Problem statements

Design Phase:
• Disconnect between designers and end-users (care-givers).

Build Phase:
• Little to no way-finding training provided before move-in.
• Lack of process planning.

Occupancy Phase:
• Lack of patient interaction outside of hospital.
• Little to no way-finding training provided before visit.
2. Principles

- Make hospital design **accessible** to all stakeholders.
- Provide environmental information **cost-effectively**.
- Allow **flexibility** in the design process. VDS seeks to create an **organic virtual mock-up** of proposed layouts to allow in-depth analysis.
- Interacting in the scenarios of each room for each model will allow users to evaluate which design is optimal.
3. Solutions

Design team
To provide design proposals

Virtual design system
To create an organic virtual mock-up

End-users
To evaluate designs based on interacting in scenarios

Feedback to design team