## 8 Center for Children with Special Needs <br> Located in Fargo, North Dakota

## Introduction

A new trend steering the healthcare industry is becoming more and more popular. The trend is a push towards moving specialized healthcare fields outside of main campus hospitals and into smaller scale environments in order to promote and sustain a proven healthier and quicker recovery for patients with special needs.

The "Center for Children with Special Needs" utilizes this idea by creating a children's healthcare facility placed within a residential neighborhood and constructed in such a way that it gives the child control over their environment, making sure to sustain the idea of 'child as client. To successfully attain this goal, quality of experience will be achieved through craft, context, beauty and sincerity, leaving behind the previous healthcare mindset of cold, sterile environments for a more desired approach which utilizes the elements of comfort and familiarity.

## expressive potential



The site is located at the Northeast corner of 17 1/2 Avenue North and Elm Street in Fargo, North Dakota. The site has enormous potential as it is located adjacent to a residential neighborhood, Elephant Park, and the Red River. The nature of these surrounding features support the child familiarity ideology as well as offer numerous possibilities for design potential.

A key feature to the site is the adjoining park to the North, which if utilized correctly can offer an important link between recovery and nature, which has been proven to be beneficial in child health and speed of recovery

## "Child as client. While developing a

 design for healthcare environments, it is important to stay in contact with the people we are designing for; children and families. (source unknown)Expanding the body of knowledge cultivated throughout the programming phase, it was necessary to follow the initial design directives in order to create conceptual relationships between the aquired information and the site issues. This process helped derive a design solution which was taken and further development to expose its maximum potential. Three conceptual forms were created which helped humanize the site as well as offered three different points of departure. They were:

## 1 Perception \& Scale

## 2 Humanizing Characteristics

## 3 Neighborhood Context

Ultmately, the "Neighborhood Concept" was chosen because it had a scale and overall design sense about it which was worth investigating to uncover its full potential. Design development helped expose its conceptual potential and brought a series of plans and elevations, which in turn were continuously redeveloped in order to establish its expressive potential.


There are a total of nine houses that will need to be acquired in order to support the layout and function of the facility. One of the nine will support the link between Elephant Park and the children's healthcare facility.


## footprint for wellness



A barierfiree play area uses accessible playground equipment and many variations of paths to combine
fun and interest into one area. The city of Fargo does fun and interest into one area. The City of Fargo does not yet contain an acceessible park, therefore develop-
ing the Northwest corner of the Children's Center property into an accessible park responds to this design idea.
Providing children with disabilfites the chance to enjoy an aspect of tife not readily available is important to the enhancement of their young lives. Incorporating
various play nodes as well as providing pathways and links for waytinding increases the parks desirability.
Because of the park's location, a visual ink alread connects the accessible park with Elephant Park
situated to the North. To further compliment the accessible park, more property will need to be obtained to create a successitulink between the two parks. This ideology brings both disabled children and nona heichtened experience for one and all to entiov a ating


## healthful space conditioning



## play pavilion



The "Play Pavilion" provides a therapy and play space for both sick and well children by creating two like spaces linked together by an interior corridor or an exterior wellness courtyard: These spaces utilize the warming elements of timber and masonry juxtaposed against the soft quality of glass, which provide both daylighting and views to the outside.

Incorporating sott, yet exciting colors provide a fun, famillar and comfortable atmosphere for the children. The beauty of the heavy timber jointery, and the organic volume of the space allow for a quality spatial experience.
"The essential experience derived from its forms, spaces, colours, textures, and scents is one of healing. The environment helps to strengthen the will, believed to be essential to the process of self-healing and rebalancing the individual.

Erik Asmussen

## family pods



The "Family Pods" provide a private acclimation space for the child and his/her parents. Accessible by staff, each pod is linked with the main building yet also has individual access for family and friends.

The theology behind providing individual spaces to a family is to create a familiar atmosphere for the child while both child and parent learn to adapt with their new disabilities. The link provides staff support as well as any necessary internal functions.

The desire for parents to participate and learn proper care for their child is an important factor for both child and parent. The aesthetic of the pods create a familiar and comforting environment for all and because of its setting within a residential neighborhood, it heightens the sense home.

Understanding the children's intrinsic desire to cognitively control their sense of place is crucial in the overall success of the design.

## art avenue


"Art Avenue" is a circulation link which provides an exciting environment for the child. Following the subtly curving path of the dividing wall, it is brightly exposed to the sky through a series of overhead skylights.

Filled whith child fantasy familiar elements, it turns what could be an ordinary corridor into a veritable fun house for the child. A key element to "Art Avenue" are the interactive art centers, which let each child design a work of art to be left behind for the next child to see and then re-create for the next lucky onlooker.

Once again, fun yet comforting colors are obtained which provide a delightful experience. Textures also come into play as natural daylight bounces off the masonry wall giving subtle change to the adjacent plaster walls.
"Children who are well-surrounded by families and by caring medical staff have quicker response time in healing

## process

The developmental process in design begins with basic line sketches. These graphic representations distill important design information into its purity. The evolution can begin with simple forms until manipulated several times over in order to resolve a solution into a completed design thought.

Schematic design can be thought of as "graphical serendipity" - meaning a series of graphical events taking place in order for discovery and maturation of the design evolution.

The schematic phase is important to a project because it is where design begins.

## "healthy wall"

Many technical issues dealing with infection control have extreme importance in the design of a healthy children's facility. Others issues dealing with humidity, sound control, thermal envelope, sustainability and future flex also have an important role in the design of healthcare environments.

The 'Center for Children with Special Needs' accounted for these technical issues by developing a "Healthy Wall" system. Heavy timber being the main structural system is clad in a special structural insulated panel system that provides the wall with the technical aspects, yet keeps the innate aesthetic value of the timber. The exterior wall is designed in such a way that it is allowed to breath, and the interior finishes create a comforting environment that alleviates mold, allergens and bacteria from becoming present.

