DESIGN DOS AND DON'TS

The following pages identify program type and correlate **Design Principles.**

These recommendations are a result from the site engagement process with Brandy Hill, Hawthorne Place, POAH Cincinnati, and Flat 9 at Whittier. It is important to note that the core concept and principles of trauma-informed design are intended to be universal, adaptable, and should be implemented based on the unique characteristics of the project context and community.

Design Dos and Don'ts by spatial directly to the Trauma-Informed





DESIGN DO'S AND DON'TS | HOMES





- Specify long-lasting, high quality counters, surfaces, and materials 1
- Invest in high acoustical separation of dwelling walls and floors 2
- Design for openness with clear circulation and slip-resistant materials 3
- Encourage personal decorations and cultural expression 4
- Leverage the full color palette from the Basis of Design i.e. look at the 5 interior as a whole and allow residents to choose their own paint colors
- Design for safety and privacy with peep hole in home entrance door 6
- Offer light-filled spaces throughout the home, provide easily operable 7 window blinds, and allow for light modulation, and temperature control



- Specify dark colors, counter, and materials 1
- Specify minimum acoustical separation of dwelling walls and floors 2
- Use flooring that restricts free circulation through the spaces, which might 3 cause trip hazards
- Limit decorative or personal elements 4
- Limit paint color palettes 5
- Face windows directly into neighbors' living spaces 6
- Underestimate interior lighting 7







DESIGN DO'S AND DON'TS | COMMON SPACES: CORRIDORS



- Offer a spatial experience with clear sightlines and spatial openness 1
- Design visible, varied, and accessible circulation 2
- Provide clear signage and visibility of spaces 3
- Provide positive distractions, access to nature, and elements of cultural 4 expression that honor the building's local context and community
- Design home entrances that are bright, clearly visible, and offset from major 5 circulation paths to allow residents to take their time to enter their home
- Design light-filled, naturally ventilated spaces 6





- Block major sightlines or conceal available spaces around sharp corners
- Design dark, narrow, double-sided corridors 2
- Skimp on signage elements along corridors or common areas 3
- Limit paint colors to single tone 4
- Cluster home entrances along narrow, dark corridors 5
- Underlight spaces or stagnate airflow 6







DESIGN DO'S AND DON'TS | COMMON SPACES: MULTI-PURPOSE/COMMUNITY ROOM



- Design light-filled, naturally ventilated spaces
- Allow residents to bring life and activity by contributing to the space 2
- Provide cues for possible activities to do in multi-purpose spaces 3
- Provide lightweight, movable, comfortable, inclusive furniture 4
- Design for spatial openness and multiple points of access 5
- Allow community artistic expression 6
- 7 Design spaces for intergenerational learning, engagement, and play
- 8 Allow views and access to outdoors



Use singular, harsh lighting sources 1 Neglect the curation of activities and programming 2 Specify generic decor not informed by the local context 3 Provide non-inclusive or inaccessible furniture 4 Design a single point of access with limited visibility into/out of the room 5 Use dark, monotone colors 6 Create exclusive spaces for only one age group 7 Neglect designing daylit spaces 8







DESIGN DO'S AND DON'TS | SERVICE SPACES

DO



- Provide comfortable adjacent seating / waiting space
- Design for adequate ventilation and lighting, both natural during the day and artificial at night, during all hours of operation
- Provide acoustic barriers and sound absorbing materials, and strategically locate loud equipment away from homes to minimize disruptions
- Provide opportunities for organized communal storage of necessary items
- Provide FAQ, contact information, and other useful guidance
- Prioritize residents' experience and privacy

DON'T



- Restrict ventilation and natural light
- Design tight or cramped spaces without views or windows
- Forget to consider acoustical adjacencies and the impact of loud equipment in nearby homes
- Underestimate resident needs in service spaces by not providing enough counter spaces, surfaces, etc.
- Assume proper use of spaces without written guidance
- Neglect resident experience and feedback of space use







DESIGN DO'S AND DON'TS | LAUNDRY ROOM



- 1 Provide comfortable adjacent seating / waiting space
- 2 Design for adequate ventilation and lighting, both natural during the day and artificial at night, during all hours of operation
- 3 Provide acoustic barriers and sound absorbing materials, and strategically locate loud equipment away from homes to minimize disruptions
- 4 Provide opportunities for organized communal storage of necessary items
- 5 Provide FAQ, contact information, and other useful guidance
- 6 Prioritize residents' experience and privacy
- 7 Specify easy to clean, non-slip flooring



- 1 Design tight or cramped spaces without seating and views or windows
- 2 Restrict ventilation and natural light
- **3** Forget to consider acoustical adjacencies and the impact of loud equipment in nearby homes
- 4 Underestimate resident needs in service spaces by not providing enough counter spaces, surfaces, etc.
- 5 Assume proper use of spaces without written guidance
- 6 Neglect resident experience and feedback of space use
- 7 Specify slick flooring







DESIGN DO'S AND DON'TS | **OUTDOOR SPACES**





- Provide a variety of outdoor destinations and types of spaces, i.e. benches, playgrounds, bike racks, courts, dog park, trails, etc.
- Provide plentiful community trash cans and doggie bag / waste stations
- Provide weather-protected seating options
- Create an inviting, welcoming entry
- Consider transition from street to POAH community
- Provide clear sightlines and visibility to all outdoor spaces
- Curate variety of local vegetation, hard- and softscape
- Install exterior lighting that promotes safety but doesn't disrupt neighbors





- Limit types of outdoor space offerings for residents
- Forget outdoor service amenities i.e. trash cans, doggie waste bins, etc
- Neglect to provide shaded amenity spaces
- Create only one route in and out of the building
- Design harsh, sharp boundary between street and POAH community
- Restrict sightlines that might surprise or startle
- Use single type of plantings
- Use one single source of exterior lighting









DESIGN DO'S AND DON'TS | **STAFF WORK SPACES: PRIVATE OFFICES**



- 1 Design light-filled, naturally ventilated spaces
- 2 Provide lightweight, inclusive, comfortable furniture
- 3 Invest in high acoustical separation of office walls
- 4 Provide plentiful, lockable storage



- **1** Design windowless offices and specify singular, harsh overhead lights
- 2 Provide uncomfortable, non-inclusive, heavy furniture
- **3** Specify minimum acoustical separation of office walls
- 4 Underestimate storage needs

singular, harsh overhead lights neavy furniture of office walls







DESIGN DO'S AND DON'TS | STAFF WORK SPACES: SHARED OFFICES



- Design light-filled, naturally ventilated spaces 1
- Provide lightweight, inclusive, comfortable furniture adequately spaced 2
- Invest in high acoustical separation of office walls 3
- Provide a variety of available, adaptable spaces that allow for private 4 conversations to happen as needed
- Provide artful spaces and connections to nature 5
- Provide plentiful, lockable storage 6
- Offer positive distractions and space for discrete socialization 7



- Design windowless offices and specify singular, harsh overhead lights 1
- Provide uncomfortable, non-inclusive, heavy furniture in a cramped space 2
- Specify minimum acoustical separation of office walls 3
- Overestimate the ability to adapt a single space type to accommodate 4 various staff needs i.e. staff taking calls in a shared office disrupts other coworkers focused work time
- Neglect look and feel of a shared workspace 5
- Underestimate storage needs 6
- Forget to offer an area for respite 7





