Building Resilience: A Recovery Center located in Klamath Falls, OR*

THIS INTERMEDIATE LEVEL STUDIO IS OPEN TO STUDENTS OF ARCHITECTURE AND INTERIOR ARCHITECTURE

It is estimated that 1 in 10 Oregonians aged 12 or older were classified with substance dependence or abuse in the past year and met the criteria for needing treatment.

Approximately 88% of the Oregon population who had the need for specialty treatment did not receive any. - 2002 to 2008 SAMHSA National Surveys on Drug Use and Health (NSDUHs).

“I’ve always seen architecture as a healing art, not just a beautification art.”
- James Polshek

“I would like to use architecture to create bonds between people who live in cities, and even use it to recover the communities that used to exist in every single city.”
- Toyo Ito

With recent exhibitions like MOMAs “Small Scale, Big Change: New Architectures of Social Engagement,” and the rise of organizations like Architecture for Humanity, it appears there has been a large-scale refocus on innovative interior architecture that serves social causes. While designers and architects may not be able to “fix” many of these underlying social issues, by engaging in socially minded projects, designers can bring the value of innovative, sustainable, and responsive design to groups that might otherwise fly under the “architectural radar.”

There is a strong need for more thoughtfully-designed treatment facilities in Oregon to aid individuals with substance-use disorders in their reintegration into society. As the philosophy for healthcare in Oregon shifts to a more “patient-centered” approach, we need to design buildings and spaces that are more responsive to these updated clinical models. This project will investigate the role of design in supporting rehabilitation and reintegration of isolated individuals into their local community and society as a whole.

“Building Resilience” is the conceptual foundation for a prospective outpatient facility that will provide a range of activities and spaces to help addicted individuals and their families transition from the culture of addiction to a culture of recovery. This project will re-use an existing light-industrial building in downtown Klamath Falls, Oregon.* The center will house a holistic program for rehabilitation, addressing the physical, mental, emotional and spiritual needs of clients in their recovery from the challenges of substance abuse. Emphasis will be on the design of a treatment and wellness facility with focus on the patient experience. Students will investigate the role of natural light, materiality, color, volume and scale in the design of spaces that help build
community and support healing. The center will focus on the rejuvenation of the individual on every level, helping them to find a sense of place, belonging and purpose within the community.

To gain a better understanding of this at-risk population, students will research physiological, social, political, economic, cultural and historical context surrounding the prominent and often marginalized culture of addiction. Current healthcare trends, scientific aspects of addiction and therapeutic treatment modalities will also be investigated. Students will analyze health, wellness and treatment-related case studies with emphasis on fostering community and supporting the recovery process. In this studio, investigations will lead the students to develop an innovative, evidence-based program and design a project that focuses on facilitating the healing process, reconnecting individuals to society and bridging the gap between isolation and inclusion.

Objectives for this winter studio:

- To develop the skills to create a thorough and well-documented program for design.
- To expand design research to include the identification and analysis of particular client and user needs.
- To explore design issues and interior design ideas in response to contemporary healthcare issues (addiction) and the healing process.
- To apply fire and life safety principles including ADA regulations and universal design principles.
- To explore adaptive reuse by understanding how existing structural configurations and spatial parameters give way to new interior configurations that redefine three-dimensional volumes while satisfying the design objectives that enhance the user’s experience.
- To utilize the project program to develop conceptual skills with a goal to complete a well presented “schematic design.”

* This project may be moved to Eugene, but the building type will remain a light industrial type.

Adjunct Instructor Bio:

Dannon Canterbury studied as an undergrad in architecture at Tulane University and the Mackintosh School of Architecture in Glasgow. After he received his Master of Architecture also from Tulane University in 1999, he left New Orleans for New York City where he worked on a number of commercial and residential projects with Smith-Miller + Hawkinson Architects and Murdock Young Architects. He relocated briefly to Austin, TX, and moved to Portland in 2003 to work with Allied Works Architecture. While at AWA, he worked on larger scale civic and institutional projects, including the Seattle Art Museum expansion and the addition to Booker T. Washington High School for the Performing and Visual Arts in Dallas, TX. Dannon then went on to work with Skylab Architecture as a project lead in 2006. He was in charge of the Departure Restaurant and Lounge project atop the Nines Hotel and the North Advertising offices in Portland. While at Skylab, he also worked on the development of a series of prototype stores for the apparel company NAU. Dannon moved to Eugene in 2009 where he is currently a designer and project lead at 2fOrm Architecture.

Dannon has a strong background in craft and making. Raised in a family with a father who is a blacksmith, potter, leather and woodworker, and a mother who is a seamstress, he developed a passion for using his hands in the creation of functional objects. Interested in how furniture mediates between the architectural scale and the human scale, he designs and makes furniture and products out of wood, metal, cardboard, acrylic and fabric.