

The Art of Collaboration

Integrating art into clinical briefing and early design development

‘The environment is crucial to how we live and recover with art and design playing an integral part... Hospital environments are needed which encourage patients to feel welcome, looked after and cared for and in which staff feel valued’ Department of Health and King’s Fund (2006)

Context

Great Ormond Street Hospital (GOSH) is halfway through an ambitious 40-year programme of redevelopment that began in the early 1990s. Central to the masterplan is the ambition to deliver world class healthcare environments. Art is a key to achieving this, delivered through a dedicated arts team working closely with colleagues across the Trust. GOSH adopts a ‘Per Cent for Art’ scheme, whereby 1% of capital costs are allocated to commissioning and purchasing new artworks. The champions for GOSH Arts are at a strategic level and throughout the organisation.

The experience of hospital for our young patients and their families can be very stressful. However, a thoughtfully designed and attractive physical environment is proven to help to alleviate stress and anxiety. Site responsive art plays a key role in contributing to uplifting environments, provoking a sense of surprise and delight, providing an outstanding experience for our patients, their families, visitors and staff.



Approach

- Arts team embedded within Development and Property Services and design team facilitate collaborative working
- Arts strategy established for each capital project aligning with the clinical brief and interior design of the building reflecting the aims/ambitions of the wider project - there is space for the art strategy to influence the wider project too!
- Design team inform the art strategy - potential locations, philosophy of the building/ wider aims, building users, clinical function, patient journey, heritage of the building
- Arts and Healthcare Planning teams working closely together and sharing a vision of how the finished building will look and feel
- Key decisions and project proposals and commissions are approved by a project specific arts group made up of key stakeholders across the trust including clinical staff, play team, health and safety, facilities and GOSH Charity
- Engaging with children and young people and their families and staff in order to consult on art installations and their relevance to the overarching design
- Researching, identifying and appointing imaginative artists who are excited about the project vision
- Required infrastructure and engineering is incorporated into the design at the earliest opportunity to enable integrated innovative projects
- Commissions are extended and animated through interpretive materials and associated resources
- All art commissions are evaluated both as part of the ongoing impact assessment of the GOSH Arts programme, and the post occupation evaluation undertaken on all of our construction projects

Project 1

The Nature Trail

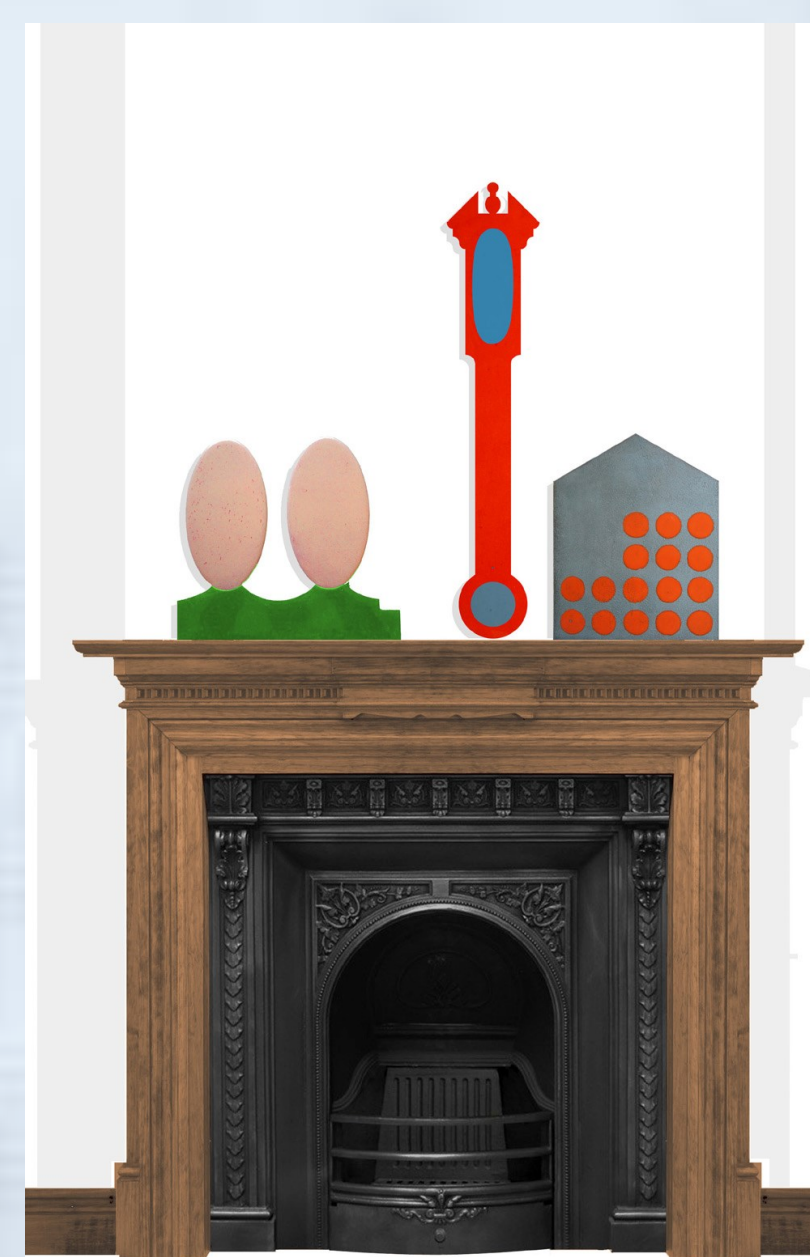
The Nature Trail, created by Jason Bruges Studio, was a key commission for the Morgan Stanley Clinical Building that has recently been extended to the new Premier Inn Clinical Building. Accompanying surgery preparation resources, including an illustrated book and activity sheet, introduce children to the artwork. This project brought together the art and clinical planning managers to create a scheme to improve the quality of the experience for patients’ journeying to the operating theatres. This has helped to create a calming, yet playful and engaging route that culminates in the patient’s arrival at the anaesthetic room.



Project 2


Sight and Sound Centre

This project in the historic Italian Hospital in Queen Square, close to the GOSH main site, will provide a dedicated outpatient facility for GOSH’s ophthalmology and audiology services together with associated clinics. GOSH Arts and Healthcare Planning teams share a vision for the building and the art programme is contributing to the creation of a homely and calm environment. The centre will be welcoming and friendly, and meet the specific needs of children with visual and auditory impairment. Two significant art commissions are planned and the artists Oliver Beer and Lubna Chowdhary have been selected to develop their proposals.



Reflections / Conclusion

Aligning arts and clinical strategies results in ambitious and exciting artworks, design and interactive projects, providing an outstanding experience for patients and their families, visitors and staff. The aspiration to create immersive and interactive/ tactile multisensory environments is only possible when this is considered from the outset of the project. Early planning also achieves sustainability and avoids changes leading to additional cost.

Great Ormond Street 
Hospital for Children
NHS Foundation Trust