

EUROPEAN HEALTHCARE DESIGN SUBMISSION STATEMENT CRITERIA

www.europeanhealthcaredesign.eu | 14-16 JUNE 2021

**EUROPEAN
HEALTHCARE DESIGN**
RESEARCH • POLICY • PRACTICE

Prior to preparing your online submission, please see below the specific criteria you will be required to respond to when entering your project or design innovation. Please note there are three different sets of criteria used for different award categories. Please be sure that you prepare your submission against the correct criteria for the award category you are entering. You are allowed 1250 words in total for the submission. If you are entering for the Design Research Award, you are required to submit the written paper using the online form at www.europeanhealthcaredesign.eu. There is no requirement for this category to complete one of these three criteria-based submission forms.

Awards Criteria for Submission Form A

Healthcare Design (over 25,000 sqm)

Healthcare Design (under 25,000 sqm)

Health and Life Sciences Research

Future Healthcare Design

Mental Health Design

Design for Health and Wellness

Design for Adaptation and Transformation

Project summary

Purpose of project, aims of brief and other background info

Strategic vision

Describe clearly the contribution the project has made to the wider strategic plan for the delivery of healthcare services

Context

Describe how the project makes a positive contribution to its local surroundings and environment

Purposeful innovation

Describe how the project provides a robust and effective operational environment that can flex and adapt over time

Design approach

Describe how the project integrates all aspects of design to create a place that is compassionate and therapeutic and supports healing and recovery

Sustainability

Describe how the project embodies social, economic and environmental factors into the design from the start

Awards Criteria for Submission Form B

Interior Design and Arts

Project summary

Purpose of project, aims of brief and other background information

Meaningful intervention

Describe how the project explores a creative narrative that relates the physical setting to its local context and the needs of patients, staff and visitors

Design approach

Describe how the project integrates all aspects of design to create a place that is compassionate and therapeutic and supports healing and recovery

Material and media innovation

Describe how the project explores new ways of using materials and media to communicate the values of the project and the organisation to its patients, staff, visitors and the community

Sustainability

Describe how the project embodies social, economic and environmental factors into the design from the start

Stakeholder engagement

Describe the impact of any consultations with staff, users and the wider community to achieve an inclusive design approach that is meaningful to the project

Awards Criteria for Submission Form C

Design Innovation for Quality Improvement

Innovation summary

Describe the innovation's concept and vision, in respect of what it is, what's novel about it, who is using it, and how it places human and user experience at the centre

Design approach and values

Describe how design values and methodologies have contributed to the development of the innovation, and how these values are supporting quality improvement in the delivery and experience of healthcare

Sustainability

Demonstrate the application of life cycle costing principles with consideration given to the social, economic and environmental impact of the innovation to achieve carbon neutrality

Design quality and the patient experience

Demonstrate how the innovation is fit for purpose, addresses an unmet need, and is safe and easy to use through good human factors and ergonomics

Application and cost-benefit

Describe with a case study example/s the application of the innovation in a specific setting or across the continuum of care, with any examples of any cost benefit analysis

User engagement

Explain with examples how the innovation has been co-designed with its users and the application of user-based design research methods