





### from first principles.

What makes life good!





# Human First

Wellbeing Centred Is the basis for person centred





# Human First Fundamentals

Understanding Service Model Coherency



A) Rationale for the service
B) Affective Theatre<sup>™</sup> in which the service takes place
C) Reality of the service

There must be **no dysfunction** between any of these three factors in order for the service to work optimally





### Human First Fundamentals

### cyclical development of identity and lifestyle

### the senses ...

- > preferences + feelings...
  - choice + action + doing (medium the definer of the hidden elements and the future elements)
    - relationships (environmental + interpersonal)
      - > experiences
        - internal language + habits of action and thought
          - changed relationship to the senses

Awareness of **self re-enforcing lifestyles + individuation** (**the process of self discovery and self understanding**), how these lead to the creation of **identity**.



mind in mind

### Human First Fundamentals Wellbeing Centred is Person Centred

a. Multi sensory nature & needs (self regulating)

b. Cognitive Bias (self regulating) (anchoring, pseudo certainty, bandwagon, hyperbolic discounting, functional fixedness)

- c. Choice & Concentration (be able to experience it the presence, 'mindfulness'- how you feel about something) (partly assisted)
  - d. Walkable (spontaneously accessible), enriched environments
    - e. I give & matter, I can do, I can have quality relaxation
    - f. Being Active, Learning, Giving, Taking Notice, Connecting
      - g. Togetherness
      - h. Identity, Values, Loves, Annoyances
      - . Quality Diet, Meaningful Occupation, Light Exercise

## Human First Fundamentals

Wellbeing Centred is Person Centred

#### Stresses

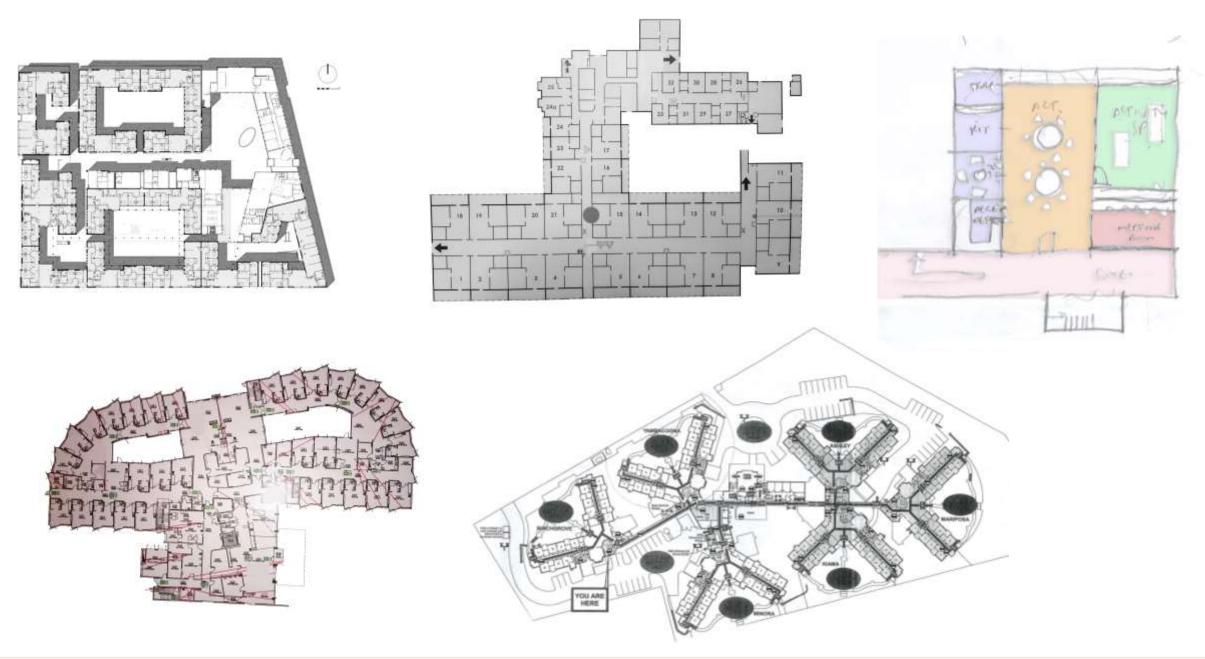
- Reduced Mental Capacity
- Increased Cognitive Loads
  - Remembering

### Transition Points

- Concealed Opportunity (Abstract Choice Making)
  - Language of Opportunity
  - Lack of Sensory Language











The burning question readers might want to ask is: How much are the fees? Around USD3600 per resident per month. It's heavily subsidized by the Dutch government, otherwise it would cost upwards from USD8000 a month. At such figures, only the super rich with dementia in Malaysia and Singapore can afford to live out their final days in this utopia. http://www.seniorsaloud.com/2015/08/hogewey-place-likehome-for-those-with.html



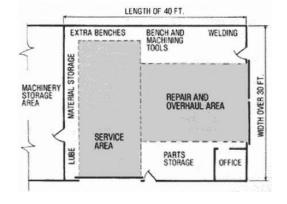


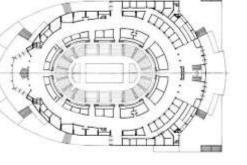


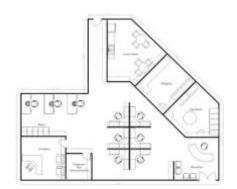


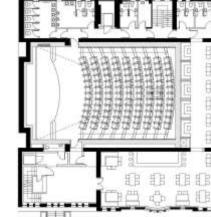
## In human life we set up positive, purposeful surroundings to support us let's think of some:

Workshops, Stadia, Offices, Cinema, Playgrounds











They become archetypes, everyone knows more or less what to do and how to behave when using them, and does so as a group. Affective Theatres<sup>™</sup> for social engagement - they can re-enforce activity, identity, inclusion, & exclusion, simply by the arrangement and look of that built environment.



In recent years, casinos have been moving from the confusing "maze" design to the more open, inviting "playground" concept.

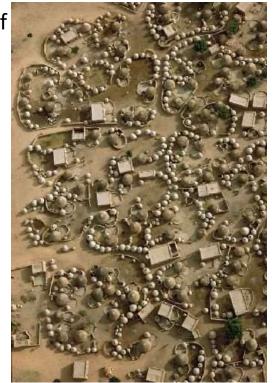
### Natural Social Community Formation,

ancient villages and natural community groups – community centric (not centred on roads + transport + mass commerce + industrial production + shopping)



2nd to 4th centuries AD, Iron age clusters

Aerial view of Labbezanga near the Mali-Niger border. 1972





Indigenous American Indian Tents, asymmetric social cluster arrangements

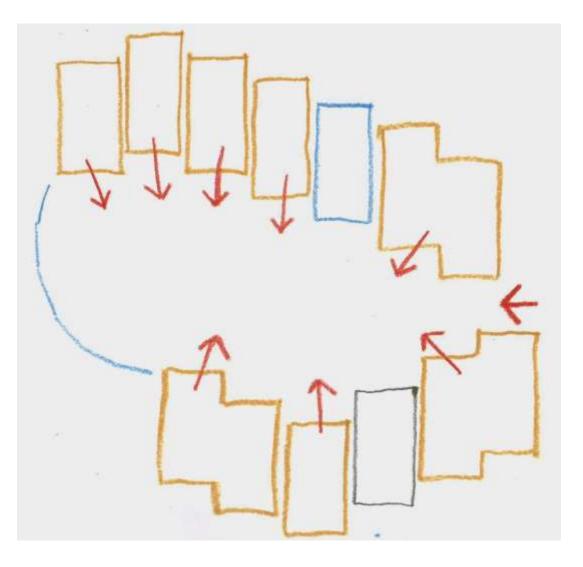
### Cluster = Safety, togetherness, direct sensory cues, community, activity, identity

No one had corridors in those days ... people just walked from room to room / from their home to active community area – the home was the bedroom.

Corridors have never been a natural way of human beings living together

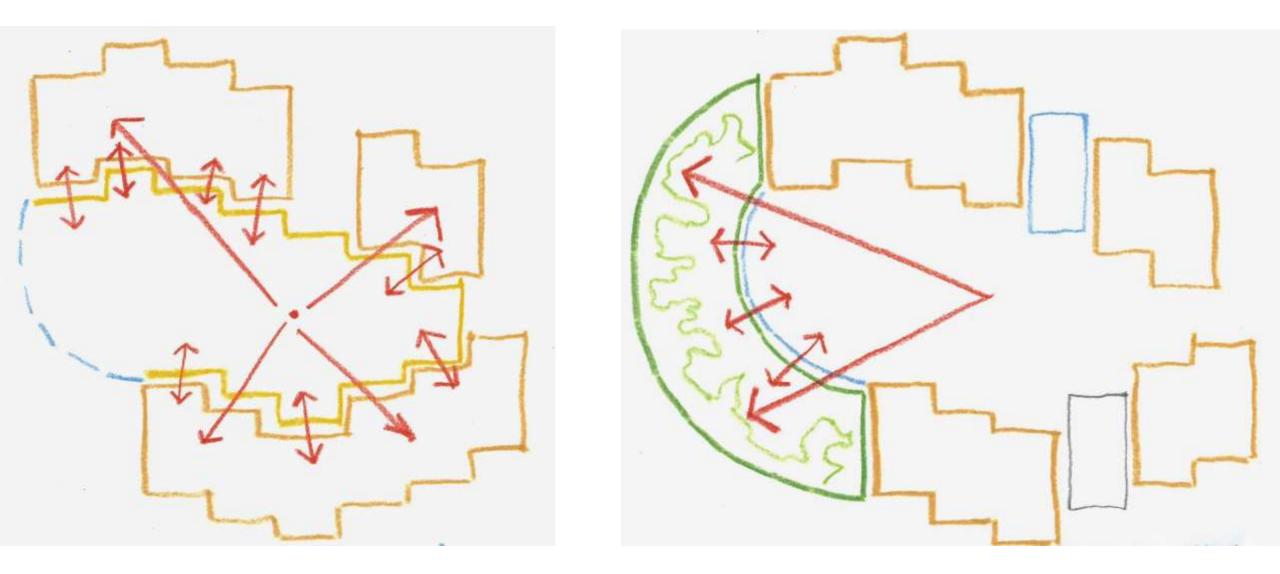


Residential Active Community Cluster – Centred on Positive Qualities - Optimising Mental Capital



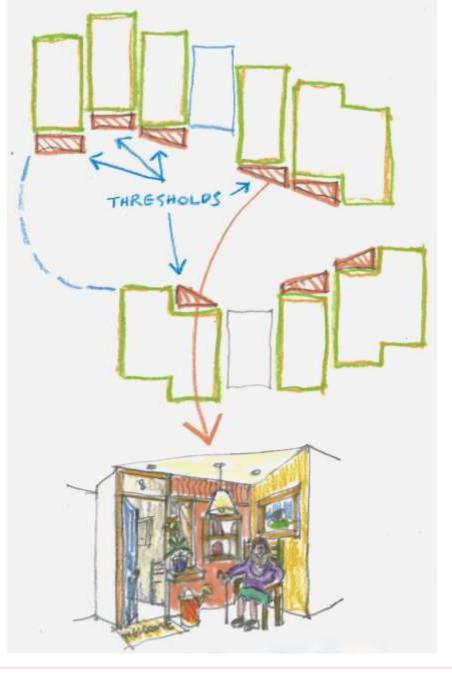


#### Active Community Environment, Site Lines & Outdoor Activity



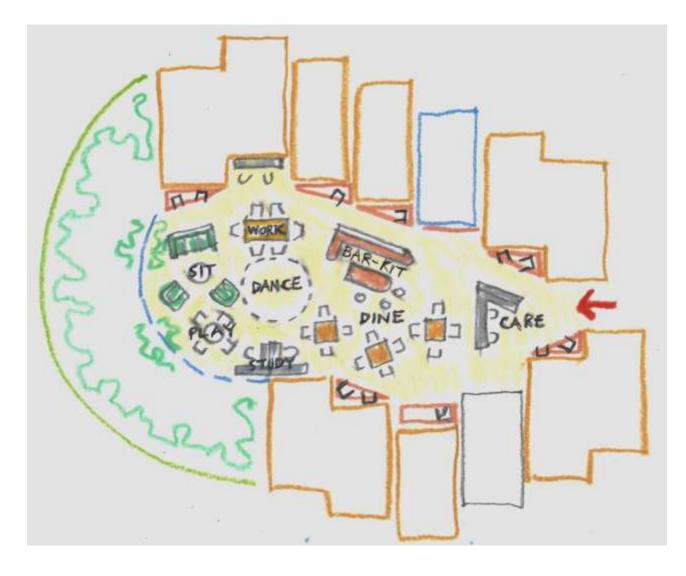


#### Transition Points, Thresholds & Identity





#### A meaningful Active Community Environment - a 'Household'



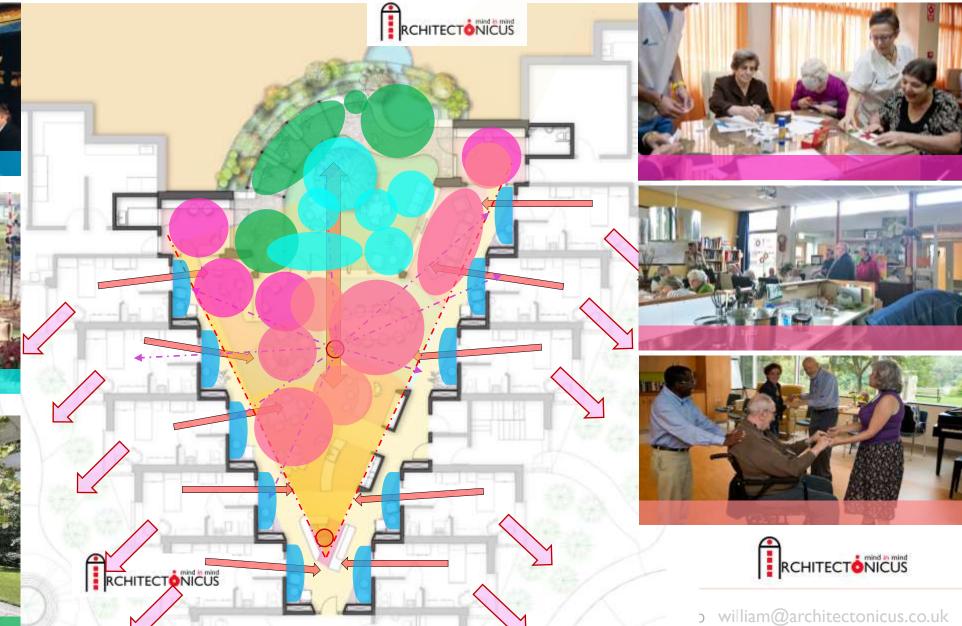


## Active Community Environments









- Social living clusters Active Community Environments, on two floors
- An Affective Theatre to support wellbeing, combined with an activity, identity and community focused service model.





### Opportunity, Choice & Togetherness. Emotion allowed







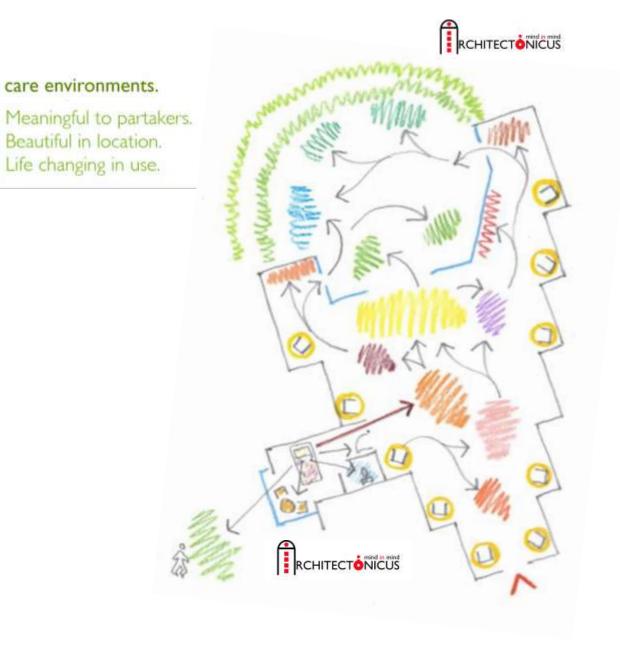


### Opportunity, Choice & Togetherness. Emotion allowed



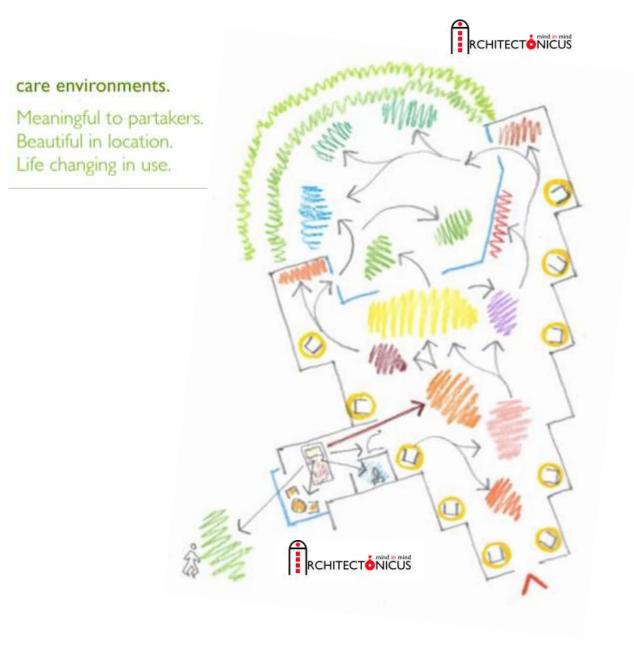






I am a member of the community. wherever I am, I can

- be active
- have choice
- understand the purpose of each place
- contribute
- easily get support
   my home is so good
   and safe anybody would be glad
   to live here.



**I am a community builder.** Wherever I am, **I can** 

- See where everyone is
- Get help from my team

Know what someone wants
 to do because of where

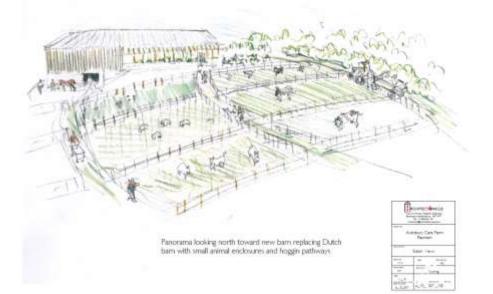
they are

I'm so happy here, wherever I am, I feel confident that I make a real difference.





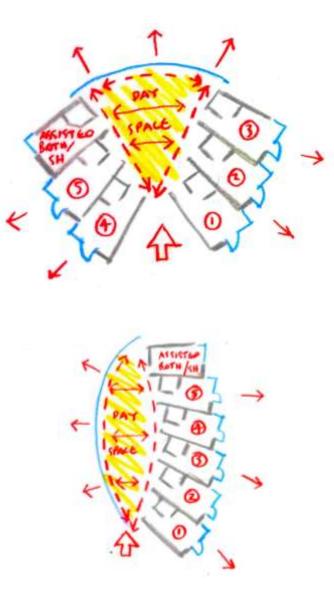


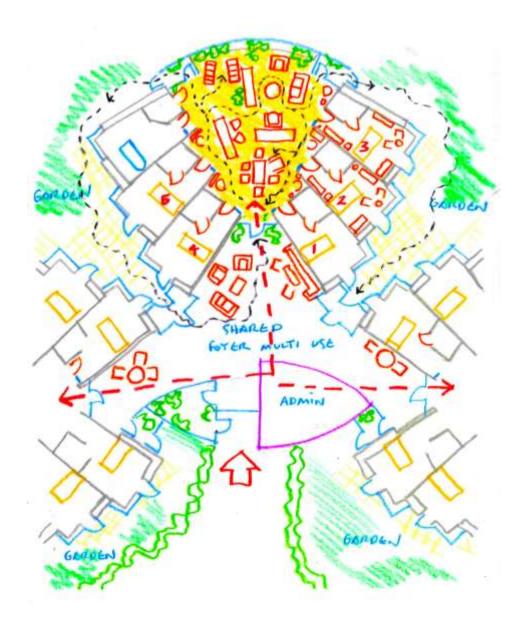




#### Early Stages: Developing concepts together













#### Anchoring

Charlotte Potter, Bradbury Court Home Manager:

"I am proud that **it feels so different here** to other homes.... **It really feels like home**... Bradbury Court was built with the latest thinking in design for dementia care"

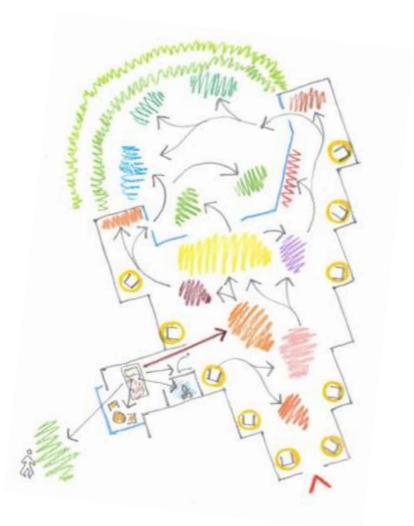
Long term Malvern local, whose wife Pat is a resident at Bradbury Court:

"Bradbury Court **shone above all the other places** I visited"









## I know where I'd rather live



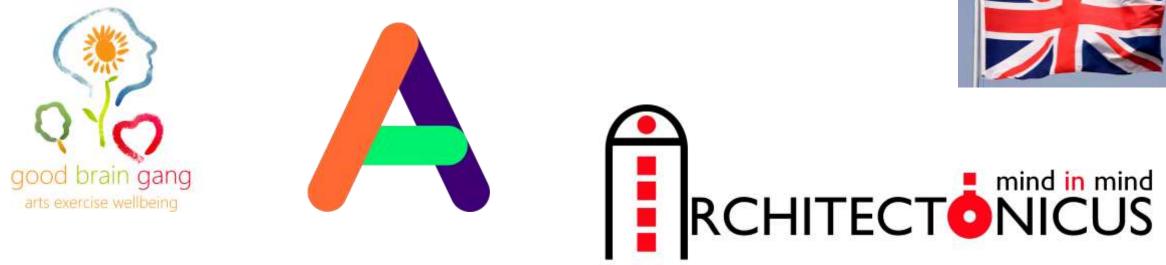
## Where is this happening in the World? We know it works

- **Dotsa Bitove Wellness Academy**. Canada (Tripling in size, due to level of demand)
- Soest 'Activity Centre', King Arthur Group. Netherlands (currently operating at full capacity)









Tel: 01886 821 971 <u>mcmorran@architectonicus.co.uk</u> <u>www.dementia**architects**.eu</u>

