**Project #:** 121
**Date:** April 16th, 2024
**Event:** Final Presentation to the client of the work accomplished in the Conceptual Design Specifications document and by the Measure of Success, in Myhal Room 330.

**Purpose Statement:** To describe the detailed alternative designs and elaborate on why the client should implement all the components of our proposed design.

**Main Claim (Thesis or Central Argument):** We have proposed and tested a room design that provides sufficient ambience in its lighting and biophilic elements.

## INTRODUCTION

**Opening Strategy (introduction of each team member) (supporting slide and talking points):**

- Begins with the opening slide and every member stating their name and their role
- Skim through the disclaimer slide
- Aileen presents the hook, explaining the 2017 survey statistics of a large need in the student body
- This is followed by a series of 2019-2020 CTV and CBC news articles showing the persisting lack of mental health and student need for them, meant to overwhelm the audience with the amount of media attention on the issue

**Presentation Summary and Preview**:

### Main Body of Presentation: Claims, Explanations and Evidence

**Background/Context**: The wellness room is currently underutilized. Our project is to revamp the wellness room while expanding it using the space of the study room, including more features to attract a larger audience and to make the room more comfortable and useful.

**Sub-Claim A**: The lack of ambience and sensory control of the current wellness room means it fails at being a wellness room, and is thus unused.

**Evidence**:

- Contents (or lack of them) in the current room
- Room's binary Light Switch
- Room's ceiling light panel
- Buzzing Sound from the HVAC System
- StarRez booking page

**Explanation**:

- There is a lack of use and a renovation in the scope of the room itself would aim to fix that
- The plain green wall and singular plant shows the lack of consideration for a biophilic design
- Industrially common and scientifically proven to be conducive to wellness
- The user has no control over the brightness and distribution of the lighting besides turning it on and off
- The buzzing sounds show the potential intrusive sounds the user may hear.

**Supporting slides and visuals**:

- Floor Plan of current wellness room
- Floor Plan of current study room
- Location and Image of Binary Light Switch
- Location and Image of Ceiling Light Panel

**Sub-Claim B**: The furniture used in this design is curated specifically to mimic a natural environment which optimizes mental stimulation and comfort

**Evidence**:

- Features of the proposed design (Shown through the 3D model)
- Various CDS research justifying our objectives

**Explanation**:

- The recommended design is nature-themed because green coverage ratio and natural themes are elements that are conducive to wellness
- Each element we have decided to add have their benefits, as explained in the CDS, fulfilling our objectives
- The natural design also focuses on being immersive to promote escapism from the problems the user may want to mentally escape on in this more meditative space

**Supporting slides and visuals**:

- New design bird's eye view
- Furniture mock-ups
- Blender model as an embedded video

**Sub-Claim C**: The biophilic elements we implemented create a sufficient atmosphere and ambience.

**Evidence**:

- Measure of success data testing, providing numerical values throughout all times of the day of the simulated lighting

- Measure of success of the green coverage ratio, also using the blender model
- Research paper exposing the flaws of Radiance, the extension for Blender's lighting calculations

**Explanation**:
- Through the data collected in our testing, we see that the lighting and green coverage objectives we have set are surpassed
- However, we cannot test the existing wellness room in the same way so we cannot confirm if our design is better
- Another caveat is that simulation programs are known to have flaws and inaccuracies in calculations, since they necessarily simplify or approximate reality into programmable situations

**Supporting slides and visuals**:
- Snippet of the data in the main slides, and all the data in the appendix
- Measure of success steps comprehensively explained through a flow chart

**Sub-Claim D**: Our design has satisfied our most important objective, though more rigorous testing could be conducted before implementation.

**Evidence**:
- Only the first objective, the mental stimulation to wellness and relaxation (ambience), has been tested

**Explanation**:
- No comparison is implemented as it requires extensive physical measurements and approximations
    - We'll need to know what kind of bulb is used,
- As the caveats show, there are limitations to using a simulated model rather than a physical prototype
- Other objectives have not been tested, like soundproofing and room space, which could help a lot
- Moving forwards we think our design is valid, but could benefit from testing before being confirmed that it can be implemented

**Supporting slides and visuals**:
- Our other untested objectives in the CDS
    - Sound Insulation
    - Physical comfort of materials/Ergonomics

# CONCLUSION

**“Therefore statement” (Synthesis of Claims and Support)**: We have created a nature-themed room design which emphasizes ambience and user wellness to improve the room’s ability to fulfill its intention.

**Key recommendation(s)**:

- Testing the current room to have comparable data
- Moving forwards to consider implementation of our design
- Proceed by implementing the design

**Take-away statement**: I hope that you look forward as much as we do to the availability of a room on the 28th floor of Chestnut Residence with the innovative wellness features we have presented. The design is promising from its measures of success results on its lighting and biophilic elements.