

# VENTURA LAMBRATE



## THE HEALING HUB

CONCEPT



Vision

*A place for the community, where rituals establish a connection between  
body, mind and its surroundings.*

**to connect**  
to basics  
to calm down  
to rewind  
to explore  
to share

the Healing Hub



## Introduction

*EMPATHY is the ability to 'put oneself into someone else's shoes'*

The HEALING HUB is a new tribal village,  
to work empathically, to meet, share, bond, and have fun,  
where the work day is made by rituals.

D/DOCK will make a real business hub, usable by the visitors and expositors of the Salone del Mobile. The space will be a Healing Office, where the last products and concepts for the work environment will be presented.

Different hybrid work typologies and design products will be placed in the space such as the Energy Station, Mind Room, Tatami Room, Forum, re-Energize lamp etc) together with art installations, dynamic light and sound technologies.

A food and catering system will be operated, with energy snacks and other innovative food concepts.

The space will be interactive through an EBD (evidence based design) protocol, which will provide data about the use and the perception of the space by the visitors (D/science).

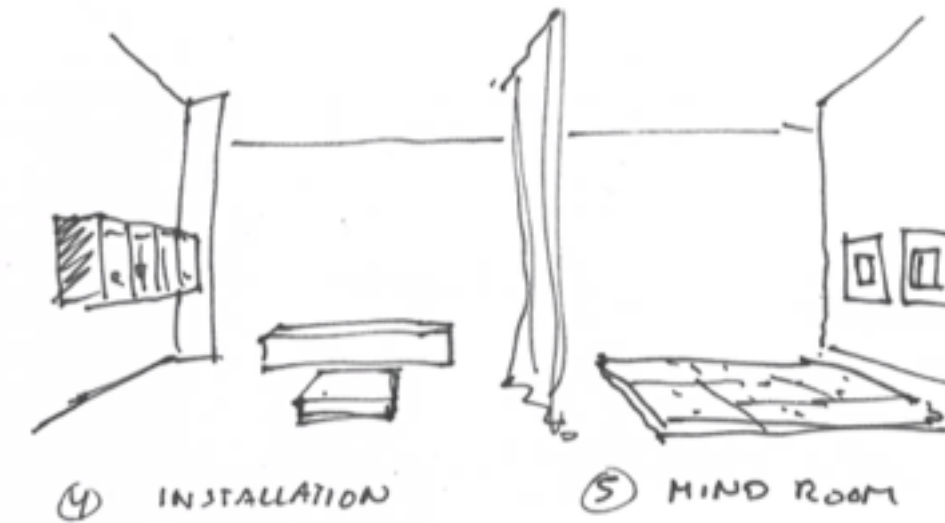
the Healing Hub



## Influencers



**open space**  
typological carpets



**rooms**  
individual focus

*Our state of being and ability to communicate is influenced by a mix of physical (body), mental (mind) and sensorial (presence) aspects.*

*Through spatial experiences we want to trigger these aspects.*

### **physical experience**

design functionality  
dynamic seating  
low and high seating

### **sensorial experience**

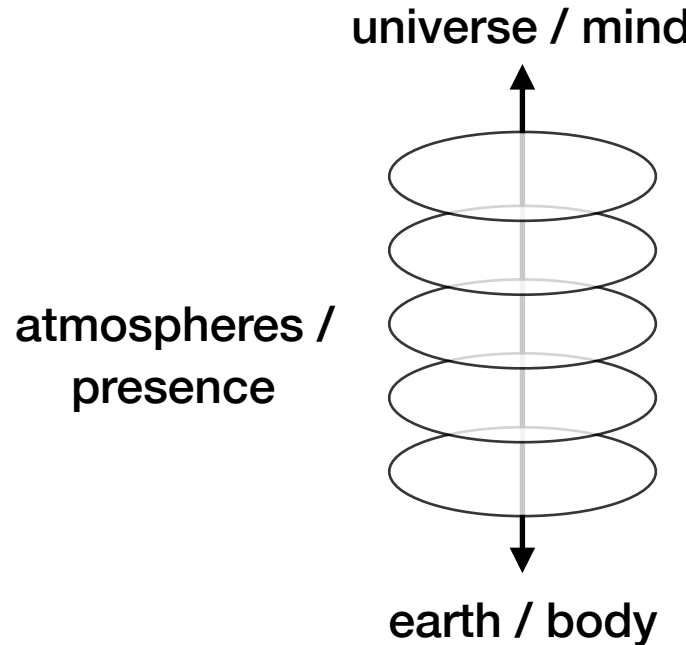
aroma  
light  
sound  
taste  
touch  
healing art

### **mental experience**

communication  
rituals  
social interaction

the Healing Hub

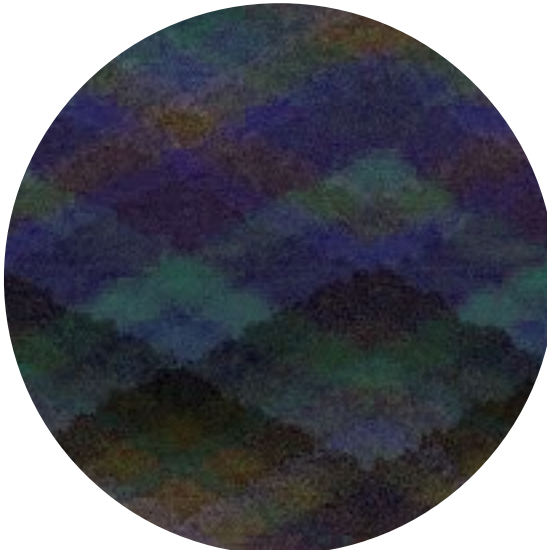
Healing Carpets



*The carpets are like polka dot islands, abstract yet sensorial grounds to be lived on. They should invite to take off shoes, to connect to them. Multiple fibers can trigger tactility and even redirect static charge.*



**earth**  
vegetation/grass  
sand/clay  
waters



**atmospheres**  
mandala  
kaleidoscope  
cloudscapes

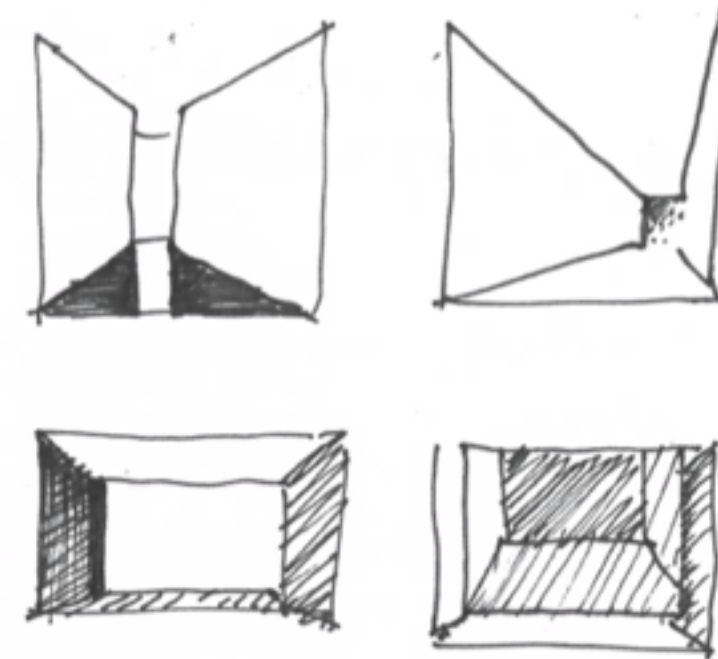
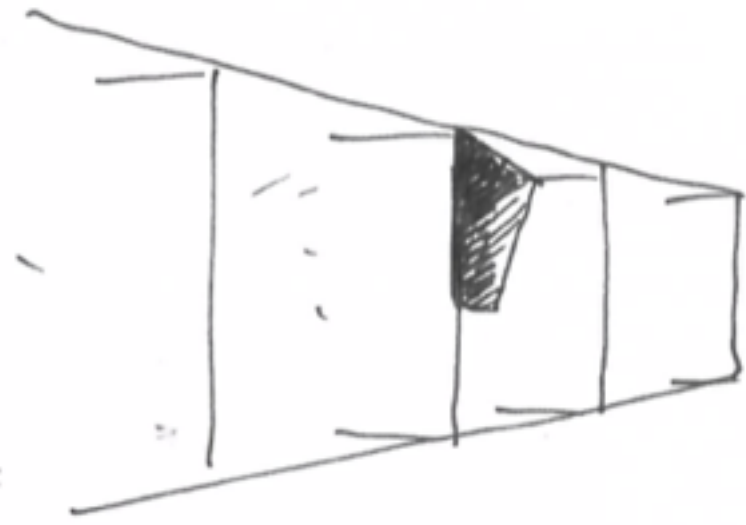


**universe**  
moon/sun  
black hole  
dome

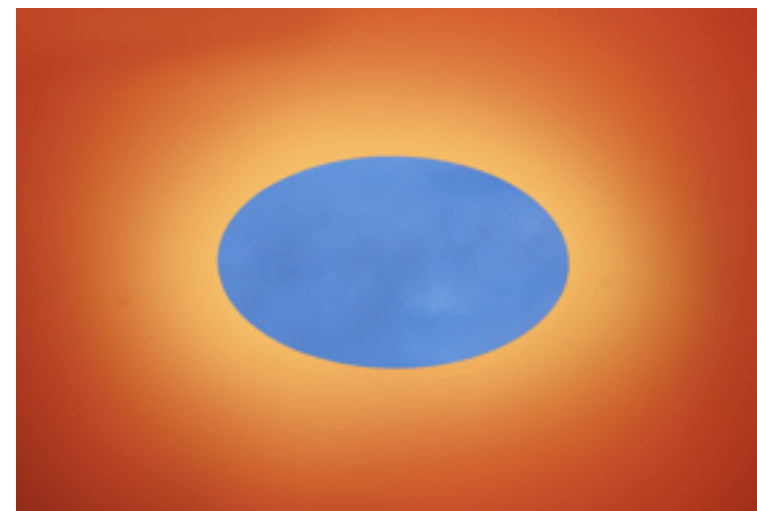
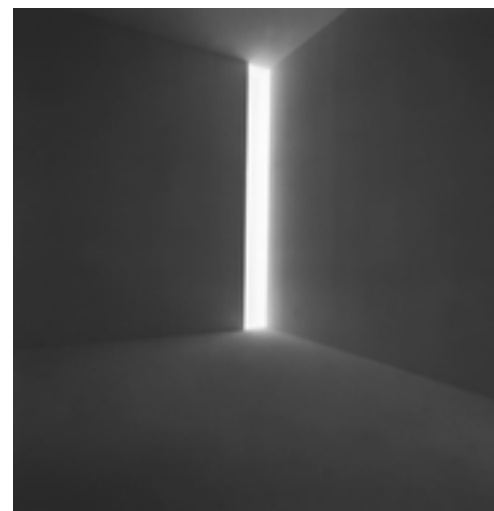
the Healing Hub



the Mind Room

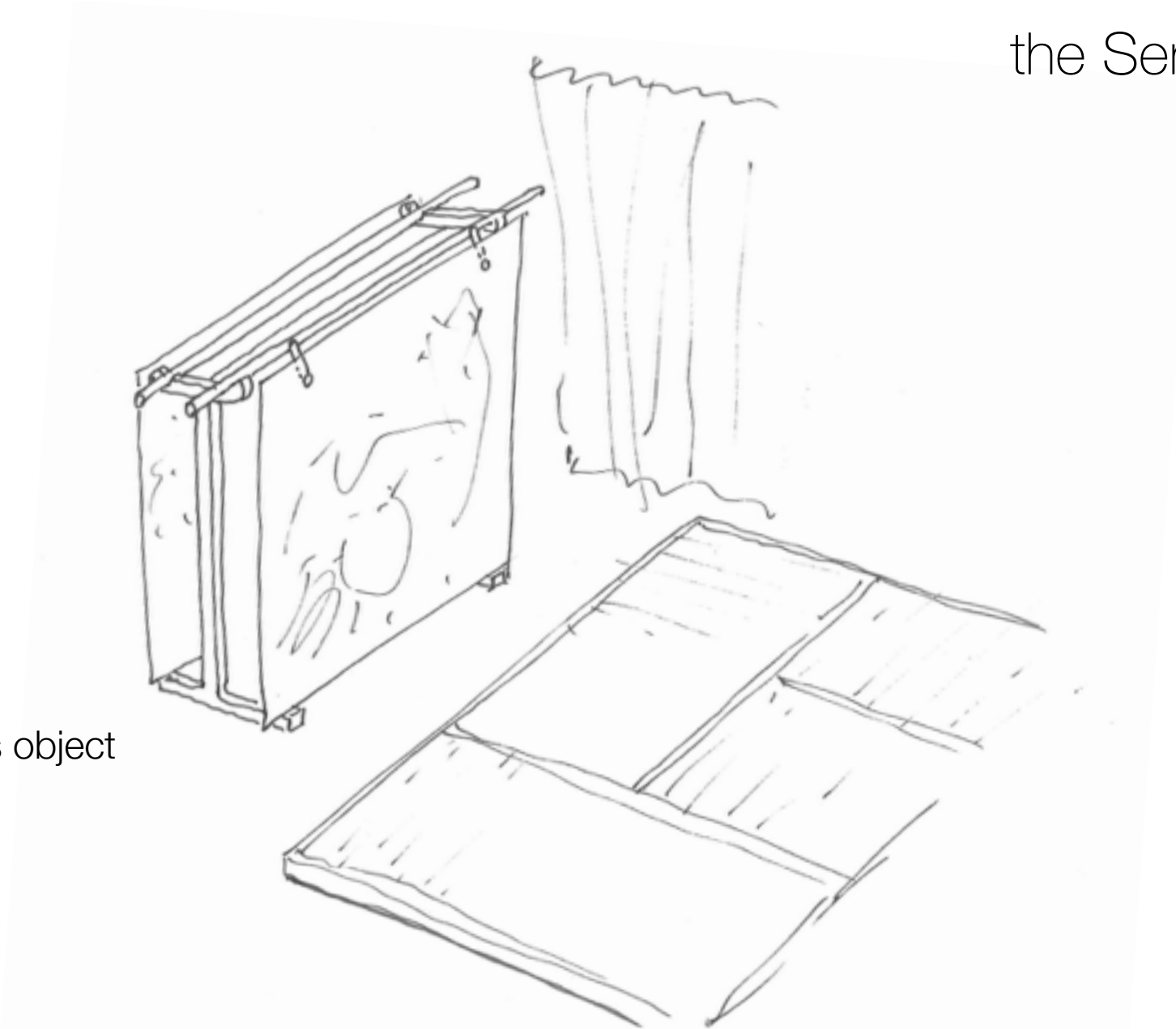


*the aesthetics of Absence -  
7 contemporary monk rooms: 7 focus points (chakras) to heal oneself*



the Healing Hub

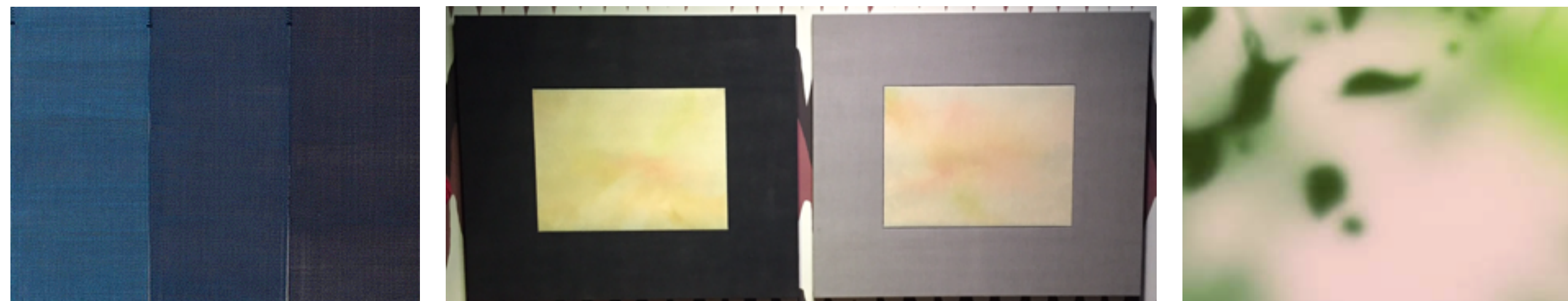
the Sensorama



moodscape as object

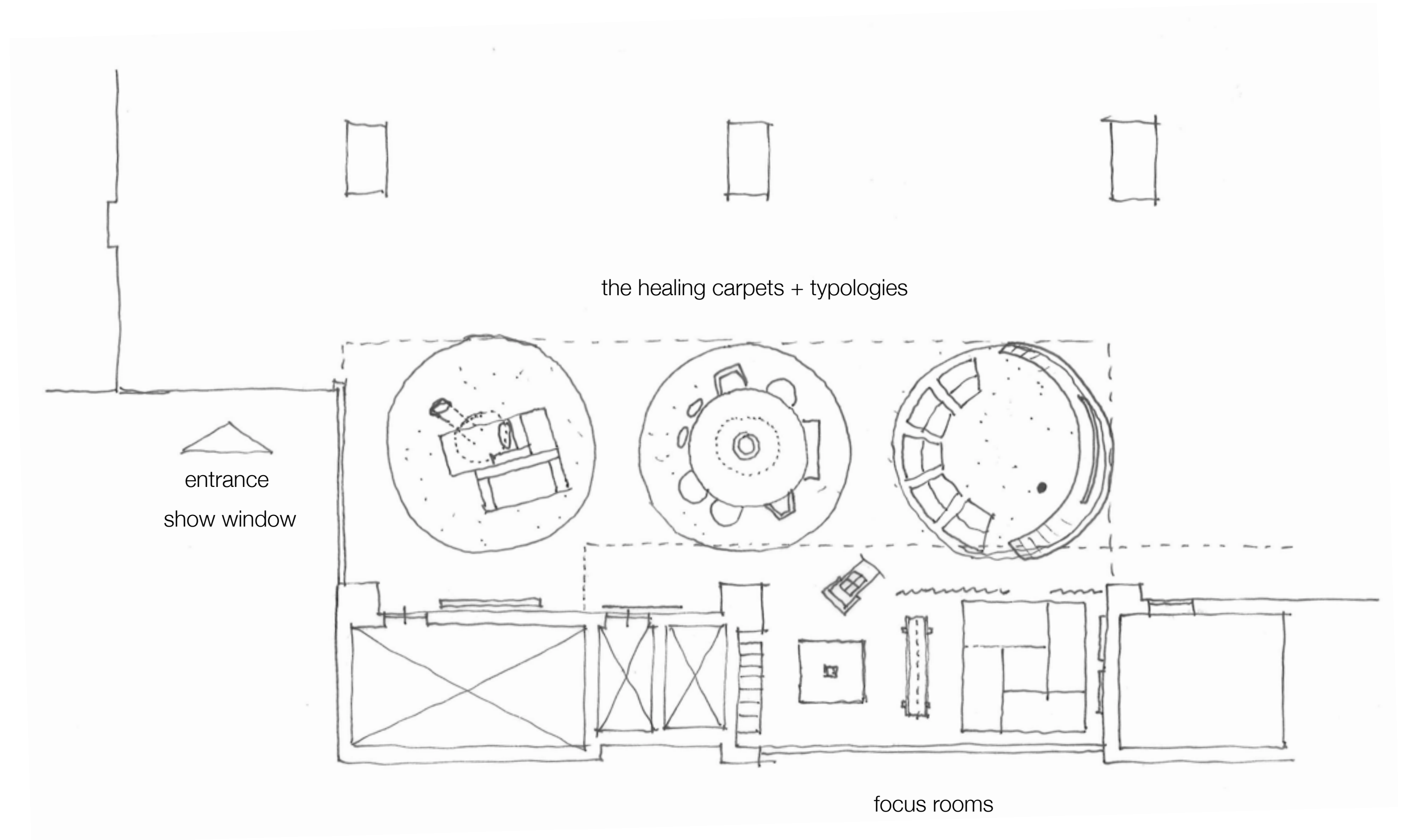
visual and auditive art installation

*A sensorial room to connect to basics, involving tangible and mind expanding attributes - provoking awareness of ones state of being and the physical or social relation to ones surroundings.*



the Healing Hub

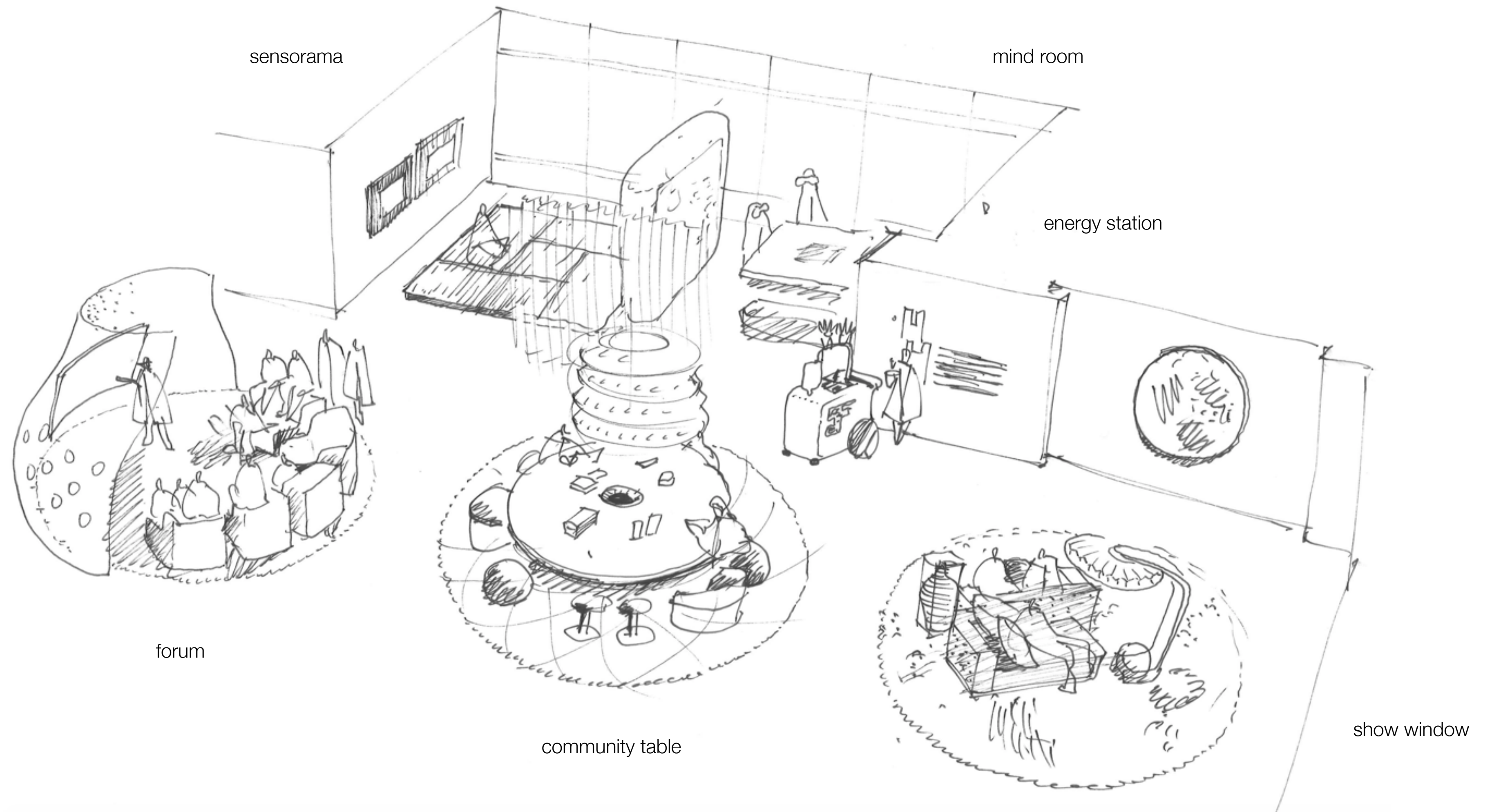
# Space Plan



the Healing Hub



# Space Plan



sensorama

mind room

energy station

forum

community table

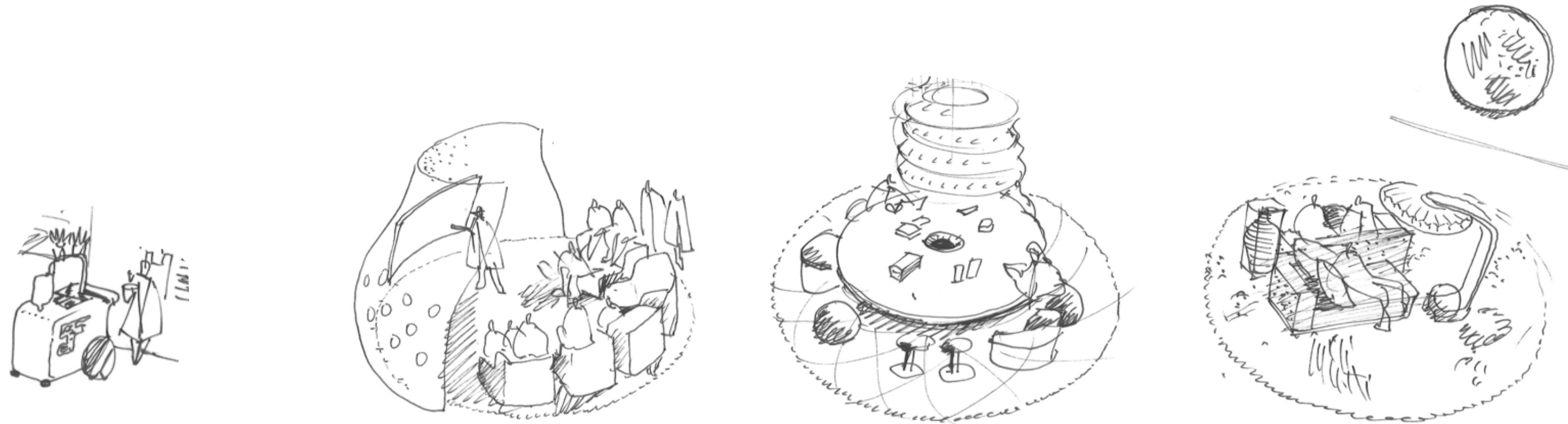
energy lounge

show window

the Healing Hub



# Typologies



*The dynamics of work, meeting and sharing experience - embodied through design.*

**energy station**  
food design  
bar-table in mind room

**forum**  
universe carpet  
tipi tent  
stage poofs

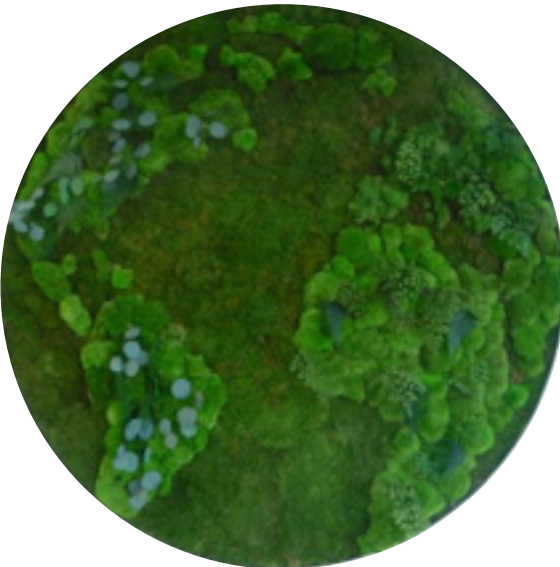
**community table**  
atmosphere carpet  
kaleidoscope  
cloudscapes

**energy lounge**  
earth carpet  
healing light  
sofa setting

the Healing Hub



Conceptual Sublayers



**healing art**  
mental: mind expanding art  
physical: tactile sculptures



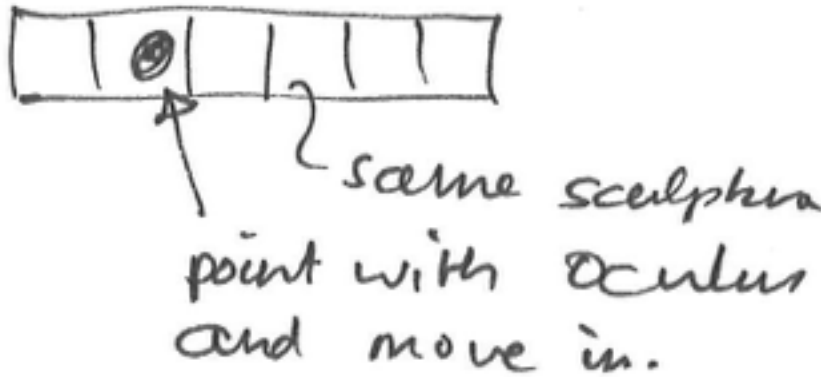
**merchandise**  
stationary design  
books (D/D)



**community**  
monitoring (D/science)  
bracelet or kimono



**hospitality**  
food design  
bar-table in mind room



**interaction/graphic design**  
oculus  
film presentation

the Healing Hub



[WWW.DDOCK.COM](http://WWW.DDOCK.COM)

INSPIRING  
REALIZING  
SHARING

