



Insight into design projects at St John's and CAMHS units

Stuart Smith-Gordon



Does this look familiar?



Who is this for?

Why does it look this way?

What is the experience like?

Design significantly impacts a person's well-being and behaviour, shaping their **experiences**, **decisions**, and even their **emotions**. It influences how we perceive, engage with, and interact with the world around us. Good design can promote accessibility, **create positive experiences**, and even improve mental health.

Emotional and Psychological Impact:

- Aesthetics and functionality to reduce stress
- User experience
- Mental health
- Behaviour

Impact on Perception and Cognition:

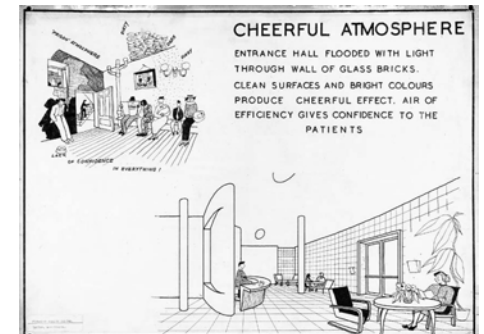
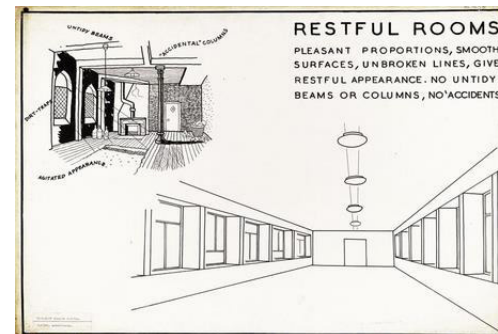
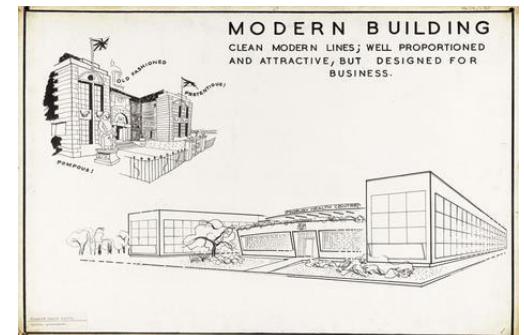
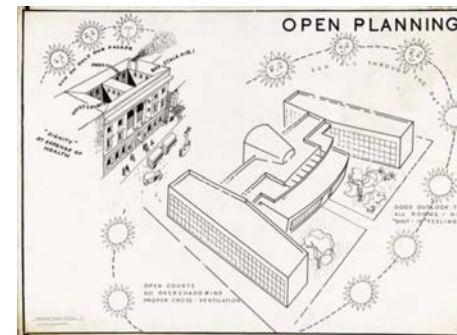
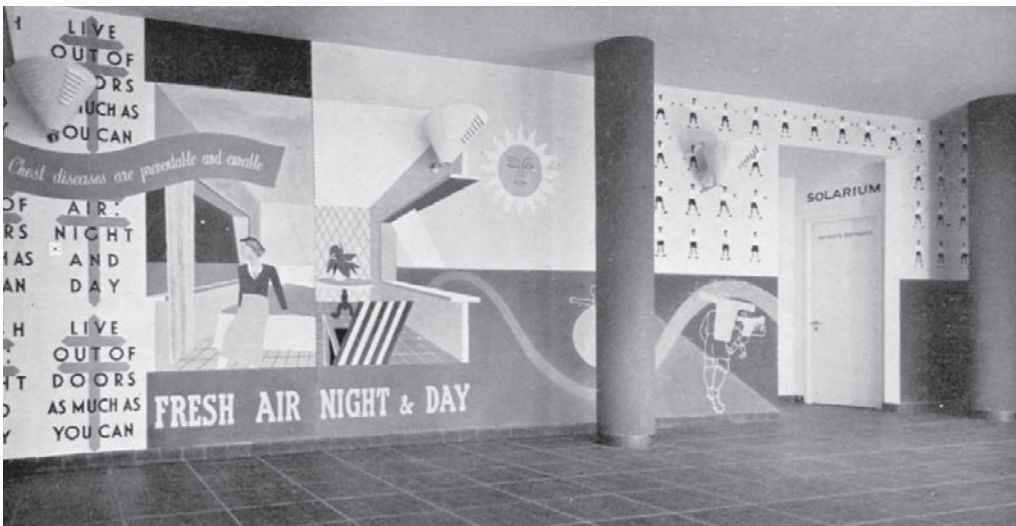
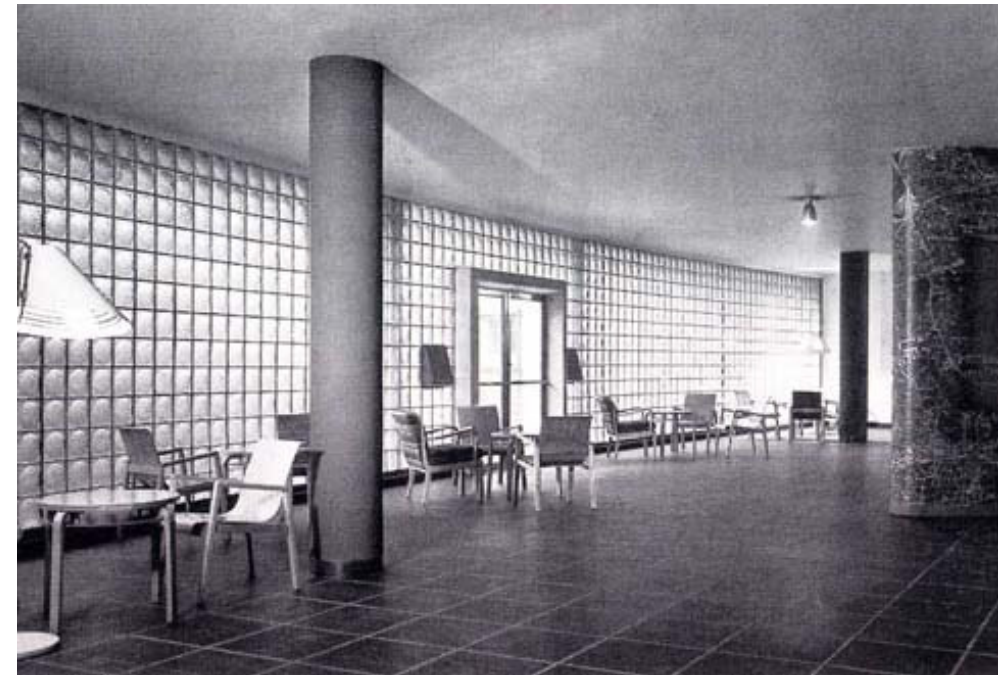
- Visual communication
- Familiarity and consistency
- Choice and autonomy

Everyday Life:

- Staff productivity and efficiency
- Patient and staff satisfaction and fulfilment
- Accessibility and inclusivity



Finsbury Health Centre

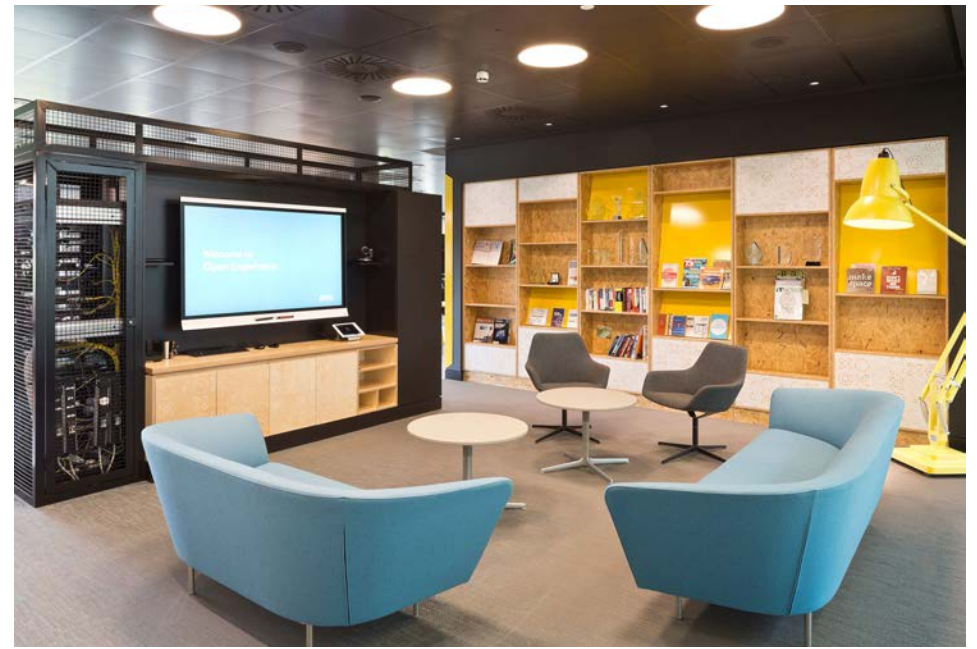




ociety

From this...

Evolution of
the bank



...to this

How can this evolution help us re-think our healthcare spaces?

My approach is understanding **who** will use the space
What are their **needs** (including any barriers):

Physical

Behavioural

Emotional



Current project - staff well-being room St John's

1 Quiet room



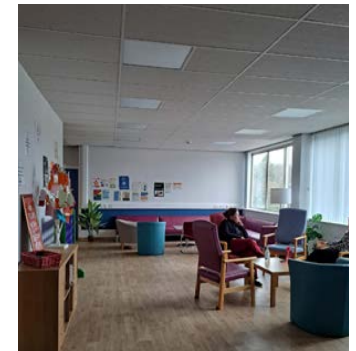
2 Current furniture



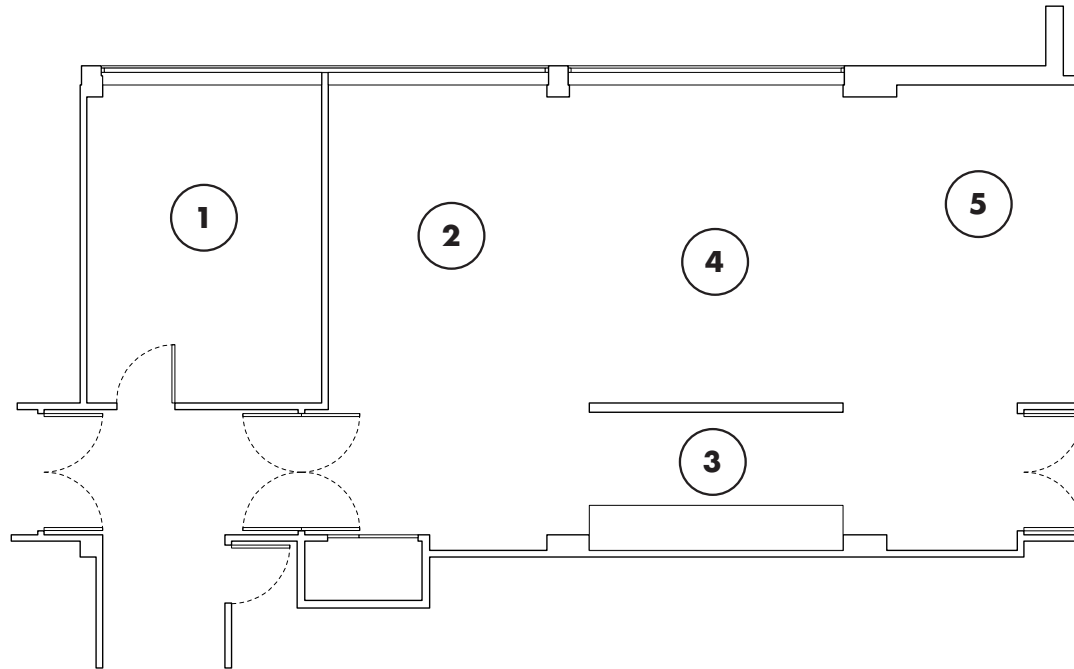
3 Kitchen



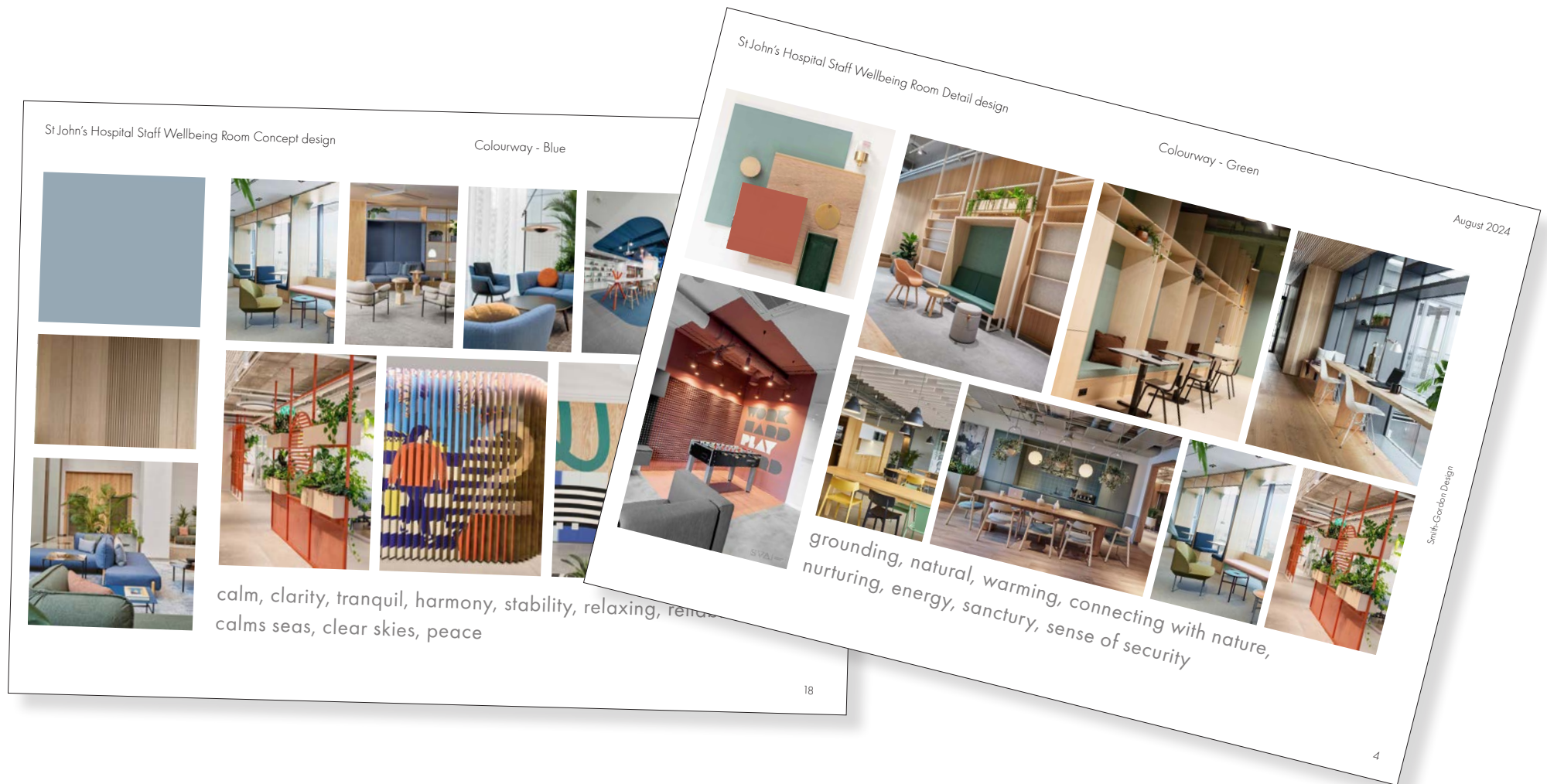
4 Main space



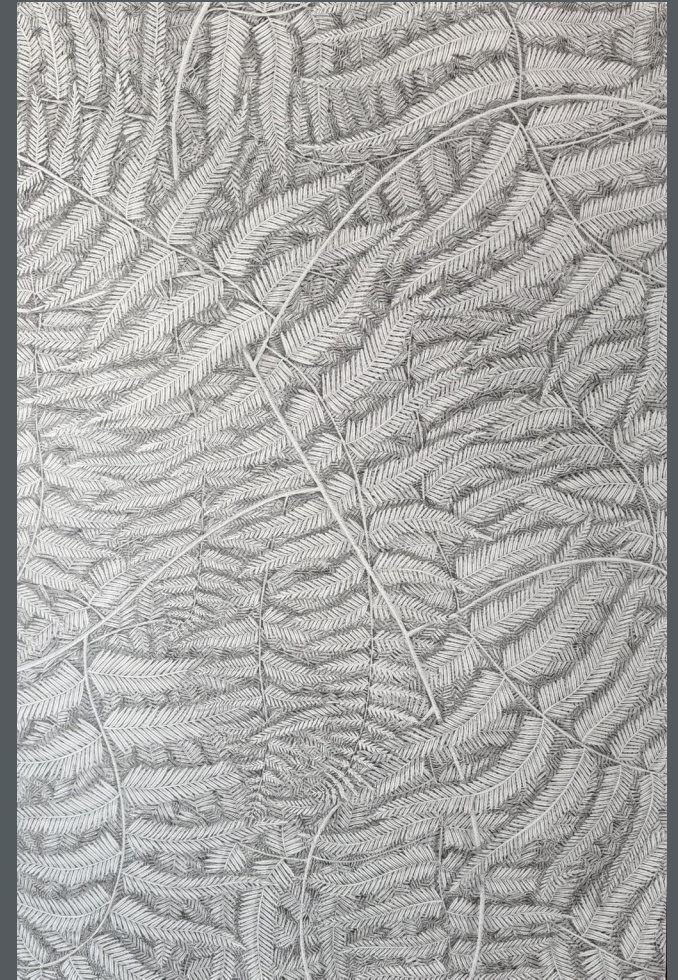
5 Activity Space



Staff workshops & consultations



- Understanding function
- Understanding users
- Moodboards



Quiet room
approach

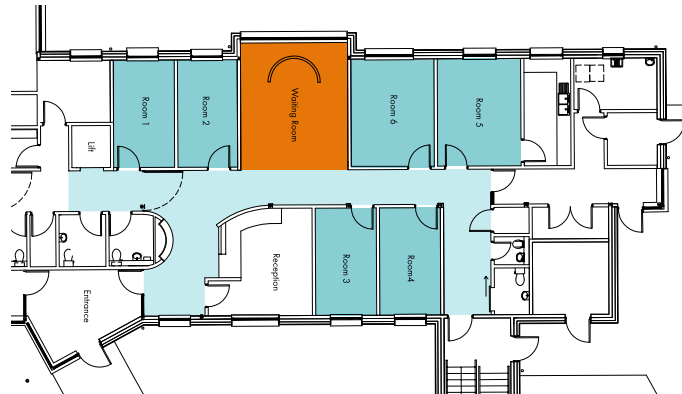
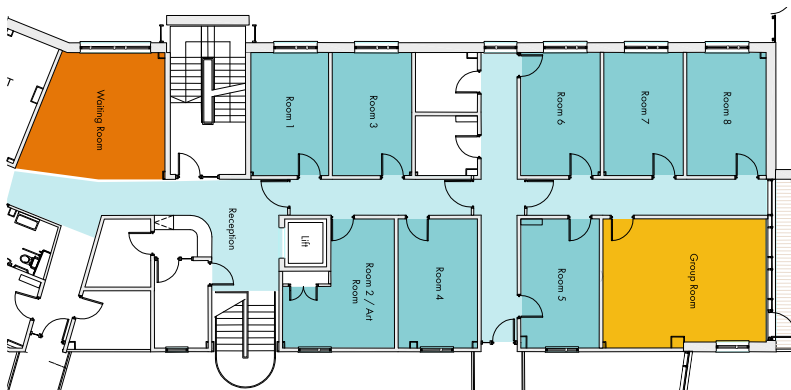


Main room
approach



Multi-purpose
space

Current project - CAMHS Musselburgh & Penicuik



Patient consultations


Staff and patient feedback on what they don't like about the current spaces:


"No pictures
on the wall"

"Comfier seats"

 "Boring"

"Books and toys"

 "The chairs and the
fear before your
appointment"

 "Sometimes busy
- wish I could go
somewher quiet"

 "A big comfy
seat"

 "Plain
hospital vibes"

 "Stressful"

"Please add colour
and photos"

Patient consultations

Staff and patient feedback on what they would change with the existing spaces and how they would like them to feel.

 "Relaxing"

"More tactile"

"Quiet"

 "Feel less like a hospital"

"Art for the walls"

"Colour"

 "Comfortable"

 "Welcoming"

 "Refuge"

"Plants"

Staff consultations



Penicuik



Musselburgh



Penicuik



Musselburgh



Musselburgh



Penicuik



Musselburgh



Penicuik

Waiting Area

- Hooded chairs
- Wall mounted fiddle toys
- Plants
- Comfy chairs
- Children's table and chairs
- Art for the wall
- More tactile & sensory

Corridor

- Updated signage
- Wall vinyls
- Art for the wall
- Wall colour
- Door window vinyl

Consultation Rooms

- Whiteboards
- Better flexible lighting
- Flexible Seating options
- Art for the wall
- Softer furnishings
- Make less clinical
- Plants
- Resource boxes
- More tactile & sensory

Group Room

- Screen
- Multi-functional table
- Artwork
- Comfortable chairs
- Built in storage
- Comfort zone
- Working zone
- Storage zone
- Meeting zone

Approach



During consultations with staff at both sites these key words convey the aims for the space improvements and environments

Waiting room approach



Seating options with more choice



Private seating



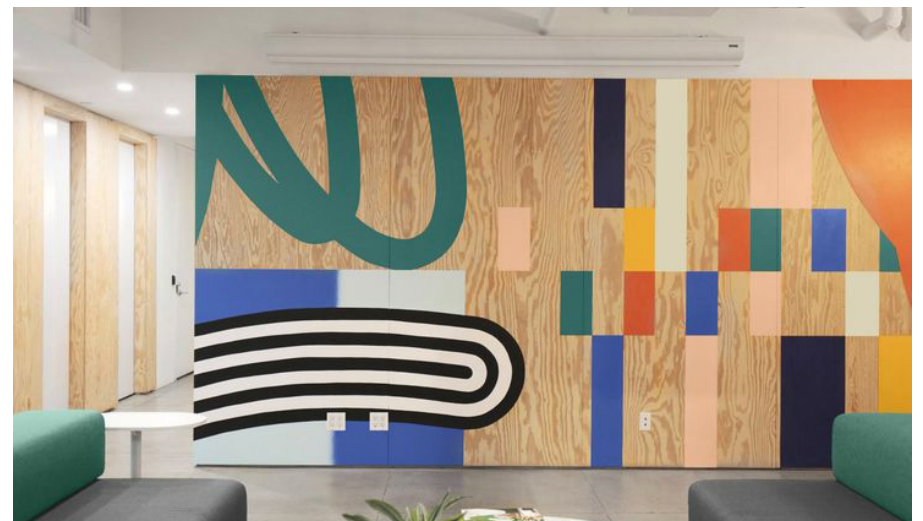
Playful opportunities



Softening hard angles



Colour & materials



Wall art

Corridor approach



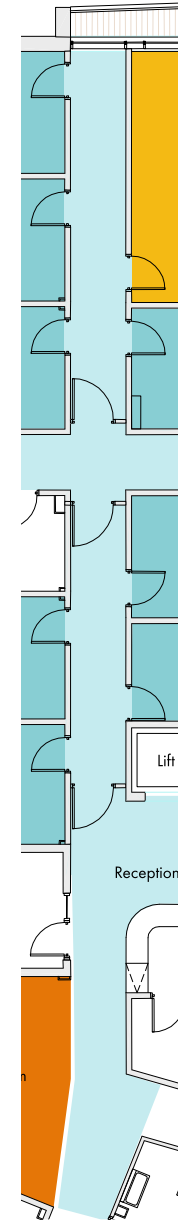
Making playful features



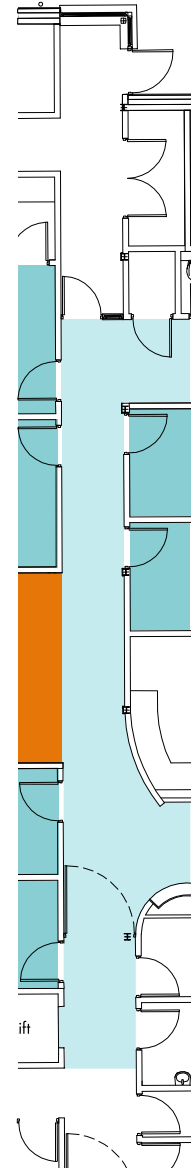
Signage with personality



Wall art and colour



Musselburgh



Penicuik

Consultation room approach



Functions and flexibility



Colour blocking/zoning



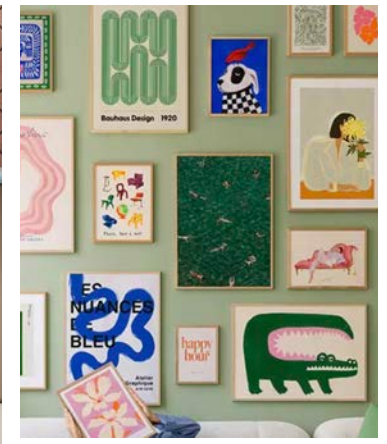
Lighting



Modular seating



Accessible seating



Artworks

“User-centred design means understanding what your users need, how they think, and how they behave – and incorporating that understanding into every aspect of your process.”



Thank you