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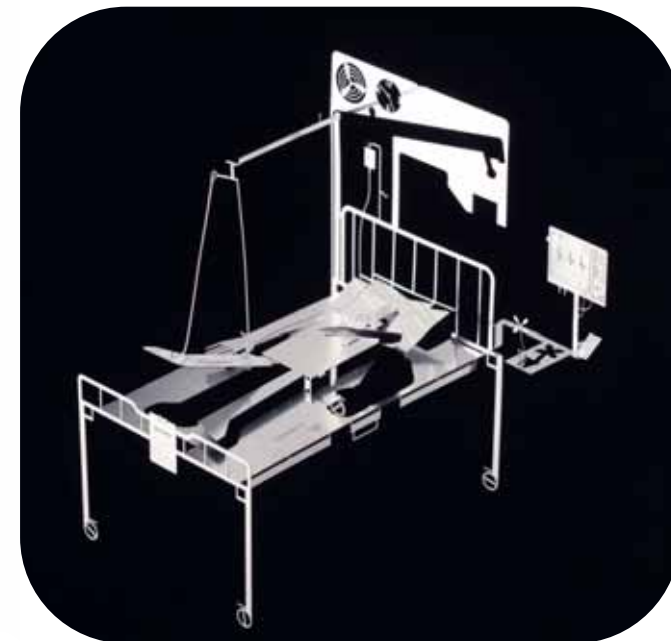
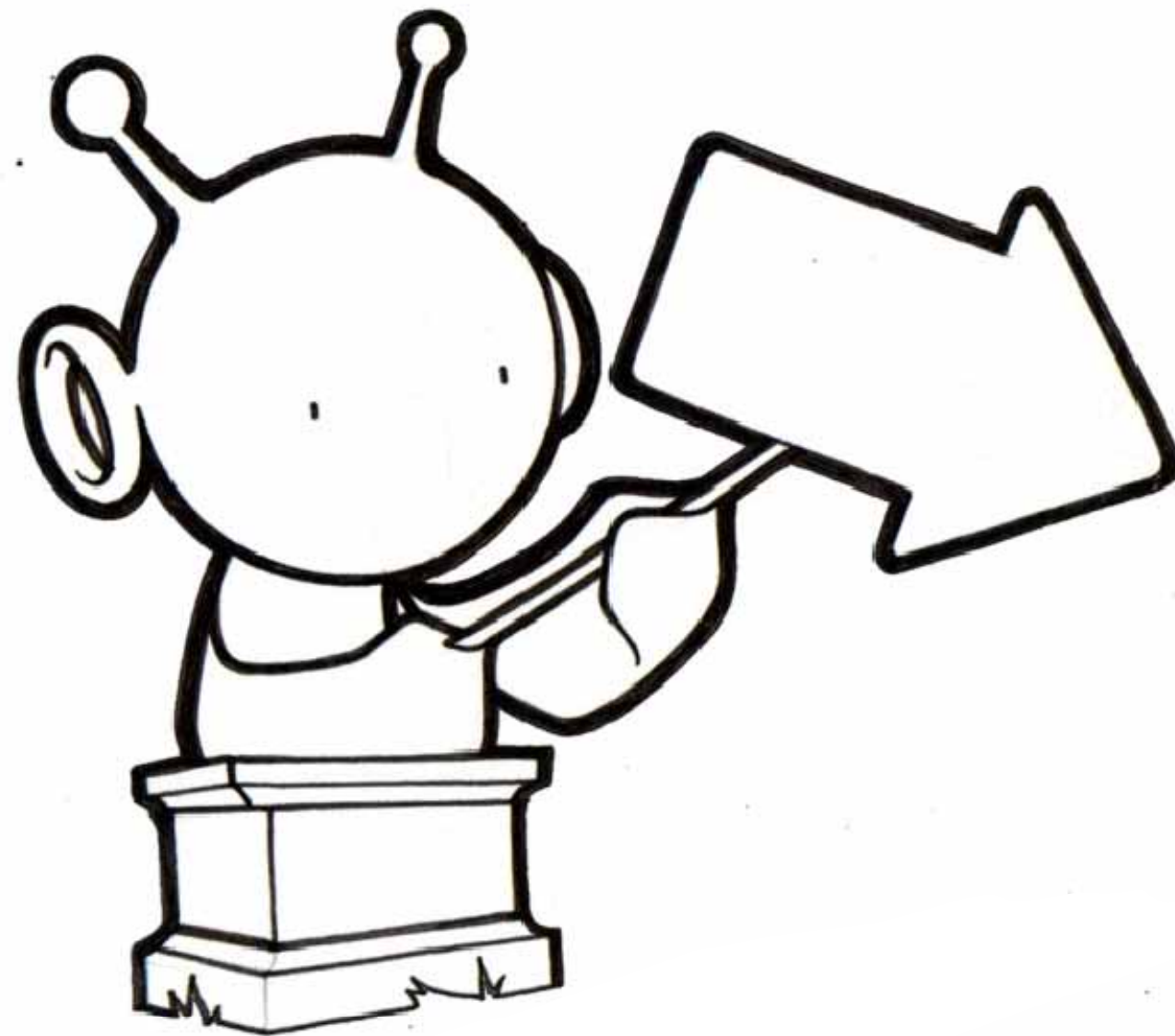
**Version:** Accepted version (Royal Hospital for Sick Children)

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# royal hospital for sick children

arts commissioning



consultation draft  
v2 13.1.2010



# INTRODUCTION THE ARTS COMMISSIONING STRATEGY

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Grit & Pearl is a small creative company based in Newcastle that specialises in integrating artworks and innovative design into public spaces. We work for local authorities, regeneration agencies, NHS Trusts and a small number of private sector developers, and have commissioned projects for a wide range of locations including museums, parks, offices, city centres, swimming pools, health centres and hospitals. You can find out more about Grit & Pearl's projects and the team at [www.gritandpearl.co.uk](http://www.gritandpearl.co.uk). In August 2009 Grit & Pearl were appointed by NHS Lothian to develop the framework for arts commissioning for the new Royal Hospital for Sick Children at Little France.

Emma Keating and Richard Hollinshead from Grit & Pearl have visited the hospital and undertaken a period of in-depth consultations with various groups from the RHSC. These consultations included one-to-one sessions, presentations to committees or working groups, and workshop events. We have shown lots of images and talked through a number of ideas, gradually changing the images and refining the ideas until settling on a set of project proposals that are based on the ideas and information we've received from a wide range of stakeholders. Grit & Pearl have also met regularly with the architects Nightingales and BMJ and the landscape architects FIRA Landscape to ensure that these emerging ideas for art dovetail with the building design and construction process.

The following report is submitted for approval to allow progression to the procurement phase. This report includes 15 possible commission projects, and each of these projects has numerous variations, options and sub-projects. The scope of the opportunity is massive, with our first attempt to create a list of locations that would warrant art or design coming to 160 separate sites! It is important to get a clear steer from you, the client, as to how you would like to see these ideas progressed.

We look forward to getting your feedback on our progress to date.



A stylized, handwritten signature in purple ink.

Emma Keating

Senior Consultant, Grit & Pearl



A stylized, handwritten signature in black ink.

Richard Hollinshead

Director, Grit & Pearl

# CORE AIMS FOR THE ARTS COMMISSIONING STRATEGY

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Many of the stakeholders we've spoken to see art as a vital component in creating a successful new Sick Kids hospital. The one remark that we heard at many of the sessions, and which the arts commissioning can really help with, was *"we want it to feel like where we are now: our place"*. Through the consultation we have carried out so far, we have identified four core aims for the arts commissioning and have developed outline project ideas that, collectively, can deliver these four aims:

**AIM ONE** *"Engage patients, staff and families in the arts commissioning process, ensuring that all ideas and contributions are heard"*

**AIM TWO** *"Create an arts infrastructure that will allow patients, staff and families to add their own creativity to the hospital in years to come"*

**AIM THREE** *"Commission the best quality artists and designers to create projects for the new hospital"*

**AIM FOUR** *"Embed creativity throughout the new hospital rather than adding artworks to it"*

**Aim One** is essential to the success of all the art commissions, and to ensuring that they are right for the new hospital and the people that will use it. This builds upon the consultation we have already undertaken, and will offer a range of opportunities to engage with the arts projects by hosting resident artists; being involved on selection panels; attending talks, presentations and workshops; and, in some cases helping to create the artworks themselves. Key to this process is the Artist-in-Residence programme that is being funded by the Sick Kids Friends Foundation, which will see ten resident artists (eight short-term and two long-term) over the next two years.

**Aim Two** picks up on what we see as a major strength of the current RHSC facility – the willingness of staff and patients to create art, to decorate and personalise their own wards and service areas, and to make the RHSC 'home'. We don't want to commission artworks that mean there is no room for anything but 'official art', but we do want to make sure that the hospital is as creative an environment as possible. The solution is to develop some projects where we put a professional artwork or infrastructure in place, but which needs 'finishing' or adding to in order to really make it work. Examples include *Photo Booth*, which is an infrastructure project to create a collection of photographic portraits of those who have passed through the hospital; or *Through The Wardrobe*, which will create a flexible play-room that can change to become different kinds of environments each day.

**Aim Three** reflects the aspiration that the hospital offers a world-class environment and service. In terms of art and design quality it means a commitment to recruiting the best creative people and giving them the time, resources and support to enable them to bring that creativity to bear on the new hospital. This means striking a balance between recruiting the best Scottish talent with bringing in artists and designers from further afield.

**Aim Four** is particularly important to us. We don't think that commissioning pieces of art to decorate the new hospital is necessarily the best way to use valuable resources. Artworks can have several functions, even if those functions are not always immediately obvious. Sculptures can help people find the entrance to the hospital, rubbing blocks can keep children occupied in Waiting Rooms, bespoke play equipment can make the experience of the RHSC something special that can't be found anywhere else in the world. We also don't want to see a division between the art, the architecture, the landscaping and the interior design. Our vision is for a hospital that is creative throughout – where standard pieces of equipment, fixtures and fittings are looked at afresh and re-imagined in a more creative way. So our definition of art includes the design of furniture, of spaces, of dens and storytelling huts, of play equipment, of fencing and of floor and wall surfaces as much as it includes sculptures or stained glass.

# CONSULTATION TO DATE, AND FUTURE PLANS

## Consultation to date

Emma Keating and Richard Hollinshead of Grit & Pearl have met a wide range of groups, forums and individuals already (see sidebar), and that has been essential to the development of this document. We have also taken part in the Open Day and Stakeholder Workshop Day, have met regularly with the rest of the Design Team (architects, landscape designers and interior designers), and have made contacts with a number of Edinburgh-based arts organisations.

## Consultation on this report

This report is intended as a summary of the consultation undertaken so far, and the emerging ideas we have for art and design projects for the new hospital. As we have used draft versions of this report in previous consultation sessions it already includes some comments received from stakeholders, but more or revised comments would be welcome and timely. We have also had comments and requests that are more relevant to the architects, interior designers or landscape designers, which we have passed on and we are happy to continue to do so. We hope that by circulating this report we can refine these project ideas further, identify any emerging preferences and, if need be, drop some of these ideas and develop new ones in their place. We don't want to proceed further without feeling that the consultation has been thorough, that everyone has had the chance to be involved, and that our client NHS Lothian is comfortable with issuing an agreement to proceed to the commissioning phase.

## Future consultation

Grit & Pearl will continue to consult on projects as they develop. A key feature of our plans is that we will stagger the commissioning of the individual projects so that we can learn from the successes and failures of the early ones. For example we may change the way we select artists, or how long we give them to develop ideas. Each artist that is commissioned will also be contracted to develop their ideas through close consultation with relevant staff, patients and families, which could be via site visits, workshops and discussions as well as email and blogs. We want to each ward or service area to 'take ownership' of the arts commissioning for their spaces by being involved in the selection and interview process, by helping to write the Artists Brief, and by spending time with the artists whilst they develop ideas. So the exact level of consultation for individual projects will depend on the stakeholders we are working with. For projects that are relevant to the whole hospital – plans for an entrance feature or a bespoke reception desk for example – we will seek to arrange open sessions where artists can present their ideas, or create an e-bulletin to keep in touch with latest developments.

For the artist residencies that will be funded by the Sick Kids Friends Foundation we will convene a working group comprising standing members and invitees. The working group will be chaired by Stephanie Donaldson, Trustee of the Sick Kids Friends Foundation, with Nick Durham from Nightingales Architects, and a representative NHS Lothian's Re-Provision Team, Emma Keating of Grit & Pearl, Amanda Game of Edinburgh-based Innovative Craft, a representative from Scottish Arts Council, and a representative from the Young Peoples Advisory Group. Individual projects will also have invited panel members from specific wards or service areas.

### Consultees to date:

- Professional Nursing Forum
- Play Specialists Group
- Patient Focus and Patient Involvement Group
- Medical Staff Committee
- Young Peoples Advisory Group
- Professional Nurses Forum
- Therapies Team
- Family Council
- RHSC Project Core Group
- RHSC Re-Provision Project Board
- Sick Kids Friends Foundation Board
- Gwyneth Bruce, CAHMS
- Rose Byrne, Re-Provision Team
- Peter Campbell, A&E/Outpatients
- Mike Conroy, Radiologist
- Steve Cunningham, Medical Staff Committee Lead & Research
- Brian Curry, Project Director, Re-Provision Team
- Eddie Doyle, Clinical Director
- Fiona Gardner, Clinical Effectiveness Co-Ordinator
- Maureen Harrison, Sick Kids Friends Foundation
- Victoria McConnachie, A&E/Outpatients
- Elaine McGonigle, New Pyjamas Campaign
- Lindsay McIvor, Plaster Specialist
- Madelaine Mitchell, A&E/Outpatients
- Helen Taylor, Drop-In Centre
- Carrie Upton, Chaplaincy
- Architecture & Design Scotland
- Amanda Catto, Scottish Arts Council
- Amanda Game, Innovative Craft
- Irene Kernan, Edinburgh Sculpture Workshops
- David Weir, Dovecot Studios



# ACCOMMODATION SCHEDULES PROPOSED LOCATIONS

To summarise, the main focus for the arts commissioning is on the following areas:

- entrance feature  
waiting rooms
- entrance routes  
treatment rooms
- main reception  
play spaces
- the O-Zone  
garden spaces
- main corridors and public spaces  
the quiet spiritual areas

This list below is based on the current accommodation schedules for the new hospital which will certainly change, but is useful to show the scope of opportunity for art and design projects. The list does not include external locations such as the landscaping, entrance features, and routes from public transport and main car-parking areas which are all significant locations for potential arts projects.

Facility	Department	Sub department	Room Description
RHSC A1 - A&E / Assessment Ward	A1 - Emergency Department	Entrance, Reception & Waiting	Reception: 2 staff
		Entrance, Reception & Waiting	Waiting Area inc Play Area
		Treatment Facilities	Treatment Room: Multi Functional
		Treatment Facilities	Treatment Room: Multi Functional
		Treatment Facilities	Treatment Room: Multi Functional
		Treatment Facilities	Treatment Room: Multi Functional
		Treatment Facilities	Treatment Room: Multi Functional
		Treatment Facilities	Treatment Room: Multi Functional
		Treatment Facilities	Treatment Room: Multi Functional
		Treatment Facilities	Treatment Room: Multi Functional
		Treatment Facilities	Treatment Room: Multi Functional
		Treatment Facilities	Treatment Room: Multi Functional
		Treatment Facilities	Treatment Room: Multi Functional
		Treatment Facilities	Treatment Room: Multi Functional
		Treatment Facilities	Treatment Room: Multi Functional
		Treatment Facilities	Treatment Room: Multi Functional
		Treatment Facilities	Plaster Suite (2 bays)
		Distressed & Bereaved Persons Facilities	Sitting Room
		Distressed & Bereaved Persons Facilities	Body Viewing Room
	A2 - Medical Paediatric Acute Assessment and Admissions (28 beds)	Shared support	Treatment Room
		Shared support	Play Area / Dining
RHSC B1 - Critical Care / HDU / Neonatal Surgery	B1 - PICU and HDU's - 24 Beds	PICU and HDU's - 24 Beds	Waiting Area (Visitors)
		Shared support	Play Specialist Base & Store

<b>RHSC C1 - InPatient Pathway / Ward Care</b>	<b>C1.1 - Medical (16 Beds)</b>	Medical (16 beds)	Treatment Room
		Medical (16 beds)	Dining / Play Room
	<b>C1.2 - Surgical (22 Beds)</b>	Surgical (22 beds)	Treatment Room
	<b>C1.3 - Neuroscience (12 Beds)</b>	Neuroscience (12 beds)	Treatment Room
		Neuroscience (12 beds)	Snoezelen Room
	<b>C1.4 - Medical/Surgical/Neuroscience (Shared Support)</b>	Shared	Rehab room
	<b>C3 - Haematology / Oncology Ward (12 inpatient beds &amp; 7 daycase beds)</b>	Haematology / Oncology Ward (12 inpatient beds & 7 daycase beds)	Waiting Area
		Day Beds (7)	Treatment Room
		Ward Support Areas	Treatment Room
		Ward Support Areas	Play Room
	<b>C4 - Adolescent Inpatient Facility - 10 Beds</b>	Adolescent Inpatient Facility - 10 Beds	Treatment Room
	<b>C5 - Neurophysiology</b>	Neurophysiology	Waiting Area
		Neurophysiology	EEG Recording Room (1)
		Neurophysiology	EEG Recording Room (1)
		Neurophysiology	EEG Recording Room (1)
	<b>C7 - School</b>	Childrens Hospital Service	Primary Classroom
		Childrens Hospital Service	Secondary Classroom
	<b>D1 - Main Outpatients Department - general</b>	Main Outpatients Department	Reception
		Main Outpatients Department	Main Waiting Area
	<b>D1 - Main Outpatients Department - suite A Ortho</b>	Consulting Suite A - Orthopaedics	Sub Waiting Area (incl supervised play) with Nurse Base
		Consulting Suite A - Orthopaedics	Consult/Examination
		Consulting Suite A - Orthopaedics	Consult/Examination
		Consulting Suite A - Orthopaedics	Consult/Examination
		Consulting Suite A - Orthopaedics	Consult/Examination
		Consulting Suite A - Orthopaedics	Consult/Examination
		Consulting Suite A - Orthopaedics	Consult/Examination
		Consulting Suite A - Orthopaedics	Consult/Examination
		Consulting Suite A - Orthopaedics	Consult/Examination
		Consulting Suite A - Orthopaedics	Consult/Multi-Disciplinary
		Consulting Suite A - Orthopaedics	Treatment Room (with prep area)
		Consulting Suite A - Orthopaedics	Plaster Suite (2 bays)
		Consulting Suite A - Orthopaedics	Orthotics Room
		Consulting Suite A - Orthopaedics	Orthotics Workshop
	<b>D1 - Main Outpatients Department - suite B ENT (adj Audiology)</b>	Consulting Suite B - ENT (next to Audiology)	Sub Waiting Area (incl supervised play) with Nurse Base
		Consulting Suite B - ENT (next to Audiology)	Consult/Examination
		Consulting Suite B - ENT (next to Audiology)	Consult/Examination
		Consulting Suite B - ENT (next to Audiology)	Consult/Examination
		Consulting Suite B - ENT (next to Audiology)	Consult/Examination
		Consulting Suite B - ENT (next to Audiology)	Consult/Examination
		Consulting Suite B - ENT (next to Audiology)	Consult/Examination (Audiology)
		Consulting Suite B - ENT (next to Audiology)	Consult/Examination

		Consulting Suite B - ENT (next to Audiology)	Treatment Room (with prep area)
	<b>D1 - Main Outpatients Department - suite C (adj ophth &amp; cardio resp)</b>	Consulting Suite C (Next to Ophth & Cardio Resp)	Sub Waiting Area (incl supervised play) with Nurse Base
		Consulting Suite C (Next to Ophth & Cardio Resp)	Consult/Examination
		Consulting Suite C (Next to Ophth & Cardio Resp)	Consult/Examination
		Consulting Suite C (Next to Ophth & Cardio Resp)	Consult/Examination
		Consulting Suite C (Next to Ophth & Cardio Resp)	Consult/Examination
		Consulting Suite C (Next to Ophth & Cardio Resp)	Consult/Examination
		Consulting Suite C (Next to Ophth & Cardio Resp)	Consult/Examination
		Consulting Suite C (Next to Ophth & Cardio Resp)	Consult/Examination
		Consulting Suite C (Next to Ophth & Cardio Resp)	Consult/Examination (Ophthalmology)
		Consulting Suite C (Next to Ophth & Cardio Resp)	Treatment Room (with prep area)
	<b>D1 - Main Outpatients Department - suite D</b>	Consulting Suite D	Sub Waiting Area (incl supervised play) with Nurse Base
		Consulting Suite D	Consult/Examination
		Consulting Suite D	Consult/Examination
		Consulting Suite D	Consult/Examination
		Consulting Suite D	Consult/Examination
		Consulting Suite D	Consult/Examination
		Consulting Suite D	Consult/Multi-Disciplinary
		Consulting Suite D	Treatment Room (with prep area)
		Consulting Suite D	Play Therapy (inc messy play) room
	<b>D2 - Cardiology &amp; Respiratory (adj suite C)</b>	Cardiology & Respiratory (next to suite C)	Waiting Area
		Cardiology (next to suite C)	Echocardiography Room
		Cardiology (next to suite C)	Exercise Tolerance Test Room
		Respiratory (next to suite C)	Exercise Room/Lung Function Laboratory
	<b>D3 - Ophthalmology (adj suite C)</b>	Ophthalmology	Waiting Area
		Ophthalmology	Waiting Play Area
	<b>D4 - Audiology (adj suite B)</b>	Audiology (next to suite B - ENT)	Waiting Area
		Audiology (next to suite B - ENT)	Consult/Examination
	<b>D5 - Paediatric Dentistry</b>	Paediatric Dentistry	Surgery (standard)
		Paediatric Dentistry	Surgery (standard)
		Paediatric Dentistry	Surgery (standard)
		Paediatric Dentistry	Surgery (multi-disciplinary)
	<b>D6 - Therapies</b>	Clinical Rooms	Large Gymnasium
		Clinical Rooms	Treatment Room
		Clinical Rooms	Rehabilitation Room
		Clinical Rooms	Rehabilitation Room
		Clinical Rooms	Rehabilitation Room
		Clinical Rooms	Standard Treatment Room
		Clinical Rooms	Standard Treatment Room
		Clinical Rooms	Standard Treatment Room
		Clinical Rooms	Standard Treatment Room
		Clinical Rooms	Standard Treatment Room
		Clinical Rooms	Small Treatment Room
		Clinical Rooms	Splinting / Casting Room



		Clinical Rooms	Soft Play Room
		Support Rooms	Waiting Area
		Support Rooms	Waiting Play Area
	<b>D7 - Social Work</b>	Social Work	Reception
		Social Work	Waiting Area
	<b>D8 - Medical Day Care Unit (5 beds)</b>	Medical Day Care Unit (5 beds)	Patient Treatment Lounge
		Medical Day Care Unit (5 beds)	Consult/Examination
		Medical Day Care Unit (5 beds)	Treatment Room
<b>RHSC E1 - Theatres / Anaesthetics / Day Surgery</b>	<b>E1 - Operating Theatres/Surgical Day Case Unit</b>	Day Case Entrance and Reception	Main Waiting/Play Area
		Day Case Entrance and Reception	Consult/Examination
		Day Case Entrance and Reception	Consult/Examination
		Pre Theatre Admissions Suite	Inpatients Waiting Area
		Operating Theatre Suite	Anaesthetic Room
		Operating Theatre Suite	Anaesthetic Room
		Operating Theatre Suite	Anaesthetic Room
		Operating Theatre Suite	Anaesthetic Room
		Operating Theatre Suite	Anaesthetic Room
		Operating Theatre Suite	Anaesthetic Room
	<b>E2 - Acute Surgical Admissions Area (12 beds)</b>	Adolescent Assessment Area (2 beds)	Treatment Room
<b>RHSC F1 - Child and Adolescent Mental Health (CAMHS)</b>	<b>F1 - Child &amp; Adolescent Mental Health Services (12 inpatient beds)</b>	ENTRANCE	Waiting Area
		DAY PROGRAMME (Forteviot)	Group Room
		DAY PROGRAMME (Forteviot)	Play Room
		DAY PROGRAMME (EPSS)	Group Room
		DAY PROGRAMME (Tipperlinn)	Group Room
		DAY PROGRAMME (Tipperlinn)	Sitting Room
		IN-PATIENTS	Treatment Room
<b>RHSC G1 - Clinical Support</b>	<b>G1 - Radiology</b>	Main Department	Waiting Area - Main Dept
		Main Department	Waiting Play Area
		MRI/CT	MRI Room
		MRI/CT	MRI Room
		MRI/CT	CT Room
	<b>H2 - Clinical Research Facility</b>	Clinical Research Facility	Waiting Play Area
		Clinical Research Facility	Consult/Examination
		Clinical Research Facility	Consult/Examination
<b>RHSC J1 - Facilities/Infrastructure Support Services</b>	<b>J1 - Main Entrance - Public Spaces</b>	Main Entrance - Public Spaces	Entrance Concourse
		Main Entrance - Public Spaces	Reception / Information Desk
		Main Entrance - Public Spaces	Waiting Area
	<b>K2 - Spiritual &amp; Pastoral Care</b>	Spiritual & Pastoral Care	Prayer / Meditation / Reflection Area

# THE PROJECTS OUTLINE IDEAS

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Many of these outline project ideas are in fact multiple projects lumped together under one heading, meaning that there are many options still open and decisions to be made about which projects have most merit. At this stage the commissioning budget has not yet been confirmed, so difficult choices may have to be made between some of these ideas. There is also still the opportunity to add in new ideas and suggestions, to raise concerns or simply to make comment on what has been proposed. Please simply contact Emma or Richard at Grit & Pearl via email at [ekeating@gritandpearl.co.uk](mailto:ekeating@gritandpearl.co.uk) or [rhollinshead@gritandpearl.co.uk](mailto:rhollinshead@gritandpearl.co.uk)

- 1 Sick Kids Friends Foundation Artists Residencies**
- 2 Routes In: Paths & Doorways**
- 3 Entrance: This Is Us**
- 4 Open Spaces: Dens & Play Equipment**
- 5 Nooks & Crannies**
- 6 Playrooms: Photo Album**
- 7 Travelling Project: Ollie's House**
- 8 Play Spaces: Through The Wardrobe**
- 9 Plaster Room**
- 10 Treatment Room: Animation Screens**
- 11 Waiting Rooms**
- 12 Corridors**
- 13 Bespoke Items**
- 14 A Spiritual Space**
- 15 Other Opportunities**

# 1 SICK KIDS' FRIENDS FOUNDATION ARTIST RESIDENCIES

## where?

Artists placed with various wards and units throughout the hospital

## what is it?

Ten Artists-In-Residence (eight short-term and two long-term). The eight short-term residencies would see artists and designers spending about 6 days in the hospital spread over a four month period, with additional studio time to develop an outline proposal for a project at the new hospital. Each short-term residency would be hosted by a specific ward, service area or team who would be directly involved in the selection of the artist. Although many of the resident artist's outline ideas will fit the project outlines within this report, the scope and theme will be left open to allow the artist to develop ideas with their host ward. Ideally we would place the broadest possible range of artists, which could include: theatre set designers, photographers, fashion designers, inter-active lighting specialists, sculptors, furniture makers, graphic designers etc.

The two long-term residencies would be hospital-wide, and would each run over two years. The residencies would be for a creative writer and an illustrator for two main reasons – the two could work well together to develop stories and characters, and because both could work easily within a hospital environment without requiring large amounts of space or equipment. The two long-term residencies will be the backbone of the residency programme, and the writer and illustrator will become familiar faces in the hospital. Their ideas will be used to inform the direction of the other commissioned artworks.

## why?

If artists are to create artworks or design spaces or products that are relevant to the patients and staff of the RHSC, then they need to 'get under its skin' by spending time with everyone. The idea of the programme is for the artists to get a better understanding of the hospital and its specific requirements, but also for hospital staff and patients to get some insight into the artist's emerging ideas. Having artists working at the current RHSC will also allow for the creation of artworks about the journey to the new hospital, with a focus on capturing the memories, characters and spaces of the current building and bringing them to the new site. With so many artists visible in the hospital, it should help to create extra anticipation about the new hospital, and give patients and staff extra opportunities to play a part in what the new hospital looks like.

## who with?

This programme should engage all current hospital staff and patients, with some groups particularly targeted. At this stage we propose that the following groups host an artist or designer for a mini-residency: Play Specialists, A&E and Outpatients, MRI and X-Ray, CAHMS Unit, Young Peoples Advisory Group, Therapies Team, Chaplaincy.

## Comments:

- The Trustees of the Sick Kids Friends Foundation have agreed to support this residency scheme
- We'd like to have a resident artist!



Artist's Workshop, Roseberry Park Mental Health Facility, Middlesbrough



## 2 ROUTES IN: 'PATHS & DOORWAYS'

### where?

From the car park, bus stops and green spaces, leading to the hospital entrance

### what is it?

The Sick Kids Hospital is a large building within an even larger hospital site. Many people visiting the hospital will arrive by car and will have a substantial walk through the car park, through the Royal Infirmary and across the plaza to the Sick Kids' front door.

Could the routes have some kind of 'countdown markers' to break up the journey?

Could kids choose to follow the yellow brick road, go through the gates to Hogwarts or follow the trail of sweets through the woods?

Could kids choose which door to use - the starship door, the entrance to Aladdin's Cave, or gates to the Gothic Mansion?

### why?

To make those routes safer for children  
To make those routes more enjoyable and seem shorter  
To help people navigate their way around  
To make the experience of walking to the hospital less scary

### who with?

Young Peoples Advisory Group, Nightingales, Consort

### what's needed?

Detailed understanding of the highways, parking and signage issues  
Close consultation with Consort  
Client agreement to extend the scope of the project beyond the physical boundaries of the Sick Kids Hospital



### Comments:

- It would be great to see different textures on the paths
- Could there be a Discovery Trail on the landscape path, with rubbings to collect and other activities?
- Path needs to be a journey in itself
- Different themes – maybe a yellow brick road? Could we have a 'Rainbow Road'? A Hansel and Gretel path to a gingerbread house? How about the Tropics and the Sahara?
- Railings with different features, bridges, text on the pathways, illuminated areas
- Footprints of people/animals
- Direction/signage to be 'quirky'
- Glass path with water underneath
- Revolving doors
- Sound activated entrances







### 3 ENTRANCE: 'THIS IS US'



*I See What You Mean*, Lawrence Argent  
*Crown Fountain*, Juame Plensa  
*Max*, Florentijn Hofman

#### where?

The main entrance to the hospital

#### what is it?

An entrance feature that will become locally famous amongst children. this project would be connected to 'Project 1: Routes In'.

#### who with?

As the entrance feature for the new hospital, this is a project that everyone should get involved with. But the Young People's Advisory Board would be particularly important in creating an entrance that appeals to children and young people.

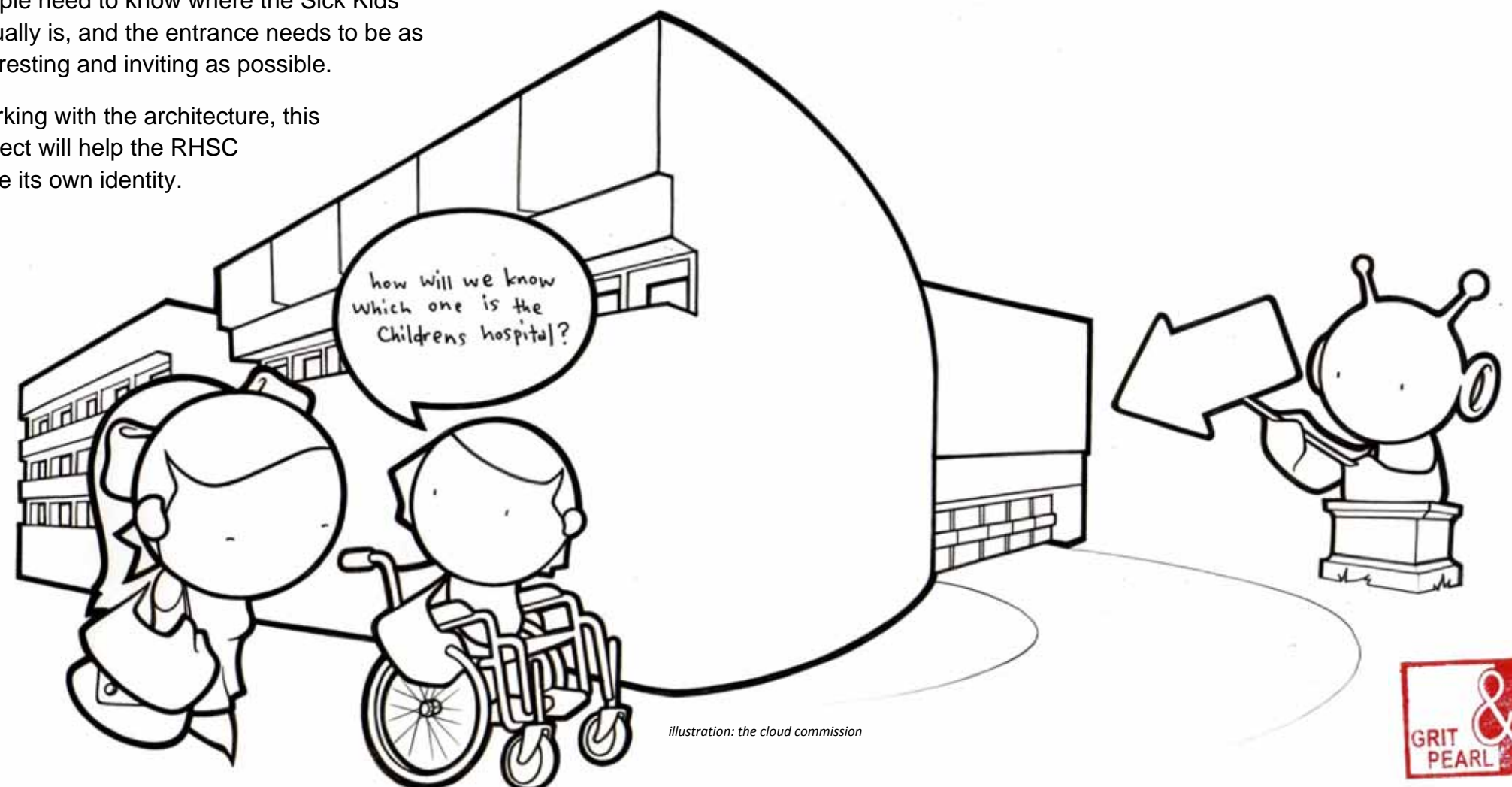
#### why?

With the RHSC being built so close to the RIE, people need to know where the Sick Kids actually is, and the entrance needs to be as interesting and inviting as possible.

Working with the architecture, this project will help the RHSC have its own identity.

#### Comments:

- Big screen that projects images
- Seasonal themes
- Little boy in PJ's, or an animated PJ boy
- Building defined rather than just an entrance
- Rainbow patterns
- Different doorways
- Charlie & Chocolate Factory
- Prisms





## 4 OPEN SPACES: DENS & PLAY EQUIPMENT



### Comments:

- "We need a range of spaces – some for one person, some for adults, for families, for solitude...."
- Tree House
- Walkie-Talkie system between dens
- Dens with white boards
- Dens you can make yourself
- Dens that use the different senses
- Dens that are waiting rooms underground
- Giant Skittles
- Chairs with mood lights, chairs for napping, hammocks
- A Castle themed slide
- The Young Peoples Advisory Group like the 'Crumpled Slide' and 'Kids Pod' pictures

### where?

External green spaces, courtyards, and major circulation spaces

### what is it?

Creating 'breakout' spaces – small shelters, dens and congregation areas which can be used flexibly in a variety of ways – is an important part of the landscape and architectural design for the new hospital. Play equipment and other design elements that have therapeutic value are also important. Artists will work with the design team and hospital specialists to develop unique but functional items.

### who with?

Children's Group, Young People's Advisory Group, play specialists, therapies team, FIRA Landscape Design

### why?

All these spaces are there to be used and enjoyed  
To offer places to congregate, or to be alone  
To create places for play

*Capitalis, Simparch*  
*Frey's Hut, Studio Weave*  
*The Dot-Riveted Drawing Room, Tod Hanson*

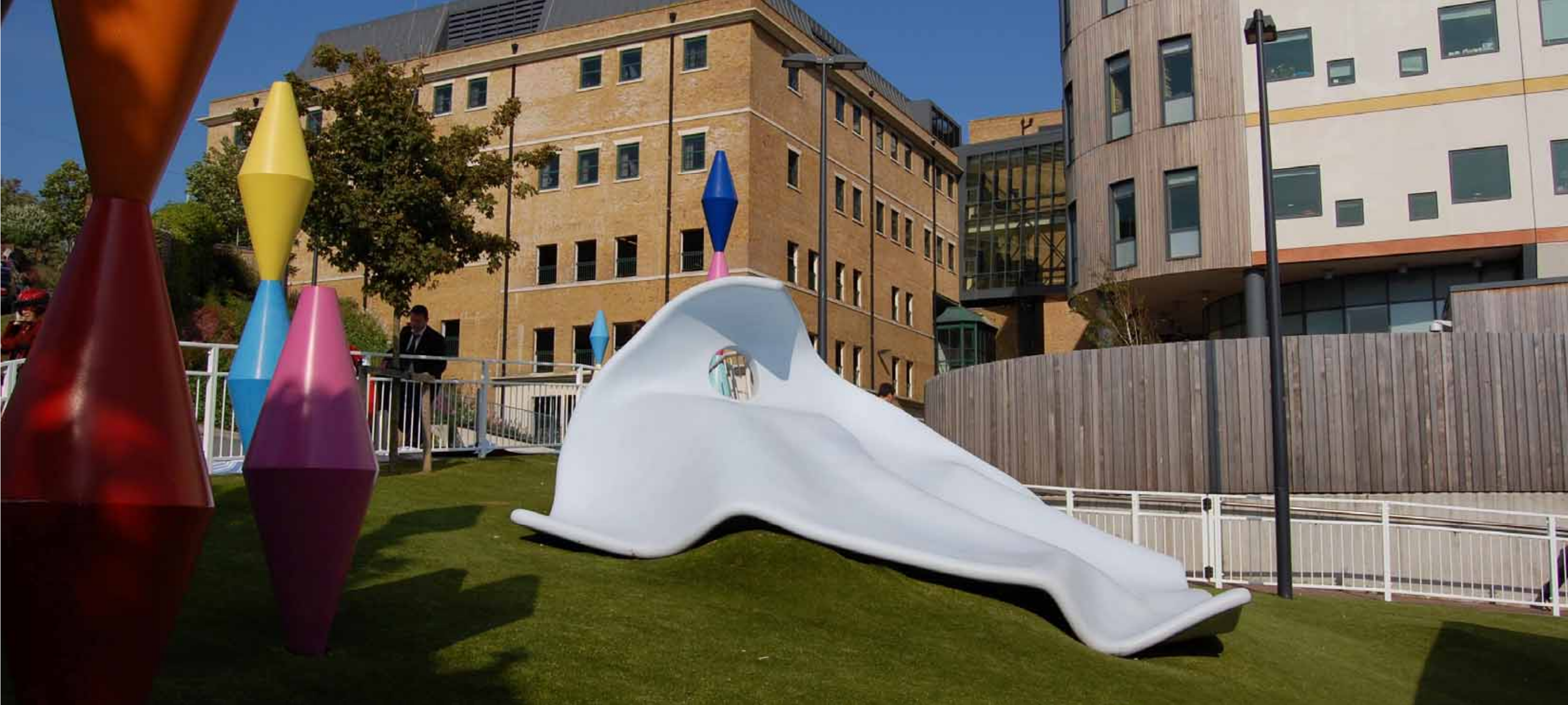






*Kid Pod,  
Sacred Heart Primary School, Barrow In Furness  
Nicholson/Bastick*





*Crumpled Slide*  
Walter Jack Studio





*Janus Chairs*  
Ryder Architects





## 5 'NOOKS & CRANNIES'



### what is it?

A set of glass-fronted boxes inset at different heights into the walls throughout the hospital, to be filled with detailed scale models, displays and imaginary worlds...

### why?

Something to be discovered, something to let your imagination run away with you, something to help pass the time

### Comments:

- Have various scenes along wall areas
- Fish tanks would be nice
- Patient's participation in the content is essential
- Touch screens / interactive?
- Needs to be age appropriate for both younger and older ages



Sets from *Wallace & Gromit: The Curse of the Were-Rabbit*,  
Codsteaks for Aardman Animation

Teddy Bear's Picnic display en route to Ward 7, RHSC



## 6 PLAY ROOMS: 'PHOTO ALBUM'



### Comments:

- The Young Peoples Group would like to see the medical staff taking part in this!
- There needs to be an easy way to get parental permission for the photo to join the collection
- The equipment needs to be portable, allowing bed-bound patients to get involved
- Films to be made "I'm a patient get me out of here!"
- Silly pictures to be put up on ward areas
- Photos don't have to be public, can be for personal use
- Some of the Young Peoples Group are unsure of this idea

### where?

Play spaces and the entrance atrium

### what is it?

Each patient has the opportunity to dress up, to make masks and then to have their photo taken. In each play room is a photo-booth with a plain background, studio lighting and a static camera. The photos taken in the booth link automatically into a collection – maybe of thousands over the years. The collection plays on rotation on a giant screen in the main atrium of the hospital. The kids get a copy of their picture to take away.

### who with?

Play Specialists

### why?

To make patients feel part of something, of a giant family.  
To turn a simple act of fun into something that everyone can share.  
To help individual patients (and staff) 'make their mark' on the hospital.

### what's needed?

A collection of props (wigs, fake teeth, funny glasses etc).  
Sufficient space for the booth allowed for in the design of the play spaces.  
A location in the main atrium for a plasma-screen wall.  
A software and hardware system to make the process technically easy for  
The play specialists to transfer the image into the collection.

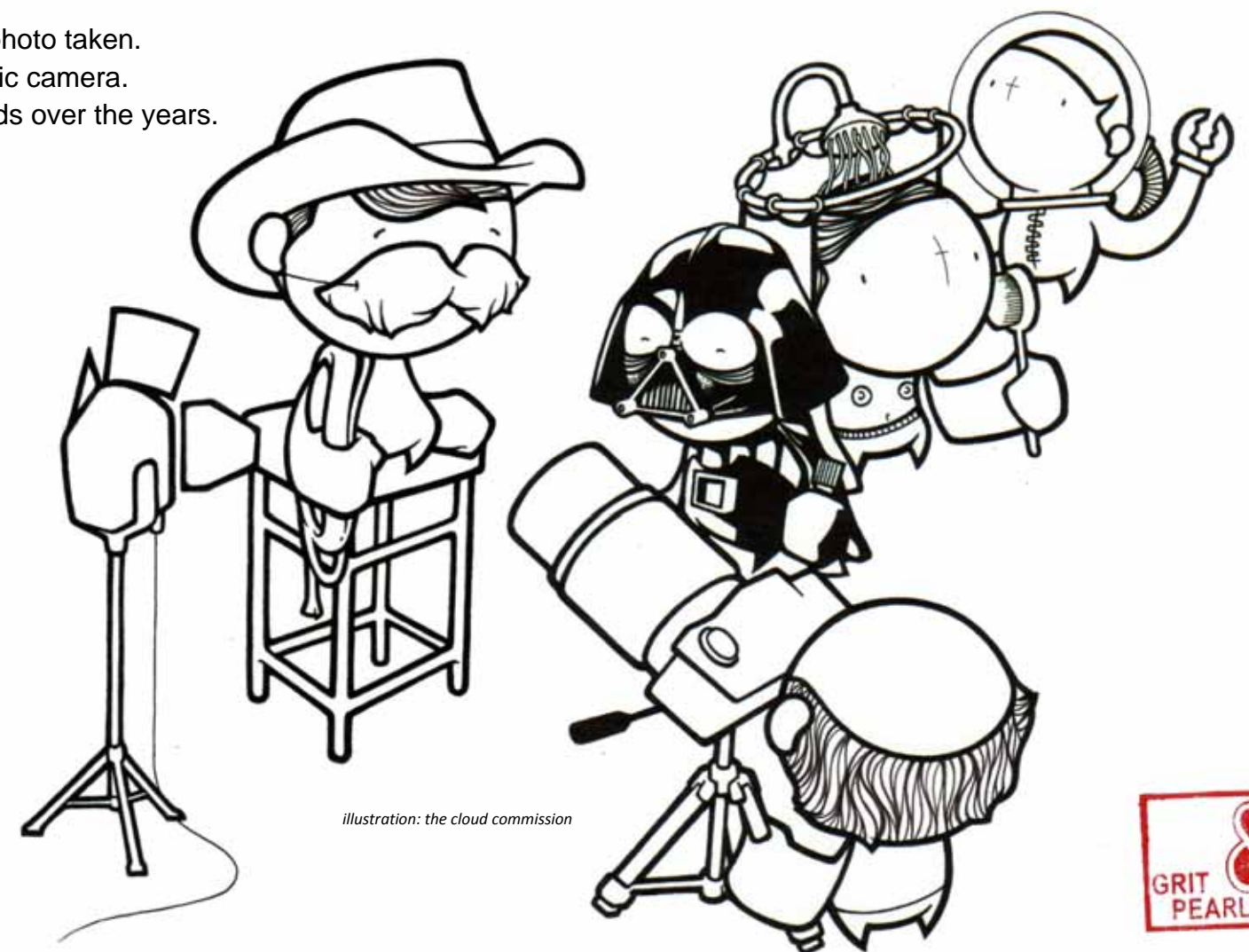
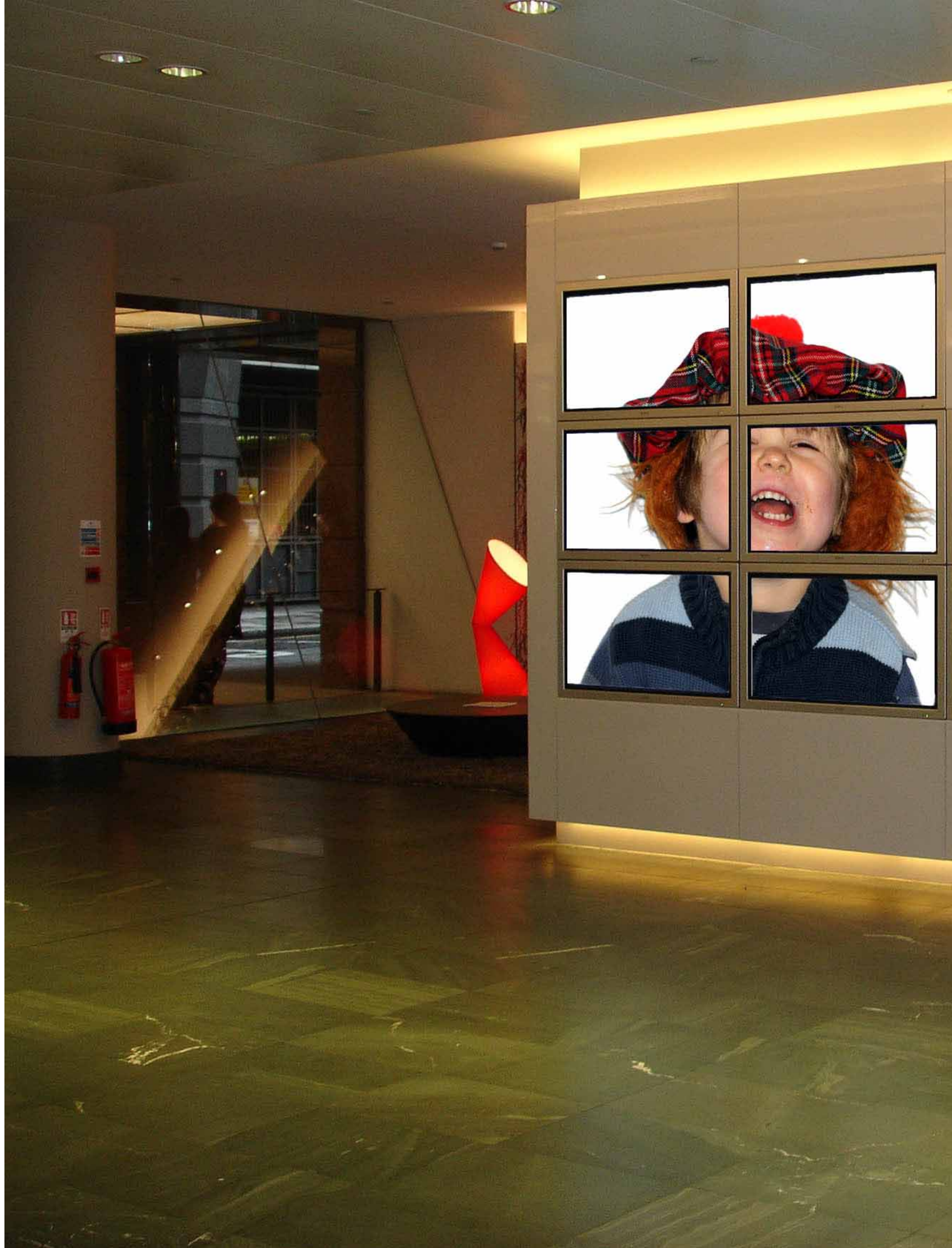


illustration: the cloud commission







## 7 TRAVELLING PROJECT: 'OLLIE'S HOUSE'

### where?

On wheels to visit different wards and spaces

### what is it?

Ollie is the puppet who writes to the children, inviting them to a special meeting where he explains the treatment process to them and puts their minds at rest.

This could include a visit to Ollie's House, a special place where there is room to sit down and watch Ollie's presentation 'away from' the hospital.

### who with?

Play Specialists

### why?

Ollie currently lives in a storage box in the corridor outside the play room, but a new, grander house would form a great backdrop for the play-specialist's work with Ollie and for other valuable activity such as storytelling and drama.

### what's needed?

Suitable open spaces designing into wards and other areas

A fold-up system on wheels that will fit in the service lifts



Freya's Hut, Studio Weave



Betty Brown, Play Specialist

### Comments:

- From the Young Peoples Advisory Board: "Would be good if the house could transform with fairy lights in the evenings to a magical story telling area where children could go in their pyjamas to hear a bedtime story. (Would be something to look forward to at the end of the day especially when all your visitors had left)"
- From the Young Peoples Advisory Board: "For the children who couldn't get down to Ollie's house, his assistant could go to them on the ward to read a bedtime story. An apology letter from Ollie could also be sent to children who can't visit his house."
- The Young Peoples Advisory Group want a permanent Ollie house, but a more universal design



illustration: the cloud commission





## 8 PLAYSPACES: 'THROUGH THE WARDROBE'



### Comments:

- Lighting to create atmosphere
- Costumes
- Needs the Play Specialist's detailed input
- A theatre for long-term patients to do their own plays

### where?

Key play spaces, or one specially designated play-space that can be shared by all.

### what is it?

What if the room itself could change on a daily basis? What if it was a forest one day, a spaceship the next and a palace the day after? What if passing through the doorway into the play room was like passing through the wardrobe into Narnia?

### why?

The play rooms are the home to the Play Specialists and the valuable work they do with patients. The play activities might change from day to day and from month to month, but one thing does not really change – the room. If the play rooms in the new hospitals could be designed to be flexible or to be 'dressed' easily then the kinds of play activities that such rooms would support could be much wider, and the space itself much more welcoming.

### who with?

Play Specialists, Infection Control Advisor

### what's needed?

The play space would need to be larger than the minimum requirements, to allow for additional storage and equipment

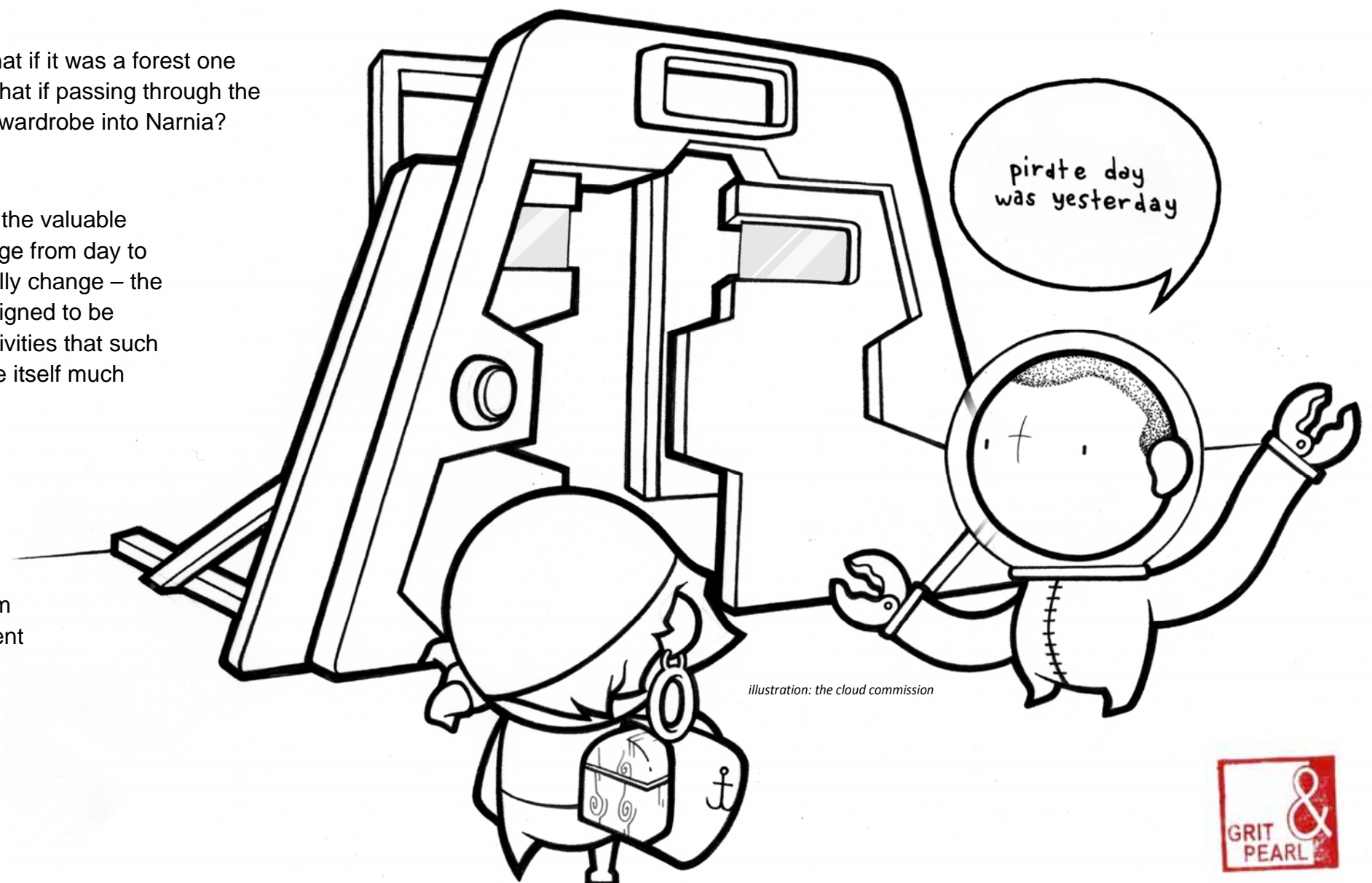


illustration: the cloud commission

## 9 PLASTER ROOM



### Comments:

- Like the idea of relief images
- Textured plaster
- Faces / masks can be made
- Don't like the suspended heads too scary
- Images could be themed around the architecture of old Hospital
- Handprints

### where?

The casting rooms

### what is it?

A room that celebrates its function, and builds casting into the fabric of the room itself. This could include cast panels for the walls, cast objects suspended in the room, or a display cabinet of curious objects. One idea is to create and display plaster casts for the animals at Edinburgh Zoo – a rhino, a giraffe, an alligator....

### who with?

Plaster cast specialists, Young Peoples Advisory Group

### why?

To make the casting process itself less scary by both providing a general distraction and an illustration of how casting actually works.

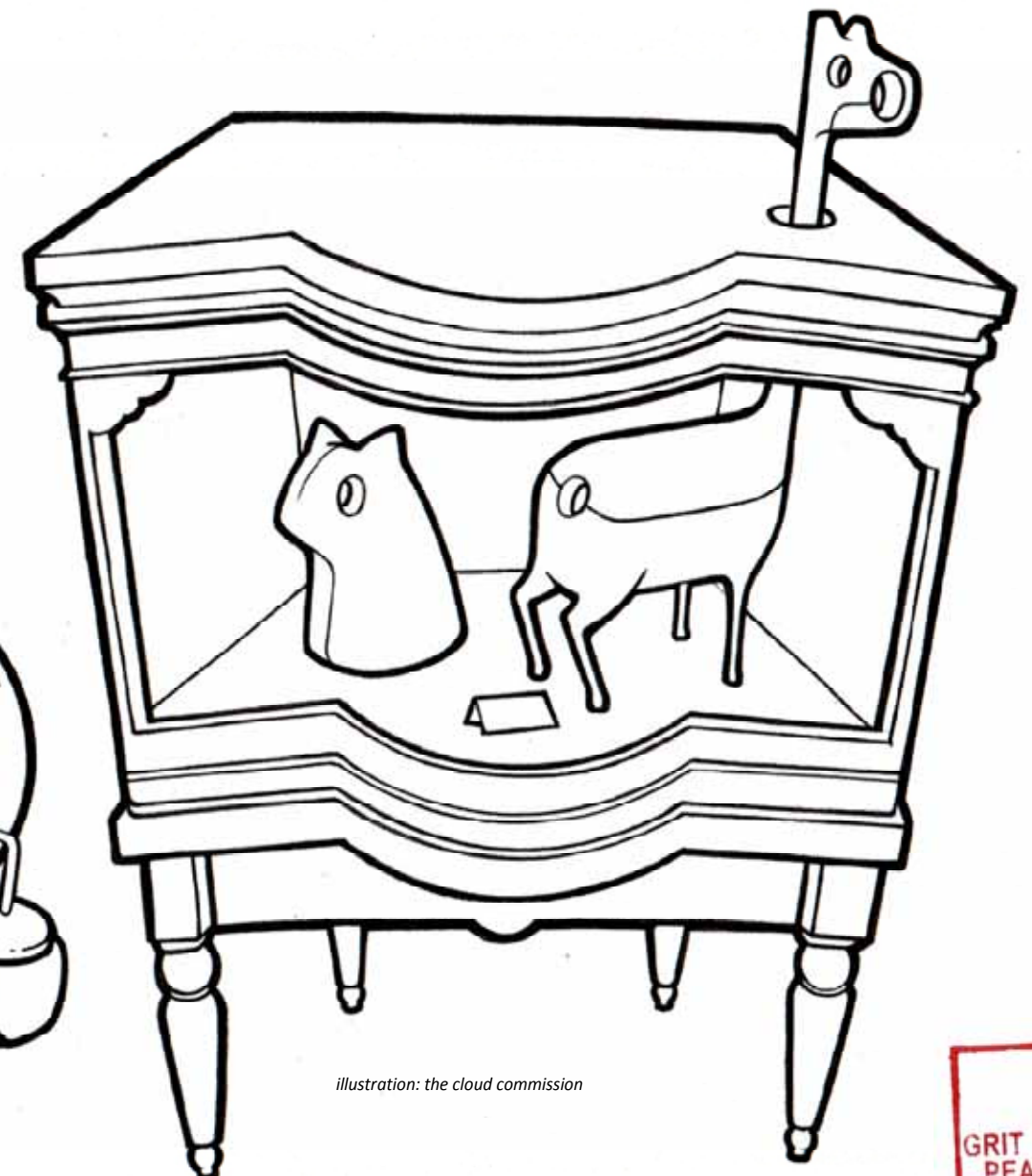
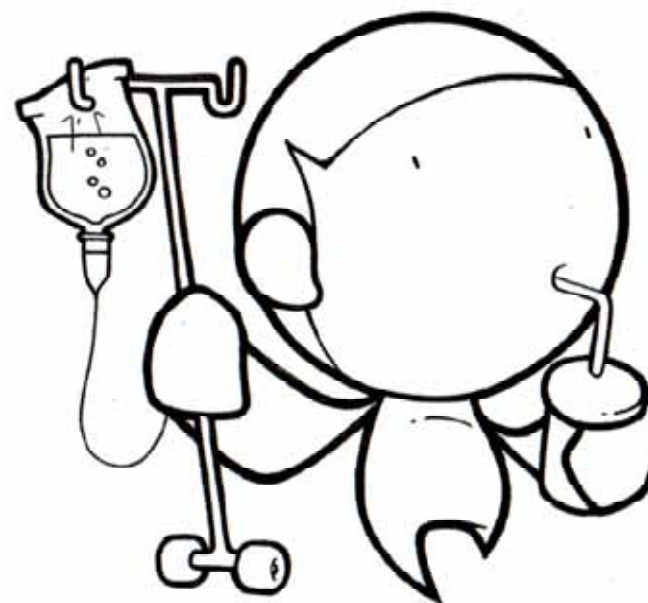
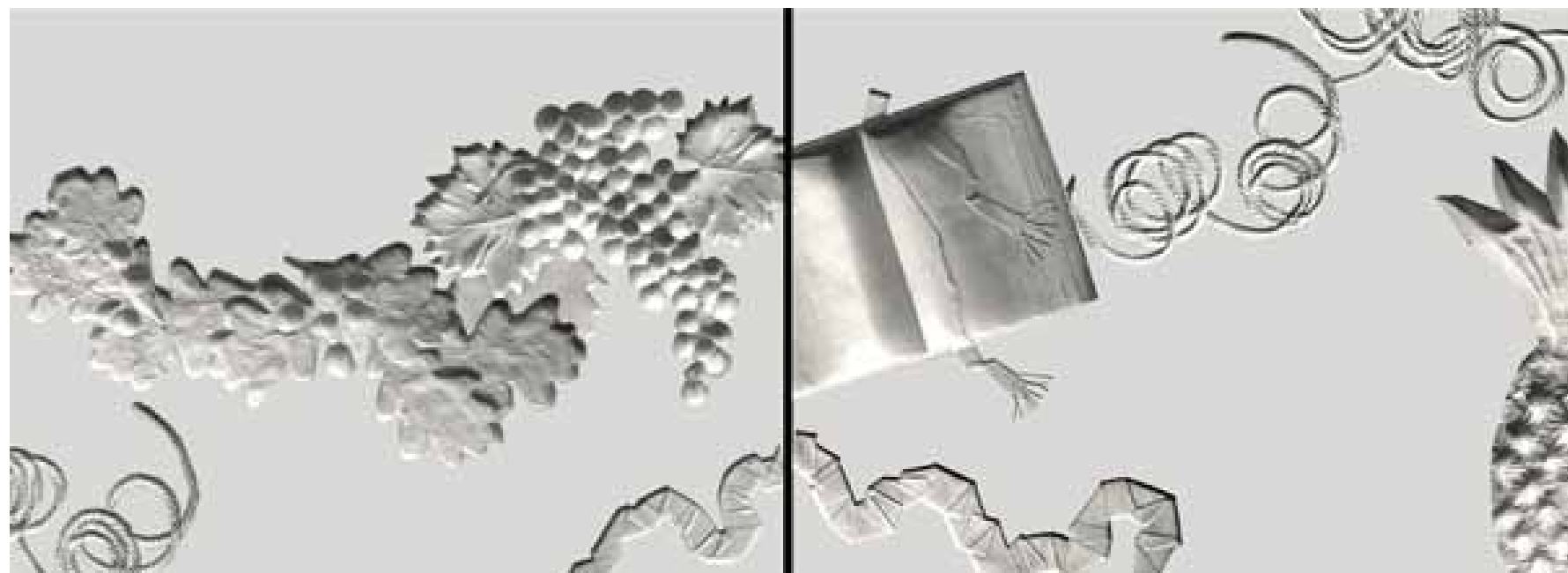


illustration: the cloud commission







# 10 TREATMENT ROOMS: ANIMATION SCREENS

## where?

The treatment rooms

## what is it?

An all-in-one screen and projector unit mounted on the wall, which contains a number of animations that can be activated by the staff – they can be played on the front screen of the unit, or projected onto the ceiling so that it can be seen when the patient is lying in a range of positions. Each animation will be switched on with simple push-button, and there will be a range of animations suitable for different age groups, interests etc.

## who with?

A team of end-users, the play specialists

## why?

The treatments often need some form of distraction, but this varies widely between patients – some need no distraction, some need plenty, and of course different age groups respond to different colours, themes and levels of complexity. And staff need to control what artworks are seen. As each treatment room will be used by all sorts of staff and patients, any kind of static or fixed artworks can never achieve all these requirements. The solution is to have a screen-based selection of artworks that can be chosen by the staff (or not) using a simple to operate 'push-button' system

## what's needed?

A clear space on one wall opposite the treatment bed

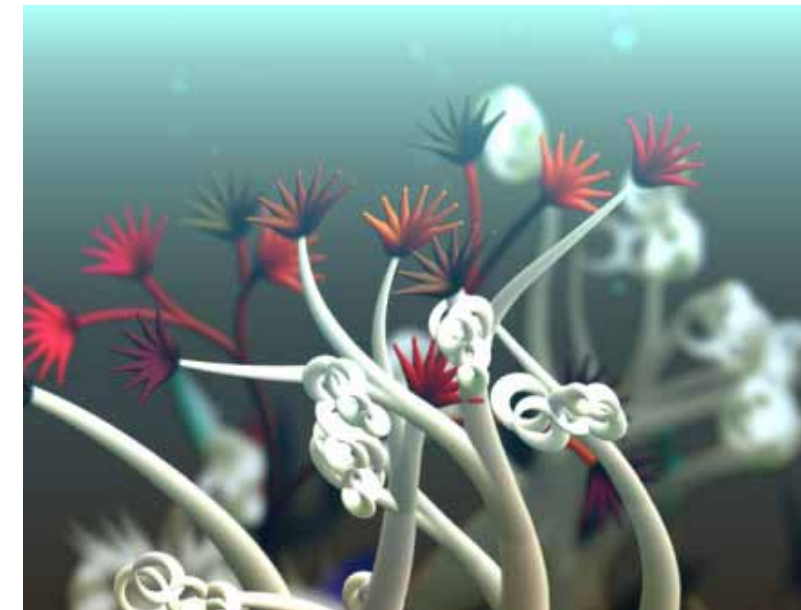
A durable, neat piece of equipment that is easy to use and very controllable by staff

240v electrical supply to that point

A clear ceiling above the bed

## Comments:

- Anything in the treatment rooms needs to be flexible – what is right for one child may not be appropriate for another
- Must be really easy to operate
- Use for own DVD
- Should be relaxing
- Moving images to distract
- Maybe a waste of money?
- Not interactive enough
- Don't like the idea
- Needs to pass Infection Control



# 11 WAITING ROOMS

## where?

The main waiting rooms throughout the hospital

## what is it?

An integrated approach to the design of the waiting rooms, with attention paid to the flooring, lighting, furniture, walls etc. This should include some form of activities to occupy a broad range of children and young people – ideas include a giant 'Etch-A-Sketch', a collection of 'brass-rubbing' blocks, toys and a film screen.

## who with?

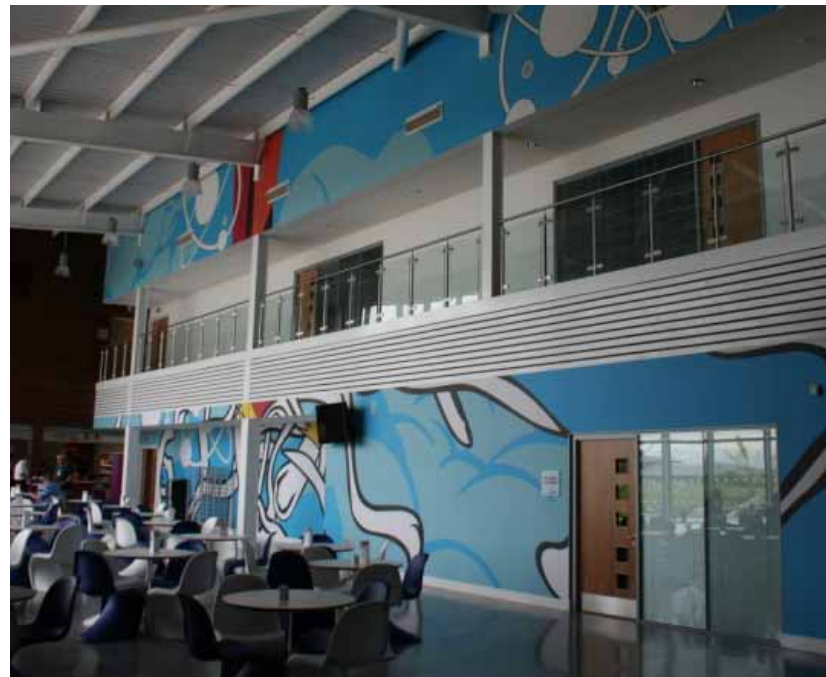
Young Peoples Advisory Group, play specialists, ward staff

## why?

The waiting rooms are key spaces in the patient experience of the hospital, particularly for those making short stays. So they are a real 'shop window' for the hospital and need to reflect all the aspirations the hospital has in terms of quality, creating a welcome etc. The waiting rooms also need to function smoothly and provide activity to engage patients and their families.

## Comments:

- It will be important to create a calming atmosphere, not getting kids too excitable
- Stealing can be a real issue – things need to be securely fixed
- The best used thing in the current waiting room is a really old, handmade zoo
- Comfy chairs
- 'HMV style' plug in your own music
- TV
- Separate play areas
- Things for all ages
- Art display of people's work
- Arts & Crafts Corner
- Lego-like chairs (easy to move)





## 12 CORRIDORS

### where?

Corridors and walls throughout the hospital

### what is it?

To create artworks that look great, add interest to the hospital, are of professional quality, are easy to clean and are durable – but that also provide a framework for patients, staff and families to add their own creativity in years to come. There are a huge number of materials, designs and ideas that would allow for this, but as an example:

An illustrator designs a huge tree, but just the trunk and branches, and we have this design printed onto enamelled steel plates that can be wiped clean. Installed on a corridor wall floor to ceiling, the tree will look good, but is a little bit barren – what it really needs is for patients to add decorations at Christmas... add leaves and insects in the Spring...

Because the tree is printed onto durable steel-backed panels, it will accept blu-tacked pictures, magnetised images and even direct painting without being damaged.

### who with?

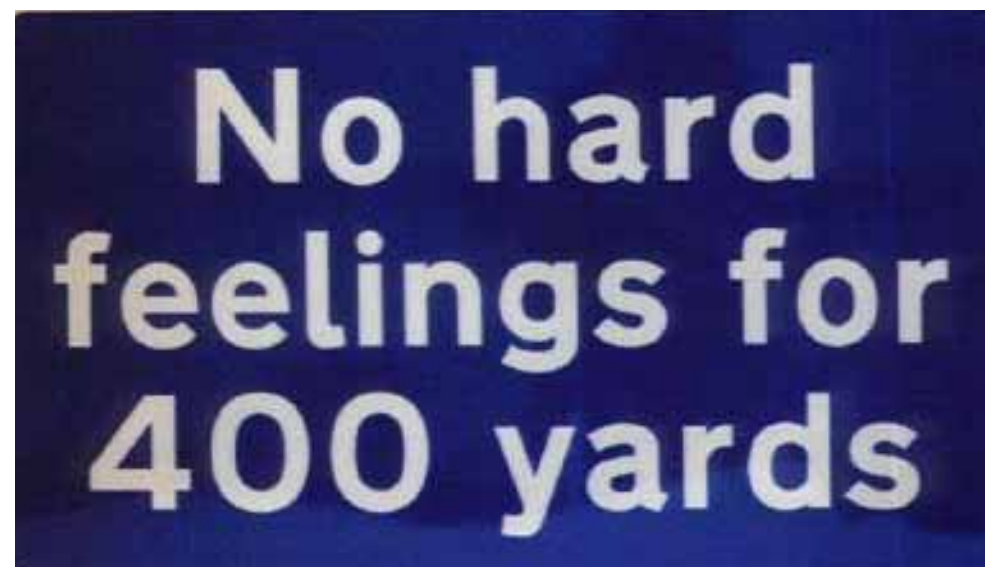
Children's Group, Young Peoples Advisory Group, individual ward staff

### why?

To create a set of artworks that patients and staff can add to and make their own  
To add interest to what might otherwise be quite boring spaces

### Comments:

- No straight lines
- Rainbow theme to each department
- Merging of different themes (creating a journey)
- Holograms
- Seats within walls
- Quotes from films
- Strange and funny facts on the wall
- Stories could date





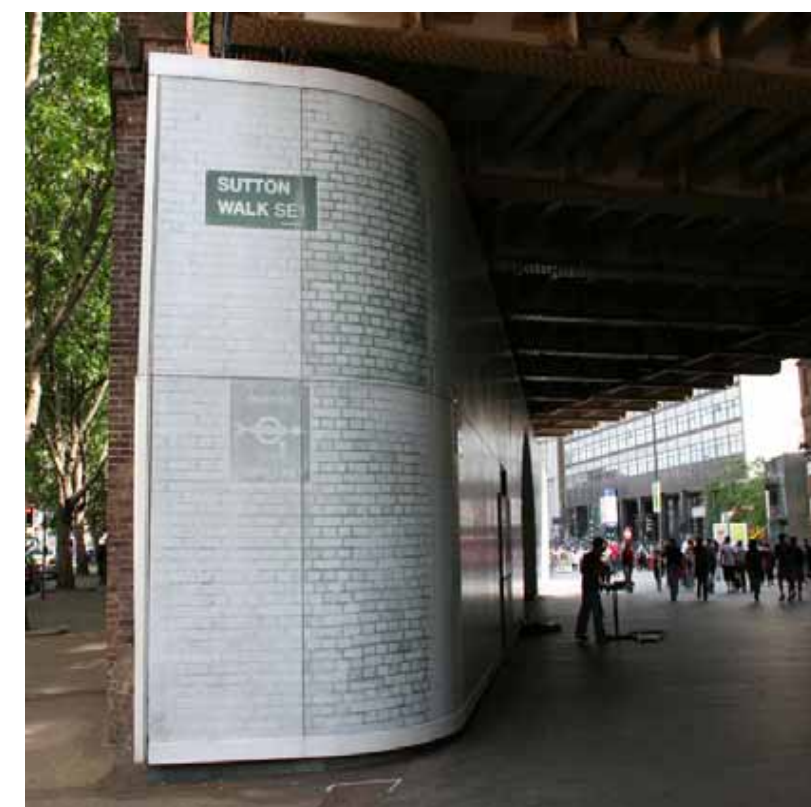
# the apprentice returns

cloud commission

THE MONASTERIES AT JARROW AND TONKIN  
TWO OF BRITAIN'S LARGEST LIBRARIES AS WELL AS ONE OF  
HISTORIES MOST SIGNIFICANT CHRONICLES VENERABLE BEDE









## 13 BESPOKE ITEMS: 'ADDED-VALUE PROJECTS'

### where?

Spaces, infrastructure, furniture or equipment throughout the hospital and grounds

### what is it?

The hospital will be full of necessary items and products that could be re-imagined in a more creative way, turning boring or ugly items into fun, interesting ones. For example...

- the fence around the CAHMS secure garden could be...
- the main reception desk could be... a giant tree, the base of a rainbow...
- the cladding panels for the main building facade... could have designs or objects cast into them
- the sinks in the treatment rooms... could be shaped like animals
- the tiles in the bathrooms... could be printed with photographs
- the air conditioning outlets... could be reshaped

### why?

To make the Sick Kids Hospital different to anywhere else  
To make it more exciting and more welcoming

### who with?

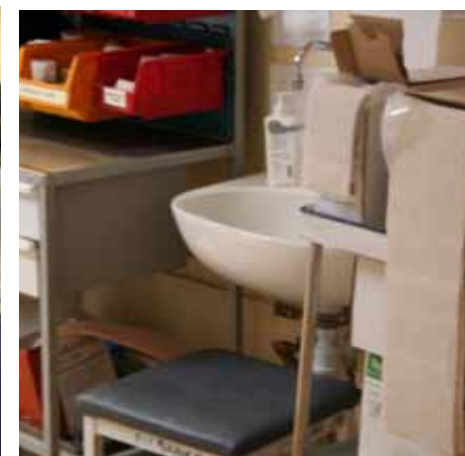
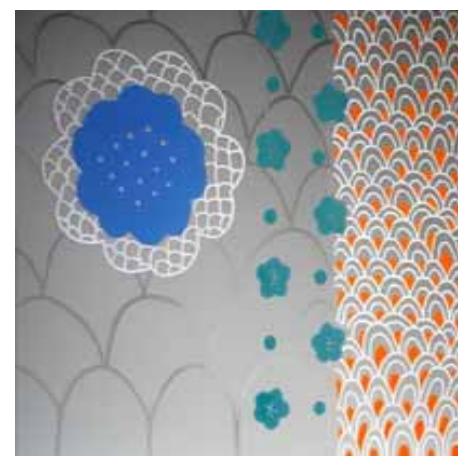
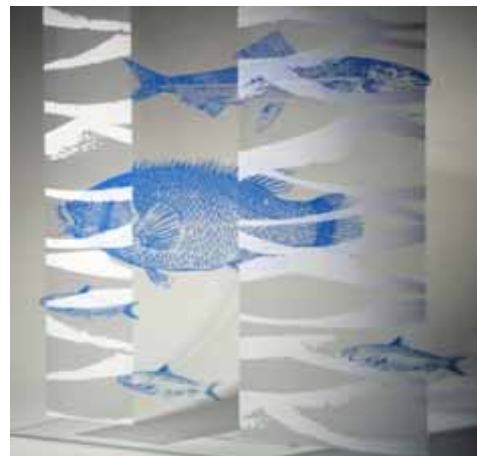
Individual wards and teams, Nightingales Architects, FIRA Landscape Design, BAM Scotland

### what's needed?

A budget allocation for 'extra over' costs that will enable us to add to the existing budgets for the specific features we want to re-imagine, allowing for a bespoke solution

### Comments:

- Like these ideas
- Make special mundane areas
- Not to be too clinical
- Like the glass of Gavin's
- Like the vinyl floors









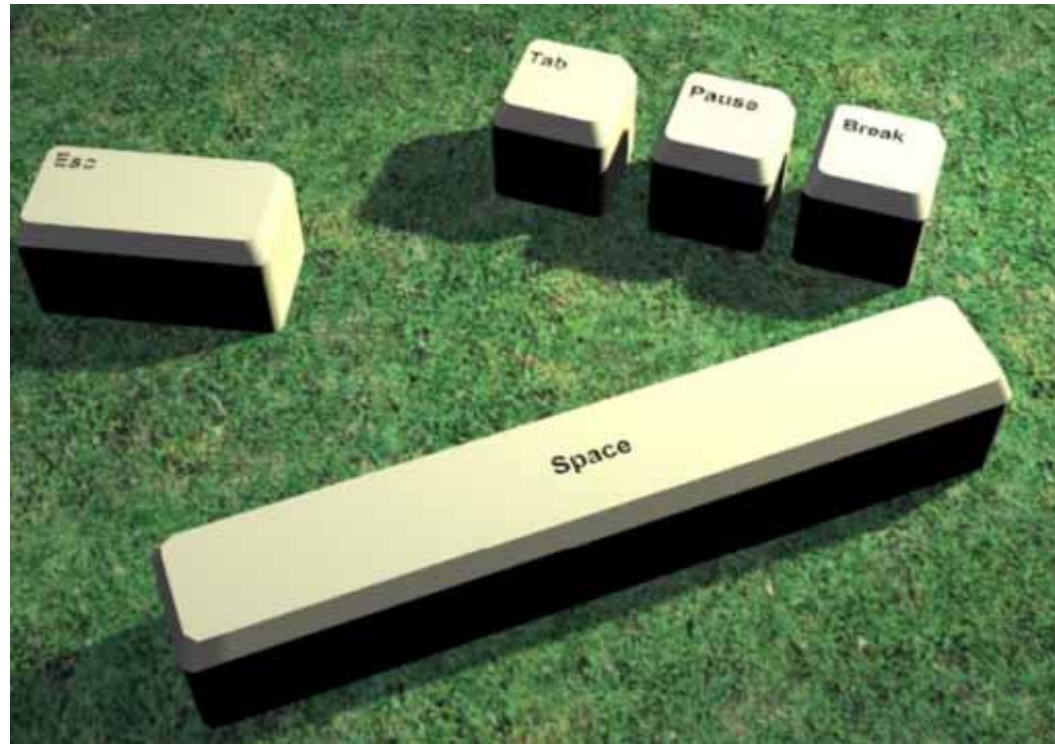






concrete relief casting, Dublin





*Seating Design, Deadgood*  
*Flooring Vinyl, Emily Campbell*





## 14 A SPIRITUAL SPACE

### where?

The prayer room/quiet room

### what is it?

The room is a kind of sanctuary, in that it is quiet, peaceful and above unlike the rest of the hospital. It offers a chance to be alone, to think, pray, write or just take some time away from the hustle and bustle of the hospital wards and public spaces. There is art here, but it is subtle in appearance and meaning. Mostly there is the creative hand of craftspeople: in the glass windows, the bespoke seats, tables and other pieces of furniture, in the wall treatments and fabrics.

### who with?

The chaplaincy, the Family Support Group

### why?

The hospital needs a space that offers a place of respite or contemplation 'away' from the hospital, and with a very different feel and quality to the rest of the hospital

### Comments:

- Lighting is important
- Needs to be accessible to all
- Needs to be welcoming and not intimidating
- The Great Ormond St. Chapel is good



Skyspace, Yorkshire Sculpture Park, James Turrell  
Farewell, Woodhorn Museum, Paula Chambers



## 15 OTHER OPPORTUNITIES

During our consultation so far a number of other ideas and opportunities have come up:

The existing stained glass panel *A Child's Garden Of Dreams* will travel to the new hospital.

The National Galleries of Scotland run a city-wide children's art competition each year, and would love for the best entries to be exhibited permanently at the Sick Kids. They are already professionally framed.

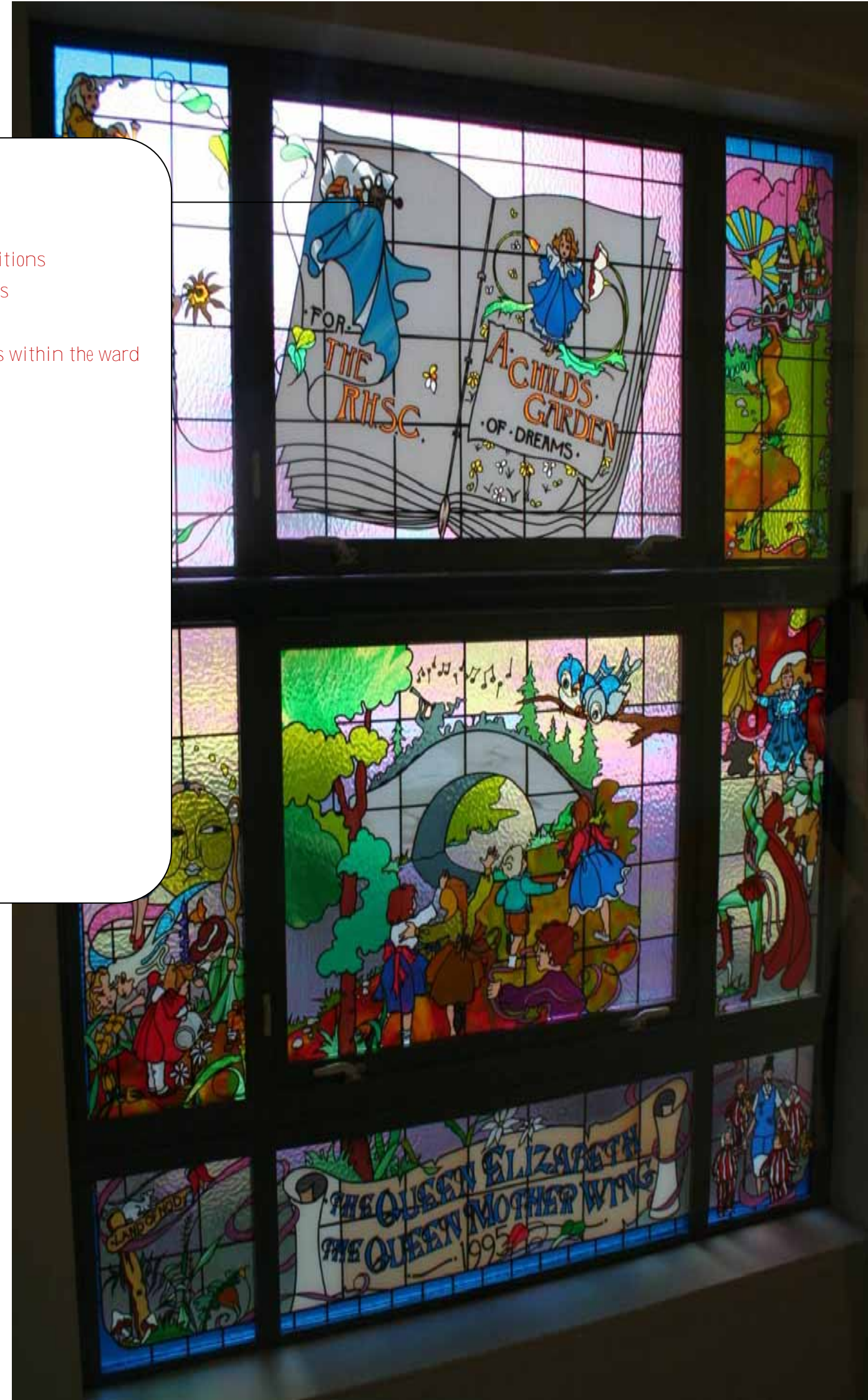
The Sick Kids Friends Foundation and New Pyjamas Campaign are actively working with corporate and private benefactors to raise funds for the new hospital – some of whom will have specific ideas of the kinds of art projects they would love to support.

Over the next couple of years there will be other opportunities to respond to, and the challenge will be to pull all these ideas together into a coherent vision for the new hospital.

Other members of the Design Team – the architects, landscape designers, interior designers and lighting designers) will also have new ideas and requests, and it will be important to respond to those and help them with their projects.

### Comments:

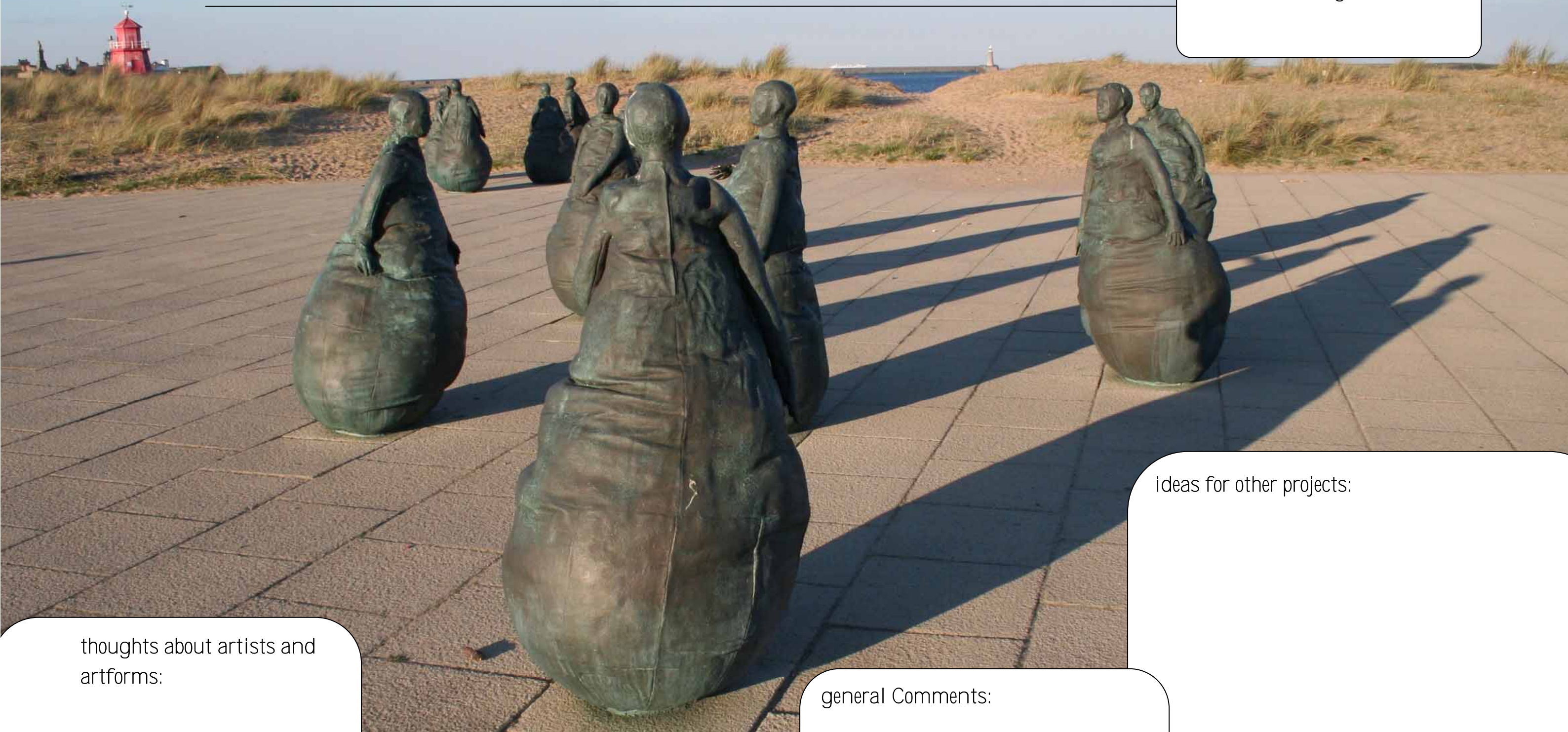
- No Disney Characters
- Not overrun with competitions
- No permanent exhibitions
- Keep some from history
- Multimedia competitions within the ward





## AND... WHAT ELSE???

anyone else you think we should be talking to:



thoughts about artists and artforms:

Any notes you'd like passed on to the architects and landscape designers:

general Comments:

ideas for other projects:

**emma keating**  
ekeating@gritandpearl.co.uk

**richard hollinshead**  
rhollinshead@gritandpearl.co.uk

