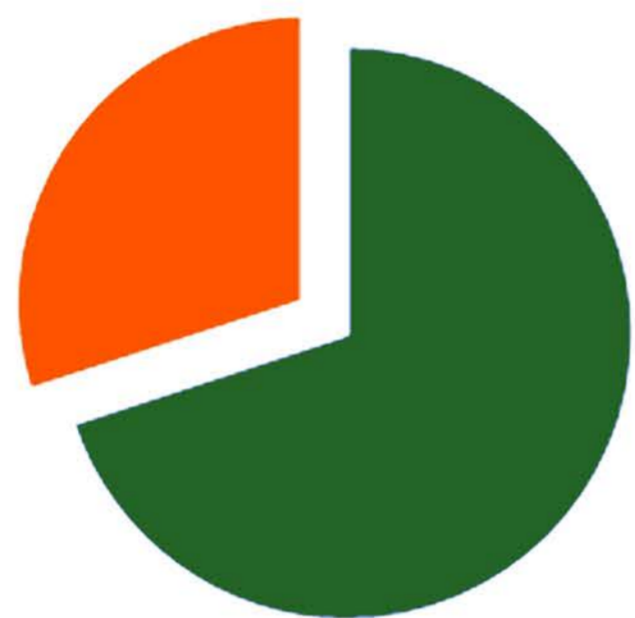


8.4% of students combined arts and science disciplines at AS level.



70% of children whose parents have no graduate degrees spend less than 3 hours a week on creative activities.

## THE BRIEF

*The Creative Commons*

The brief for The Creative Commons was derived from researching into why the current school system does not support creative and disabled students. Therefore, I felt like it was the designers responsibility to design for all and create an inclusive and sustainable environment for 16 to 18 year olds to study creative subjects.

The design is driven by looking at the future of interior design and social shifts in the world of accessibility to create a resolution that demonstrates where the future of design is leading to.

### Site Analysis



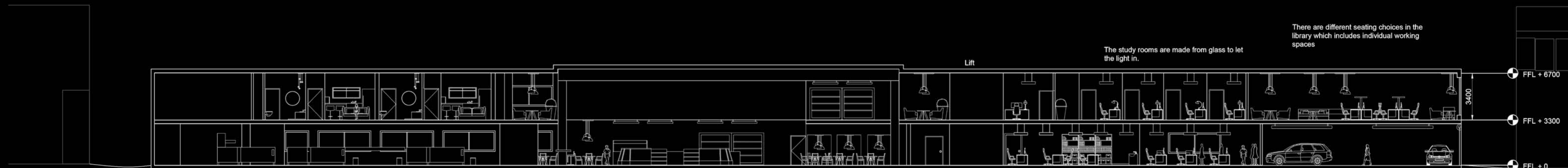
There are bigger entrances for everyone to use on each side of the building

There is a lot of natural light so visually impaired people are able to see clearly

The site is on a level ground to the pavement

**“2 in 10 people have a disability of some sort”**

*(Bridges, 2020)*



The study rooms are made from glass to let the light in.

There are different seating choices in the library which includes individual working spaces

The proposed section shows the 7000mm atrium space which is held up by structural beams and a timber waffle slab. In the cafe area there is a single height at 3500mm in the kitchen and serving area.

FFL + 6700  
FFL + 3300  
FFL + 0

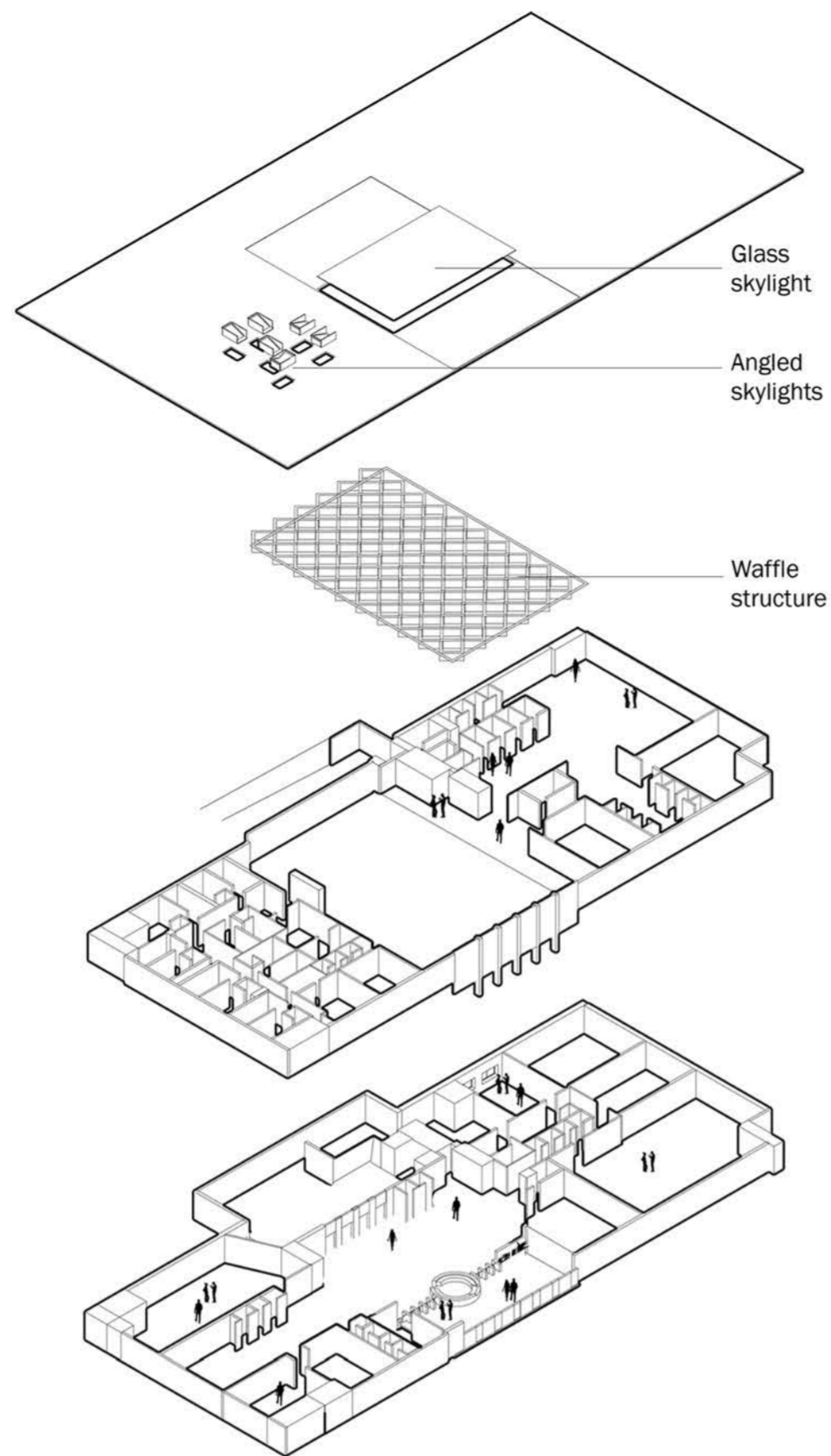


## MATERIALITY

*The Creative Commons*

The materials of the project have been chosen to be sustainable and look at the future of interior design. This is evident as all the materials have come from companies which recycle other materials and look at end of life as well as the quality of materials.

I have chosen materials as well which have accessible qualities too, for example, a more tactile flooring so people who have visual impairment can feel when they are in a more transitional space.

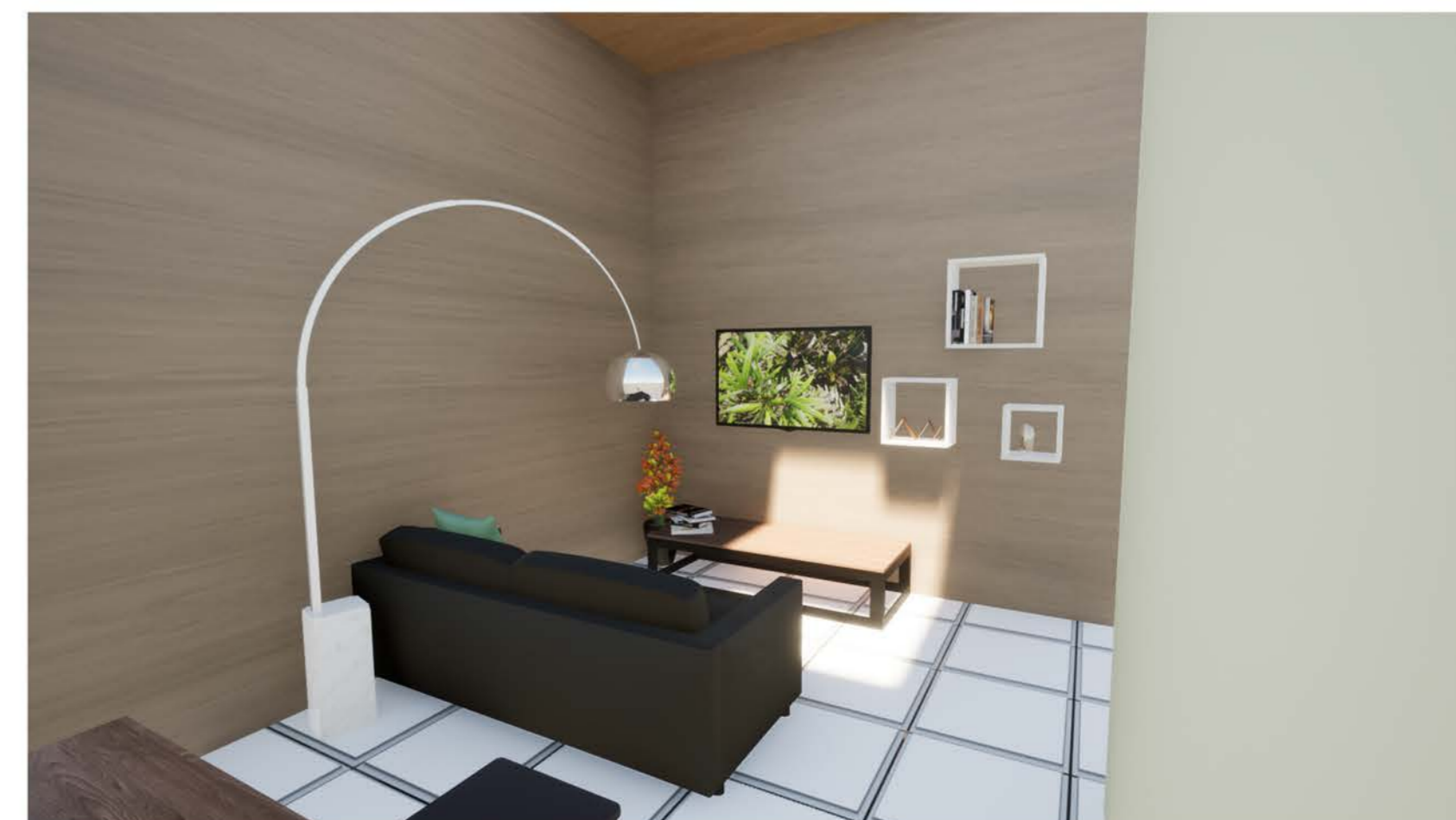
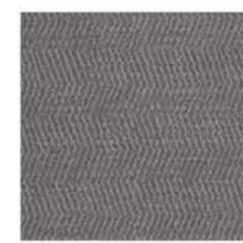


## RESOLUTION

*The Creative Commons*

The resolution of the project was to focus on the people who usually get pushed aside in normal designs and prove that you can design something fully functional for people who need extra help going around a building, yet it be completely beautiful and sustainable.

The materials palette complimented the design of the school and allowed for a beautiful yet functional design focused around inclusivity and sustainability.



## LAYERS OF BENEFIT

Concept

The idea of touch is very important within my design proces. It stems from the abstracted words from creativity - **stimulation**.

This word was explored in the materials of the interior, but now it will be explored in further depth with architectural theories by Pallasmaa and layers of benefit.

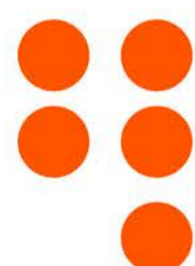
The theory by Pallasmaa promotes the idea that touch is a sensory experience which changes the way we feel and create atmospheres, I will be using this to create an experience for everyone but have layers of benefit.



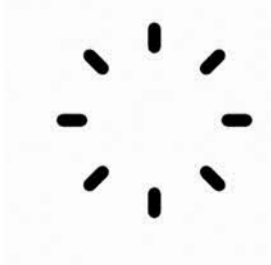
**Touch**



**Fingerprint**

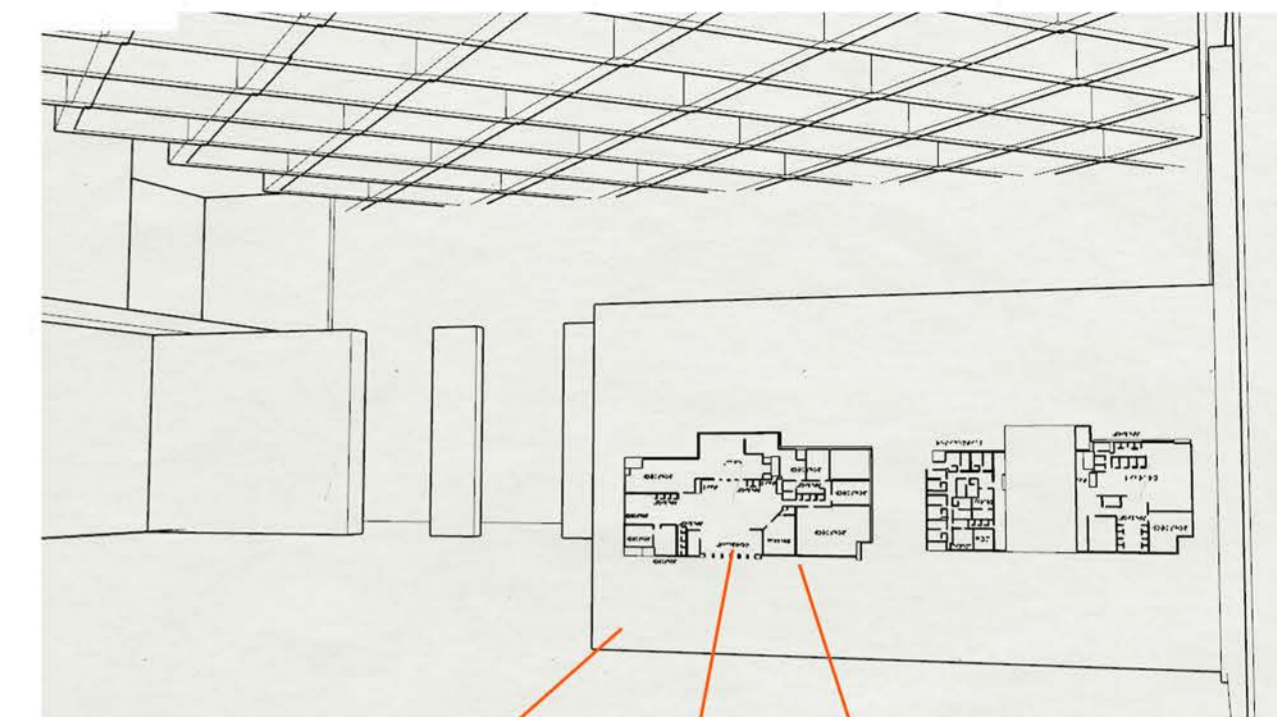
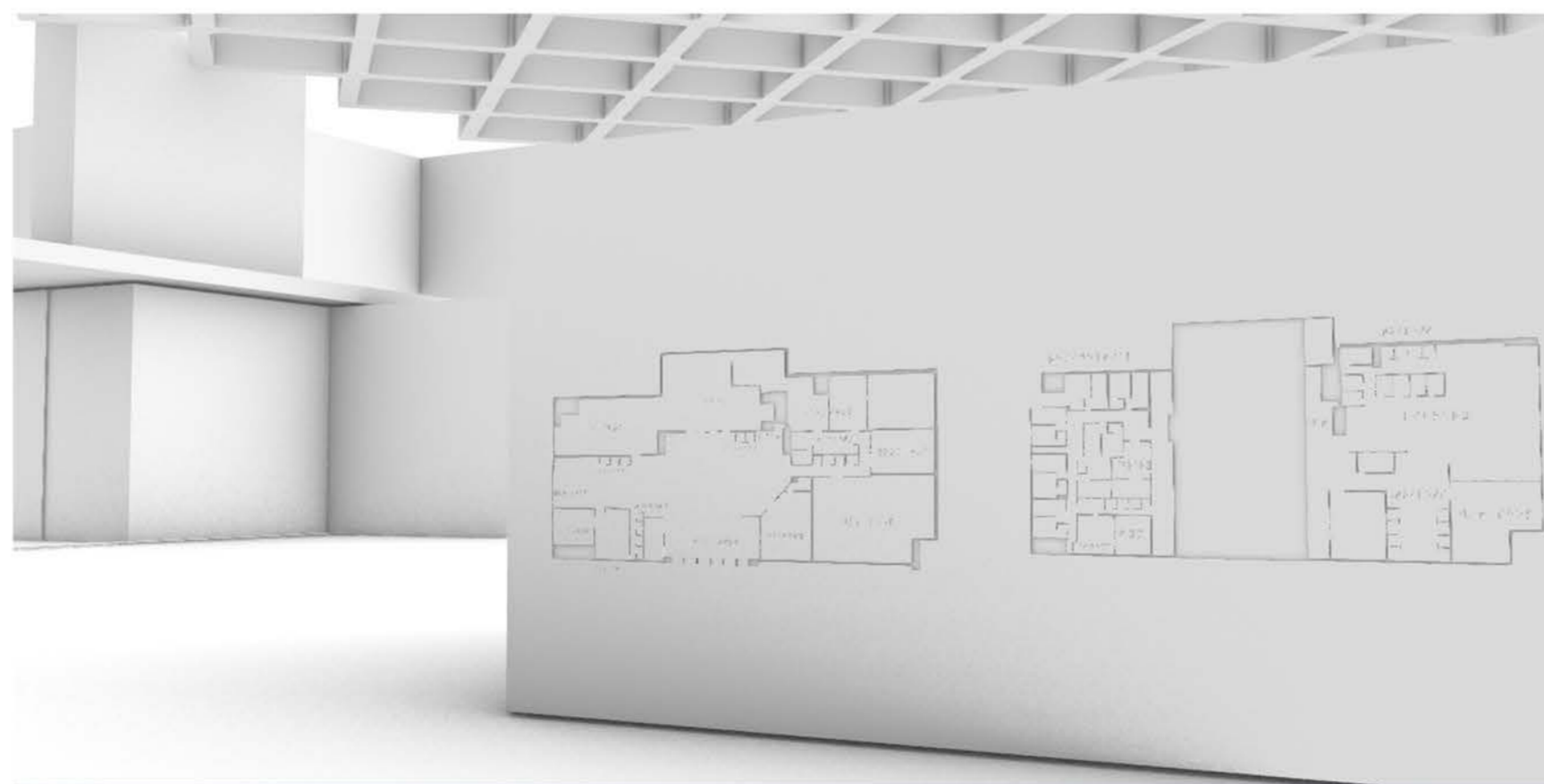
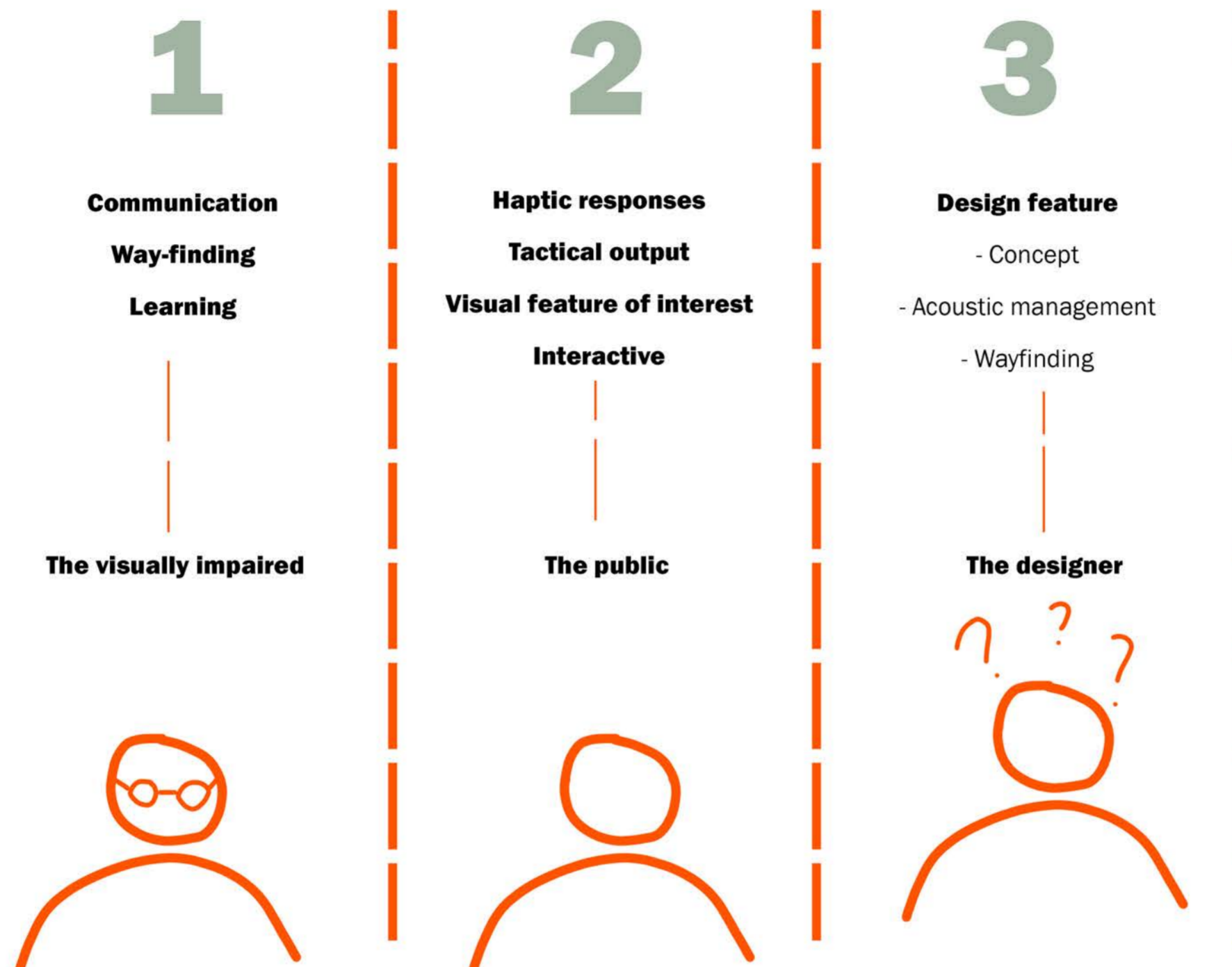


**Braille**



**Experience**

The experience of braille has layers of benefit, the first layer is informing someone who has low vision on where to go or important information. The second layer of benefit is for the average able-bodied human who gets a haptic experience from the braille.



Conceptual drawing of how the wall would fit within the space



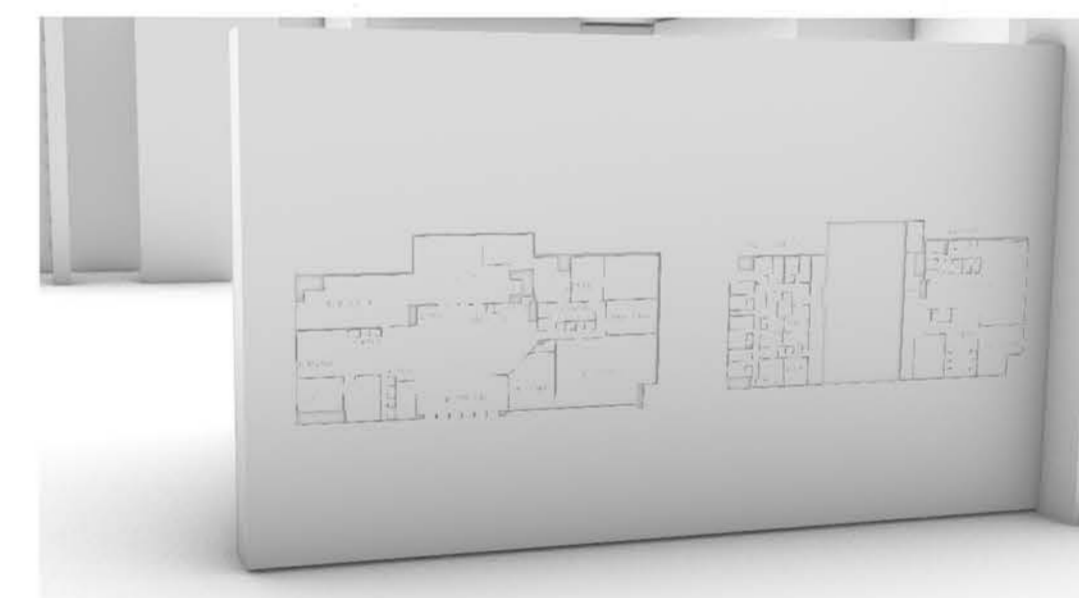
The oak will be used for the outer layer, it is warm and inviting



The sycamore will be used for the braille on the wall, it is the biggest contrast



The scottish ash will be used for the outline of the building, as it provides a strong detail



Detail of the embossing in the timber plywood

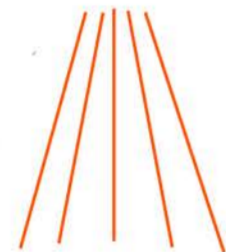


## LAYERS OF BENEFIT

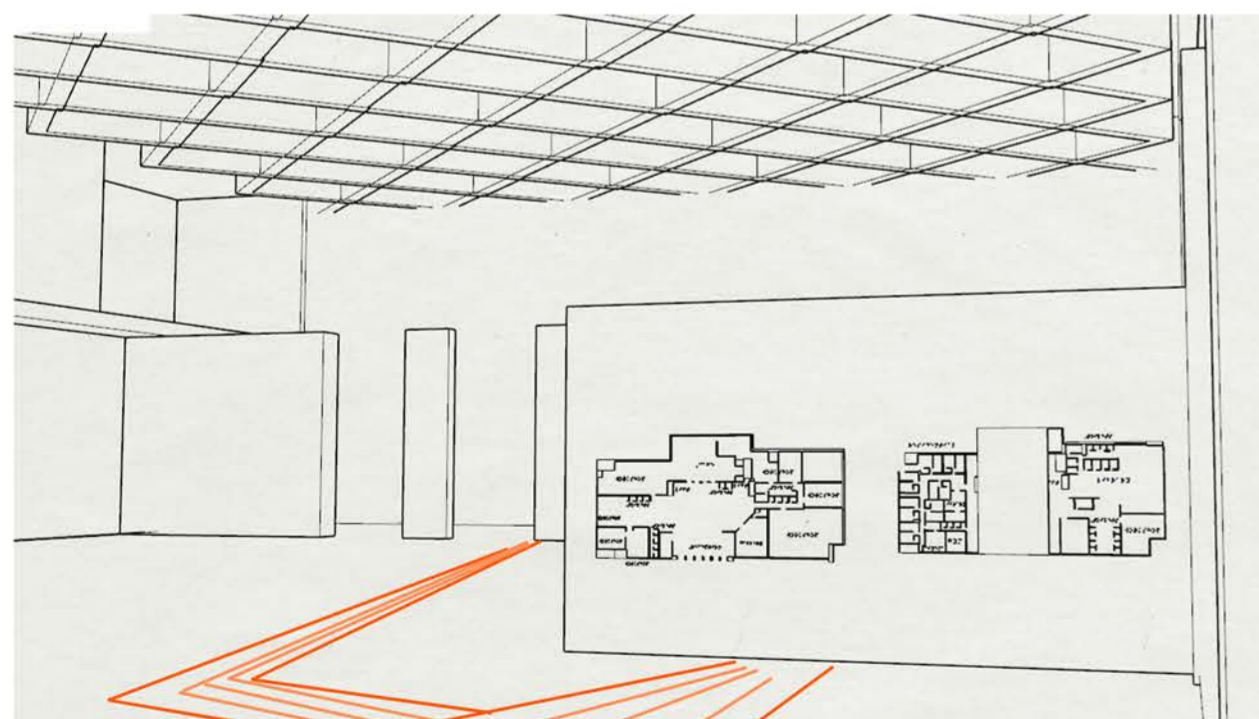
### Concept

The braille wall is a great asset to the building, however, it can not be useful unless the people who are visually impaired are able to find it / find their way around the building.

The use of way-finding for the visually impaired is a great way of navigating the space without the help of or relying on someone else. In many instances, train stations and road crossings use way finding to get their attention.



The use of stripes is a way of finding the route around a building. To someone who is visually impaired, these stripes in a long line indicate a safe route.



The use of the floor directions creates another layer of benefit, this is because it has meaning to someone who is visually impaired, whereas it has a experiential effect for the able-bodied

