

Occupant Analysis: Daily Interactions

Working [7AM - 6PM]

- Focus:**
 - Sound & Sensory Isolation
 - Direct views (ie. out window) to stimulate thoughts
 - Option to visually isolate
 - Closed but not cramped
- Individual:**
 - Permanent and hot seat options
 - Consider smaller rocks within cubicle areas to provide fun play without isolation
 - Office sounds and conversations can bring welcome background noise
- Group / Collab:**
 - Isolated & Open options
 - Spaces can be adapted to suit different group sizes
 - Ample space provided for creative notes and visuals (ie. smart screens or white boards)

Lunch [11AM - 2PM]

- Eat Alone / While Working:**
 - Work / eat booth
 - Additional spaces at desk
 - Quiet alcove adjacent to other social areas
- Eat with Group:**
 - Separation from focus / individual work stations
 - Sound dampening
 - Near other social areas where noise is welcome
- Eat Outside:**
 - Covered & Open options
 - Consider how inside can be brought out
 - Access points
 - Proximity to street / public?
 - Open vs Private

Service [24 / 7]

- Janitor:**
 - Where do they take breaks?
 - Where are supplies kept?
 - How often do they clean reach areas?
 - When do they clean?
- Delivery:**
 - Where do they arrive?
 - Which entry do they take?
 - Where are packages kept?
 - How are packages delivered?
- Security:**
 - Where do they take breaks?
 - Are they in the building 24/7 or partially remote?
 - Where is their office?
 - How does their station look?
 - Do they patrol or watch cameras (or both)?
- Mixed-Use Clerks:**
 - Where do they take breaks?
 - Where do they enter?
 - What do they have access to?
 - What are they providing?

Break [7AM - 6PM]

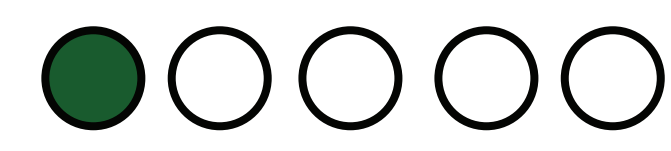
- Calming / Sensory:**
 - Re Dynamic & Diffuse Light
 - P2 - Nonvisual Connection to Nature
 - P9 - Material Connection with Nature
- Play:**
 - Soccer at Five Points
 - Indoor play lounge
 - Fosters new office culture interactions beyond work
- Exercise:**
 - V08 Physical Activity Spaces
 - V09 Physical Activity Promotion
 - Easy access & visibility to workout space
- Outdoors:**
 - Connection to nature
 - Necessary spatial variation in design
 - Combination vs Open vs
 - Combination
 - Make Trade Offs

Design Approach: Biomes

Thesis Hypothesis: An effective way to design neurodiverse offices is to create neurologically distinct spaces that promote different levels of focus by mimicking natural environments such as caves, forests, and fields



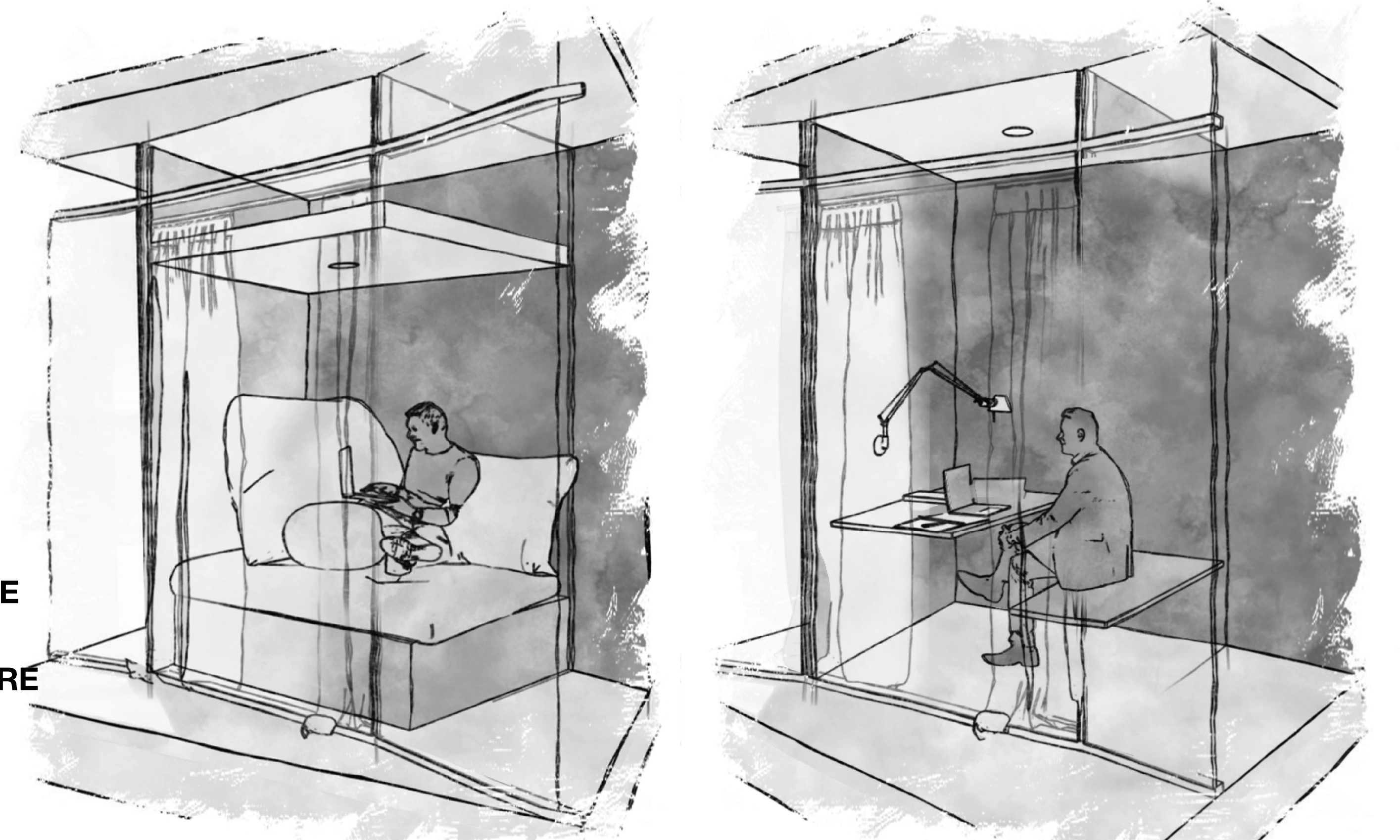
Cave: Low Stimuli Zones



- ★ AREA OF RETREAT THAT GIVES USER(S) SPATIAL CONTROL
- ☀️ LOW / CONTROLLED LIGHT LEVELS
- 🔊 LOW / CONTROLLED SOUND VOLUME

BIOPHILIC PRINCIPLES

- P12 REFUGE
- P9 MATERIAL CONNECTION TO NATURE
- P2 NONVISUAL CONNECTION TO NATURE

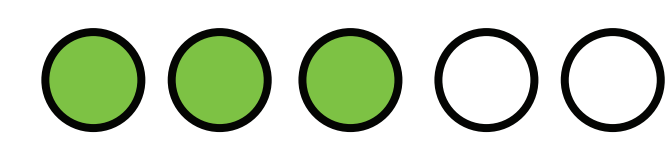


RESTORATION

FOCUS



Forest: Medium Stimuli Zones



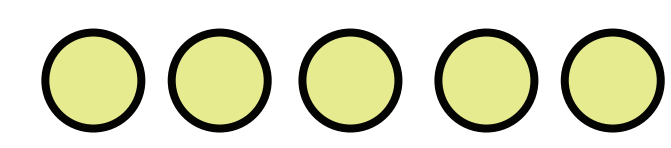
- ★ STIMULI DAMPENING BUT NOT ISOLATION
- ☀️ MEDIUM LIGHT LEVELS
- 🔊 MEDIUM SOUND VOLUME

BIOPHILIC PRINCIPLES

- P11 PROSPECT
- P1 VIEWS TO NATURE
- P8 BIOMORPHIC FORMS AND PATTERNS
- P13 MYSTERY
- P9 MATERIAL CONNECTION WITH NATURE



Field: High Stimuli Zones



- ★ EMBRACES STIMULI TO ENCOURAGE SOCIAL INTERACTIONS
- ☀️ HIGH LIGHT LEVELS
- 🔊 HIGH SOUND VOLUME

BIOPHILIC PRINCIPLES

- P15 AWE
- P6 DYNAMIC AND DIFFUSE LIGHT
- P7 CONNECTION TO NATURAL SYSTEMS
- P5 PRESENCE OF WATER
- P9 MATERIAL CONNECTION WITH NATURE

