers and stakeholders to work together.

@turner\_briony



# Sensing the place – experiences & wayfinding

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BuroHappold Engineering , London

www.arcc-network.org.uk/wayfinding



## **Dr Jim Coleman**

66 Multi-sensory design for me is all about how people not only interact with their environment, but how they are enabled to interact with each other. UK cities, along with urban areas in many countries, are undergoing rapid change. Populations are increasing and becoming more diverse as different communities become embedded in new urban locations. A thoughtful approach to the multi-sensory experience of public places and green spaces, as well as the wider built environment is vitally important in making sure that social interactions can be as easy, inclusive and as engaging as possible. **99** 

### Bad grass, living in boxes & ugly places

#### **Nicholas Boys Smith**

Director, Create Streets

Nicholas is a member of the government's Design Review Panel and the Estate Regeneration Panel, and has lectured at several universities. He is currently leading various community engagement and design projects as well as advising on estate regeneration and urban design.

@createstreets

#### Event chair

#### **Dr Jim Coleman**

Head of Economics, BuroHappold Engineering

Jim is a highly-experienced economist specialising in local and regional economic development and urban regeneration. He has particular expertise in Londonbased regeneration projects and in developing business cases for public sector support for developments.

Jimcoleman33

### City living in the moment – using smartphone data in urban planning

#### **Neil Davidson**

Partner at J&L Gibbons

Neil's projects range from sub-regional strategic plans and public realm frameworks to Heritage Lottery-funded public parks and the design of new city neighbourhoods. He is experienced in the assessment, design, conservation and management of a wide range of parks and gardens.

🔰 @urban\_mind\_proj

### From masterplan to sensory experience

#### Mehrnaz Ghojeh & Thomas Lindsay

BuroHappold Engineering

Mehrnaz has international expertise in cities and resilience including the Comprehensive Urban Resilience Masterplan for the City of Beirut. Mehrnaz co-founded independent research and consulting group, UE:EU, exploring the implications of emergent risks on cities.

🍯 @mehrnazghojeh

Thomas designs masterplan and city-scale resilience and sustainability frameworks, specialising risk and resilience assessment. He is co-founder of UE:EU, exploring the implications of risks on cities and their inhabitants.

### Reflections of transport modes & GPS on the urban atmosphere

#### **Dr Negin Minaei**

Islamic Azad University, Kerman Branch

Negin is a senior lecturer focusing on architecture and urbanism modules at Islamic Azad University. Her Masters degree focused on understanding people and their behaviour in spaces, and the effects of natural and built environment on wellbeing and health.

🥑 @NeginMinaee

### Creating dementia friendly environments

#### Mary O'Malley

Bournemouth University

Mary is a Psychology PhD researcher, looking at ways to reduce spatial disorientation for older adults with memory difficulties. She currently runs studies to further understand which aspects of communal living environments are most important for successful orientation, and how these can be best positioned.

@momalley7777

### Microclimate, thermal experience & urban design

#### Professor Marialena Nikolopoulou

Kent School of Architecture

Marialena's expertise lies in environmental design with emphasis on people and their interaction with their environment. Her research on projects such as COPSE (ARCC network) focus on sustainability, use of open spaces and environmental quality, and interventions to encourage behavioural change.

🍠 @MarialenaNikol

### How does the historic environment make us feel?

#### **Jonathan Schifferes**

Associate Director, The RSA

Jonathan's current work includes exploring the links between heritage and identity at a local scale. With a background in economic geography, community development and urban design, he has led social research projects, working to understand and forecast social and economic impact.

🥤 @jschifferes





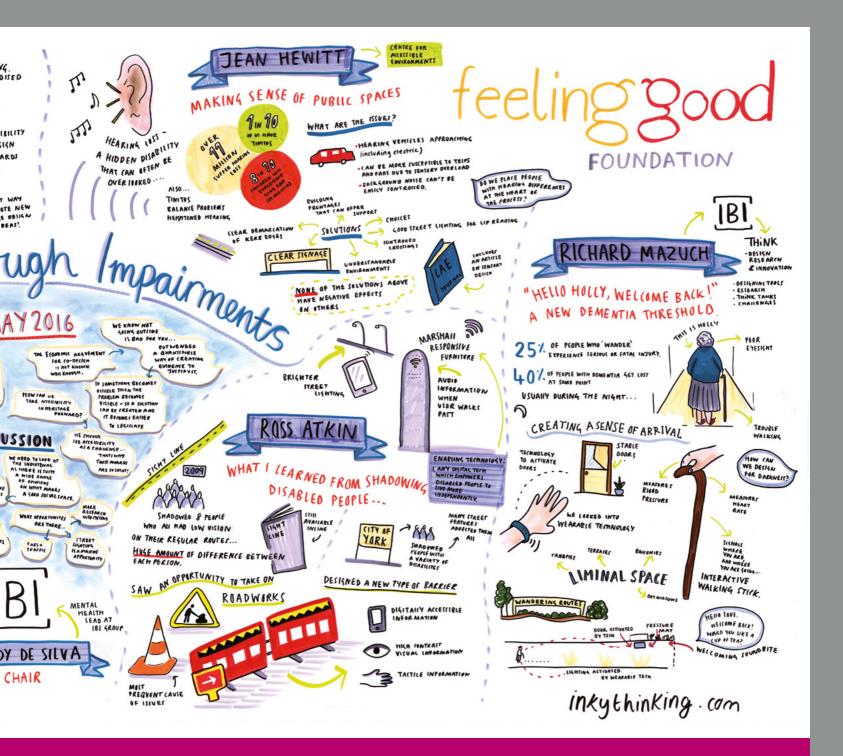
### Sensing through impairments

#### May 2016

IBI Group, London

www.arcc-network.org.uk/impairments





# Wendy De Silva

66 Multisensory Design: in architecture, a much overlooked approach to influencing how we experience our surroundings, including our built environment, through hearing, sight, taste, touch and movement. The operation of one sensory modality affects and influences how we experience others, a holistic approach can help mitigate impairments and promote population health and wellbeing. **99** 

For me, the highlights of the event included discovering:

- Several urban interventions and products can support people with sensory impairments, e.g. dementia, sight / hearing loss and balance conditions.
- Mobile Neural Imaging, a breakthrough new technology, could hugely improve our understanding of how we experience our environment.
- Collaborative design with older people is enabling researchers to promote population wellbeing by encouraging people to stay active.

### What I learned from shadowing disabled people...

#### **Ross Atkin**

Ross Atkin Associates

Ross is a researcher and designer with a keen interest in public space accessibility. Since 2009, he has been shadowing disabled people as they make journeys as part of research projects for CABE, the RLSB, Centre for Accessible Environments, City of York, Future Cities Catapult, and Bath and North East Somerset Council.

🔰 @rossatkin

#### Mobility, mood and place – making the environment easy, enjoyable and meaningful for older people

#### Máire Cox

Communicator, University of Edinburgh

Máire has worked for the OPENspace research centre at Edinburgh College of Art since 2009, primarily on large, multidisciplinary, EPSRC-funded projects. Her role is to engage a wide range of audiences with the centre's research methods, progress and findings, including through knowledge exchange programmes and activities. Máire is currently working towards a touring exhibition on Mobility, Mood and Place (ARCC network).

🍯 @MMPresearch

#### Making sense of public spaces

#### Jean Hewitt

Director, Centre for Accessible Environments

Since 2015, Jean has been Director at the Centre for Accessible Environments, a leading authority on inclusive design. CAE provides training, research, guidance publications and consultancy. Jean's research focuses on sensory access in Higher Education, looking at the needs of people with hearing or sight impairments or people within the autistic spectrum. She is a voluntary speaker and trainer for the Macular Society.

🔰 @cae\_info

### "Hello Holly, welcome back!" A new dementia threshold

#### **Richard Mazuch**

Director of Design Research and Innovation, IBI Group

Richard is an architect with international experience, having worked in groups and individually as a consultant, advisor and author in developing new design guideline documents. He has researched and developed unique design tools, enabling designers to deliver healing, learning and working environments underpinned by evidence-based research.

#### Event chair

#### Wendy De Silva

Architect & Mental Health Lead for IBI Group

Wendy is an architect and the Mental Health Lead for the design and technology practice, IBI Group. She has worked with clients who are at the forefront of best practice in the delivery of mental health services and is passionate about service improvements. Projects in Wendy's portfolio have been recognised with awards for innovation and for providing best in class mental health facilities. She is currently working on the NHS Healthy New Towns programme, including, for example, growing street plants for food, and CO<sub>2</sub> and oxygen exchange.

### A day in the life – care, technology and wellbeing in Southend

#### **Marcus Wilshere**

UK Master planning lead, IBI Group

Marcus is an architect specialising in creating liveable neighbourhoods. He is at the forefront of changing the way we plan and build towns and cities – his approach requires thinking beyond the individual building to consider how the whole place works. His work with local communities has resulted in places that work for the people that live there, making them popular, safe and well cared for.

#### Accessibility as heritage

#### **Christiaan Zandstra**

Workgroup Architecture for All of the UIA Region I

As a person with a disability, Christiaan's own confrontation with barriers and inequality has encouraged his study in accessibility and the human relationship with the built environment. His interests focus on architecture and heritage, and he is developing a PhD on more equality in the built environment.



#### Smells...

Fried chicken Laundry powder Candle smoke Flowers Damp grass Bus exhaust Car exhaust fumes Chips Musty shops Building site damp dust Years of fish Ginger! Sweet! Bin Tarmac/asphalt A floral perfume Cigarette smoke Grass & dog poo Hot sugar Sweat Incense My croissant

"I like Peckham even more – concentrating on smells made me even more aware of cultures, small businesses etc. Hipster smells are welcome."

"I found it really interesting how senses you don't usually focus on contribute to the understanding of an experience." "The soundwalk especially made me realise there is never silence in Peckham – but I love it that way."

"Allowed me to tune into Peckham in a way I wouldn't usually. Felt a connection to the

area."

eto

"I will listen to my

nose more..."

"Realise how the most important sense for all (for me) is visual... But smell is the most evocative!!!!"

Multi-sensory walk through Peckham

July 2016 Peckham Rye Station

### Feeling good in public spaces dialogue series

Working with the Feeling Good Foundation, the ARCC network examined how people's senses can be affected by the design of public spaces and building frontages through a series of seminars, between November 2015 and December 2016.

www.arcc-network.org.uk/fgps

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#### mapping futures





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