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HOSPITAL AS A DWELLING FOR THE TERMINALLY ILL

A DISSERTATION PRESENTED TO
THE UNIVERSITY OF MORATUWA, SRI LANKA
FOR THE FINAL EXAMINATION M.Sc (ARCH)

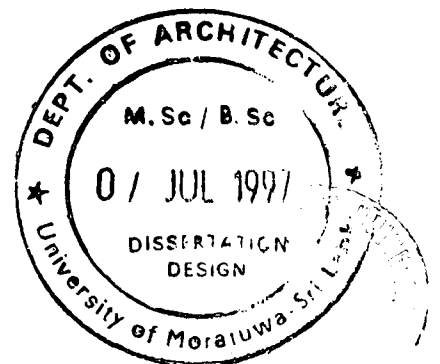


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ABSTRACT

Many diseases have a terminal phase and patients suffering from them need treatment suited to their condition. The patient who are willing to stay for a short period in the hospital they are less concerned with their material surroundings than with seeing and hearing the people who are caring for them. In the case of the terminally-ill, they may have a comparatively long terminally phase, needing much skill and support if relief is to be given. Feeling of hopelessness and helplessness and unquestioning acceptance have been shown to have adverse effects upon prognosis.

People have always tended to "forget themselves" by changing their spatial environment, and also by investing their anxiety in creative activity. This is the meaning of therapy through architectural expression and through creative work. People interacted in these places have their everyday choices-food, clothing, recreation - limited, whereas they have to choose intimate companions from a mob of equally sick strangers a choice we are seldom faced with a normal living. If architecture is once again to become creation, must not the barriers between the consciousness and unconsciousness, the objective and subjective, the inside and outside, be torn down, so that the architect may discover the foundations of future expression inside the human psyche, which throughout the ages has given birth to form.

The architect and designer, in particular, must recognize that each human being perceive his environment differently and that some of the designer's aesthetic perceptions do not exist in others. Unlike the other arts, the art of architecture is seldom self-generated and is always an imposition. It is more difficult to avoid architectural art. A major difficulty, and hence the reason for the need for documentation, is the fact that the designer deals with very subjective matters. Comfort, distress, elation, and other emotional and intellectual experiences are very personal, and the best designs only result from the understanding of many related considerations.

