| **Combination Code** | **Justification / Associated Theme** | **Solution** |
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| N2, N3, P3, D4, C5, K6, D7, K7 | Users feel more immersed in a natural environment rather than a technological one  The purpose is to provide an ‘escape’ from technology and humanity into nature | * Hollow tree trunk entrance shape with a wooden panel as a door covering * Filtering light from the window modeled after a forest canopy * Incorporate speakers that provide natural soundscapes such as flowing water, rustling leaves, and birdsongs * Provide print outs like the “worry jar” activity * Have different cabinets storing non-digital wellness resources (i.e. books) that can be accessed by anyone * Provide a projector that plays live streams of animals in nature * Provide a hammock to lie in * Provide pods or personal spaces in the room similar to cocoons that can be used for meditation, napping, and relaxation |
| B2, G2, D3, E3, E4, E5, G5, E6, G7 | Users are encouraged to socialize and interact with other individuals and professionals  The purpose is to allow users to communicate their issues or relieve stress through social events and activities | * Separate Room: Install a door (typical with doorknob) between the study space and wellness room that can only be accessed through a Wellness Coordinator’s Key * The part of the room soundproof and for event space is separated from the communal space by a wall that can slide to increase the capacity of the event space * Numerous lamps and small lights around room, instead of one big ceiling light * Jukebox that plays selected relaxing noise * Have a phone available at all times that can reach all 4 tiers of Wellness Coordinators through text messages and voice calls * Install a bulletin board that allows students to leave positive notes for others after their visit. * Provide a method of communication between room users and Chestnut staff, like a feedback form, to recommend other wellness activities and any other feedback * Provide trivia games * Provide Yoga Mat |
| H2, G3, K3, B4, B5, B6, B7, C7 | Users are offered a safe haven for privacy and relaxation  The purpose is to allow users to self-reflect, meditate, or engage in private activities, isolated from the outside world | * The room has a lot of space for people to move furniture around (like beds and beanbag chairs) to sleep and lounge in, except for a coloured path on the floor that people cannot lounge in to allow a walkable passage between the entrances * Provide noise-canceling headphones * Provide curtains which blocks 99% sun lights, offering people to sleep or meditation * Have a corner with iPads/Tablets installed (fixed), where the only features accessible are wellness resources * Have audiobooks installed on Kindles, which can be listened to through provided headphones or speakers * Embed a small corner of space with monitors installed that provide wellness resources * Provide a heated or weighted blanket * Provide an isolated corner to relax in, so one person can be surrounded by wall |
| N2, E3, N3, C4, B5, C5, G6, H6, I7, L7 | Users are able to engage in activities that they likely did when they were younger  The purpose is to give users a nostalgic feel upon entering the room, as the room serves as a passage or escape to the past | * Hollow tree trunk entrance shape with a wooden panel as a door covering * Jukebox that plays selected relaxing noise * Filtering light from the window modeled after a forest canopy * Shelf of books (fiction) * Have audiobooks installed on Kindles, which can be listened to through provided headphones or speakers * Have different cabinets storing non-digital wellness resources (i.e. books) that can be accessed by anyone * Provide a kinetic sand bucket, or play-doh, or some other modeling clay * Provide stress ball accessories that people can take with them * Ball swimming pool like in the trampoline arcades * Have mattresses (like high school gyms) installed on walls that can be taken down anytime for students to have an extra place to rest on |
| F2, H2, B3, G3, C4, C5, I5, B7, K7, | Most of the space is dedicated to an open reading lounge to encourage a space to read mental health resources. A 1-on-1 office room is alternatively provided. | * Existing wellness room and most of the study room’s walls are removed so that it is an open lounge * Majority of the floor is painted a colour except for one path leading to the only room in the space * Painted space is full of beanbags, cushions and normal, heated and weighted blankets that can be moved around * There are also bookshelves and coffee tables with wellness and fictional books, and magazines on the coffee tables * Path leads to a 3-person max capacity soundproof office room with a table and 2 chairs * Office room has empty shelves for staff to put what they want on it |
| G2, D3, O3, B4, C4, C5, E6, G6, | Primarily ensure that the room is flexible to be used as an event space in addition to office and drop-in, providing many activities | * Made into 1 entire soundproof room with two sliding walls that separate the room in 3 parts. Either or neither wall can be pulled close to section the room into two rooms * Drop-in third: contains kinetic sand, metal puzzles, paper shredders * Middle section: contains bookshelves, pamphlets and iPad * Office third: contains table and chairs with indoor fountain * Many lights in all three sections |
| D3, E3, F3, K3, P3, C5, C6, G6, B7, C7, K7 | Room is split into four cubicles to allow more individual control of what the room is used for | * Entire space is split into four soundproof rooms, two of them facing outside windows, and are provided individual black curtains * Each room has coloured lighting they can individually change, aroma oil smell, speaker system, and projector * Each is AI door locked * Rooms have trivia games, kinetic sand, metal puzzles, and mental health books * Two rooms have beanbag chairs, cushion and heated blankets and the other two have an office chair and desk |
| N2  N3  C4  E5  I6 J6  C7 D7 F7 | **Biomimic…** | * Hollow tree trunk entrance shape with a wooden panel as a door covering * Filtering light from the window modeled after a forest canopy * Shelf of books (fiction) * Install a bulletin board that allows students to leave positive notes for others after their visit. * Provide visual and sensory information such as smell and the touch * Provide a researched guide with instructions to breathing exercises * Provide an isolated corner to relax in, so one person can be surrounded by wall * Provide a hammock to lie in * Add soundproofing ideas |
| G2, G3, G4, H5, M6 | This design focuses on the management of noise and sound . It emphasizes soundproofing and creates wellness through relaxation music .  The design could also be used only by voice | * The part of the room soundproof and for event space is separated from the communal space by a wall that can slide to increase the capacity of the event space * Provide noise-canceling headphones * Vocal assistant that can add events that are dictated by the wellness coordinator * Provide a recorder for people to record their sound/words, provide voice-mutation function * Provide instruments such as keyboards |
| J2, B3, C4, B5, C6, K7 | Isolated library | * Two Separate Wellness Rooms: keep the current opaque wall, and people cannot traverse the wall * Provide adjustable human centric lighting that can only be controlled by Wellness Coordinators. Lighting can be adjusted based on “season” * Shelf of fictional books * Have audiobooks installed on Kindles, which can be listened to through provided headphones or speakers * Induce wellness through aroma oils (while bearing in mind allergies) like olive, jojoba, and coconut oil * Provide pods or personal spaces in the room similar to cocoons that can be used for meditation, napping, and relaxation |



