

*Using Biophilia to Solve Today's Workplace Design Challenges*



**eMERsion**

**DESIGN**

ARCHITECTURE

INTERIORS

ECOCONSULTING

PLANNING

ENGINEERING



*amy  
green*



*nikki  
weitz*



*andrew  
morrison*



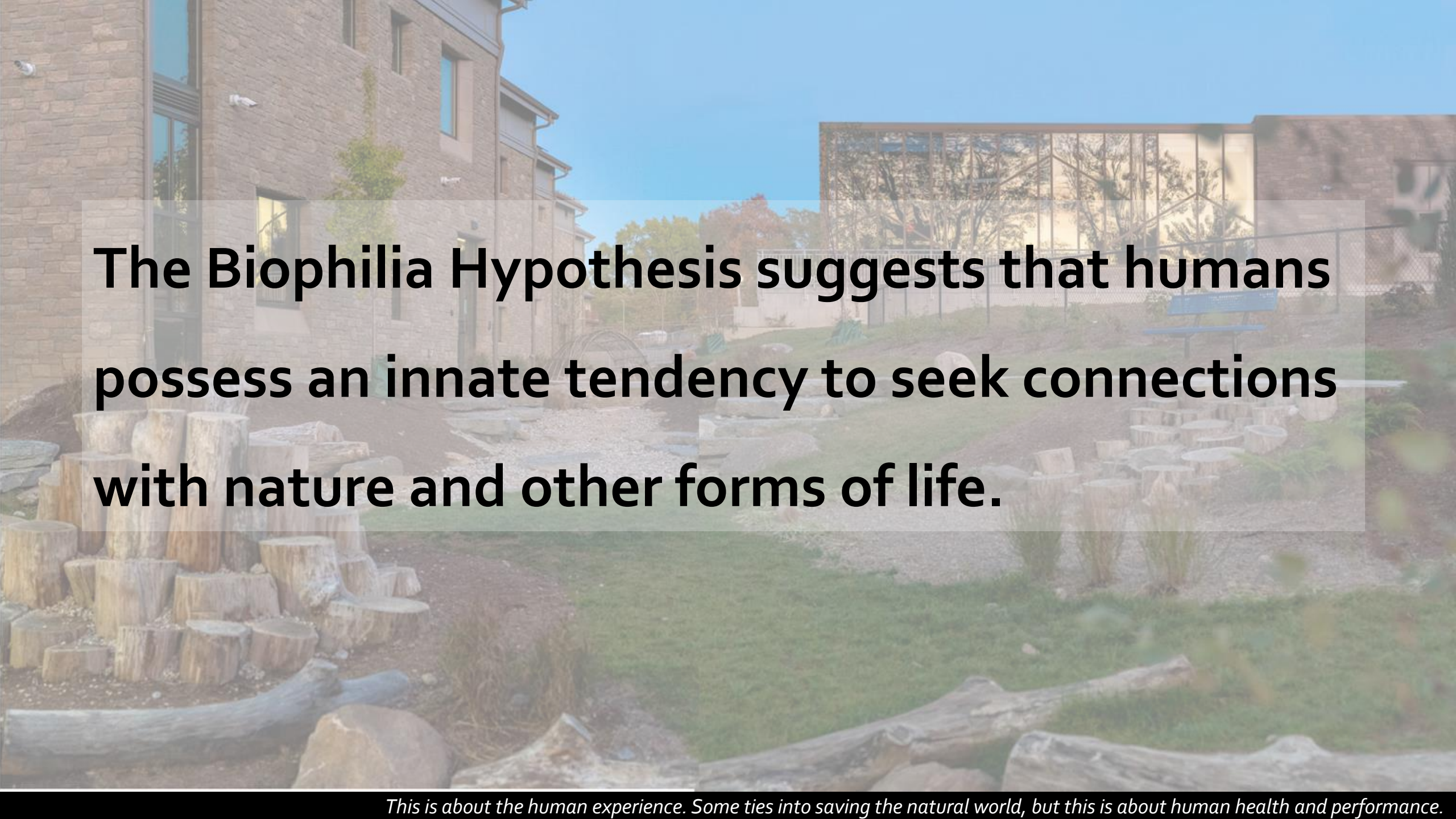
*chad  
edwards*

**Brief overview of Biophilia.**

**Identify design challenges in today's workplace environments.**

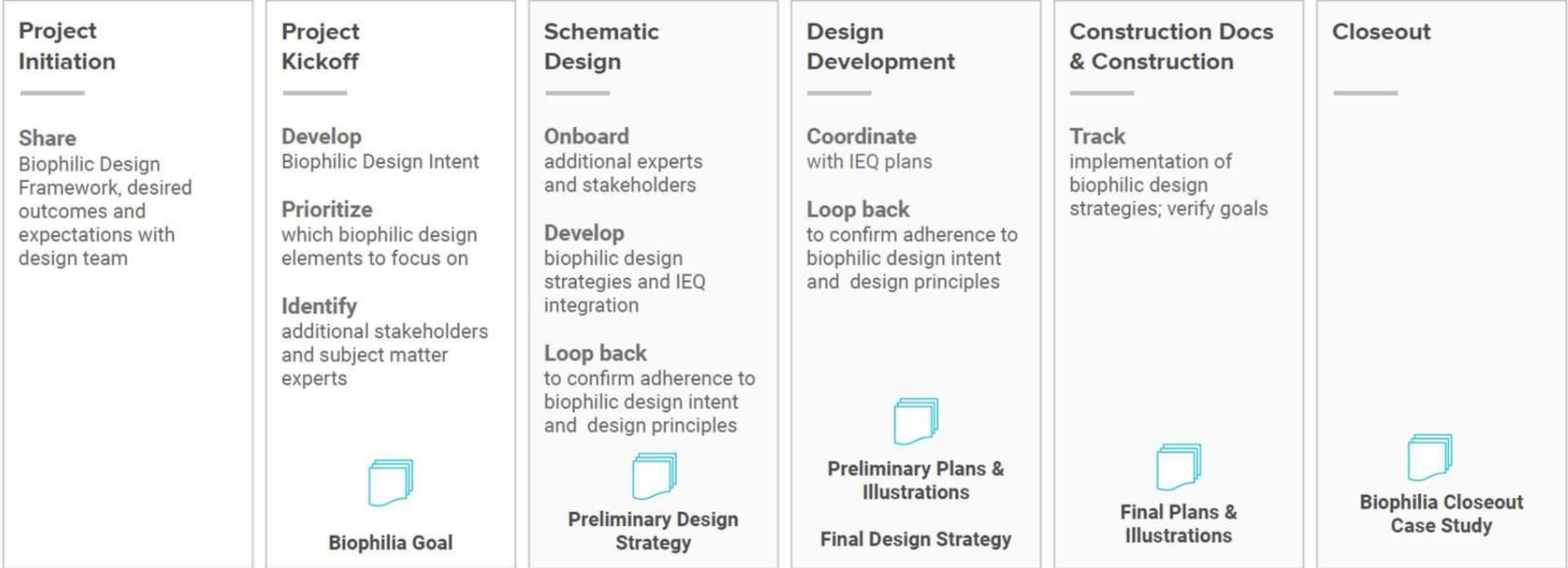
**Understand how to utilize the Biophilic Card exploration technique.**

**Learn how to use nature to solve design problems.**

The background image shows a modern building with a mix of brick and large glass windows. In the foreground, there is a courtyard with a stone wall made of stacked logs, a gravel path, and a grassy area with some plants and logs. The text is overlaid on a semi-transparent grey box in the center of the image.

**The Biophilia Hypothesis suggests that humans possess an innate tendency to seek connections with nature and other forms of life.**

*This is about the human experience. Some ties into saving the natural world, but this is about human health and performance.*



**What outcomes are you trying to achieve? PURPOSE**

**Where should these be focused? MOMENTS OF FOCUS**

**Which tactics or cards does the group suggest and why?**

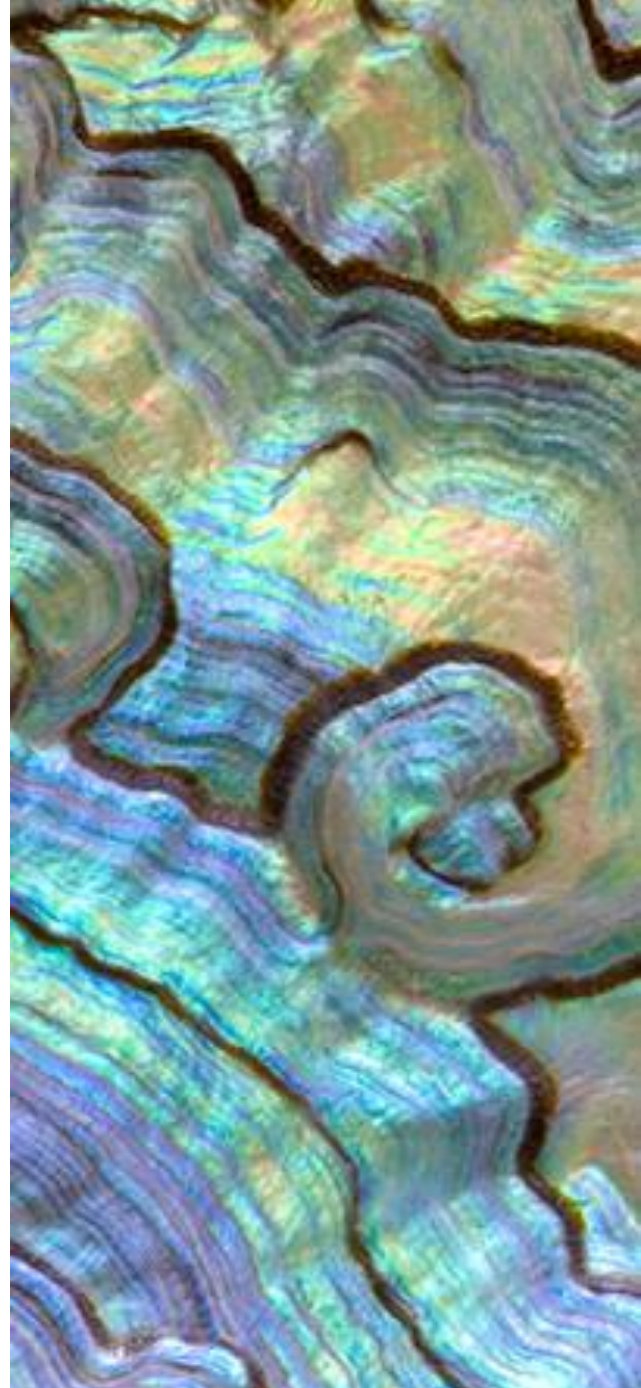
# Purpose and Outcome

This tool helps design teams identify their core biophilic design purpose and value propositions.

**Identify Purpose** Consider the below outcomes that biophilic design projects have used to guide their efforts. Prioritize two or three outcomes your team hopes to achieve by integrating biophilic design. Add any unique outcomes to the blank boxes. Are any of the outcomes related to one another?

Increase employee retention	Reduce healthcare or insurance costs	Reduce climate risk	Increase productivity	Reduce stress	Reduce regulatory risk	Increase collaboration
Increase positive mood	Heighten appreciation of nature	Increase recruitment	Improve cognitive function	Increase brand identity	Decrease turnover costs	Enhance problem solving
Reduce absenteeism	Increase positive media	Increase biodiversity				

**Next Step** Use the desired outcomes identified for the project with the worksheet to define project specific outcomes that would indicate success. For example, reduce absenteeism by 10% among administrative staff.



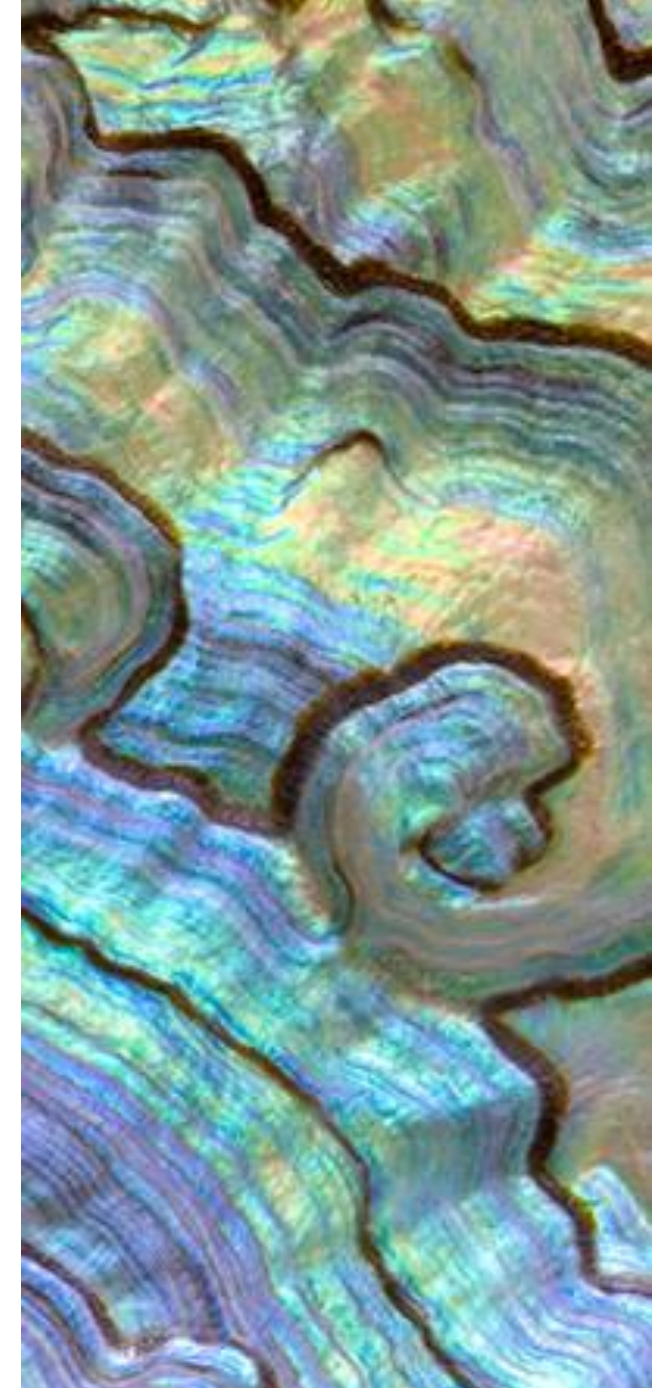
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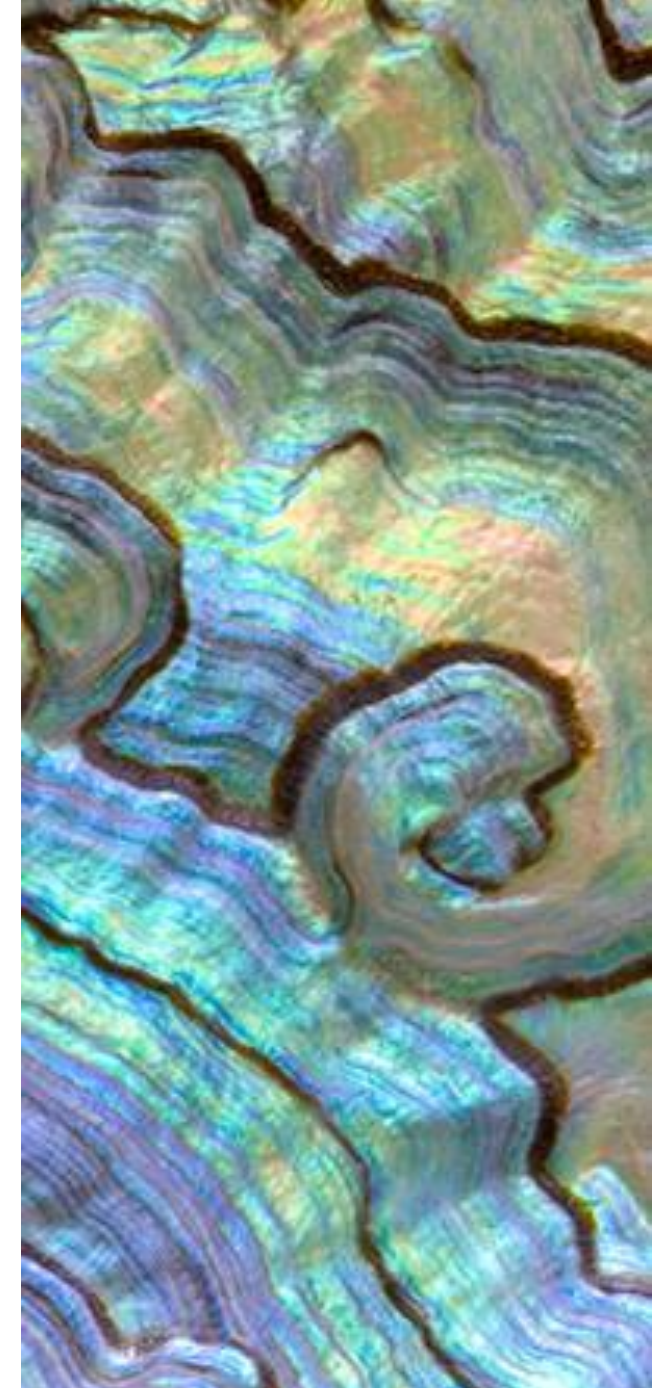
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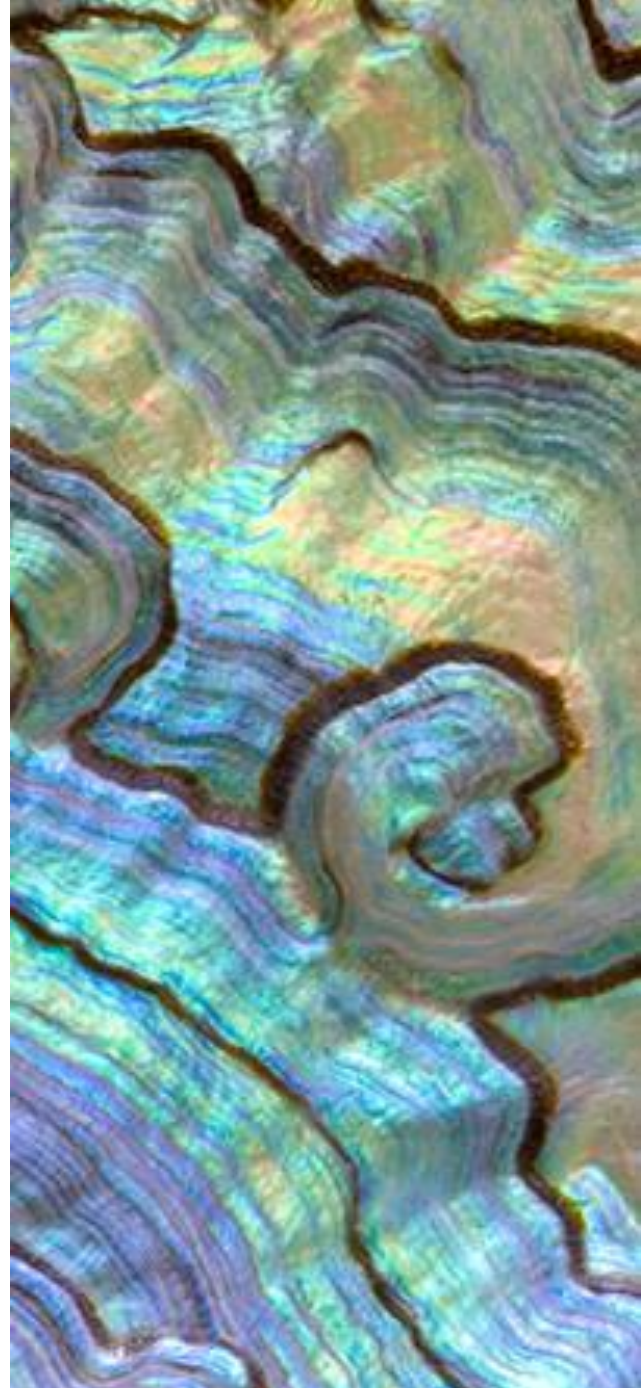
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# Moments of Focus

There are often areas of a project where biophilic design can have greater impact. As you define the project scope, these might help you determine places to start, consider the different areas of your project where strategies might align, or interact. You might consider:

<b>Work Environments</b>  Support individual focus as well as dynamic team needs	<b>Meeting Spaces</b>  Support a variety of privacy and collaboration opportunities	<b>Transitional Spaces</b>  Support way-finding and unique connections to place	<b>Food Spots</b>  Support through connection to place through food and experience	<b>Outdoor Rest Area</b>  Support rest and recovery opportunities in nature	<b>Wellness Spaces</b>  Support calm environment and sense of privacy or intended separation
<b>Outdoor Recreation</b>  Support playful engagement with surrounding nature	<b>Aesthetic Pleasure</b>  Support sensory experiences outdoors that are pleasing	<b>Physical Activity</b>  Support structured activities with surrounding nature	<b>Trails &amp; Pathways</b>  Support movement of human and nonhuman between spots of attraction	<b>Intellectual Stimulation</b>  Support diverse habitat and interaction types	
<b>Conservation &amp; Restoration</b>  Support ongoing human engagement to restore habitats	<b>Environmental Education</b>  Support engagement of environmental issues of local region	<b>Cultural Enrichment</b>  Support cultural connection to the land and practices of place	<b>Safety &amp; Maintenance</b>  Support safe exploration and activities of the outdoors,	<b>Transient Common Areas</b>  Support experiences that connect people to place more broadly	



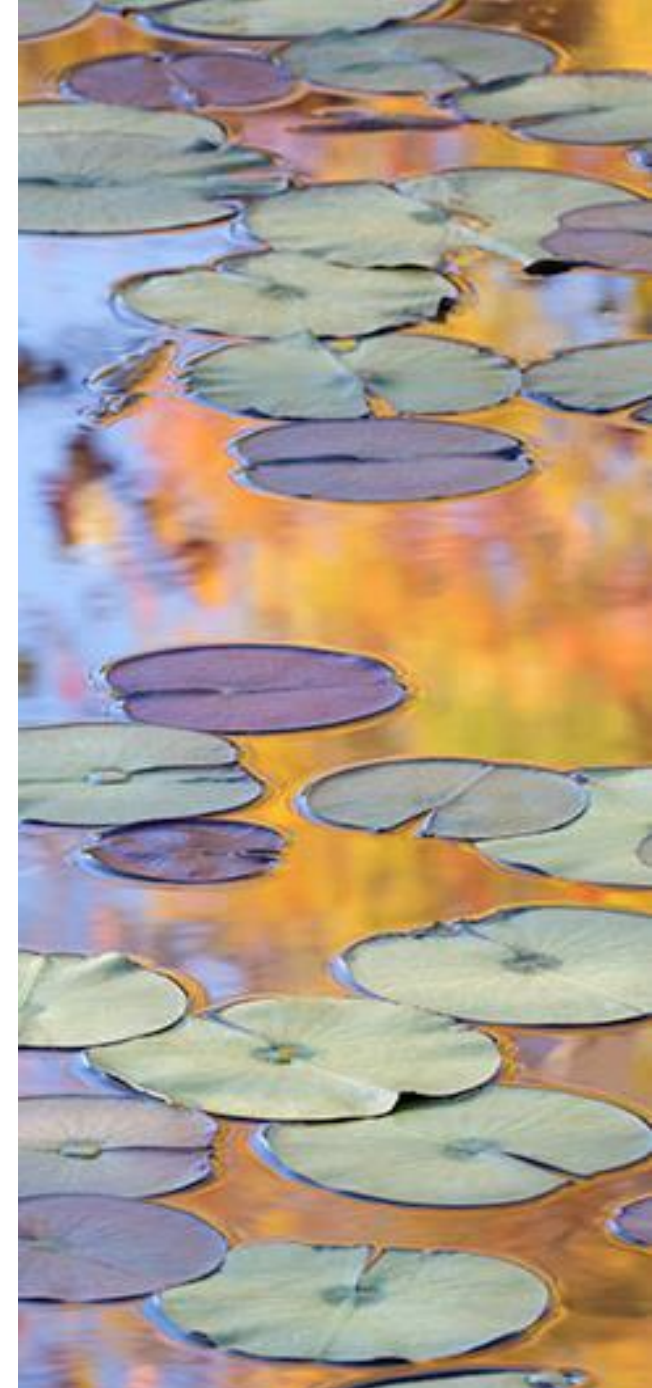
*Which areas should we focus?*

*Reduce stress.*

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*Enhance Problem Solving.*

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# Discover Place - Learn

Every project location has a unique biological, geological, and cultural history. A project that can connect to these traditions and features of the site will feel 'of the place' and inherently enables better biophilic design outcomes. The goal of this activity is to discover important and meaningful insights about the project and place. This worksheet is intended to prompt understanding about what is critical to the place and how it might impact the biophilic design strategies for the project.

## CONSIDER THESE QUESTIONS:

1. What existing qualities of the project site are obvious?
2. What qualities might you leverage or enhance to achieve the project's goals and purpose?
3. What is the regional material palette?
4. Which other senses could come into play: color palette, tactile palette, auditory palette, etc.?
5. How do current occupants (if a built site) respond to both climate and weather? Time of day?
6. How does this ecosystem work? What is unique about it?
7. How can people be connected to the climate and ecosystem of this place?
8. What ecosystem services are available, and what other values do they bring (aesthetic, physical, auditory, etc.)?

**Next Step** Use what you learn about your project's place to establish biophilic design goals. These goals can be a reminder throughout the process of the potential to design a space that reflects the unique qualities of the place.

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Scale Not Set



2  
Scale Not Set



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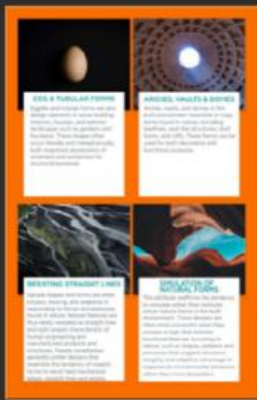
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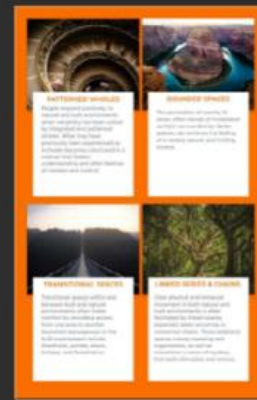
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**COLOR**  
Color has been instrumental in human evolution, enhancing the ability to locate food, resources, and water; identify danger; facilitate visual access; foster mobility; and more. People are attracted to bright flowering colors, rainbows, sunsets, glimmering water, blue skies, and colorful features of the natural world.

**WATER**  
Water is among the most basic human needs and commonly elicits a strong response in people. The effective use of water as a design feature is complex, and often contingent on such considerations as perceptions of quality, quality of movement, clarity, and other characteristics.

**AIR**  
People prefer natural ventilation over processed and stagnant air. Important conditions include quality, movement, flow, stimulation of other senses such as feel and smell and visual appeal despite seeming invisibility of the atmosphere.

**BIOMIMICRY**  
Some designs borrow from adaptations functionally found in nature. Examples include the structural strength of shells, crystals, webs, mounds, and effectively incorporated in the built environment. The use of bio-mimetic properties is growing rapidly and is a revolution of product development with enormous biophilic design implications.

**BIOMORPHY**  
Some interesting architectural forms are clearly viewed as organic, yet not mimicry. These resemblances to living forms are usually unconscious products of design, sometimes called "biomorphy". Powerful examples of biomorphic architecture that provoke observers to impute known animal and plant labels even when the designer did not deliberately create these life-forms.

**GEOMORPHOLOGY**  
Some building designs metaphorically embrace landscape and geology in relative proximity to the structure. This relationship can lend the ground to the environment, making appear integrated separate from context.

**ATTRACTION & BEAUTY**  
The aesthetic attraction to nature is one of the strongest inclinations of the human species. This biological inclination has been instrumental in fostering the capacities for curiosity, exploration, creativity, and problem solving. Some of our most successful buildings and landscapes foster an aesthetic appreciation for

**SECURITY & PROTECTION**  
A fundamental objective of the built environment is ensuring protection from threatening forces in nature. Yet, the most successful designs over the long run never accomplish this need at the expense of other equally legitimate environmental values. Security in the built environment must not excessively insulate or isolate people from the natural world.

**CURIOSITY & ENTICEMENT**  
Curiosity reflects the human need for exploration, discovery, mystery and creativity, all instrumental in problem solving. Enticement fosters curiosity. Enticement engage the flywheel of human intellect and imagination. These complementary tendencies can our most effective buildings and landscapes foster curiosity, exploration and discovery of natural process and diversity.

**REVERENCE & SPIRITUALITY**  
Some of our most cherished buildings similarly affirm the human need for establishing meaningful relation to creation. These designs provoke feelings of transcendence and eerily connection that defy the aloneness of a single person isolated in space and time. Structures that achieve this reverential feeling of connection are also typically sustained



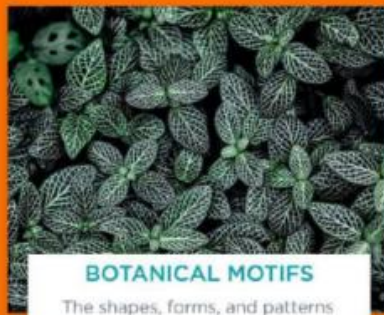
### PLANTS

Plants are fundamental to human existence as sources of food, fiber, fodder, and other aspects of sustenance and security. The mere insertion of plants into the built environment can enhance comfort, satisfaction, well-being, and performance.



### ANIMALS

Animals can represent sources of food, resources, protection, companionship, and occasionally as precipitators of fear and danger. Animals in buildings are typically representational rather than literal form, many through the use of ornament, decoration, art, and highly metaphorical disguise. The presence of animal forms, provokes satisfaction, pleasure, stimulation and emotional interest.



### BOTANICAL MOTIFS

The shapes, forms, and patterns of plants and other vegetative matter are a frequent and often important design element of the built environment (Hersey 1999). These representations often mimic or simulate plant forms such as foliage, ferns, cones, shrubs, and bushes, both literally and metaphorically.



### TREE & COLUMNAR SUPPORTS

Trees have played a vital role in human affairs as sources of food, building material, paper products, heating supply, and more. The appearance of tree-like shapes, especially columnar supports, is a common and often coveted design feature in the built environment. Appealing structures contain tree forms and shapes that frequently include leaf capitals. When revealed in multiples, they sometimes suggest a forested setting.



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### NATURAL MATERIALS

People generally prefer natural over artificial materials, even when the artificial forms are close or seeming exact copies of natural products. Parts of the aversion is likely due to the inability of artificial materials to reveal the organic processes of aging, weathering, and other dynamic features of natural materials, even inorganic forms like stone.



### VIEWS + VISTAS

People express a strong and consistent preference for exterior views, especially when the vistas contain natural features and vegetation. These views are often most satisfying when the scale is compatible with human experience - for example, not overly restricted or confined, unfamiliar, or out of scale or proportion (e.g., too large or too high).



### PROSPECT & REFUGE

Refuge reflects a structure or natural environment's ability to provide a secure and protected setting. In the built environment, this often occurs through the design of comfortable and nurturing building interiors and secreted landscape places. Prospect, on the other hand, emphasizes discerning distant objects, habitats and horizons, evolutionarily instrumental in locating resources, facilitating movement, and identifying sources of danger.



### SHELLS & SPIRALS

Simulations and depictions of invertebrate creatures are widespread design features in the built environment, particularly shell and spiral forms of actual and imagined mollusks. The shapes and forms of bees (and their hives), flies, butterflies, moths, and other insects, as well as spiders (and their webs) and other invertebrates, are also common.



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What do you see?

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