**Simplicity/Clarity**

Circulation should not be confusing for the user. It should be easy to remember and provide a clear direct path. Keeping it simple without multiple, intertwined pathways is best in finding one way. Avoiding obstacles and confusing pathway interactions also makes the space safe for the users.

**Dynamic & Challenging**

The space must be challenging and inviting for the users to pass through and interact with. A simple straight (institutional) pathway does not provide an interesting home-like environment for the users to interact with.

**Consistency**

Providing a consistent layout can help users move through the space more efficiently. Memory is used often for wayfinding and consistency helps aid mobility. This helps maintain continuity for the resident, being able to recognize and remember how the building is planned out.

**Volume Proportions**

Ceiling height and room width/depth can be perceived and can be used for increasing ease of mobility. The proportions of a space are very important in directing and orienting one through a pathway. While being helpful to the user it also can become a more ingratiating experience for the user.

**Daylighting**

Sunlight allows for a clear perception of the space around the user. Lighting provides a thermal aspect, helpful in wayfinding, and provides an uplifting feeling, connecting one with the outdoors. Light helps define edges and can be one of the most important aspects in helping users move through spaces.

**Tactility**

The touch and feeling of materials and objects around a space can give clues as to where to go while also providing interaction within the space. This increases intimacy with their surroundings and allows them to feel their way through pathways.

**Thermal**

Employs the sense of touch. Heat and cold can be felt by touching, passing by. Thermal design aspects by choice of materials and/or lighting can provide a sense of direction and orientation for the user.

**Color/Contrast**

Color and contrast can be sensed. The use of contrasting colors defines edges for the user. This consideration is especially important for walk/floor connections and door/wall connections.

**Noise**

Using materials that do not echo or reverberate throughout a space is important. Noise can be distracting and disorienting for the user. It is also important for those with hearing impairments that these spaces absorb unwanted noise through the use of materiality.

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**Image 1**


**Image 2**


**Image 3**


**Images:***

**Text:**

**Citations found on linked abstract.**

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**case studies**

**highlighting circulation**

**Hazelwood School**

School for the Sensory Impaired

Gordon Murray + Alan Dunlop Architects, 2007

Gloucester, Scotland

The circulation through Hazelwood School is designed with sensory impairment in mind. All senses are employed to help guide and orient users through the dynamic building while still providing a challenge.

**Baker House**

MIT Dormitory

Anah Atay, 1999

Cambridge, Massachusetts

Distinct and clear circulation with cascading mar- ees, varying hallway widths according to travel intensity, and dynamic corridor proportions constitute the efficient circulation of the Baker House.

**REHAB Basel**

Center for Spinal Cord and Brain Injuries

Hessig & A. Meurion, 2002

Basel, Switzerland

The organization of spaces within various areas of the residential building create a compact, urban-like environment. Courtyards are key in providing daylighting to the interior spaces.

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**proposed building organization**

**using various characteristics of circulation**

**proposed circulation strategy**

**using various characteristics of circulation**

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**References:**