

Art in Site

Hospitals Transformation Programme

CYP Focus Group Review

Children and Young People's Group

18th May 2024

We met with 2 groups of young people, ages 7-11 and 12-15 to get their ideas about what they need in their environment to help them feel comfortable, reduce their anxiety and make them feel at home. We will use their feedback to help us and challenge us in our interior design work, and we intend to take our sketches back to them to get their opinions and further ideas.

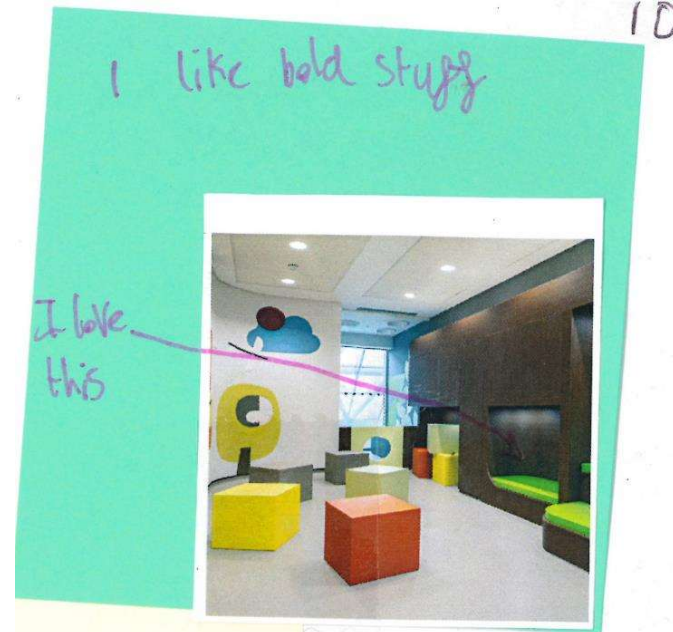
Were looking for 'blue skies thinking' especially asking them to tell us about the qualities of places outside hospitals they liked, so designers can bring those qualities into our design for wards waiting rooms and clinics.

Something we learned: when we spoke to the young people about shops and cafes, (looking draw upon the design qualities used to make them more attractive), we realised that Shrewsbury and Telford young people didn't rate such places - unlike townies from London or Birmingham they preferred nature, parks and family.

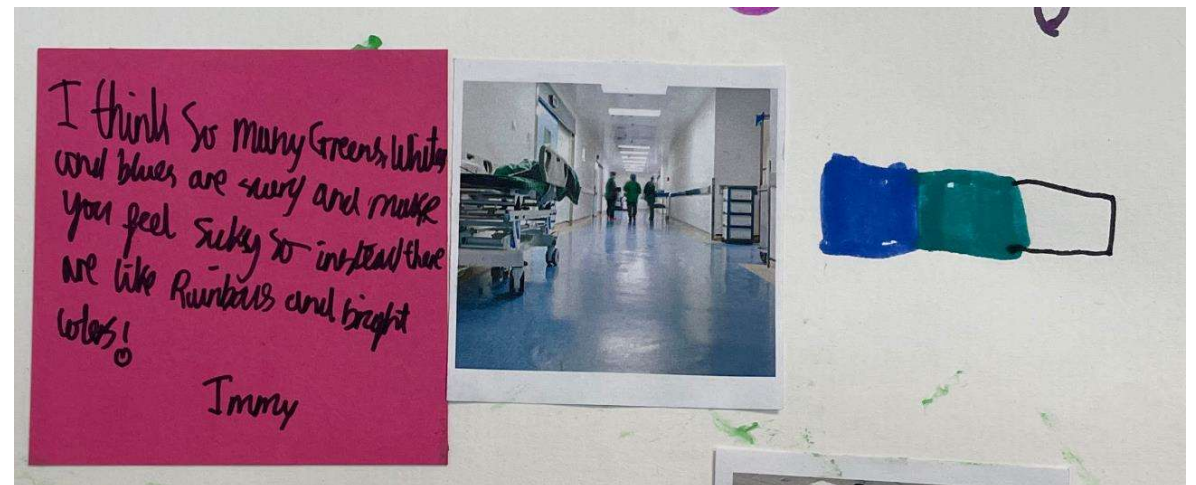




The younger group didn't hold back telling us what they liked.



Or what they didn't like!



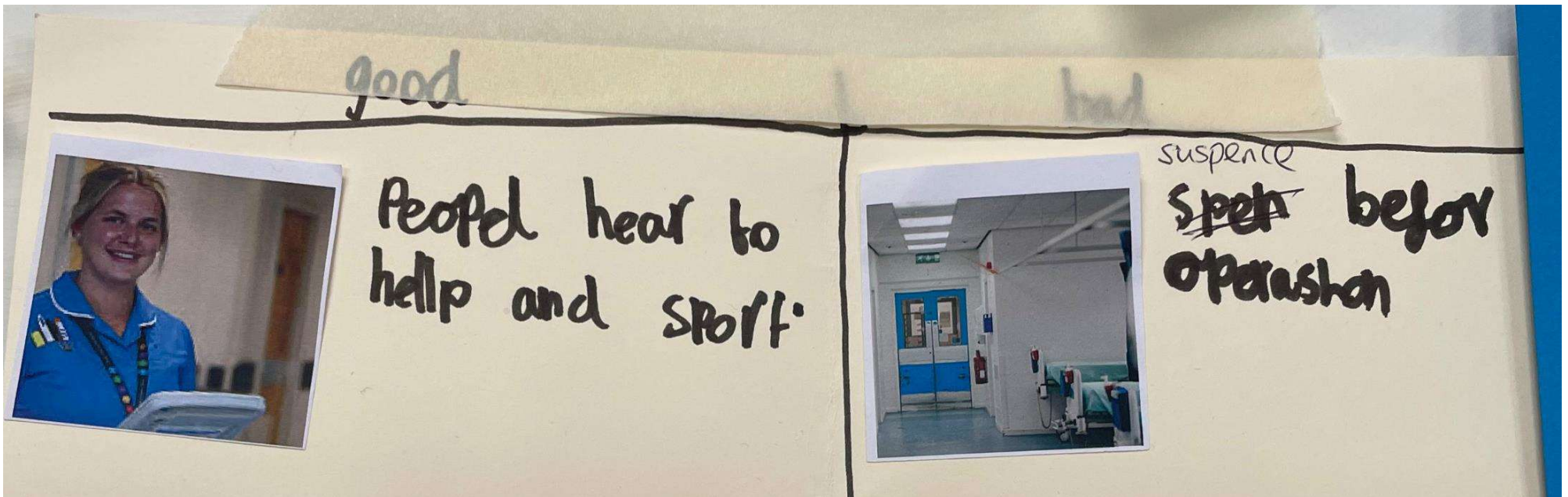
And what they would throw in the bin if they could.



- Dull and boring rooms
- Space age MRI's
- Dull colours
- Too plain
- Dull and dark
- Stuff that's hard to understand



They were very open about their feelings.



And they gave us some design challenges - like "how can the environment help with that terrible feeling of suspense before you have an operation"?

We noticed a liking for bold colours.

Nice room

I like the patterns

I like the colours

Free drinks

More colours

Interesting Room

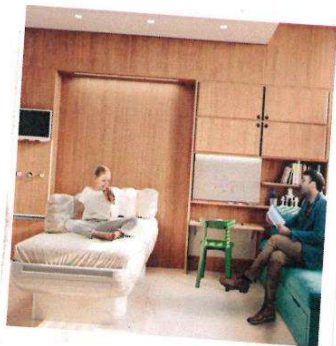
Variety of Colours Different colour?

I like the playground for kids

Toys for all ages

Sketch of a colorful building facade with labels: window, hospital, benches, doors, welcome to the hospital.

Collage of images including: STAR, COSTA, beach umbrella, guitar, various interior design elements.



But some kids liked a more restrained palette - especially those who were prone to 'overwhelm'.



Young adults and children agreed on their need to have more control over their environment in hospital.

I don't like
it too dark,
like it light
but not too
bright spencer

We have to listen carefully to young people. They notice subtle things. We have to check where Spencer's lighting comfort zone is, and see if other kids agree.

After lunch
i like golf
spencer

This was a surprise! (we took this to mean "likes open green spaces, exercise and time with friends").

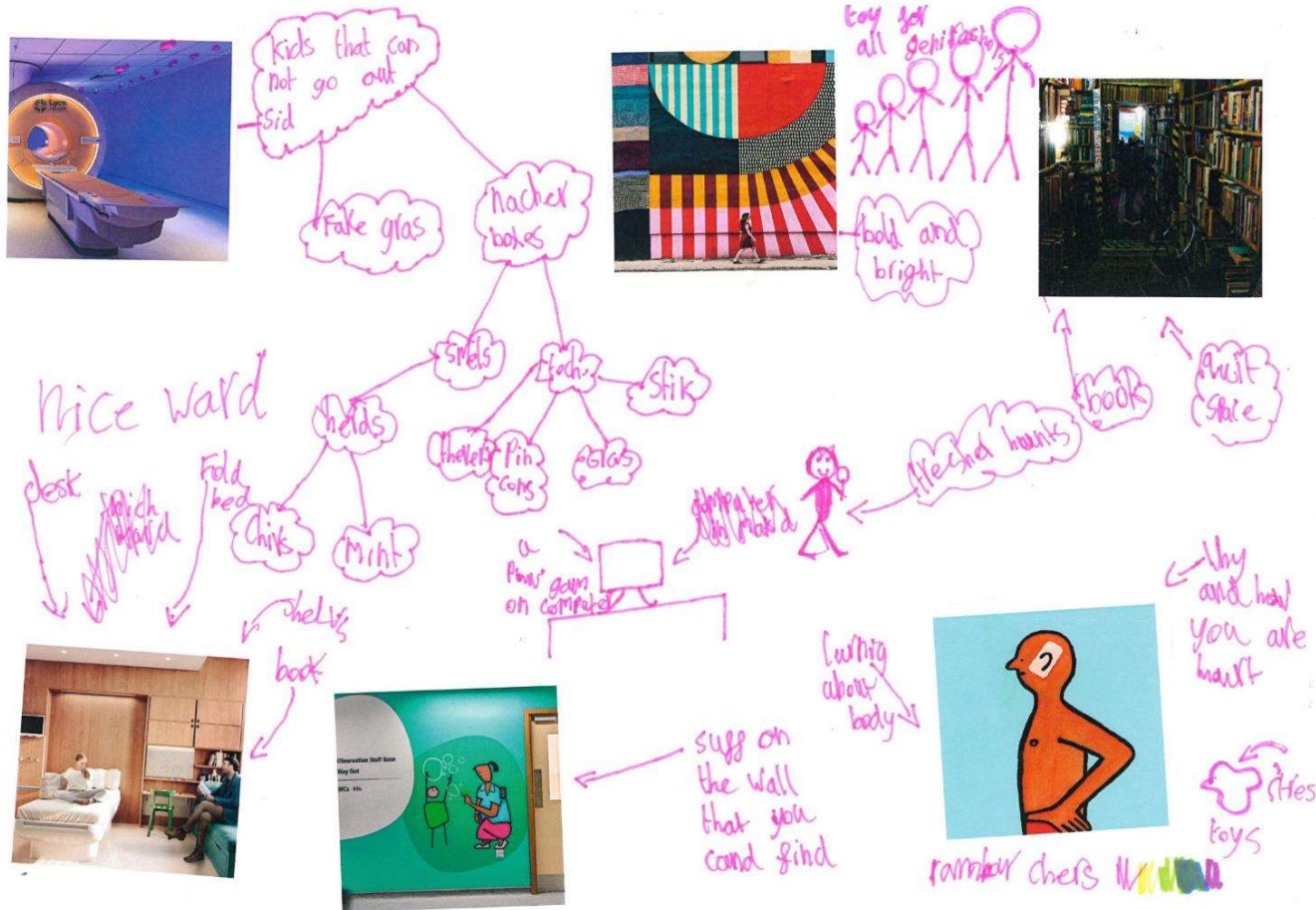


YOUR OWN
TEMPERATURE
✓

~~control~~
~~control~~
temperature
control

Likes:
To control temperature:
not too hot
not too cold

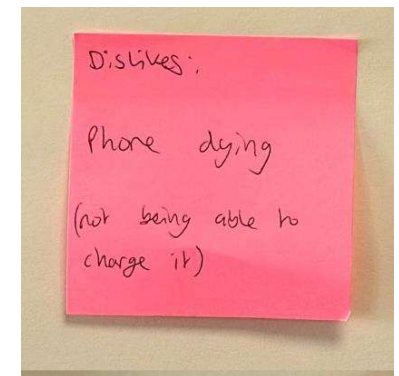
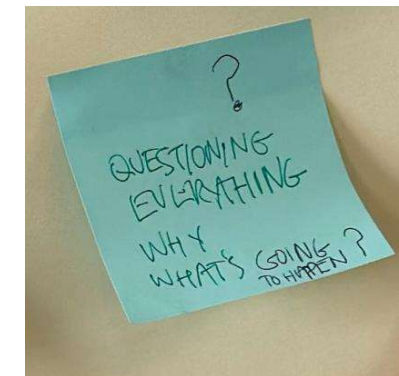
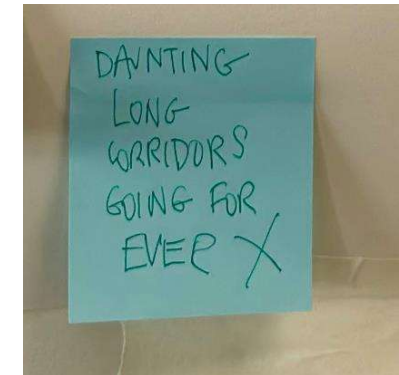
Responses were sophisticated and thought-provoking.



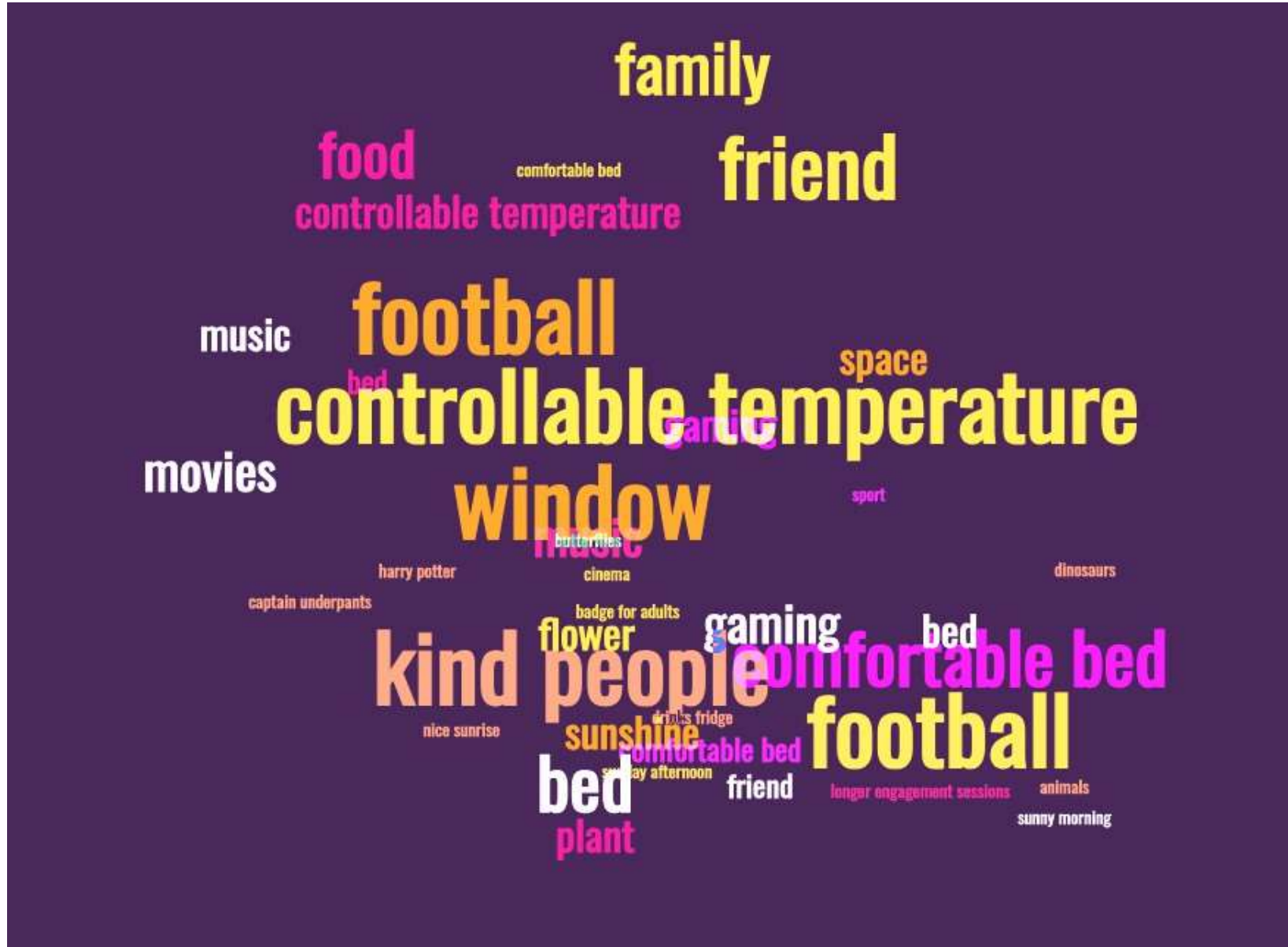
The young adults talked about what made their day better.



And what might make it worse...



We are using AI to analyse what they told us



But we will check with them to see if AI got it right...

The design team are working on collating the observations and insights we got from the young people.



The next step is to interpret the insights into sketches – so we can show the young people, to see if we got it right.

Our headline thoughts are:

- Look for opportunities to make spaces for children and young adults to have a social life. They miss this in hospital.
- Design spaces for visitors and family members.
- Reflect young people's love of nature, parks and sport.
- Look for opportunities to design places that they can customise and personalise.
- Design things that make long stays for patients feel 'normal' – they feel hospitals are alien and daunting.
- Charger points and music.





A big thank you to all who took part! See you again soon!