

PARAMETERS/ REQUIREMENTS FOR DESIGNING INCLUSIVE STUDY SPACES						
USERS (UTENTI)	GENERAL TOPICS (ARGOMENTI GENERALI)	SUBTOPICS (SOTTARGOMENTI)	NEEDS (ESIGENZE)	REQUIREMENTS (REQUISITI)	DESIGN SOLUTION (SOLUZIONI PROGETTUALE)	
For all users, mostly for users that have reduce mobility, visual conditions	Urban	1) Mobility 2)Context	1) <b>Connection with the city:</b> Allow people enter freely to the space without barriers.	1) <b>Connection with the city:</b> The project must have a direct connection with the exterior. This means it has to be notable the existence of the project. Connection with the exterior pathway (pedestrian and bicycle) allow the people enter freely to the space. Avoid architectural barriers, for example the entering gate facing Corso Garibaldi.	Mobility	1) <b>Connection with the city:</b> Four squares (plazas) were design for the welcoming of the users from different points of entrance.
			2) <b>Accessibility:</b> Entrances and circulations must be for all people.	2) <b>Accessibility:</b> It is mandatory to guarantee the all access to every user. Users are all in the same level of necessities, all people need to move and transit in the area without obstacles. Access must be signposted in order to guide people. The use of different floor materiality can be a tool to evidence the entrance. Texture in walls or floor in order to guide people who has vision problems. Appropriate circulation measurement for high level of accessibility are crucial for the comfort of the users. It assures the good mobility for pedestrians, people arriving in bike or scooter. Bicycles and car parking must be contemplated and also other types of transportation such as a wheelchair. Architectural barriers such as furniture in the middle of the circulation, a ramp that ends in a stair, no ramp when there is a slope are not allowed.		2) <b>Accessibility:</b> Numerous entrances in different points of the area. Texture pathway all around the area guiding users with visual difficulties. Circulation is well define this permit no obstacles for a free and comfortable mobility.
			3) <b>Definition of the spaces vs circulation:</b> Determine circulation from other uses.	3) <b>Definition of the spaces vs circulation:</b> Define somehow which space is a permanence and circulation. This strategy serves for avoiding obstacles, respect of the activity inside the permanence and to determine where people can gather and where they transit.		3) <b>Definition of the spaces vs circulation:</b> Change of texture between circulation and permanence. The measure of the circulation is proportional to the size of the interior space.
			4) <b>Outdoor and Indoor Mobility:</b> Moving from inside to outside should be comfortable for everybody.	4) <b>Outdoor and Indoor Mobility:</b> Free and comfortable moving in the space (wheelchair radio is important). The distribution of the activities has to be well determined so people transit does not interrupt the other activities.		4) <b>Outdoor and Indoor Mobility:</b> Modules are distributed in a way that the mobility between spaces is comfortable. The measurement of the modules and the outdoor circulations and permanences permit the good mobility between both spaces.
			5) <b>Access signs:</b> This signals for entrance to any activity must be remarkable for everyone.	5) <b>Access Signs:</b> In order to inform that the room, emergency evacuation and the entrance room.	Context	5) <b>Access Signs:</b> In the plans the places were the access sign should be placed are pointed.
			6) <b>Relevant with the context:</b> Any construction must contemplate the context.	6) <b>Relevant with the context:</b> Take into consideration the heights of the neighborhood buildings. The project must be design together with the entry area, so the project will look as part of the context. The use of this project will be institutional, however some other activities can take place in regarding the activity of the area. Add an activity of which the area lacks or doesn't exist is important for the dimension of the zone.		6) <b>Relevant with the context:</b> The height of all the project does not clug the context, it blends in it. The materiality of the facade is related with the one in the area.
			7) <b>Maintain the essence:</b> Observe the atmosphere and the common uses of the space and maintain them.	7) <b>Maintain the essence:</b> Preserve the areas essence, which means have in mind that it is a university area therefore the transit of students in different hours will take place in there.		7) <b>Maintain the essence:</b> The focus activity of the project is studying which is consistent with the actual use of the building.
			8) <b>Respect green areas:</b> Green areas must be preserved. Do not constructed in all the lot.	8) <b>Respect green areas:</b> Maintain the green space is crucial, for students health, for the environment and also because is an aim of this competition. Any study roomspace must be related some how with any green area or nature. Also because this area is a big green space that belongs to the city.		8) <b>Respect green areas:</b> Green areas are well design and placed in the accurate places for interaction of the users with them.
		Space distribution	9) <b>Terrain:</b> Take into consideration the terrain levels and adapt the project to the terrain.	9) <b>Terrain:</b> The topography is very important because it will guide the design which type of circulation/access is needed and where. It is important to maintain the slope and work with it, no matter how small it is.		9) <b>Terrain:</b> Only one level is define for all the project, to permit the easy mobility for all conditions.
		Diverse study modalities	1) <b>Modules:</b> The design of the project must be by modules. The design of the modules is free.	1) <b>Modules:</b> For the distribution of the space, it is necessary to create a module that can be replicated all over the place. This module must be designed in a way that any activity can be realized inside. The measurements are free, every participant can decide them taking into consideration the comfort of the user. The shape of the module is decided by the context. It can be circular, square or rectangular any shape that fits in the area that permits all the other parameters.	Mobility	1) <b>Module:</b> In order to organize the intervention area we decided to make a "grid" that occupied the whole space. The grid is modulated by squares that measure 9'5". With this idea we give an order and also helps to identify later the access, the empty and full spaces and circulations.
			2) <b>Empty and full space:</b> Empty space should be green areas and full for the modules.	2) <b>Empty and full Space:</b> The modules distribution must guarantee that there will be free space, this means that just a percentage of the area can be occupied. The full space should be where the modules will be placed and the empty space should be green areas or areas partially roofed.		2) <b>Empty and full spaces:</b> The configuration of the space leave empty spaces that correspond to the green spaces. The full spaces are individual study areas, groupal study areas or leisure areas.
Students, teachers, citizens and staff	Architecture	Furniture	For all modalities: Any project must count with different kinds of studying and interacting to guarantee an inclusive design.	For all modalities		After organizing the modules all over the area. We started to give activities to each module and also to the interior areas. Knowing the activities and necessities of the potential users the following users were contemplated for zoning indoor and group work, relaxation areas, auditorium or meeting room, study areas, library, cafeteria, bar, and other spaces. The spaces are designed according to the rumor and privacy of each activity.
			Individual Group Lecture	Guarantee that students have different ways of studying depending on their preference. Most of the architecture students have and like to work in group because the type of work they have to deliver is on groups. Engineering students study mostly individually because their exams are individual more theoretical. It is necessary to have a variety of spaces where people can eat, talk, rest and relax from the routine. Any design or space configuration must count with the different modalities and have to be equipped with the correct furniture.		
		Indoor and Outdoor spaces	1) <b>Ergonomics:</b> Furniture must fit the people who use them.	1) <b>Ergonomics</b> Students spend a lot of time in this rooms that is why it is important that all furniture complies ergonomically. It is very important because this will help students to have a better performance meanwhile they are studying. Also protects their body and health. All furniture must assure that a wheel chair must be capable to fit in the space with the condition must also feel in an ergonomic position.	Mobility	1) <b>Ergonomics:</b> Furniture with wheels and individual tables with wheels that permit them to be movable and comfortable for users with wheelchairs. The height of the chairs and tables are suitable for wheelchair users.
			2) <b>Adaptable and flexible:</b> Assume the furniture can be placed in the space in different ways.	2) <b>Adaptable and flexible:</b> Furniture must be modulated for any kind of activity, this topic is crucial because is the way how the space is going to be filled. Assume that furniture permits to have different atmosphere.		2) <b>Adaptable and flexible:</b> The furniture can be move and configure depending on the necessity. Tables can be only and form a big table or be individual and chairs can be move depending on the table position.
			3) <b>The transportation:</b> Tables and chairs have to be able to move in a convenient way.	3) <b>Their transportation:</b> Furniture must be movable in order to guarantee informality and flexibility in the space. They have to be able to move easily and comfortably.		3) <b>Their transportation:</b> Wheels and casters for stability in chairs and table.
			4) <b>Electricity:</b> Furniture is a must that furniture has where to plug any electronic device and especially in a university campus.	4) <b>Chairs with backrest:</b> Chairs must be comfortable, the backrest is a tool that permits a good posture and a long permanence in the place.		4) <b>Chairs with backrest:</b> New for any scenario.
Students and teachers	Comfort	Natural and Artificial conditions	5) <b>Materiality:</b> Light and durable materiality. Easy to clean and maintain.	5) <b>Materiality:</b> The materiality has to be lightweight in order to be movable, durable and sustainable in the future. They have to be strong so they can support computers, people and other stuff. Also it has to be a material that can be easy to clean and maintain.		5) <b>Electrified furniture:</b> Electrified tables
		Services	1) <b>Connection:</b> Visual or direct connection between indoor and outdoor areas.	1) <b>Connection:</b> The project must guarantee a visual or direct connection between indoor and outdoor. The enclosures must be permeable, this means that it is easy to see through it. In case the space is close. When the connection is direct it has to be evident, marked the circulation in order to distinguished the pathway.	Mobility	1) <b>Connection:</b> The strategy for the facade permits this. Smooth walls and separate brick pillars permits the visual connection with the exterior. Also there is a direct connection between the circulation and the outside spaces.
			2) <b>Green areas:</b> Nature or green elements must be present in all spaces.	2) <b>Green areas:</b> Guarantee the inclusion of green areas or natural elements in the study areas. If the design is more integrated the way of having contact with nature can be adding plants, design furniture that include plants. The total area can not be completely built, it has to have a balance between the constructed and the green or free area. Also it must be included because nature helps to have a better academic performance.		2) <b>Green areas:</b> The idea was to surround the project by green areas in a conscious way. The project is isolated from the street by a big green area giving the possibility to open the facades to these areas. The rest of the green areas are the entrance of the modules and also surrounds some public spaces.
			3) <b>Leisure areas:</b> For eating, relaxing, talking and resting. Students and other users enjoy this type of activities.	3) <b>Leisure areas:</b> It is indispensable to have this type of area because is the way students relax, talk, eat and have a break from stress. This places are good for mental health. However, they must be separated from areas of extreme concentration such as individual working or conference rooms because they cause a lot of rumor. It is important to decide where it is more convenient to put them.		3) <b>Leisure areas:</b> The leisure areas are in the center of the project. One per each big square (there are two), also there are others that surround some modules. The plaza's are considered a transit and circulation area, however the bars give them a commercial essence where people can hangout also.
		Services	1) <b>Light:</b> Natural and artificial illumination must be guarantee in all spaces. Depending on the area one type of illumination all predominate.	1) <b>Light:</b> Good natural illumination is crucial for concentration, health and comfort. Windows must have a height that can be reachable for all. Everybody has to see outside the window and guarantee that the facade permits that light go inside the space. For indoor spaces artificial illumination must be guaranteed. It has to be an illumination that does not bother the user, preferable not direct and assure that there are not dark corners or spaces in the area.	Mobility	1) <b>Light:</b> Natural light entrance is permitted by the facade with the strategy of smooth walls. This strategy permits the air and the light go inside the room in a control way.
			2) <b>Rumor:</b> The design must contemplate the different rumors that generate each activity. Select the activities that will be near depending on how much noise they generate.	2) <b>Rumor:</b> Combine activities depending on the noise that they generate. This will help to assure concentration and good atmosphere in the area depending on the activity.		2) <b>Rumor:</b> The individual modules are separate from the group modules and also from the leisure areas. The individual activities are the ones that requires more silence, for isolating them from the circulations we generate a green area that works as a barrier.
			3) <b>Ventilation:</b> Natural ventilation must predominate, however artificial ventilation in indoor areas are adaptable.	3) <b>Ventilation:</b> Natural ventilation is a factor that has to be guaranteed in any scenario or design. Cross ventilation is a strategy that helps air to flow in the space. Consist having two openings in opposite sides, where ventilation comes in and has a way out. The position of the openings or windows have to be studied, in summer or condition and in winter heating for indoor. It has to have thermal comfort, which means that the indoor temperature is in equilibrium.		3) <b>Ventilation:</b> With the same strategy for lighting we fulfill the necessity of good ventilation in indoor spaces.
			4) <b>Shadow:</b> Use elements that generate indoor and outdoor shadowing.	4) <b>Shadow:</b> Guarantee protection elements for indoor and outdoor spaces. Pergolas, awns, wall with openings, are strategies that can be included as elements the produce shadow. This will facilitated the studying and permanence of any user in an outdoor area. For an indoor space is necessary to have shadow in order to reduce the radiation and heat in the inside.		4) <b>Shadow:</b> The elements of the facade generate shadow in the interior spaces. For the outdoor spaces we propose a pergola that cover the leisure areas and this element generates shadows.
		Services	5) <b>WC:</b> Indicate near and sufficient bathrooms in the area.	5) <b>WC:</b> Make inclusive bathrooms. They have to be close to the rooms and accessible to all. All bathrooms must have measurements that permit everybody access, without the necessity to have additional bathroom with specific conditions.	Mobility	5) <b>WC:</b> There is one bathroom per each big module that has the measurements for people with any condition, also one per gender.
			6) <b>Food facilities:</b> Bar, coffee or food machines for the comfort of the users.	6) <b>Food Facilities:</b> There is a cafeteria and bar's around the project.		6) <b>Food Facilities:</b> Besides the cafeteria it is the heating area.
			7) <b>Heating food areas:</b> Many students need this services because they cook and bring their food.	7) <b>Heating areas:</b> There is a cafeteria and bar's around the project.		7) <b>Heating areas:</b> Besides the cafeteria it is the heating area.
			8) <b>Storage:</b> For objects and elements that students and users need to bring and save.	8) <b>Storage:</b> Combine activities depending on the noise that they generate. This will help to assure concentration and good atmosphere in the area depending on the activity.		8) <b>Storage:</b> There are storage zones in every entrance of the study rooms, in the transition module.
		Services	9) <b>Electrical points:</b> In staff area.	9) <b>Electrical Points:</b> In the tables.	Mobility	9) <b>Electrical Points:</b> There are in the tables.