

# INTRODUCTION

- The **WORKPLACE** is an environment in which everyone comes **TOGETHER** to **DEVELOP IDEAS**.
- **PLACE** where people **INTERACT, MEET OTHERS** and do an **EFFICIENT** work .
- The **GOAL** of the workplace is to create **HIGHER PRODUCTIVITY** and this is **PROMOTED BY FLEXIBILITY, COLLABORATION & WELL-BEING**.

“Our goal is to help clients move beyond the outdated concept of employee satisfaction and embrace the idea that engaged employees is a core business metric.” -GENSLER



“We believe that the core of a comfort interior is the powerful idea that could be transformed to everything”  
-SOESTHETIC GROUP

“It has been designed to think of the employers needs. The goal is to design working environments for whatever situation comes their way.”  
-ANGELA MONTUGAD



# PEOPLE CENTERED DESIGN

"Design solutions that cater to the employees needs"

- Technology allows the user to have flexibility such as video conferences.

TECHNOLOGY

FLEXIBILITY +

CONTROL

- Regulating the light, doors and temperature
- Employers have the ability to work anywhere and control over the environment.

MOBILITY

- Allows the user to work anywhere
- Wi-Fi in all rooms
- Common areas that allow the users to work with collaboration
- Workers can decide where they want to work

- Spaces that encourage the well being are crucial to make the worker to feel that the work place should not be boring.

WELNESS WELL-BEING

NATURAL ELEMENTS

- The use of natural elements such as sunlight improve the well being of the employer

- Casual conversation is encouraged
- Comfortable environment and furnishings

PERMISSION

COLLABORATION

PROXIMITY

- The design should at the office give people reasons to enjoy staying
- Instant messaging may provide a sense of proximity and collaboration

CREATIVITY  
STIMULATION

- Design stimulating the creativity

PRIVACY

Visual

Acoustics

= PRODUCTIVITY



# AIR BNB

## SAN FRANCISCO, CA

Year designed: 2015

Location: San Francisco, CA

Architect: WRNS Studios and Airbnb Environments team.

NEEDS:

- Flexibility
- Well-being
- Collaboration
- Productivity
- Privacy when needed

## CASE STUDY I

Collaboration and mobility

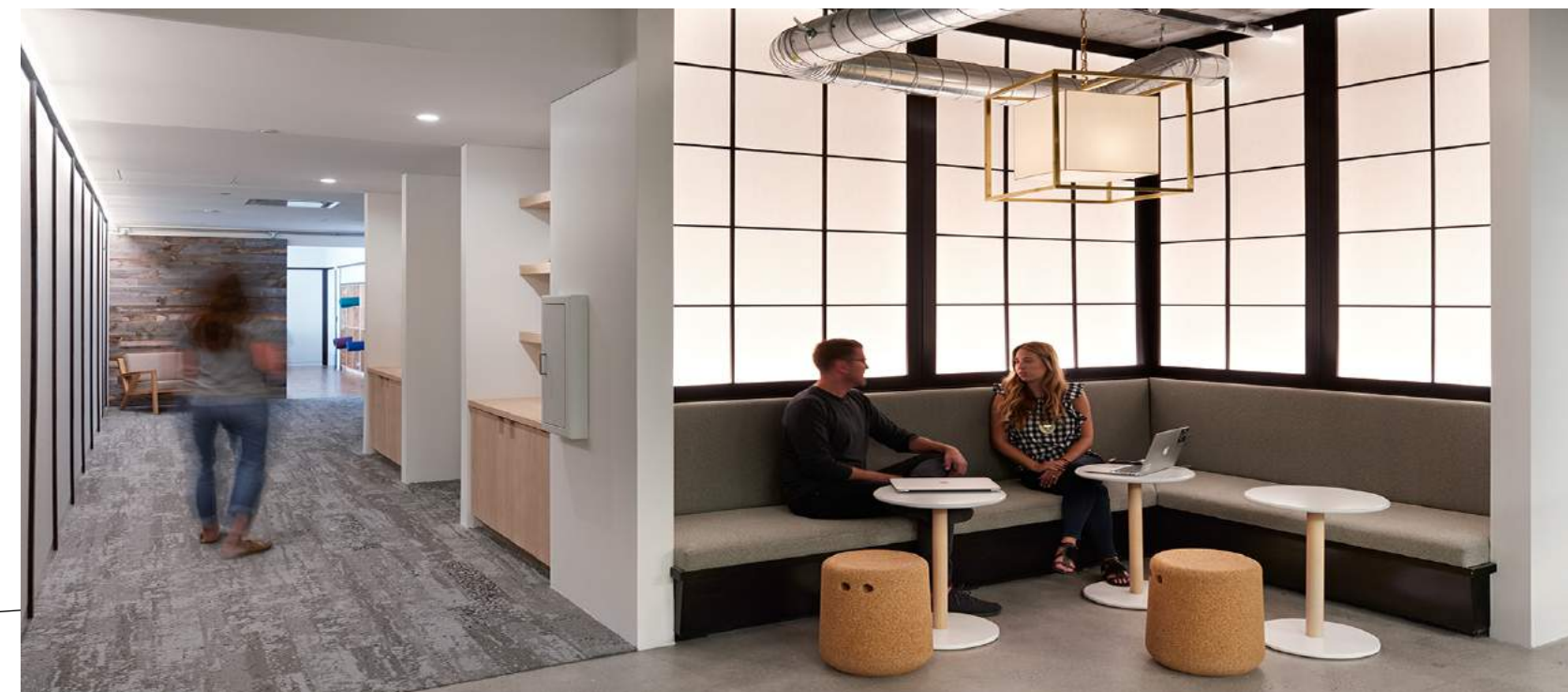


Nap/Lounge Area

The Employee gives the worker **Flexibility** and **Permission** to work where and whenever they want as soon as they finish the tasks of the day.

Four different cities into a physical space, assigning each floor to a different city: **Buenos Aires, Kyoto, Jaipur and Amsterdam.**

Each room is inspired by existing Airbnb listings around the world to enable **employees to travel through their day.**



Common Area

# AIR BNB ENVIRONMENTS TEAM

Philosophy: Open tools, open teams.

Design organization that is  
constantly **innovating on better  
ways to built.**

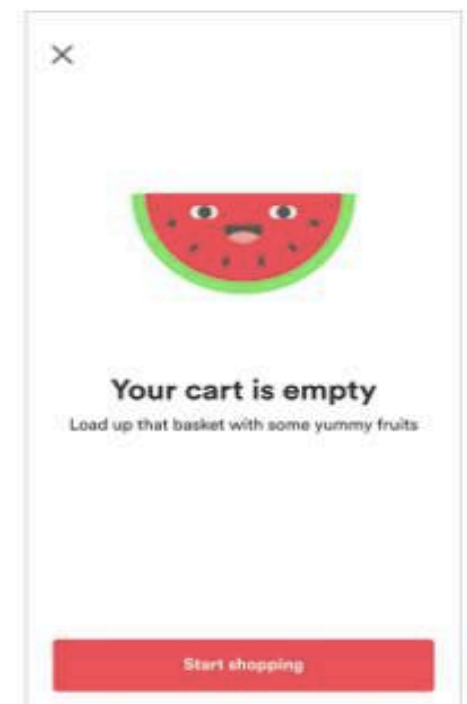
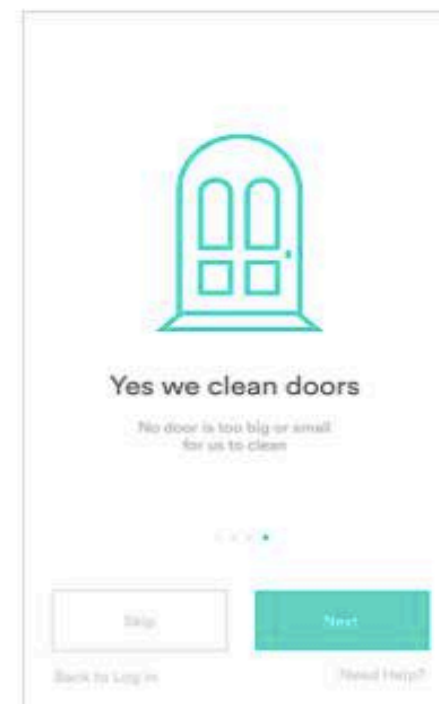
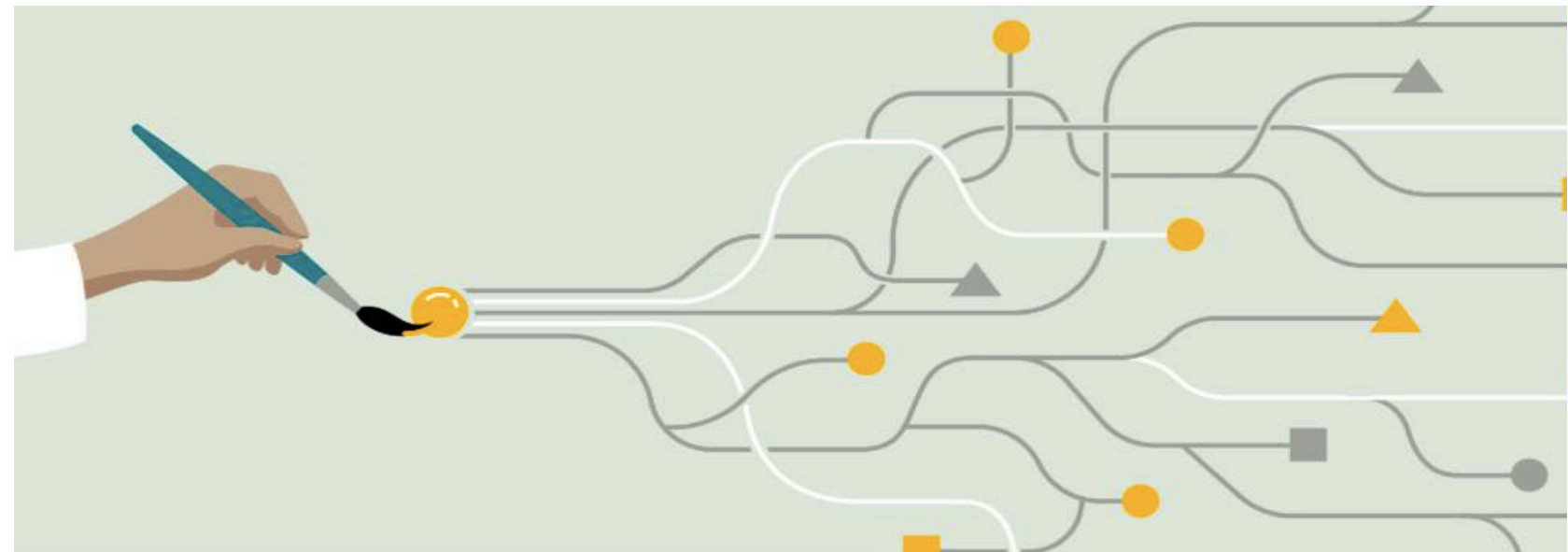


## CASE STUDY I

Apps designed to reflect  
the company and better  
assist their clients,  
creating a community.

## BUILDING COMMUNITY

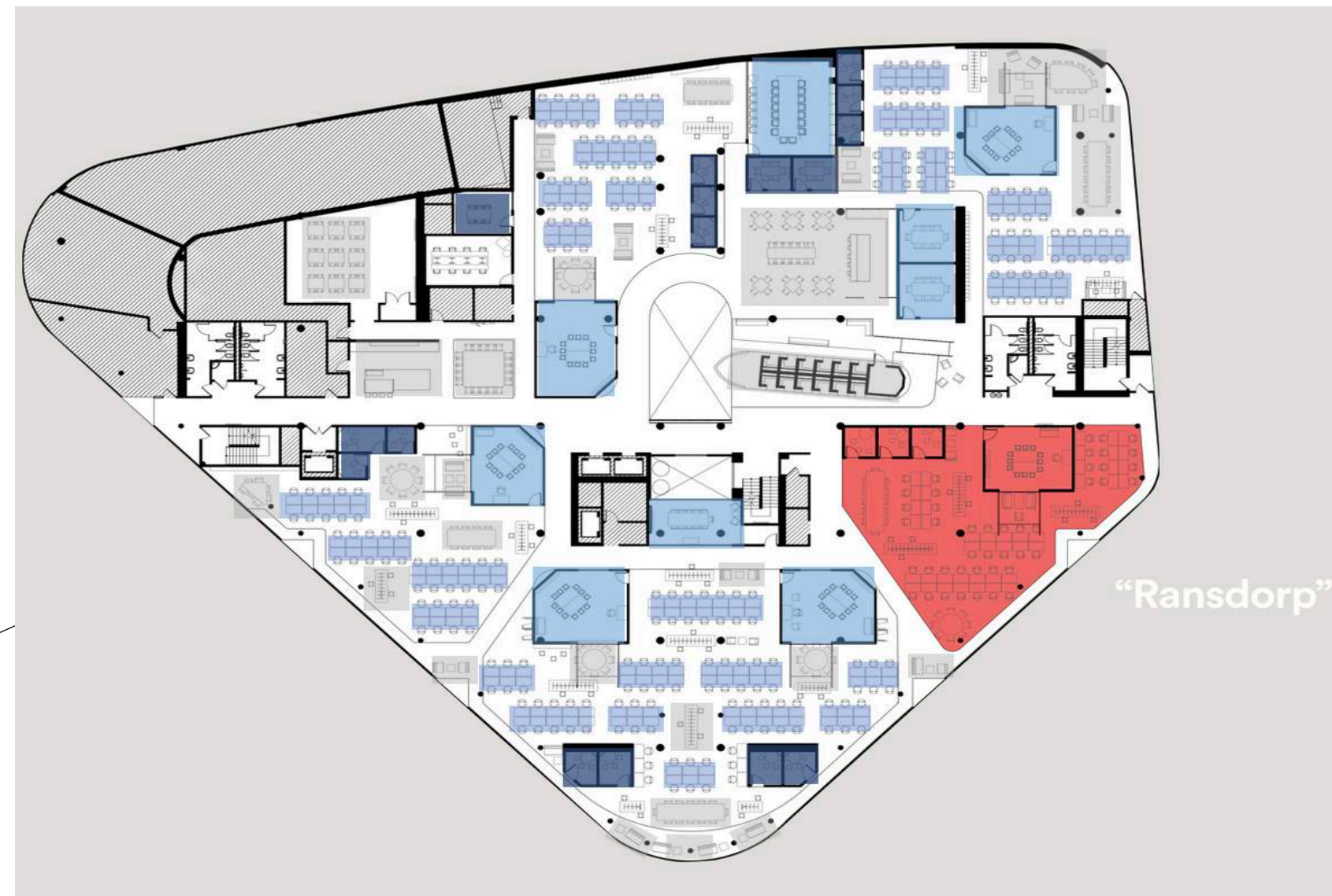
**Bridge** that connects people and creates community



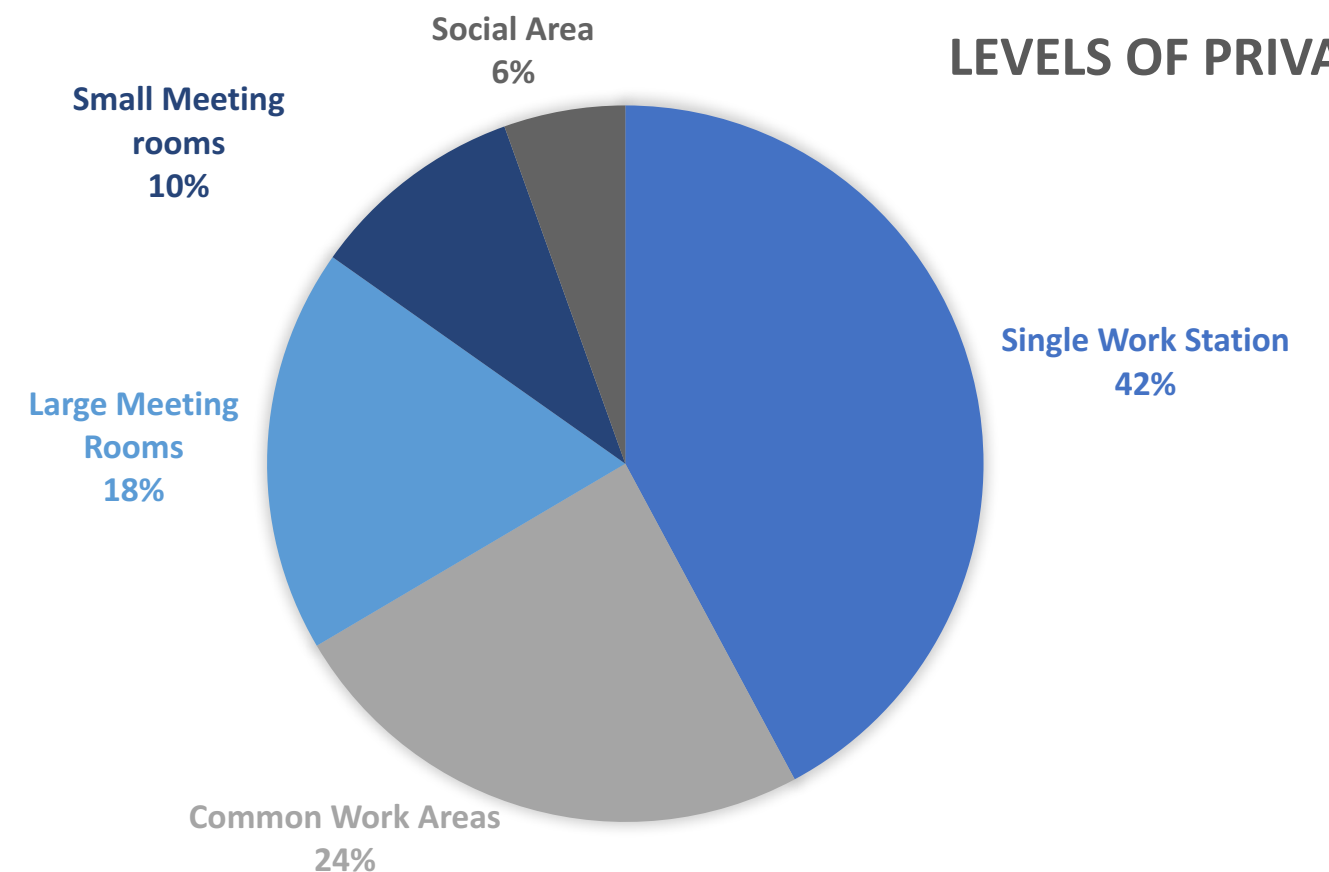


# SPACE PLANNING ANALYSIS

- The open Kitchen promotes proximity and collaboration between the coworkers.



## LEVELS OF PRIVACY



- The use of the curtains in private rooms allow the workers to control the setting.



## CASE STUDY I

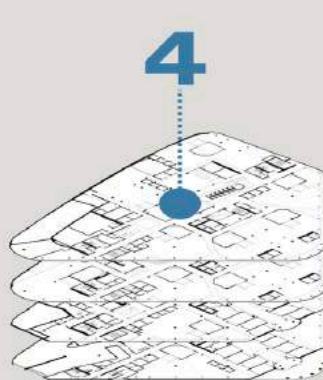




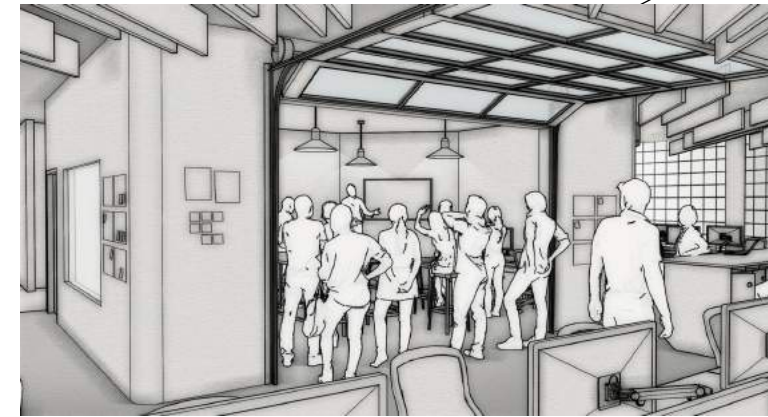
The bridge in Ransdorp reflects on the design of the **meeting room** they have in the Amsterdam floor.

Boat inspired in the Amsterdam Canals

Inspirational elements from the 'concept city' are incorporated creating new spaces for the employers to work with **mobility** and **collaboration**



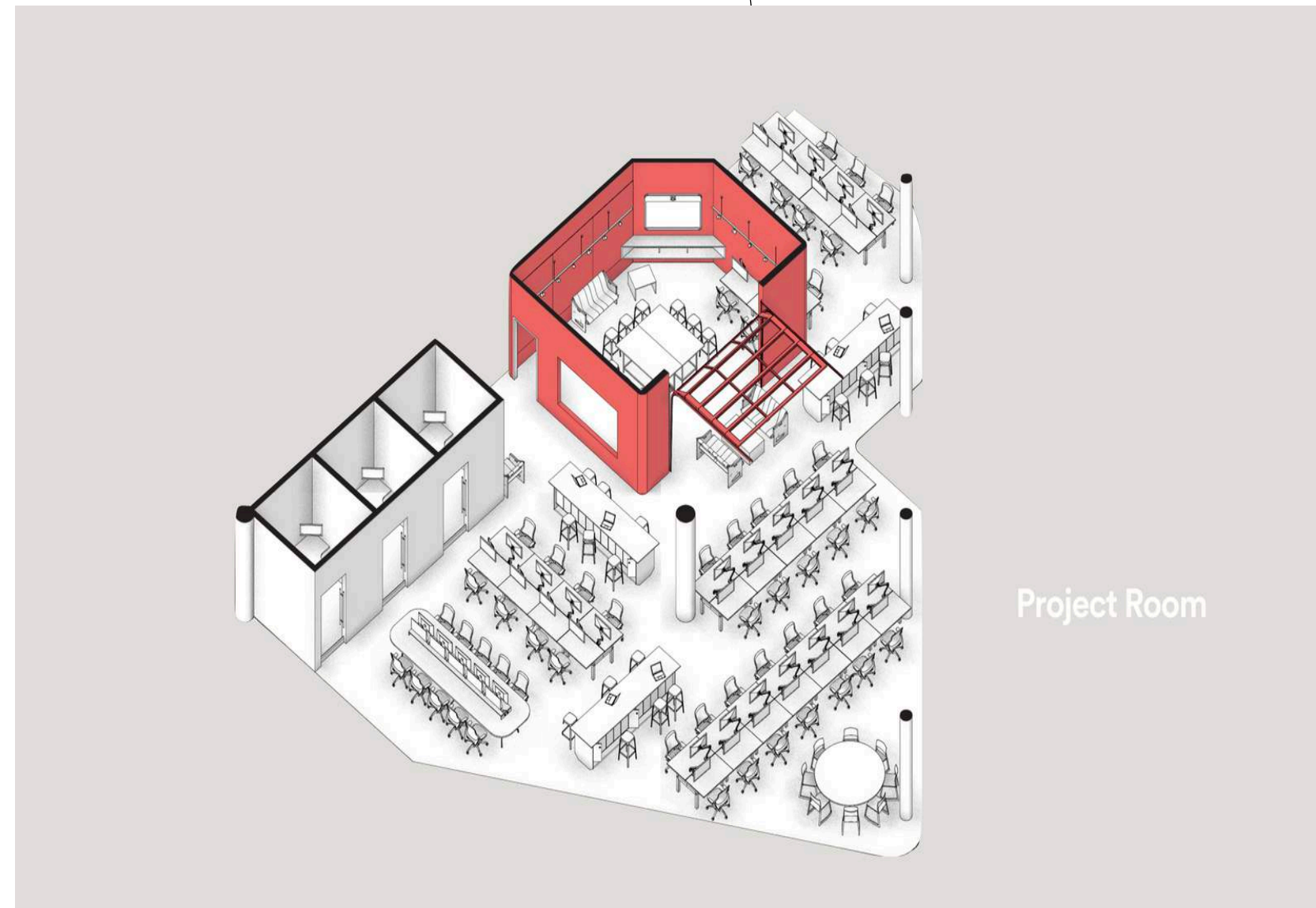
Users have **control over the environment**.



OPEN



CLOSED



Project Room

## CASE STUDY I

Each one of the floor's cafes relates to that city, the color pallet, patterns and materials, reflecting the local culture.



# MOBILITY

- Allows the user to work anywhere
- Wi-Fi in all rooms
- Common areas that allow the users to work with collaboration
- Workers can decide where they want to work



Informal Auditorium



Common Work Areas

## WELNESS

- Spaces that **encourage the well being** are crucial to make the worker to feel that the work place should not be boring.



Fitness Center

Work Area with natural lighting



# CLUB MED OFFICE UNDERWATER OFFICE

DESIGNED BY 100ARCHITECTS

Year Designed: 2017  
Location: Shanghai  
Size: 16700 sq ft.  
Concept: Inspired in vacations, and reflects happiness that someone feels when arriving to a new destination by the sea.  
Needs: Flexibility, Well-being, Collaboration

Open to promote interaction

Each pipe offers a space multiple functions.



Creativity Time, allows for employees to work within the space



These areas can be used as meeting rooms,

Social hub, Promotes informal



Social hub, Promotes informal gatherings

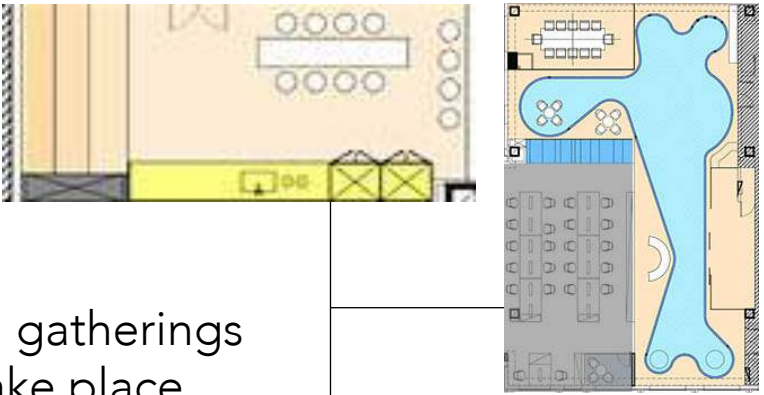
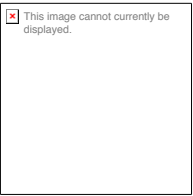
Multi-function: kitchen/ auditorium



Settings for public speeches



# COLLABORATION



Social hub,  
Promotes informal  
gatherings

Impression of a  
pool deck.

Glass, allowed to be seen,  
but not heard.

Opened, but promotes  
semi-privacy

Allows permission for  
one to walk into the  
space

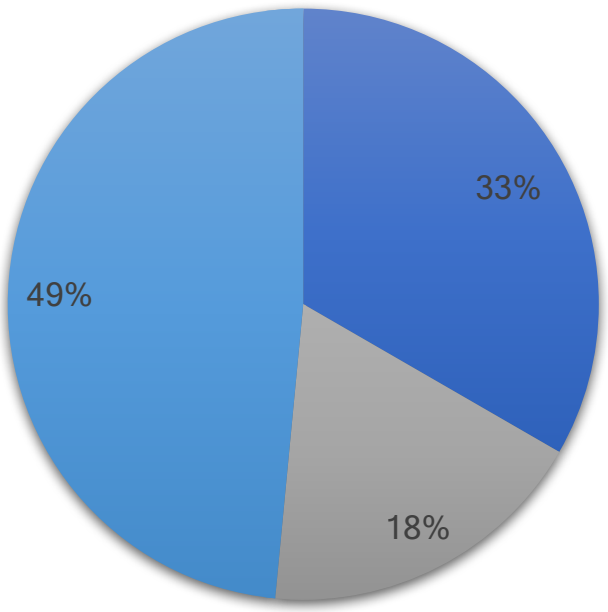
Each pipe offers a  
mini function.

Each pipe  
Offers a mini function.

Where Informal gatherings  
and activities take place.  
The most detailed spaces.

Pipes and deck flooring  
divide each space

Separation is also indicated  
through the use of materials



■ Private ■ Semi-public ■ Public

## CASE STUDY II



# WELL-BEING



“YOUNG & FRESH COMPANY.”



Greenery, identity of what's outside.

93% of our time is spent outside

Good mood generator

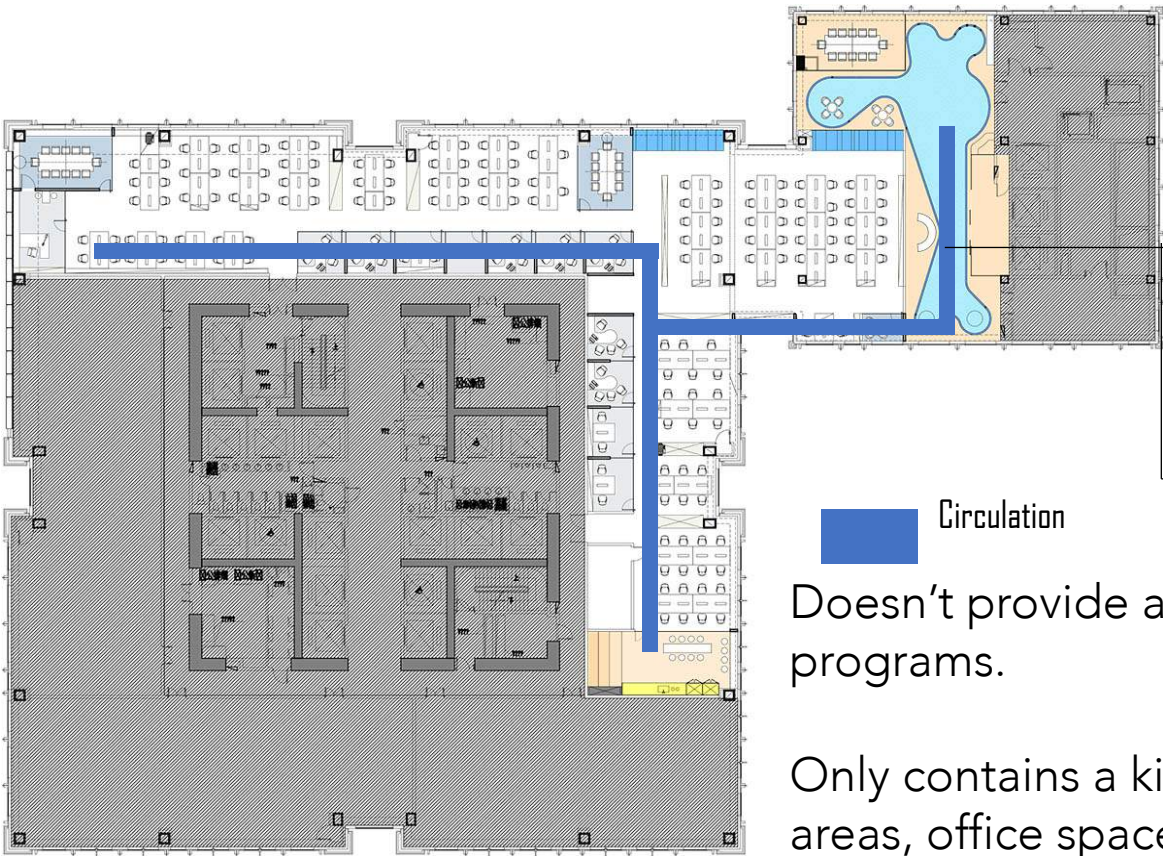
Bright lighting, attracts peoples attention to walk into the space.

Long tables promotes social interaction (Idea of community)



Seater view of the exterior, allows us to feel as though we were outside.

Allows in natural lighting bringing in mental positivity.



Perk: easy to understand where to go.

Disadvantage: not much physical activity.

Doesn't provide any fitness programs.

Only contains a kitchen, meeting areas, office spaces, and a lobby

## CASE STUDY II



# STRENGTHS AND WEAKNESSES

## AIRBNB OFFICE

### STRENGTH

- TECHNOLOGY
- CONTROL
- MOBILITY
- WELLNESS
- PERMISSION
- PROXIMITY
- CREATIVITY
- STIMULATION
- NATURAL ELEMENTS

### WEAK

- PRIVACY
- DEEP FOCUS SPACES



## CONCLUSION

## CLUB MED UNDERWATER OFFICE



### STRENGTH

- TECHNOLOGY
- PERMISSION
- CREATIVITY
- PROXIMITY
- NATURAL ELEMENTS
- STIMULATION
- CONTROL
- SOCIAL INTERACTION

### WEAK

- PRIVACY
- WELLNESS
- MOBILITY (NO LAPTOPS)