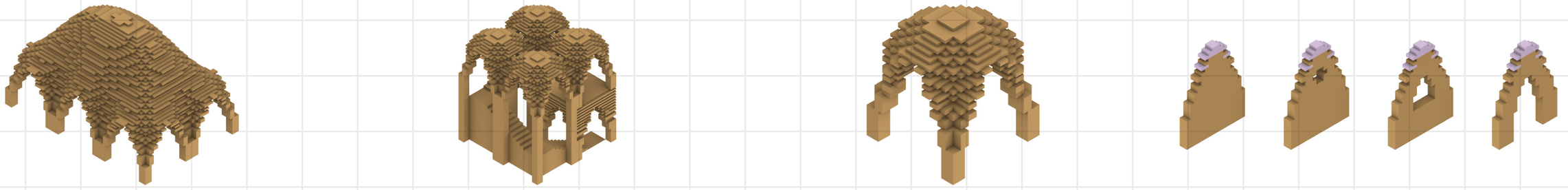
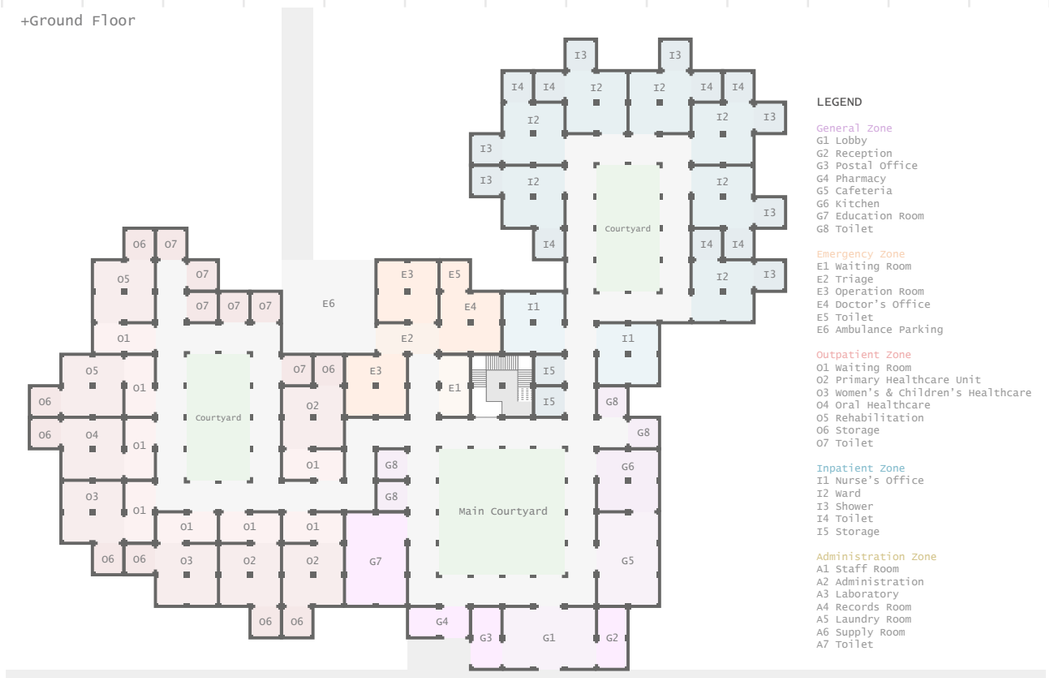
CARE +THY



The main concept of CARETHY+ is to create an adaptable tool to locate and design a healthcare center, which will incorporate the scale, layout, functional and structural requirements along with constructability.
CARETHY+ offers a solution for both small and large scale of facilities, while focussing on the large scale - and designing of a major healthcare facility. The process is gamified, since we imagine the project to allow a high degree of user participation in order to empower the displaced refugees and make the healthcare center highly customized to their needs.

+Ground Floor



LEGEND

General Zone
G1 Lobby
G2 Reception
G3 Postal Office
G4 Pharmacy
G5 Cafeteria
G6 Kitchen
G7 Education Room
G8 Toilet

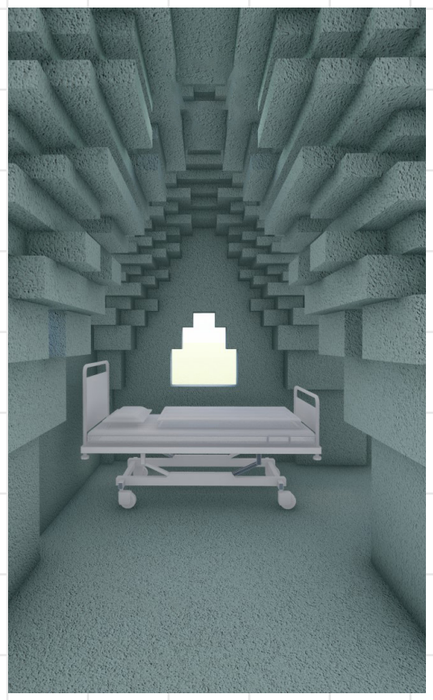
Emergency Zone
E1 Waiting Room
E2 Triage
E3 Operation Room
E4 Doctor's Office
E5 Toilet
E6 Ambulance Parking

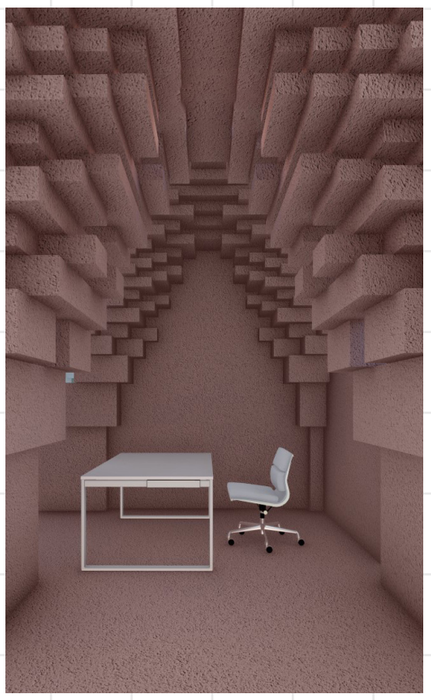
Outpatient Zone
O1 Waiting Room
O2 Primary Healthcare Unit
O3 Women's & Children's Healthcare
O4 Oral Healthcare
O5 Rehabilitation
O6 Storage
O7 Toilet

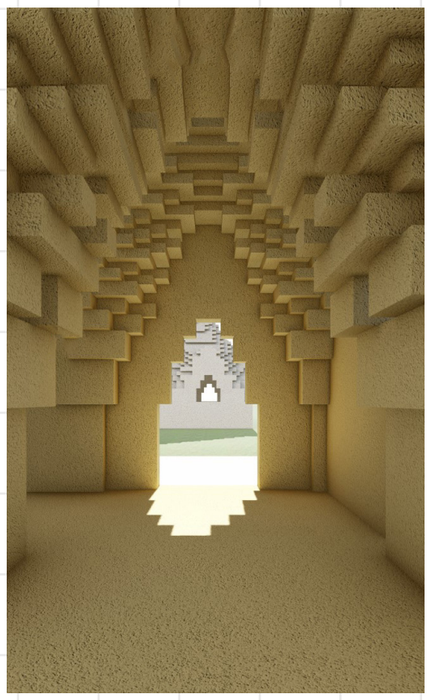
Inpatient Zone
I1 Nurse's Office
I2 Ward
I3 Shower
I4 Toilet
I5 Storage

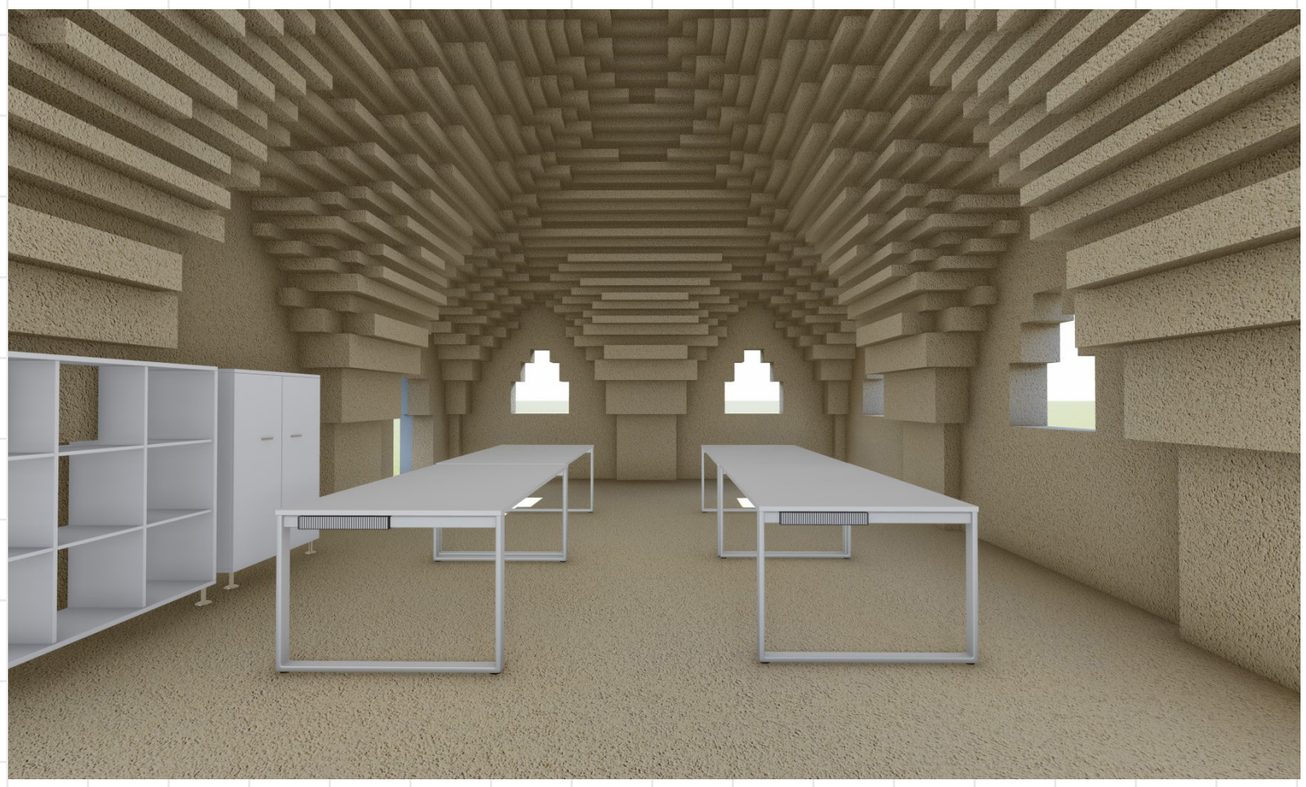
Administration Zone
A1 Staff Room
A2 Administration
A3 Laboratory
A4 Records Room
A5 Laundry Room
A6 Supply Room
A7 Toilet

N
1:100

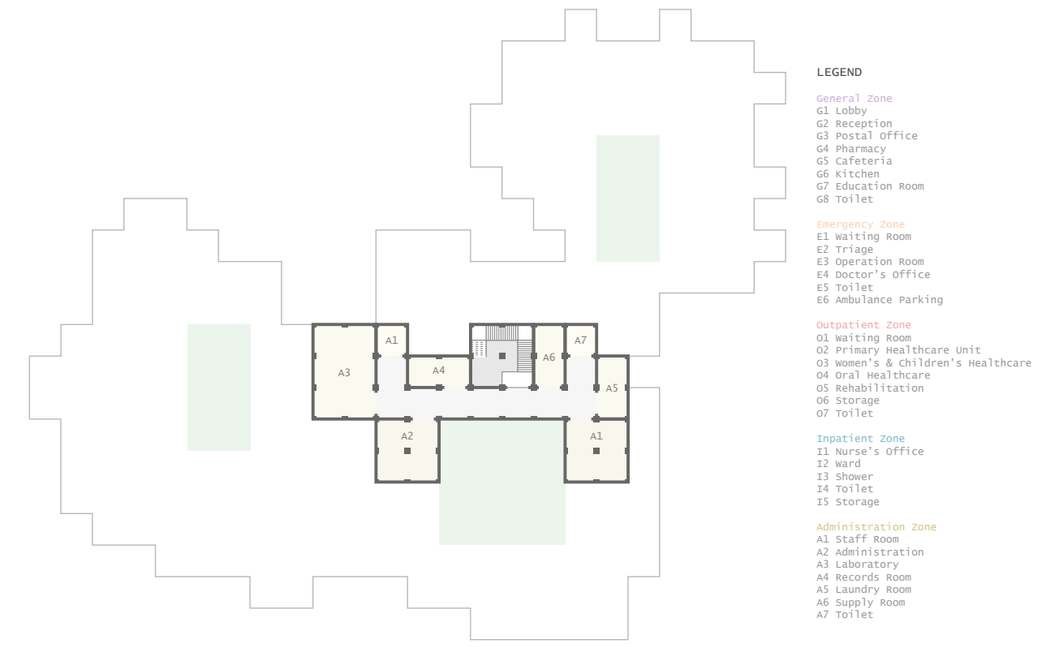








+First Floor



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N
1:100

The CARETHY+ game follows a simple rule set which works on the principle of evaluation and improvement each time the player plays the game. The presented configurations is improved based on optimizing circulation and adjacencies of functions.

The construction of the project is based on the principles of Gothic Architecture. The main principles taken forward are the architectural proportions and structural stability, and these are applied to adobe construction techniques.