

VENTURA LAMBRATE



THE HEALING HUB

CONCEPT



Vision

*A place for the community, where rituals establish a connection between
body, mind and its surroundings.*

to connect
to basics
to calm down
to rewind
to explore
to share

the Healing Hub



Introduction

EMPATHY is the ability to 'put oneself into someone else's shoes'

The HEALING HUB is a new tribal village,
to work empathically, to meet, share, bond, and have fun,
where the work day is made by rituals.

D/DOCK will make a real business hub, usable by the visitors and expositors of the Salone del Mobile. The space will be a Healing Office, where the last products and concepts for the work environment will be presented.

Different hybrid work typologies and design products will be placed in the space such as the Energy Station, Mind Room, Tatami Room, Forum, re-Energize lamp etc) together with art installations, dynamic light and sound technologies.

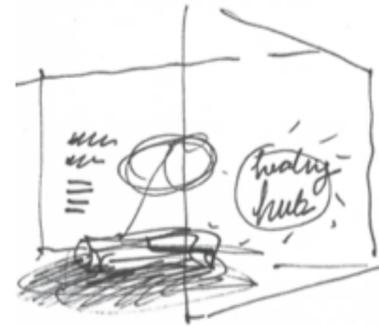
A food and catering system will be operated, with energy snacks and other innovative food concepts.

The space will be interactive through an EBD (evidence based design) protocol, which will provide data about the use and the perception of the space by the visitors (D/science).

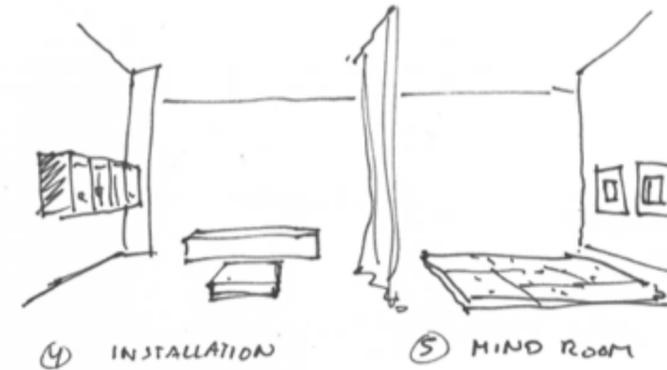
the Healing Hub



Influencers



open space
typological carpets



rooms
individual focus

Our state of being and ability to communicate is influenced by a mix of physical (body), mental (mind) and sensorial (presence) aspects.

Through spatial experiences we want to trigger these aspects.

physical experience

design functionality
dynamic seating
low and high seating

sensorial experience

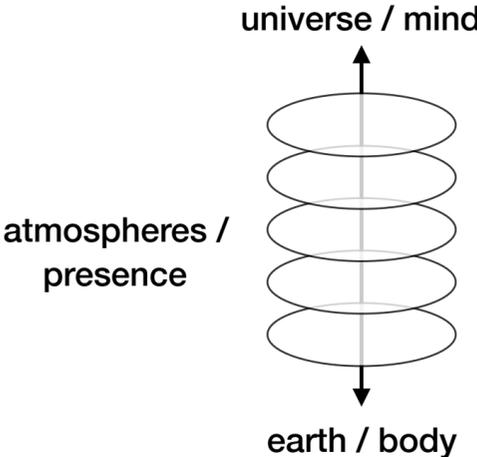
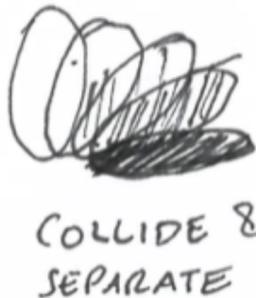
aroma
light
sound
taste
touch
healing art

mental experience

communication
rituals
social interaction

the Healing Hub

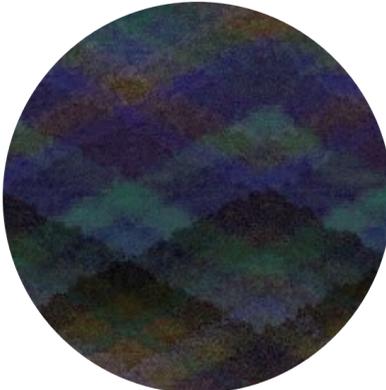
Healing Carpets



The carpets are like polka dot islands, abstract yet sensorial grounds to be lived on. They should invite to take off shoes, to connect to them. Multiple fibers can trigger tactility and even redirect static charge.



earth
vegetation/grass
sand/clay
waters



atmospheres
mandala
kaleidoscope
cloudscapes

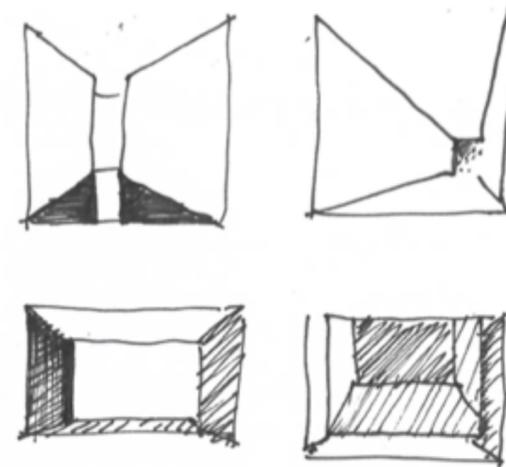
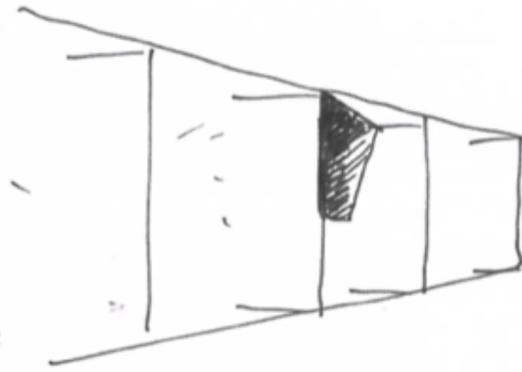


universe
moon/sun
black hole
dome

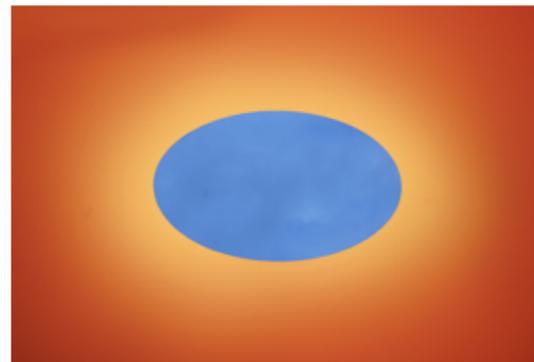
the Healing Hub



the Mind Room

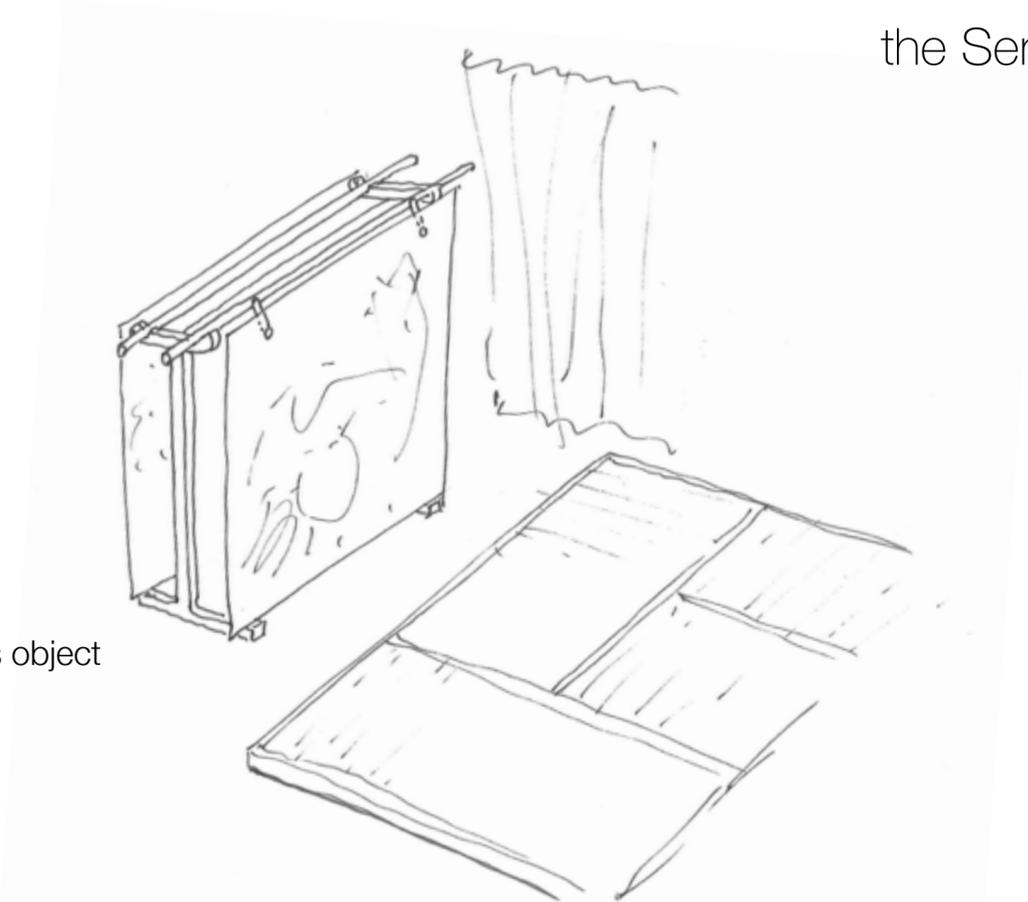


*the aesthetics of Absence -
7 contemporary monk rooms: 7 focus points (chakras) to heal oneself*



the Healing Hub

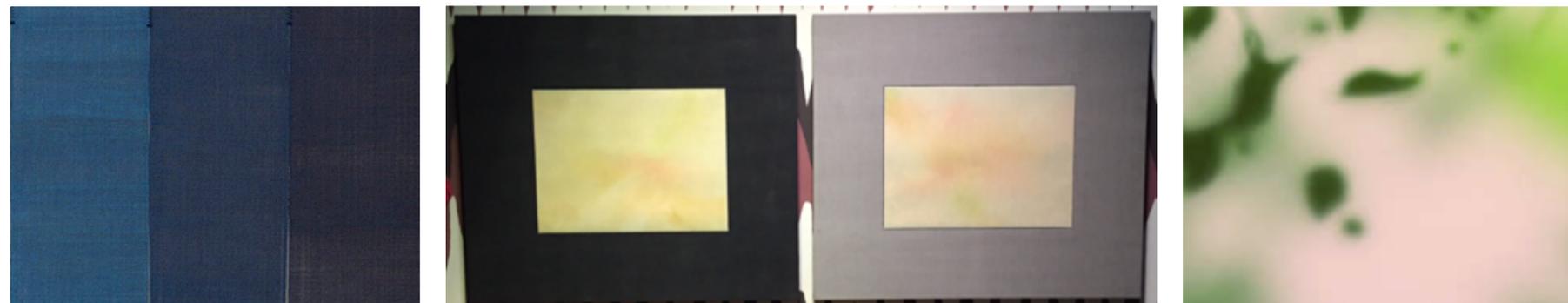
the Sensorama



moodscape as object

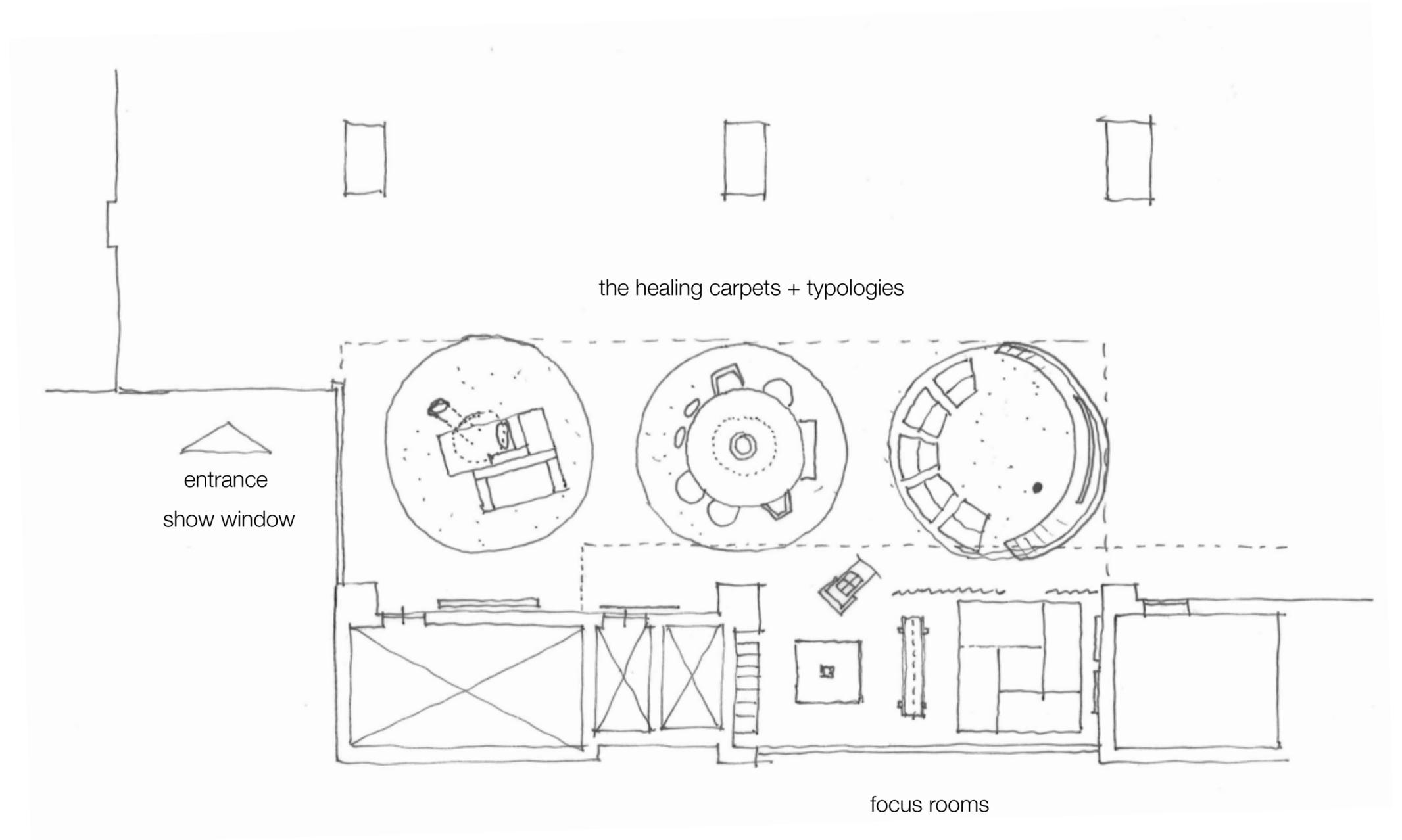
visual and auditive art installation

A sensorial room to connect to basics, involving tangible and mind expanding attributes - provoking awareness of ones state of being and the physical or social relation to ones surroundings.



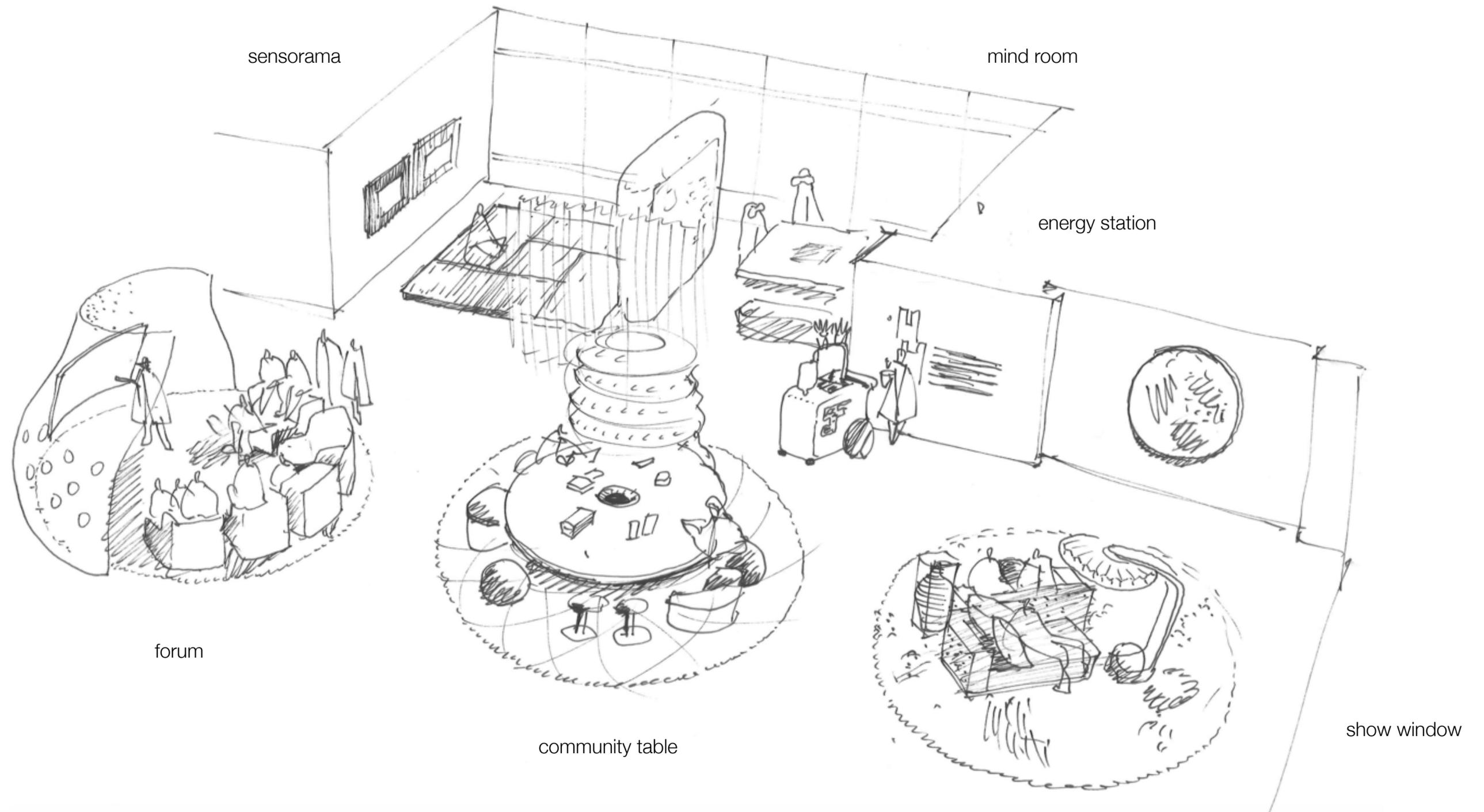
the Healing Hub

Space Plan



the Healing Hub

Space Plan



sensorama

mind room

energy station

forum

community table

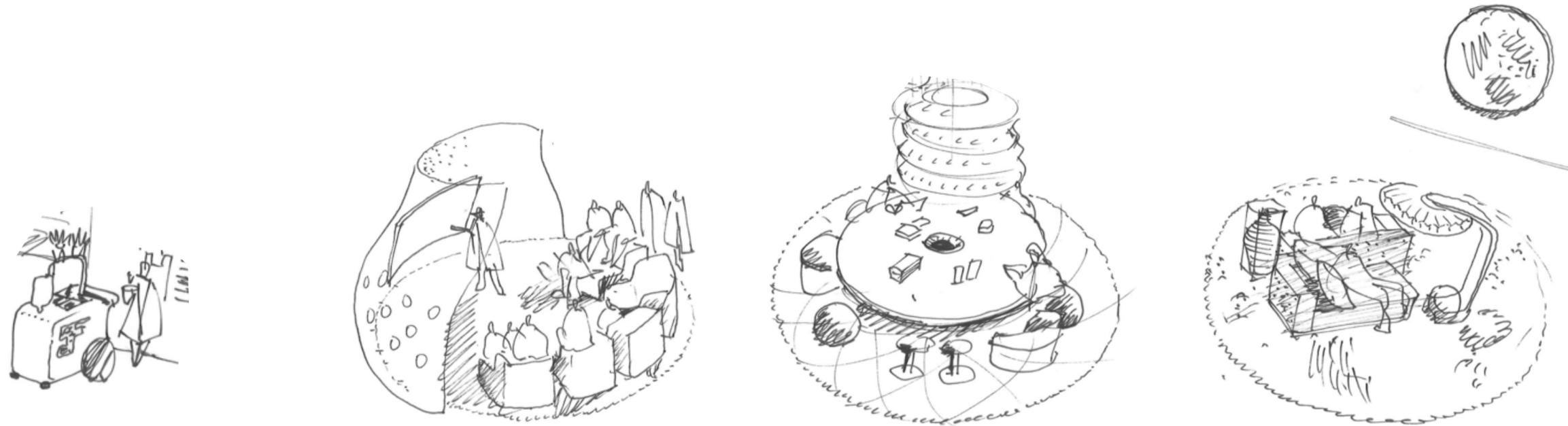
energy lounge

show window

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Typologies



The dynamics of work, meeting and sharing experience - embodied through design.

energy station
food design
bar-table in mind room

forum
universe carpet
tipi tent
stage poofs

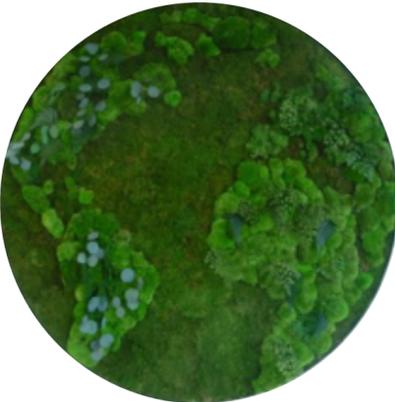
community table
atmosphere carpet
kaleidoscope
cloudscapes

energy lounge
earth carpet
healing light
sofa setting

the Healing Hub



Conceptual Sublayers



healing art
mental: mind expanding art
physical: tactile sculptures



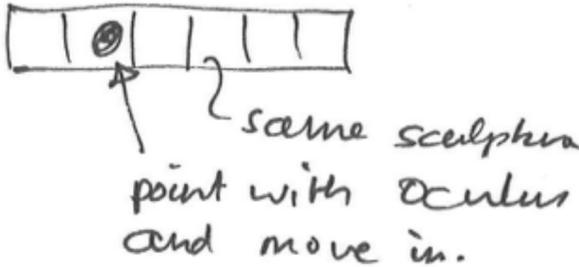
merchandise
stationary design
books (D/D)



community
monitoring (D/science)
bracelet or kimono



hospitality
food design
bar-table in mind room



interaction/graphic design
oculus
film presentation

the Healing Hub



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INSPIRING
REALIZING
SHARING

