

Site Location

611 N Frankford ave. Lubbock, TX 79416

Goal

i.mélange is a collaborative environment that integrates healthcare services aimed at treating illness with educational programs, services, and vendors that aim to prevent illness through healthy living. the project aims to create a regenerative design destination for the community.

Introduction

Studies showed a great value and relationship between vegetable gardening and physical activity, quality-of-life, and physical function (Kamioka, Tsutani, Yamada, Park,Okuizumi, Honda, Handa, 2014). In a center like i.mélange, integrating a garden well improve positively their health. By addressing some challenges in the targeted population, i.mélange is creating a destination “community” that speaks back to the users including children and the site.

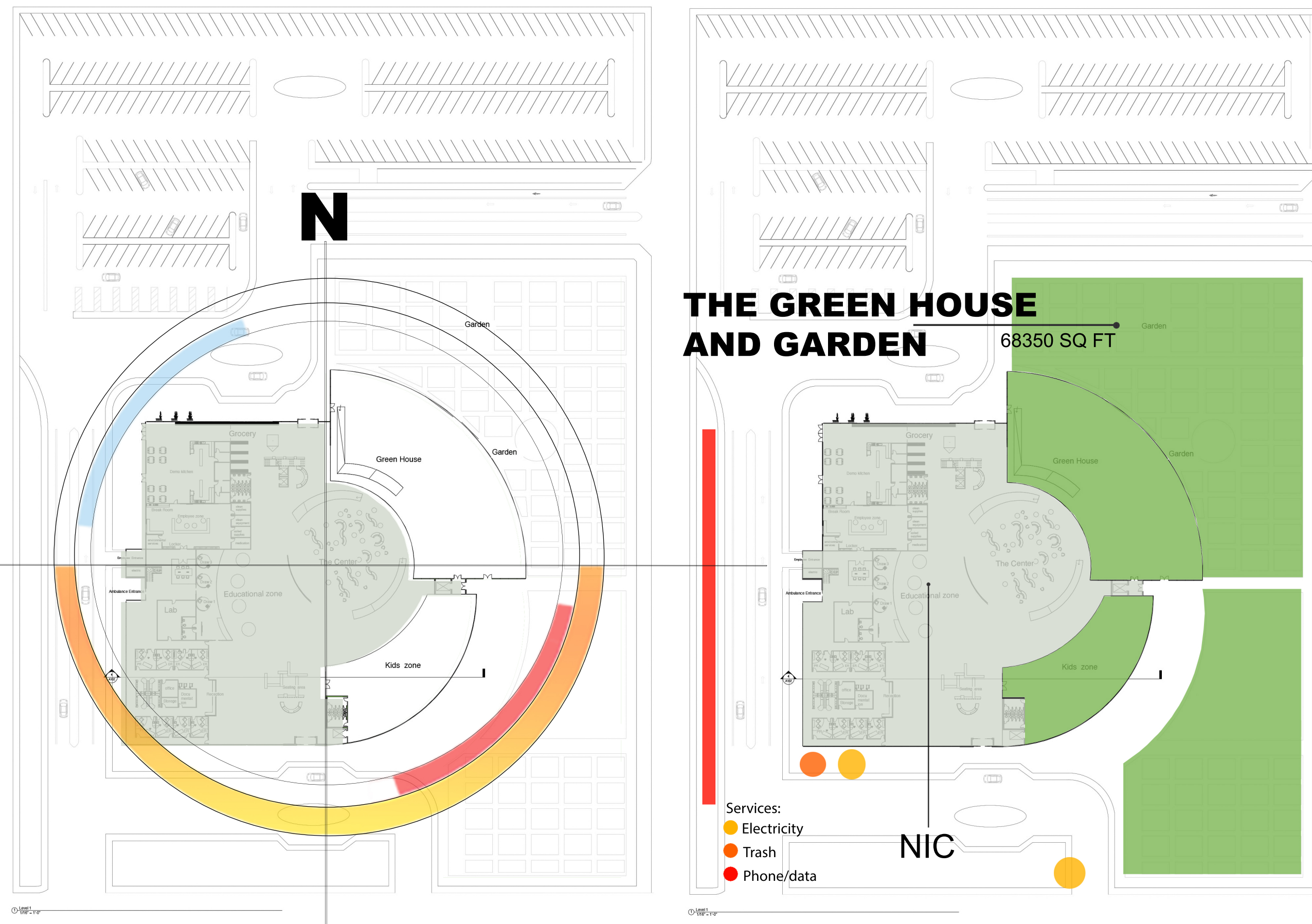
Objectives

Organizational

- Invite children from the community to the center to participate in the gardening activities and relate that to health.
- Host a community event such as a “Gardening Day”.
- Offer points that can be added to the account to help visit the other facility of Imelange (doctor visit, restaurant, prep. Kitchen)
- Notifying children on the app with updates about their plants.
- Documenting the activities and share it in the center wall and in the social media.

Regenerative Design

- Help the Environment
- Reducing utility bills
- Community image
- Operating costs
- Attract children



Site Analysis

It is a residential area manly. Few businesses is around within 1 mile of the site.

Approaches: By car through Frankfort Ave. or through Erskine st.

Public transportation: The nearest bus station is located on Wal-Mart at Frankford & 4th from the south side and from the west a bus station Gateway Apts 2 at Erskine and N slide road

Pedestrian amenities: No clear pathways or bicycle tracks

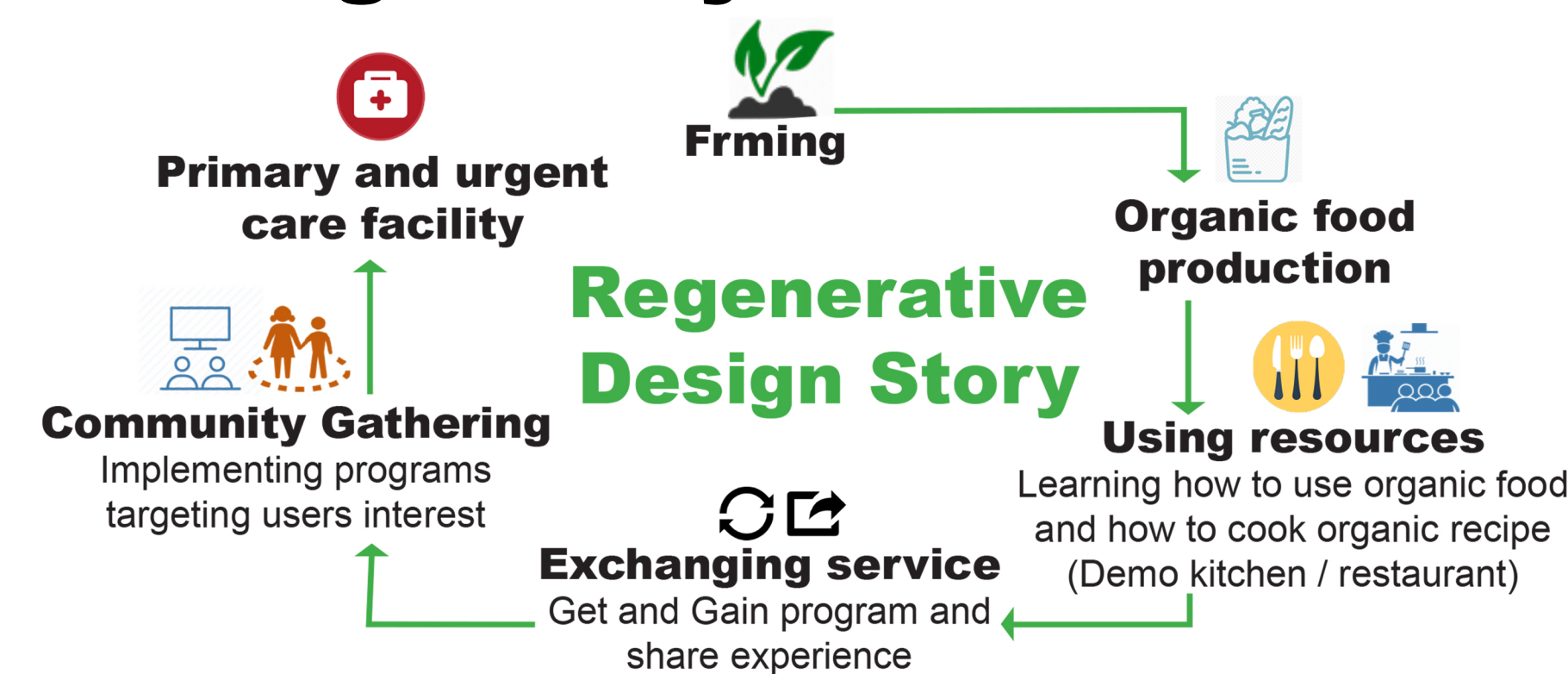
Total Dimension: area 825' x 825'

Project scope dimension: 68350 SQ FT

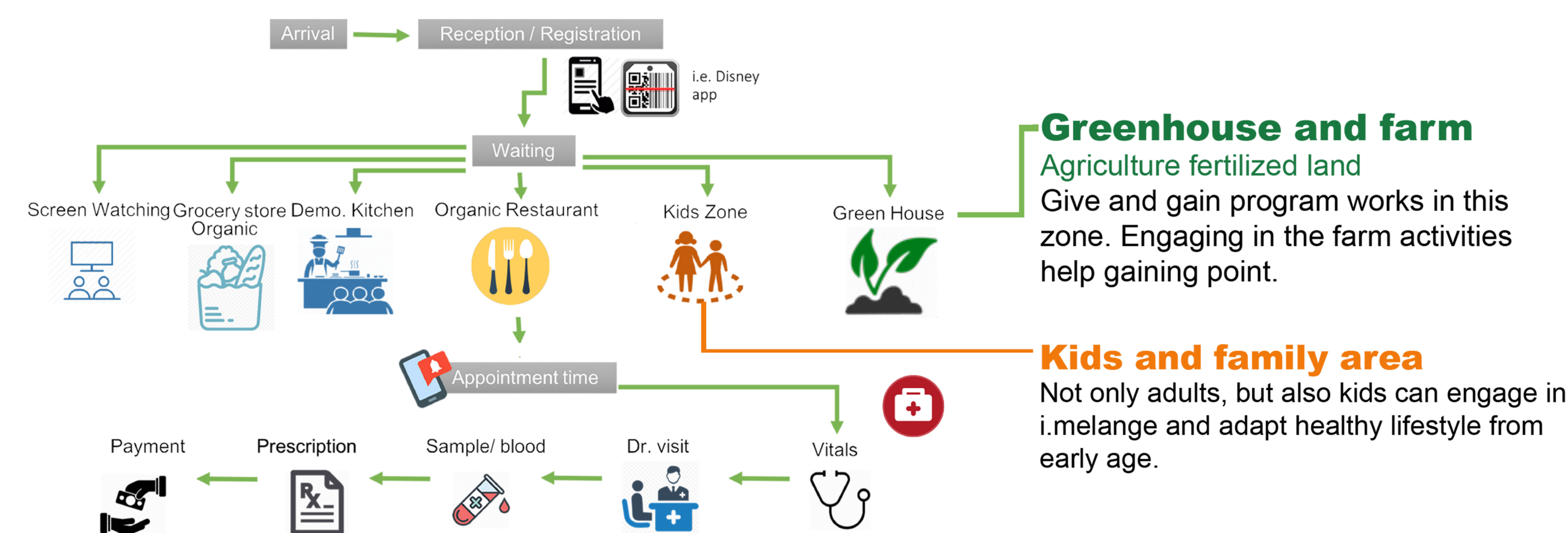
Building heights: mostly 2 story building

Traffic : no traffic

Design Story



Intended Program



Business Evolution

- 1 Integrating Technology**
 - **Creating App:**
 - Points collection
 - Make appointments
 - Chick-in and check-out
 - Site navigation
 - Access to information (fitness, nutrition, body measurements, etc.)
 - Events and activities
 - Payment
 - Refill prescriptions
 - Review lab results
 - Share through
- 2 Give & Gain**
 - **Food:**
 - I.e. Growing vegetables and fruit in the farms (give), will help the project produce more (gain). On the opposite, giving will result in gaining points for a discounted/free visit to the restaurant or the clinic.
 - **Energy:**
 - Generating energy using bicycle-powered generators or other equipment that helps generate energy gives the opportunity to gain more points that results in discounted/free visits to the restaurant or the clinic.
- 3 Sharing Experience**
 - **Using social media:**
 - Sharing experiences, stories, and events through social media apps.
 - **Story Board: # @**
 - Creating a story board that display the posts of the center using hashtags
 - **Getting feedback:**
 - For improvements and gaining feedback from the users and visitors.

SWAT Analysis

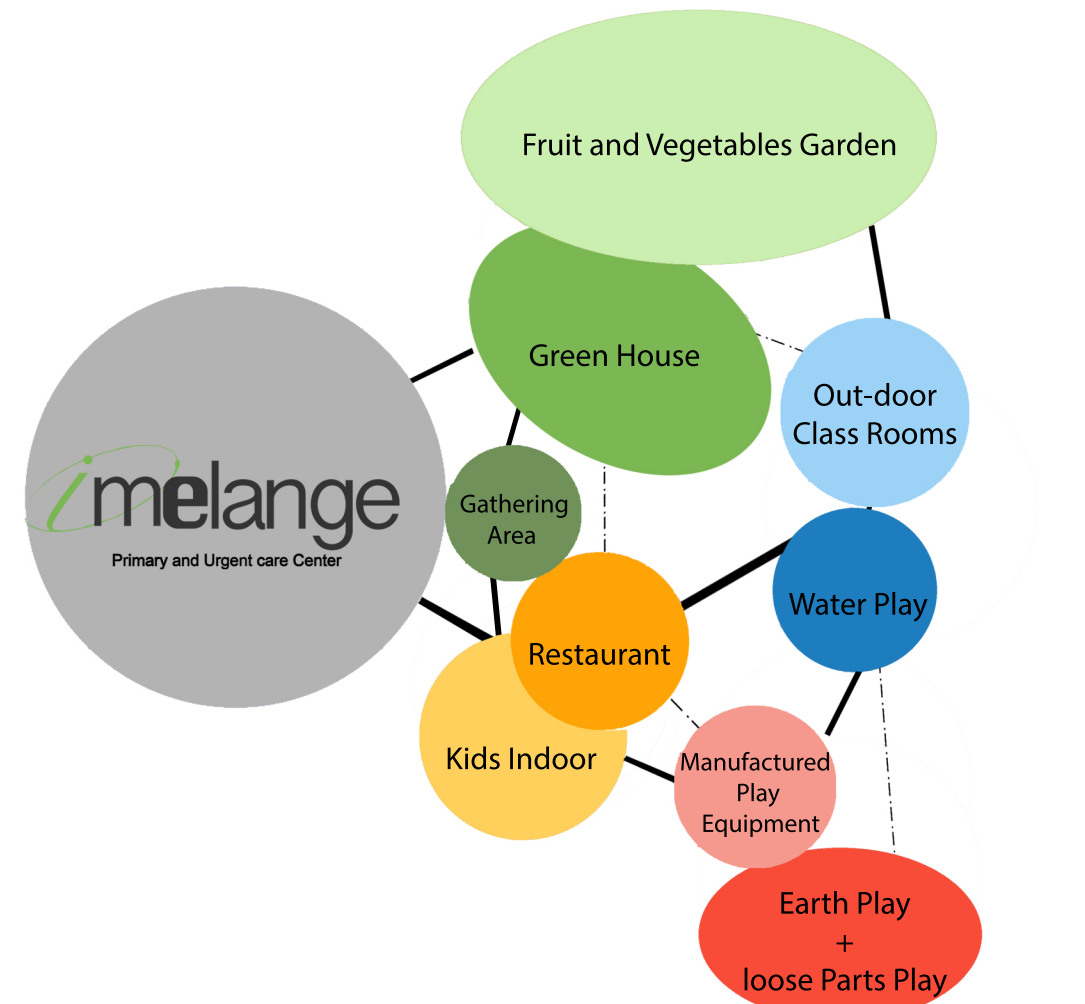
Strength	Opportunities	Weakness	Threats
<ul style="list-style-type: none">• Solar energy• Wind energy• Geothermal• Huge agricultural center• Fossil fuel haven• Population age range	<ul style="list-style-type: none">• Agriculture fertilized land• Solar, wind and geothermal energy• Daylight• Natural ventilation and cooling• Evaporative cooling• Biomass• Integrating market and commercial spaces• Creating a destination for the neighborhood	<ul style="list-style-type: none">• Lack of Commercial facilities i.e. restaurants and cafes• Lack of public transportations• Lack of grocery and markets• Identification of community resources• Misconceptions of care• Lack of insurance• Water sources	<ul style="list-style-type: none">• Flooding• Dust• Pigeons waste

Design Implementation

Design Settings

- Greenehouse ● Fruit and Vegetable Garden ● Playground ● Deck ● Indoor-Outdoor Transition ● Water Play ● Earth Play/ Loose Part Play
- Gathering Settings ● Multipurpose Lawn ● Memories Creation ● Natural Construction Setting ● Pathways ● Outdoor Classrooms

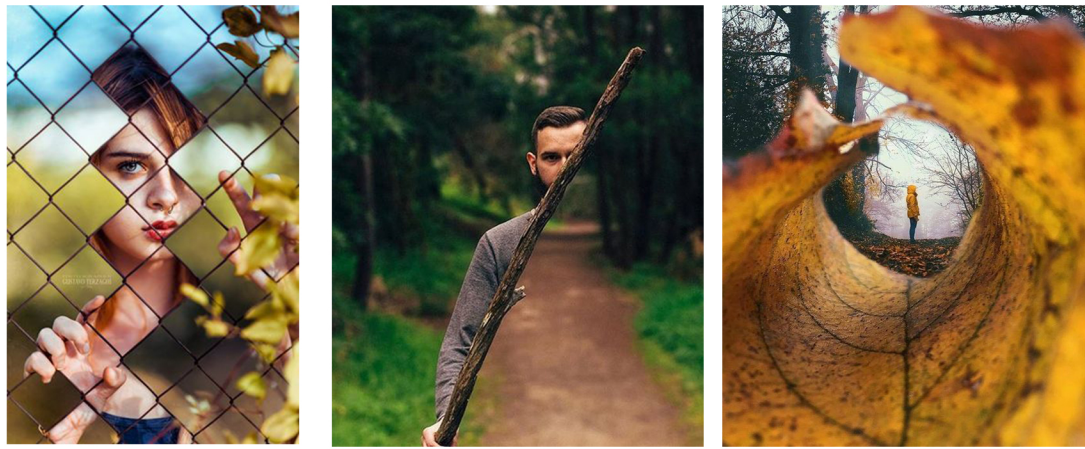
Bubble Diagram



3. Greenhouse:
the greenhouse provides a space for some types of plants to grow. It is also a place to meditate, learn, and observe plants. A ramp that runs throughout the greenhouse connects the garden to the restaurant in the top 3rd floor.
The idea of the ramp is to encourage users to walk throughout the whole center and connect different zones.
Affordance: walkable, watchable, plantable



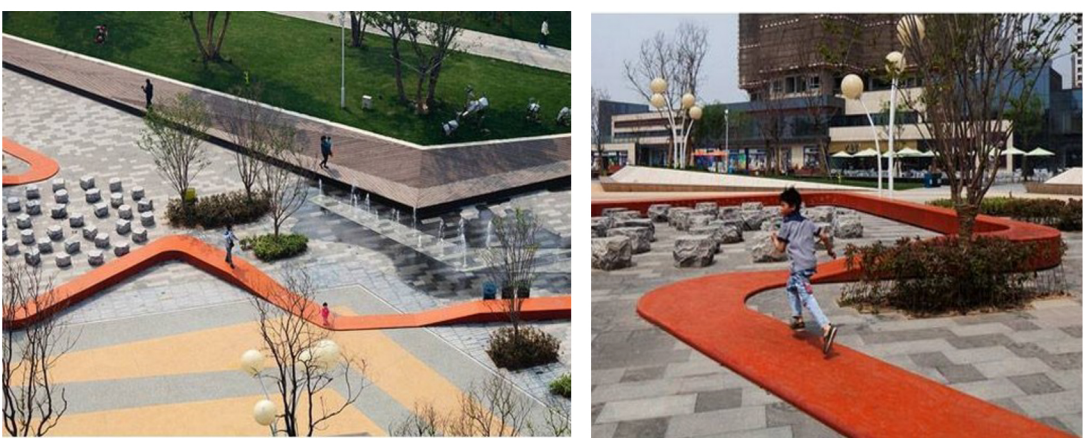
4. Memories Creation:
Different spots throughout the center that suggests specific angels for taking photos with different settings. These spots are designed to engage users in the space and personalize their experience. Moreover, it is a good way to spread and shares their experience with the communities through the social media.



5. Lawn:
A mixed of flowers and insect-attracting plants occupy beds on either side of the primary pathway to attract butterflies, larval forms, and many other insects. It is an educational spot where users can know more about insects.
Affordance: watchable, touchable, smell-able, runnable



6. Deck:
the deck area designed to provide seating, eating, watching areas for different zones. It also connects all the zones together.
affordance: climbable, eatable, watchable, seat-able











1. Main Entrances:
The Design of imelange center encourages the users who are visiting the primary care facility to evolve in some activities (gardening, physical activities, kitchen,..etc) that help adapt a healthy lifestyle. Therefore, there are two main entrances to the building that access the garden and the playground; one is through the north and the other is from the south side of the building.

2. Fruit and Vegetable Garden:
The Garden provides a space for production in raised beds. In-ground beds throughout the space include fruiting shrubs and trees. The production of the garden can be used for educational purpose at the preparation kitchen, or sell it at the grocery store. A progress report about the planting can be posted at the center app to update users about their plant progress and encourage others to join the planting activity.
Affordance: walkable, watchable, plantable, bendable, balance-able, dig-able, pull-able



Plant Use in the Garden

 Eggplant Size: medium	 Broccoli size: medium	 Cucumber size: tall
 Cabbage size: small	 Collards Size: small	 Beens size: medium
 Corn Size: medium	 Carrot Size: underground	

7. Pathways:
The primary pathway (7' wide) provides easy access through the different settings. It is designed to allow users to navigate easily throughout the different zones and to encourage them to use different activities. The primary pathway is constructed of concrete.
Secondary pathways (5' wide) connects the users to different parts of the main zones. some of the secondary pathways are constructed of crushed stone, stone, or wood.
Affordance: runnable, bikeable, watch-able.



8. Outdoor Classrooms:
An educational zone for kids and parents about harvesting, planting, seedling..etc. It also evolves a small kitchen to prepare small snacks from the available fruit and vegetables. it offers hands-on workshops for the community as well.
affordance: applicable, doable, eatable, seat-able

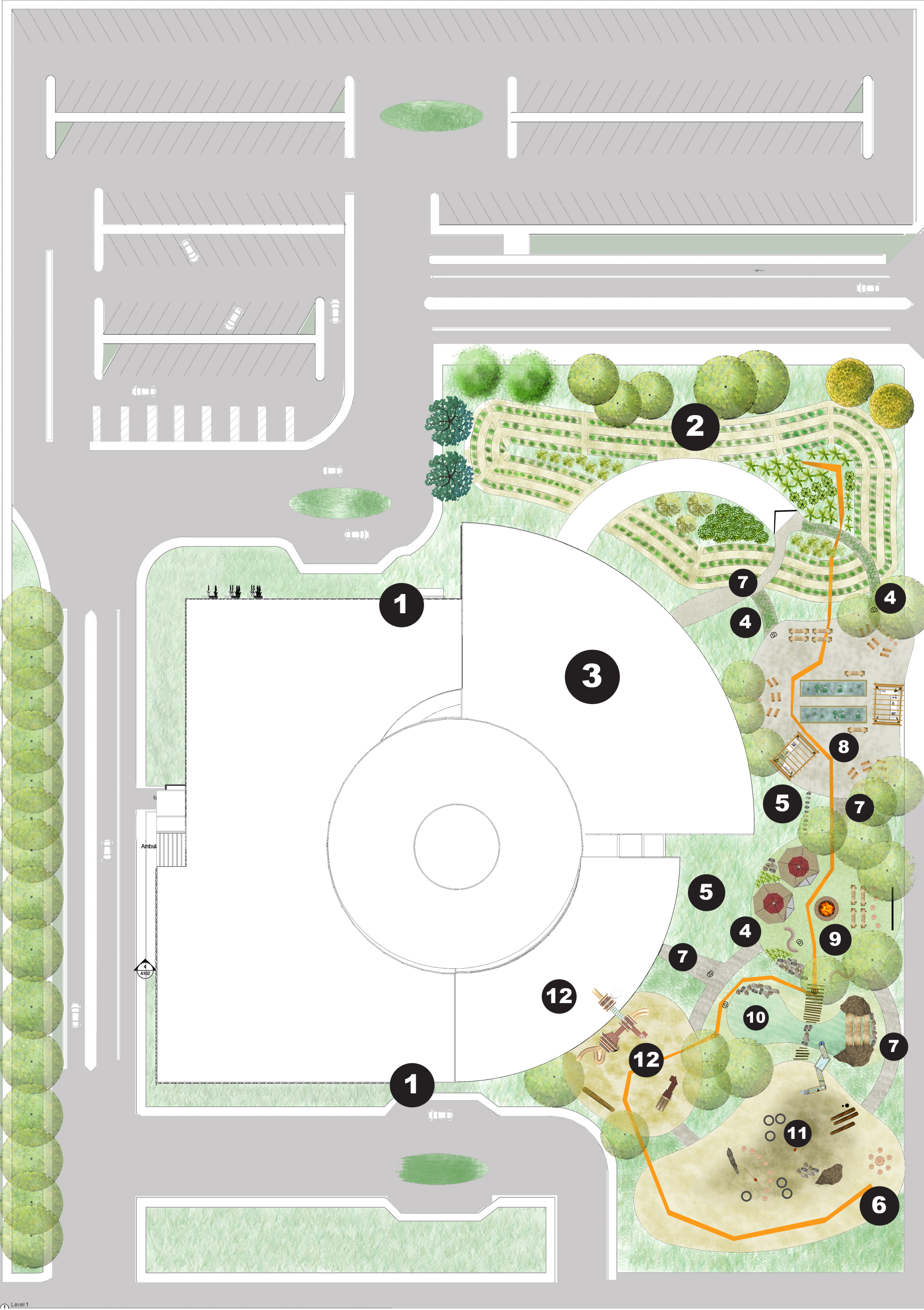
9. Gathering Settings:
This zone provides a space for groups of children and/or adults to gather on teepees, wood seating, and fair place to relax, watch, and enjoy their time. It is also good for outdoor movies nights or any other goup activites that help engage the community such as music, art, and/or dance performance.



10. Water Play:
Water hands-on play is provided in this zone. It helps the kids to explore some water activities.
affordance: balanceable, splashable, runnable, jump-able



11. Earth play / loose play:
This area affords hands-on activity and whole body exercise. Children not only dig but also create small structures with twigs, pebbles and other natural materials. The digging spot is enclosed by large boulders and hardwood logs found locally.
Affordance: playable, runnable, jump-able, climbable, balanceable, dig-able, hid-able



12. Playground:
Multi-purpose activities zone through a manufactured playground equipment that encourages some physical activities for children.
affordance: jump-able, climbable, hidable, balanceable, slidable, swingable

