

FLUX

SUBMITTED BY:
ESA

DESIGN TEAM:

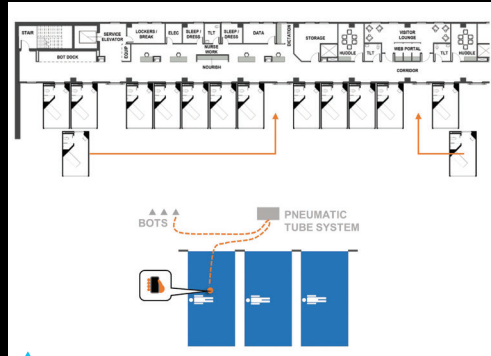
Matt Childress, architect; **Andrew Greene**, architect; **Zach Smith**, architect

THE CONCEPT:

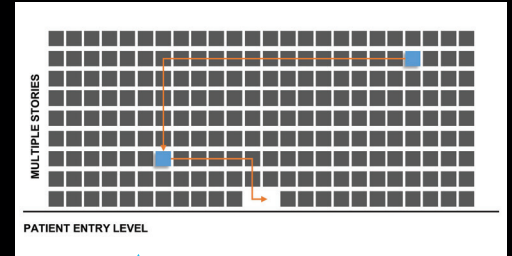
FLUX: continuous change, passage, or movement.

The hospital is full of constantly moving pieces, but are we moving the right pieces? The primary goal of this project is to keep people fixed by creating an architecture that is constantly adapting to meet their needs. By doing so, we can create better patient outcomes, more efficient nursing units, happier employees, and a more personal type of care.

This project seeks to refute the notion that our healthcare facilities are using the correct methods of movement. The wrong pieces are being moved. They are being moved longer distances than should be necessary. Our current codes and ideas of what a healthcare facility should be are rapidly becoming dated. We need to start moving the right pieces. This will create better patient outcomes, improved efficiency, and more overall satisfaction of workers, patients, and visitors.

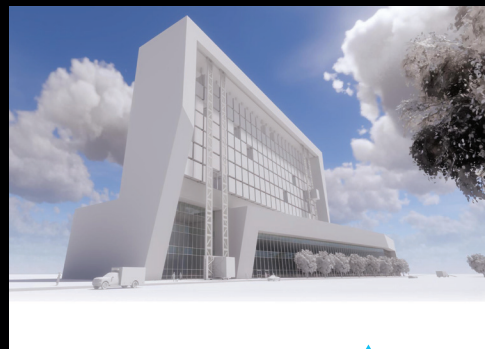
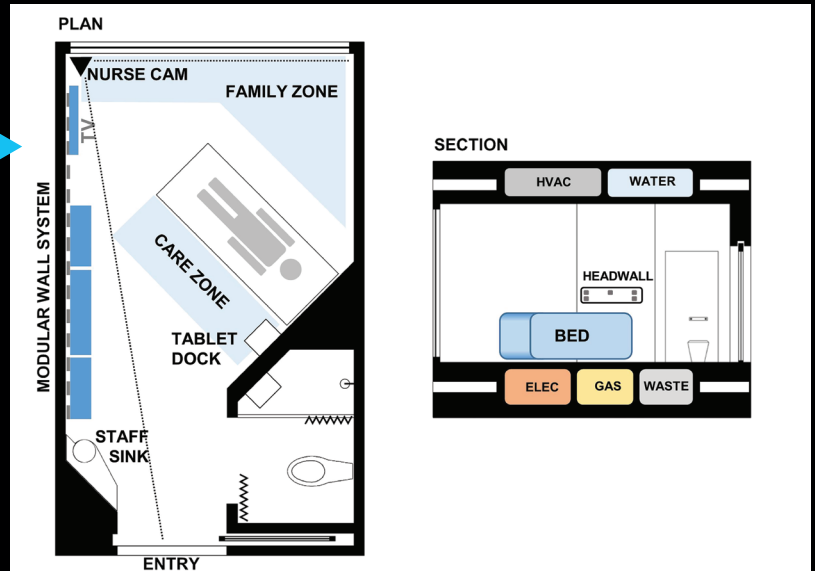


Typical patient care floors maximize efficiency via short distances and automated supply transport.



Patient occupied pods move to any desired location.

Mobile universal patient pods are self-sufficient.



The proposed adaptable concept could be utilized for a number of site types.

Pods can be arranged in any manner to accommodate departments and staffing ratios.

