PATTERNS

Patterns suggest ways of looking at major design issues and are intended to guide the design process and elicit further input from users or stimulate designer thinking.

Definition:
Patterns are statements about the built environment that describe and analyze design issues and suggest possible ways to resolve them. Articulating long-lasting, shared traditions and understandings that adapt well to development needs, patterns enable user groups to respond quickly to opportunities for facilities improvements as they emerge and, at the same time, emphasize long-range planning and continuity of development decisions over time.

Each pattern, consisting of a title, identification of an issue, and a policy statement, identifies the essence of an issue and suggests ways in which to resolve it. Certain issues may involve more than one pattern. In addition, not all problems that need to be resolved are covered by patterns. Finally, the solution suggested by a pattern may not be the only resolution. In these cases, an alternative means of resolving the issue is called for.

East Campus Residence Hall Project

Draft Patterns (generated from User Group meeting #1 discussion)

Different Scales/Layers of Community
(Pattern source: Living Learning Center Project Description)

Issue: It’s hard to get to know 400 (-500) people at once, but it is essential that new students get to know other students.

Principle: Build layers of community into the architecture, considering the following scales:
- Room and roommate
- Resident Hearth for about 35 to 45
- Living Room for about 100 to 135
- Living Learning Complex of about 400
- Dining group of about 2,000 per day
- University
- (City)

Ensure that the architecture encourages interaction and discourse within each group as well as developing social opportunities at the boundaries between groups.

Transparency and Approachability

Issue: The new residence hall needs to be visible to the campus community and welcome that community in.

Principle: Locate and orient the building to allow interior activities to be seen from the exterior, give the more public program elements high visibility to the larger campus community, and build the residence in ways that maximize its presence in the minds of both residences and non-residents.
Sense of Publicness and Levels of Privacy

**Issue:** A dwelling should have variety of spaces with a range of levels of publicness and privacy that include living, learning, social and private spaces.

**Principle:** Arrange functions along a continuum from public to private. This may be accomplished three dimensionally through use of zone and floor level differentiation with public spaces that are centrally located or main floor spaces; and more private spaces that are remotely located or upper floor spaces.

Security Layers

**Issue:** The number and arrangement of entrances and ability to observe/supervise entrances is important for the security of both the residence community and the individuals living there.

**Principle:** Create defined layers of security through separation of building zones or floor levels. For example upper floors are locked and accessible to residents only.

Nerve Centers

**Issue:** The residence hall should be immediately welcoming and comfortable to both residents and visitors. To accomplish this it requires a ‘nerve center’ or series of nerve centers. Nerve centers = a place to go and congregate, readily apparent from the entrance.

**Principle:** Nerve Centers should have visible vibrancy, be a welcoming start point, provide communication for the public, visitors and residents, and provide services such as mail, keys, food information, etc. much like a hotel lobby. Different nerve centers could include classroom and dining areas.

Staged Independence

**Issue:** Differing social and housing needs are dependent on resident’s class level, most particularly between first year and upper level students.

**Principle:** Create special communities for the different groups while observing need for easy supervision of residences by RA’s. Note the staffing differences between freshman and upper level students (upper level students = less staffing needs).

Access to Exterior

**Issue:** Building occupants are happier and healthier if have access to the outside.

**Principle:** Every room that is occupied should have a window to the outside.