

# / HEALTHCARE RESIDENCE FOR ELDERLY PADUA - ITALY

## TUNING USER EXPERIENCE WITH THE ENVIRONMENT

- 01/** Inside the different places in the city, every human experience involves the "system of seeking", from which spring several background feelings of anticipation.
- 02/** There is an intertwining among the Phenomenological Essence of the human experiences PE in interior spaces, the Sensori-Motor Programs SMP and the Background Feelings BF.
- 03/** Along the evolution, each body gesture created cortical maps featured by their particular relationships with space, by their development phases in the time, and by the flow and direction of the light perceived.
- 04/** An architectural setting (of a particular topology, geometry, proxemics, lighting, or rhythm) can activate analogous signals belonging to a specific sensorimotor program, involving proprioceptive, vestibular, and visual dimensions.
- 05/** Organisms are driven by evolution to seek quicker and more efficient ways to attain homeostasis. The awaited emotion or background feeling acts as a filter and catalyst. It encourages the recognition and selection of architectural environments able to embed emotional, sensorimotor, and visual components proper to the bodily gestures related to the awaited emotion.
- 06/** Within the experience of a particular place, this bodily perception enacts (through the process of embodied simulation) the gesture associated with the anticipated feeling. This coupling - the "nesting mechanisms" regulated by more ancient parts of the brain - focusing the attention enhances cognitive processes, and produces wellbeing.
- 07/** This recognition of bodily gestures is transformed into an attunement of input signals from the environment with output elements of memories related to the anticipated feeling.

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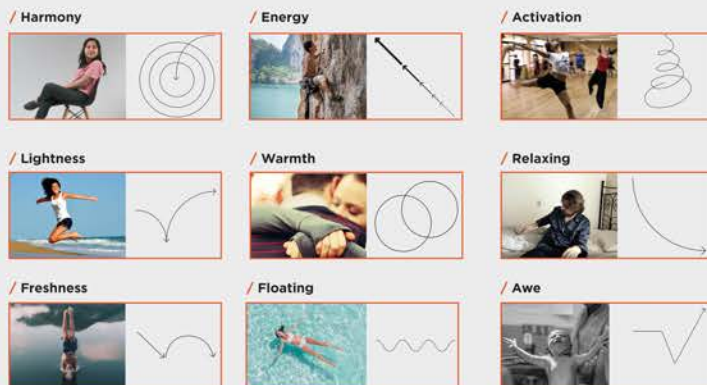
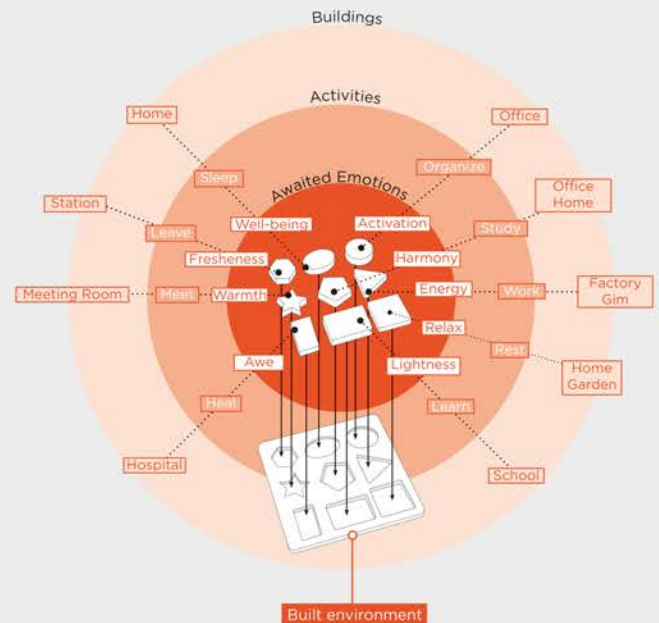
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### / SENSORIAL CHANNELS INVOLVED

#### Proprioceptive System

- Inner Ear**: Ear position on the Y Axis 10 = 180,00 cm 0 = 0,00 cm
- Muscle System**: Stretched fibres tensional states
- Skeletal System**: Bones' topological configurations

Architectural Level Affected: **Topology, Proxemics, Geometry**

#### Exteroceptive System

- Sight - Light Intensity**: Daylight 10 = max intensity 0 = dark
- Sight - Light Direction**: Direction of perceived Rays
- Touch - Pressure**: Pressure on the skin 0 = no contact 10 = full contact
- Olfaction**: Degree of inhalation of new molecules
- Hearing**: Quality of Perceived Sounds
- Touch - Temperature**: Skin temperature oscillations 0 = Standard 10 = max

Architectural Level Affected: **Light, Rhythm, Colors, Materials, Texture**

#### Enteroceptive System

- Visceral System**: Smooth Fibres Tensional States
- Chemical Milieu**: Elements released and dynamic
- Breathing System**: Rhythm of the breathing
- Heart Rate**: Rhythm of the heart rate

Architectural Level Affected: **Rhythm, Geometry, Texture**

### / GROUND FLOOR



### / FIRST - SECOND FLOOR



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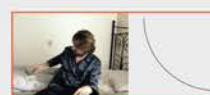
### / CLUSTER 1



### / CLUSTER 2



### / CLUSTER 3



### / CLUSTER 4



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Lombardini22, a leading group on the Italian architecture and engineering scene, operate internationally through three brands: L. 22, specialising in architectural design and engineering for the Retail, Office, Hospitality and Data Center markets; DEG, a leading company in strategic consultancy about work methods and interaction between physical space and corporate performance; FUD Brand Making Factory, focusing on Physical Branding and Communication Design. Lombardini22 is now a workshop employing over 160 people, a dynamic and creative workplace, which is the fourth-ranked architecture firm in Italy in terms of turnover.