



**DEAFSPACE**  
**+**  
**THE VILLAGE PROJECT**  
**CATHOLIC INSTITUTE FOR DEAF PEOPLE**

A DeafSpace analysis of architectural drawings for the “Village Project, Phase 1

hbhm architecture

Dublin Ireland  
september 2010



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# INTRODUCTION

*The Village Project*, now in the final design and planning phases, is a multi-phased, mixed-use complex planned for development on the grounds of the St. Joseph's School for Deaf Boys in Dublin Ireland by the Catholic Institute for Deaf People (CIDP). The project is envisioned as a model Deaf community center where Deaf and Hard of Hearing individuals from around Ireland may gather to work, play, and worship in Irish Sign Language (ISL) and within state of the art buildings that support and express the unique deaf ways of being.

In pursuit of this bold vision *The Village Project* development team and design architects MAHONY PIKE have developed an overall master plan and architectural drawings for the first phase that incorporate many "DeafSpace" architectural concepts embodied in the DeafSpace Design Guidelines developed by the DeafSpace Project at Gallaudet University. The following analysis was commissioned by the project's leadership to assess the use of the DeafSpace concepts in the proposed design and to provide design recommendations to ensure the building will be as responsive and expressive of Deaf sensibilities as possible.

Architects Hansel Bauman and Hope Mitnick of hbhm architects prepared the accompanying analysis of *The Village Project* based upon the project Phase 1 drawings provided by MAHONY PIKE dated JULY 27, 2010 as well as comments accumulated from three days of stakeholder's workshops held on August 24-26, 2010 at the CIDP offices. Mr. Bauman, founding director of the DeafSpace Project and Ms. Mitnick based this review upon the most recent draft of the DeafSpace Guidelines dated July 2010. The analysis and recommendations made in this report are organized by the five aspects of Deaf architecture as outlined in the Guidelines document:

- Space and Proximity—How distance and adjacency impact communication and spatial awareness
- Sensory Reach—How spatial awareness can be extended through environmental and social conditions
- Mobility and Proximity—Key relationships and distances that allow signers to move through space uninterrupted
- Light and Color—How material and ambient qualities enable communication and way finding and create place
- Acoustics and Electromagnetic Interference—The importance of controlling acoustics and other interruption

The intent of this analysis is to inspire new ways of thinking about deaf architecture by making design recommendations for further consideration and refinement to be incorporated into the project. These recommendations must be taken within the project's context: the design as it has developed so far, project cost, schedule and scope. The recommendations made herein are not specific directives and in some cases may necessitate further study of industry experts such as acoustic and structural engineers and lighting designers. Such exhaustive studies and detailed design resolutions are beyond the scope of this report.

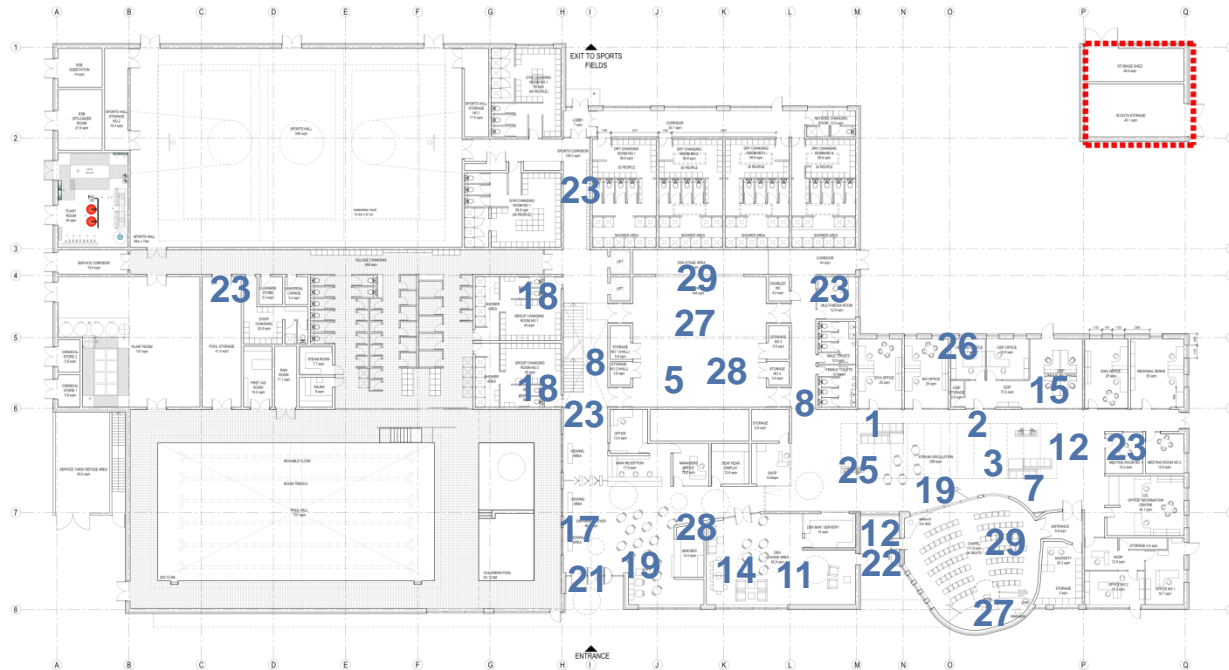


## Comments: Phase 1 Campus



1. Office chair positioned with occupant's back to the door
2. Improve transition between office and public space
3. DeafSpace seating in the Atrium
4. Reconfigure Cardio Bikes for visual contact
5. Improve Multi Purpose Hall sightlines
6. Account for visual communication sightlines in classrooms
7. Enhance programming for social interaction in the Atrium
8. Reduce overcrowding in corridors adjacent to the MPH
9. Revise Open Air Theater seating and walkways
10. Enhance outdoor seating arrangements
11. Improve visual access in DDA Lounge
12. Create view corridors through the Atrium
13. Make entrances to building spaces obvious
14. Provide partially reflective surfaces in lounge
15. Consider wood floors in strategic locations: "Vibration Zones"
16. Dampen unwanted vibration from air handling systems
17. Place Deaf culture on display in public spaces
18. Provide privacy glass in changing rooms at corners
19. Use contrasting floor finish to identify seating areas
20. Use contrasting finishes for walkway edges and seating areas
21. Provide Main Entry vestibule with sliding doors
22. Provide Chapel Wing Entry vestibule with sliding doors
23. Use interior colors / textures for way finding in the Main Building
24. Use interior colors / textures for way finding in the Chapel Wing
25. Illuminate atrium gathering areas and shield direct sun light
26. Locate windows to reduce glare and to defuse light
27. Provide ceiling mounted lighting for presentations
28. Control reverberation in all public spaces
29. Optimize loop systems

# Comments: Main Building, Ground Floor

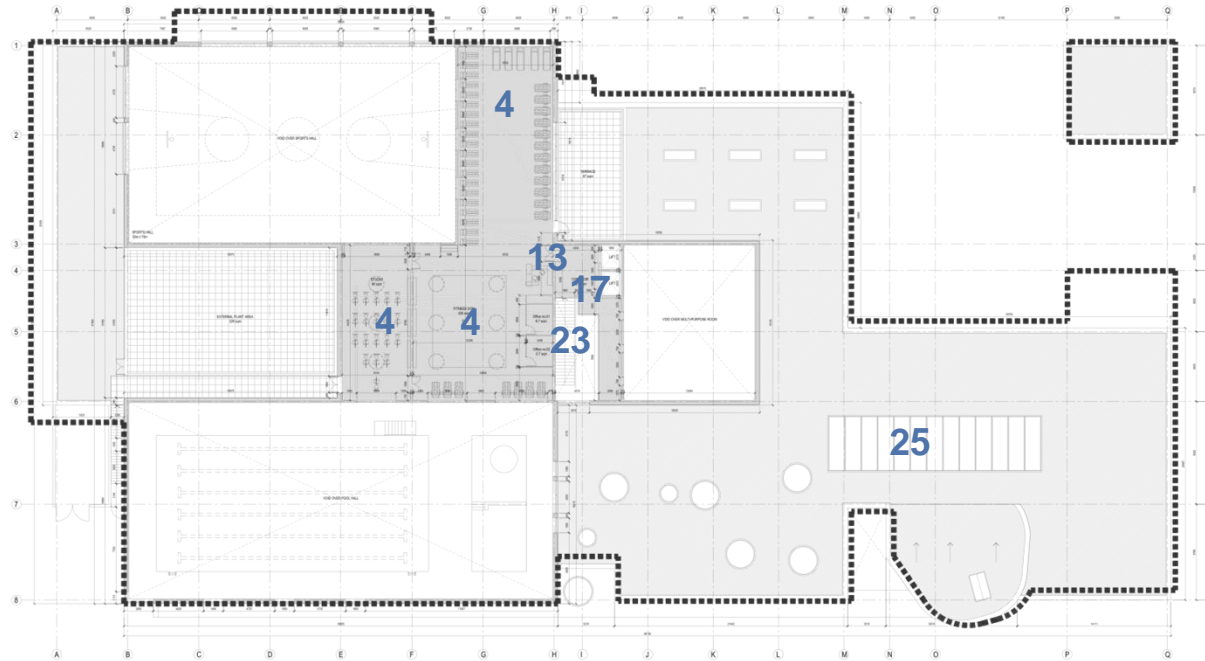


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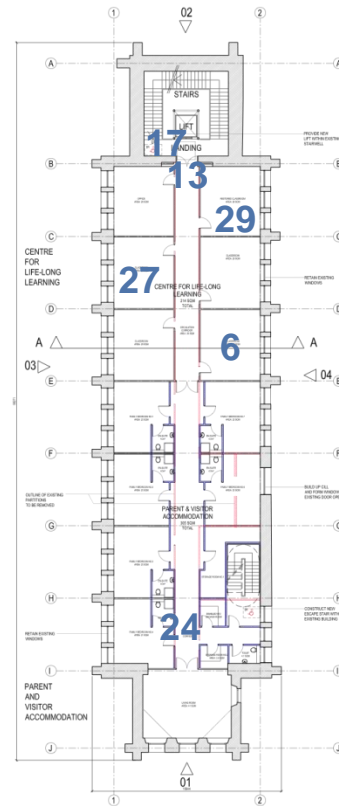
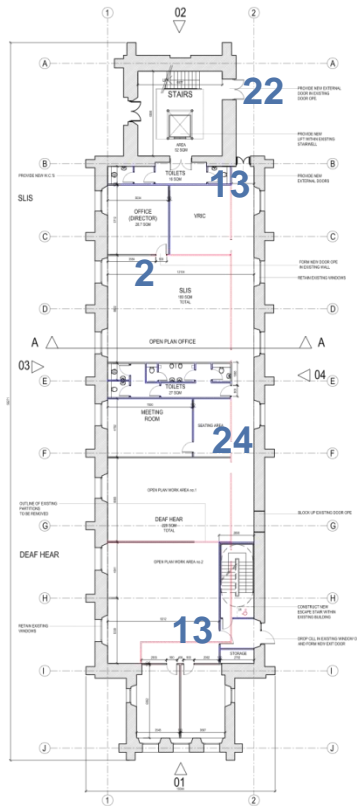


# Comments: Main Building, First Floor



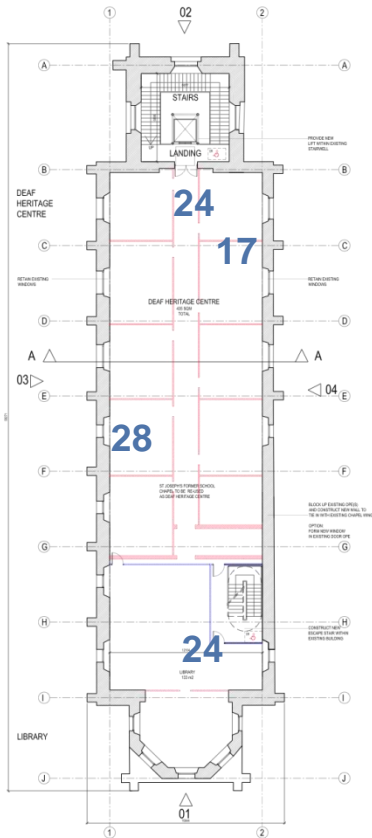
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# Comments: Chapel Wing, Ground & First Floor



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# Comments: Chapel Wing, Second Floor



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