15.4.5 Lounges

Lounges are social areas where people may gather to talk, read or watch television. The lighting should contribute to a relaxing atmosphere. This can be achieved by providing sufficient light for reading in some areas, low light levels in others, taking care to avoid reflections of light in the TV screen, and by providing some emphasis on important features of the space, such as pictures. Illuminance uniformity is not important for lounges but the integration of the lighting with the architecture is. Flexibility through preset 'scenes' provided by a preprogrammed control system is an attractive option.

15.4.6 Dining halls

The dining hall is where residents gather for meals. The ambience can vary from that of an expensive restaurant to that of a youth hostel, although the latter is more common. Where meals are collected by the residents from a servery, on trays, the usual approach is to provide uniform lighting over the tables, although some interest may be created by lighting particular features of the dinning hall. Localised lighting is provided over the servery itself and infrared downlights are often used to keep the food warm.

15.4.7 Games room

Games rooms may require special lighting depending on the games played and the standard at which they are played. Extensive advice is given in SLL Lighting Guide 4: *Sports lighting*. However, for games played primarily for amusement, uniform lighting producing a minimum maintained illuminance of 200 lx at floor level is sufficient. If fluorescent lighting is used, high frequency electronic control gear should be used. Further, the décor should be plain, particularly where high speed movement is involved, e.g. table tennis.