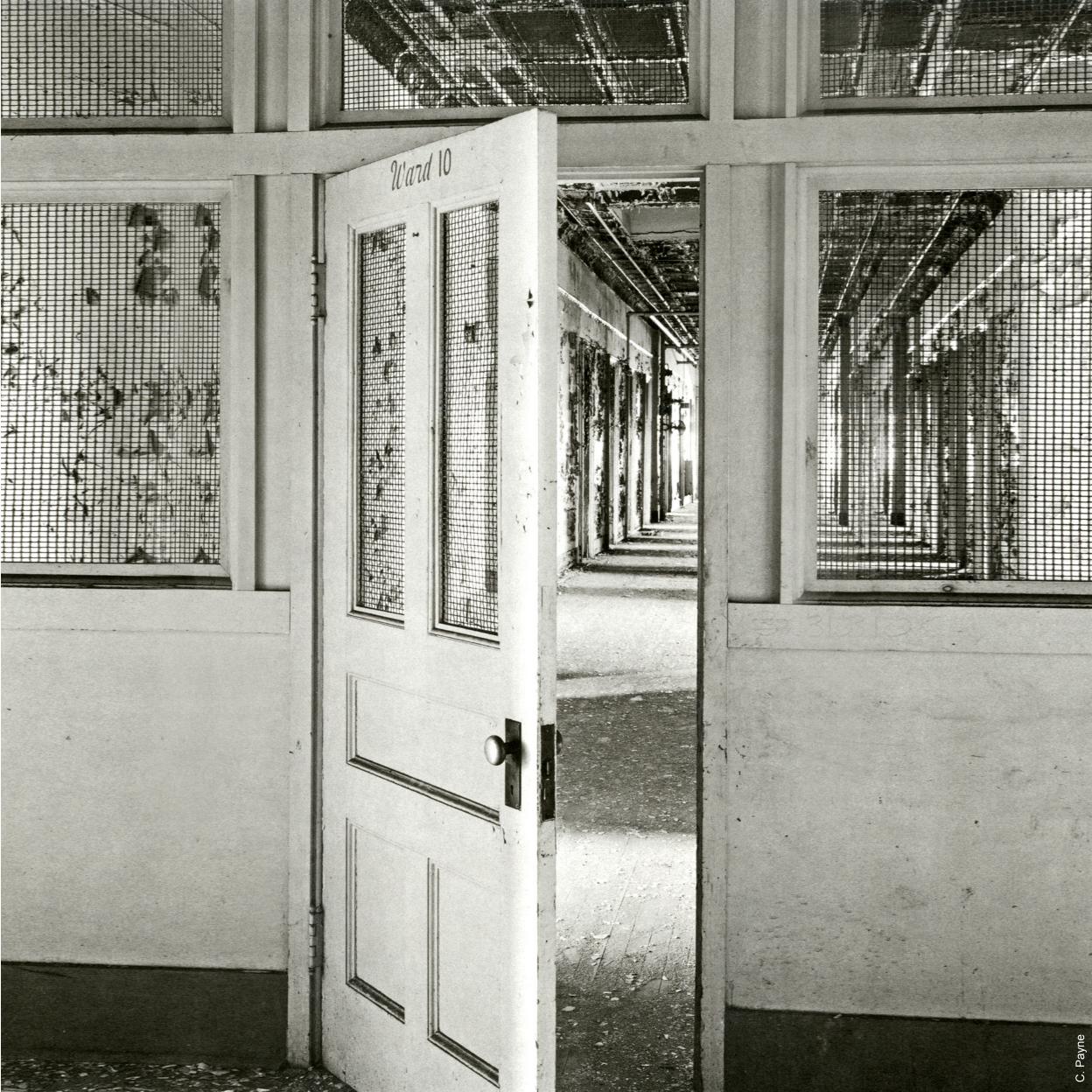


| Problem Statement |

How can architecture and environment influence the re-establishment of psychiatric stability in the mentally ill?



| Project **Typology** |

South Dakota Satellite Psychiatric Facility

| Claim Under Investigation |

Architecture can facilitate
the integration of spacial
context and parameters
with the challenge of meeting
the psychiatric, physiological,
biorhythmic and social needs of
the mentally ill patient.

| Theoretical/Unifying Idea |

Design plays an important role in creating a therapeutic environment where the mentally ill can receive appropriate psychiatric attention, while simultaneously protecting the patient and society from dangerous situations.

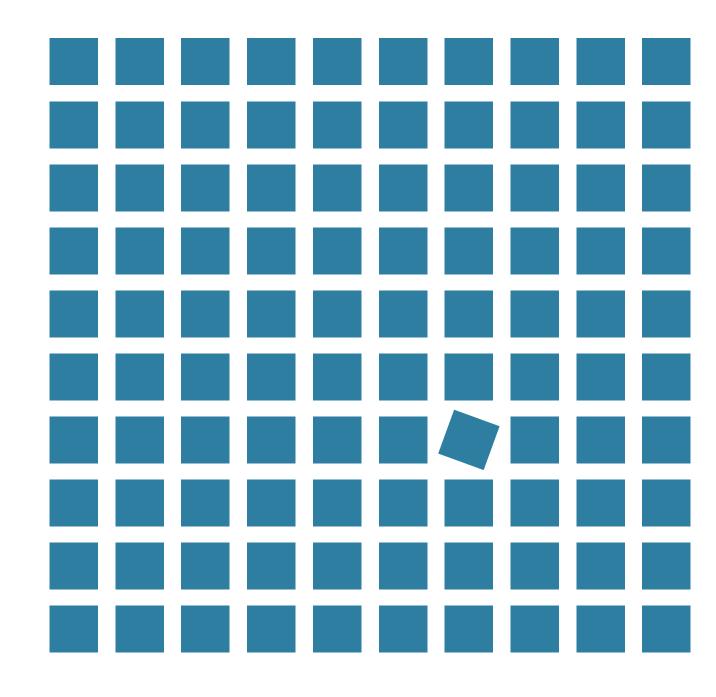
The general public has a distorted view of those who suffer from mental illness. Cinema production often times portray the mentally ill as people who hear voices to kill and be disruptive; vary rarely does cinema demonstrate these people can recover and be productive in society.



Similar to the structure of a light bulb, the brain operates as the outer bulb [structure], the production of, light within the bulb is similar to the result of the minds activity. When the brain has incorrect physical connections, it is reflected in the mind as abnormal perceptions, disorganized thinking and inappropriate behaviors. This is the basis for mental illness.

BRAIN | MIND

In any given year within the United States, one in four adults 18 and older will experience a mental illness, which is approximately 57.7 million Americans.



| A mental disorder or mental illness is a diagnosable illness that affects a person's thinking [or] emotional state and disrupts a person's ability to work or carry out other daily activities | Mental Health First Aid

OCD

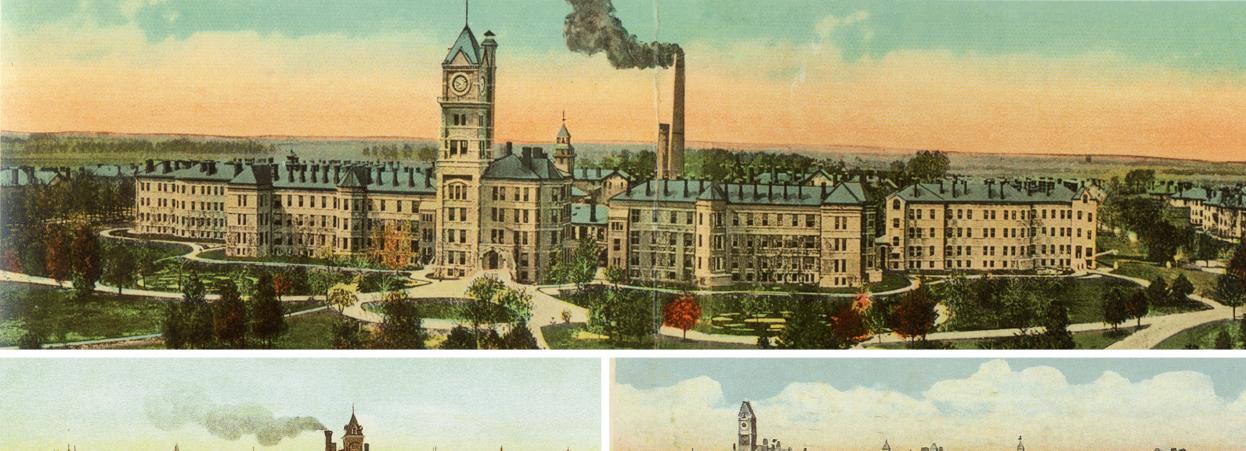
mental illnesses are divided into two categories called Axis I and Axis II. **Axis I** psychiatric (mental) illnesses are driven by abnormal brain chemistry. **Axis II** psychiatric illnesses are related to defects in personality that are influenced by experiences and environment.

Schizophrenia is the most severe of all mental illnesses. The most common symptoms include auditory hallucinations, visual hallucinations, delusions (fixed false beliefs that do not fluctuate with contrary evidence), disorganized thinking and disorganized behavior. Patients who suffer from schizophrenia struggle with differentiating what is real and what is not real in their environment.

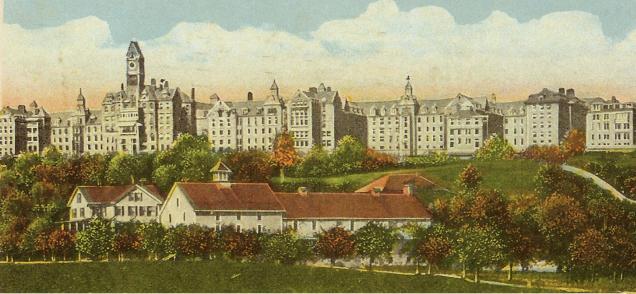
Bipolar Disorder is an illness <u>affecting emotional control</u>. Bipolar Disorder presents with **extreme emotional highs and lows**. The emotional dysfunction associated with Bipolar Disorder often results in racing thoughts, grandiose delusions and strange behavior.

A <u>combination</u> of **Schizophrenia and Bipolar** disorder is called **Schizoaffective Disorder.** This mental illness is characterized by the <u>emotional fluctuations of Bipolar Disorder</u> in addition to the <u>hallucinations</u> and unusual **delusions of Schizophrenia**.

Major Depression is one of the <u>most common</u> of all mental illnesses. While sadness is a normal emotion that everyone experiences from time to time, Major Depression is an **extreme form of sadness and despair** that results in an <u>inability to be motivated</u> or perform daily activities.





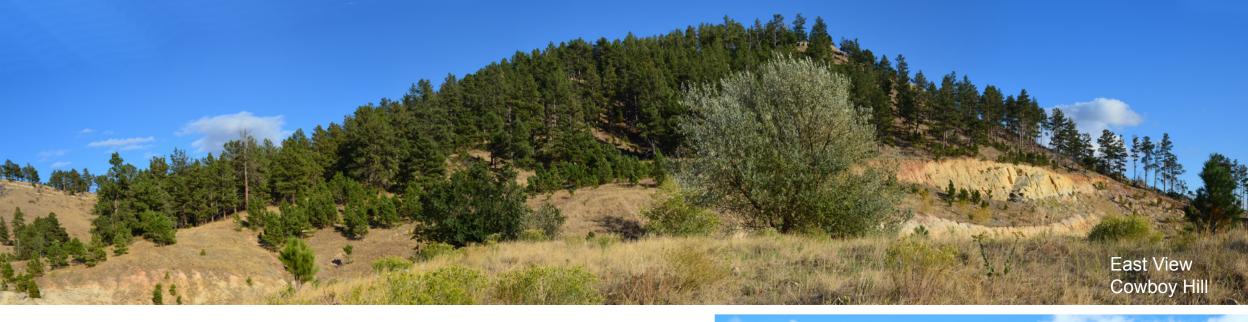






|Region| South Dakota's current psychiatric hospital |Jamestown| is located in Yankton, SD. This single State hospital services the entire state of South Dakota, as well as five surrounding states |Rapid City| (Nebraska, Iowa, Minnesota, Montana |Yankton| and Wyoming). |Major cities| |Proposed city| |Surrounding Psychiatric Hospitals| Description

Site



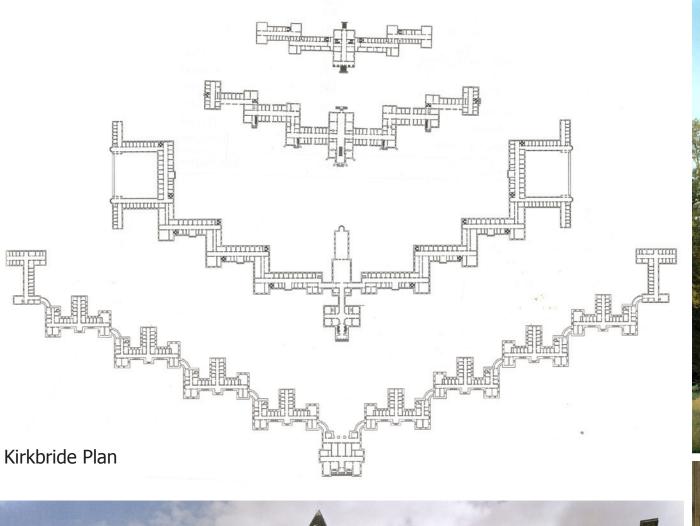
Because society utilizes space to distance its' most challenging and difficult citizens, the distance from the proposed site to the city proper provides a security boundary.







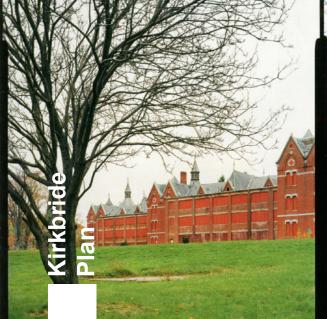








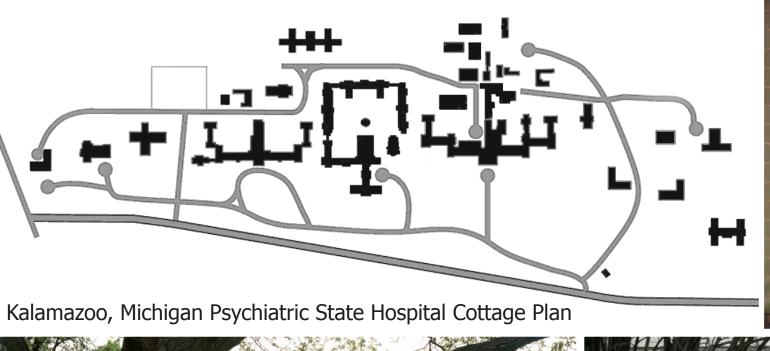








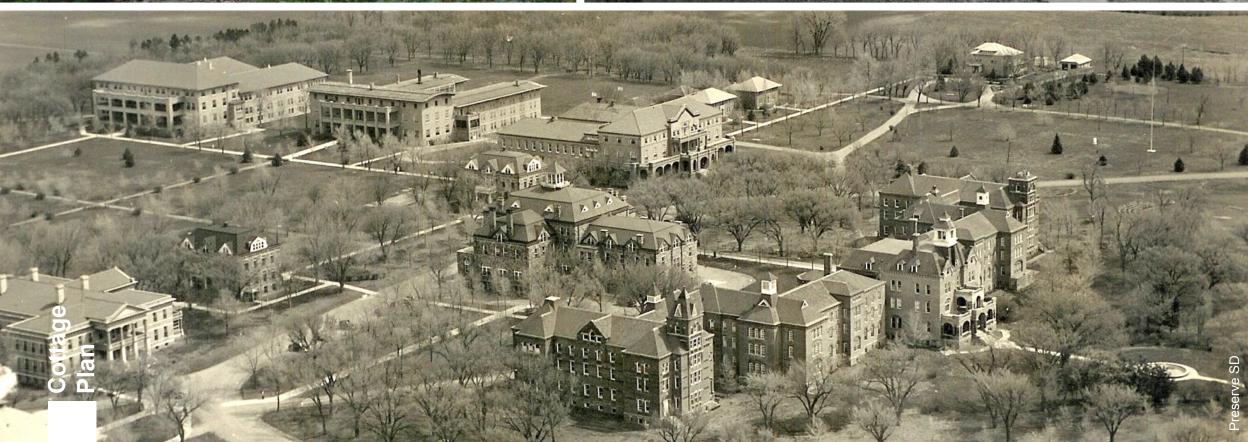
















Main Facility Second Level

Clinic 23

Medical Storage 24

Lab Work 25

Pharmacy 26

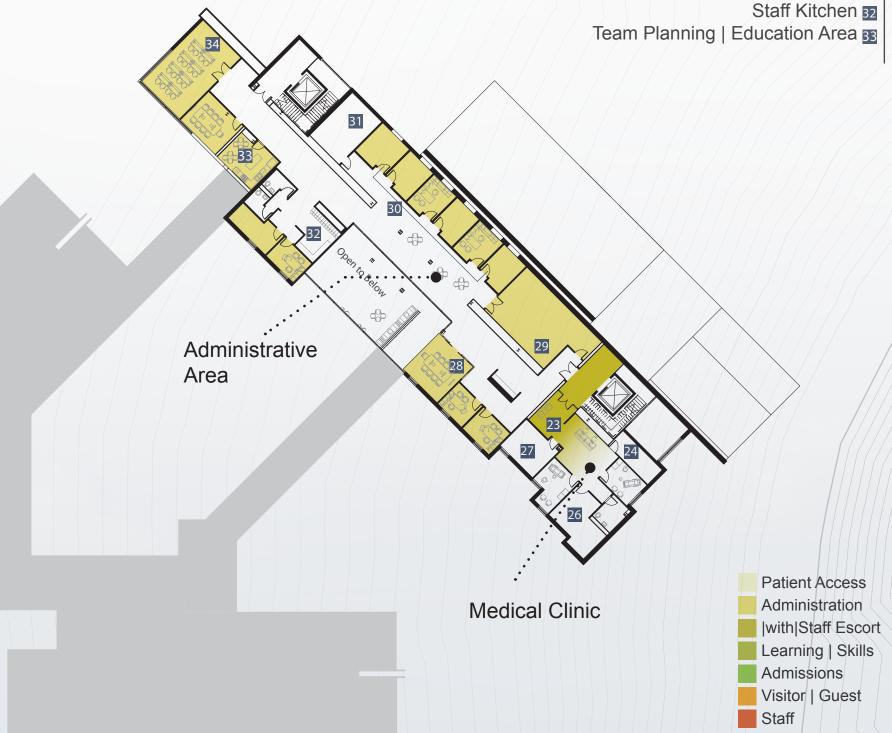
Conference Room 27

Medical Records 28

Doctors Office 29

Mechanical | Janitorial Closet 30

Copy | Locker Storage 31



1 | 30scale

Main Facility
Second Level 9,106 sq ft

Patient Cabin Second Level

Staff Common Space 34

Staff Kitchen 35

Planning | Meeting Room 36

Office 37

Mechanical 38

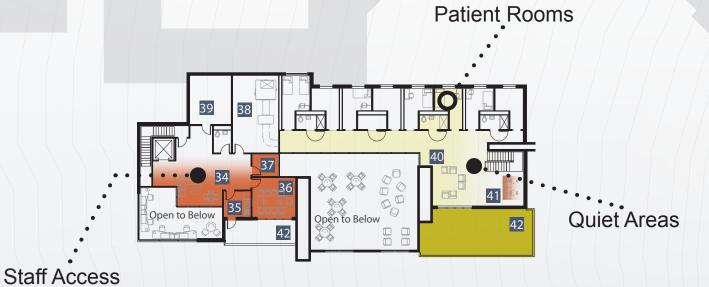
Patient Storage 39

Common Space 40

Nurse Station 41

Outdoor Access 42

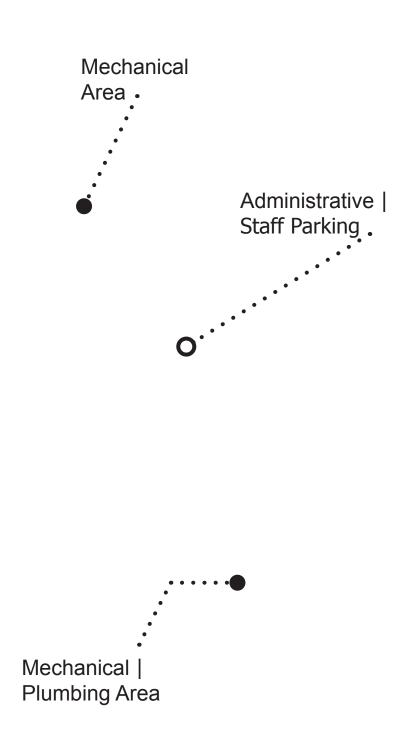
Patient Cabin Second Level Similar 5322 sq ft



Patient Access
Administration
| with | Staff Escort
| Learning | Skills
| Admissions
| Visitor | Guest
| Staff

1 | 30scale

Patient Cabin
Second Level 5051 sq ft







As psychiatric patients recover, reading and multi-media entertainment are critical to restoring concentration and attention. Patients often 15 foot ceilings to enhance an congregate in the library open feeling. Earth-tone wooden to study about their mental ceiling to de-institutionalize the illness, listen to music, environment and enhance an open watch movies and read their local newspapers. Library settings offer a "normalized" environment for social feeling Suspended ceiling lights with 5 pound pull weight restrictions interactions. Large, heavy comfortable lounging chairs Floor to ceiling windows for lighting and view-Accent stone tiled fireplace for comfort and atmosphere Books, tapes, books on tape, CD's, newspapers computers Neutral patterned carpet for noise reduction





Earth tone wooden ceilings to de-institutionalize the environment

Floor to ceiling bubble water features to promote calming emotions through sight and sound

Large landscape windows overlooking the horizon

 Aroma therapy sections with pleasing smells

Solid floor tiles to reduce visual stimulations (hallucinations)
Tiled floors for cleanliness

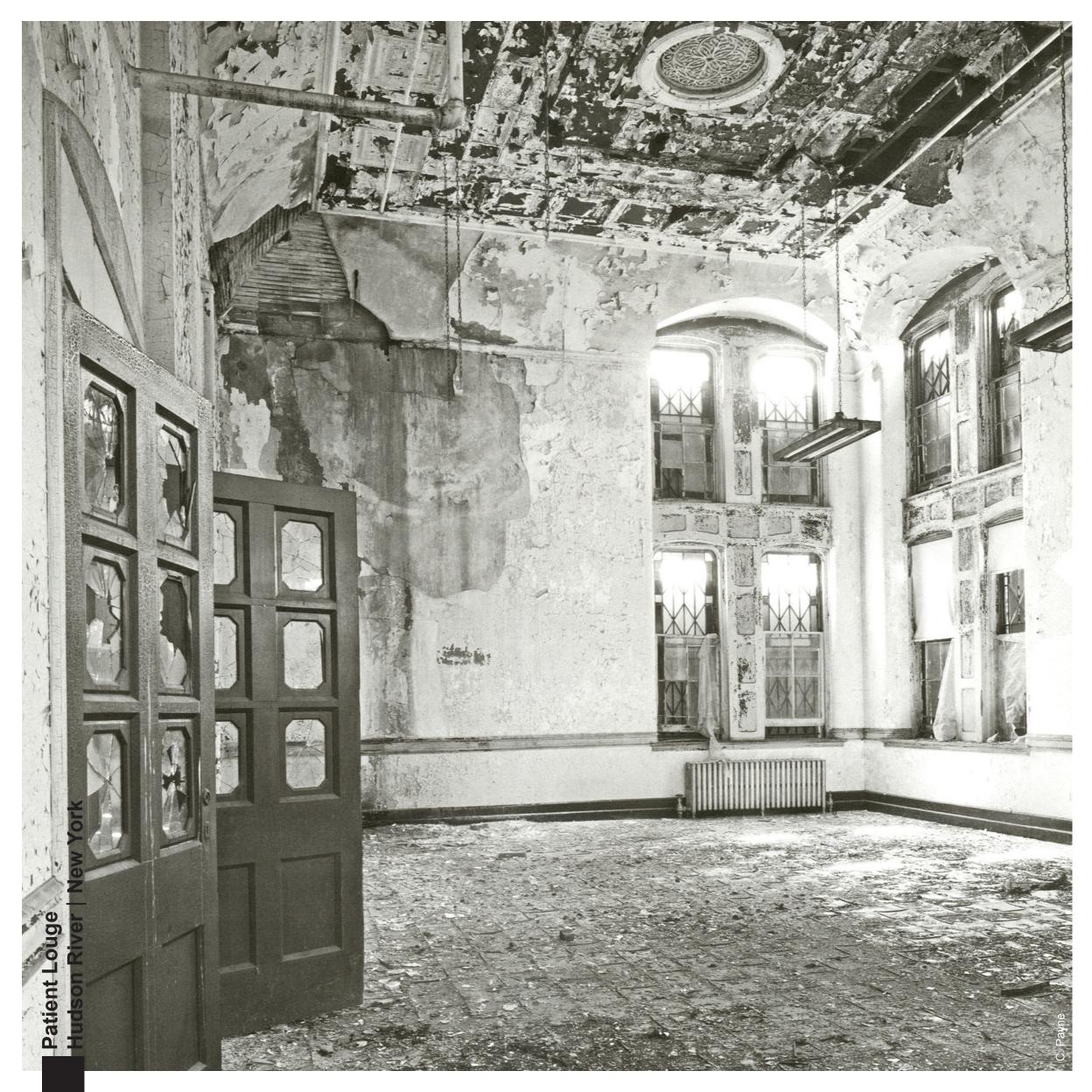
A Sensory Experience
Psychiatric patients
spend a great deal of
time walking the hallways.
These spaces are critical
to orienting patients to
their environment as well
as offering open areas
for quiet meditation and
social interaction.

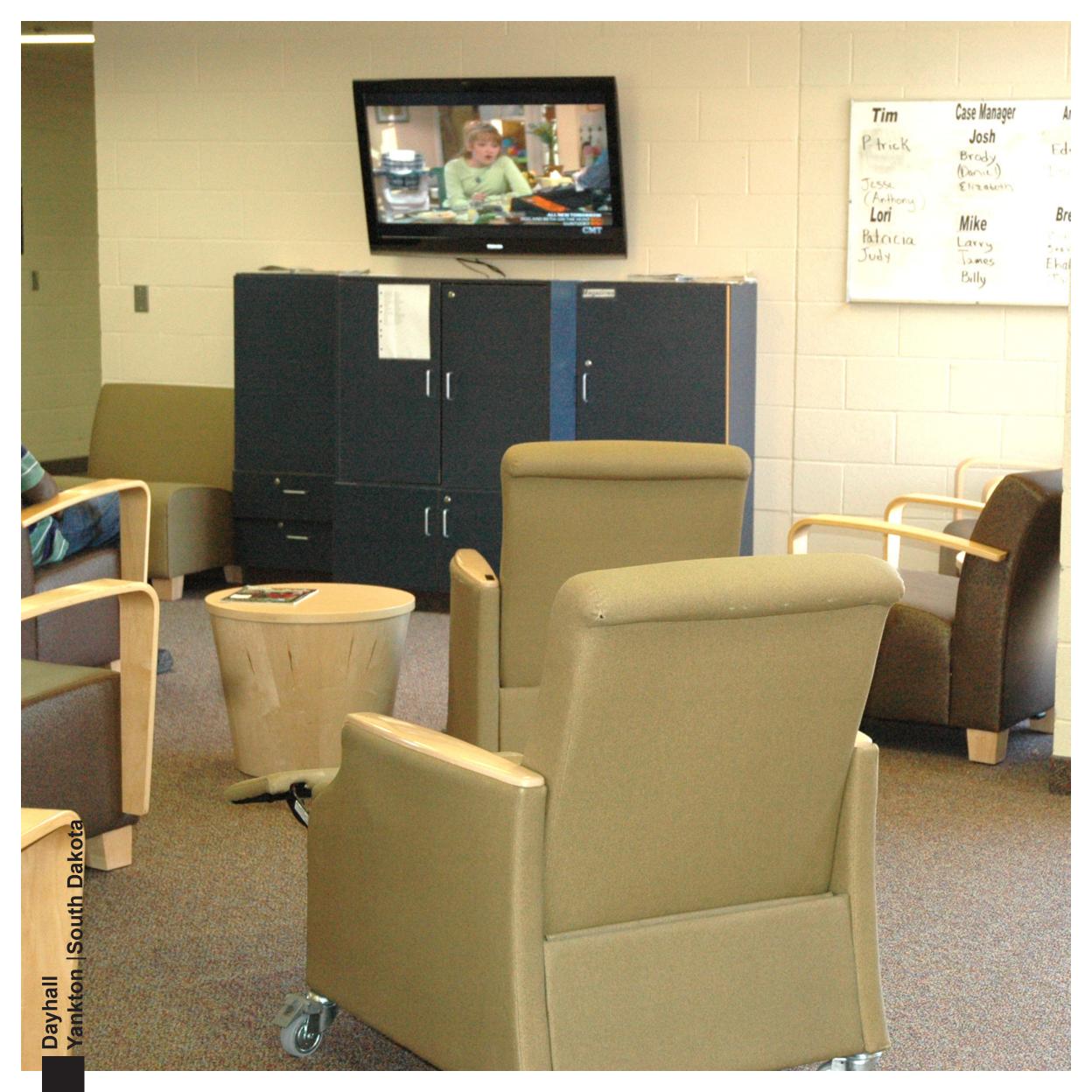
Spacious, comfortable lounging chairs and coffee tables to encourage participation in social interactions





Patients respond positively to the and the analysis of the outdoors. Trees strategically In this unique space, patients spaced within the have an opportunity to warm central section of the themselves in the sunlight, enjoy garden, away from the gentle sounds of a waterfall, rooftops (to discourage engage in playful activities and unauthorized leave from build social relationships. the hospital) Rippling waterfall wall for senses stimulation Wood mulch fragrant flowers and to reduce flowering plants for the potential for broken sense stimulation and windows • patient therapy. Retaining wall benche Low level shrubs along perimeter of the garden Concrete walking paths lined with colorful shrub and bushes





Enclosed upper level to ensure patient safety Open to Below second level for a less institutional atmosphere Accent stone tiled fireplace for comfort and atmosphere 180° Swing doors Pocket doors for security and safety on patient rooms on bathrooms Large, heavy comfortable lounging chairs Wooden floors for cleanliness and infection control . Separate dining area Neutral patterned carpet from lounging area for noise reduction









