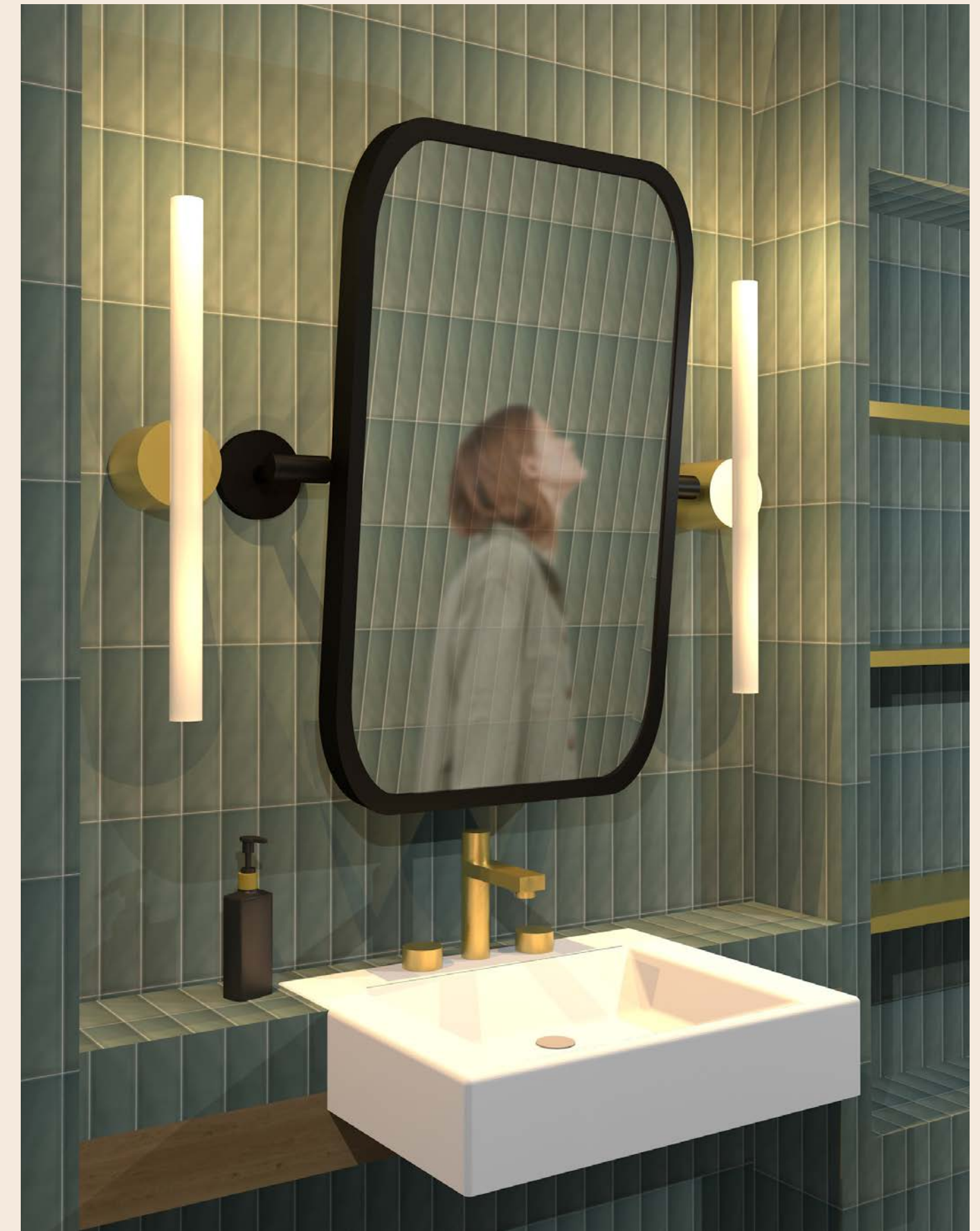




HOTEL RESTAURANT



HOTEL LOBBY



HOTEL BATHROOM

THE UNIVERSAL.

The Universal. is committed to offering luxurious and inclusive experiences for every hotel guest, where comfort, dignity, and accessibility are standard.

Many people with additional needs, such as individuals with limited mobility, visual impairments, or neurodivergence, struggle to find hotel destinations that they find fully comfortable and inclusive. The few hotels that do offer accessible options often provide rooms that feel clinical and like a compromise, rather than welcoming and thoughtfully designed.

This design project explores and develops design strategies that prioritise both comfort and functionality in a hotel setting. The focus is to incorporate subtle but intentional accessibility equipment, such as ceiling track hoists, tactile door handle accents, and adaptable furniture. This ensures that every guest, regardless of ability, can move through the space with ease, independence, and comfort.

This design project aims to...

PROVIDE subtle but intentional design features for people with a range of abilities and requirements

DEVELOP a sustainable approach to hotel design by working with existing building features

PROMOTE mindfulness, relaxation and socialisation through activities and events held within the hotel

EMBRACE inclusive design without compromise, ensuring that beauty and functionality are accessible to all



SECTION THROUGH PROPOSED SCHEME

RESEARCH

To create a truly universal design would be a challenge, however a successful design begins with the consideration of a wide range of people who have differing needs.

VISUAL IMPAIRMENTS

There are different varieties of vision loss, this means that considerations need to be made to meet the requirements for differing levels of sight. It is estimated that in the UK, only around 7% of people who are registered blind or partially sighted can read braille. Therefore, it is important that many different design strategies are implemented to aid visually impaired people when navigating a space. One way being a two-tone colour contrast approach. This allows people to easily distinguish between objects within the room, such as door handles and stairs. Lighting also has a big impact on vision. When light reflects on shiny surfaces it creates an environment that is distracting and uncomfortable. Lighting can also affect the way colours appear which can again create confusion.

PHYSICAL DISABILITIES

Many health conditions affect people physically in different ways- from full-time wheelchair users, ambulatory wheelchair users, to people who use walking aids. Considering comfort, safety, space and functionality are the basics in a successful design that caters to people with physical disabilities. Entryways should feature a smooth transition from one room to another, this means level flooring or a ramp, and enough space for wheelchair users to comfortably pass through. The goal of accessible design is to provide **independence** to people with disabilities, therefore, designing buttons that wheelchair users can reach comfortably and independently, or press using their chair would be more successful and user friendly.

NEURODIVERSITY

Neurodiversity is a term that recognises the variety in the way we speak, think, move, act and communicate. The way we interact with our environment can differ from person to person. There is no definitive list of conditions related with neurodivergence; however, some include: autism, ADHD, dyslexia, dyspraxia, dyscalculia, Tourette’s syndrome, chronic mental illnesses, down syndrome, and sensory processing disorder. Within the built environment, there are elements that have the potential to contribute to sensory overload, these elements include: loud and unexpected sounds, visual noise, poor layouts leading to confusion or claustrophobia in small spaces, unwanted or extreme sensory feedback- smell, touch and temperature.

SAFE

TACTILE

BOLD

FUNCTION

COMFORT

SPACE

VISUAL

QUIET

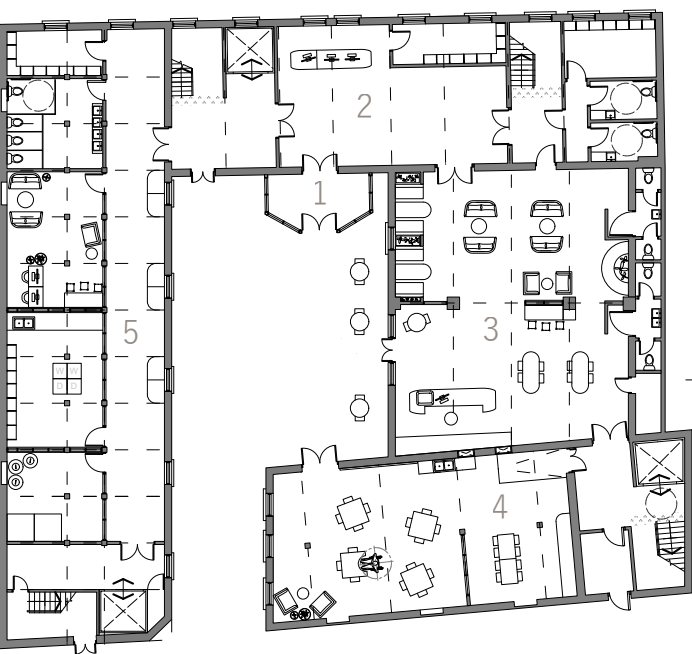
SENSORY

‘Poor design is more disabling than people's differences’

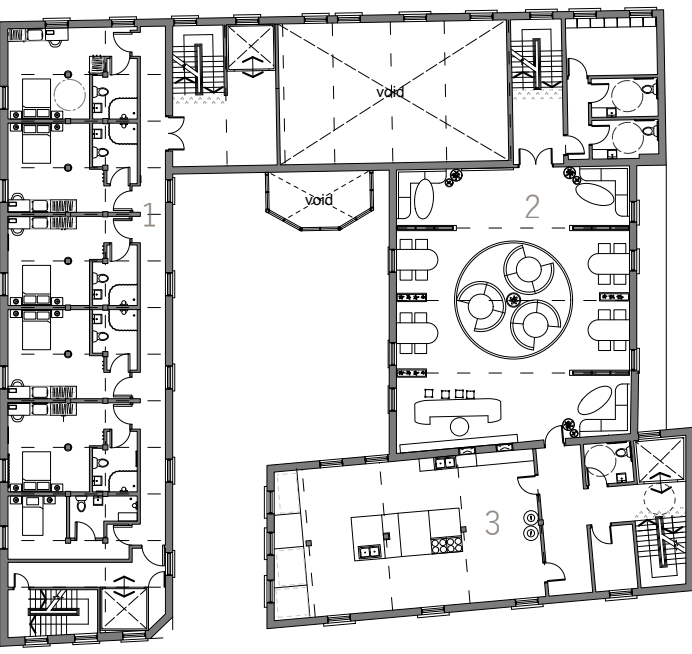
(Wraxall Yard, n.d.)



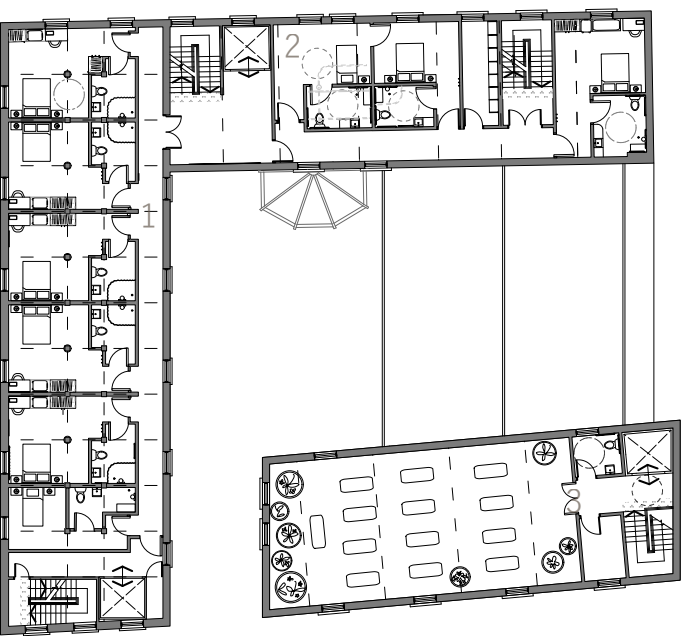
HOTEL ROOM DESIGN



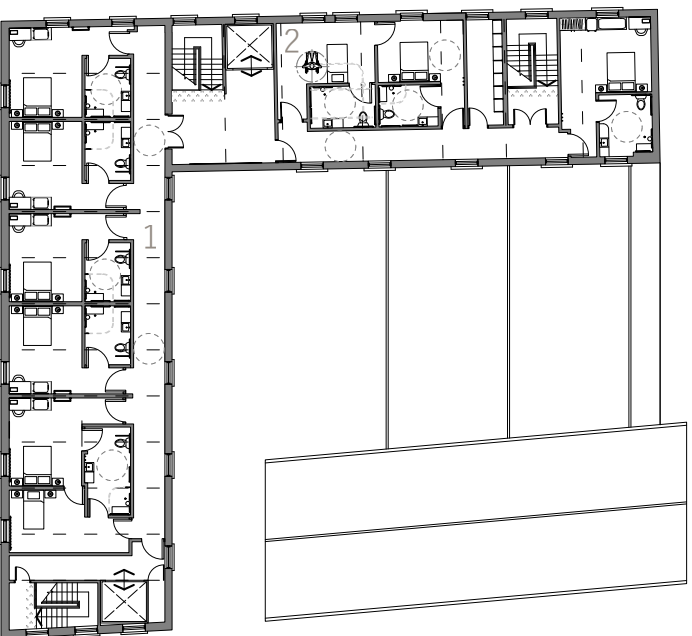
- GROUND FLOOR**
- 1 Entrance
 - 2 Hotel lobby
 - 3 Cafe
 - 4 Activities space
 - 5 Staff area-laundry,storage etc



- FIRST FLOOR**
- 1 Hotel rooms
 - 2 Restaurant
 - 3 Kitchen



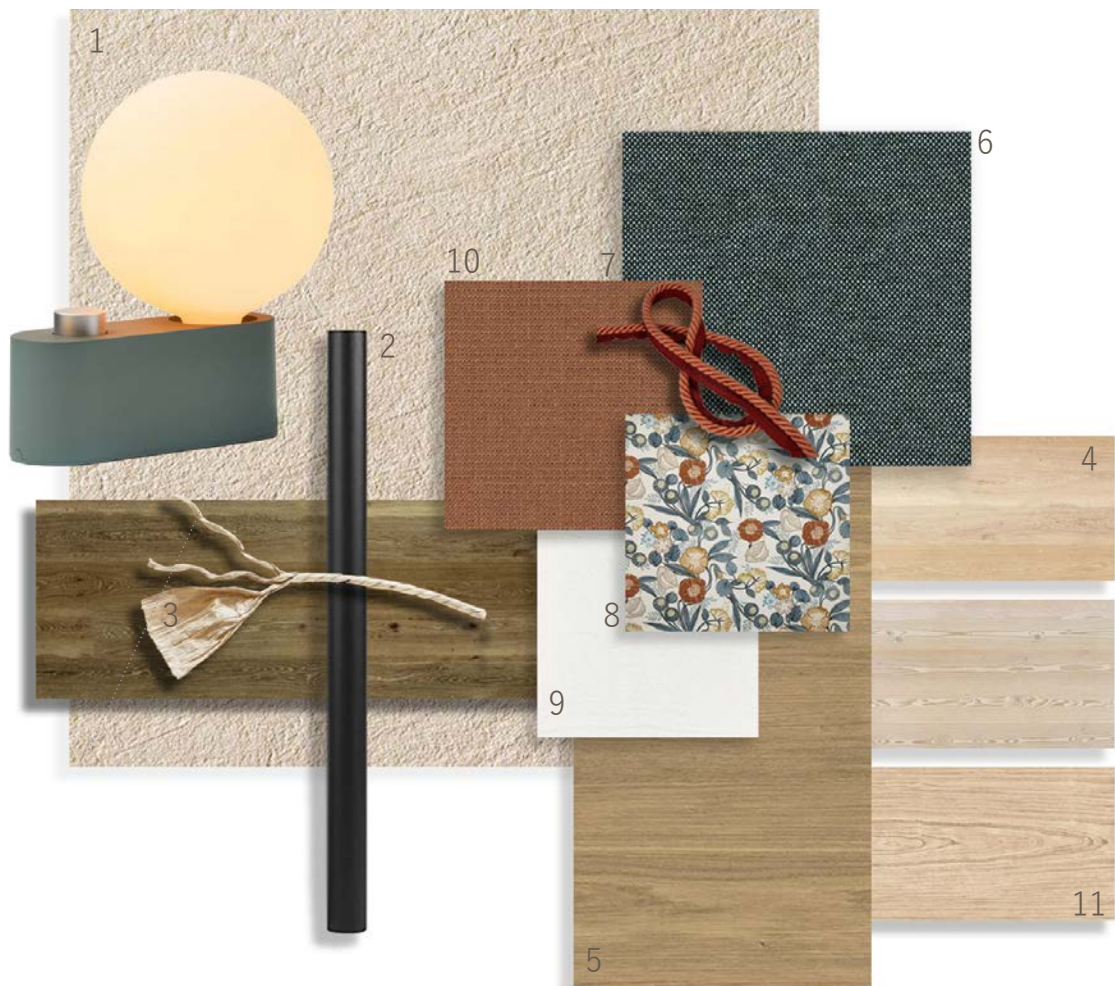
- SECOND FLOOR**
- 1 Hotel rooms
 - 2 Accessible hotel room with joint carers room
 - 3 Yoga/ sensory room



- THIRD FLOOR**
- 1 Hotel rooms
 - 2 Accessible hotel room with joint carers room



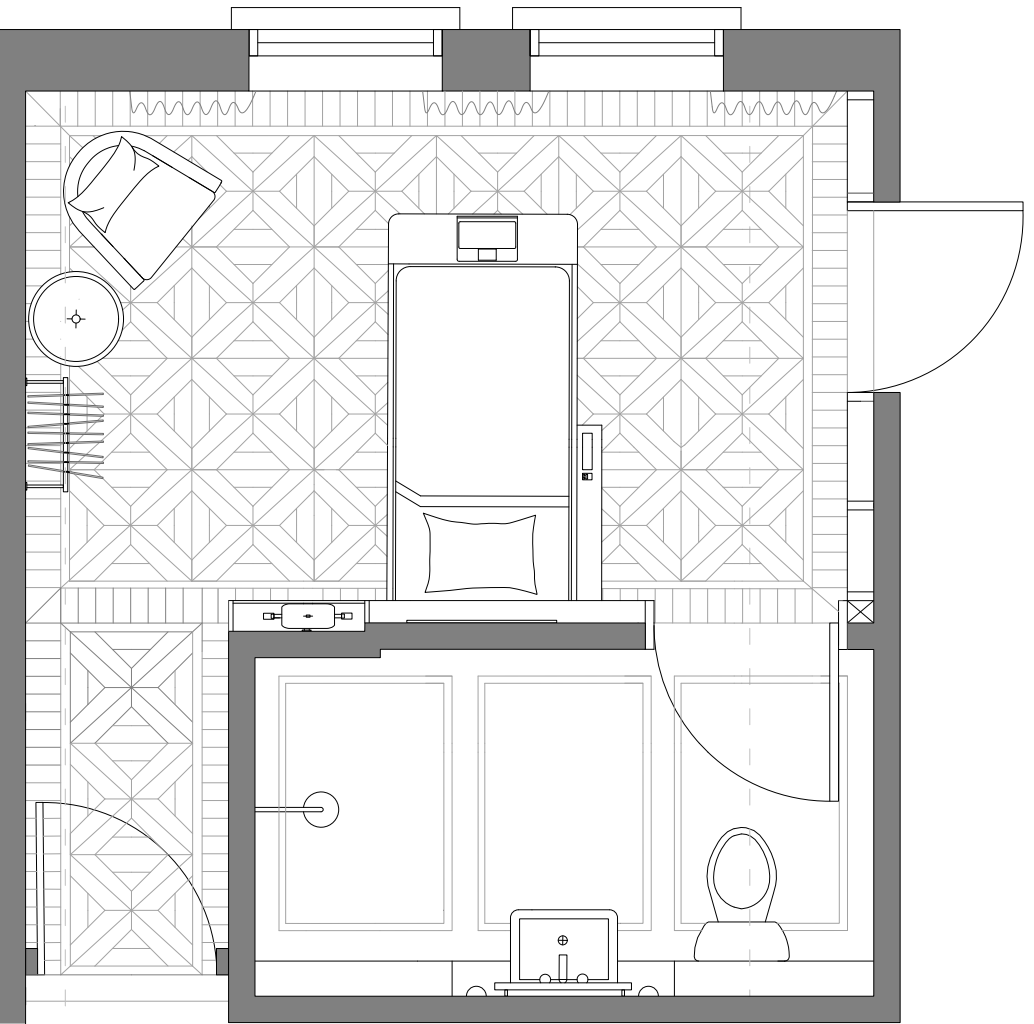
MATERIAL BOARD



KEY

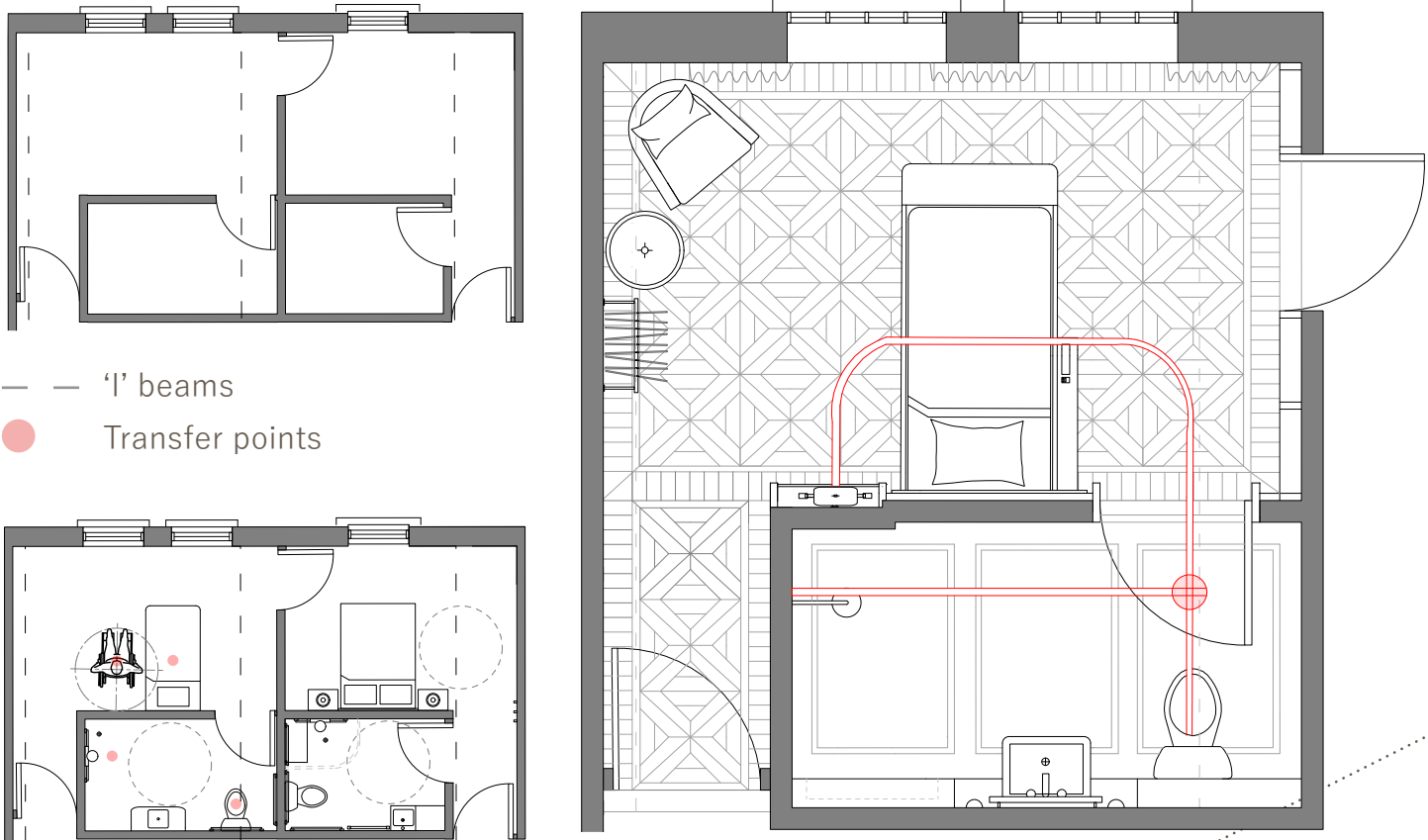
- 1 Clayworks, clay plaster for walls.
- 2 Black powder coated steel, for door handles and curtain rail
- 3 Paper cord, for door handle detail
- 4 Pine wood with wood dye for shelves
- 5 Oak wood, for bed frame
- 6 Camira fabrics- Charcoal fabric, for headboard
- 7 Orange upholstery cord, for trim around pillow case and stool
- 8 Lucienne Chambray Fabric, for pillow case
- 9 100% organic cotton, for bed sheets
- 10 Terracotta textured throw
- 11 Karndean wood flooring

HOTEL ROOM DETAILED FLOOR PLAN



HOTEL ROOM-AMENITY ITEGRATION

Understanding how to install a ceiling track hoist into an existing building



HOTEL ROOM SECTION A-A

A mobility hoist is a device used to safely transfer people from one part of a room to another.

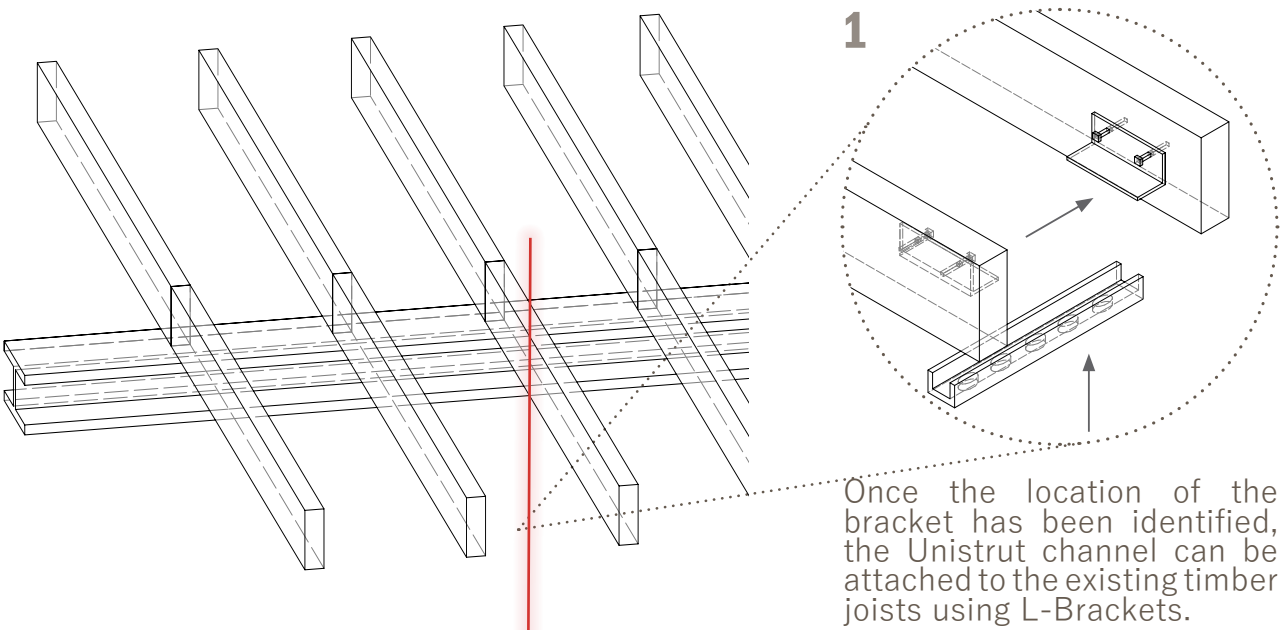
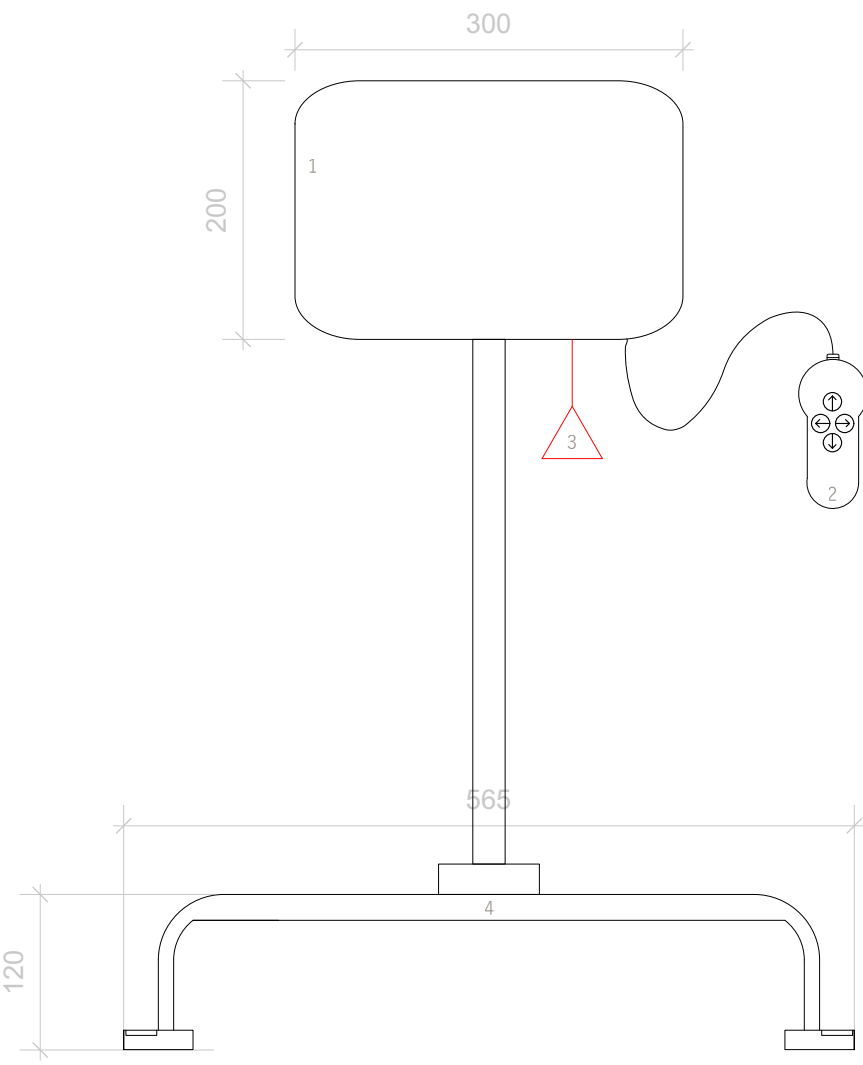
Investigating the existing internal structure of the ceiling is a key step when installing an inset ceiling track hoist. Within this part of the building, the ceiling is supported by timber joists that rest on an 'I' beam, this means that the track can be fixed to the timber which is a common way of installing the hoist. The transfer points, such as the bed, wheelchair, toilet, and shower, must be identified to ensure that the track is being installed in the best location. For this design, the chosen track is curved, this means that it takes up less space in the room whilst still accessing all the transfer points. Additionally, when LEDs are installed, it creates a visually interesting ceiling feature which can be mirrored on the other side of the room.

DETAILED DRAWING

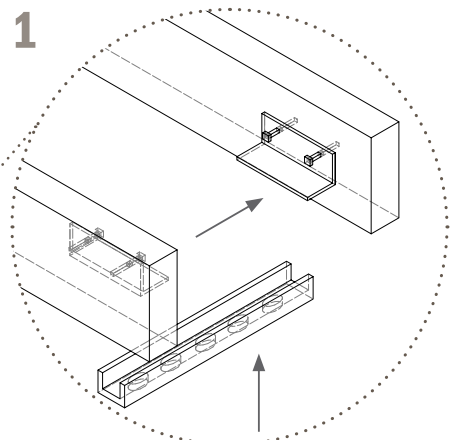
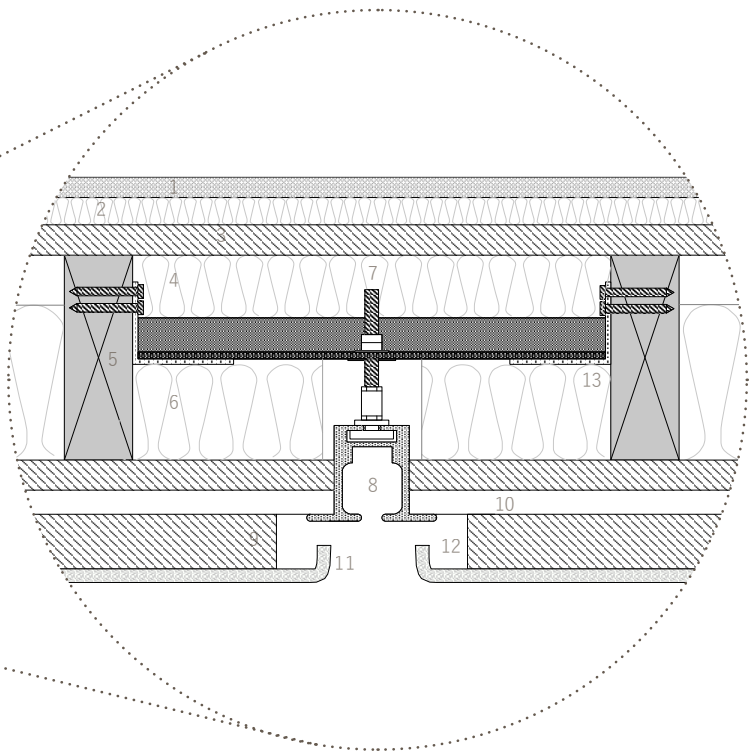
- 1 Engineered wood flooring
- 2 Underlay
- 3 Floorboards
- 4 Insulation
- 5 Existing Timber Joists
- 6 Unistrut
- 7 M10 threaded rod
- 8 Ceiling Hoist Track
- 9 Timber
- 10 Ceiling
- 11 Acoustic Panels
- 12 LEDs
- 13 L-bracket

HOIST FEATURES

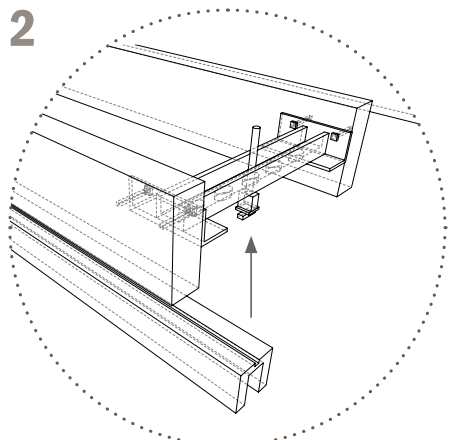
- 1 Hoist
- 2 Remote Control
- 3 Emergency Stop Cord
- 4 Spreader Bar



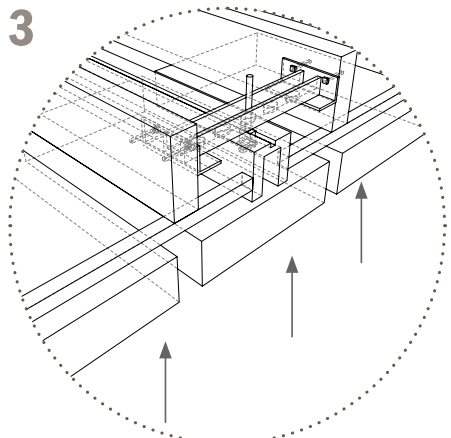
Horizontal lasers can be used to ensure that the track is straight, then vertical lasers can be used to identify the location for the brackets.



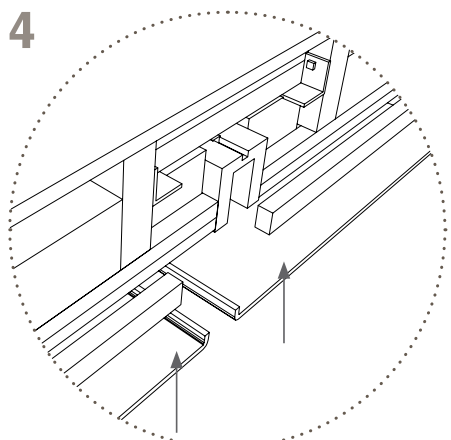
Once the location of the bracket has been identified, the Unistrut channel can be attached to the existing timber joists using L-Brackets.



Thread the bracket into the Unistrut and tighten the bolts. Once all the brackets have been installed, the track can be clicked into place.



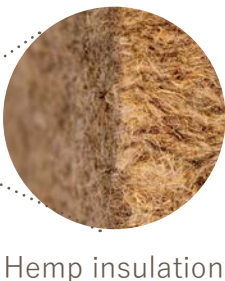
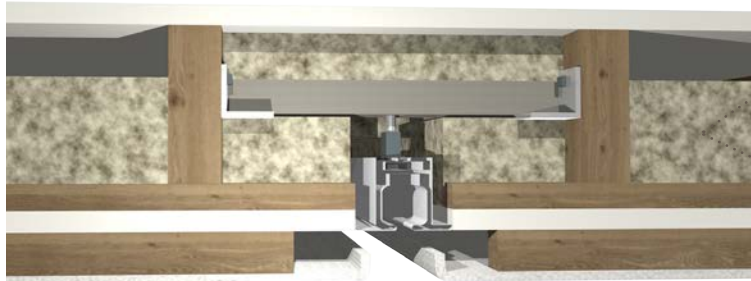
After installing the track, supporting timber can be screwed to the timber joists. Then insulation can be put in.



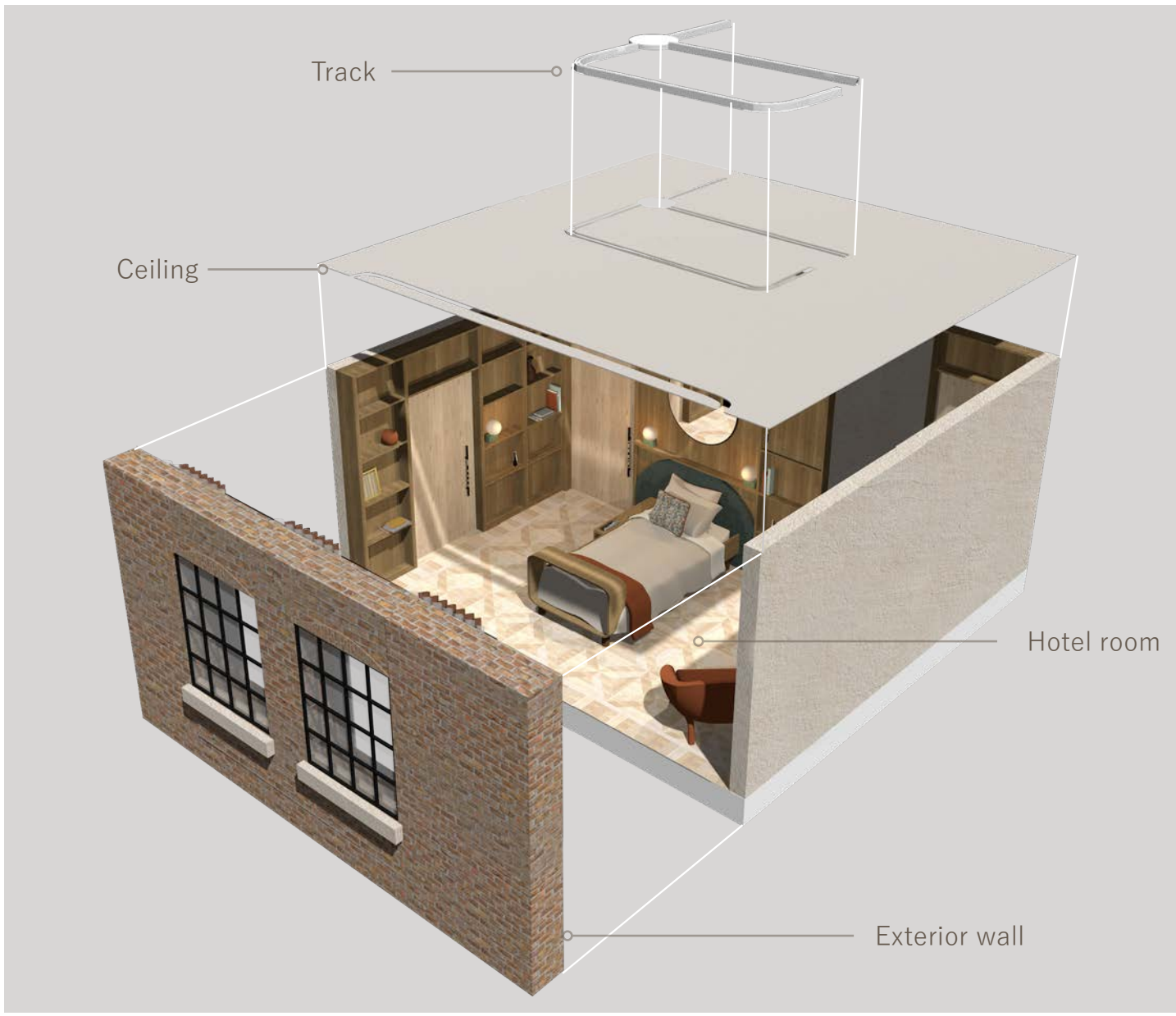
A false ceiling will be hung to hide the track, to do this supporting timber will be screwed to the ceiling, then acoustic panels will be screwed into the timber.



INSET CEILING TRACK HOIST INSTALL PROCESS



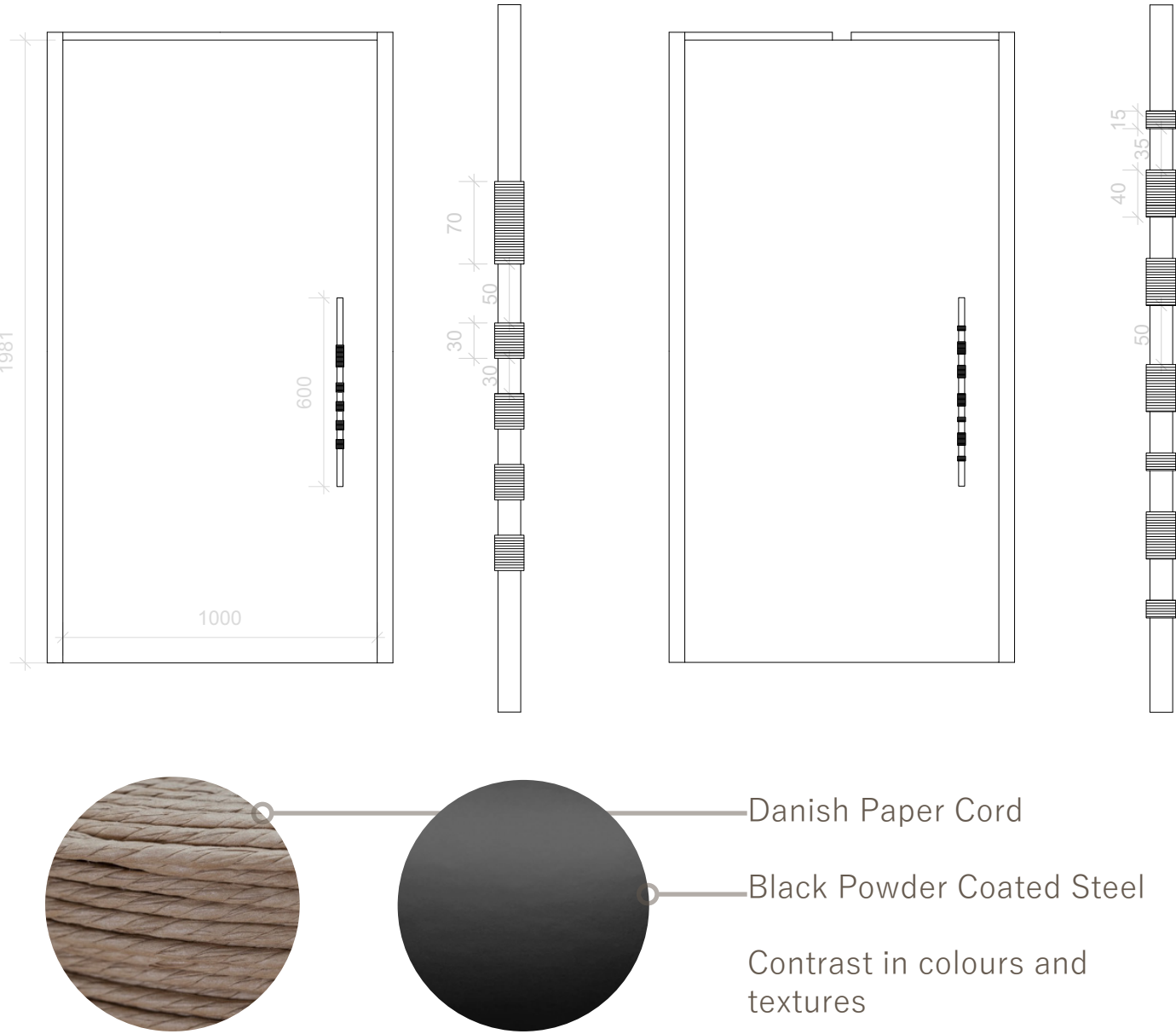
Above, the image shows the installation of the ceiling hoist. To the left, the image shows the track fixed to the existing timbers. Below, the image shows the finished room with the track.



HOTEL ROOM-DETAILED DESIGN



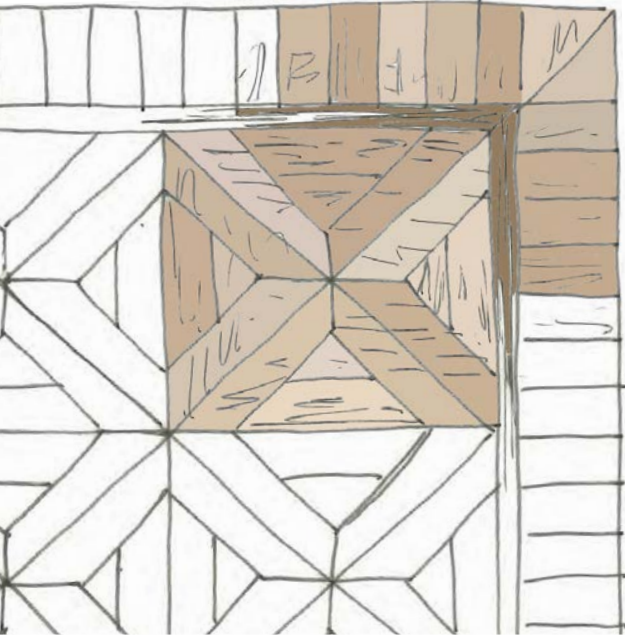
DOOR HANDLE DESIGN



The design of the door handles allows guests to easily navigate the space. The idea is that the Danish paper cord is wrapped around the door handles in different formations to make each door distinguishable whilst adhering to the aesthetic of the room. For the door to the carers room, the cord is wrapped in a formation to reflect the number 14- as this is the room number. As stated, this can be used as a visual indicator but can also be used as a tactile indicator for guests who are fully blind and rely on touch to navigate a space.

SURFACE TREATMENTS

FLOOR DESIGN



Average LRV: 14.72

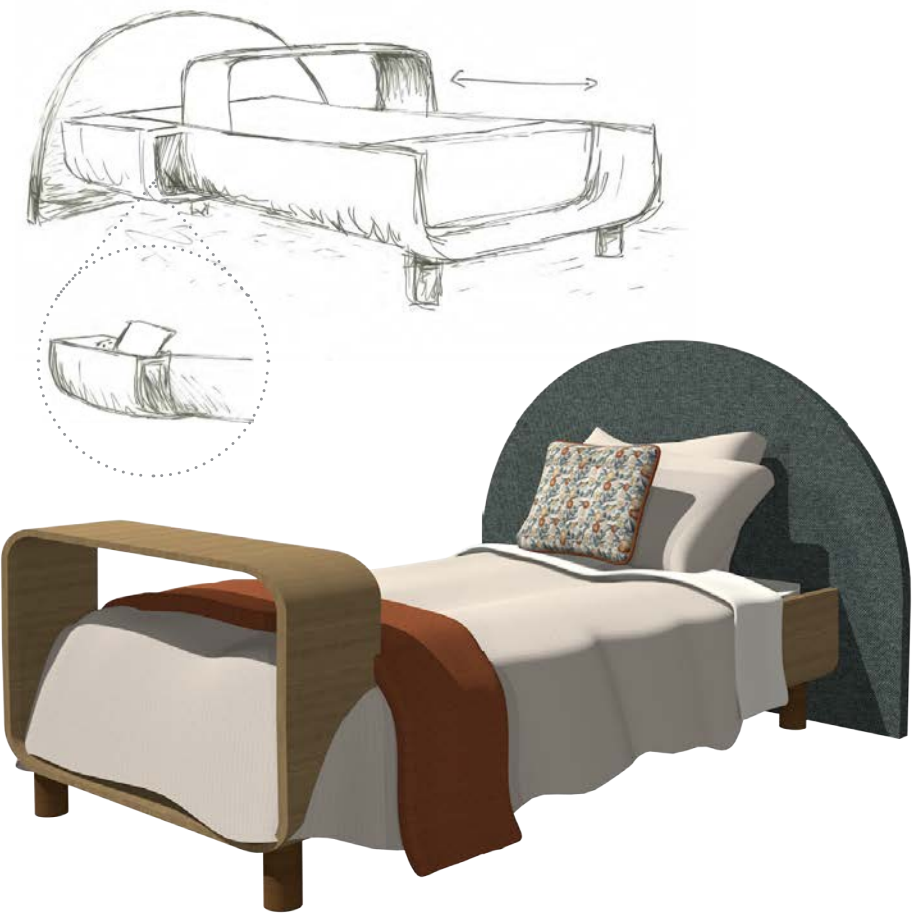


Average LRV: 51.48

The LRV of the surfaces was calculated to ensure that the room could be easily and safely navigated by visually impaired individuals. The colour contrast between the floor and the built-in shelves is around 36 points of differences.

The flooring was designed to bring a softness to the space- creating a 'rug like' affect around the bed. It was important to use tones that differed slightly to create the pattern whilst ensuring that it wouldn't be visually confusing.

FURNITURE DESIGN



The bed in this hotel room is inspired by Teixeira Design Studio's Boomerang Bed and features a shelf/ desk that moves along a rail. While working, eating, or creating from a bed is considered a luxury for many, a bed that can facilitate these activities can be seen as piece of mobility equipment for physically disabled individuals. A built-in bedside table, level with the mattress, includes book storage and controls for lighting and bed positioning.



HOTEL ROOM AT NIGHT



HOTEL ROOM WITH HOIST READY FOR USE