

- Bidder B
- New South Glasgow Hospitals
- Board Presentation
- 4th August 2009

DDM 1

Design Dialogue Meeting Agenda
Proposals

Design Dialogue Meeting 1 INITIAL CONCEPT DESIGN STAGE

Present Proposals for Design Dialogue Meeting (DDM) Format

Proposal of 2x concurrent separate Workstreams through each DDM

1.1 Design 1.2 Technical

DDM 2

Design Dialogue Meeting Agenda
Proposals

Design Dialogue Meeting 2 INITIAL CONCEPT DESIGN STAGE

Design

Review Exemplar Design
Review Masterplan Options
Single Bed Ward Options
Tower & Podium Options
Initial 1:500 Concept Plans
Initial 3D Site Massing

Technical As Agenda

DDM 3

Design Dialogue Meeting Agenda
Proposals

Design Dialogue Meeting 3 INITIAL CONCEPT DESIGN STAGE

Design

Masterplan
1:500 Concept Plans
1:200 Ward Tower Module: Single Bedroom
3D Site Massing Development
Indicative elevational treatment concepts

Technical

M&E Design Strategy Review
Structural Design Strategy Review
Cladding Design Strategy Review
Fire Strategy Review
Acoustic Strategy Review
Equipment Strategy Review

DDM 4

Design Dialogue Meeting Agenda
Proposals

Design Dialogue Meeting 4 DETAILED DESIGN STAGE

Design

Masterplan
Architectural Concept

Whole Hospital 1:500 Concept

1:200 Ward Plans

Single Bed Ensuites

Adult Hospital 1:200 Department Design

Accident & Emergency
Adult Theatres
Adult Assessment Ward
Adult Radiology
Adult Critical Care

Childrens Hospital 1:200 Department Design

Childrens Ward
Childrens Accident & Emergency
Childrens Radiology
Childrens Observation Ward
Childrens Theatres

DDM 5

Design Dialogue Meeting Agenda
Proposals

Design Dialogue Meeting 5 DETAILED DESIGN STAGE

Design

Masterplan
Architectural Concept/ Scale/ Character

Whole Hospital 1:500 Concept

Adult Hospital 1:200 Department Design

-Adult Ward
-Adult A&E
-Adult Theatres
-Adult Radiology
-Adult Critical Care
Architectural Vision

Children's Hospital 1:200 Department Design

-Children's Ward
-Children's Ground Floor OPD/Atrium
-Children's Theatres
-Children's Radiology
Architectural Vision

Art RFI's

Board Presentation

Design Dialogue Meeting 6 DETAILED DESIGN STAGE

Masterplanning

Masterplan Development
Massing and Identity
Logistics and the site
Pedestrian and Vehicular movements (Externals area)
Community Engagement

Stacking and Layouts

1:500 Stacking Diagrams
Patient, Visitor and Staff movements
FM Flows and systems

Materials and Finishes

Mechanical and electrical systems
Sustainability and low carbon
Incorporation of Arts

Summary



Agenda

- Masterplanning**
- Massing and Identity**
- Stacking, Layout and Flows**
- Art Strategy**
- Break**
- M&E Systems**
- Energy**
- Logistics**
- Community Engagement**
- Summary**

Masterplan Development

Introduction

Masterplan Context

Legibility & Wayfinding

The Masterplan

Landscape & Environment



Project Context

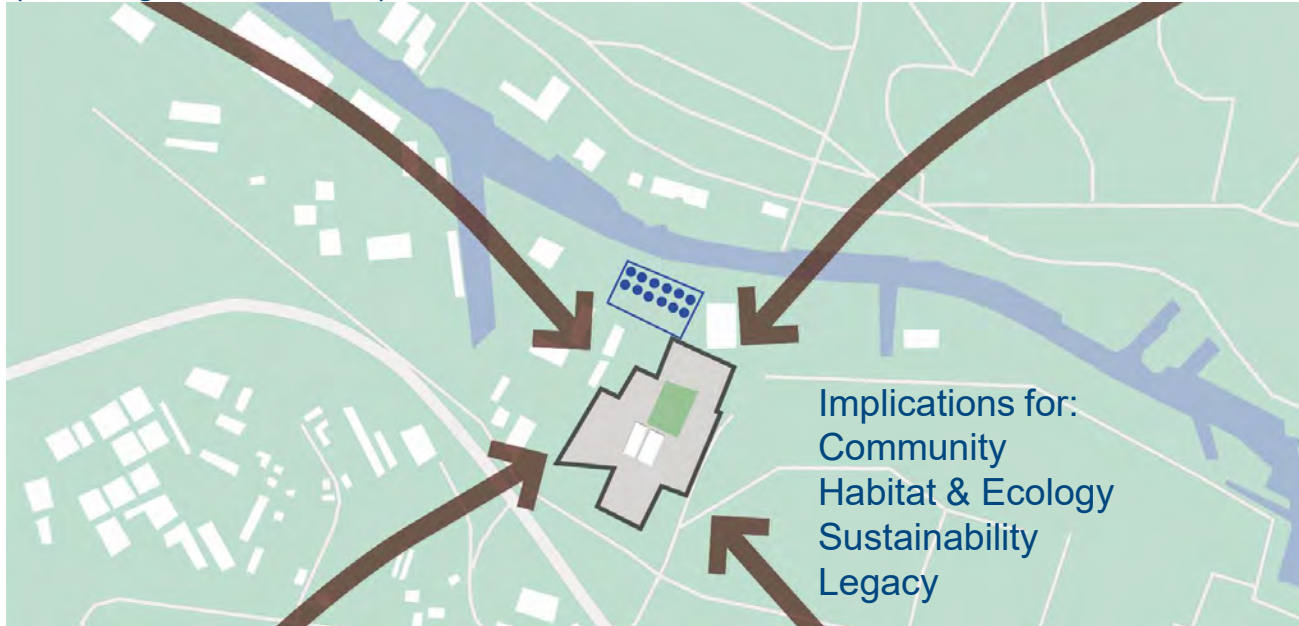
Scale, Setting & Community

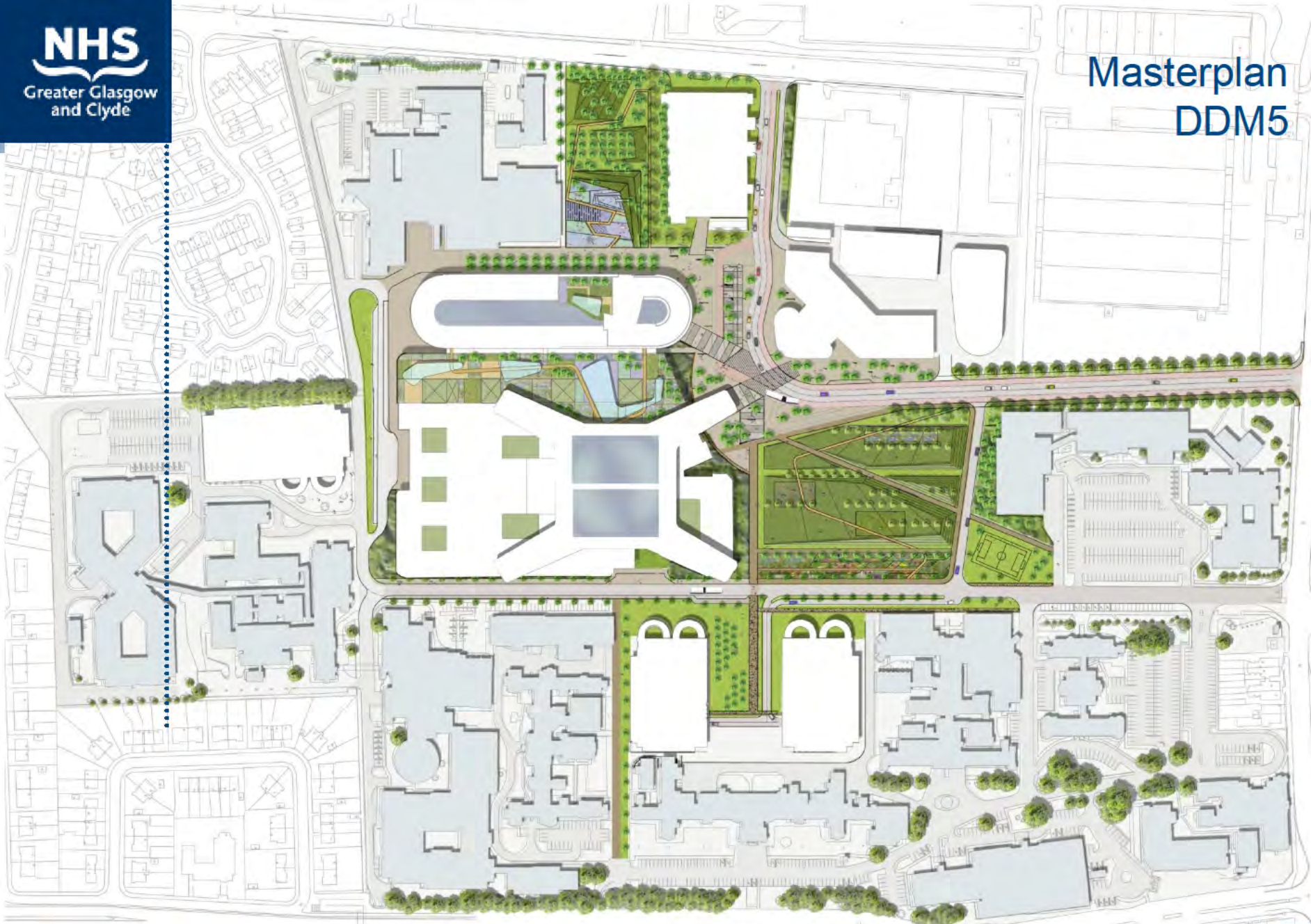
A heritage of big buildings and large projects - recent history



Project Context

Focus & Destination – regional facility
(Building for the future)

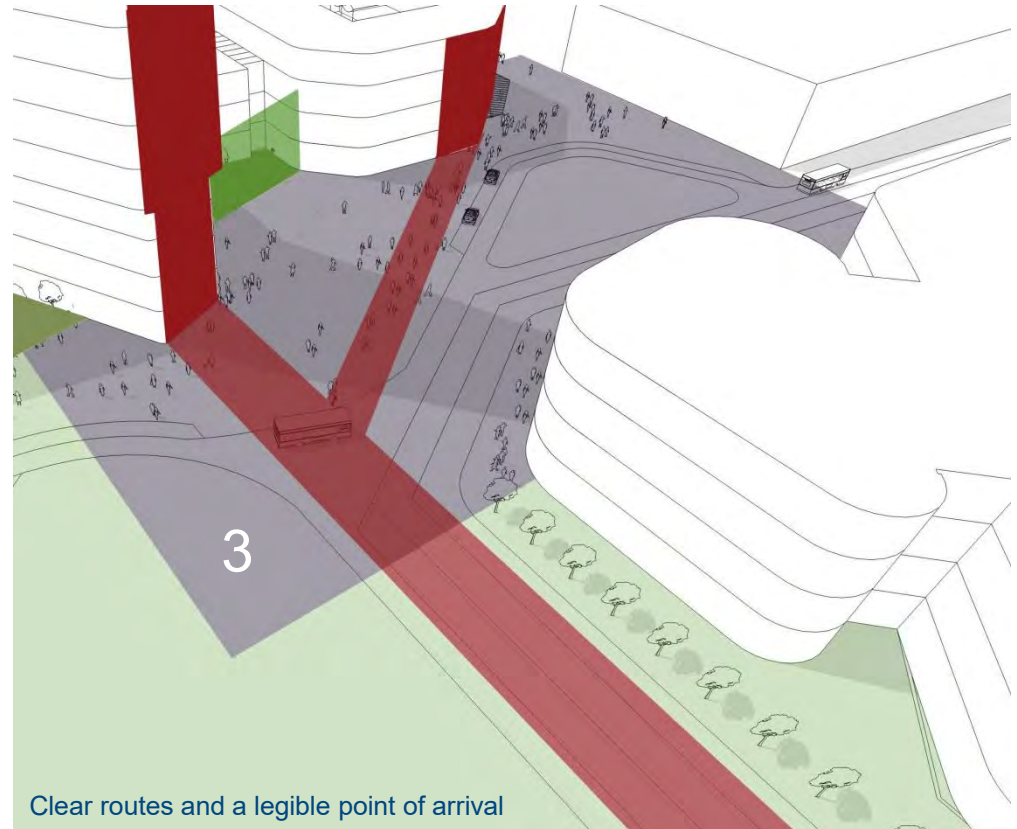
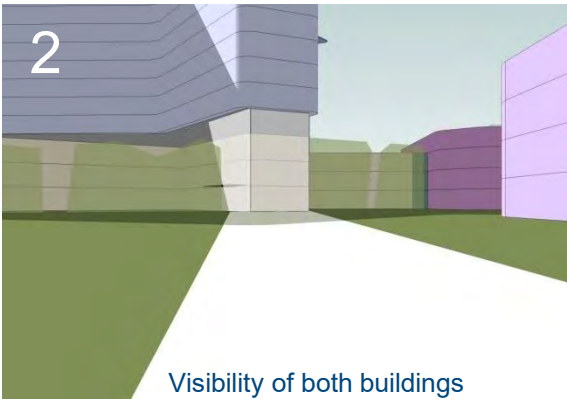
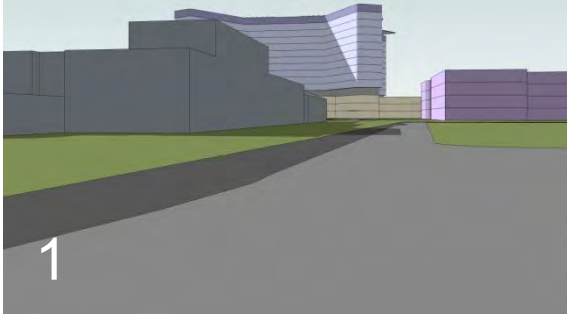




Masterplan Structure Principles

Orientation and Wayfinding

Visibility of main entrance from avenue



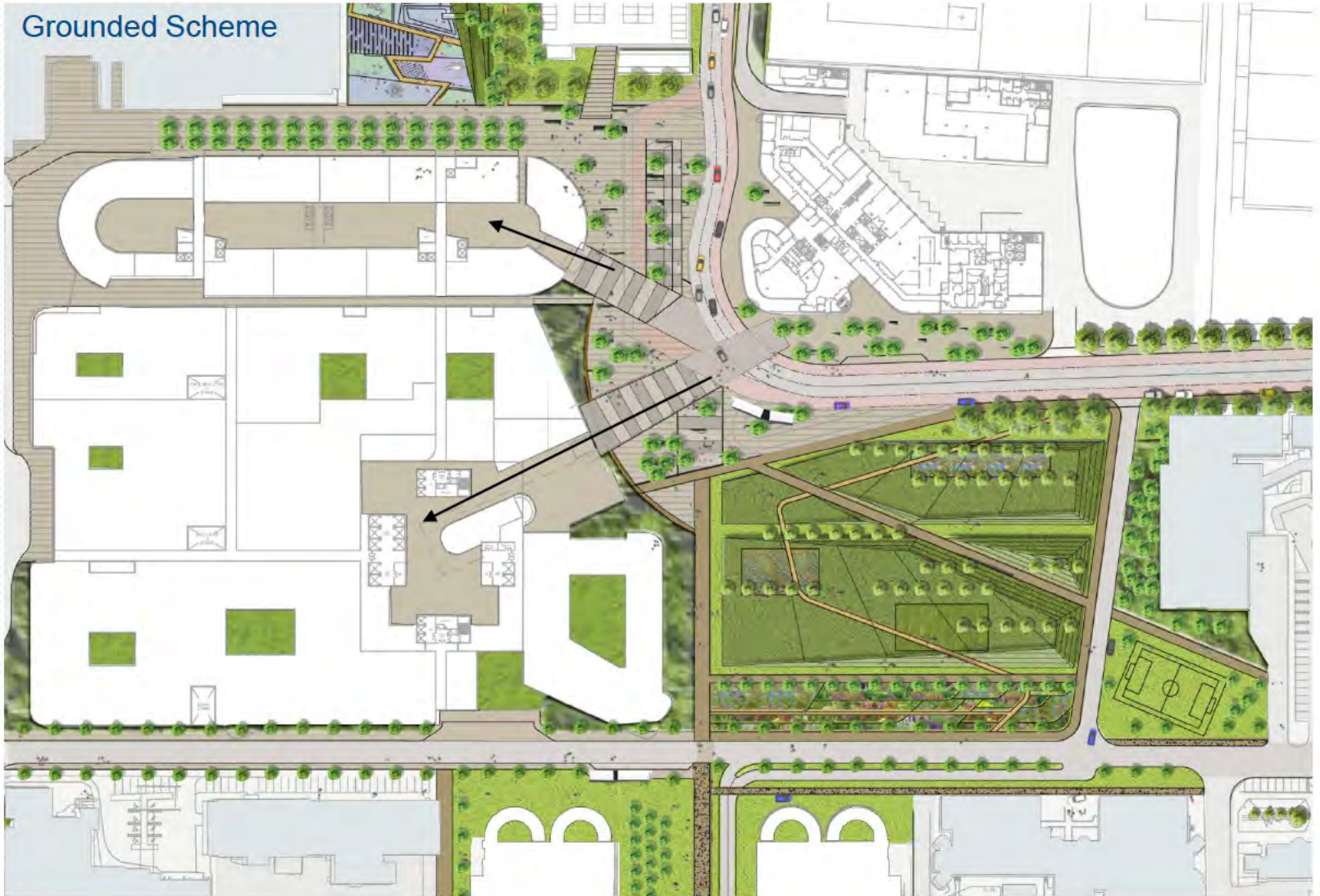
Movement & Function

Clear Wayfinding & Orientation – Main Entrance route from Govan Road



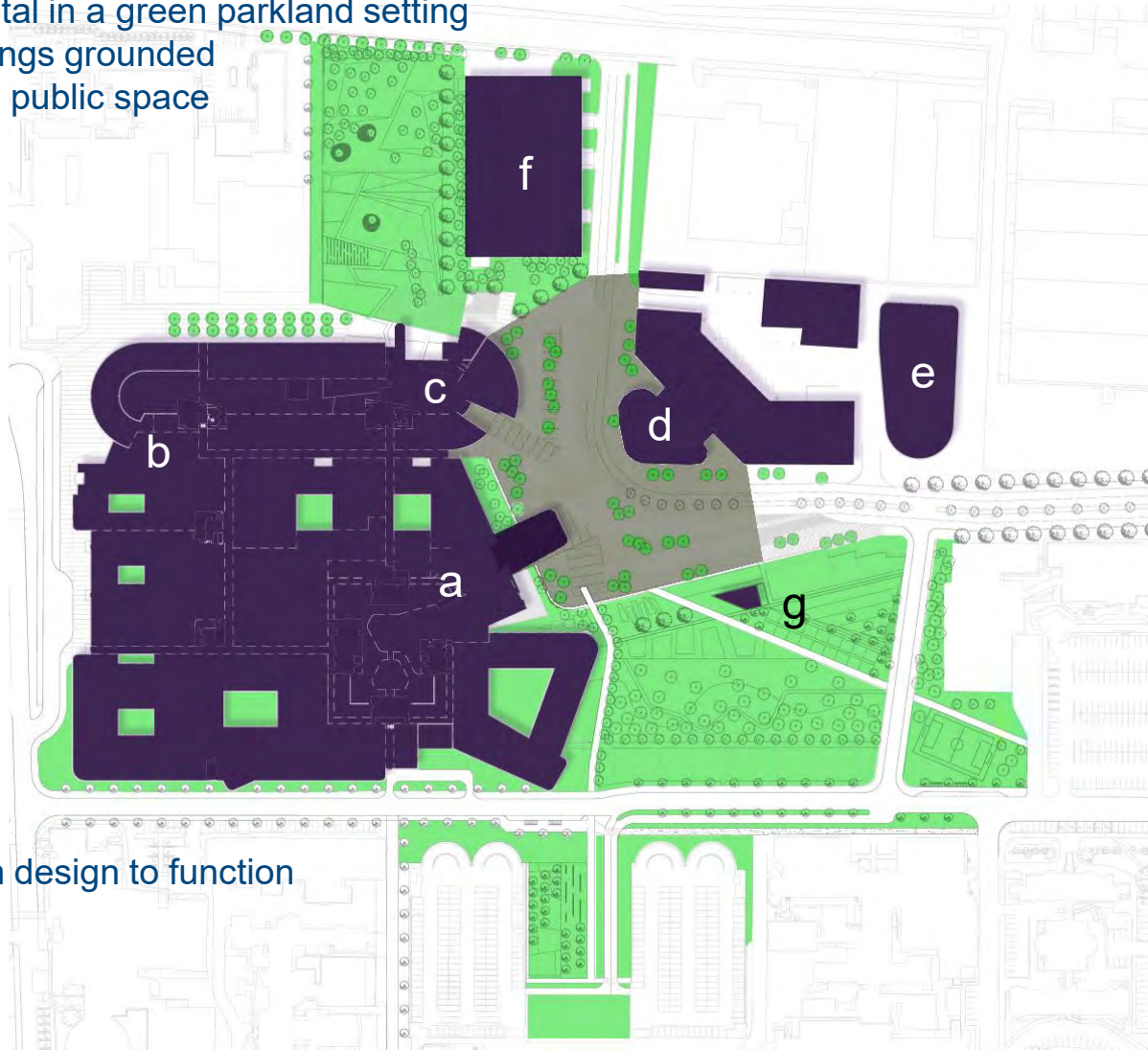
Masterplan Evolution

Grounded Scheme



Glasgow Hospitals Campus

Hospital in a green parkland setting
Buildings grounded within public space



From design to function

Orientation & Wayfinding

Clear communication to aid wayfinding

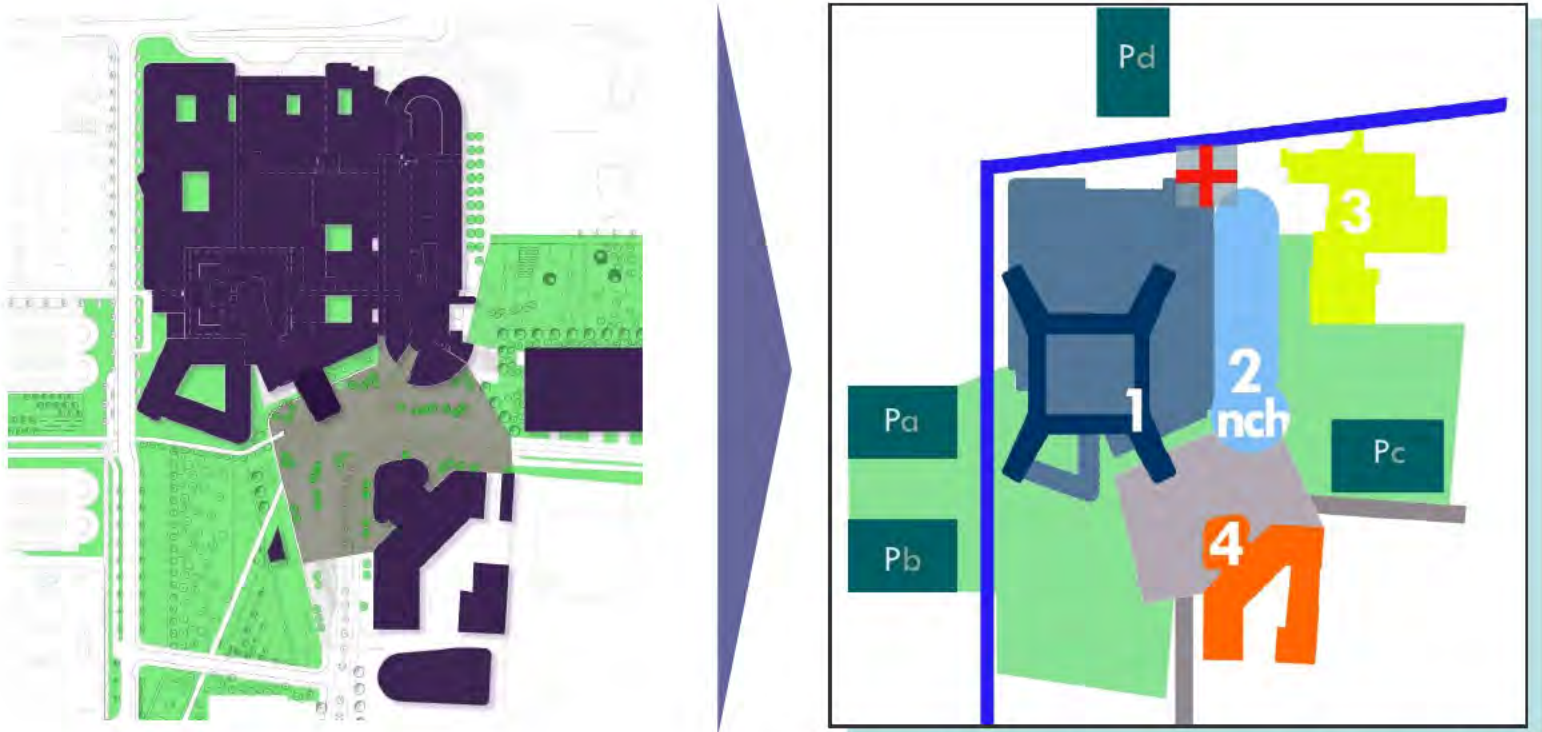
Defining the masterplan structure as a functional campus



Orientation of plan rotated to reflect
principal entrance point from Govan Road

Legibility & Identity

Clear communication to aid wayfinding and promote identity
Development of masterplan objectives – clear entrances/landmark tower
Translated into graphic wayfinding through signage suite

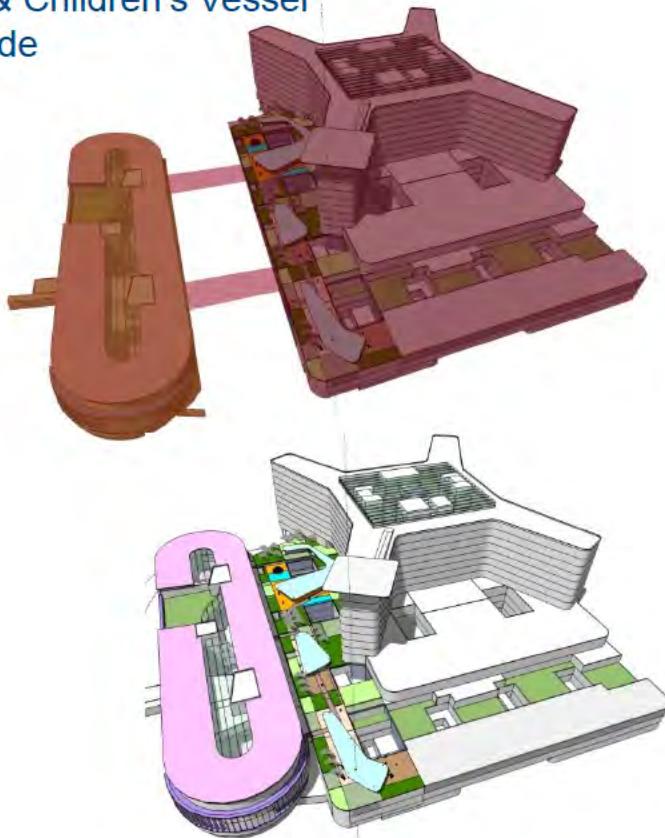


Translation into a sequence of consistent signage & wayfinding components (internal & external)

Legibility & Identity

Two hospitals within a new healthcare campus setting
Distinctive 'brand' identity
Clarity of communication

Relationship between Beacon
Tower & Children's Vessel
alongside



Legibility & Function



A very clear functional imperative for the external environment

- emergency routes
- managing the scale of the site
- ease of access
- efficient servicing routes
- environment as user-friendly as possible
- creation of a clear identity
- management of signage over time

Translation into a sequence of consistent signage & wayfinding components (internal & external)



Signage & Wayfinding



Logical colour & numerical references



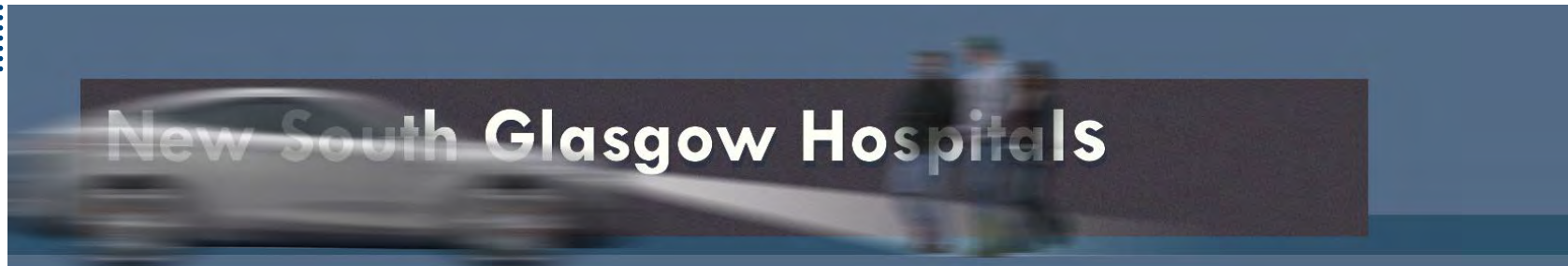
Main entrance route & vehicular signage

New South Glasgow Hospitals

Clear & Efficient Communication



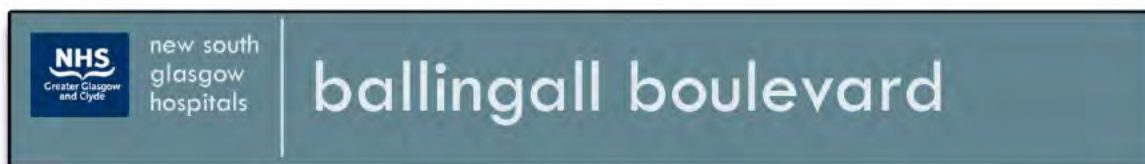
Application of consistent & coherent elements throughout signage suite



Creation of Identity

Identifiable places defined within the Masterplan
A sense of place

SAMPLES ONLY!



Design development with hospital team & user groups
Clear opportunity for creative interventions within place-making

Movement & Function

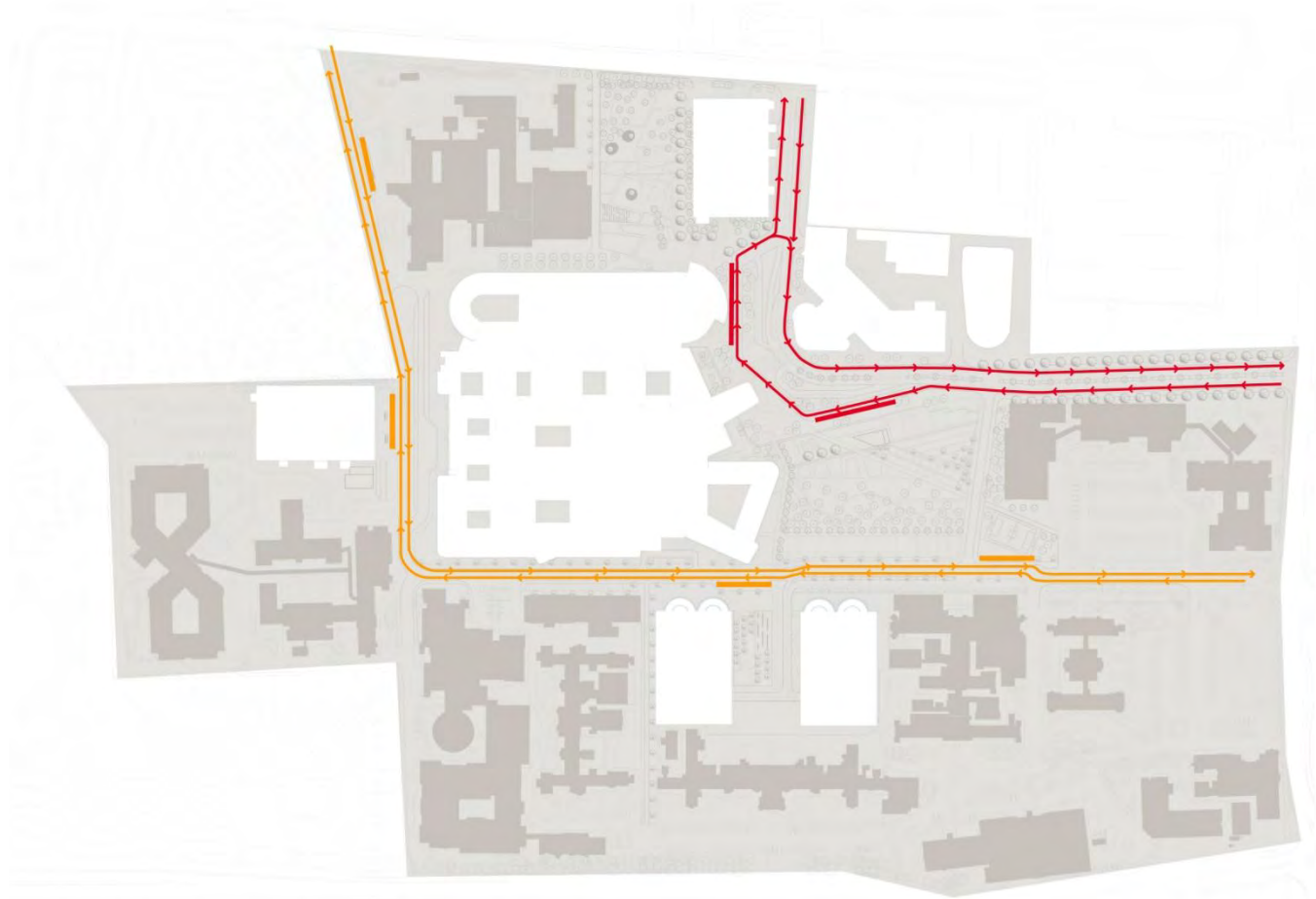
Car/Taxi routes

Blue Light movements & A&E access



Movement & Function

Fast Link and Existing buses

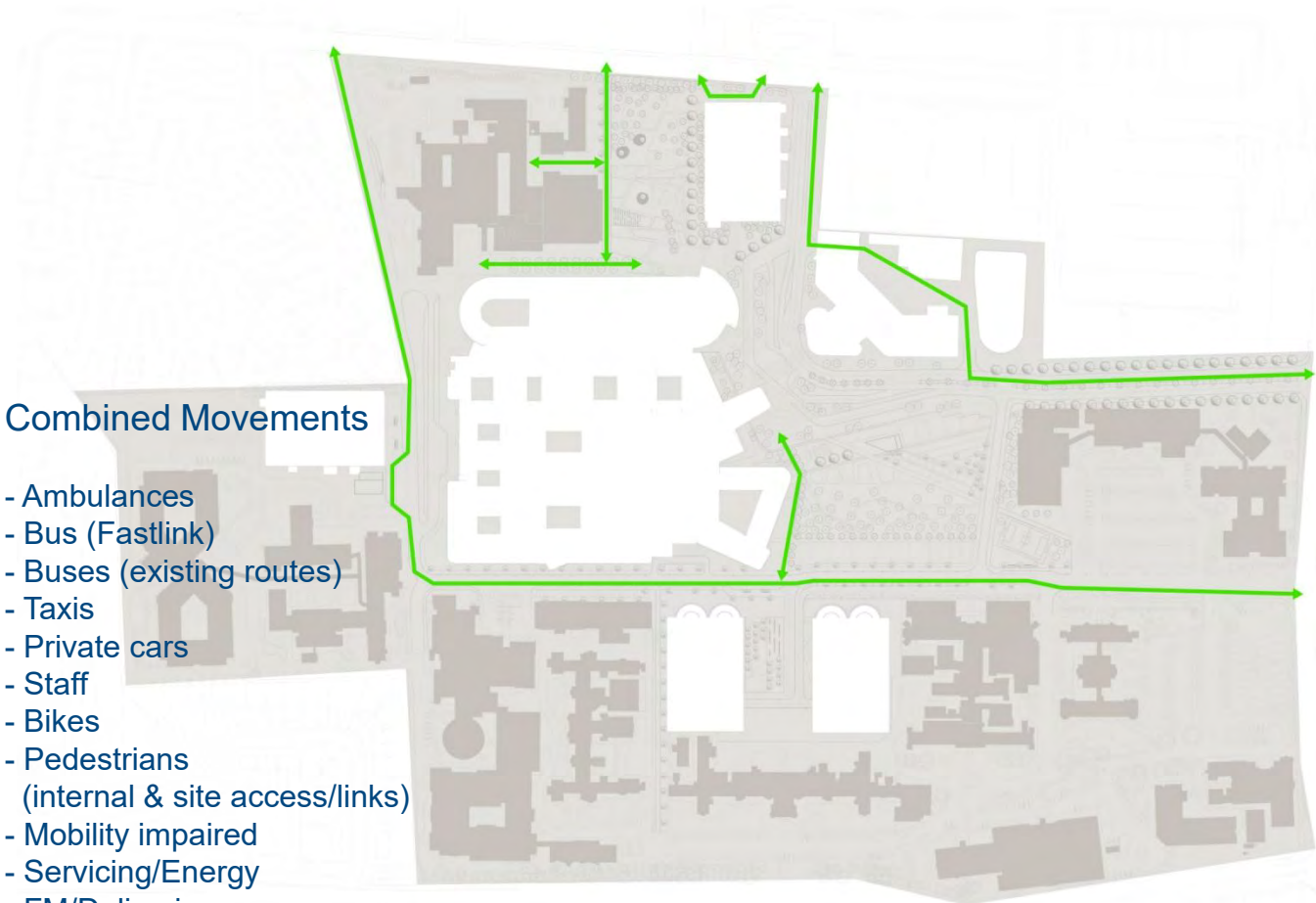


Movement & Function

FM/Labs servicing
Service/Fire routes

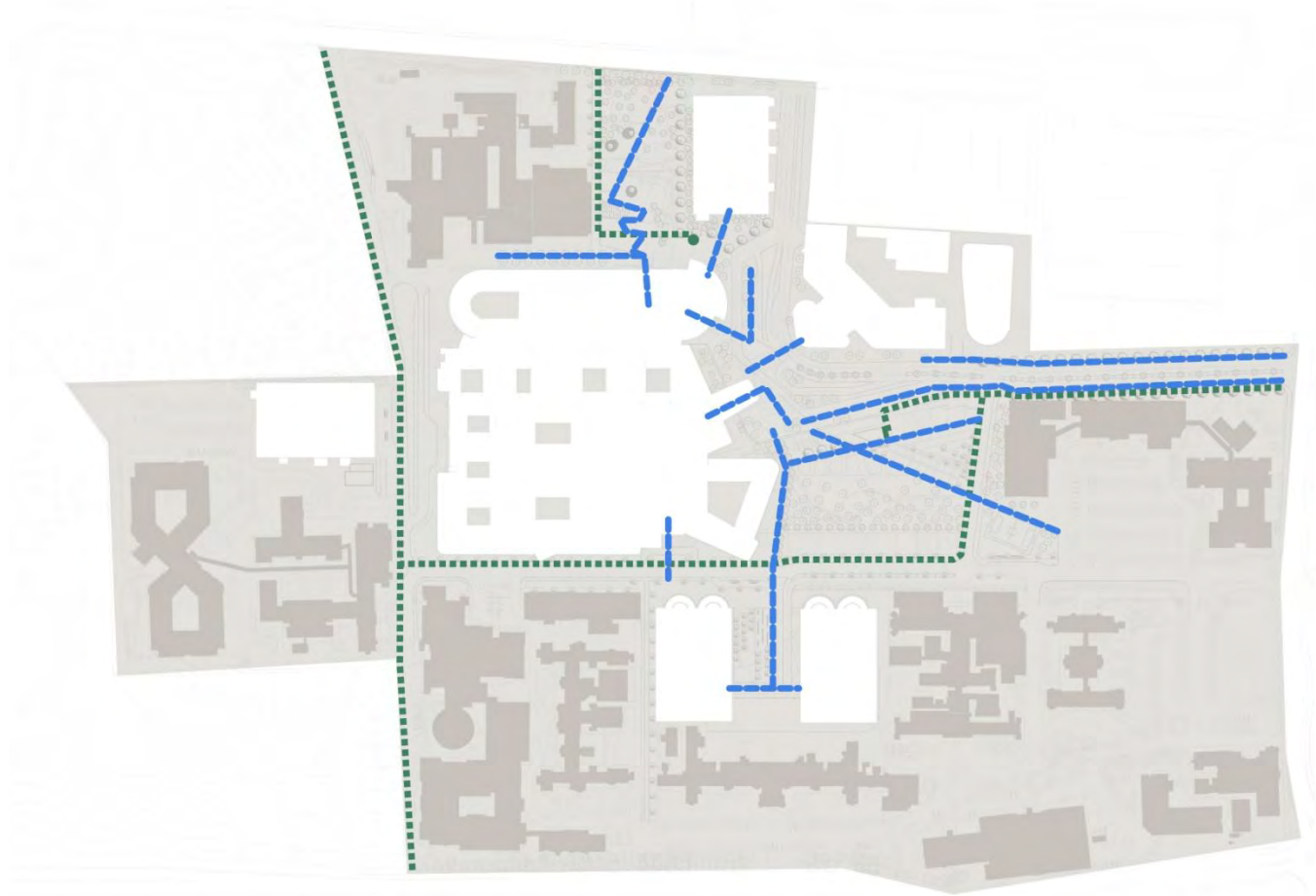
Combined Movements

- Ambulances
- Bus (Fastlink)
- Buses (existing routes)
- Taxis
- Private cars
- Staff
- Bikes
- Pedestrians
(internal & site access/links)
- Mobility impaired
- Servicing/Energy
- FM/Deliveries



Movement & Function

Pedestrian and cycle routes



Masterplan Development

Arrival Space
design development to improve movements



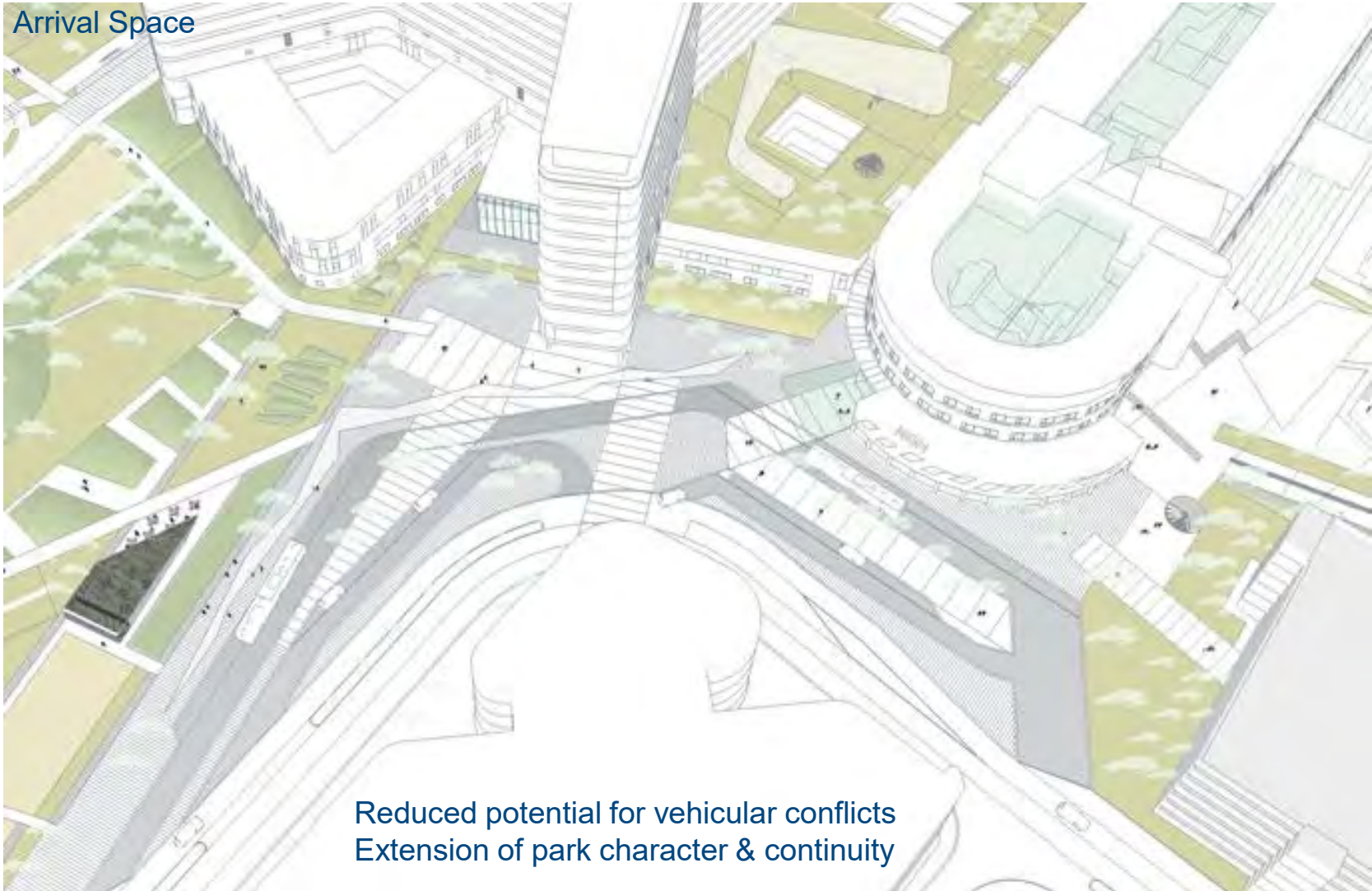
Previous version – DDM5



Enhanced version

Masterplan Development

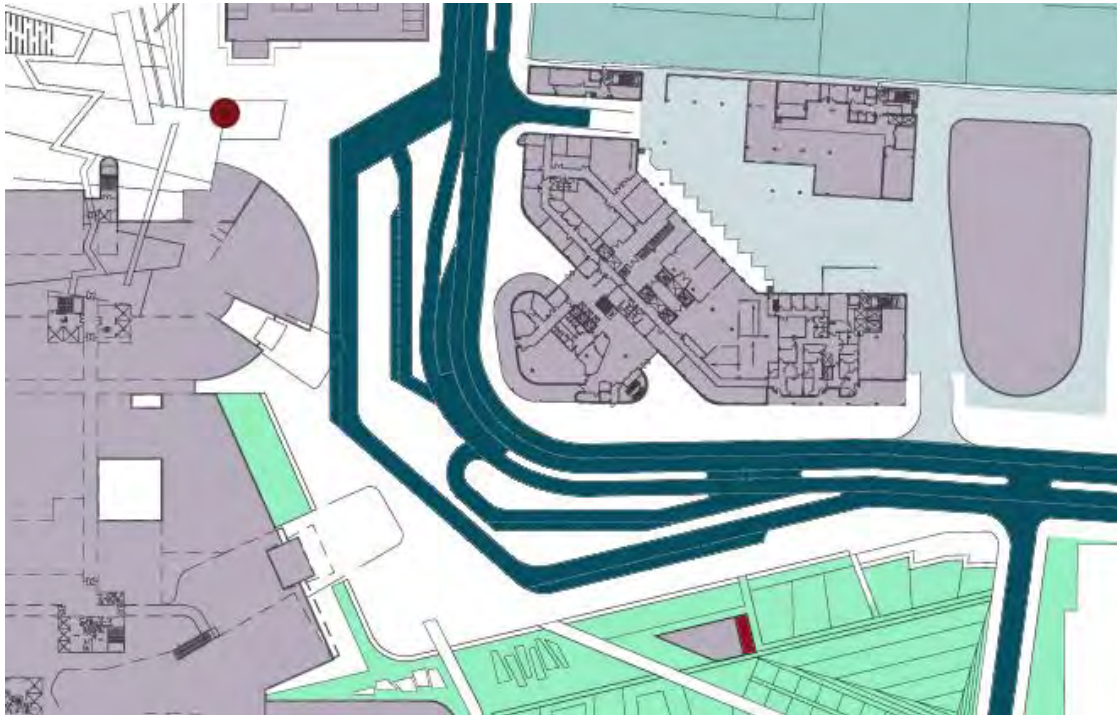
Arrival Space



Reduced potential for vehicular conflicts
Extension of park character & continuity

Masterplan Development

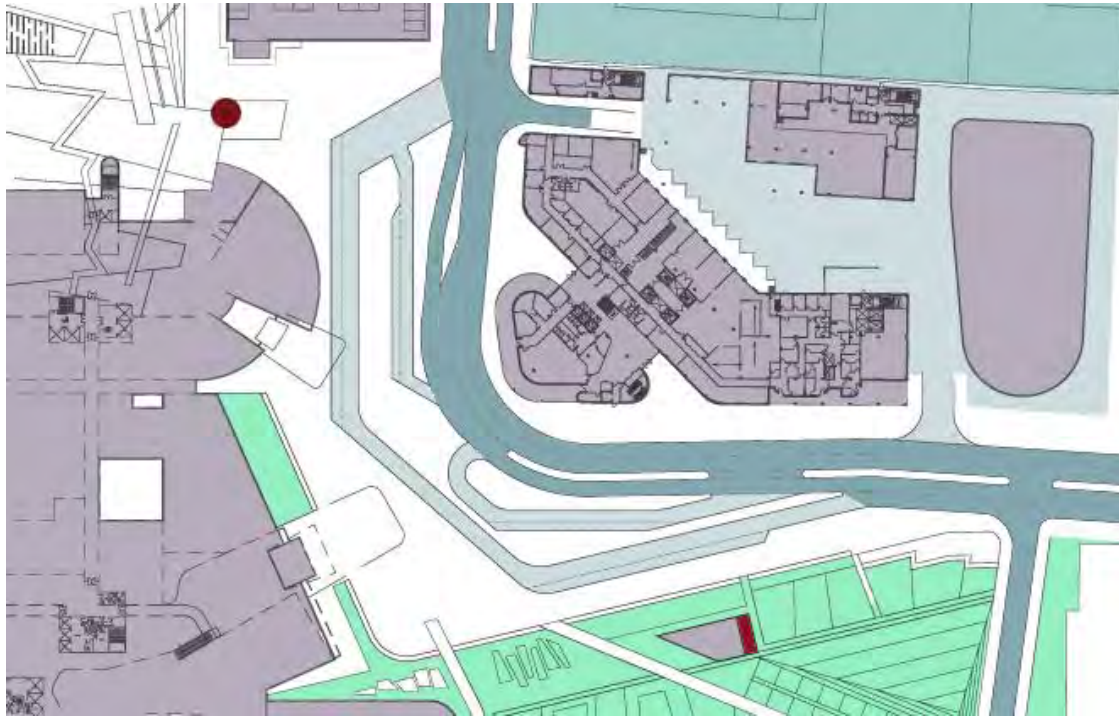
Arrival Space & Traffic Flows Enhanced Arrangement



Relationship between traffic movement areas & pedestrian space

Masterplan Development

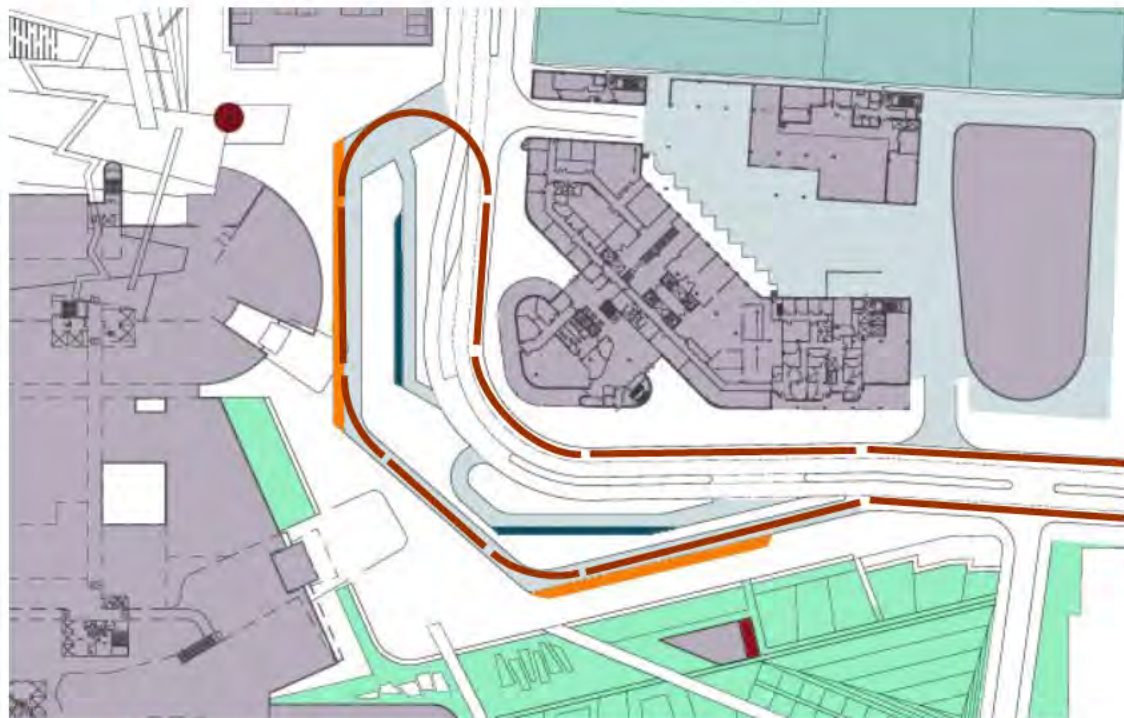
Arrival Space & Traffic Flows
Enhanced Arrangement



Relationship between road space and drop off routes

Masterplan Development

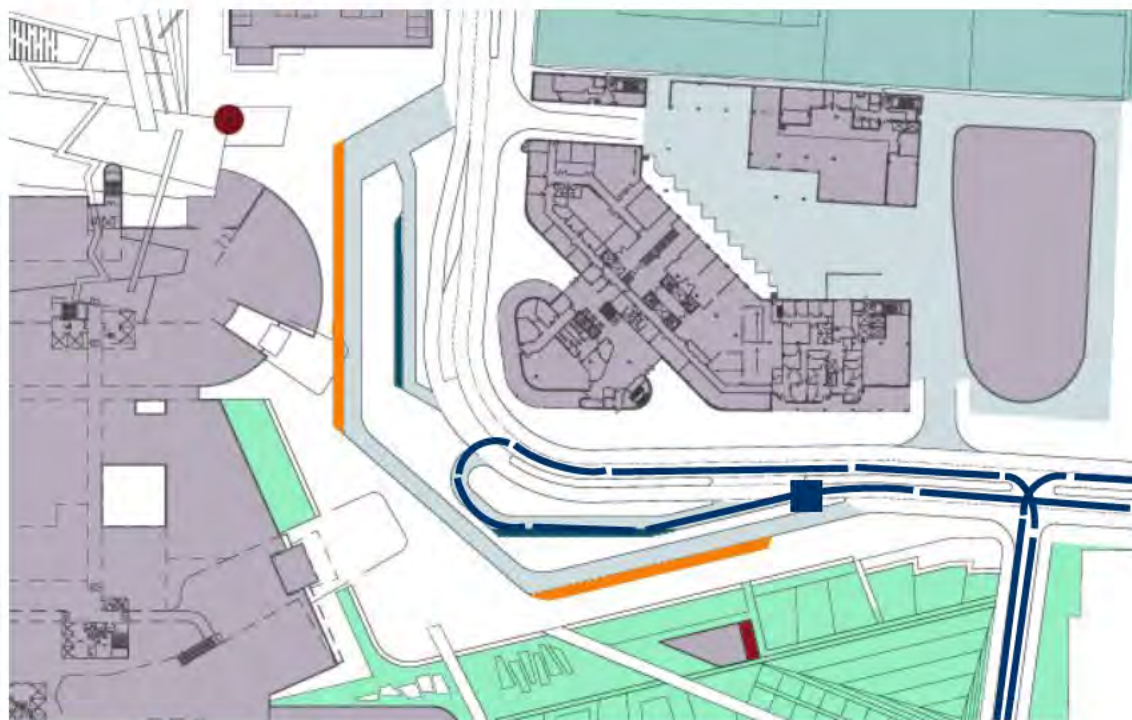
Arrival Space & Traffic Flows Enhanced Arrangement



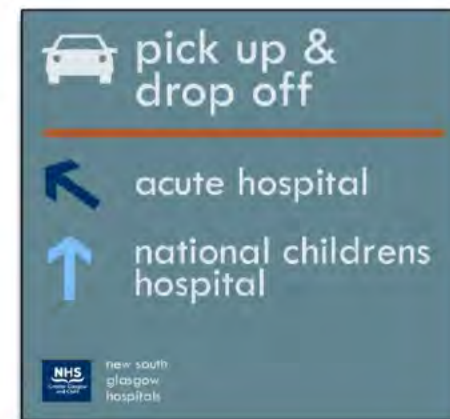
Drop off areas for buses & taxis (orange) & cars (dark grey)
Fastlink Bus Movements

Masterplan Development

Arrival Space & Traffic Flows Enhanced Arrangement

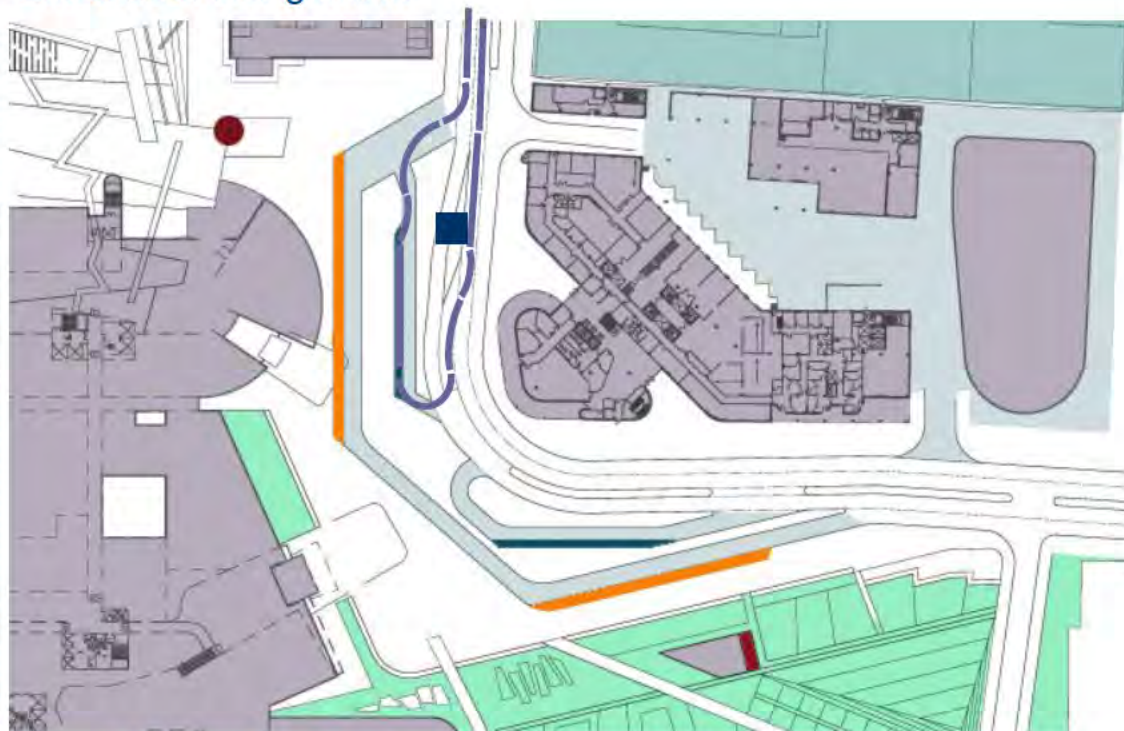


Drop off areas for buses & taxis (orange) & cars (dark grey)
Public Car & Taxi Movements (Govan Rd Entrance)



Masterplan Development

Arrival Space & Traffic Flows Enhanced Arrangement



Drop off areas for buses & taxis (orange) & cars (dark grey)
Public Car & Taxi Movements (Hardgate Rd Entrance)



Masterplan Development – Pedestrian Routes

Arrival Space & Traffic Flows
Enhanced Arrangement



Primary pedestrian flows to entrances

Masterplan Development – Pedestrian Routes



Masterplan Development – Pedestrian Routes



An environment to promote health & well-being



Design Components - Opportunity



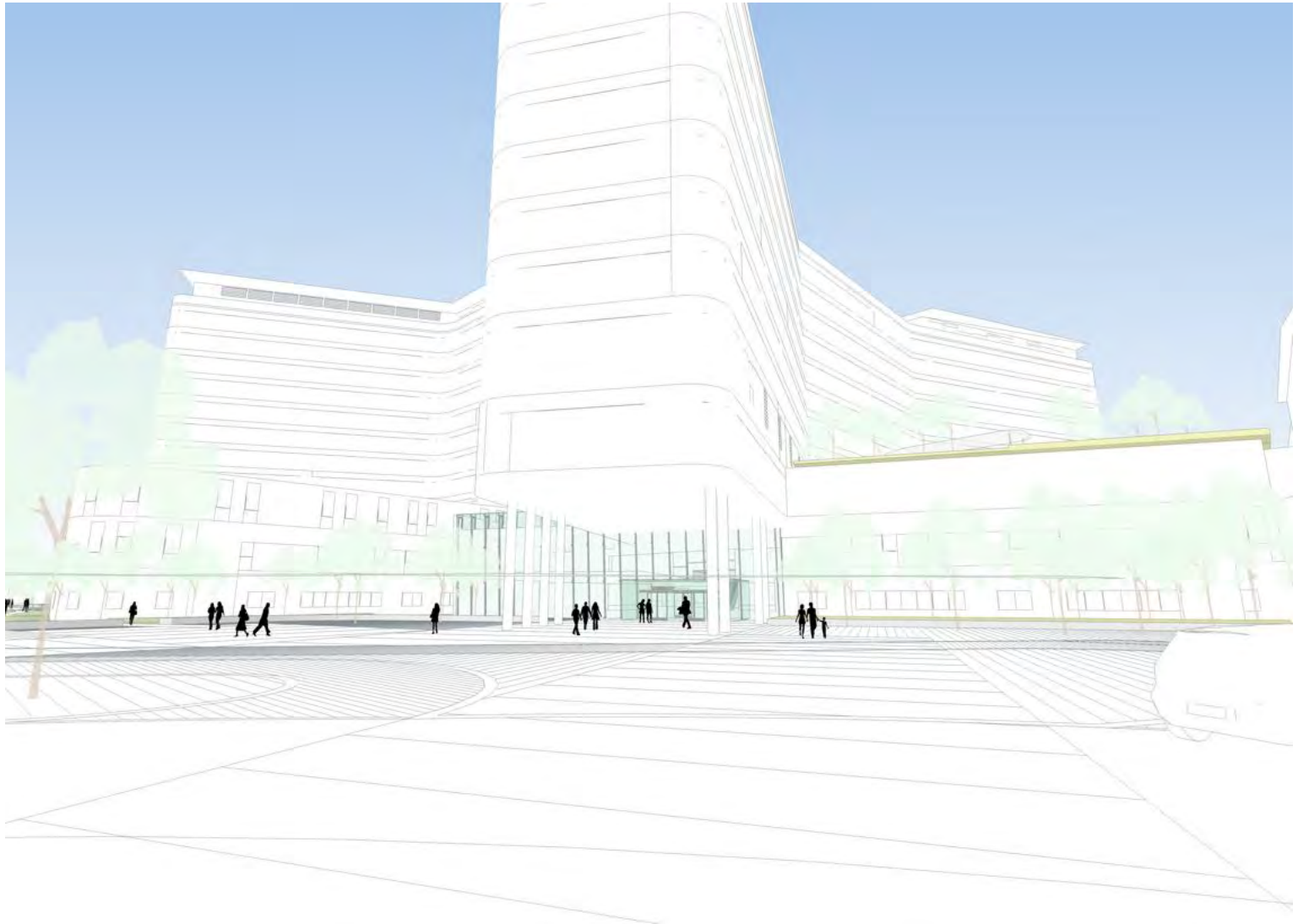
Masterplan Development – Pedestrian Routes



Design Components - Opportunity



Masterplan Development



Masterplan Development

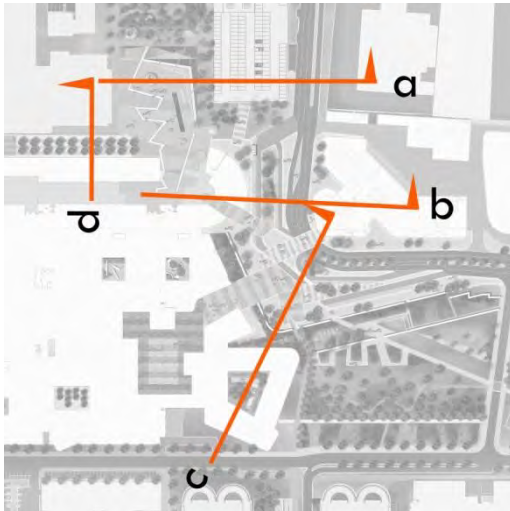


Masterplan Development

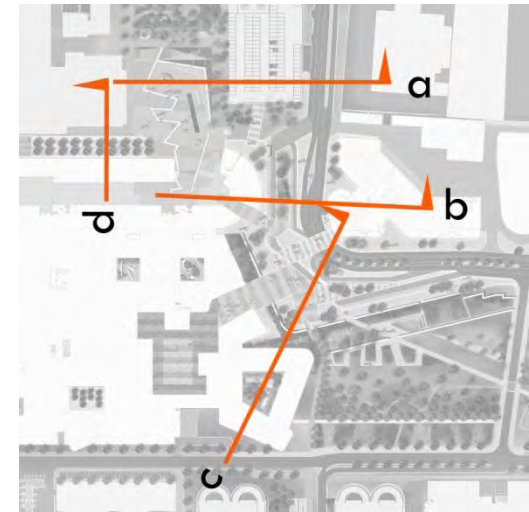
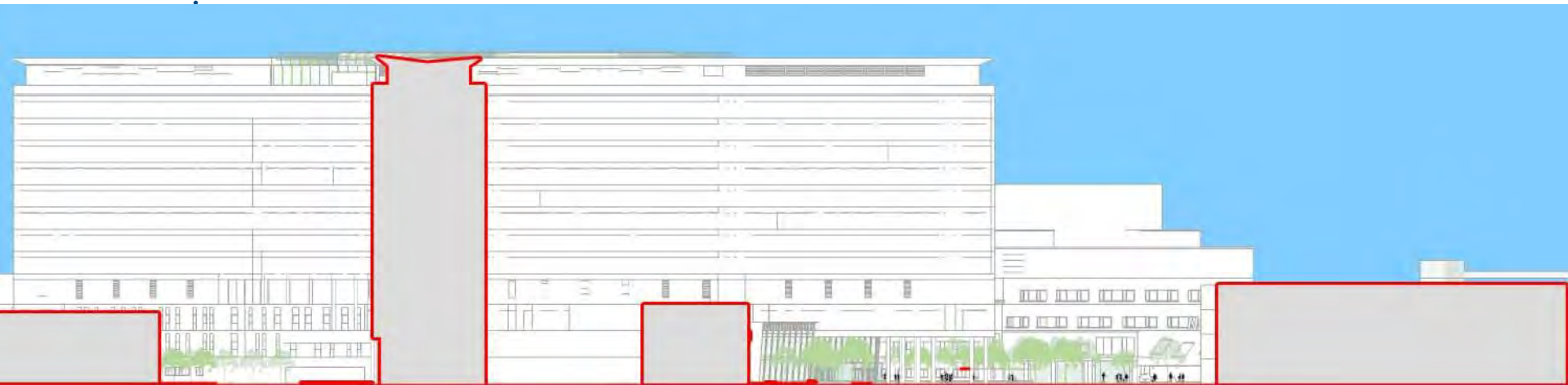


Masterplan Development

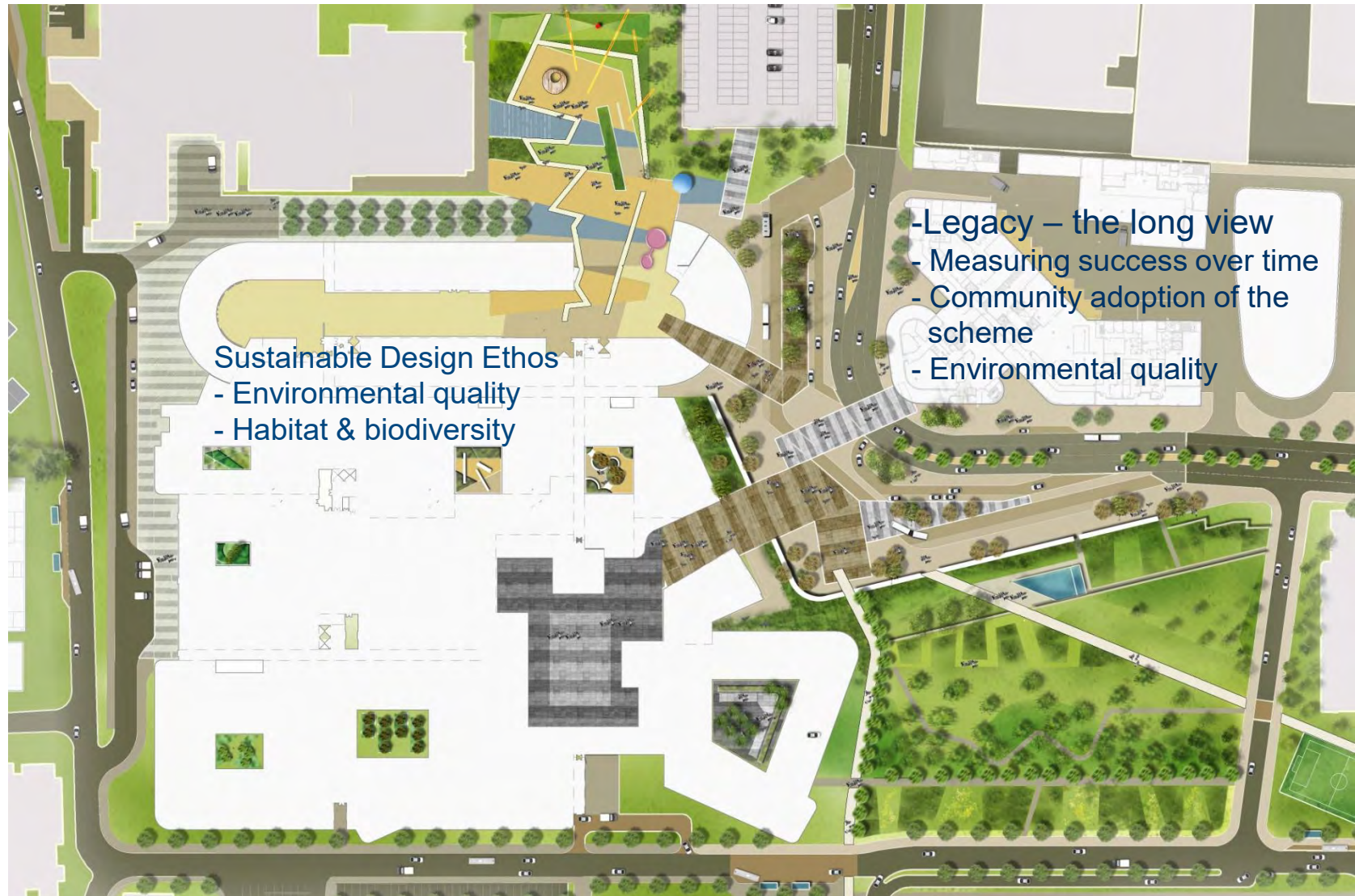
Children's Hospital – park, lane & setting



Masterplan Development



Landscape & Environment



Sustainable Design Ethos

- Environmental quality
- Habitat & biodiversity

- Legacy – the long view
- Measuring success over time
- Community adoption of the scheme
- Environmental quality

Courtyards & Roof Terraces



- Intensive vs low maintenance
- Play space & therapeutic functions
- Seating areas & active spaces



Landscape & Environment

Central Park

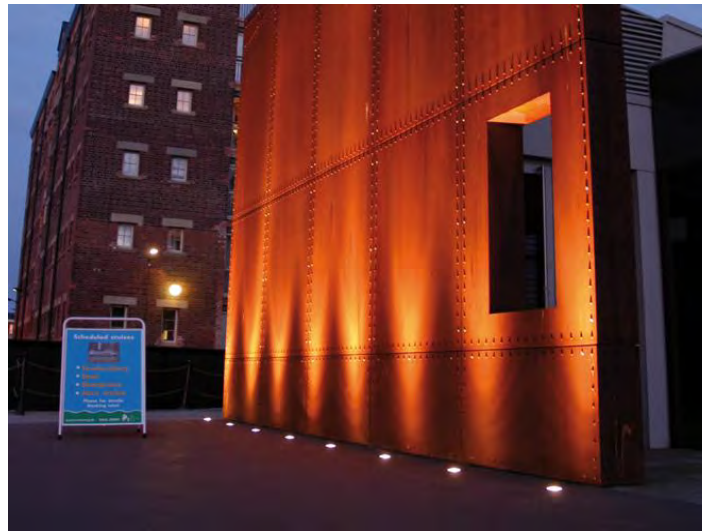


Design Character & Intent

Children's Park



- Interesting elements
- Variety
- Covered play areas
- Space for flexible uses
- Colour
- Interactivity

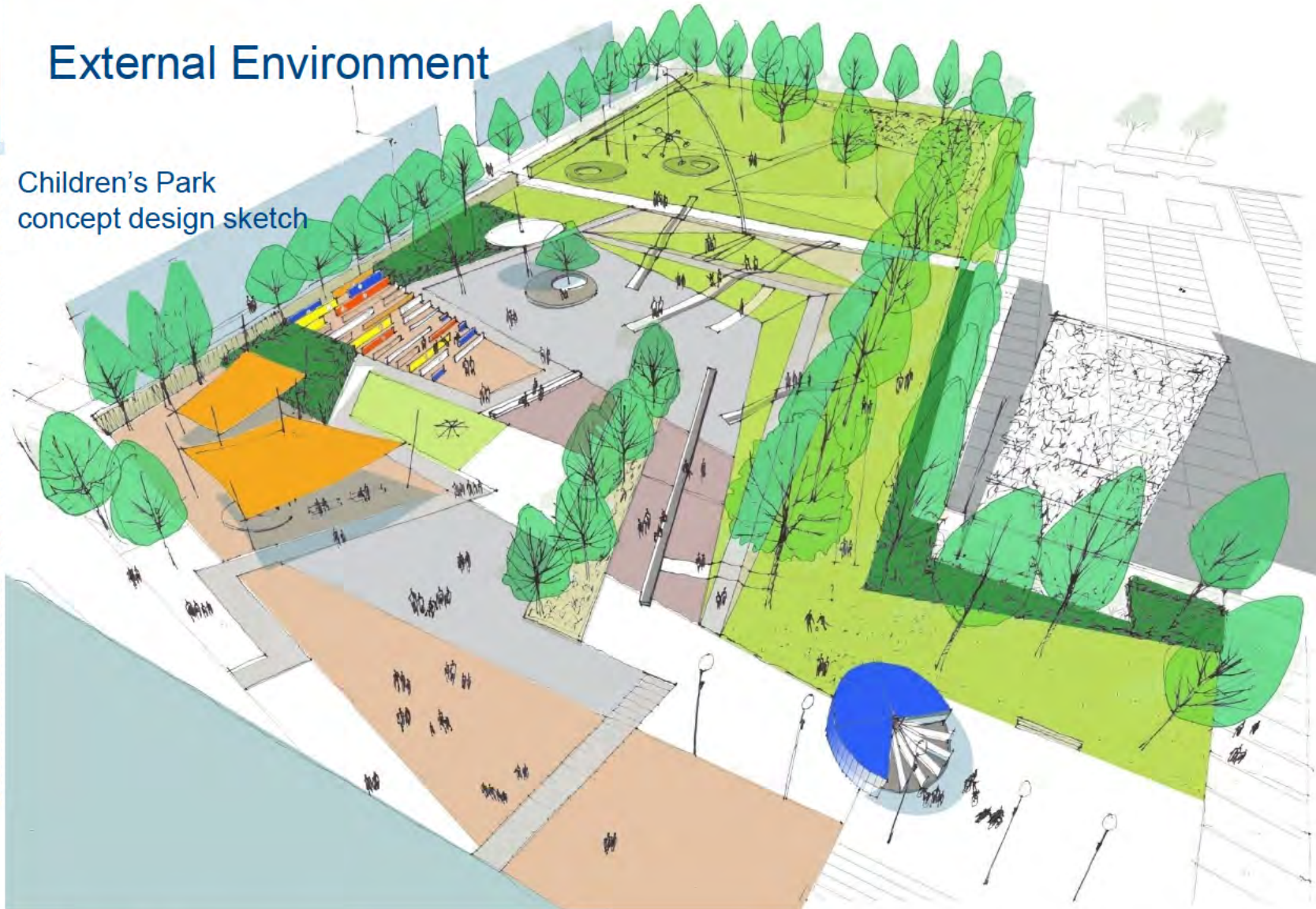


Children's Hospital – park, lane & setting



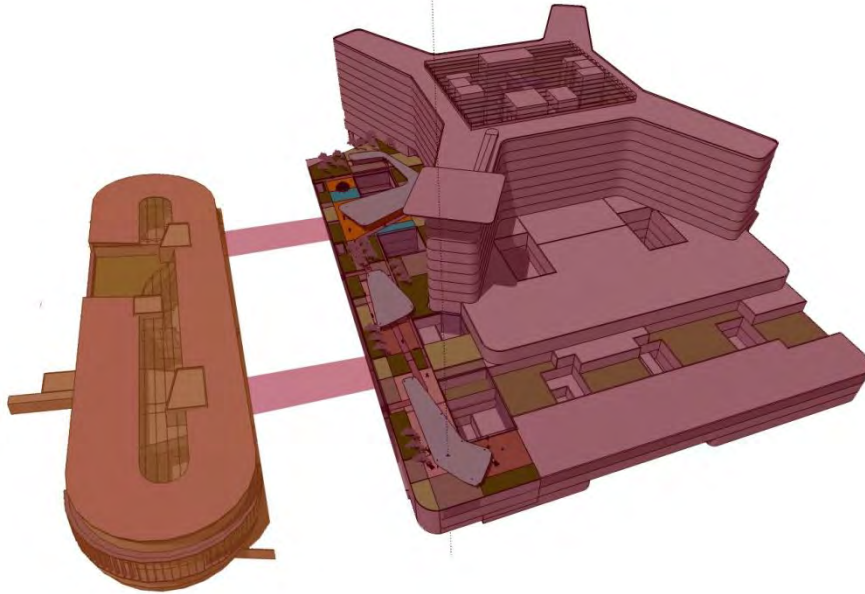
External Environment

Children's Park
concept design sketch

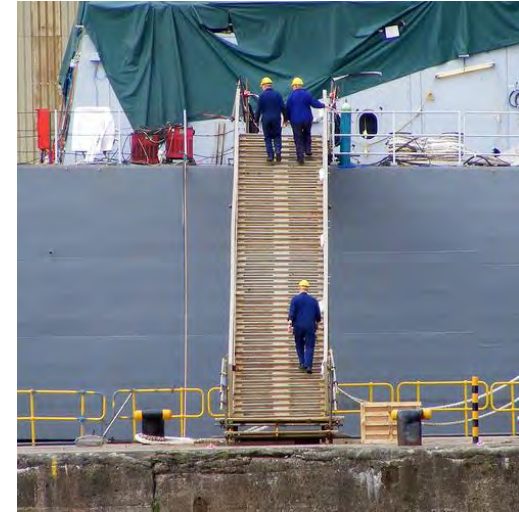


Design Concept

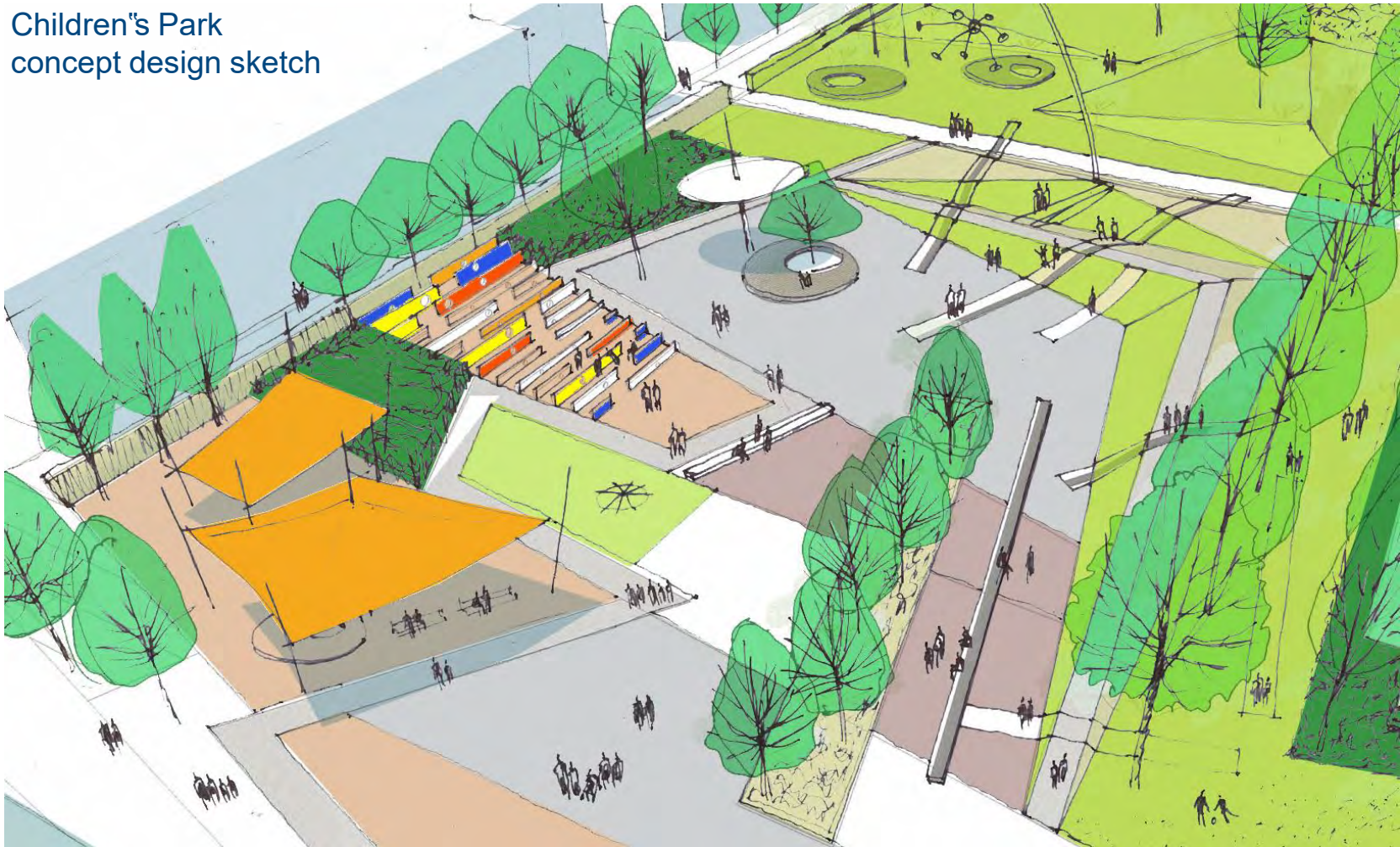
Gangplanks and Walkways



The principle of coming alongside
Support
Security
Approachable
Welcoming
Creation of a lasting public environment

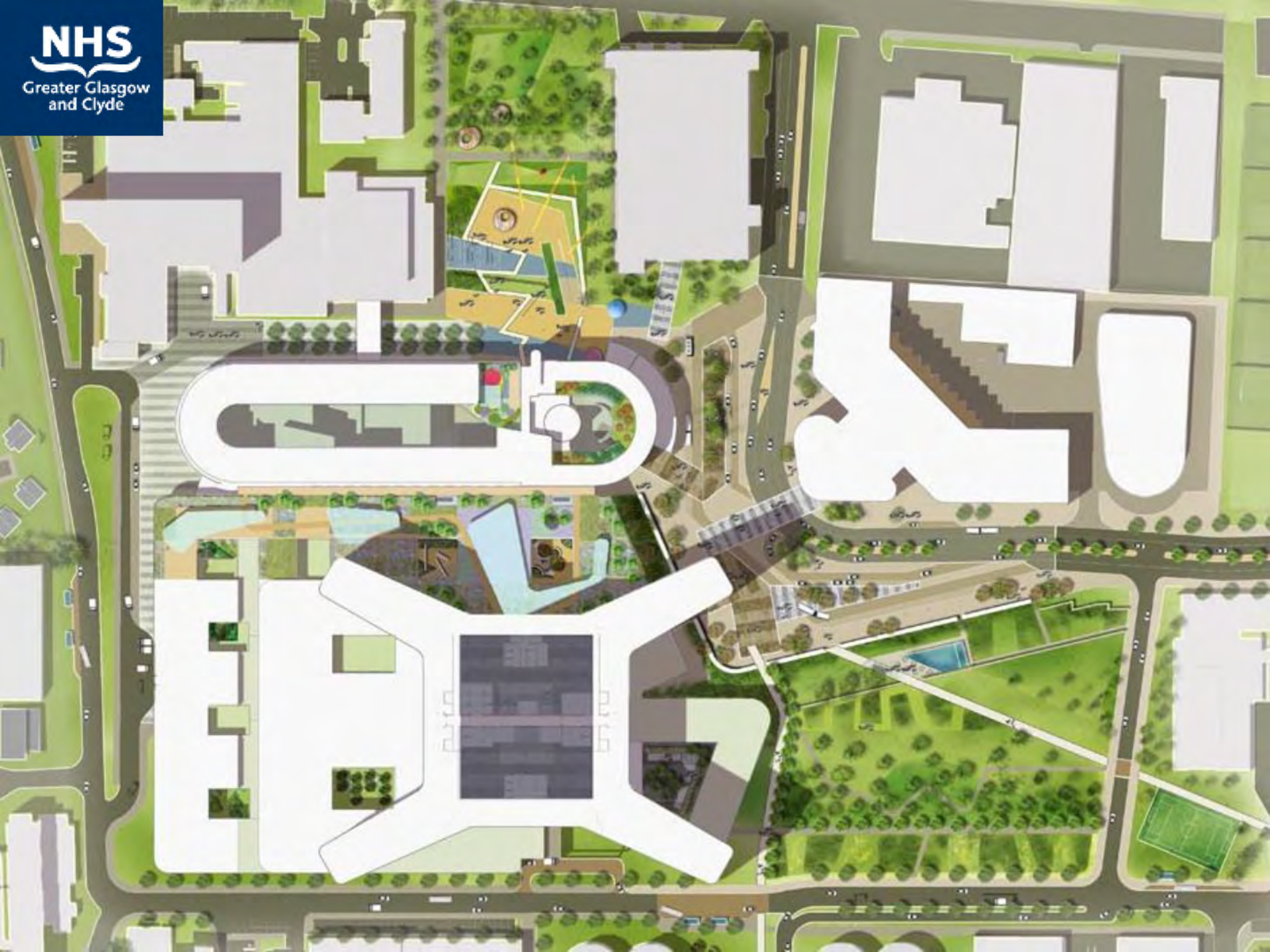


Children's Park
concept design sketch



Masterplan Development





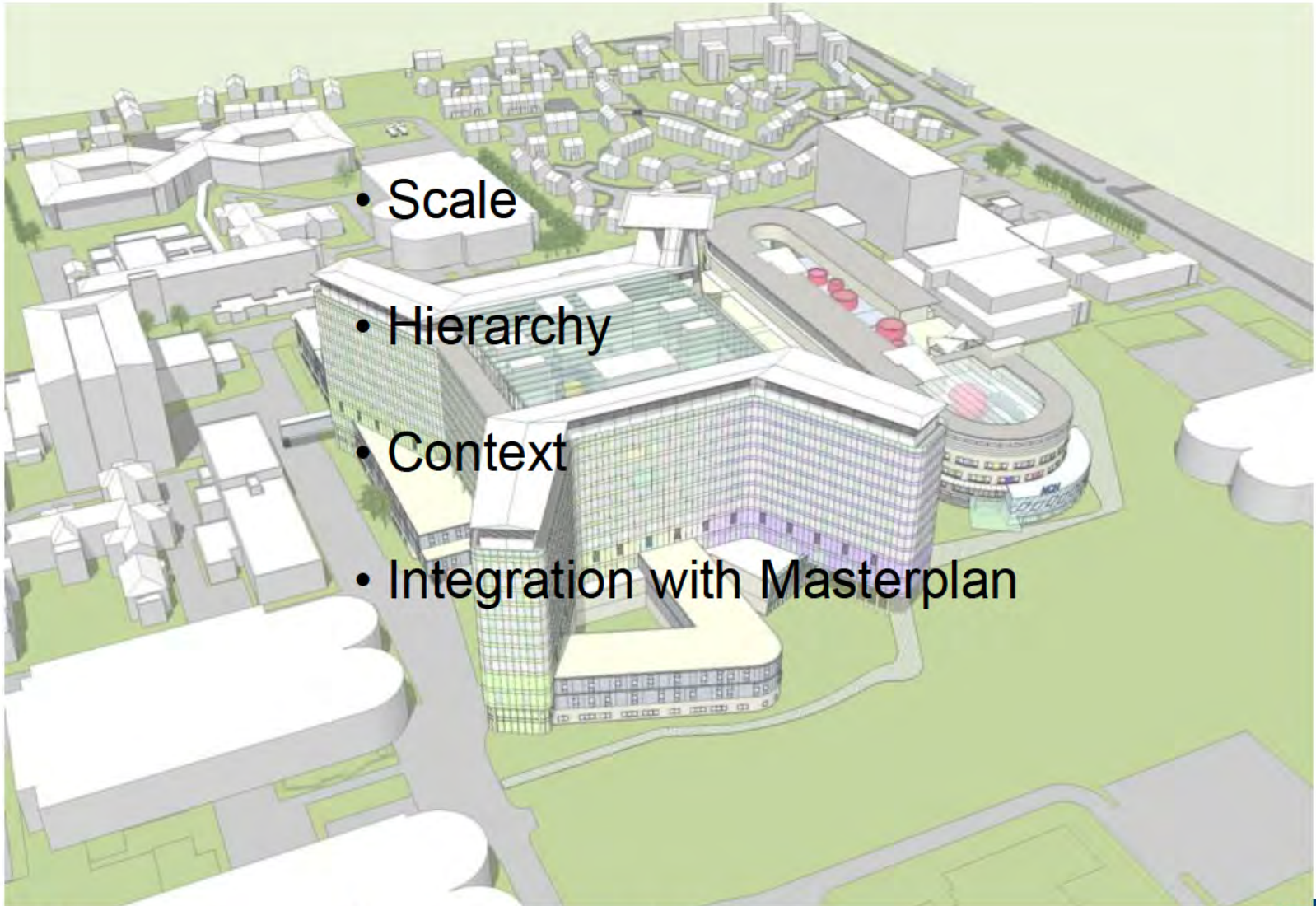
What We are going to do

Massing and Identity

Materials and Composition

Scheme Developments

Massing



Scale

Acceptance of large scale structures in the locality & comparison with similar sized structure



Hierarchy

Three distinct elements – tower, podium, children's hospital

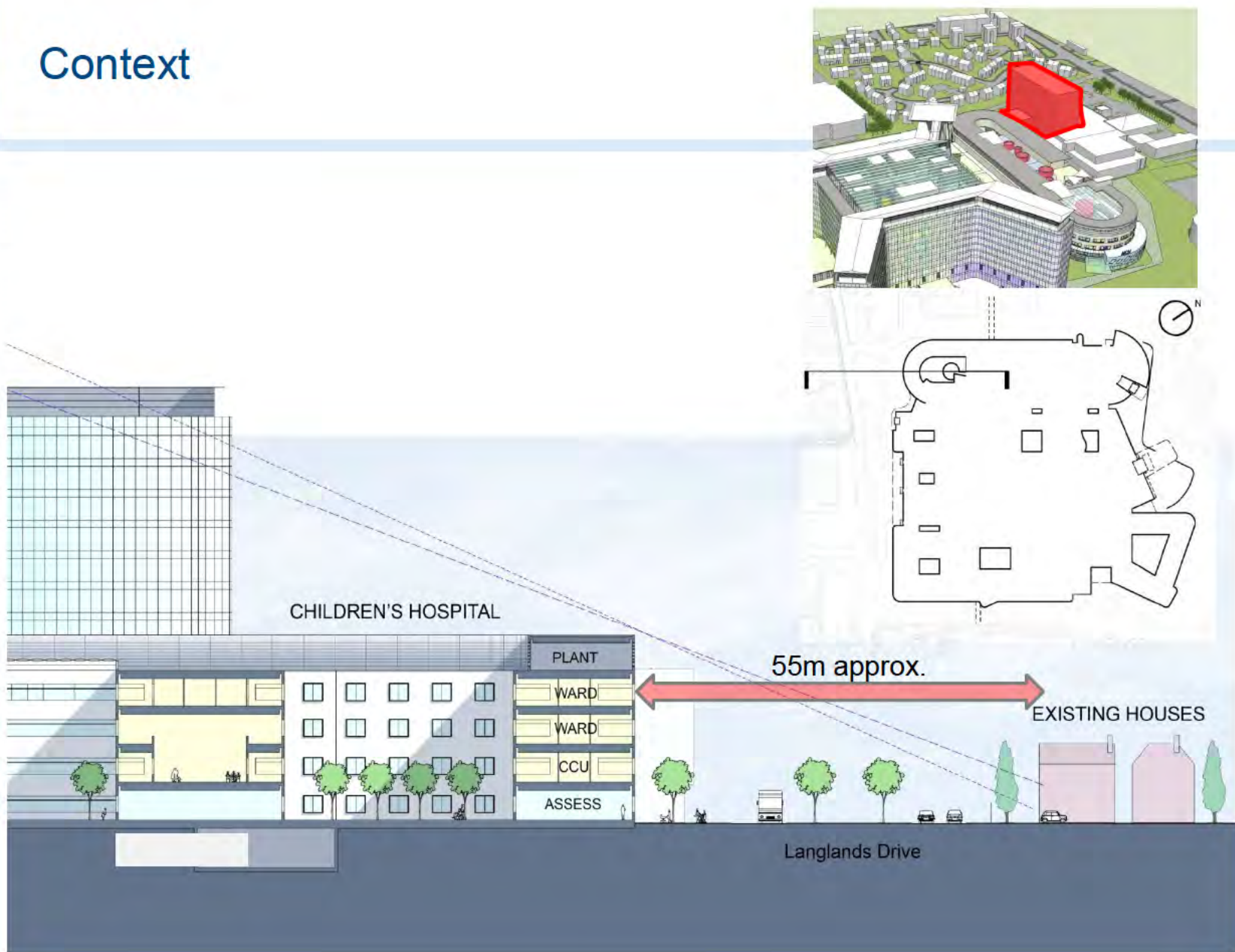


Hierarchy

Children's Hospital treated as separate 'transient' form – ensuring identity as separate unit is maintained.



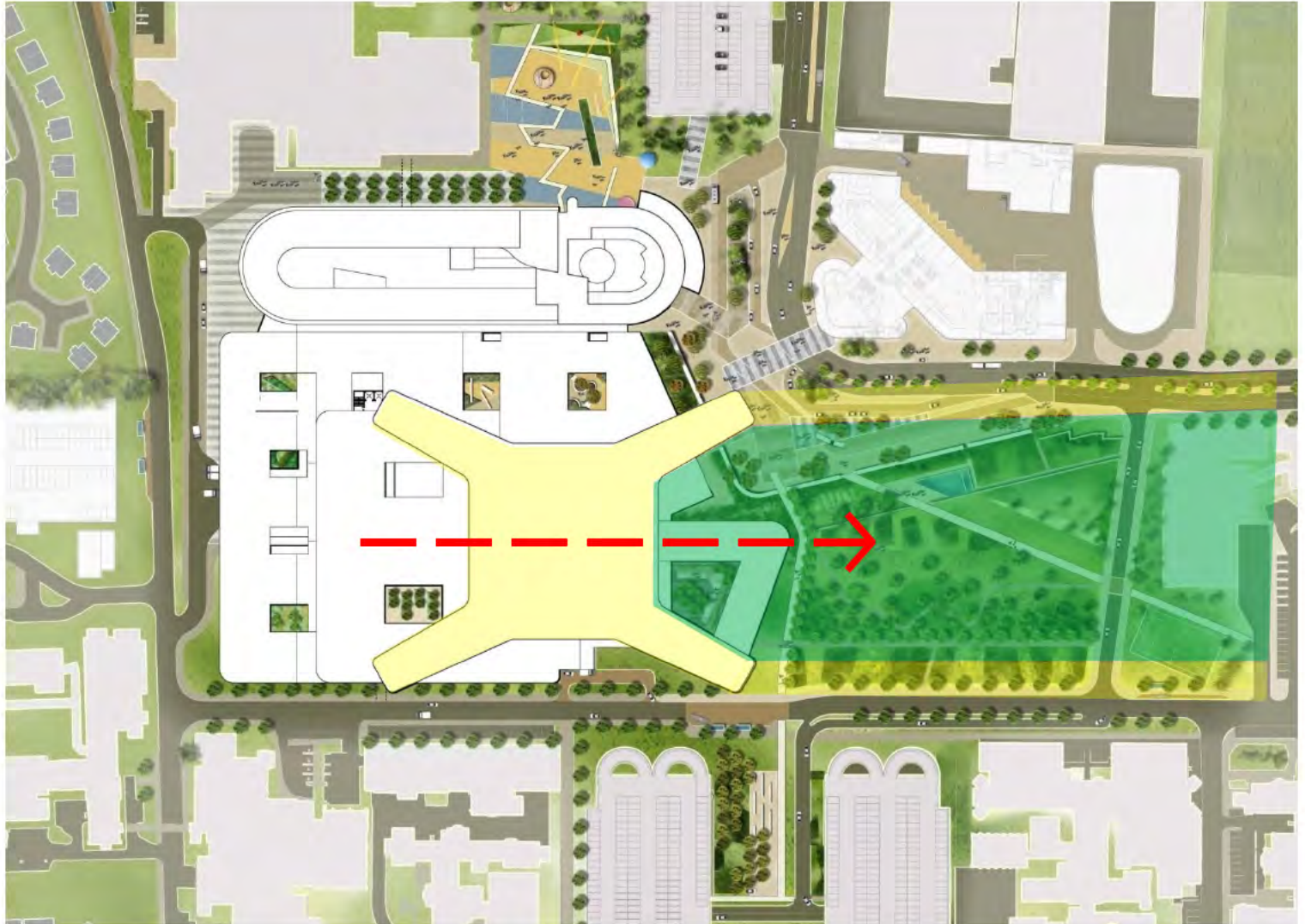
Context



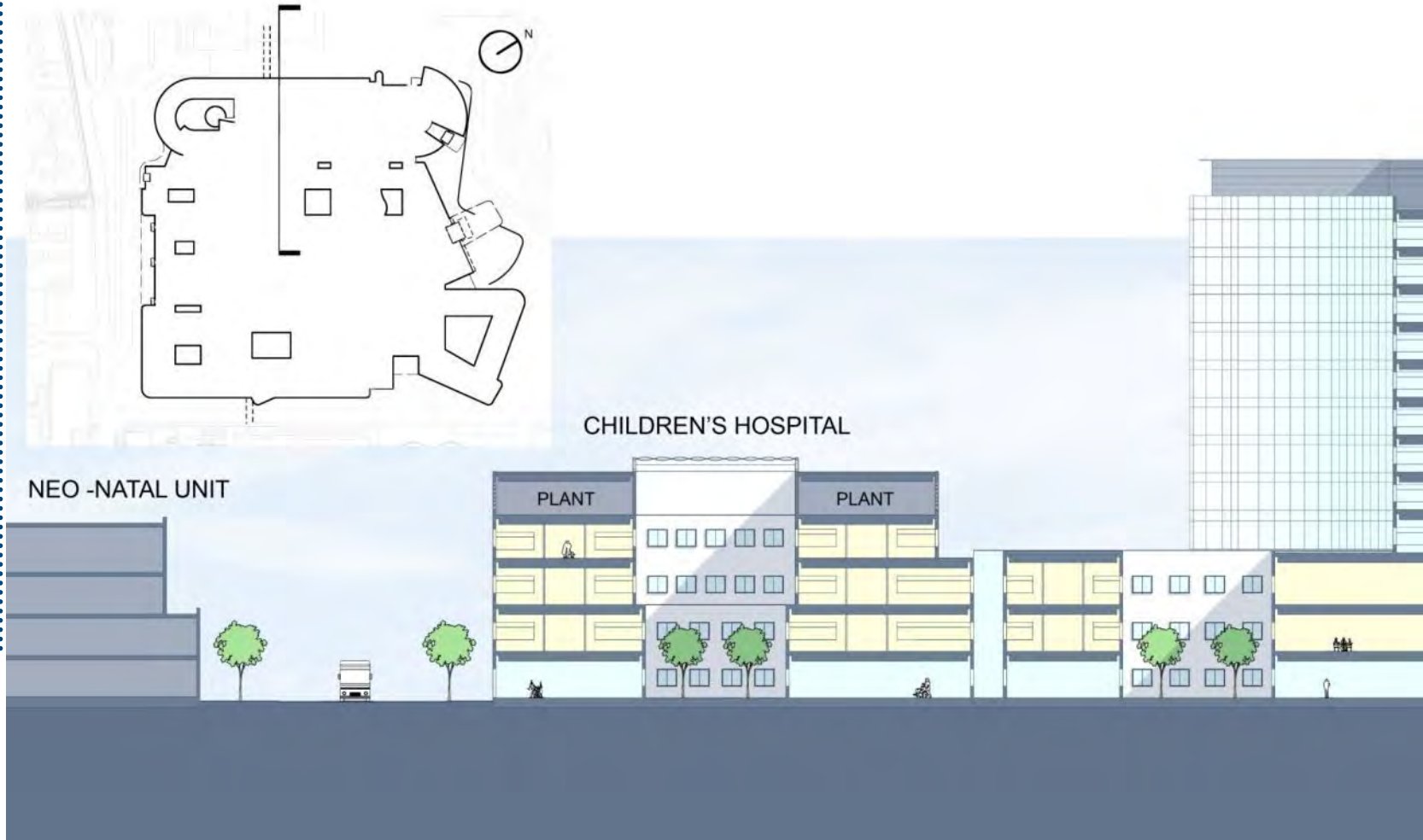
Context - View from Residential Area to South



Integration with Masterplan



Context – Podium Limited to 3 or 4 Stories





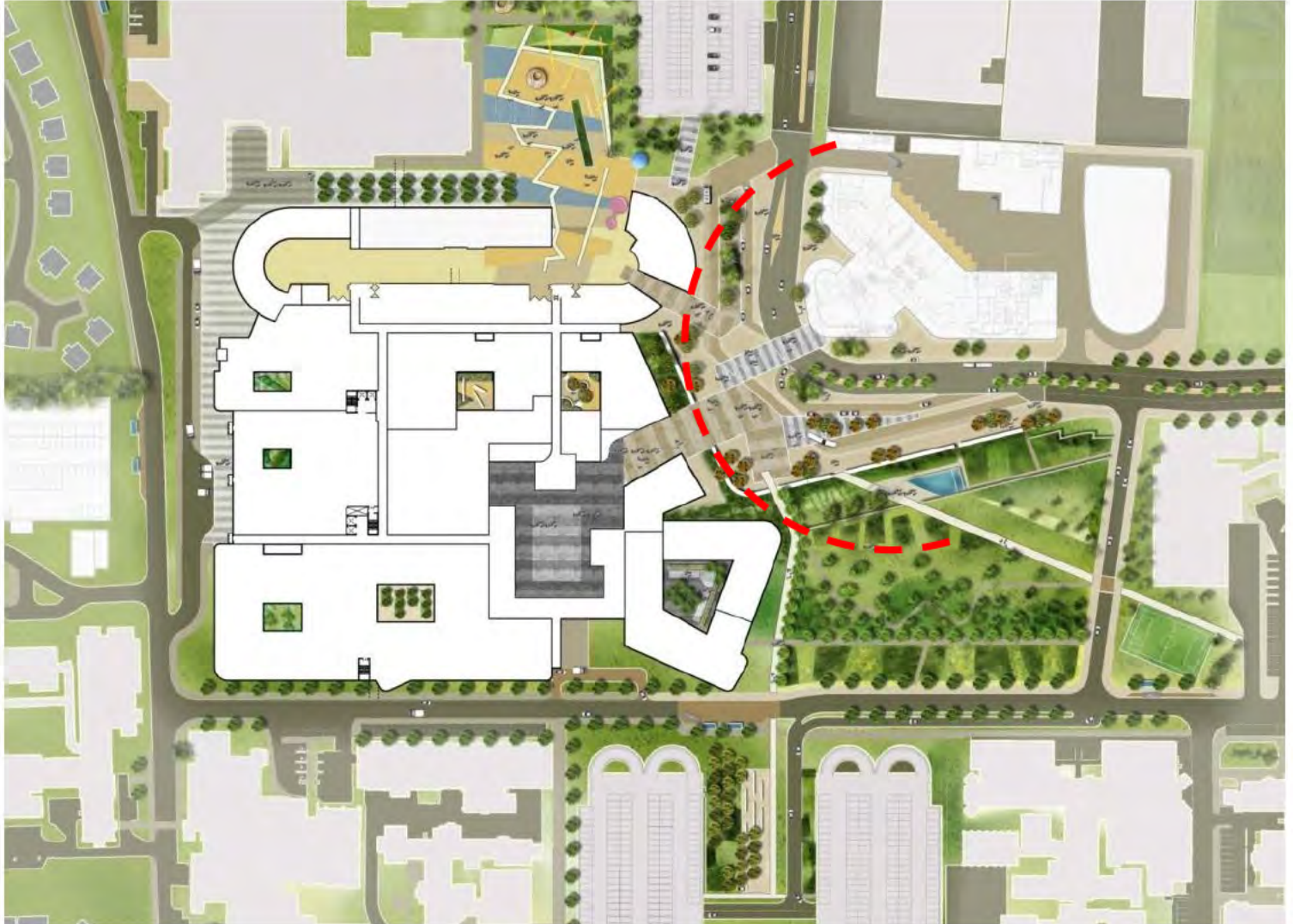
Integration with Masterplan – Central Park



Integration with Masterplan



Integration with Masterplan



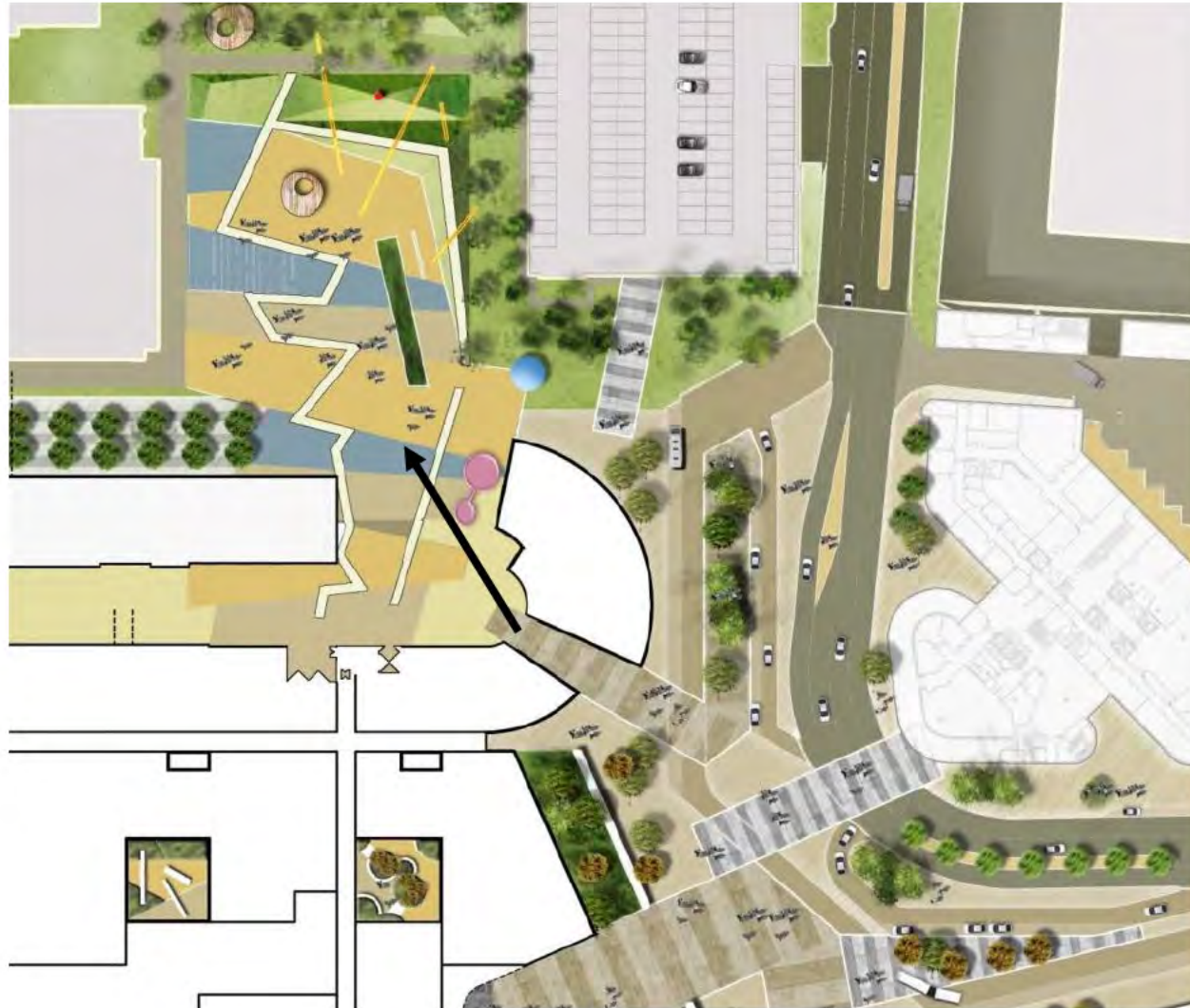
Integration with Masterplan



Integration with Masterplan – DDM 05



Integration with Masterplan – Current Design



Integration with Masterplan



- 
- Core Considerations & References
 - Children's Hospital
 - Podium
 - Tower

Materials & Composition - Core Considerations

Elevation/ Material Strategy
needs to respond to:

Context

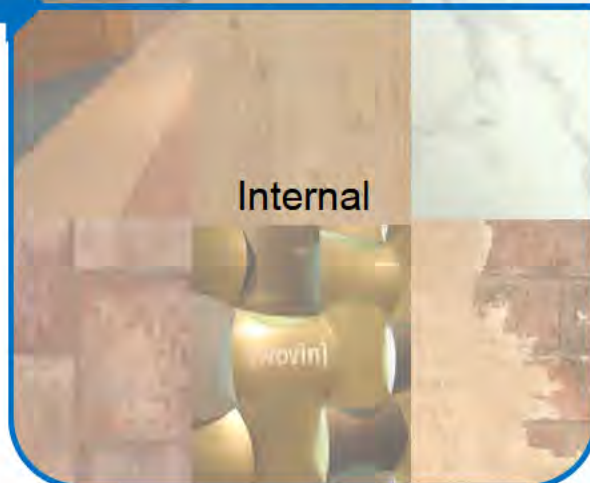
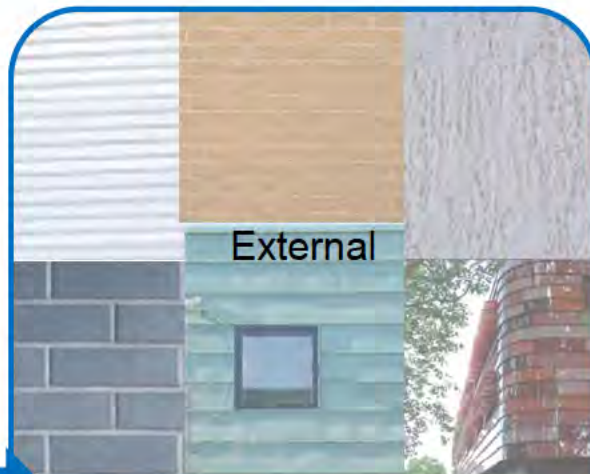
Robustness/ Life Span
Requirements

Life Cycle and Sustainability

Buildability

Value for Money

Design Flexibility



Life Cycle – 30 Years
Required

Durability

Sustainability

Architectural Merit

Local Products

Quality

Appearance

Embodied Energy

Recycled Products

Cleanability

Infection Control

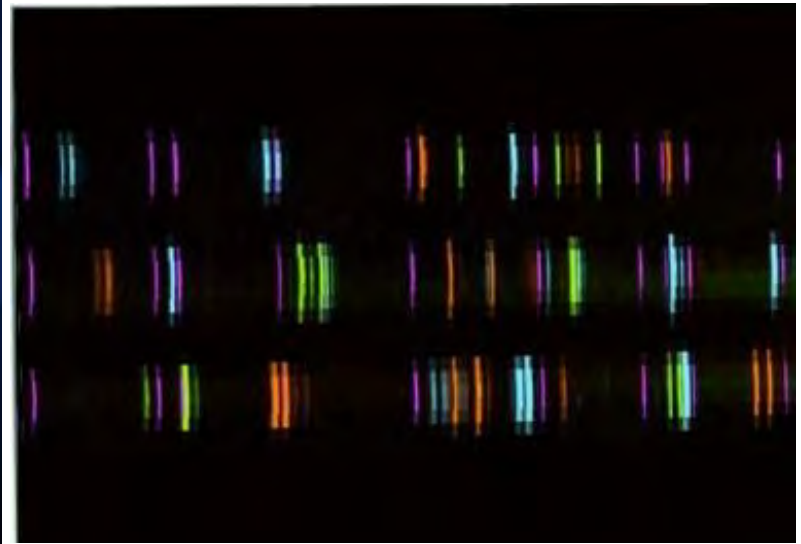
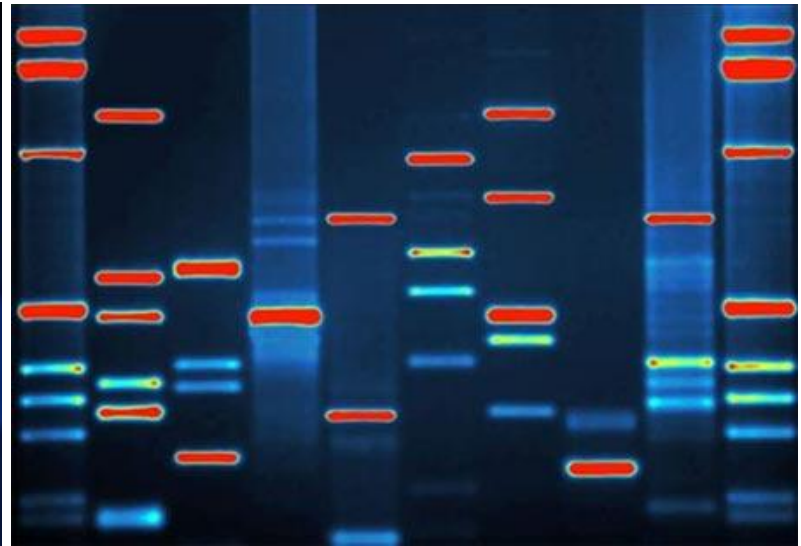
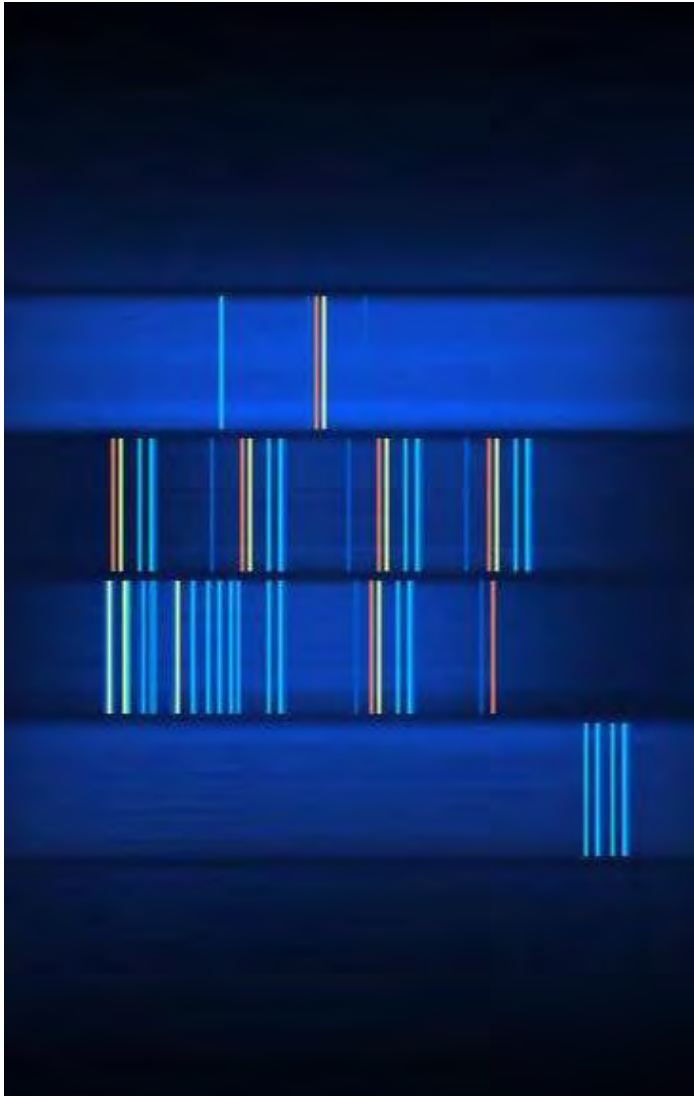
References and Influences - Steel



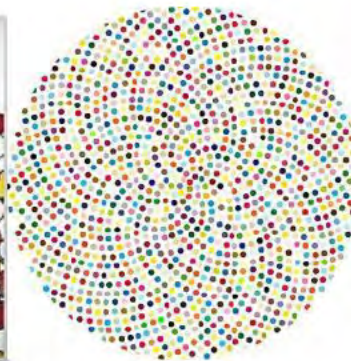
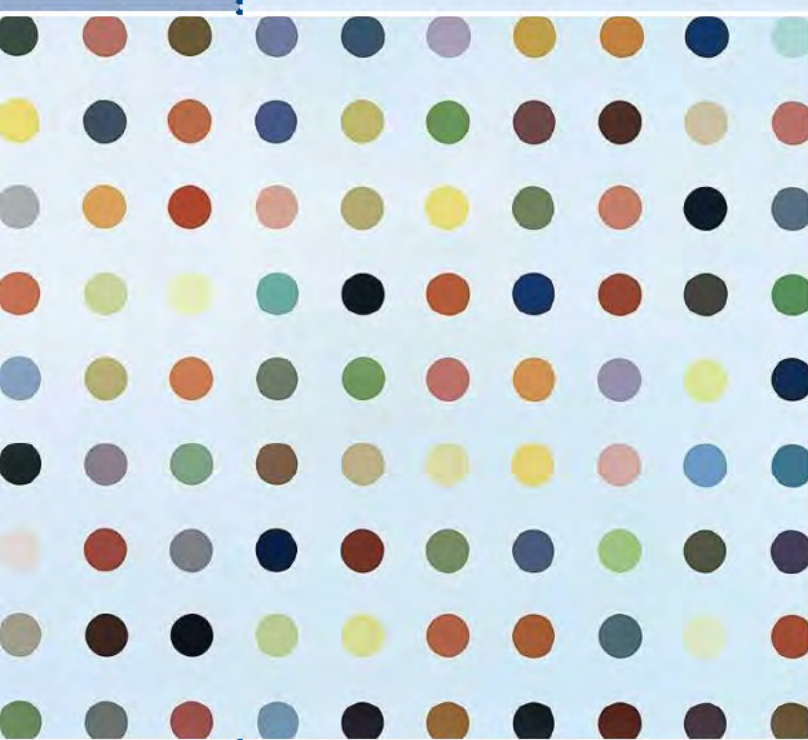
References and Influences – Shapes



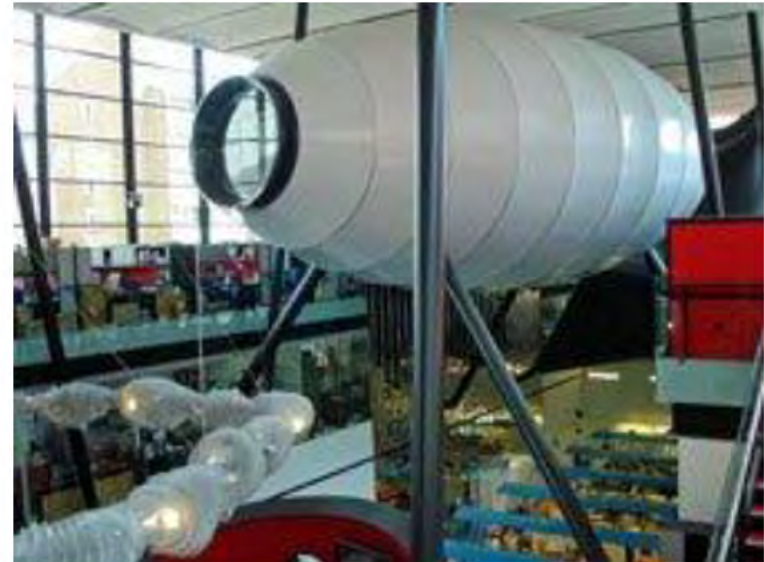
DNA Strands



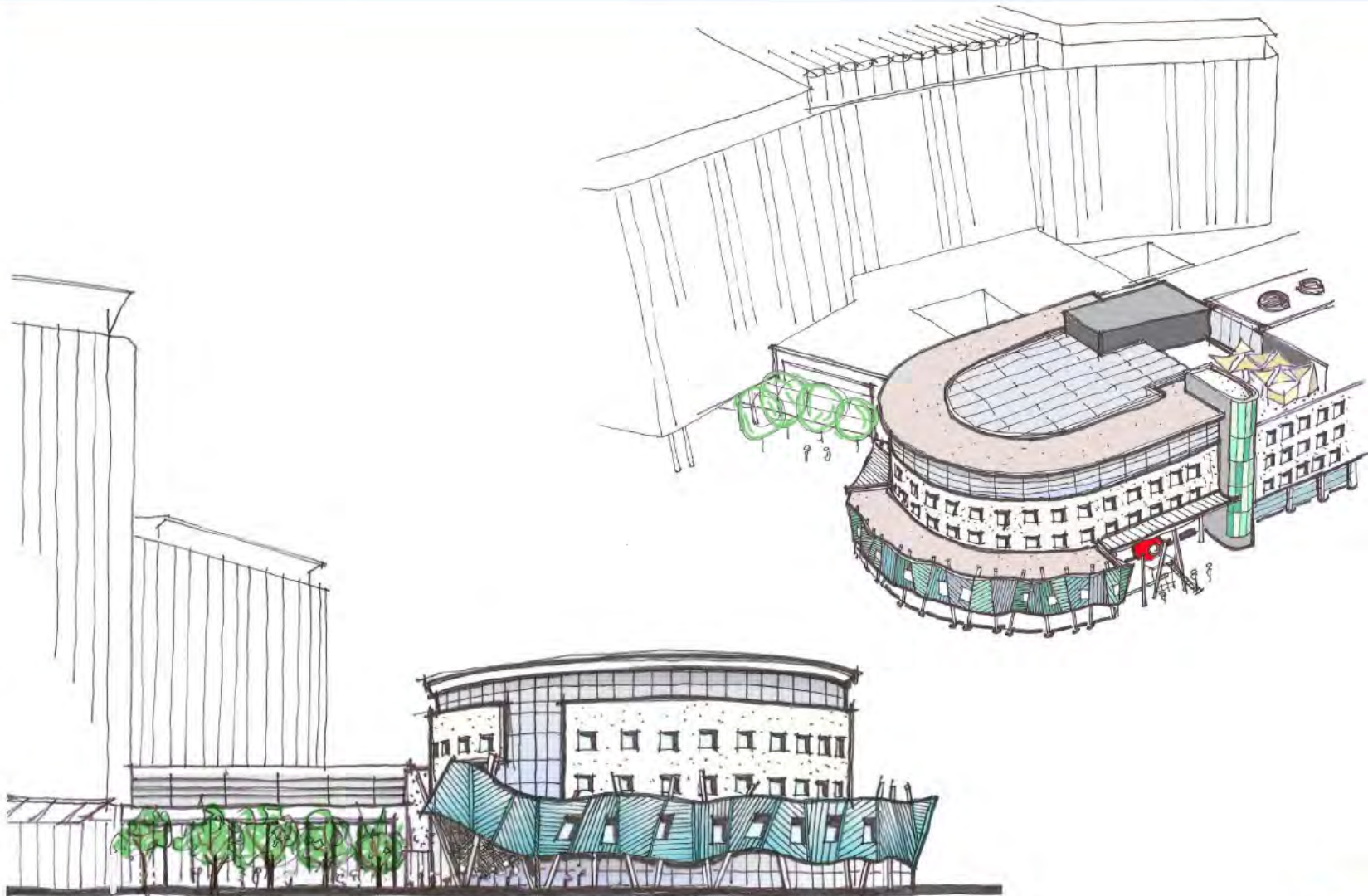
Colours & Shapes



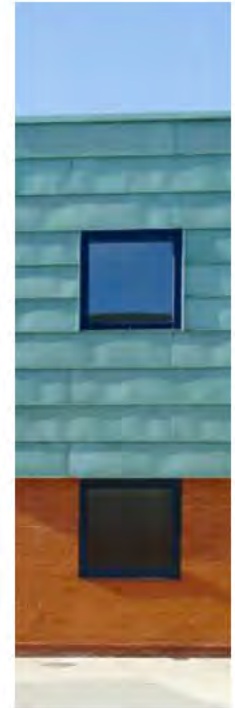
Children's Favourites



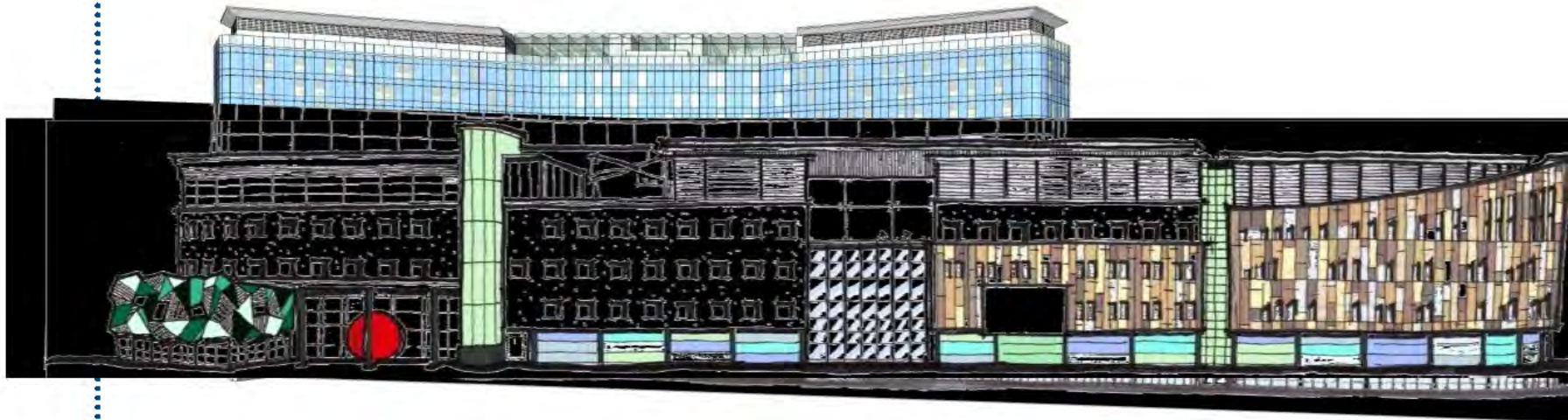
Children's Hospital Entrance Identity



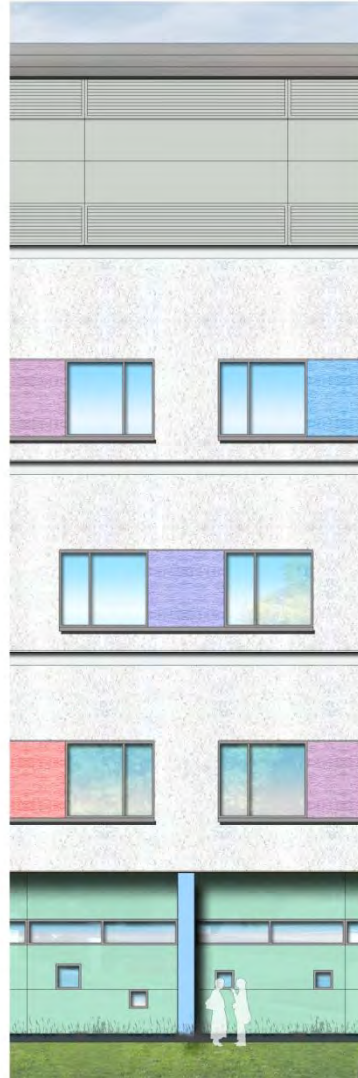
Children's Hospital



Children's Hospital Cladding Options



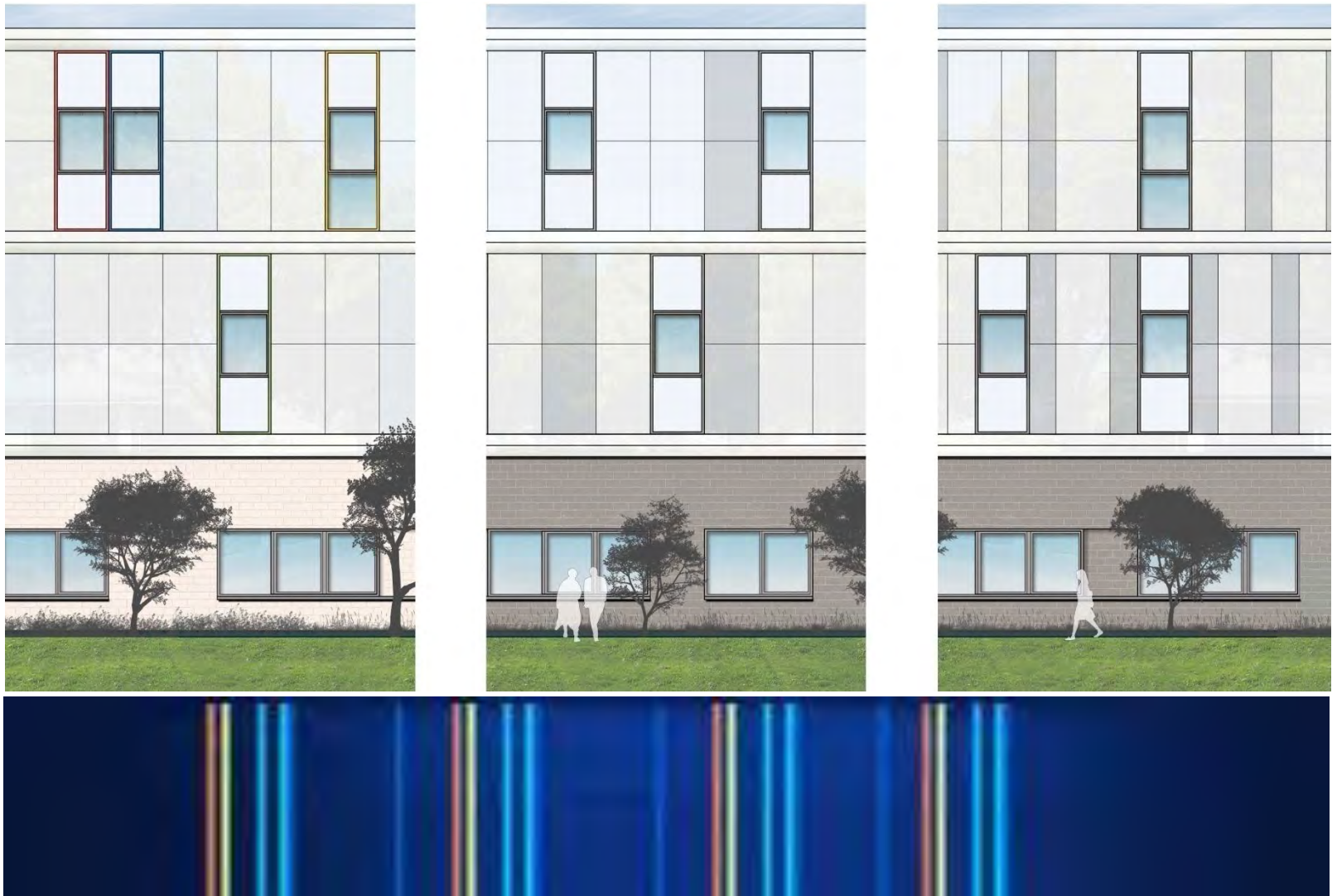
Children's Hospital



Podium



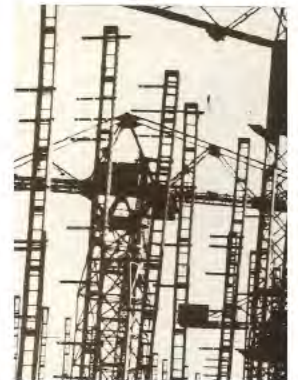
Podium – Cladding Pattern



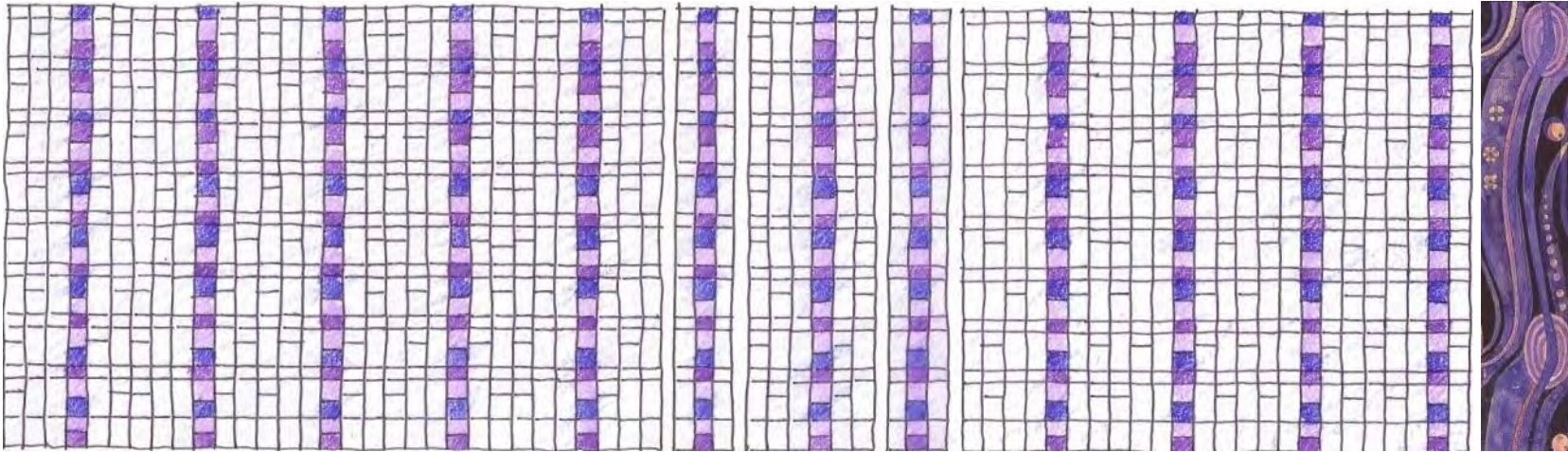
Podium – DNA Strand Cladding Pattern



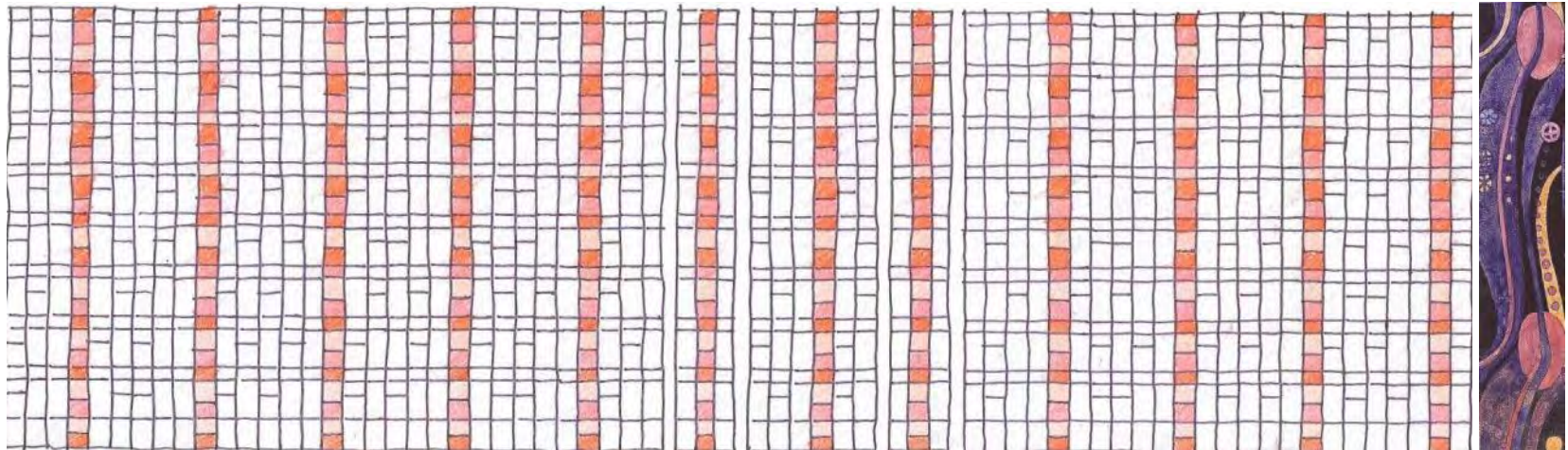
Tower Cladding Options - Vertical



Tower Cladding Colour Identity

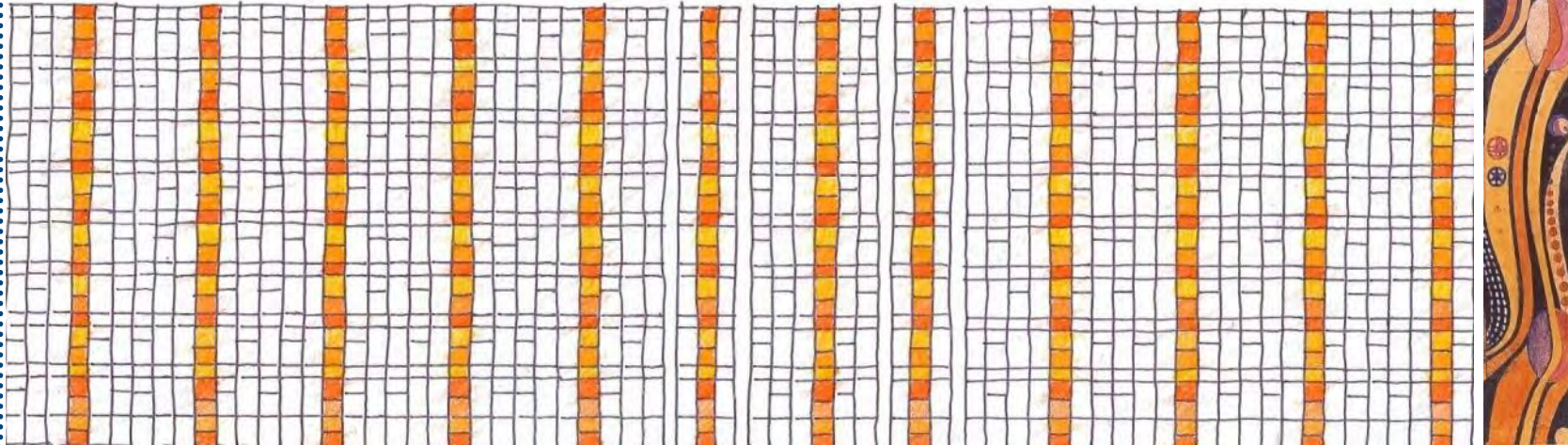


Violet Wing

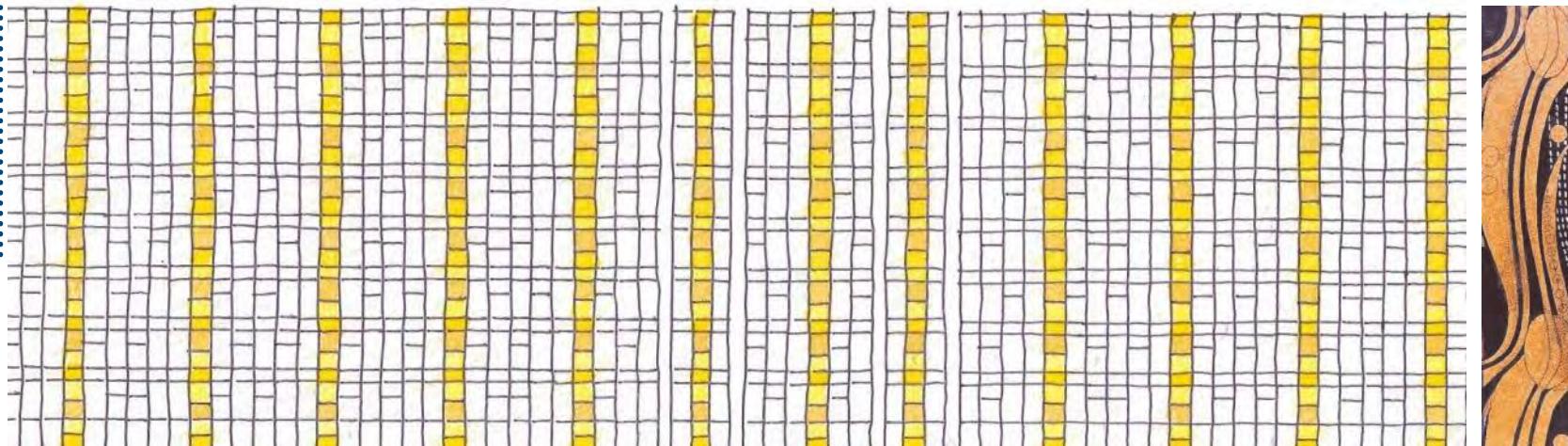


Rose Wing

Tower Cladding Colour Identity

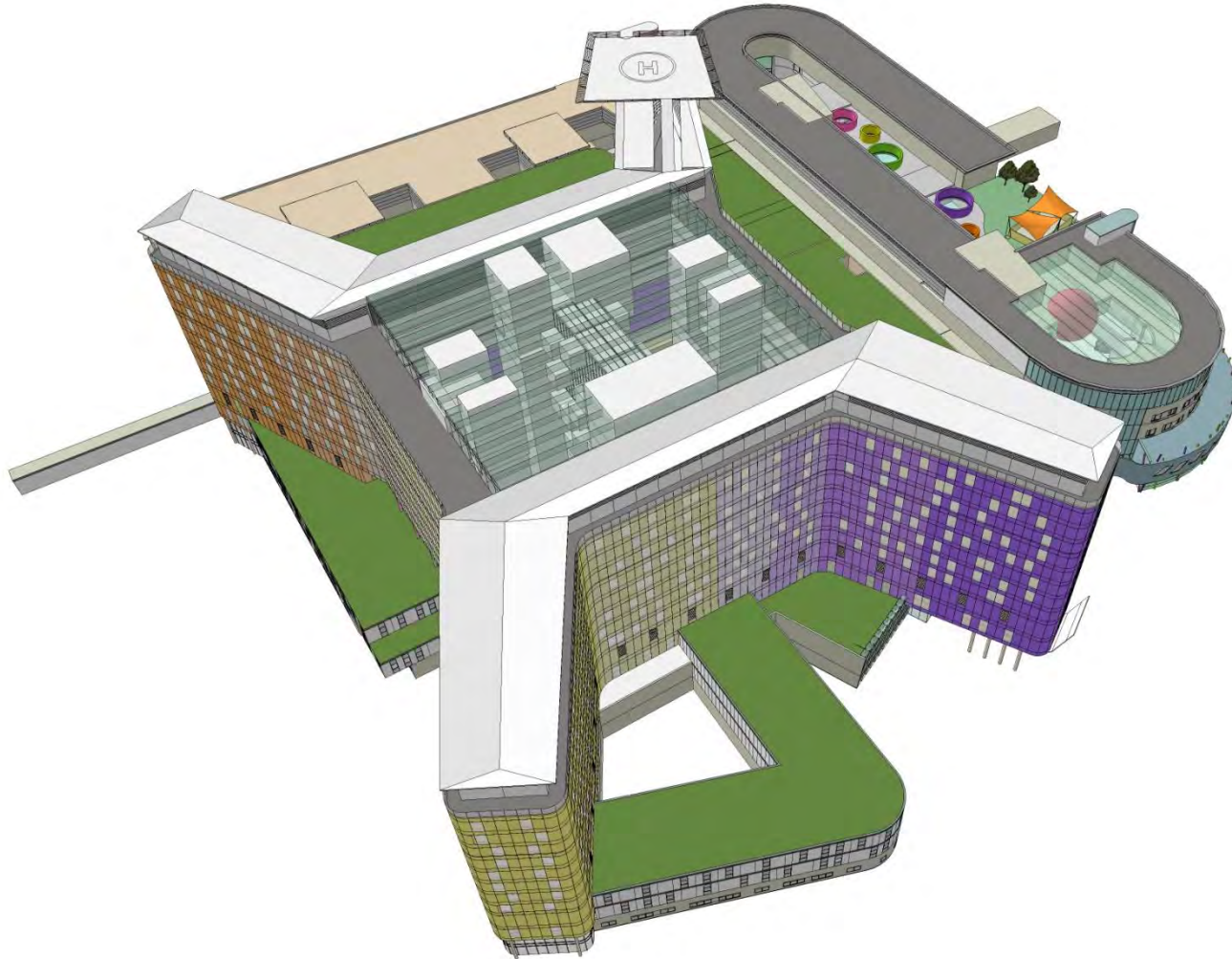


Umber Wing

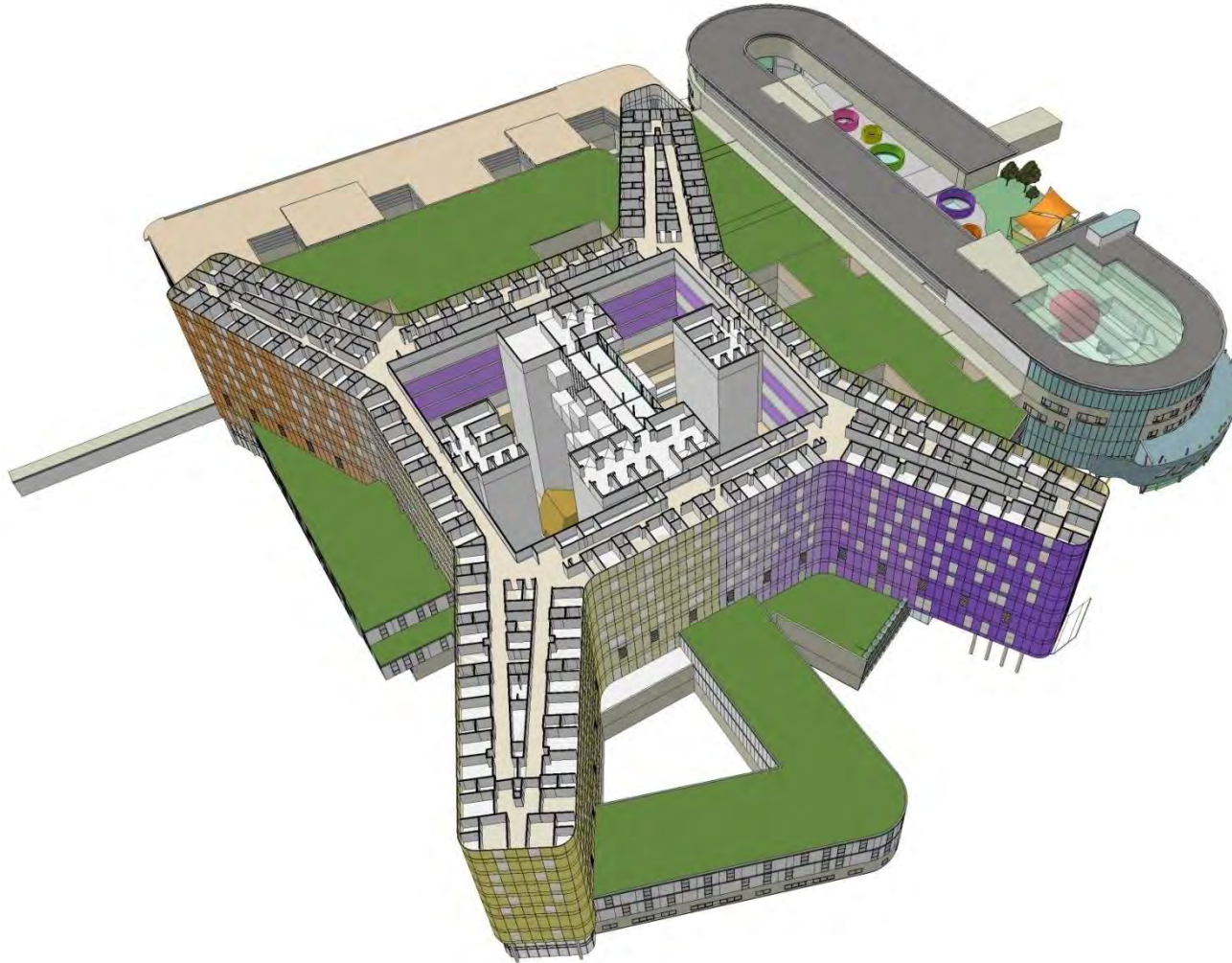


Ochre Wing

Tower



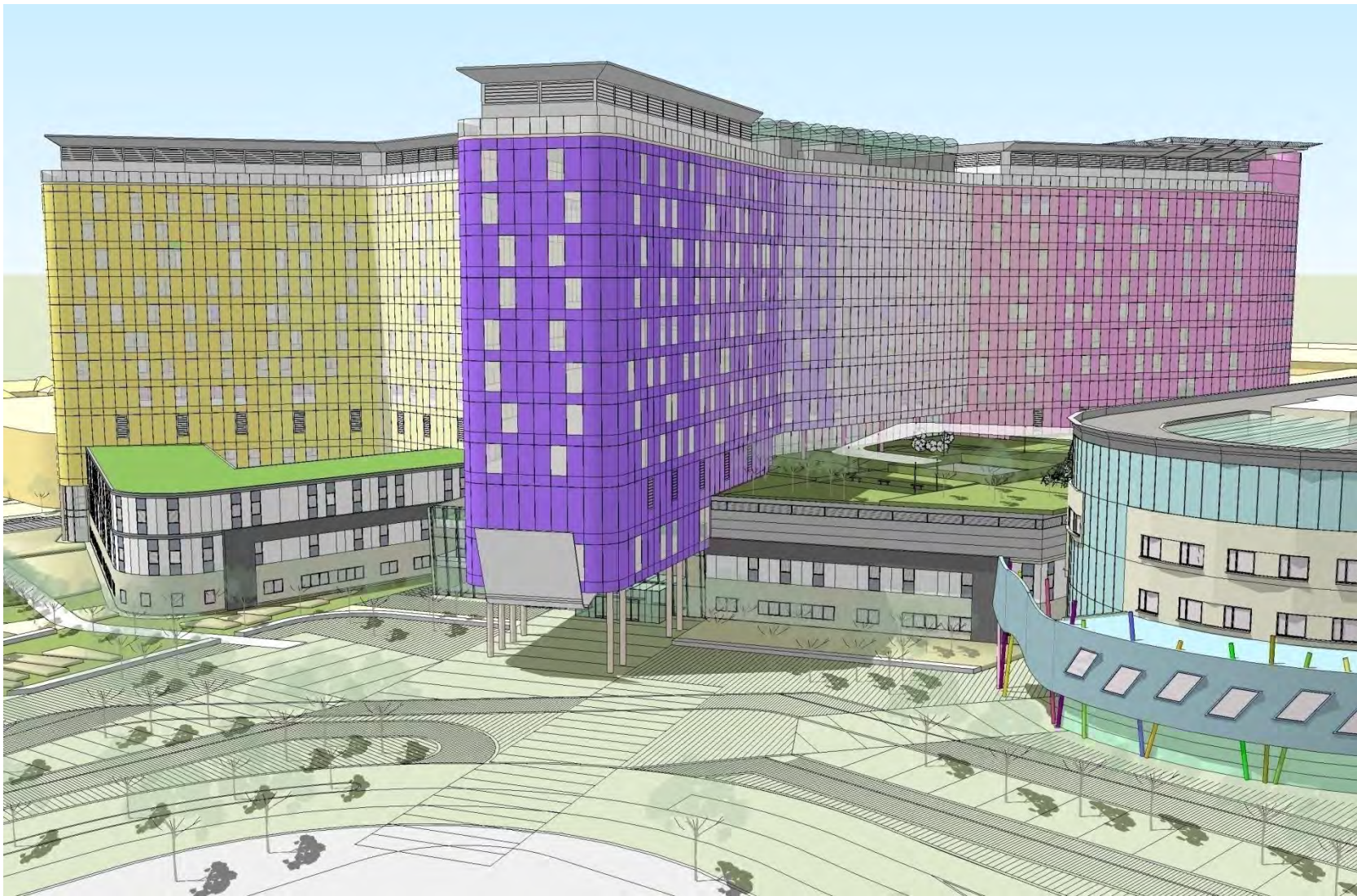
Tower



Tower



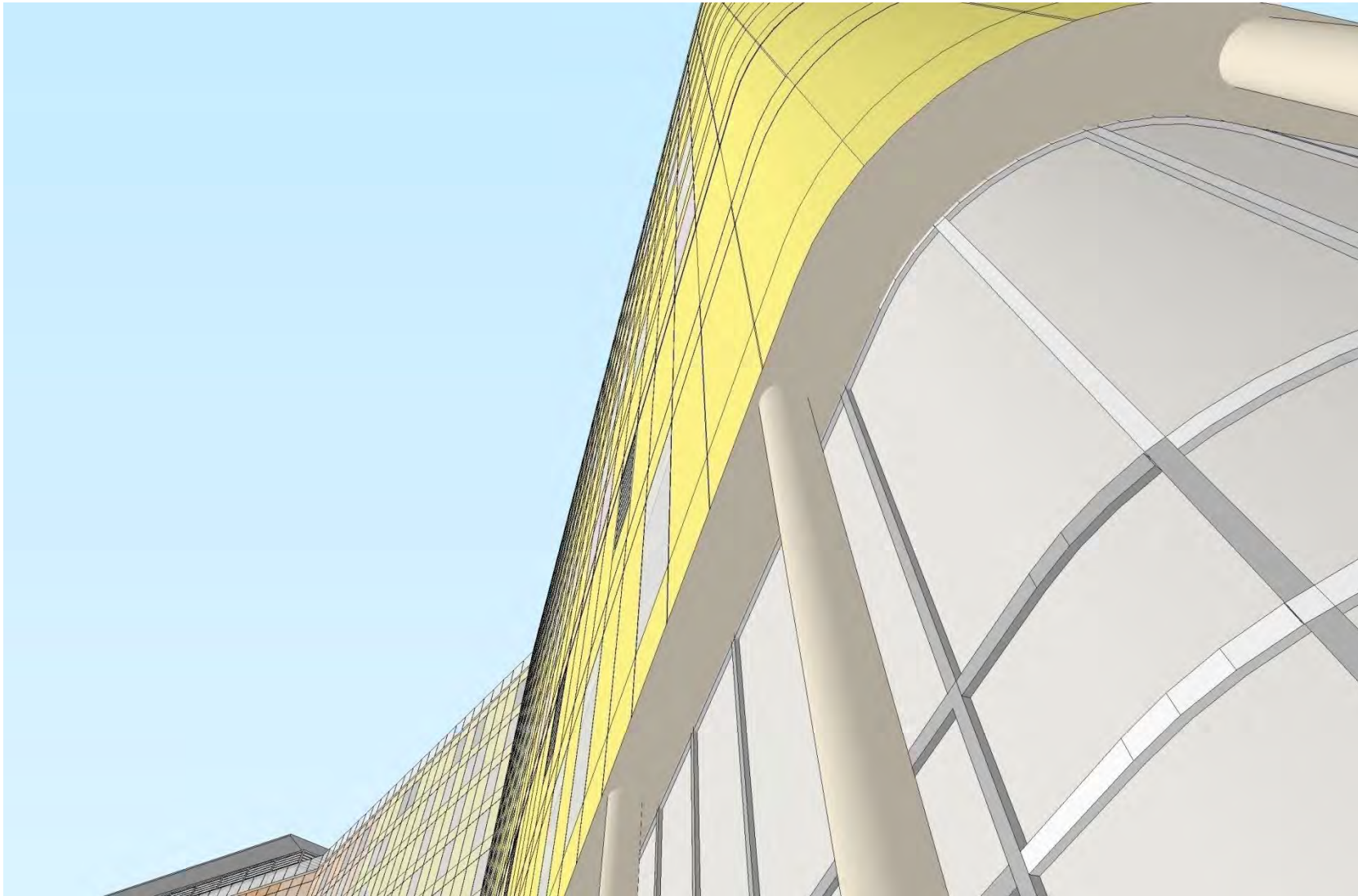
Tower



Tower



Tower





Environment and Perception

External Environment

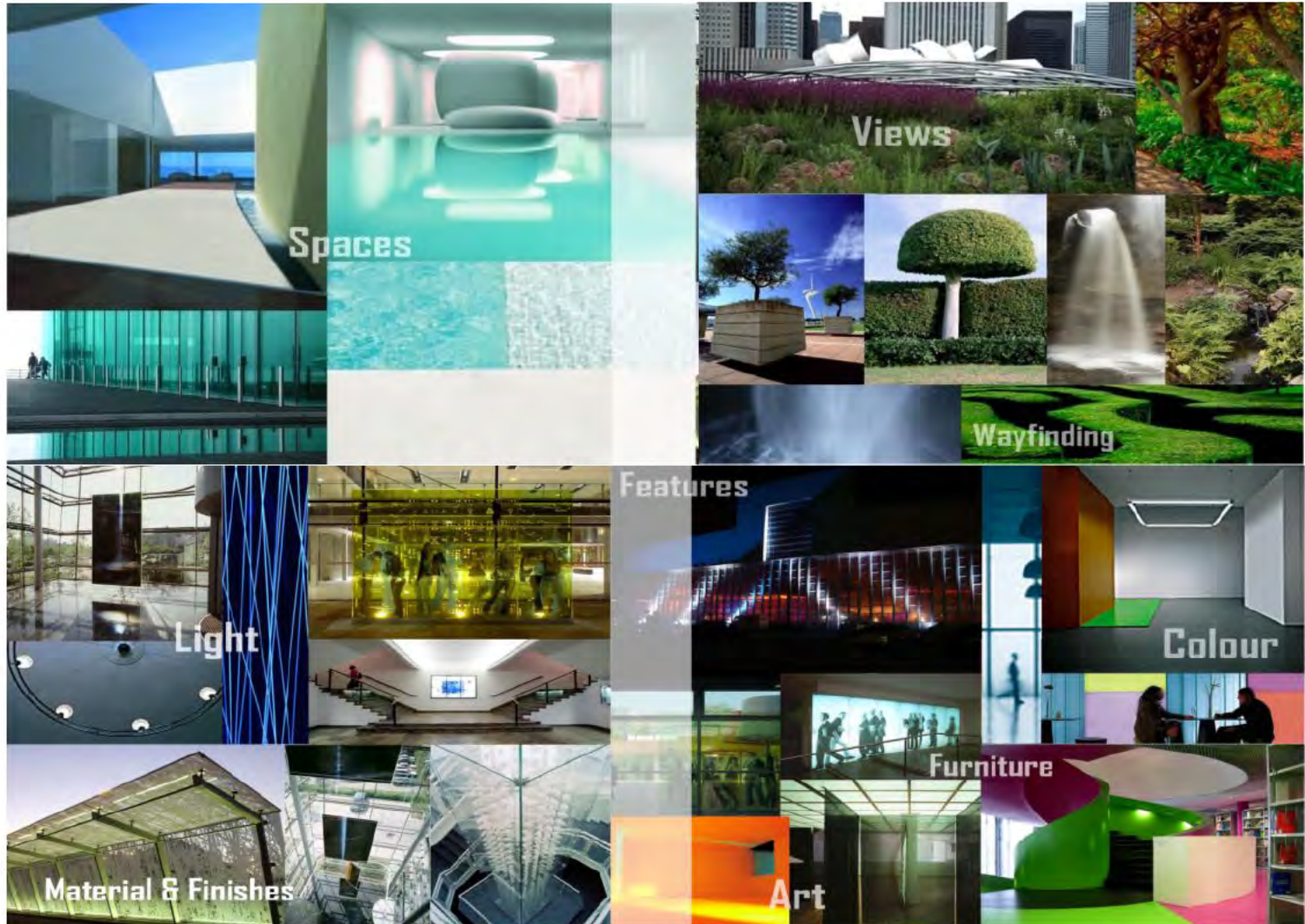


Internal Environment

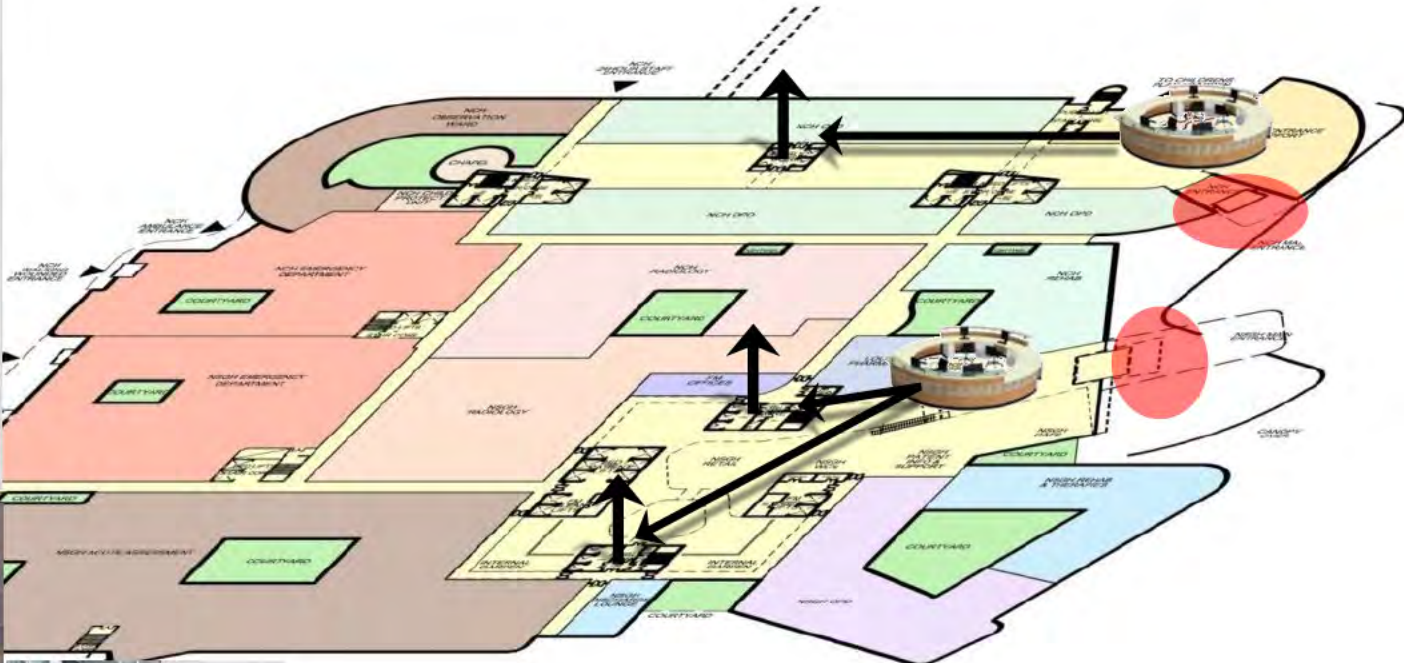
Threshold



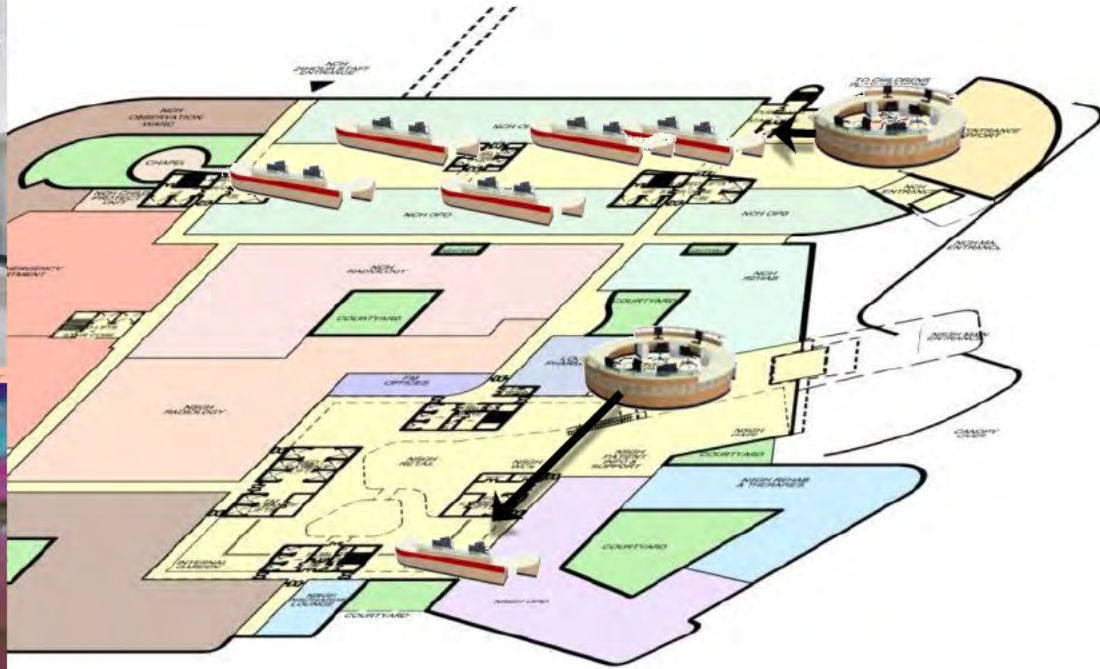
What Makes an Exemplar Health Environment



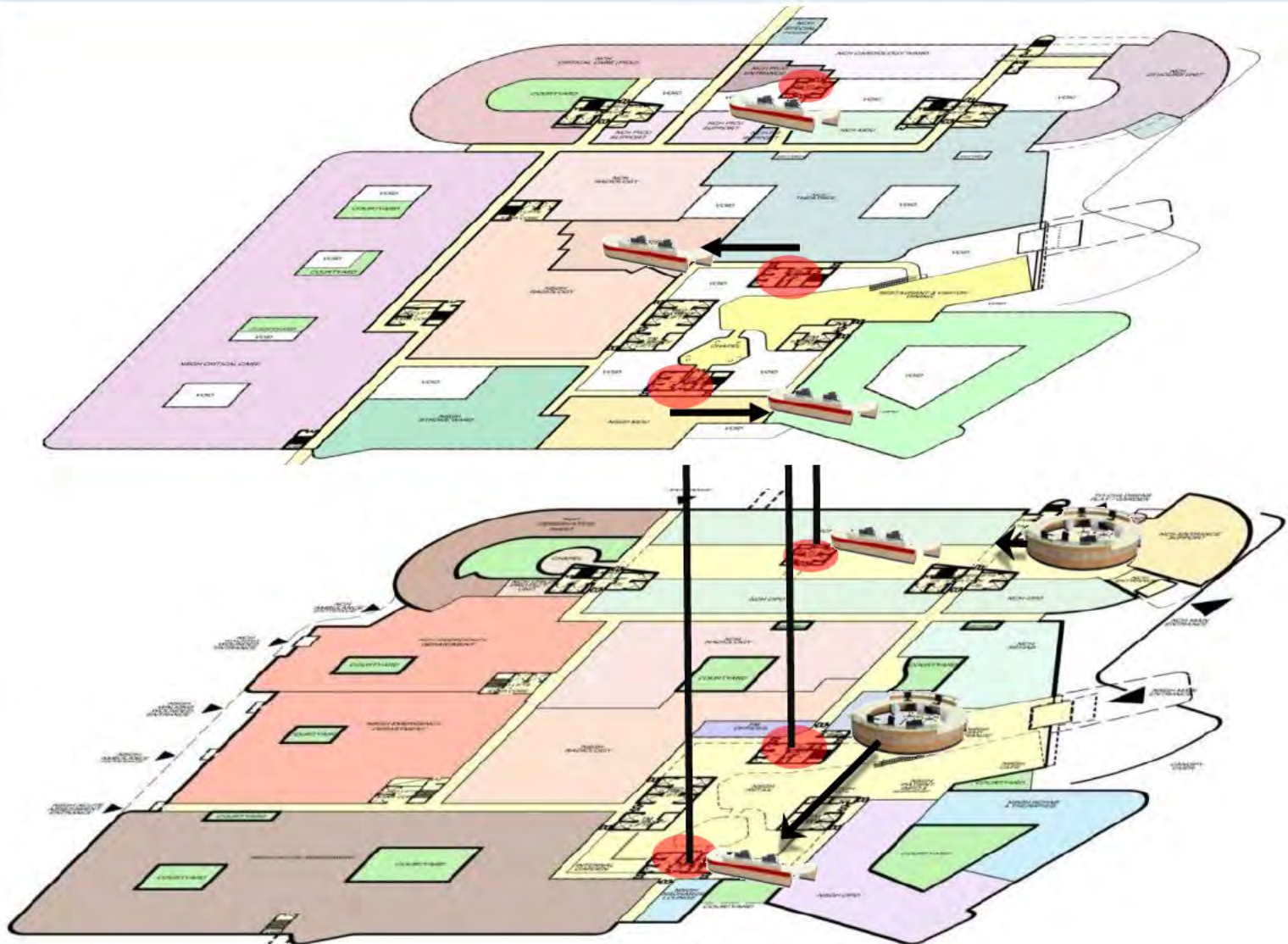
Clear Wayfinding



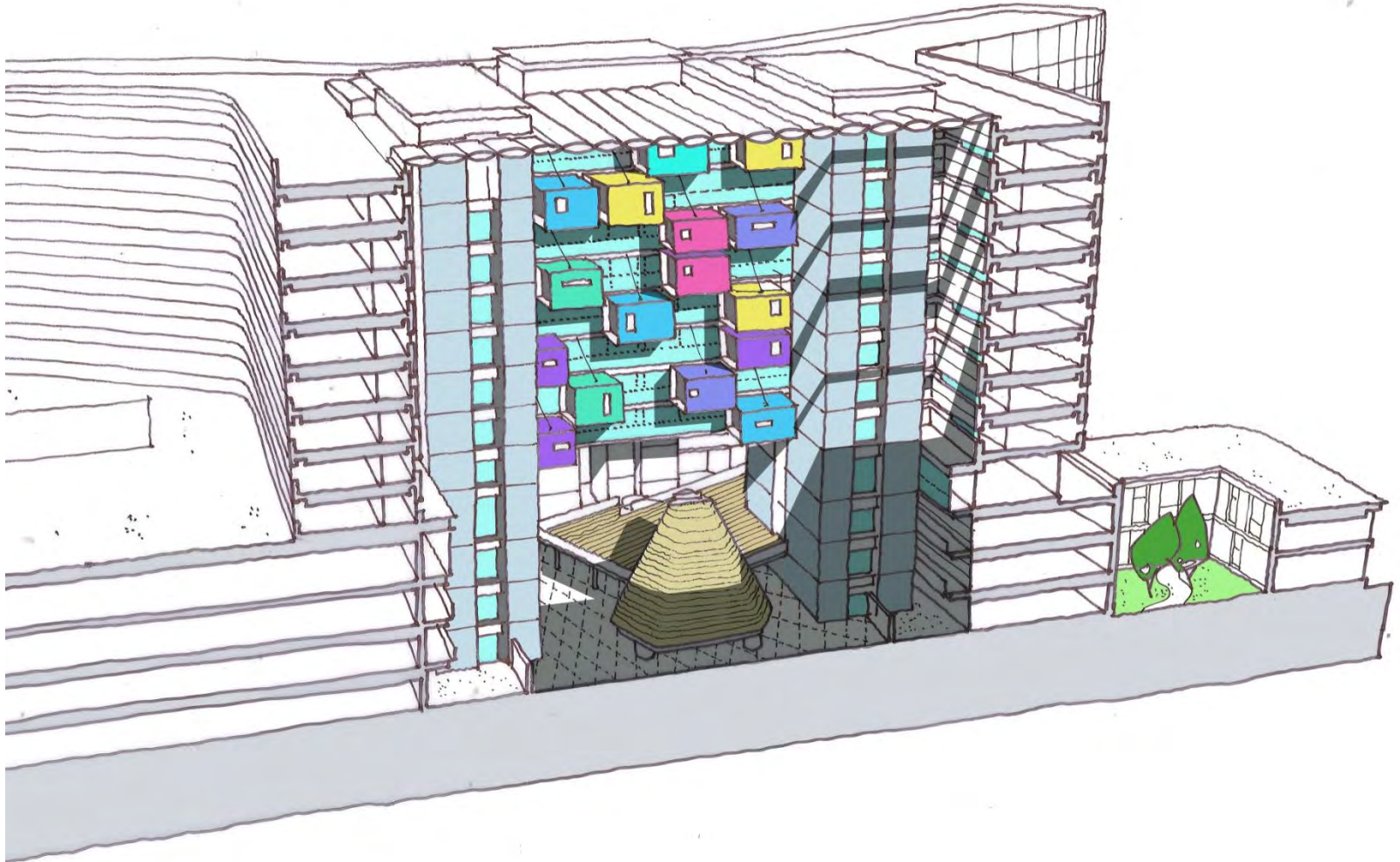
Clear Wayfinding



Clear Wayfinding



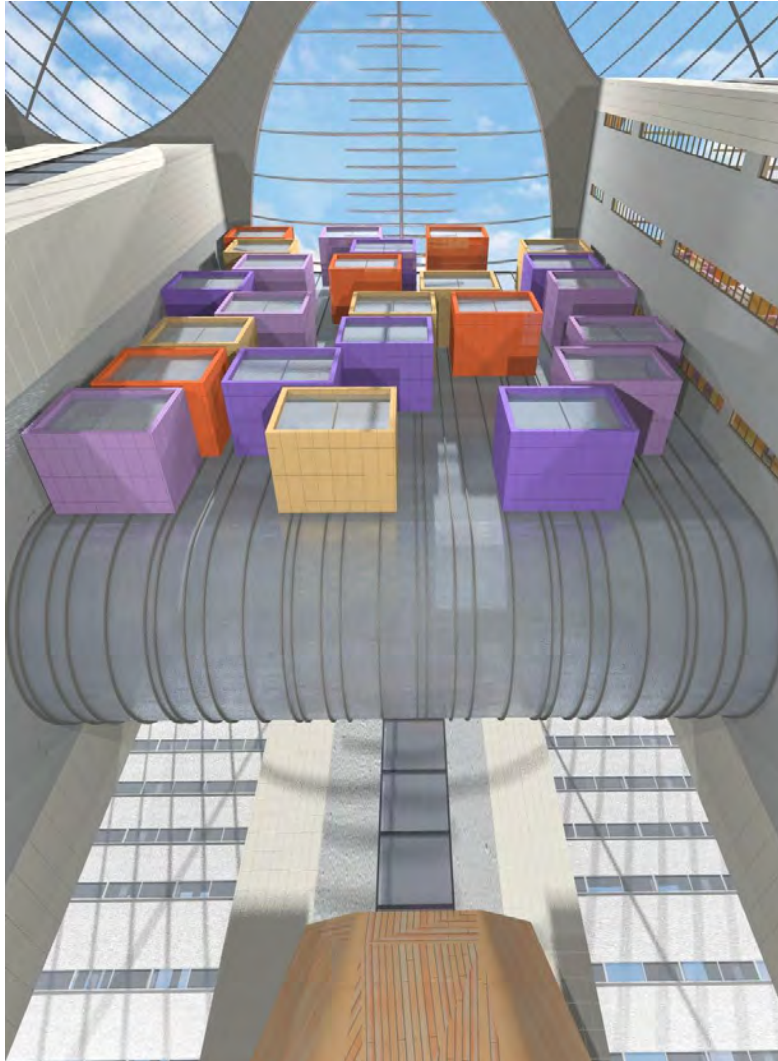
Welcoming /Art Forms - Adults



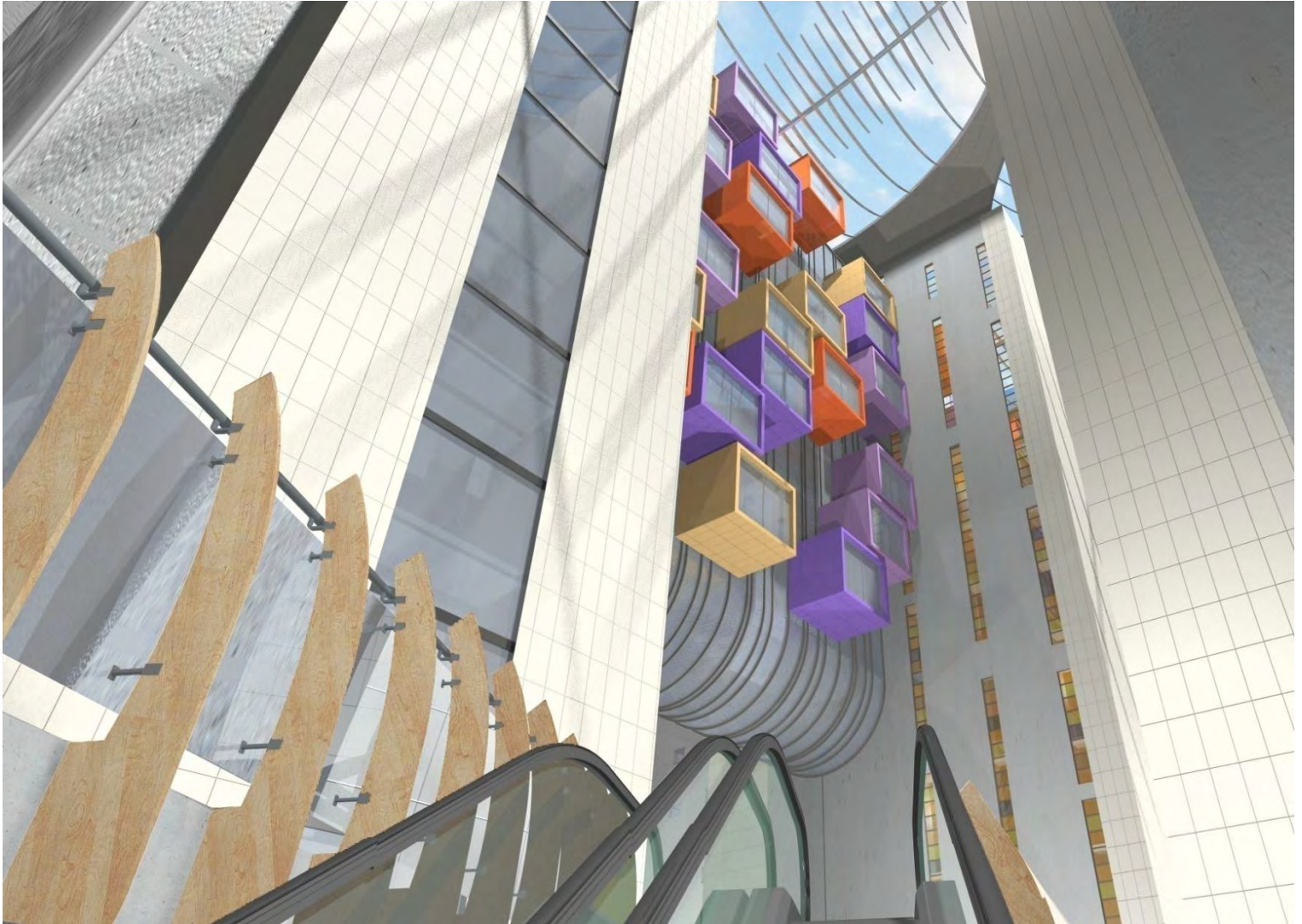
Welcoming /Art Forms - Adults



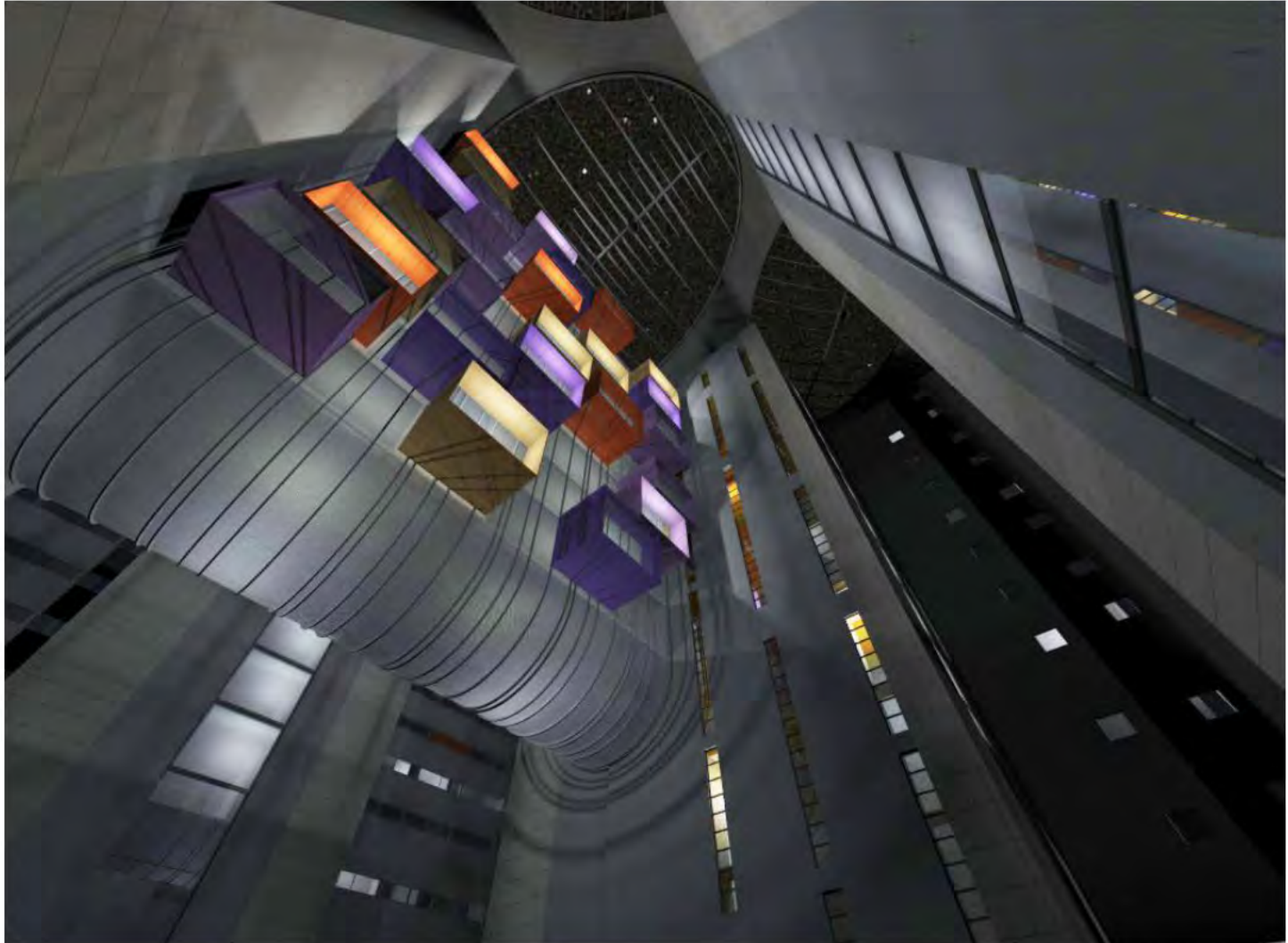
Welcoming /Art Forms - Adults



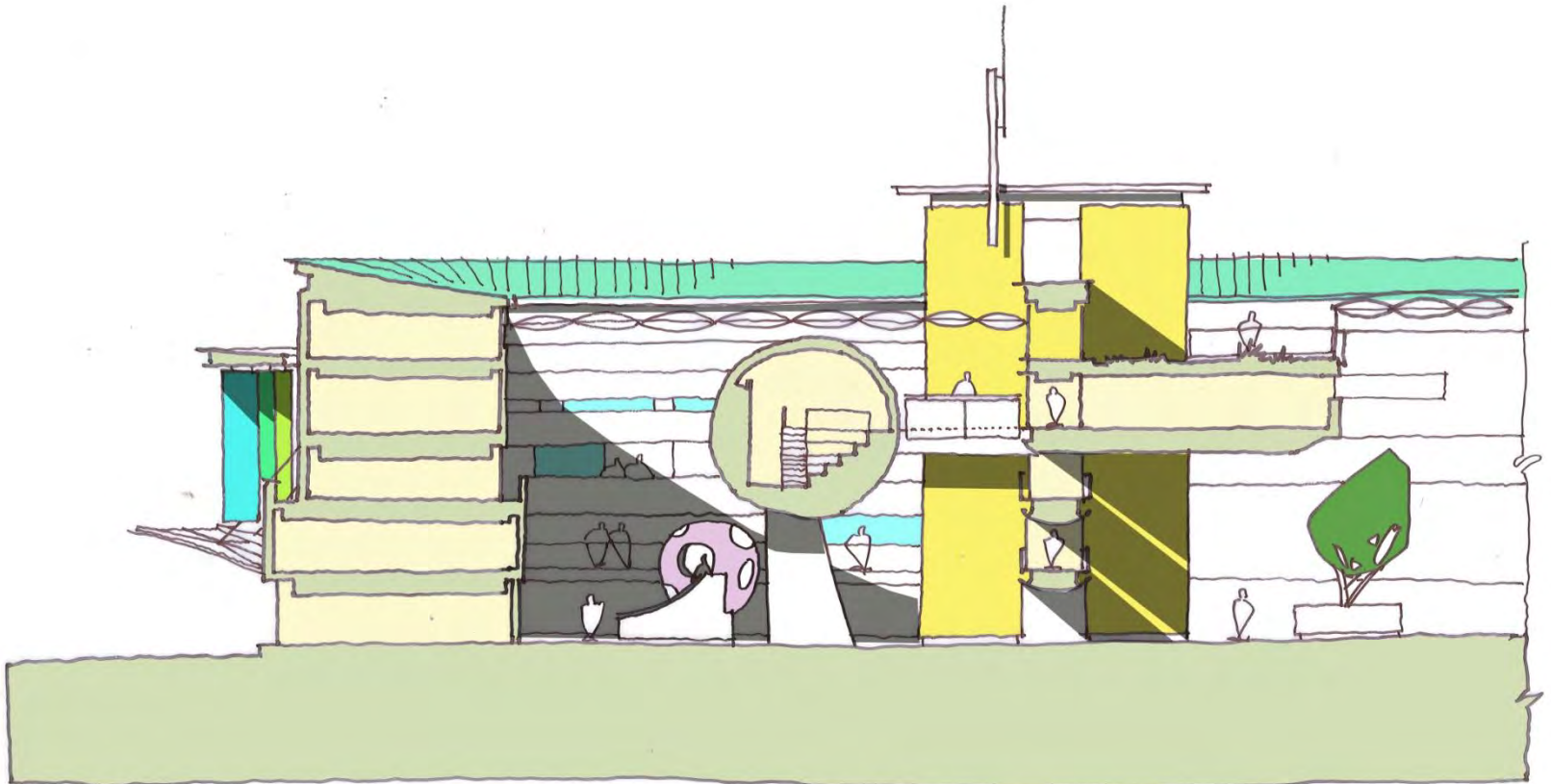
Welcoming /Art Forms - Adults



Welcoming /Art Forms - Adults



Welcoming /Art Forms – Children's



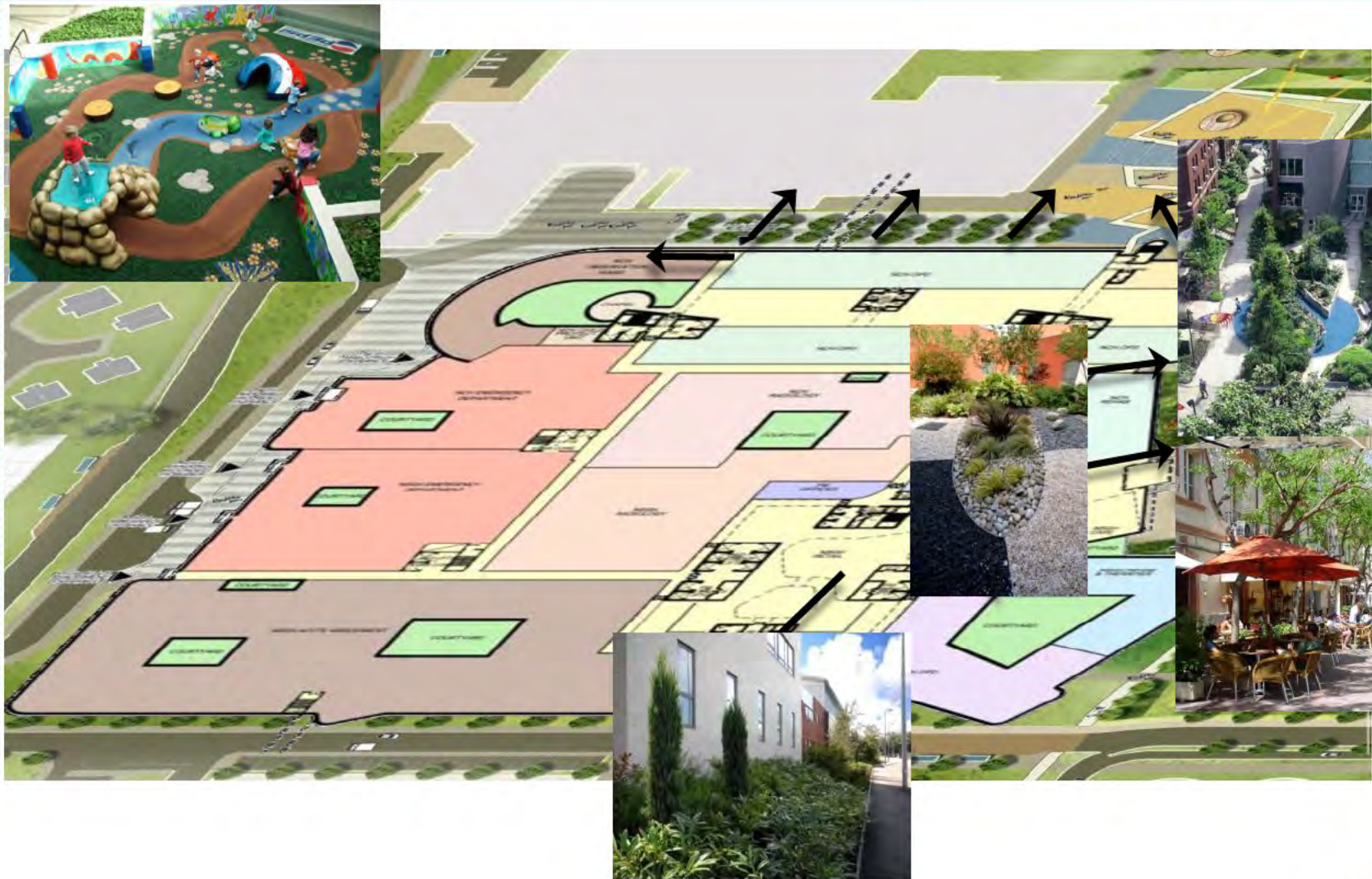
Welcoming /Art Forms – Children's



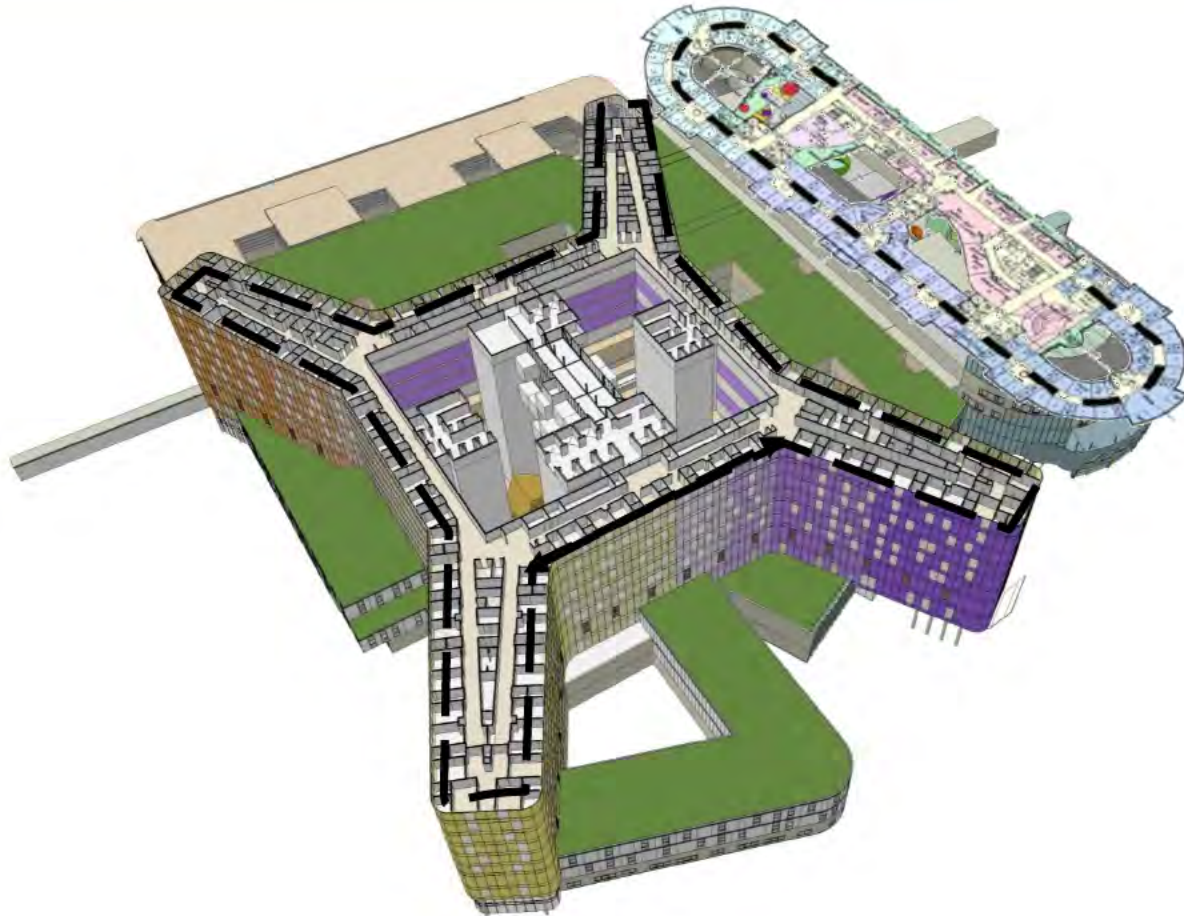
Welcoming /Art Forms – Children's



Therapy/ Social Space - Views and Orientation



Flexibility & Security/ Nursing



Natural Daylight



Fifth to Twelfth Floors - Tower



Fourth Floor - Tower



Third Floor - Tower



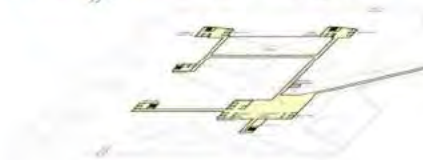
Second Floor - Podium



First Floor - Podium



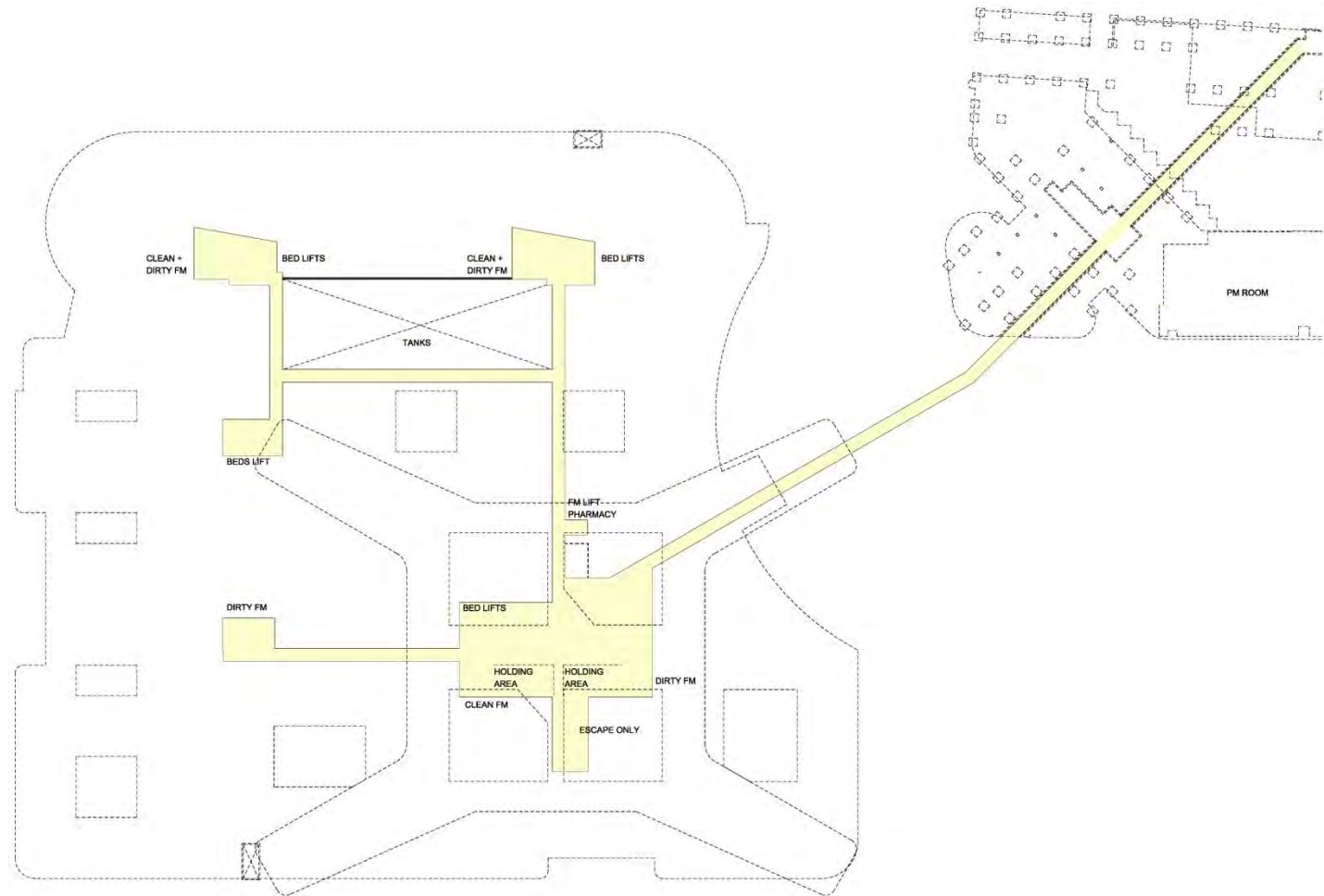
Ground Floor - Podium



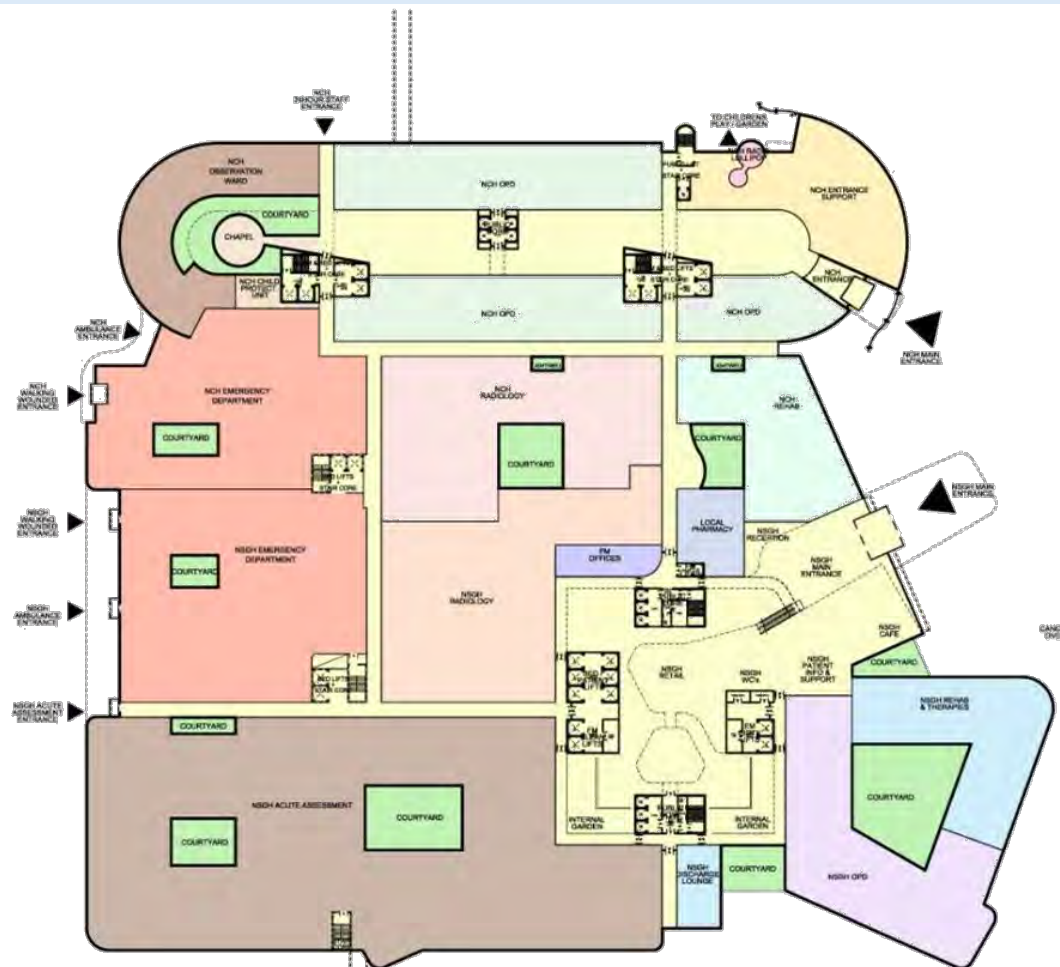
Basement



1:500 Plans – Basement



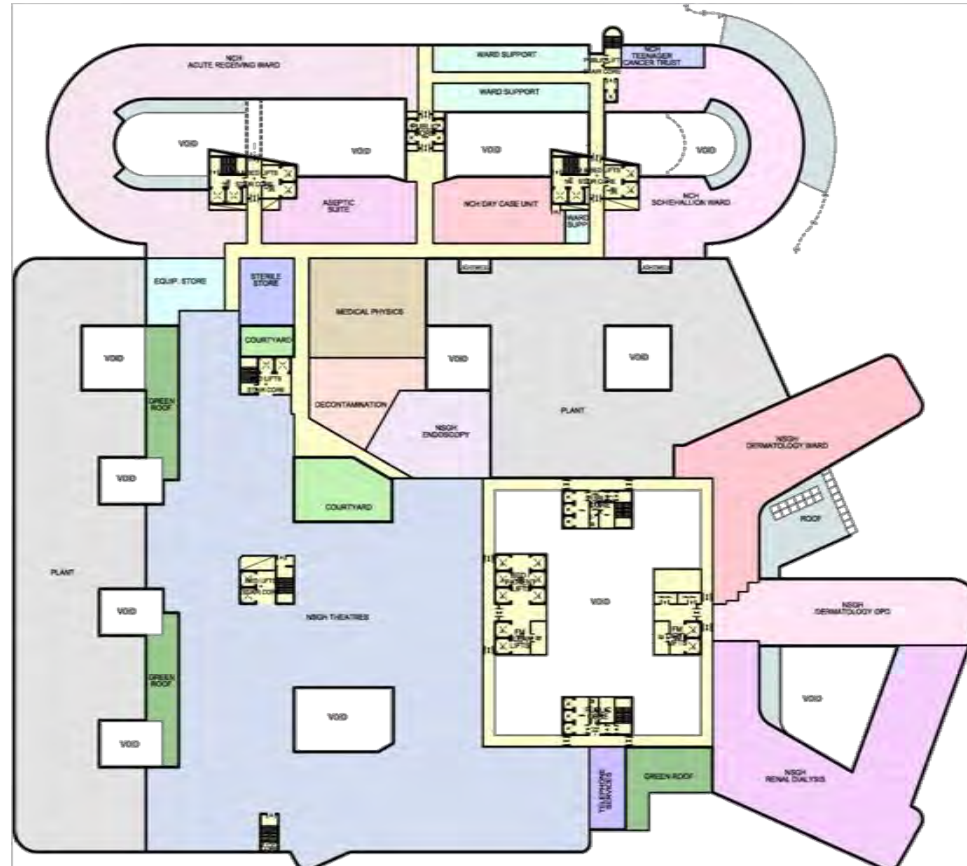
1:500 Plans – Ground Floor



1:500 Plans – 1st Floor



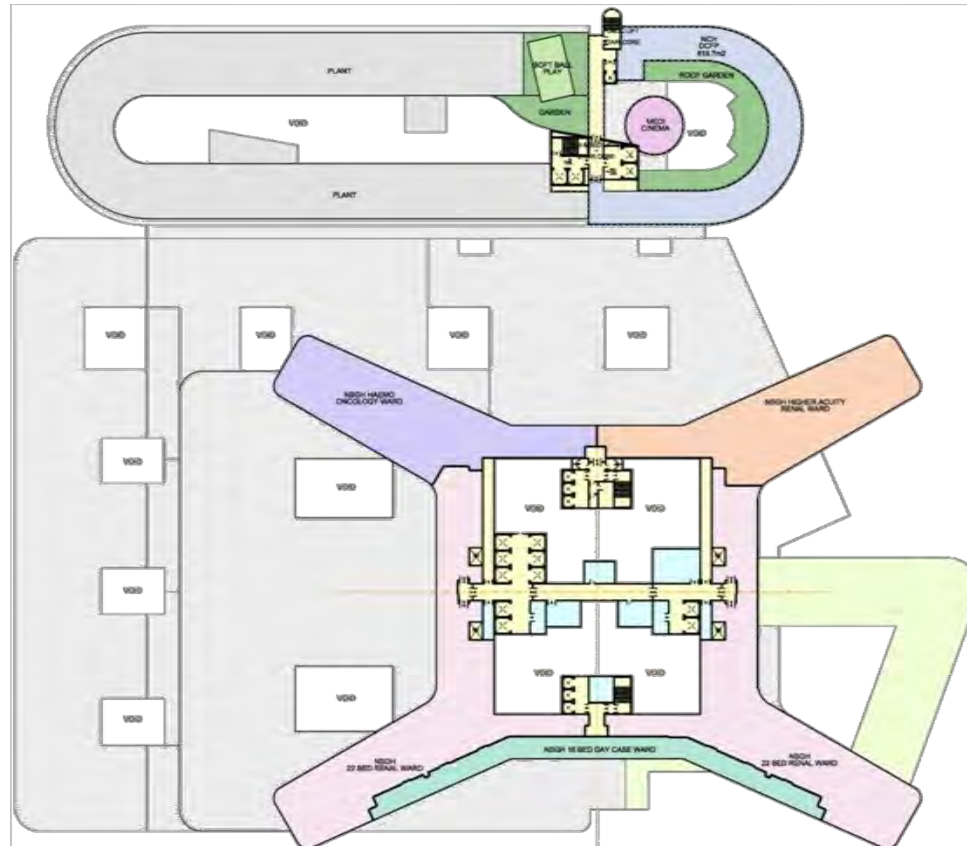
1:500 Plans – 2nd Floor



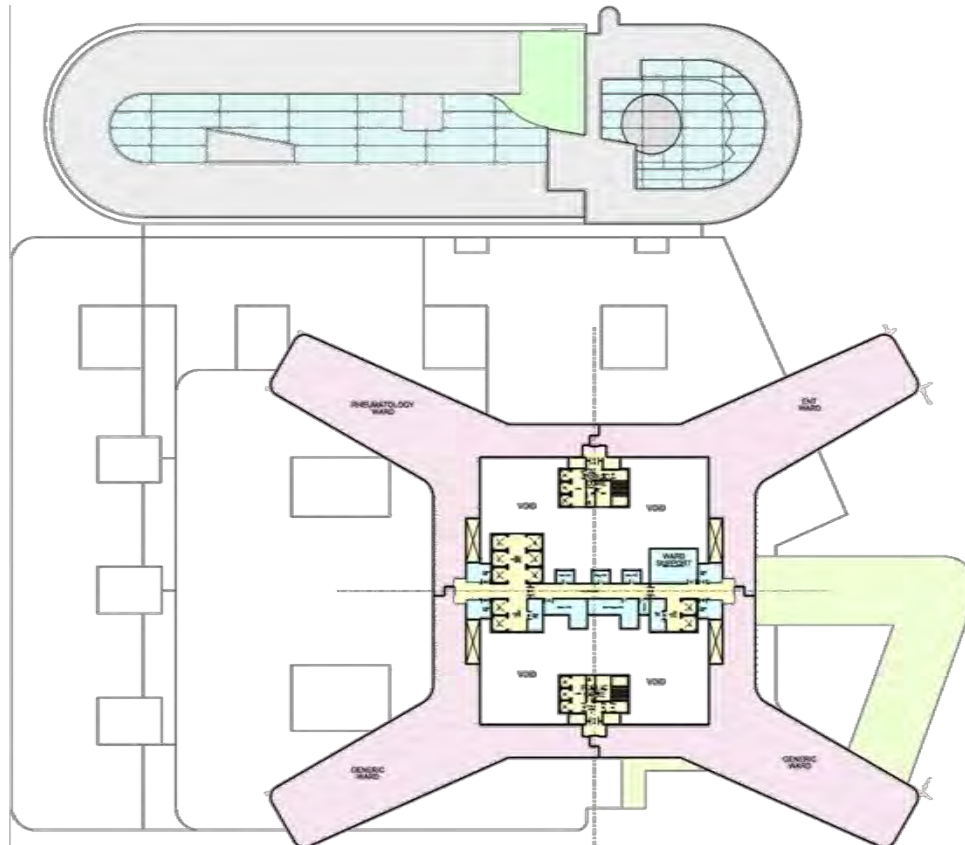
1:500 Plans – 3rd Floor



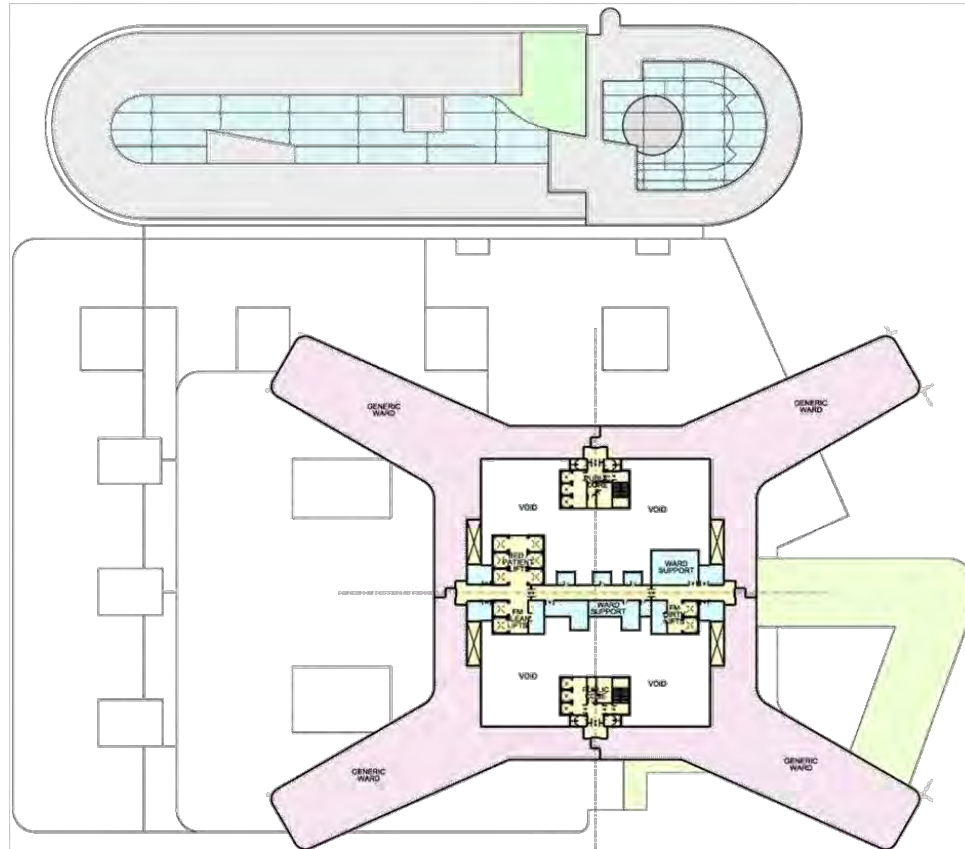
1:500 Plans – 4th Floor



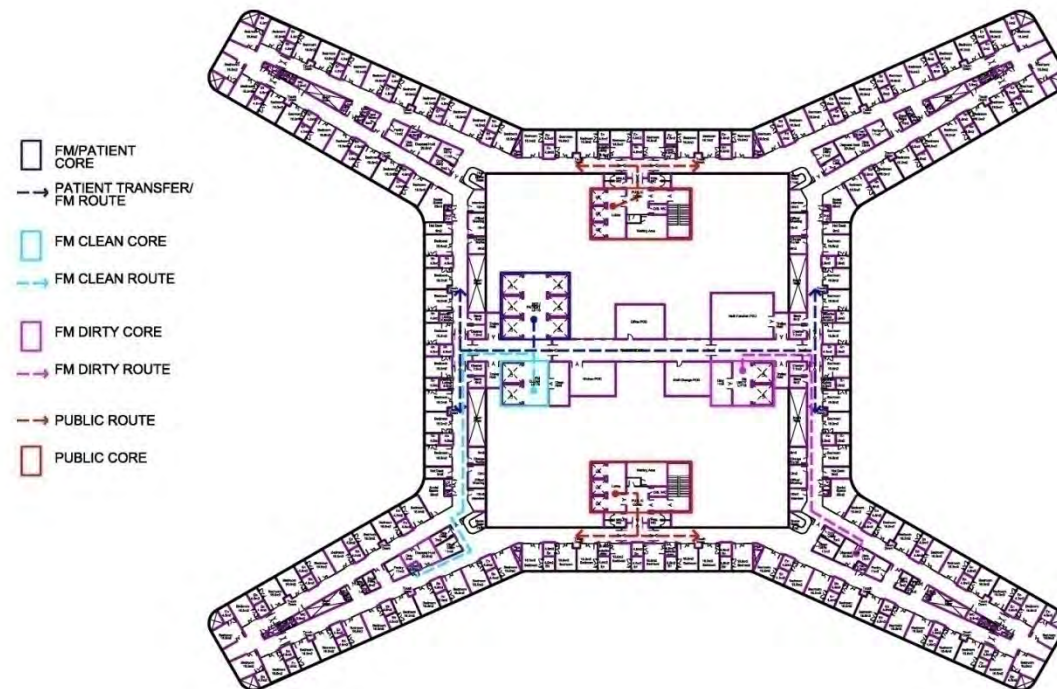
1:500 Plans – 5th Floor



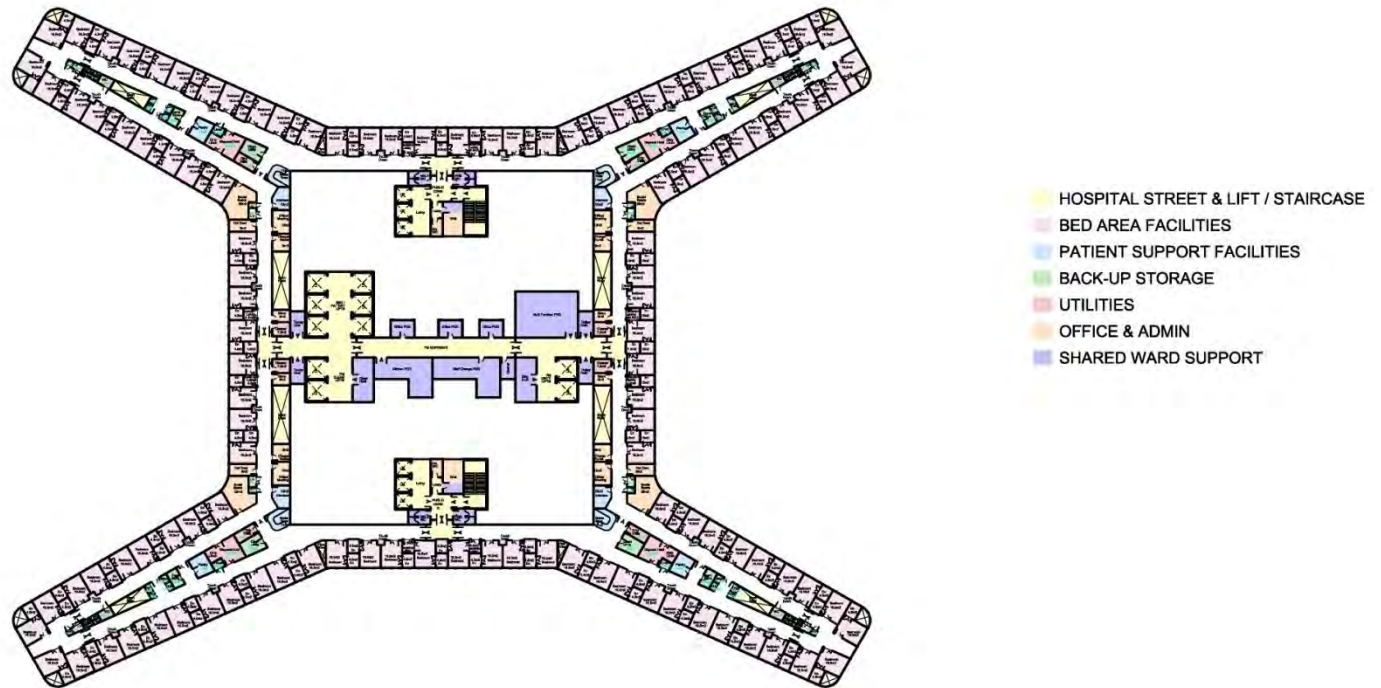
1:500 Plans – 6th Floor



1:200 Generic Ward Circulation Flow



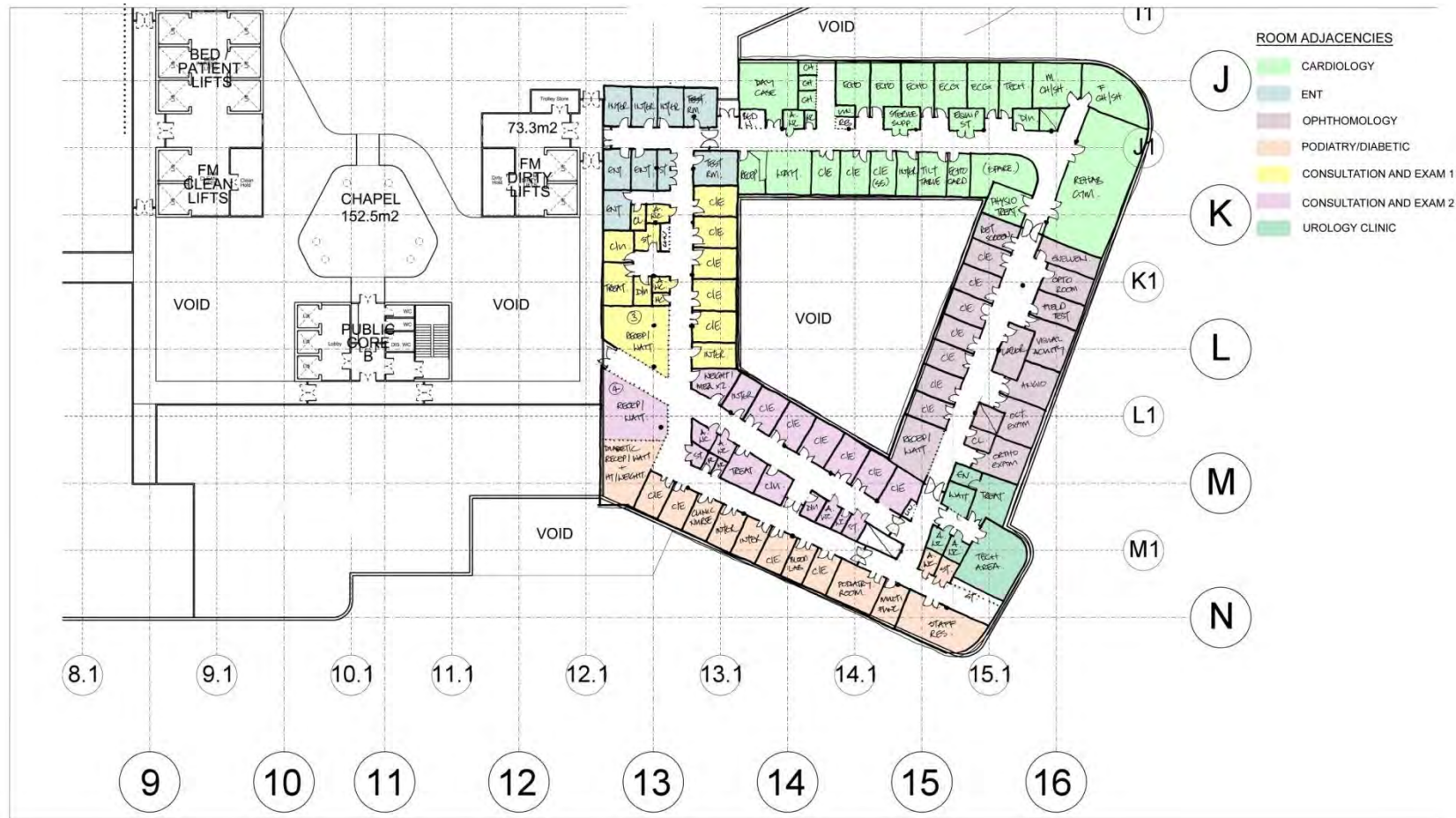
1:200 Generic Ward Concept Plan



1:200 Adult's Ground Floor - OPD



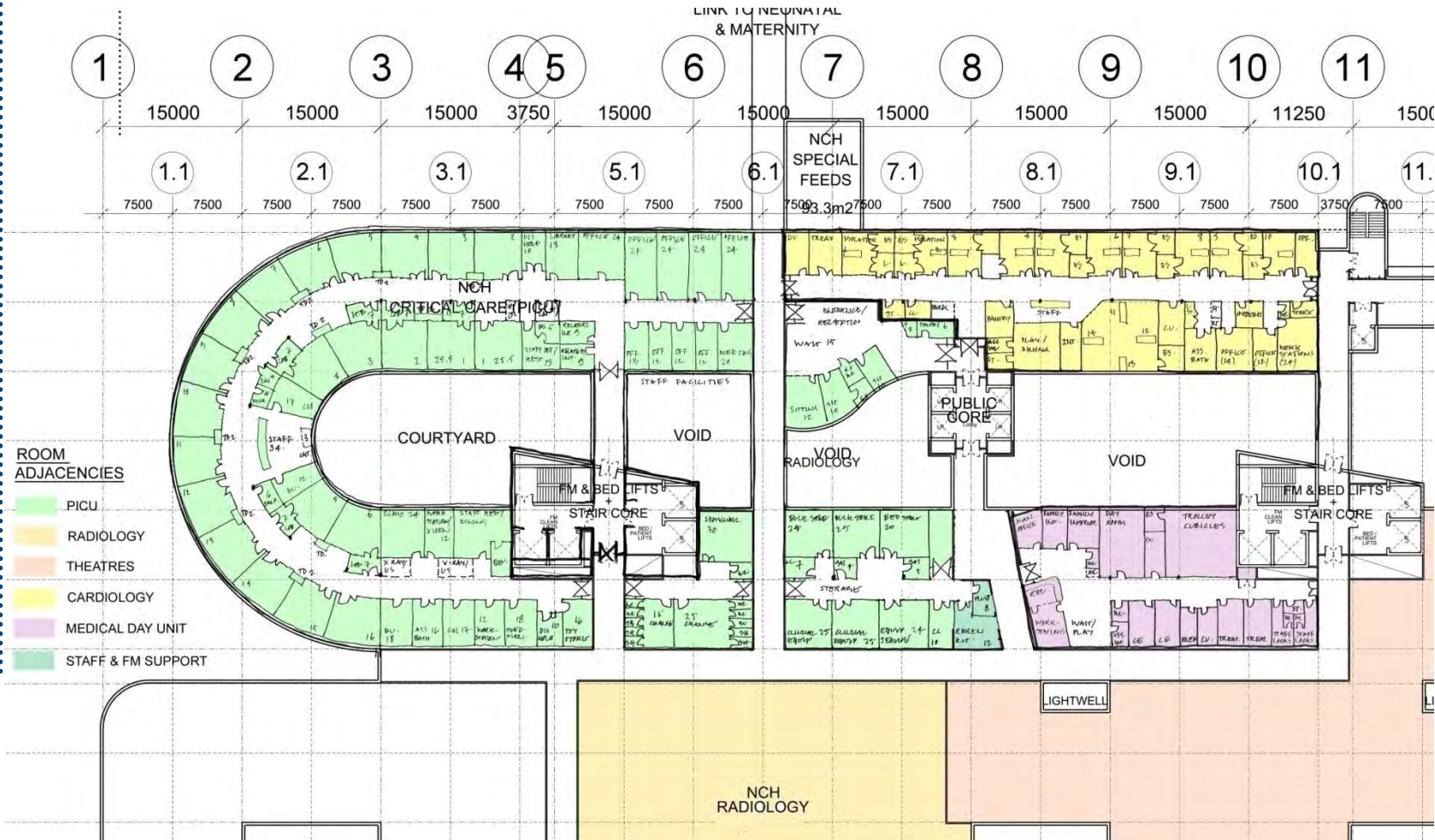
1:200 Adult's 1st Floor - OPD



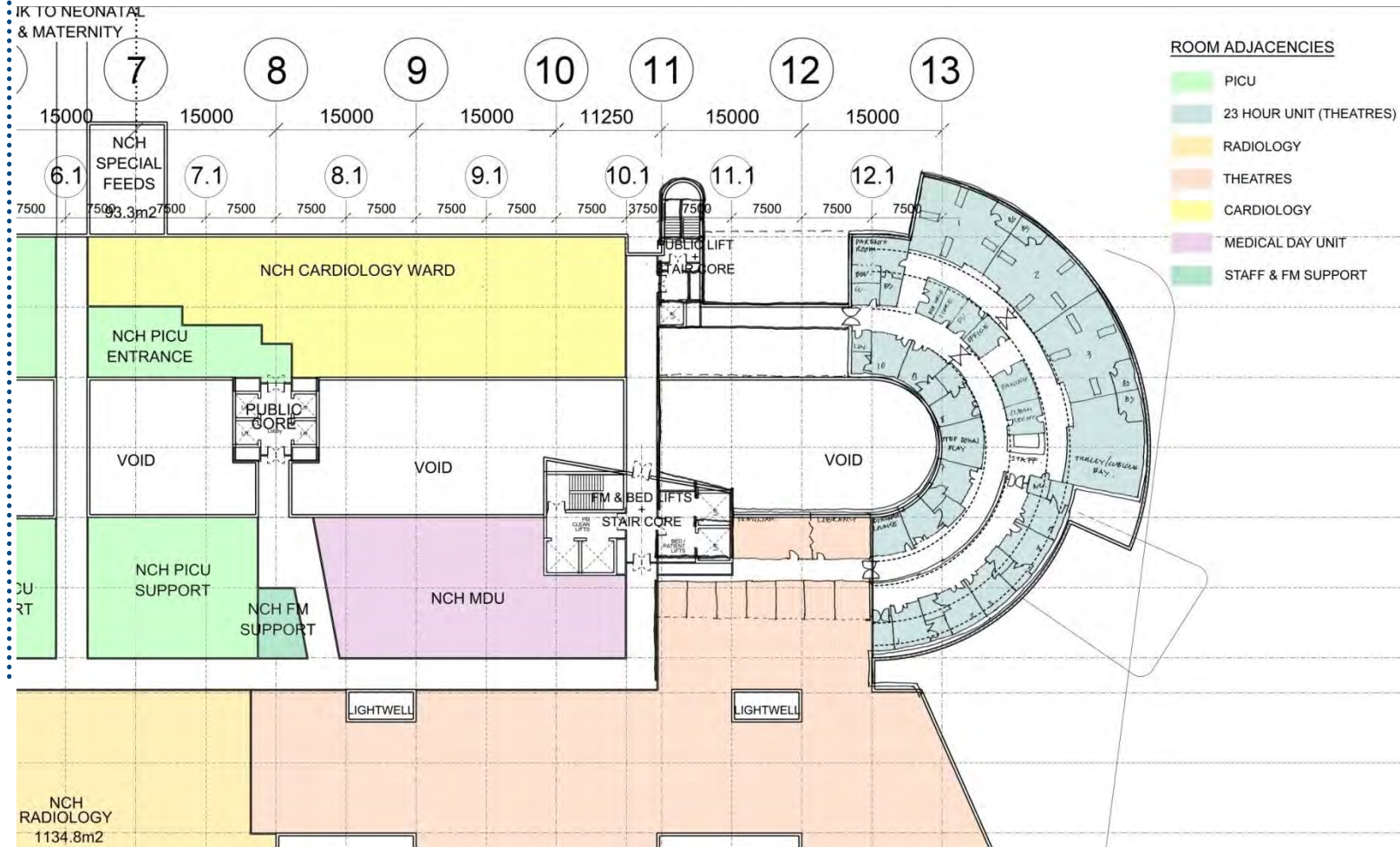
1:200 Adult's 2nd Floor - OPD



1:200 Children's 1st Floor - PICU



1:200 Children's 1st Floor - PICU



1:200 Children's 3rd Floor – Inpatients

ROOM ADJACENCIES

- STAFF SUPPORT
 GENERIC WARD 1
 GENERIC WARD 2
 ADMINISTRATION



User Journey"s

Public

Public/ Patient

Patient

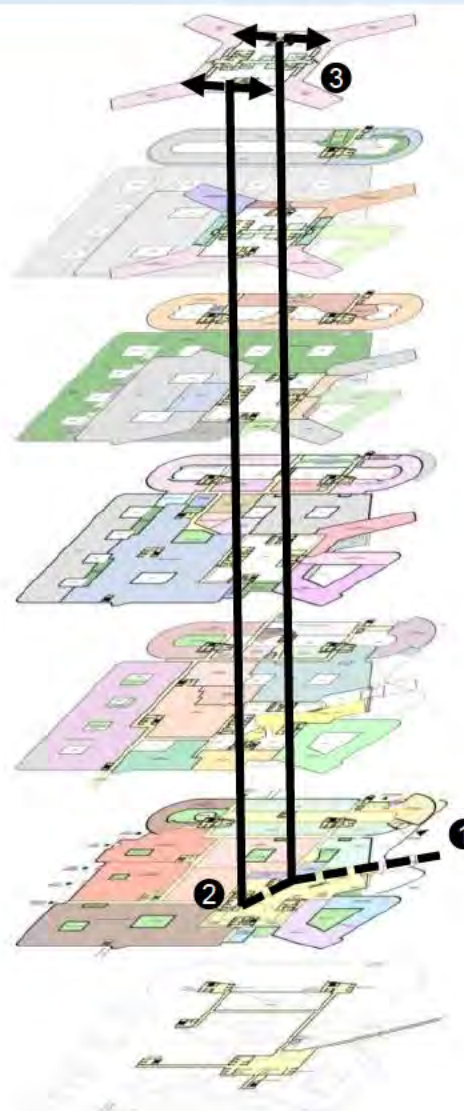
Staff

Facilities
Management

Adult Flows – Visitors to Wards

Public

- ❶ Visitors enter via main entrance having either arrived by car or public transport. Main reception advises visitor what ward they need to visit and what core to use.
- ❷ Visitors use either of 2 visitor cores identified as per the wayfinding strategy. Lifts can be accessed on all levels below wards.
- ❸ Visitors arrive at designated ward entrance. During visitor hours direct access to the wards if possible. Out of hours a small waiting zone and access control facilities provided to permit escorted access only.



Fifth to Twelfth Floors - Tower

Fourth Floor - Tower

Third Floor - Tower

Second Floor - Podium

First Floor - Podium

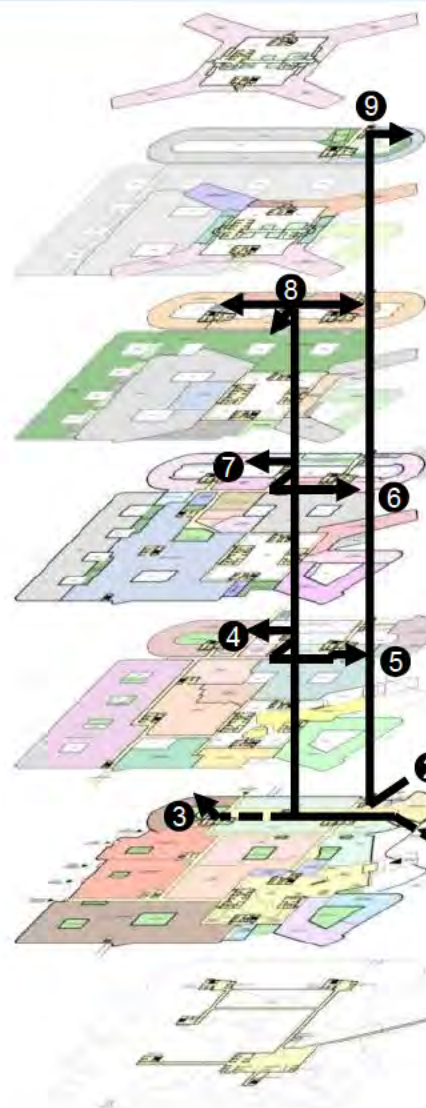
Ground Floor - Podium

Basement

Children's Flows – Visitors to Wards

Public

- 1 Visitors enter via main entrance having either arrived by car or public transport. Main reception advises visitor what ward they need to visit and what core to use.
- 2 Discreet entrance to DCFP 4th Floor.
- 3 Visitors to observation ward walk directly via Central Atria.
- 4/5 Visitor discharge Central lifts at 1st floor to go to Wards
- 6/7 Visitors discharge lift at 2nd floor to go into Acute receiving ward and Schiehallion Wards
- 8 Visitors discharge lift at 3rd floor to go into Main Inpatient Wards, directly or via Support accommodation.
- 9 Visitors for DCFP go directly up to fourth floor with no access onto / off other floors.



Fifth to Twelfth Floors - Tower

Fourth Floor - Tower

Third Floor - Tower

Second Floor - Podium

First Floor - Podium

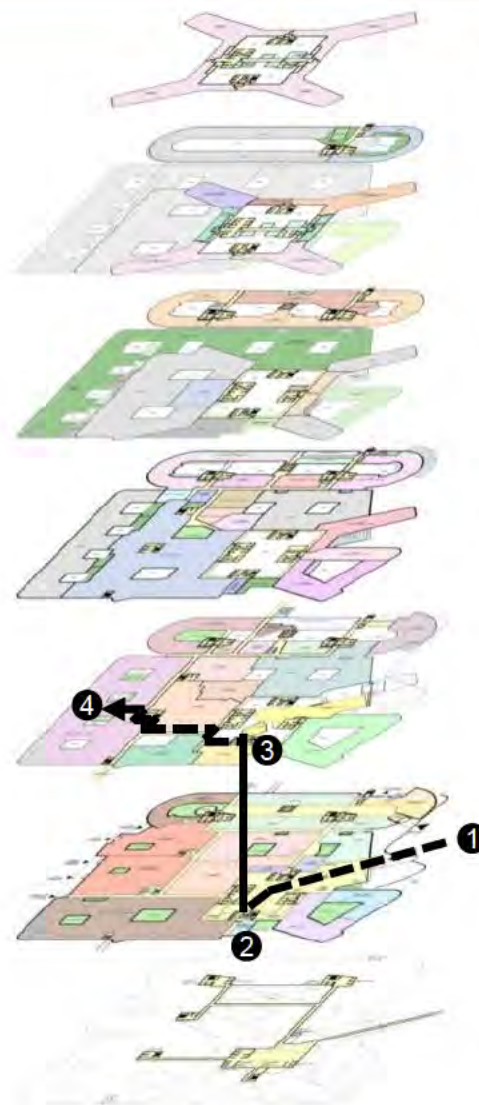
1 Ground Floor - Podium

Basement

Adult Flows – Visitors to Critical Care

Public

- 1 Visitors enter via main entrance having either arrived by car or public transport. Main reception advises visitor what lift core to take.
- 2 Visitors take designated lift core identified as per the wayfinding strategy.
- 3 Visitors arrive at Level 1 and take the corridor around the atrium to the clinical corridor.
- 4 Visitors request access via access control and either walks down clinical corridor to CCU or are escorted.



Fifth to Twelfth Floors - Tower

Fourth Floor - Tower

Third Floor - Tower

Second Floor - Podium

First Floor - Podium

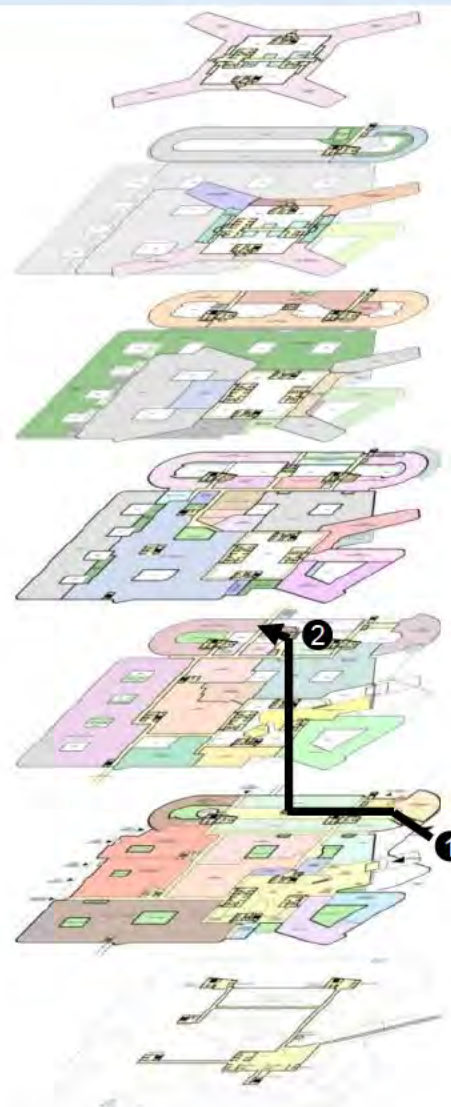
Ground Floor - Podium

Basement

Children's Flows – Visitors to Critical Care

Public

- ❶ Visitors enter via main entrance having either arrived by car or public transport. Main reception advises visitor what lift core to take.
- ❷ Discharge at 1st floor and go directly into friends / family wait / reception.



Fifth to Twelfth Floors - Tower

Fourth Floor - Tower

Third Floor - Tower

Second Floor - Podium

First Floor - Podium

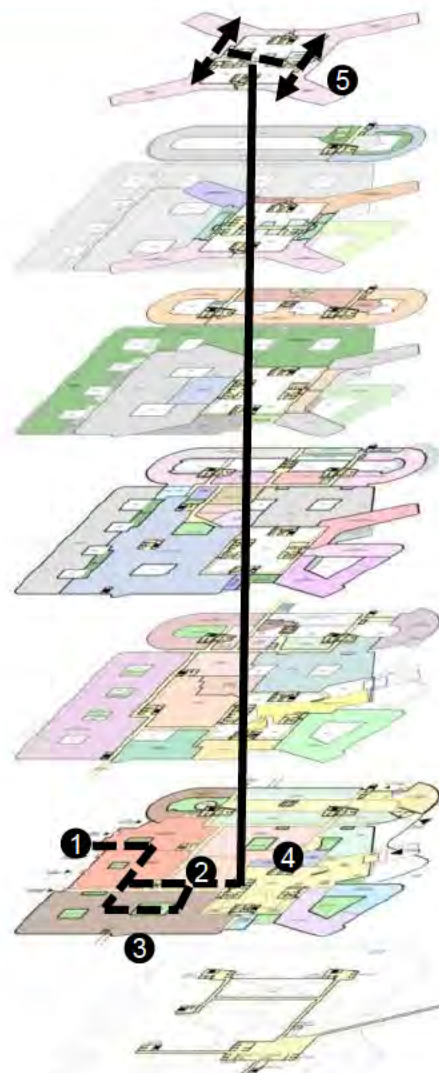
Ground Floor - Podium

Basement

Adult Flows – Emergency to Ward

Public/ Patient

- ❶ Patient brought or self presented to Emergency Centre.
- ❷ After assessment/ treatment taken via clinical corridor to main patient lift in Atrium.
- ❸ Patient admitted into 24 hour assessment ward, if admitted, patient sent to wards as (2) above.
- ❹ Patient admitted to wards by 1 of 6 bed lifts (no public access).
- ❺ Patients arrive at ward floor and use clinical corridor to get direct access to wards. (no public access).



Fifth to Twelfth Floors - Tower

Fourth Floor - Tower

Third Floor - Tower

Second Floor - Podium

First Floor - Podium

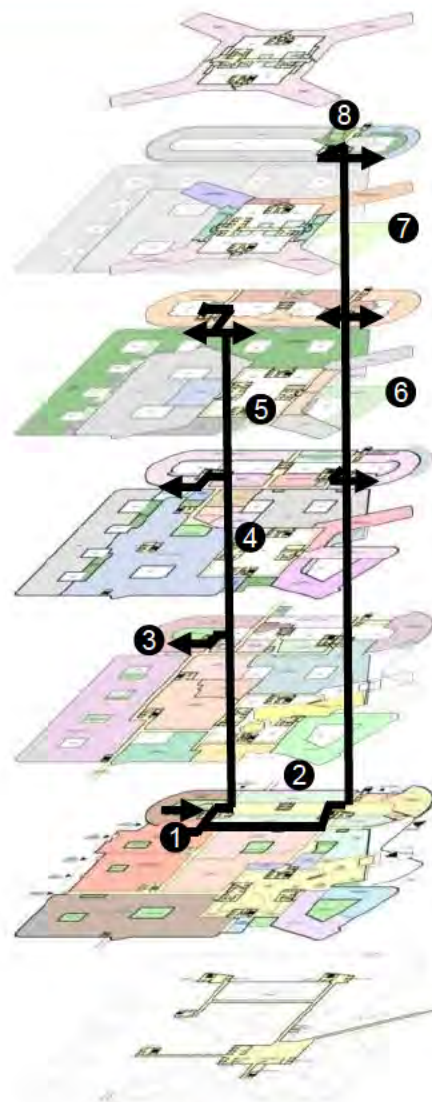
Ground Floor - Podium

Basement

Children's Flows – Emergency to Wards

Public/ Patient

- ① Patient brought or self presented to Emergency Centre.
- ② Patients will move to either of the 2 bed cores at ground floor via the clinical street direct from Emergency or Assessment Ward.
- ③ Patients access CCU at first floor separate to visitors.
- ④ Patients can access Schiehallion Ward at Second Floor.
- ⑤ Patients can access Adult Receiving Ward at Second Floor.
- ⑥⑦ Patients access the 3 inpatient wards at third floor separate to visitor lifts.
- ⑧ Patients can access DCFP Ward from fourth floor.



Fifth to Twelfth Floors - Tower

Fourth Floor - Tower

Third Floor - Tower

Second Floor - Podium

First Floor - Podium

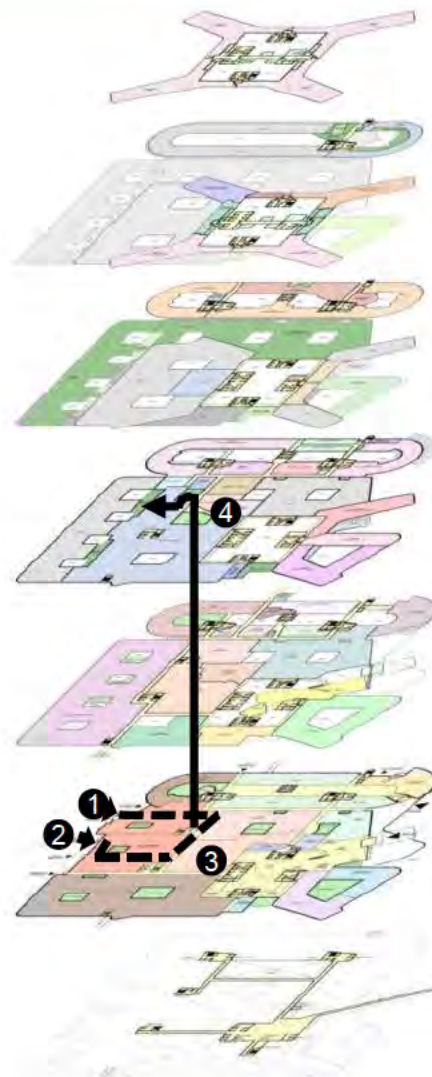
Ground Floor - Podium

Basement

Adult Flows – Emergency to Theatre

Patient

- 1&2 Patient presents to Emergency via Ambulance taken to Resus. From Resus taken to adjacent bed lift cores.
- 3 Twin bed lift take patients up two floors to theatres
- 4 Patients arrive in centre of theatre floor go to reception/ recovery zone or direct to pre-booked theatre



Fifth to Twelfth Floors - Tower

Fourth Floor - Tower

Third Floor - Tower

Second Floor - Podium

First Floor - Podium

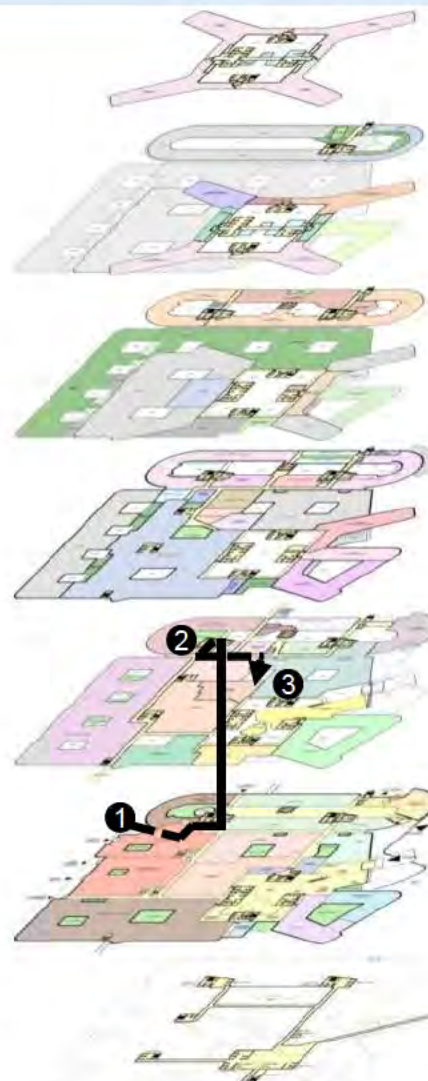
Ground Floor - Podium

Basement

Children's Flows – Emergency to Theatres

Patient

- ① Patient presents to Emergency via Ambulance taken to Resus. From Resus taken to adjacent bed lift cores.
- ② Patient leaves lift at 1st floor, enters clinical corridor. (No public access).
- ③ Patient taken into bed entry point in theatre department.



Fifth to Twelfth Floors - Tower

Fourth Floor - Tower

Third Floor - Tower

Second Floor - Podium

First Floor - Podium

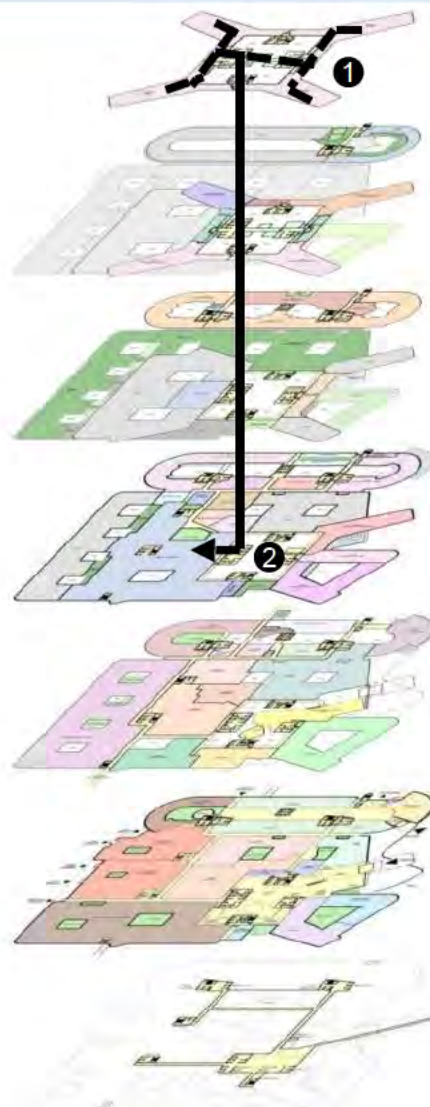
Ground Floor - Podium

Basement

Adult Flows – Ward to Theatre

Patient

- ① Patients brought to main patient lift core via separate clinical bridge corridor (no public access).
- ② Lift descend to level 2, exit lift core directly into theatre reception / bed wait. (Separate to AODOS access) before going either directly into reception / recovery booths or direct to theatres.



Fifth to Twelfth Floors - Tower

Fourth Floor - Tower

Third Floor - Tower

Second Floor - Podium

First Floor - Podium

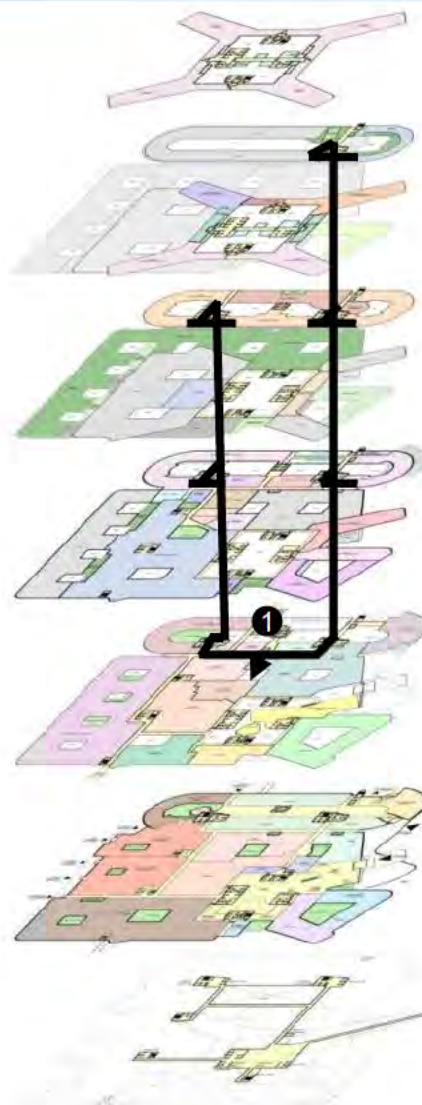
Ground Floor - Podium

Basement

Children's Flows – Wards to Theatres

Patient

- 1 Patients can access one of two bed lifts on all floors. Lift is taken down to 1st floor. Patients discharge into clinical street and into bed patient entry point of theatres.



Fifth to Twelfth Floors - Tower

Fourth Floor - Tower

Third Floor - Tower

Second Floor - Podium

First Floor - Podium

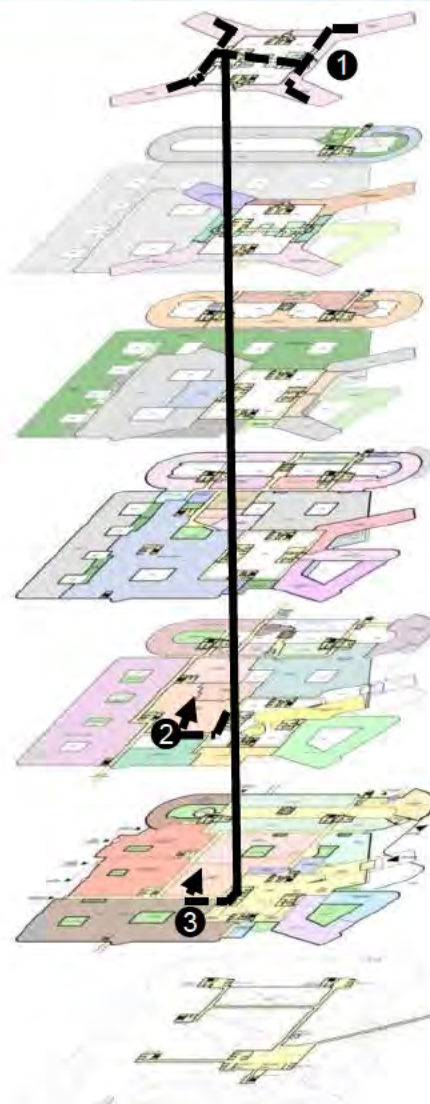
Ground Floor - Podium

Basement

Adult Flows – Ward to Imaging

Patient

- ① Patients brought to the Patient bed lift core via clinical corridor (no public access).
- ②/③ Patients taken directly onto a clinical corridor and use dedicated bed patient access into required department, into designated bed parking zones.



Fifth to Twelfth Floors - Tower

Fourth Floor - Tower

Third Floor - Tower

Second Floor - Podium

First Floor - Podium

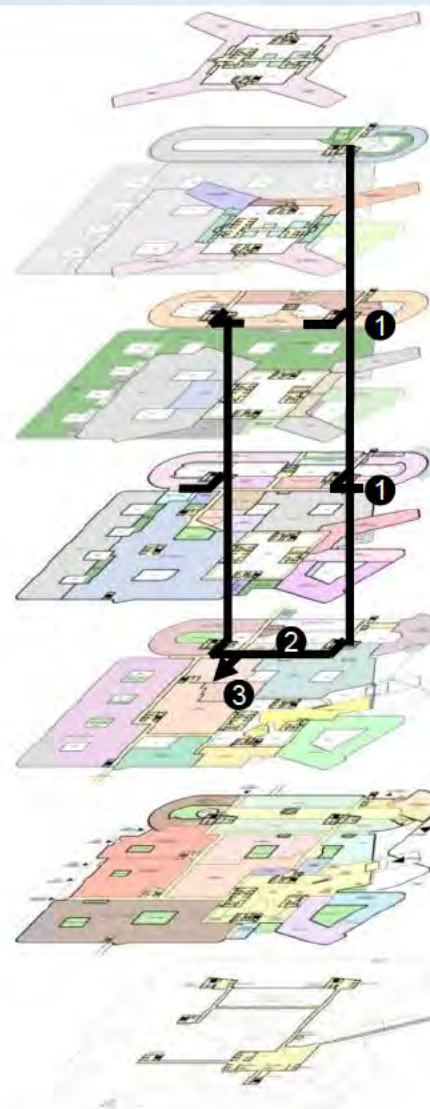
Ground Floor - Podium

Basement

Children's Flows – Ward to Imaging

Patient

- ❶ Patients go direct to either of the two bed lift cores.
- ❷ Patients discharge at 1st Floor onto non-public hospital street.
- ❸ Imaging Department



Fifth to Twelfth Floors - Tower

Fourth Floor - Tower

Third Floor - Tower

Second Floor - Podium

First Floor - Podium

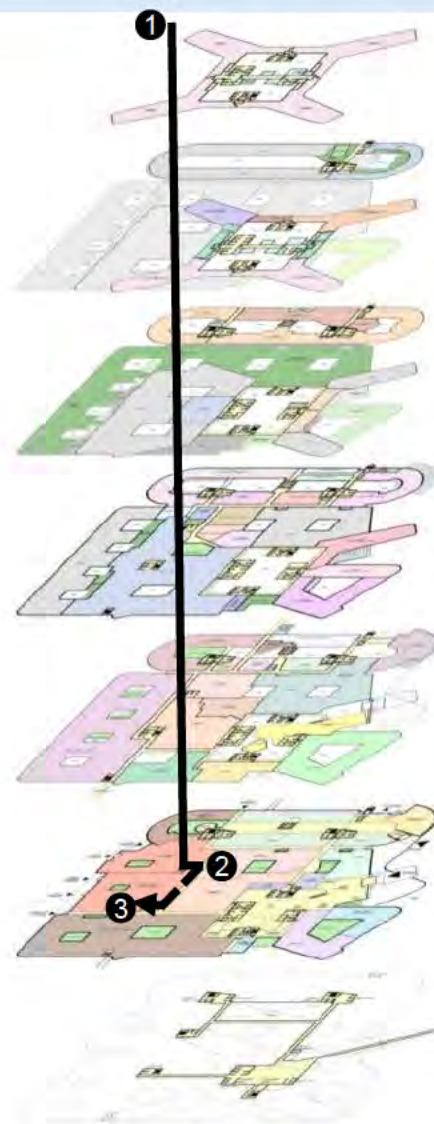
Ground Floor - Podium

Basement

Adult Flows – Helipad to Resus

Patient

- ① Helicopter lands on top of tower. 1 of the 2 bed lifts is waiting using override facility. Lift descends to ground floor
- ② Patient exit lift into emergency centre clinical corridor.
- ③ Patient taken into rear of resus.



Fifth to Twelfth Floors - Tower

Fourth Floor - Tower

Third Floor - Tower

Second Floor - Podium

First Floor - Podium

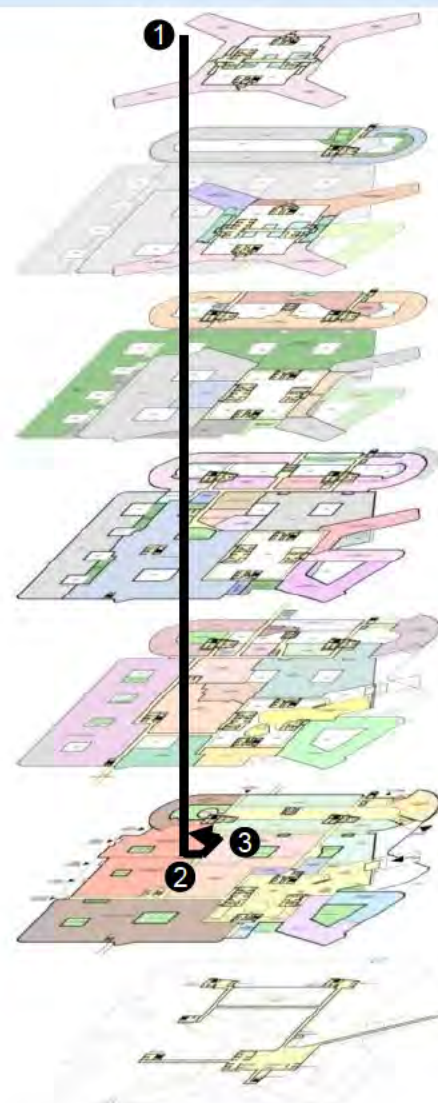
Ground Floor - Podium

Basement

Children's Flows – Helipad to Resus

Patient

- ❶ Helicopter lands on top of tower. 1 of the 2 bed lifts is waiting using override facility. Lift descends to ground floor
- ❷ Exit lift at ground floor into A&E Clinical corridor.
- ❸ Enter into Children's Emergency Centre straight into resus.



Fifth to Twelfth Floors - Tower

Fourth Floor - Tower

Third Floor - Tower

Second Floor - Podium

First Floor - Podium

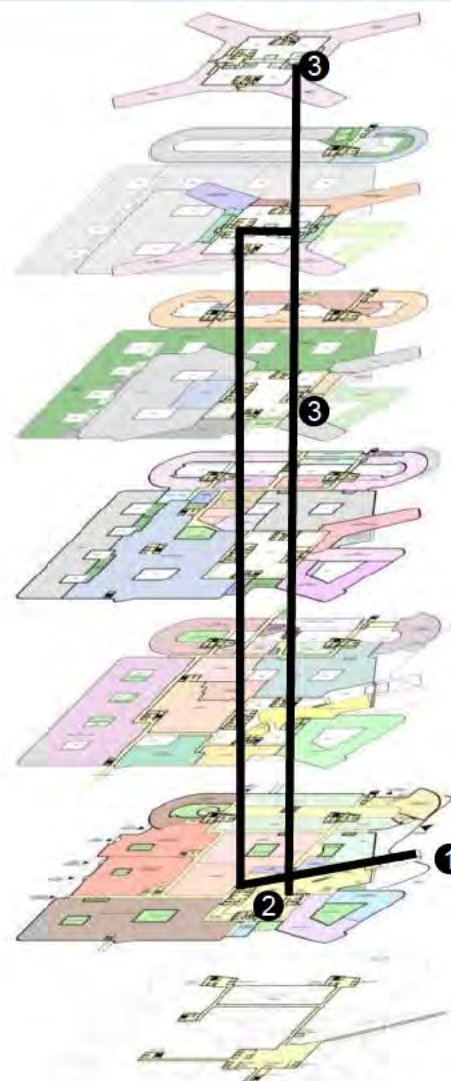
Ground Floor - Podium

Basement

Adult Flows – Staff to Staff Change

Staff

- ❶ Staff arrive via main entrance.
- ❷ Travel via appropriate lift to appropriate department.
- ❸ Change in the staff change associated with the department that they are working in or in the main staff change on level 4.



Fifth to Twelfth Floors - Tower

Fourth Floor - Tower

Third Floor - Tower

Second Floor - Podium

First Floor - Podium

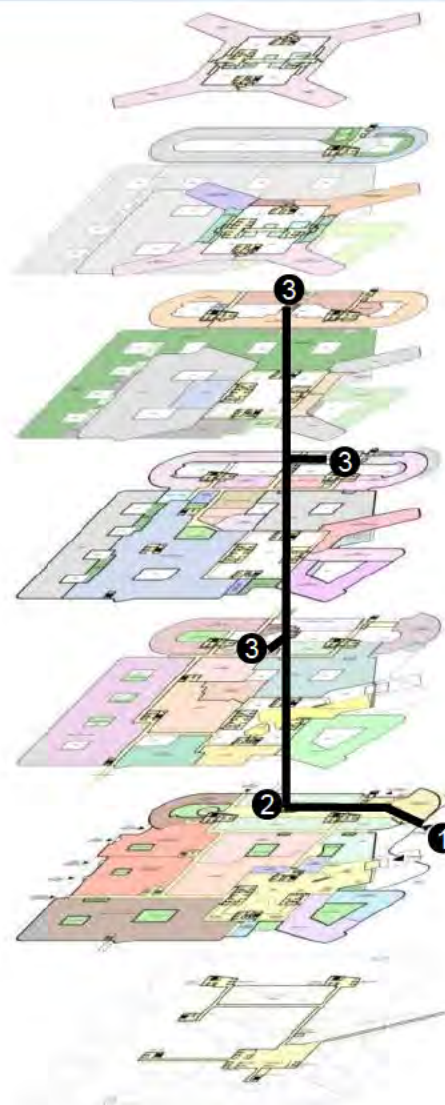
Ground Floor - Podium

Basement

Children's Flows – Staff to Staff Change

Staff

- ❶ Staff arrive via main entrance.
- ❷ Travel via appropriate lift to appropriate department.
- ❸ Change in the staff change associated with the department that they are working in.



Fifth to Twelfth Floors - Tower

Fourth Floor - Tower

Third Floor - Tower

Second Floor - Podium

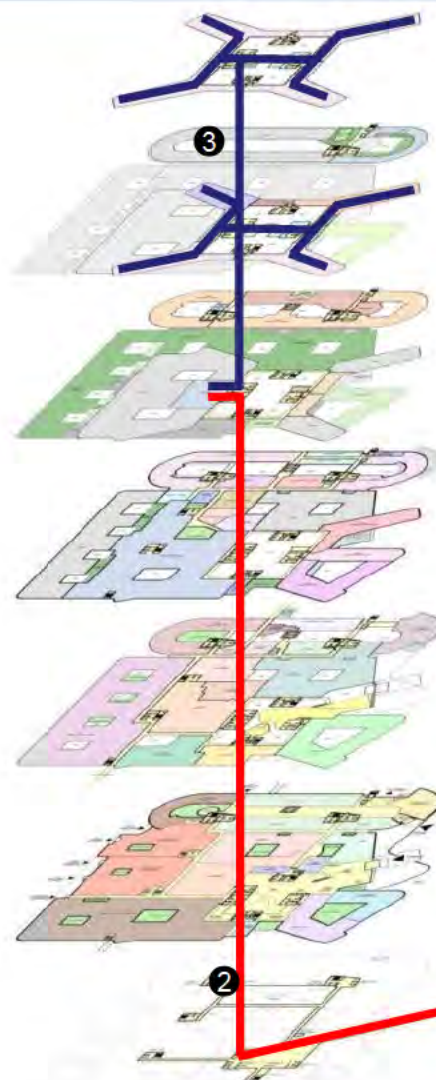
First Floor - Podium

Ground Floor - Podium

Basement

Adult Flows – Food to Wards

- ❶ Food delivered to FM facility. Delivered to basement by robots through FM basement tunnel.
- ❷ Robots arrive at basement level and travel via lift to kitchen on 3rd floor. Goods collected by FM staff and distributed.
- ❸ Cook/ Chill food is delivered to the ward floor by robot where it is distributed by FM staff.



Fifth to Twelfth Floors - Tower

Fourth Floor - Tower

Third Floor - Tower

Second Floor - Podium

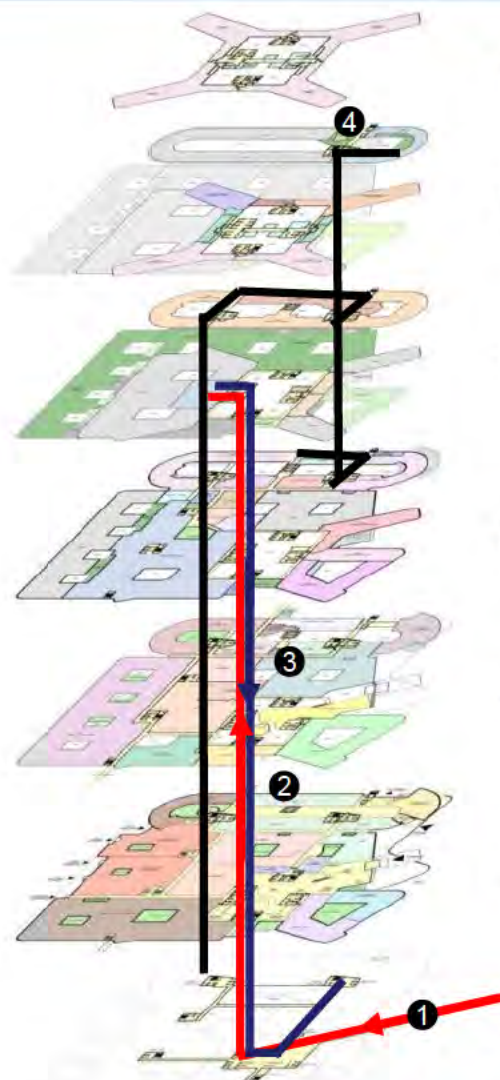
First Floor - Podium

Ground Floor - Podium

❶
Basement

Children's Flows – Food to Wards

- ❶ Food delivered to FM facility. Delivered to basement by robots through FM basement tunnel.
- ❷ Robots arrive at basement level and travel via lift to kitchen in Acute Facility on 3rd floor.
- ❸ Cook/ Chill food is taken to basement level by robot and across to children's FM lift cores.
- ❹ Food delivered to wards and distributed by FM staff.



Fifth to Twelfth Floors - Tower

Fourth Floor - Tower

Third Floor - Tower

Second Floor - Podium

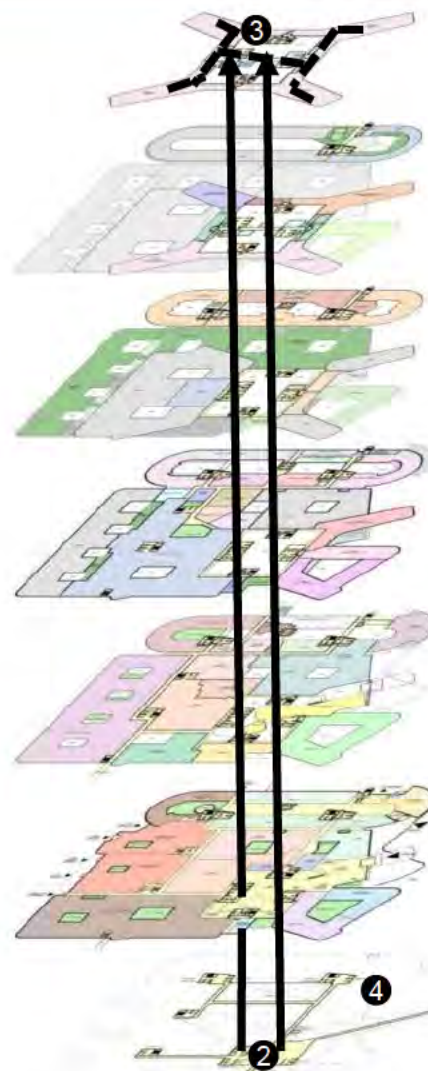
First Floor - Podium

Ground Floor - Podium

Basement

Adult Flows – FM to Wards

- ① Clean supplies loaded into twin clean core lifts from basement tunnel from FM delivery yard with robots.
- ② Robots arrive at basement level and travel via lift to 'goods in' / 'clean hold' on all floors. Goods collected by FM staff and distributed clinical corridor to final destinations.
- ③ FM staff collect dirty waste from ward holds and place in different bins in central disposal hold.
- ④ FM Staff take dirty waste to dirty core lifts where robots take basement and to FM Delivery Yard via basement tunnel.



Fifth to Twelfth Floors - Tower

Fourth Floor - Tower

Third Floor - Tower

Second Floor - Podium

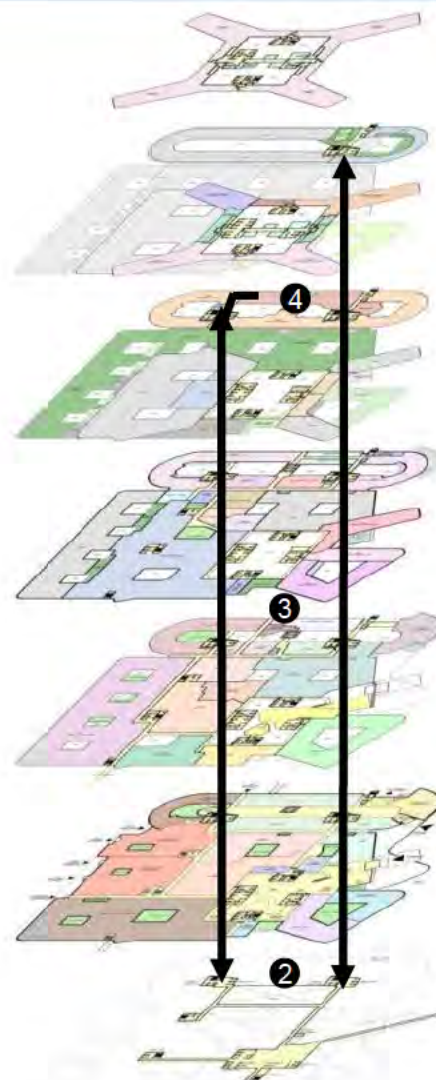
First Floor - Podium

Ground Floor - Podium

Basement

Children's Flows – FM to Wards

- ① Clean supplies loaded into twin clean core lifts from basement tunnel from FM delivery yard with robots.
- ② Robots arrive at basement level and travel via lift to 'goods in' / 'clean hold' on all floors. Goods collected by FM staff and distributed clinical corridor to final destinations.
- ③ FM staff collect dirty waste from ward holds and place in different bins in central disposal hold.
- ④ FM Staff take dirty waste to dirty core lifts where robots take basement and to FM Delivery Yard via basement tunnel.



Fifth to Twelfth Floors - Tower

Fourth Floor - Tower

Third Floor - Tower

Second Floor - Podium

First Floor - Podium

Ground Floor - Podium

Basement

Public art: Culture Embedded

Art is important because it helps to:

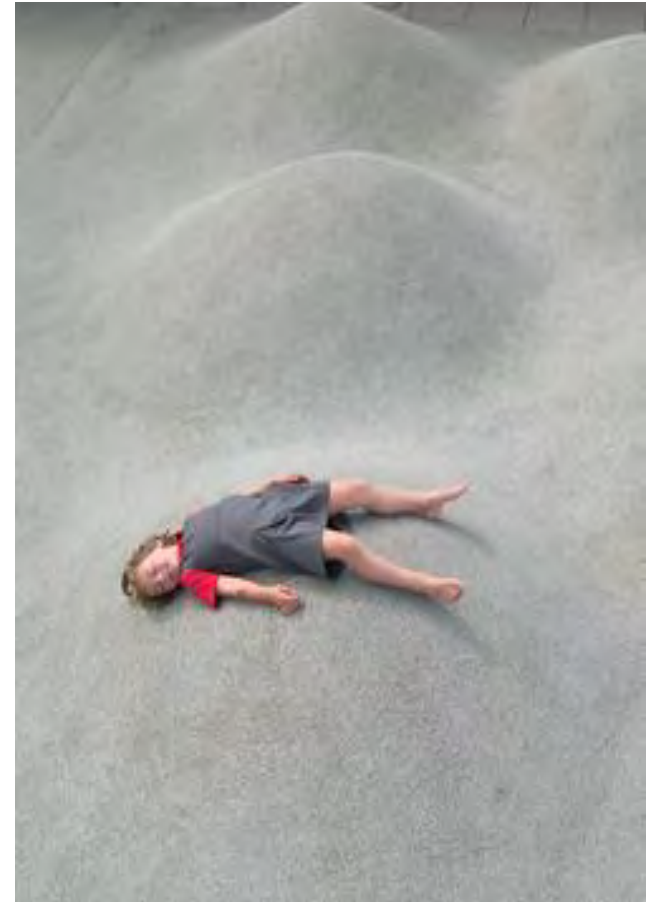
- humanise the hospital environment
- create connections between the building and surrounding community interests
- provides aesthetic enhancement and enrichment



Public art: Culture Embedded

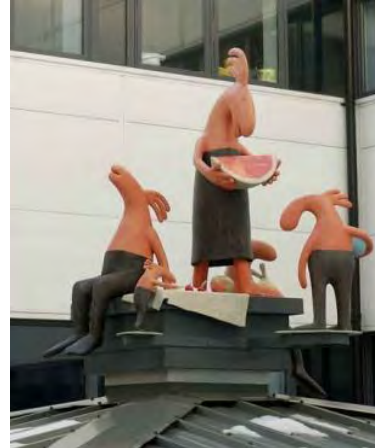
A cohesive art programme that :

- is grounded , incorporating a wide range of creative activity and practice
- builds on the wider design objectives, especially those of identity and waymarking
- connects people to place through revealing and embedding ideas, aspirations and craftsmanship
- Integrates the creative skills of surrounding local communities and harnesses the wider cultural potential of the city's arts organisations
- builds on the current work of existing art providers



Public art: Culture Embedded

Design team collaboration



Sculpture

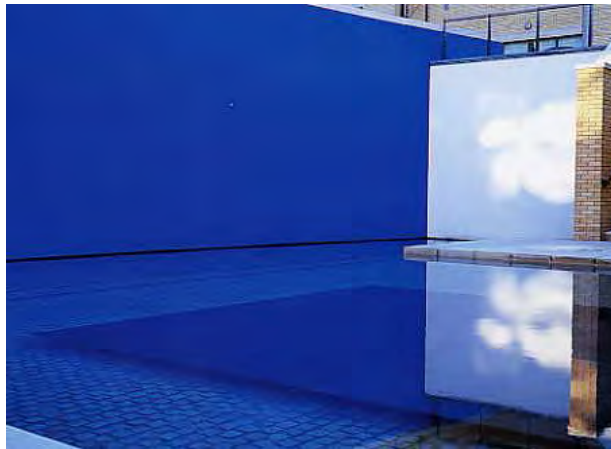
Surfaces / textures

Courtyard design

Lighting

Literature

Sound



Public art: Culture Embedded

Design team collaboration



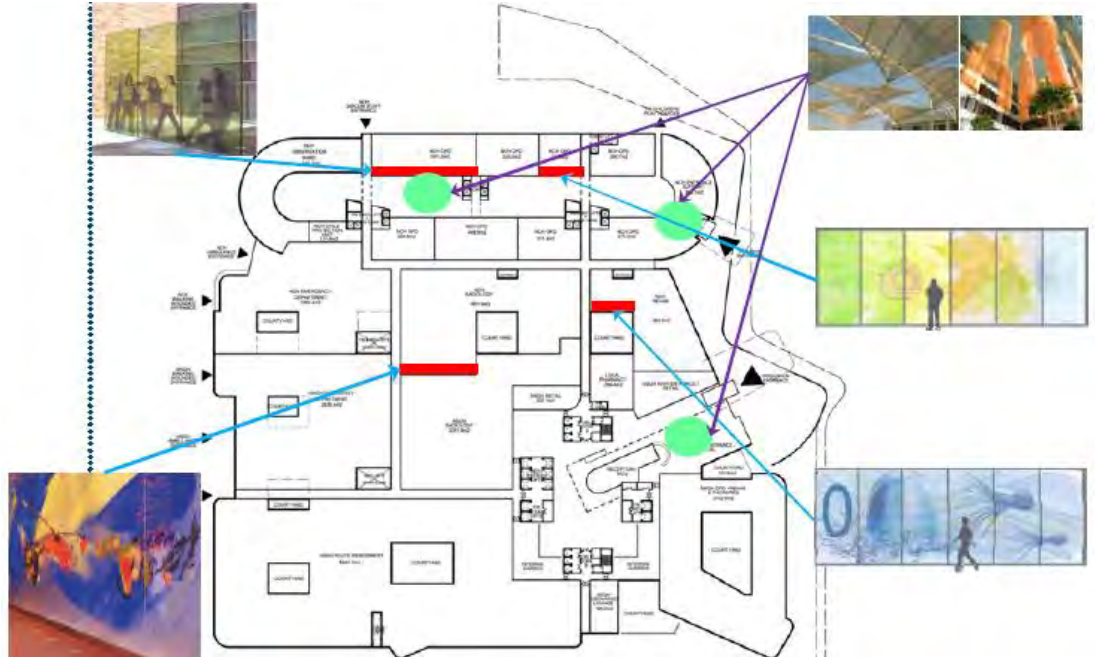
Placemaking

**Functional
elements**



Public art: Culture Embedded

Design team collaboration



Way marking and
legibility

Public art: Culture Embedded

Artist residencies



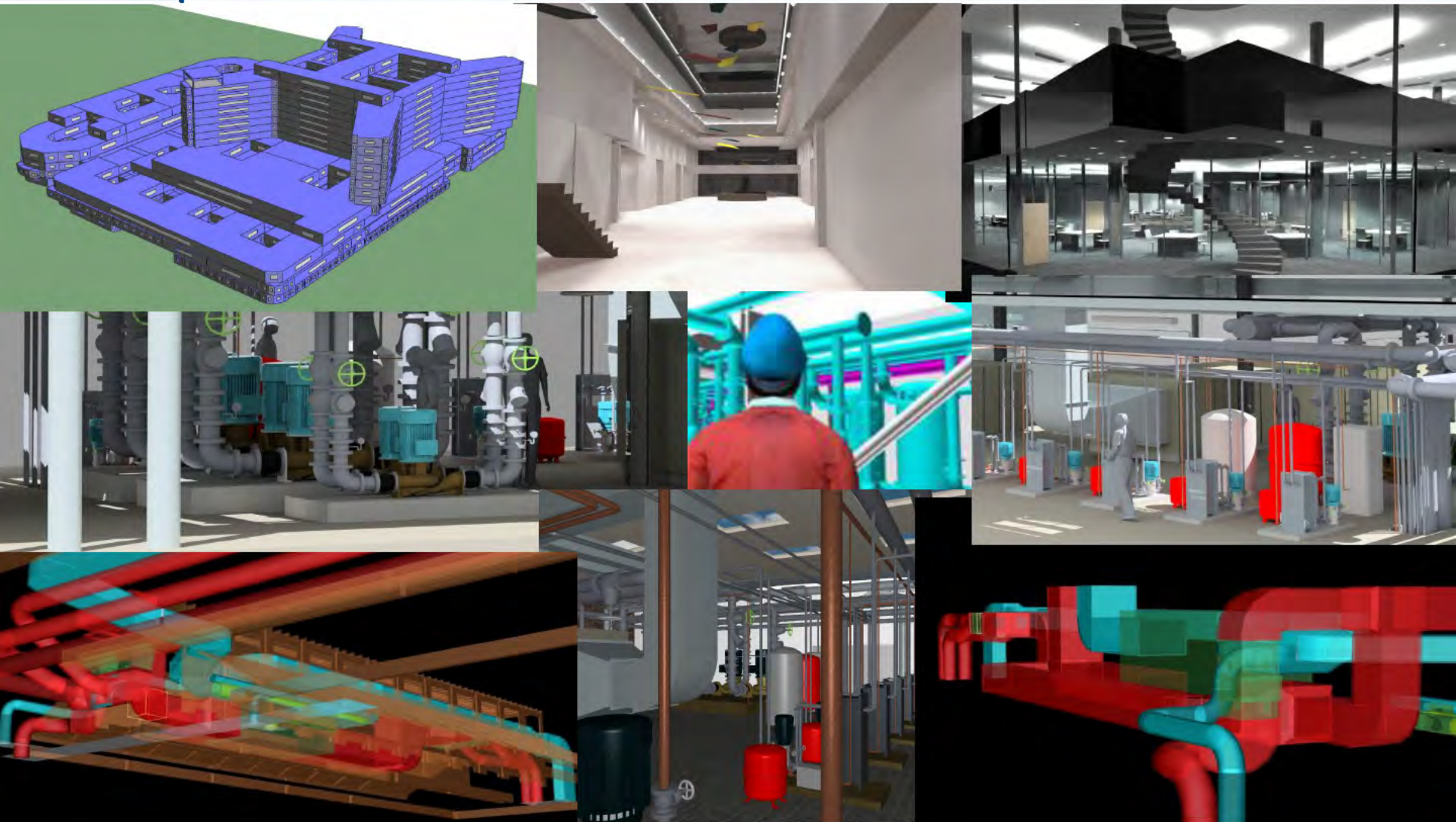
Public art: Culture Embedded

Showcasing and exhibition

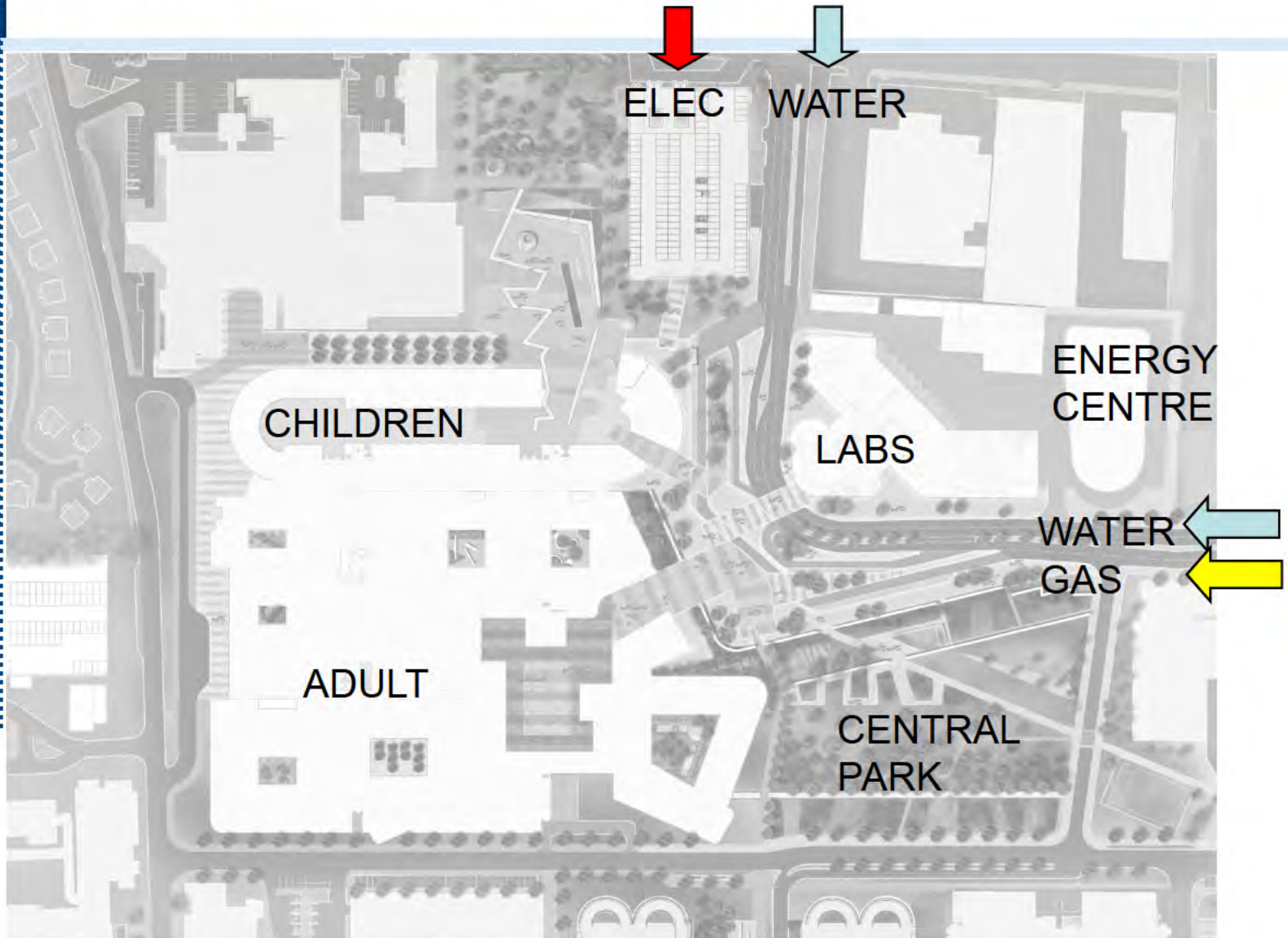
- Permanent and temporary



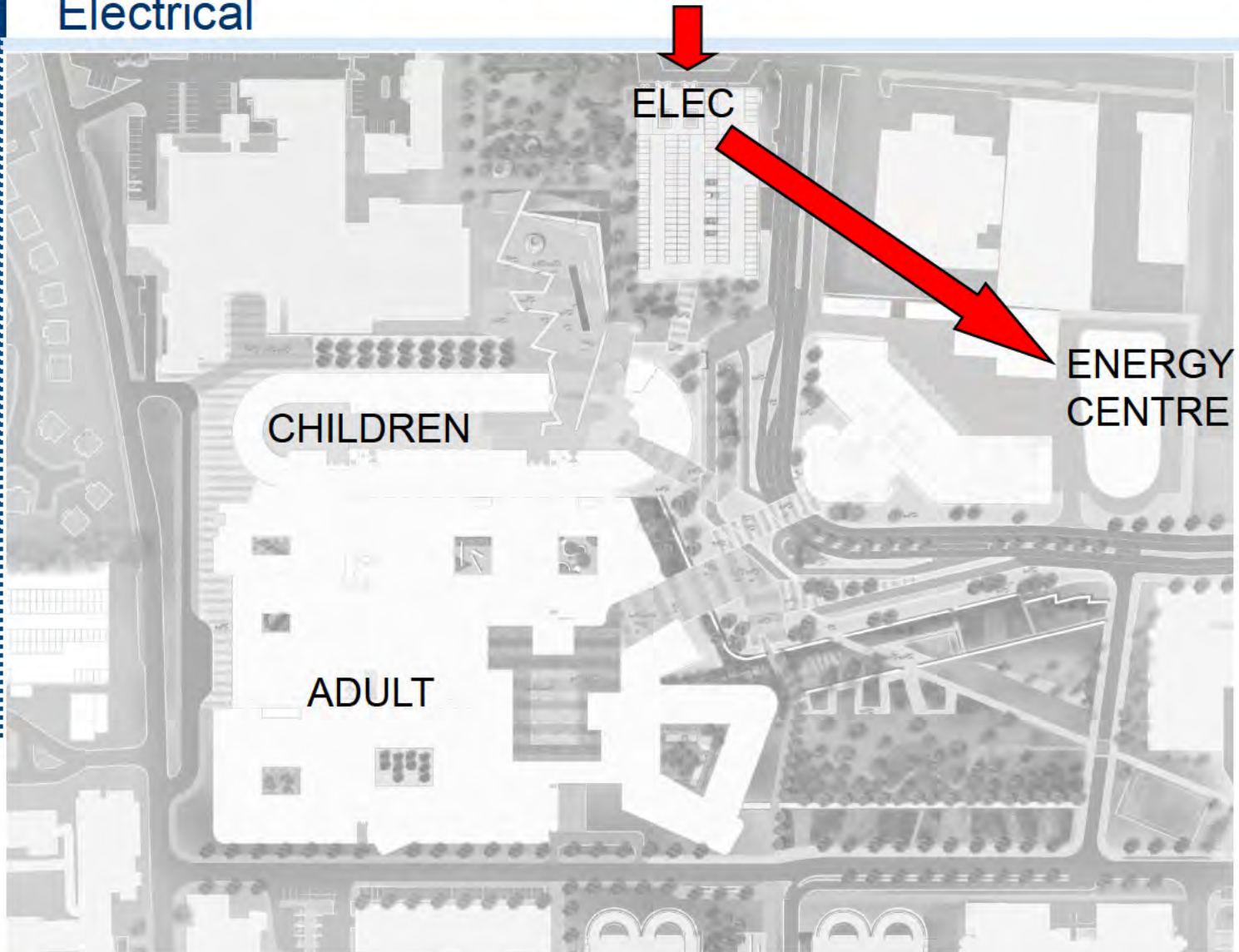
Mechanical and Electrical Services



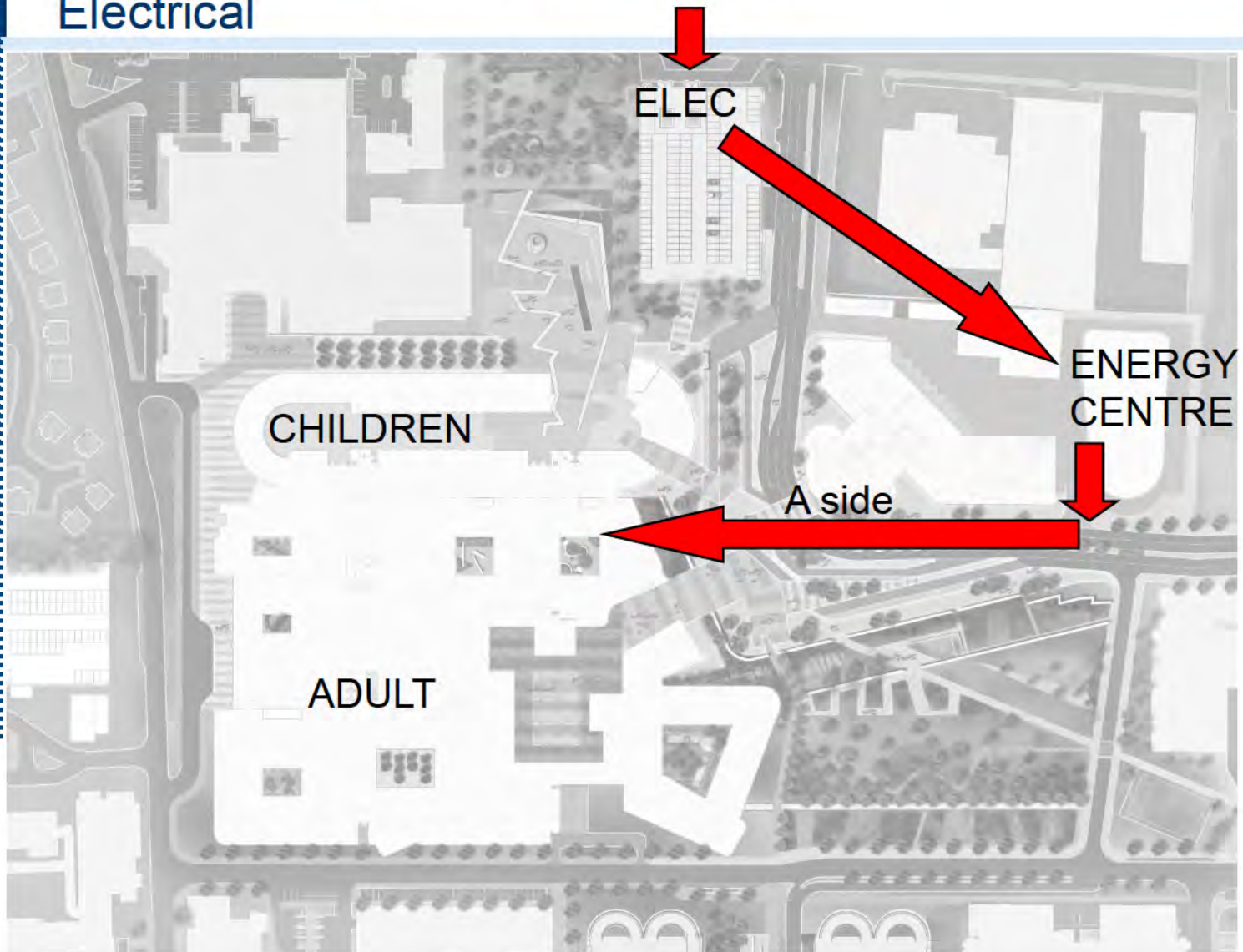
Master Plan – Utilities, an Overview



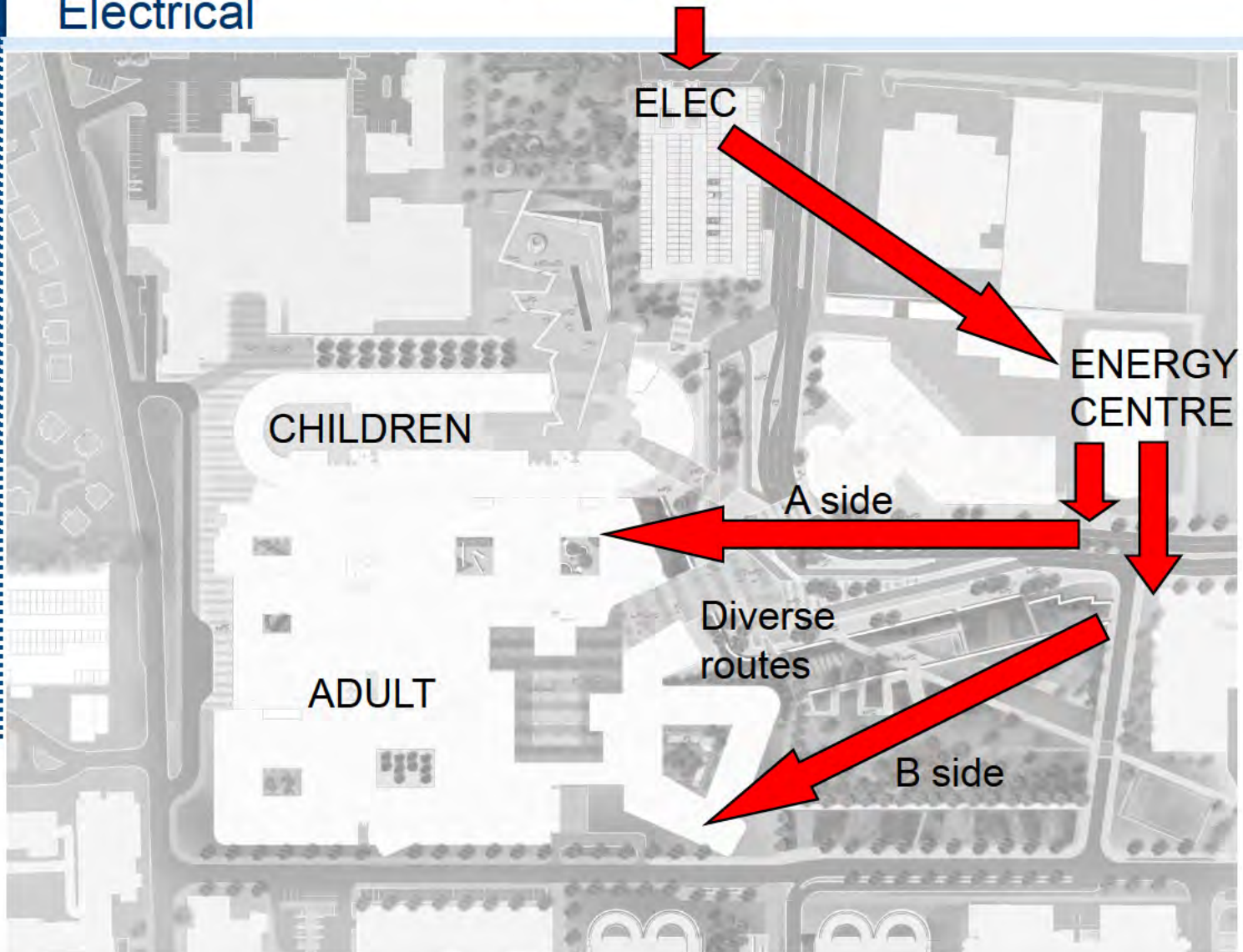
Master Plan – Utilities, an Overview Electrical



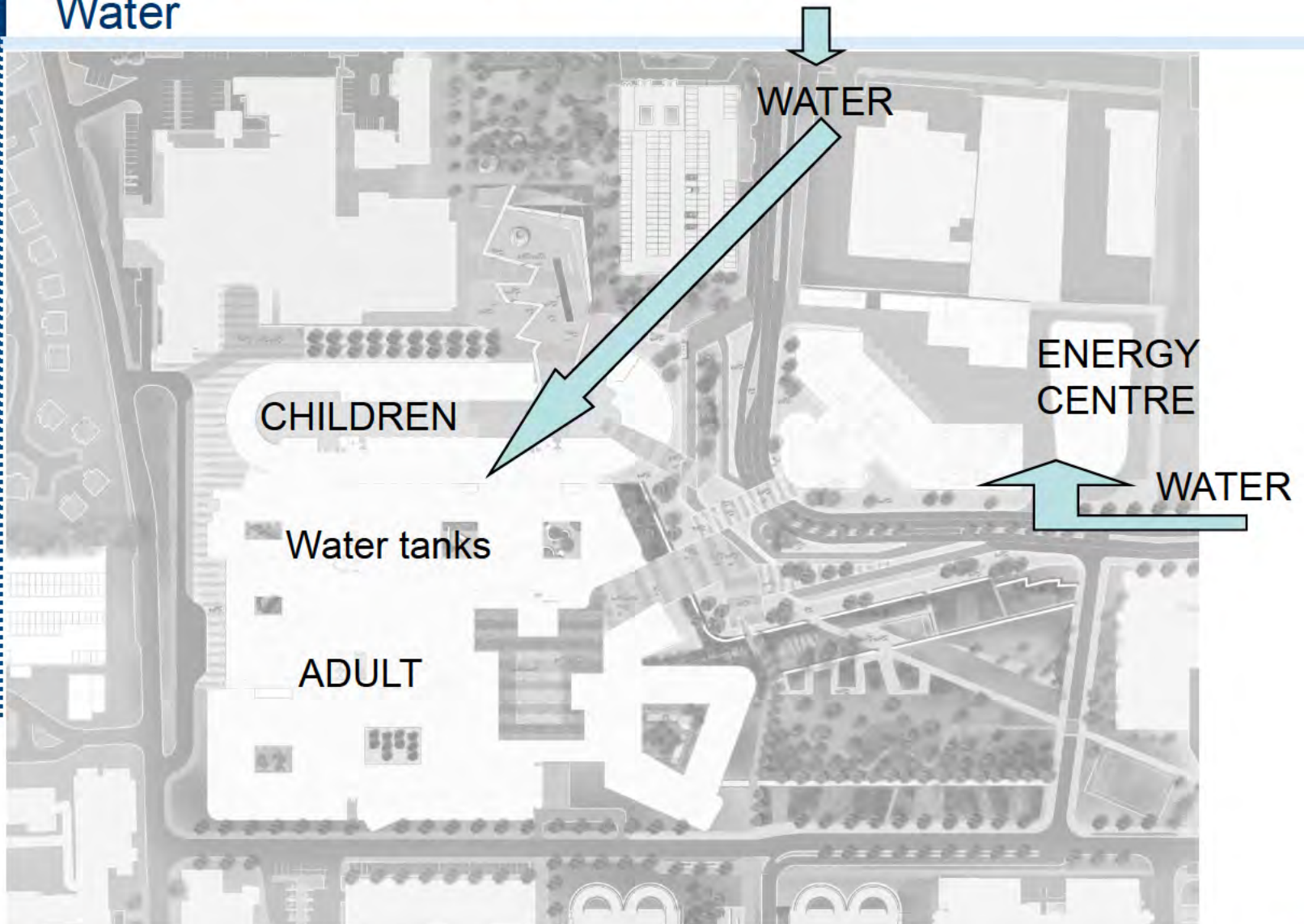
Master Plan – Utilities, an Overview Electrical



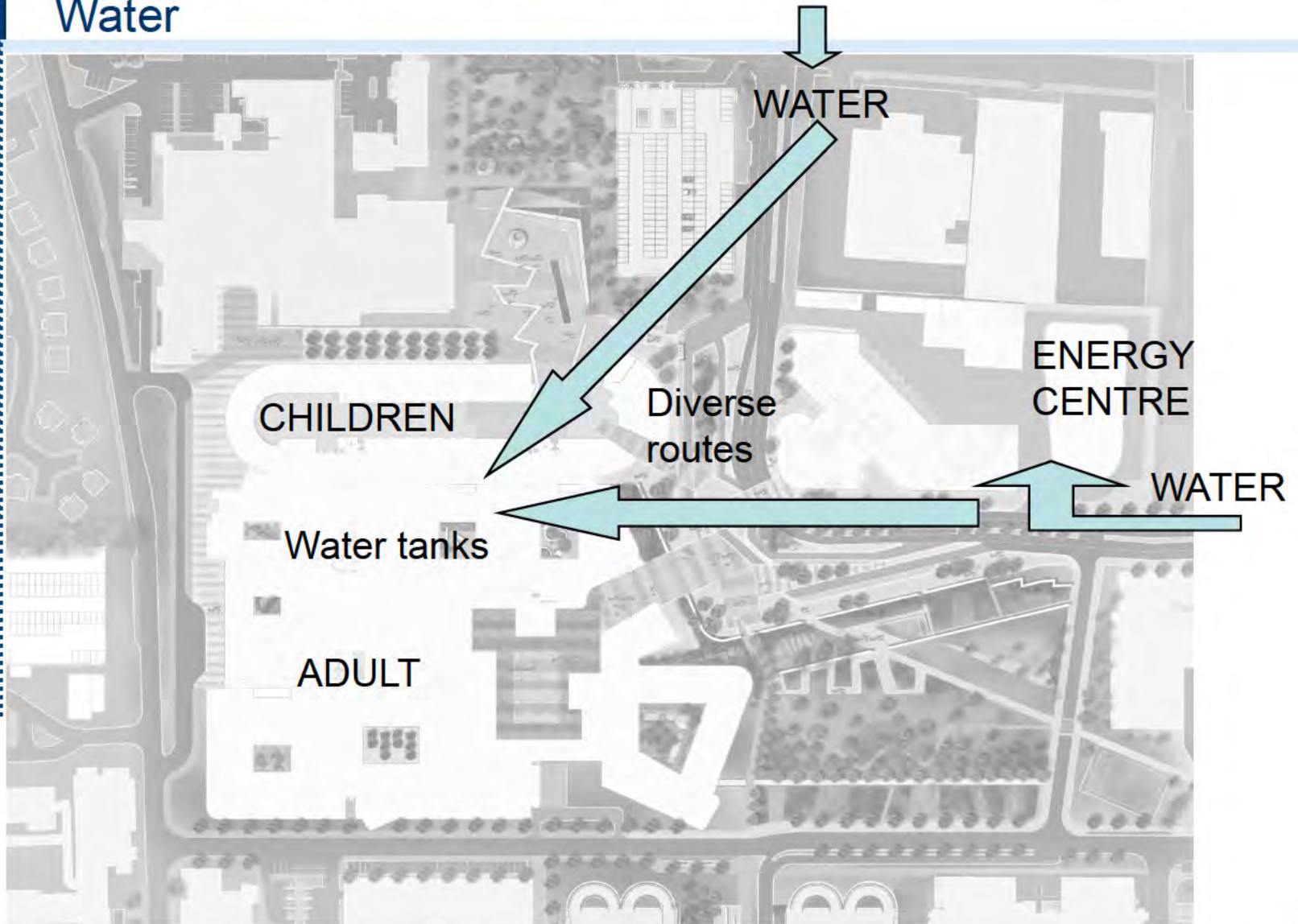
Master Plan – Utilities, an Overview Electrical



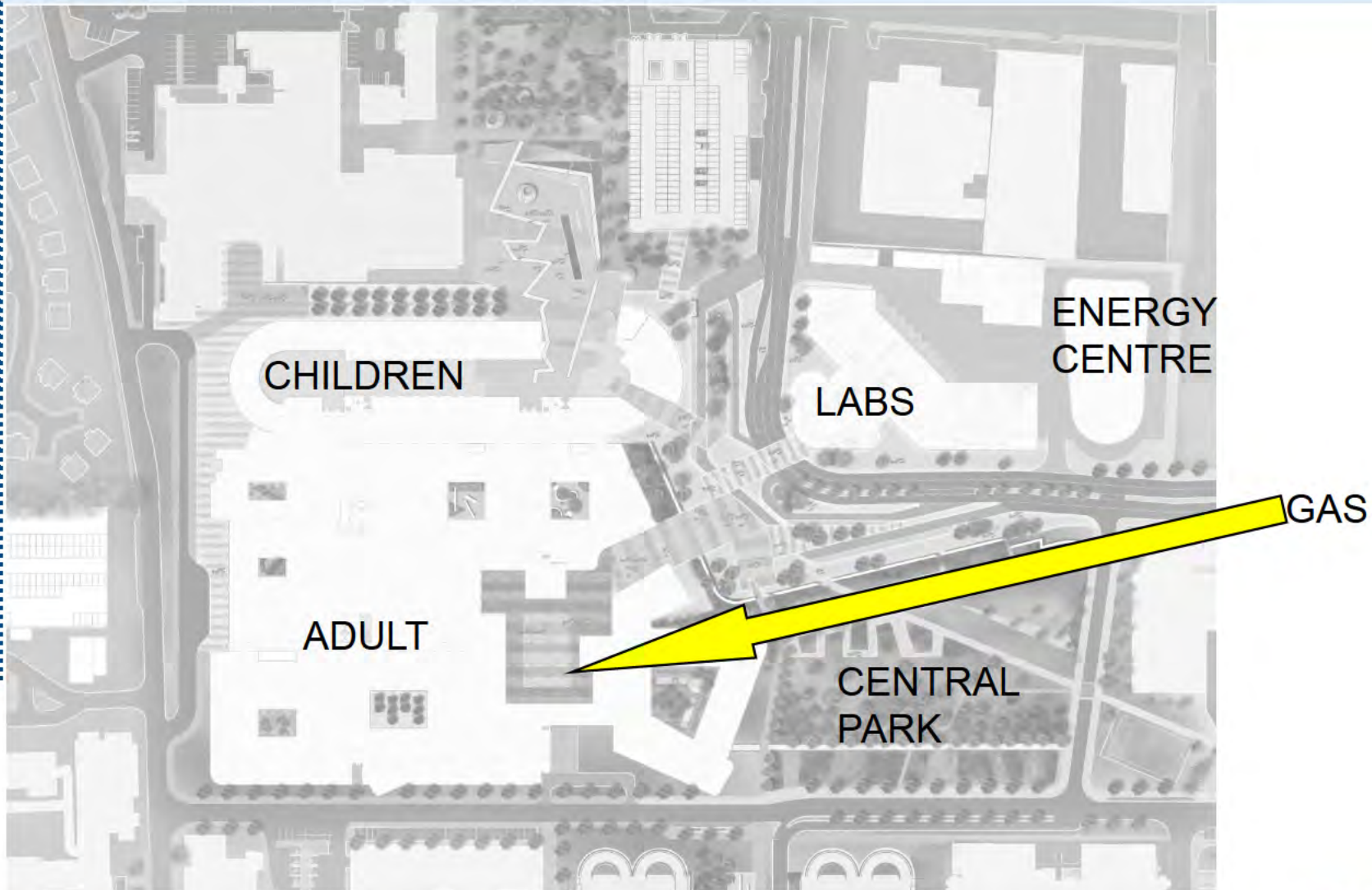
Master Plan – Utilities, an Overview Water



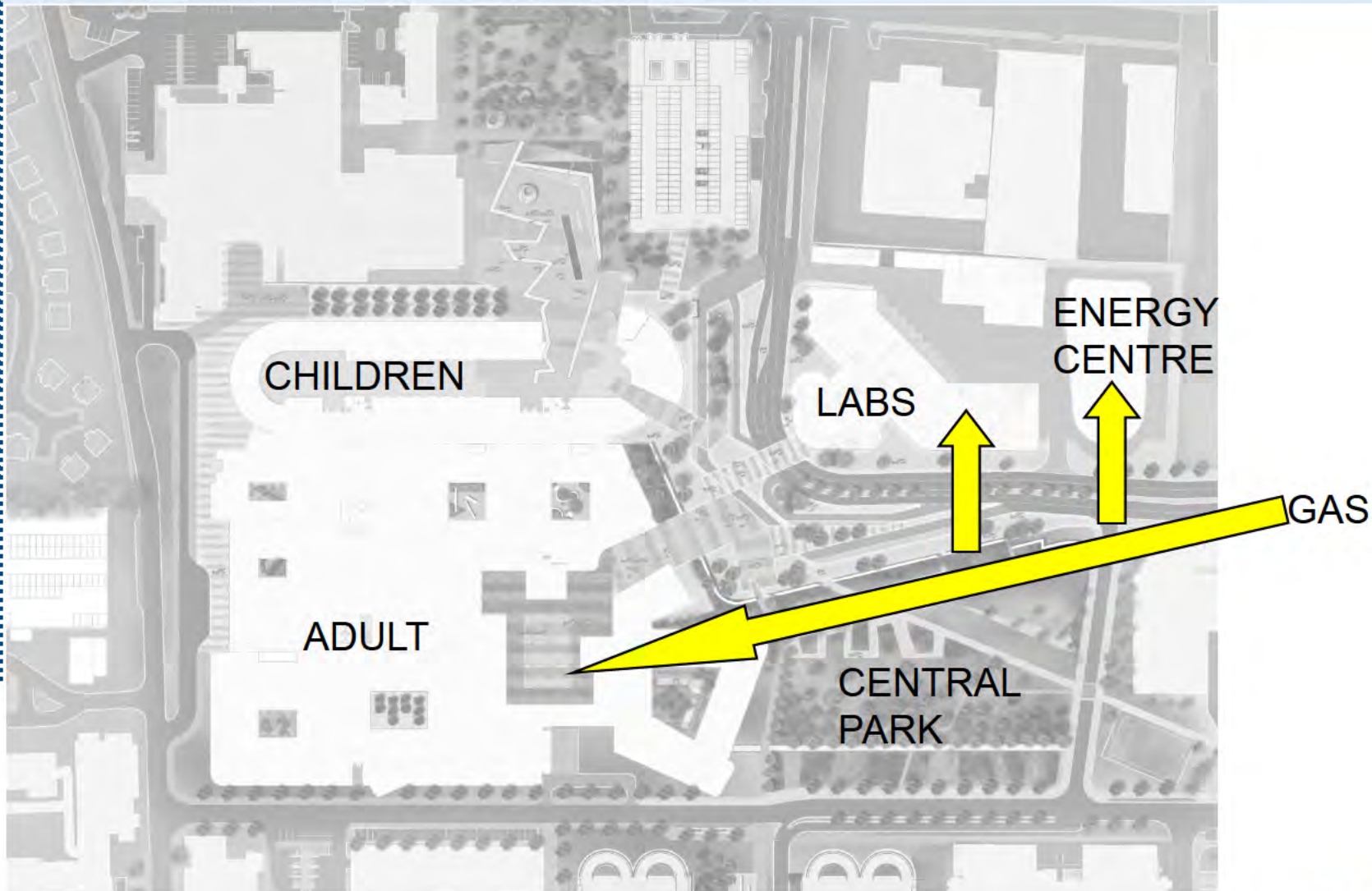
Master Plan – Utilities, an Overview Water



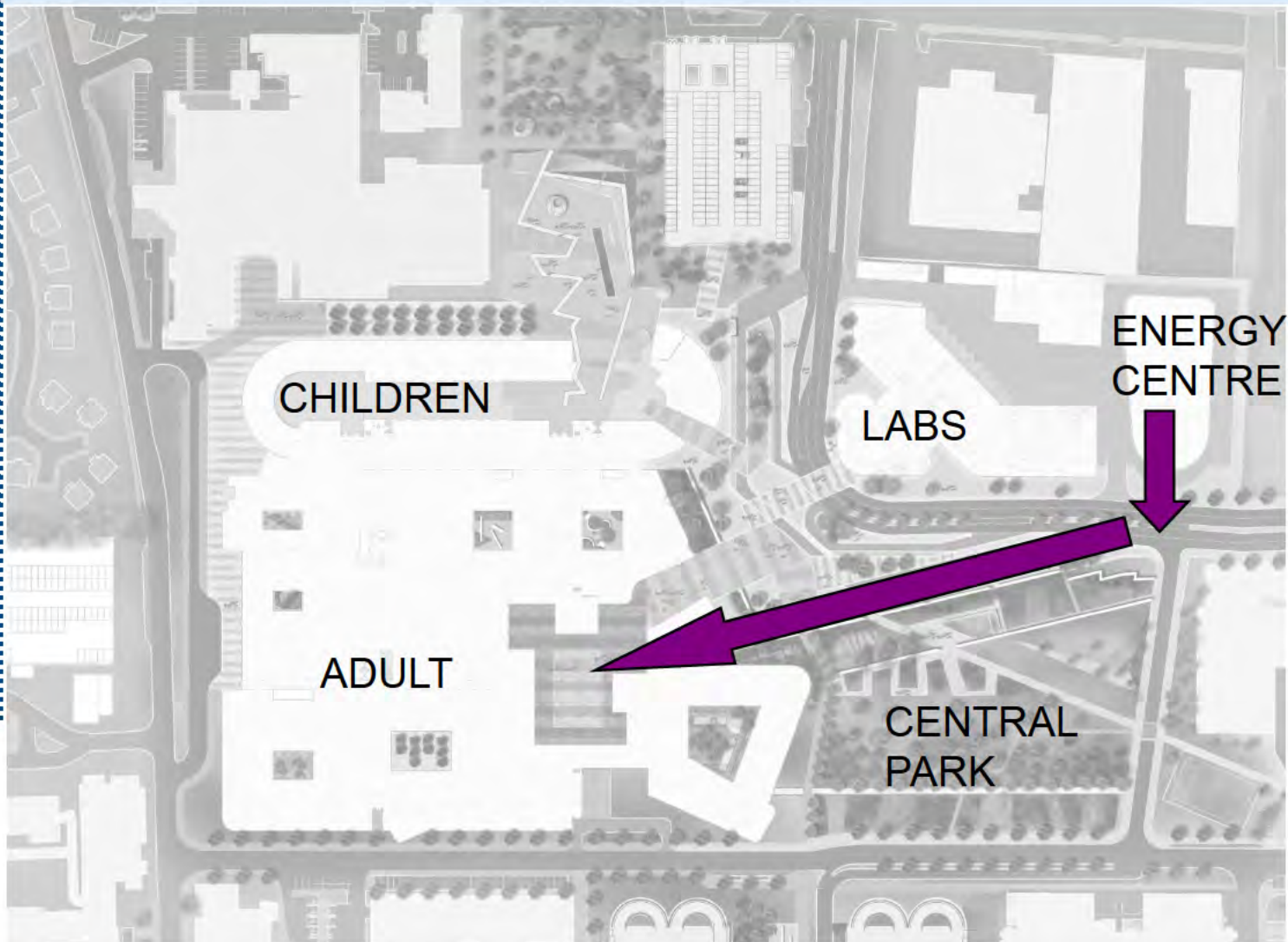
Master Plan – Utilities, an Overview Gas



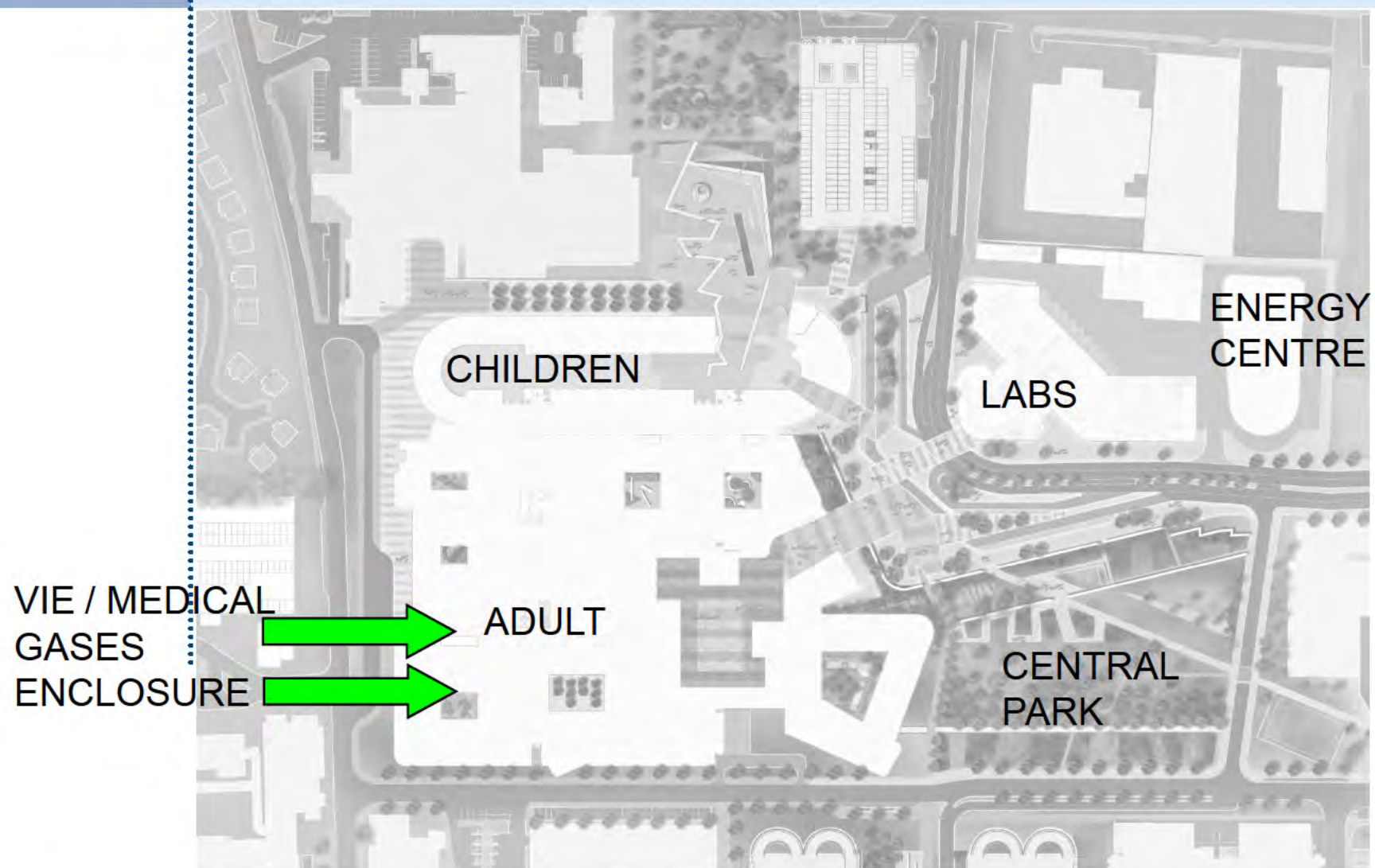
Master Plan – Utilities, an Overview Gas



Master Plan – Hot Water / Chilled Water



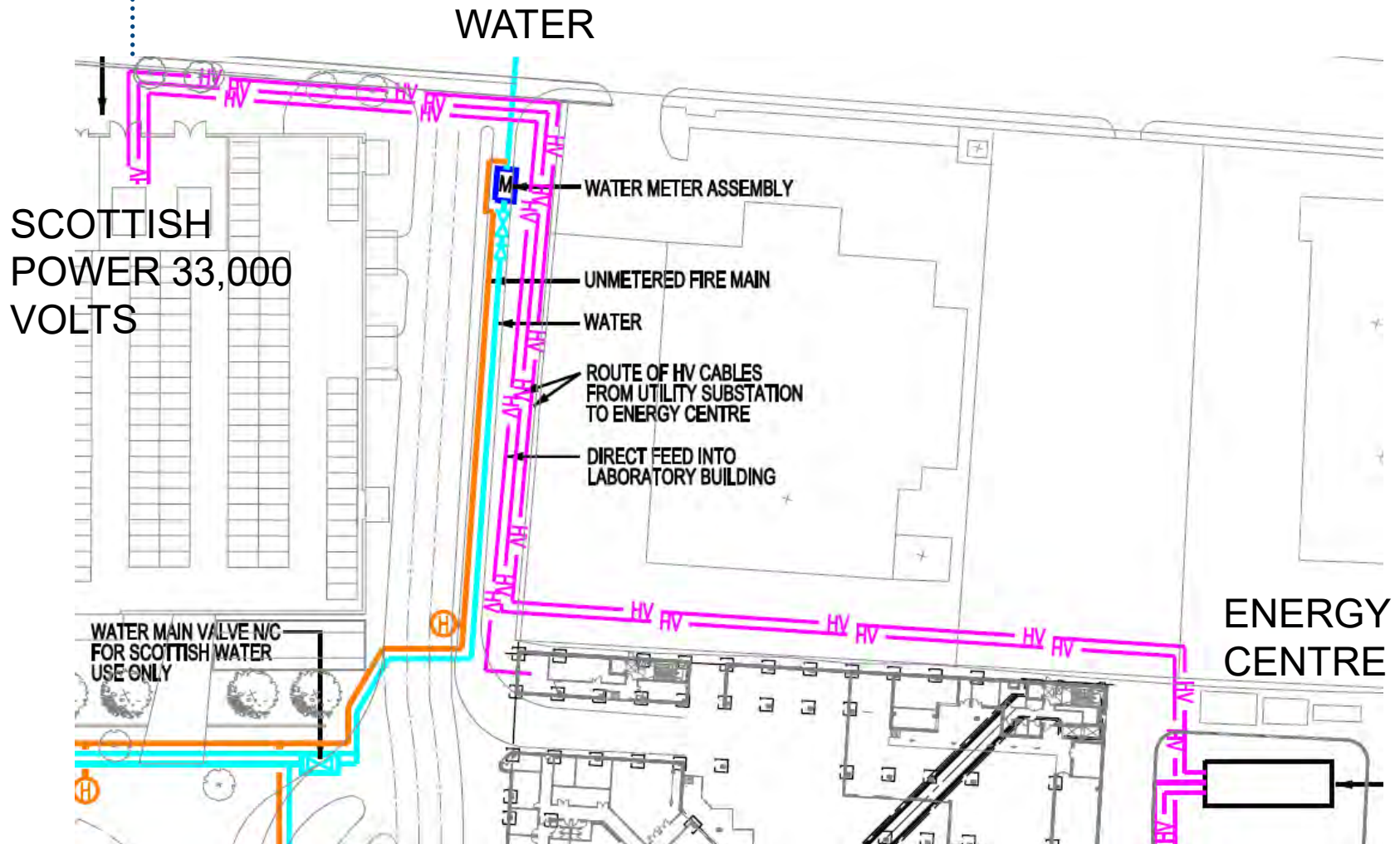
Master Plan – Medical Gases



Master Plan – Services Distribution



Master Plan – Services Distribution



Master Plan – Services Distribution

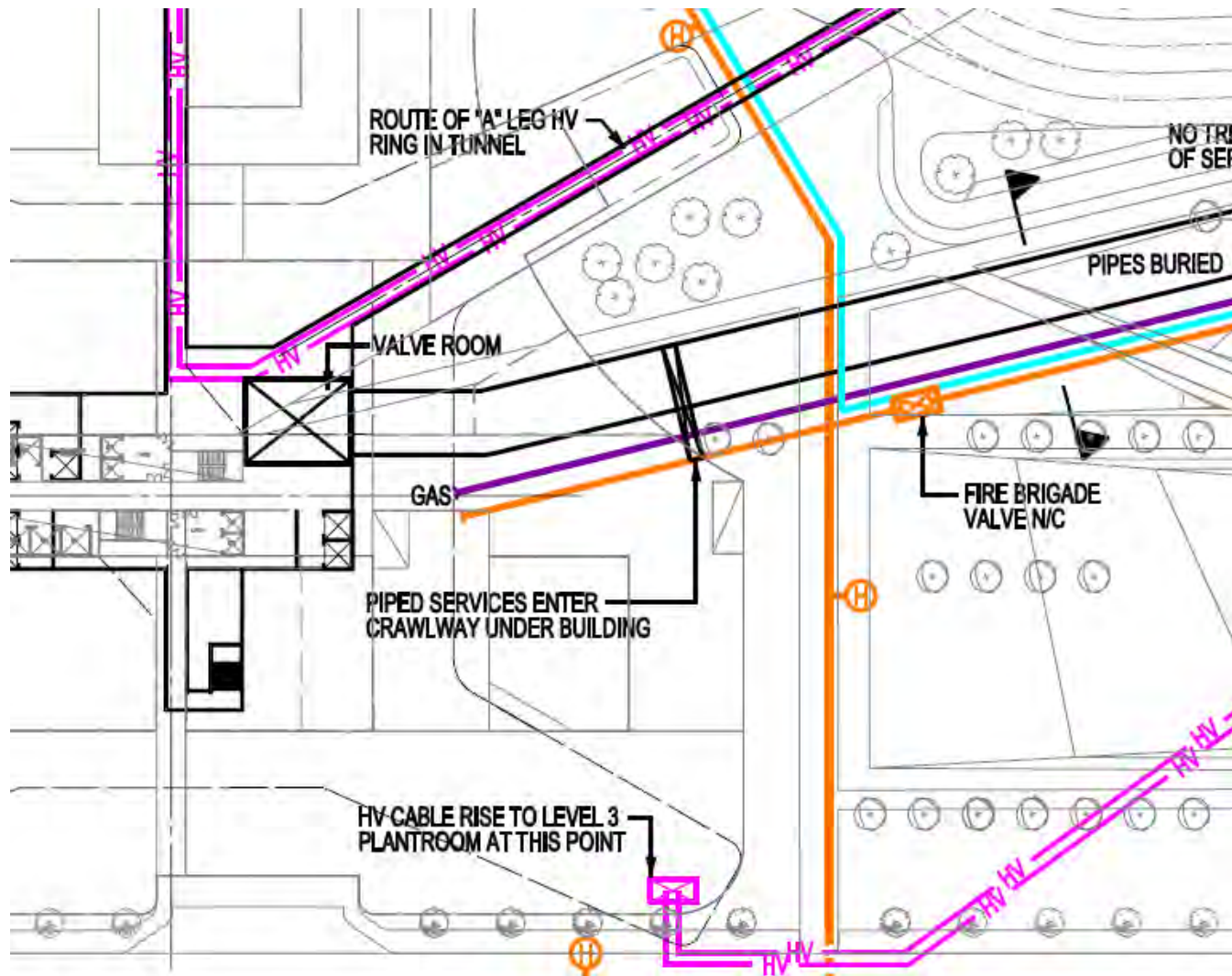




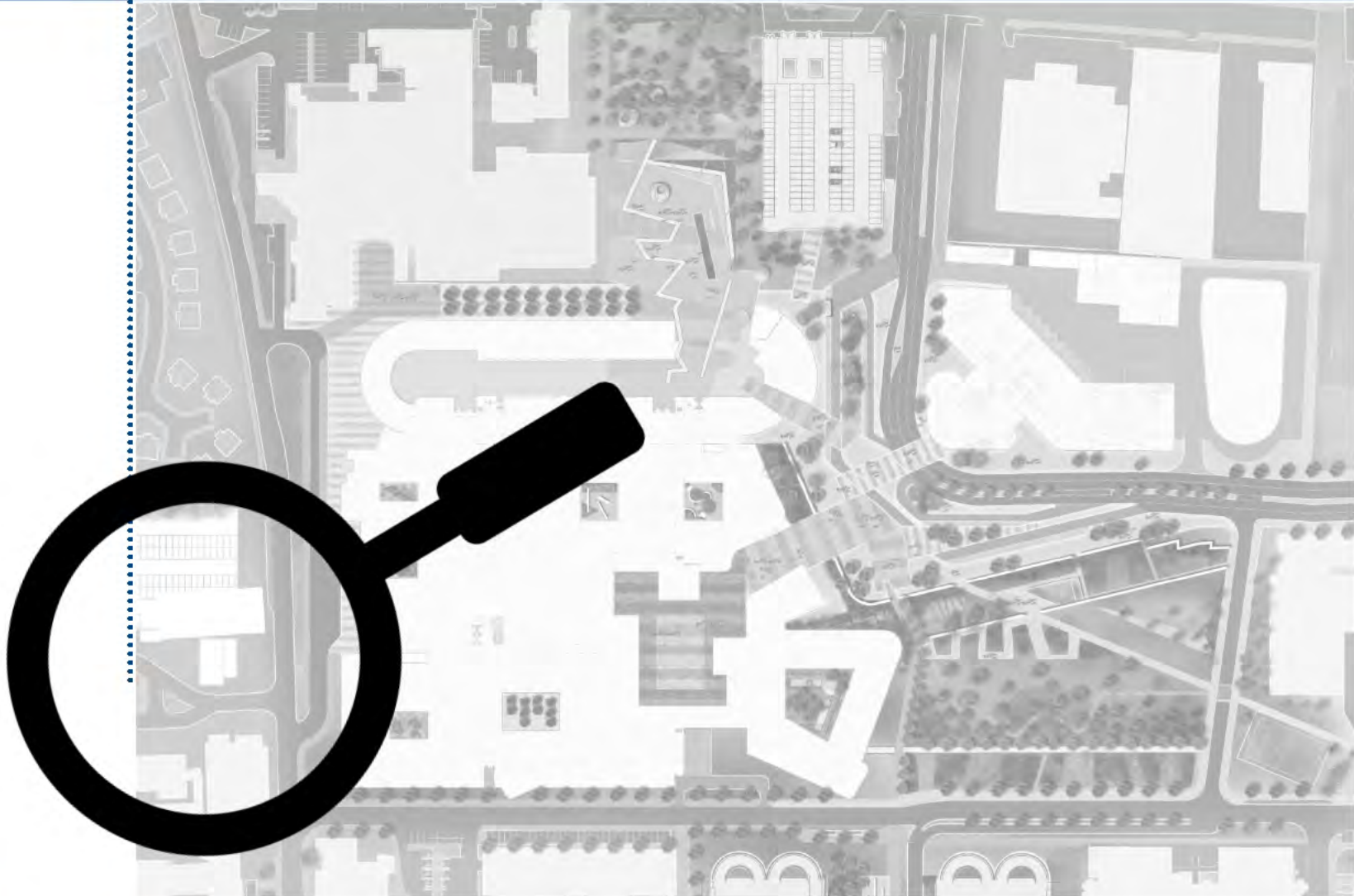
Master Plan – Services Distribution



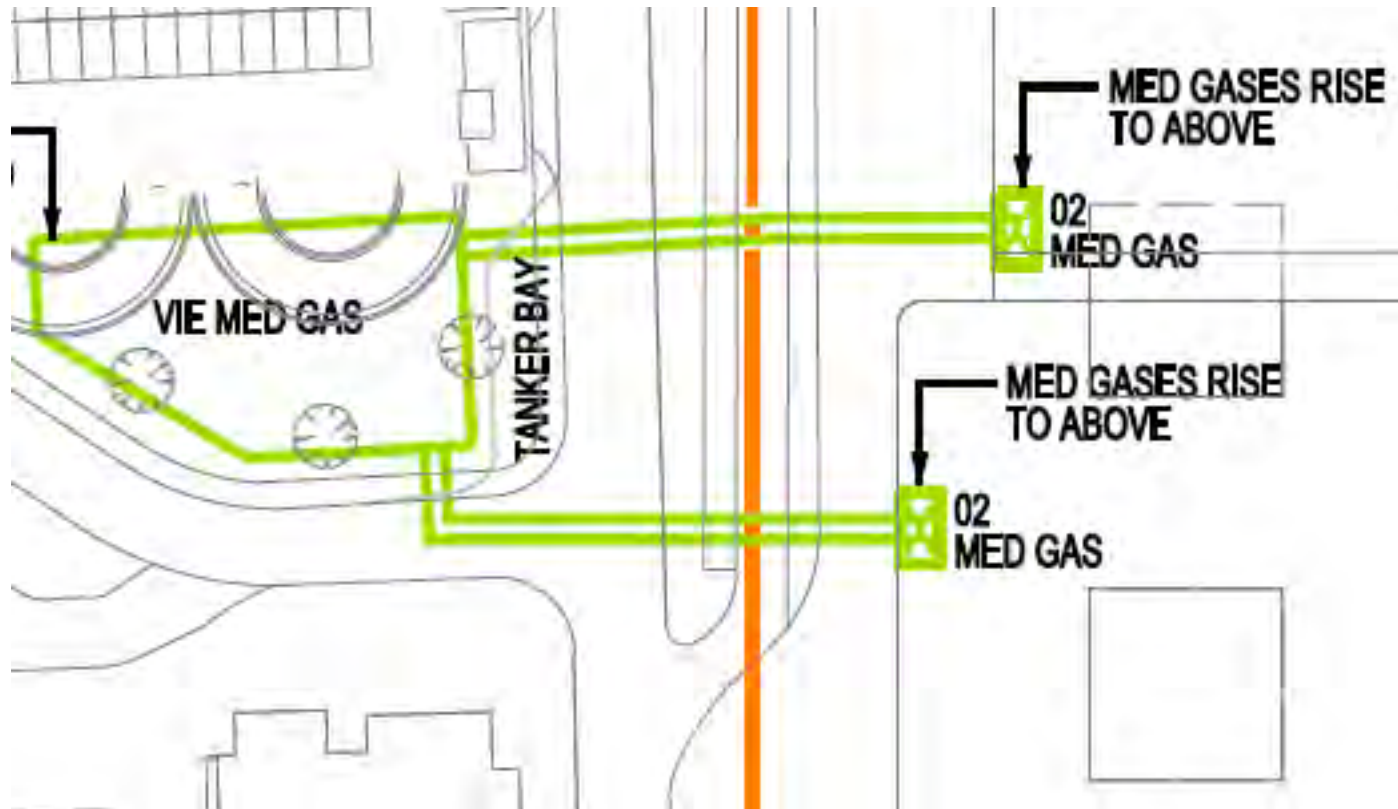
Master Plan – Services Distribution



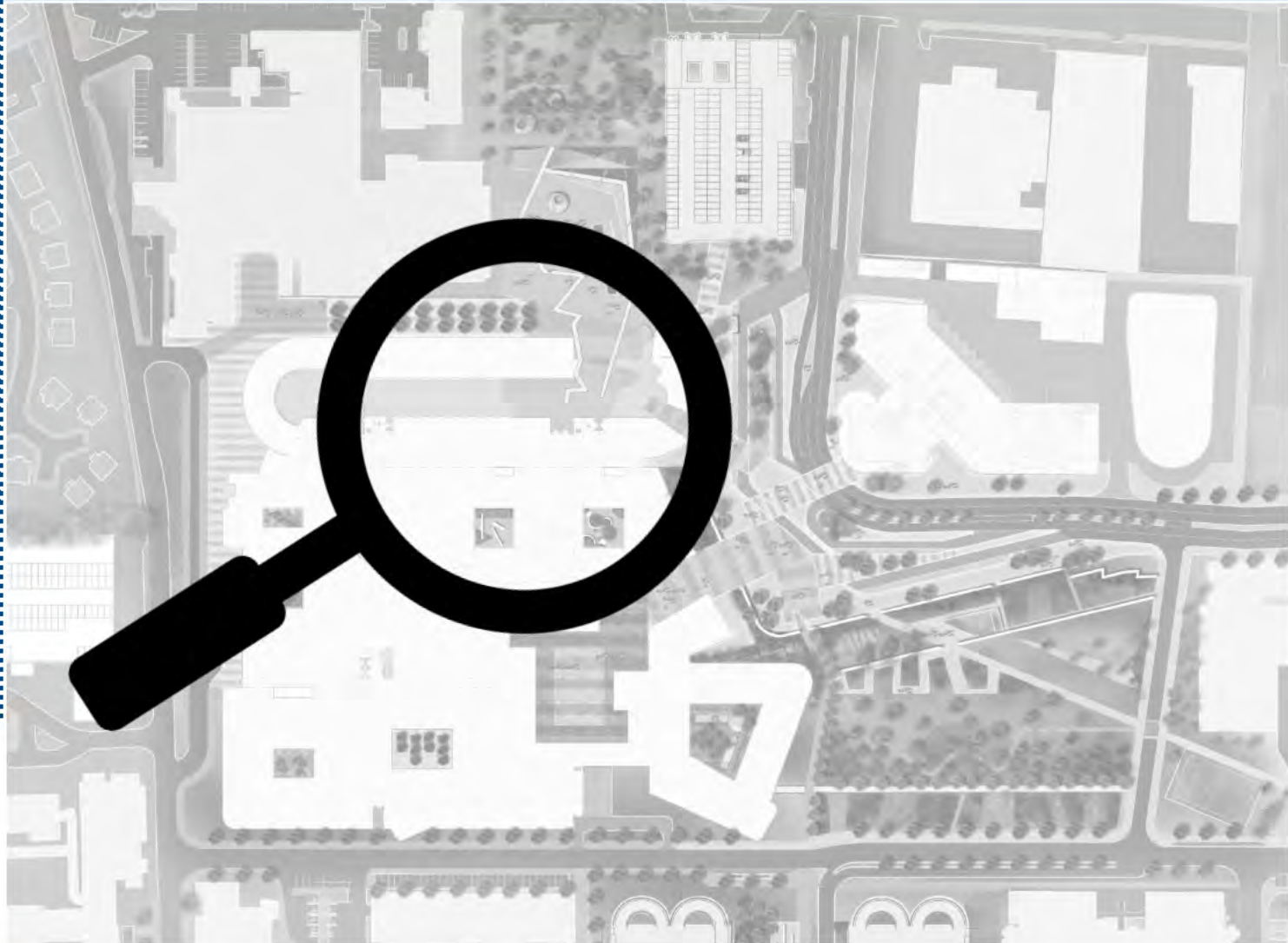
Master Plan – Services Distribution



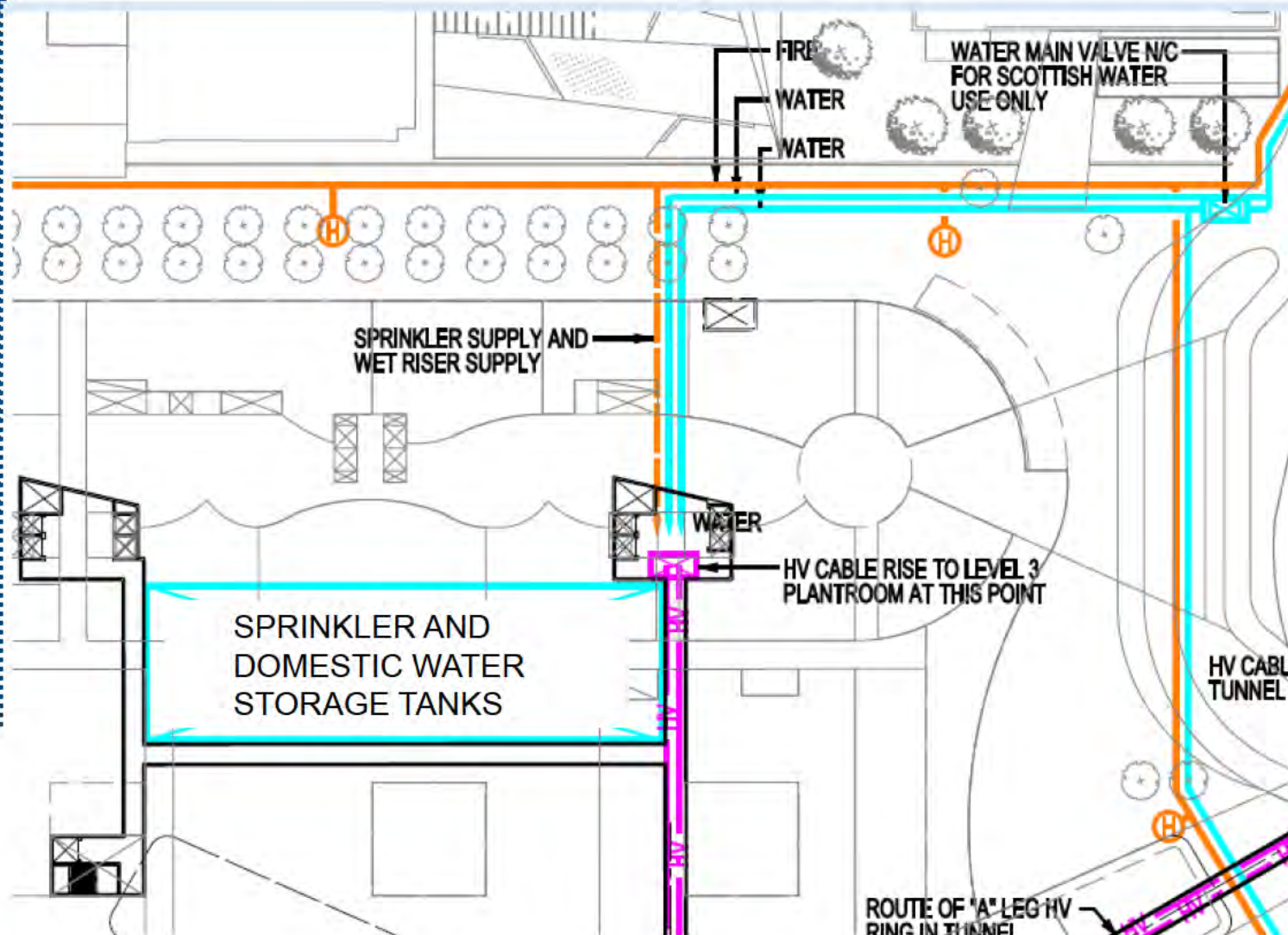
Master Plan – Services Distribution



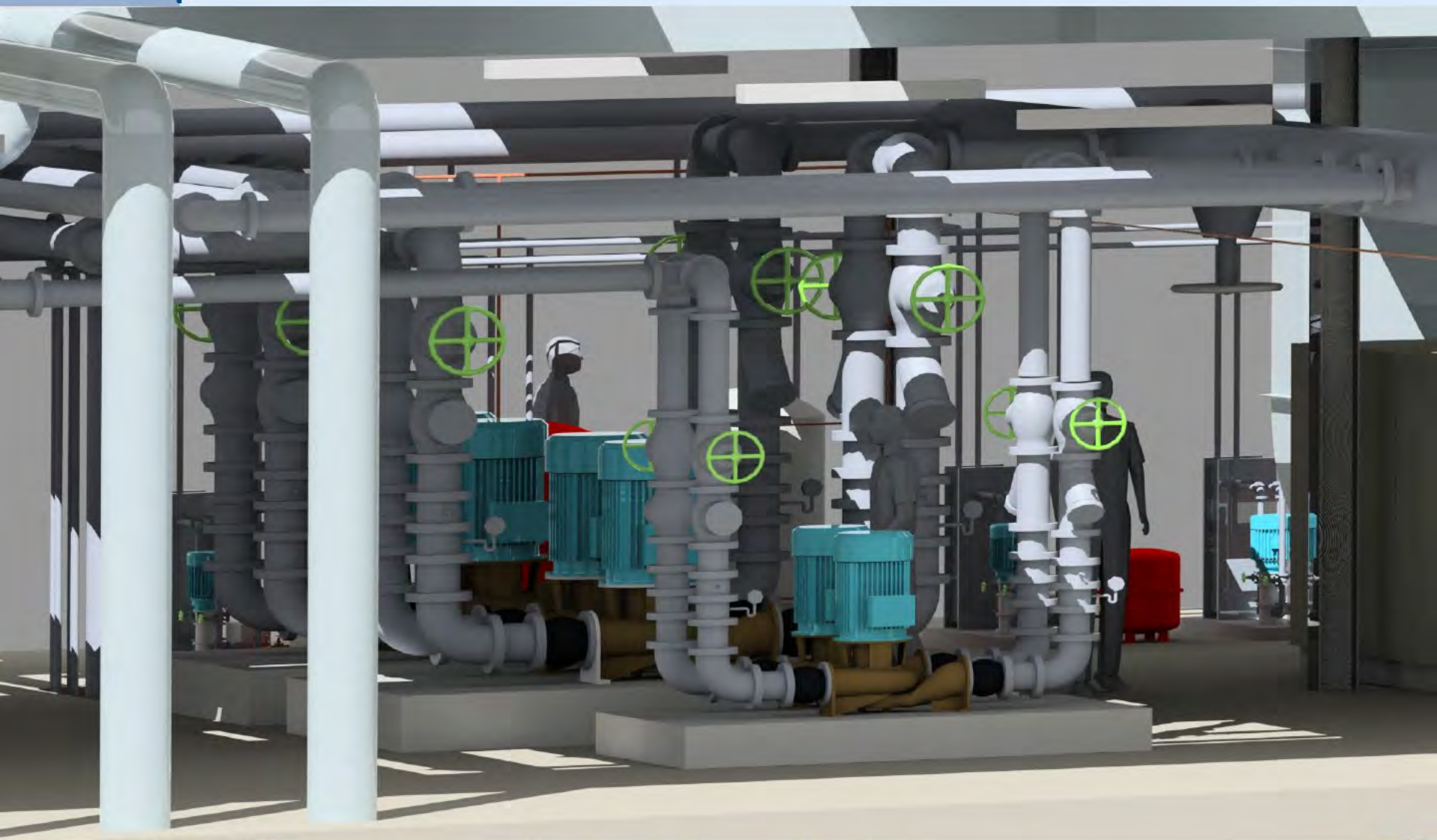
Master Plan – Services Distribution



Master Plan – Services Distribution



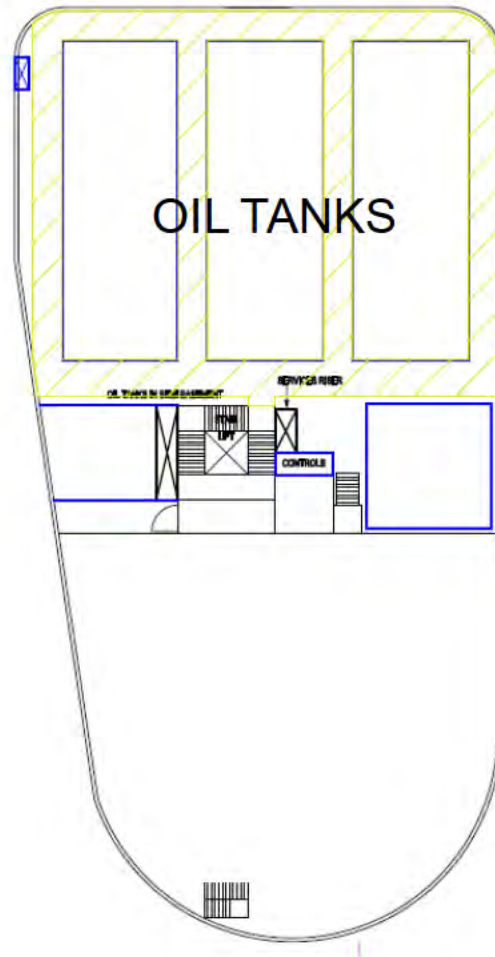
Energy Centre



Energy Centre - Context



Energy Centre – Ground Floor

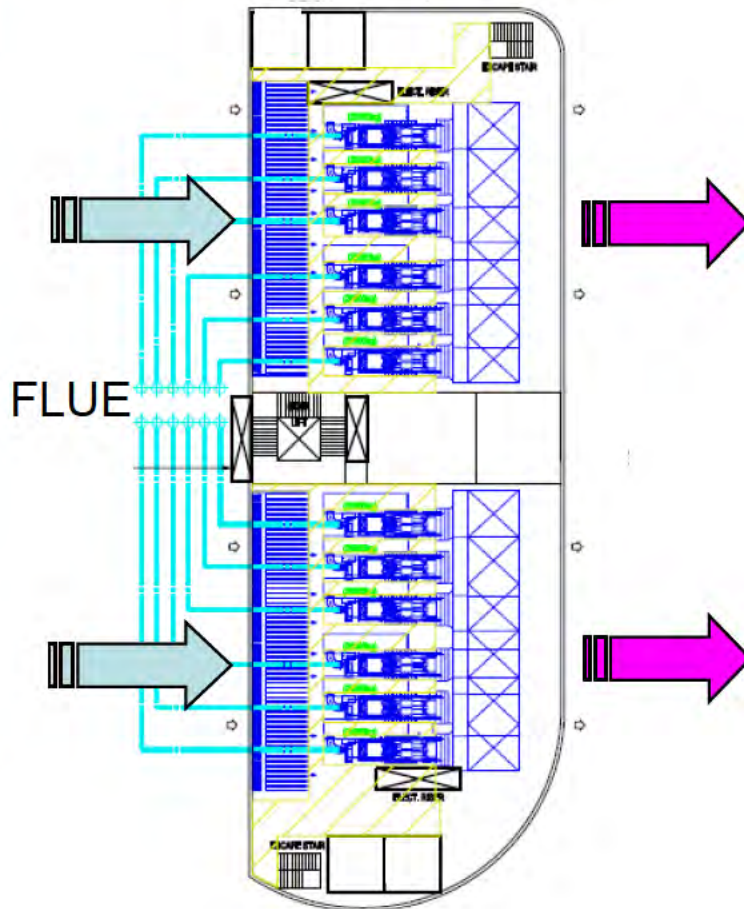


Fuel storage for:

- generators
- Combined Heat and Power (CHP)
- boilers



Energy Centre – First Floor

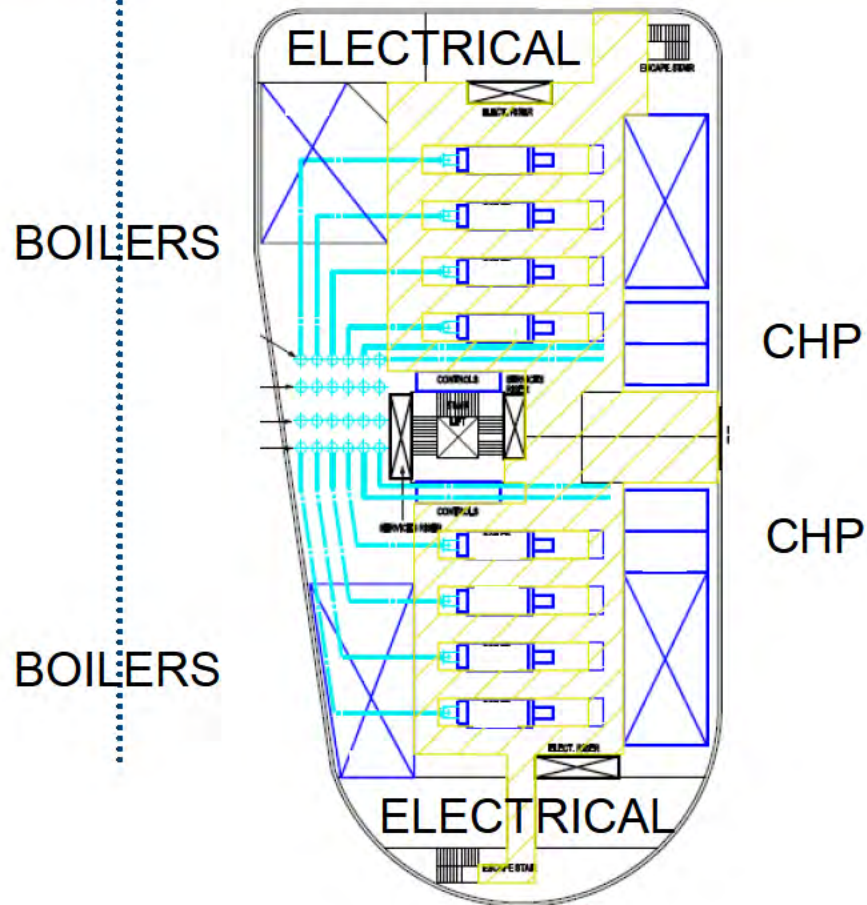


Generators
Good cross ventilation
Combined flue tower

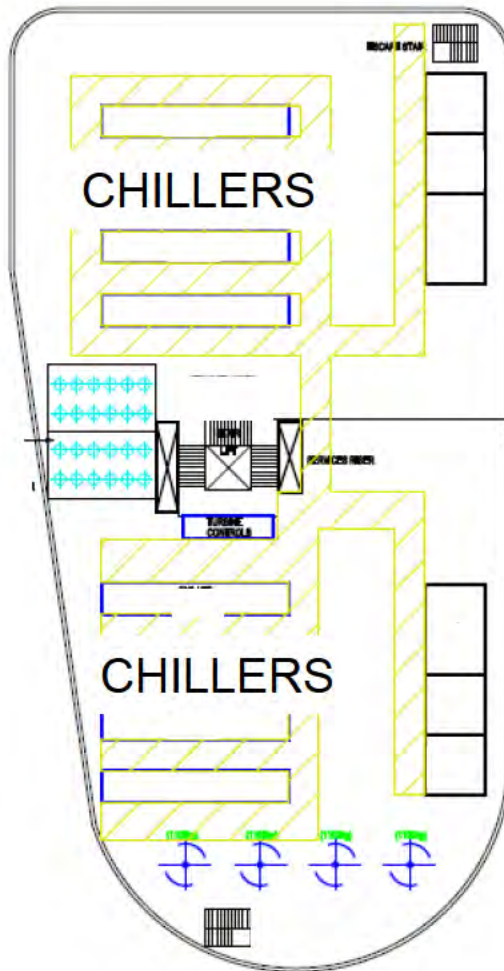


Energy Centre – Second Floor

Boilers
CHP
Electrical Rooms



Energy Centre - Roof



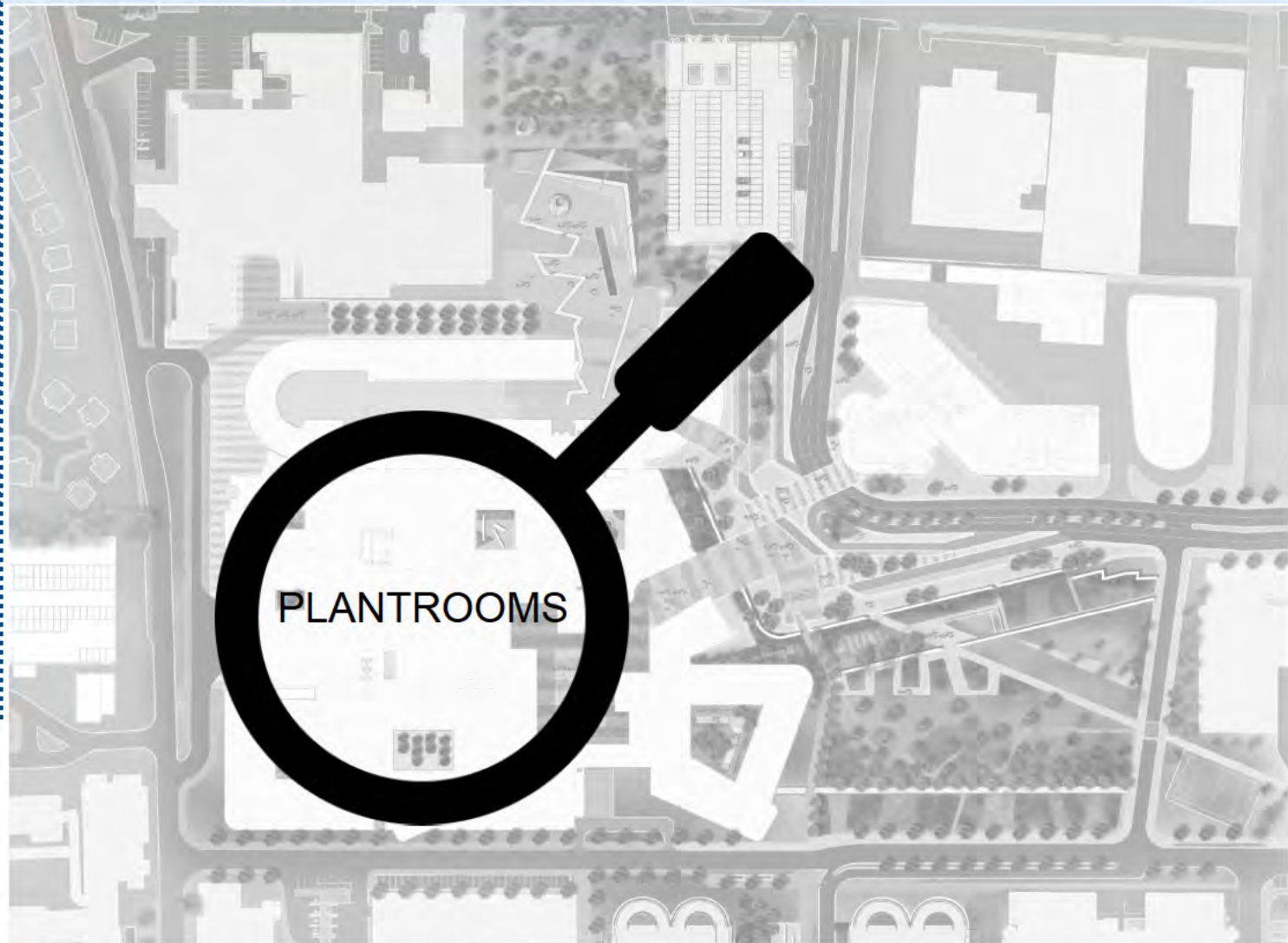
Chillers
Plant screening



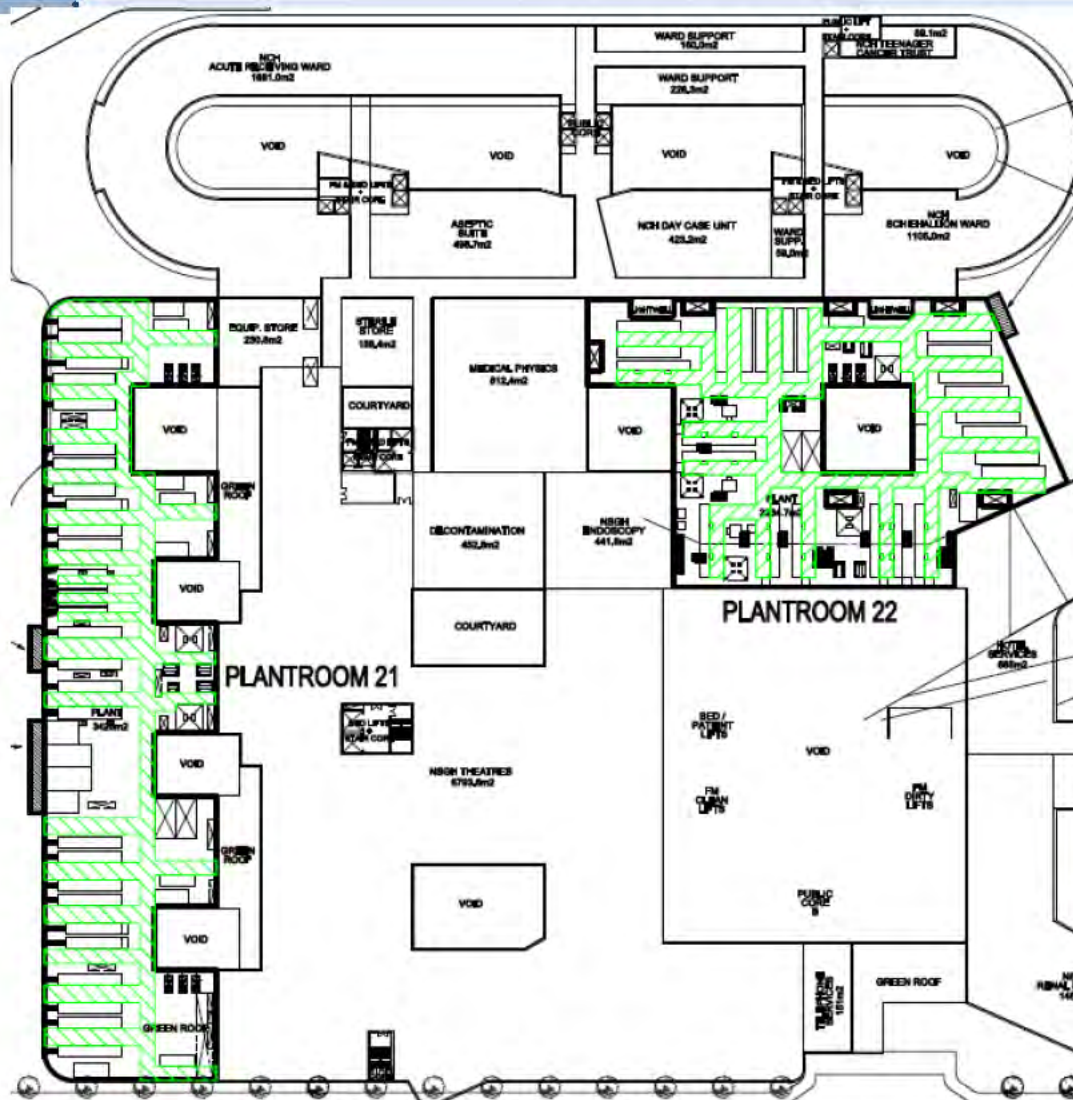
Plantrooms



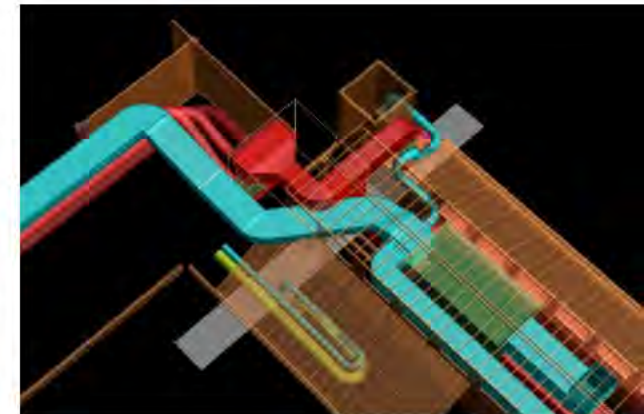
Plantrooms - Context



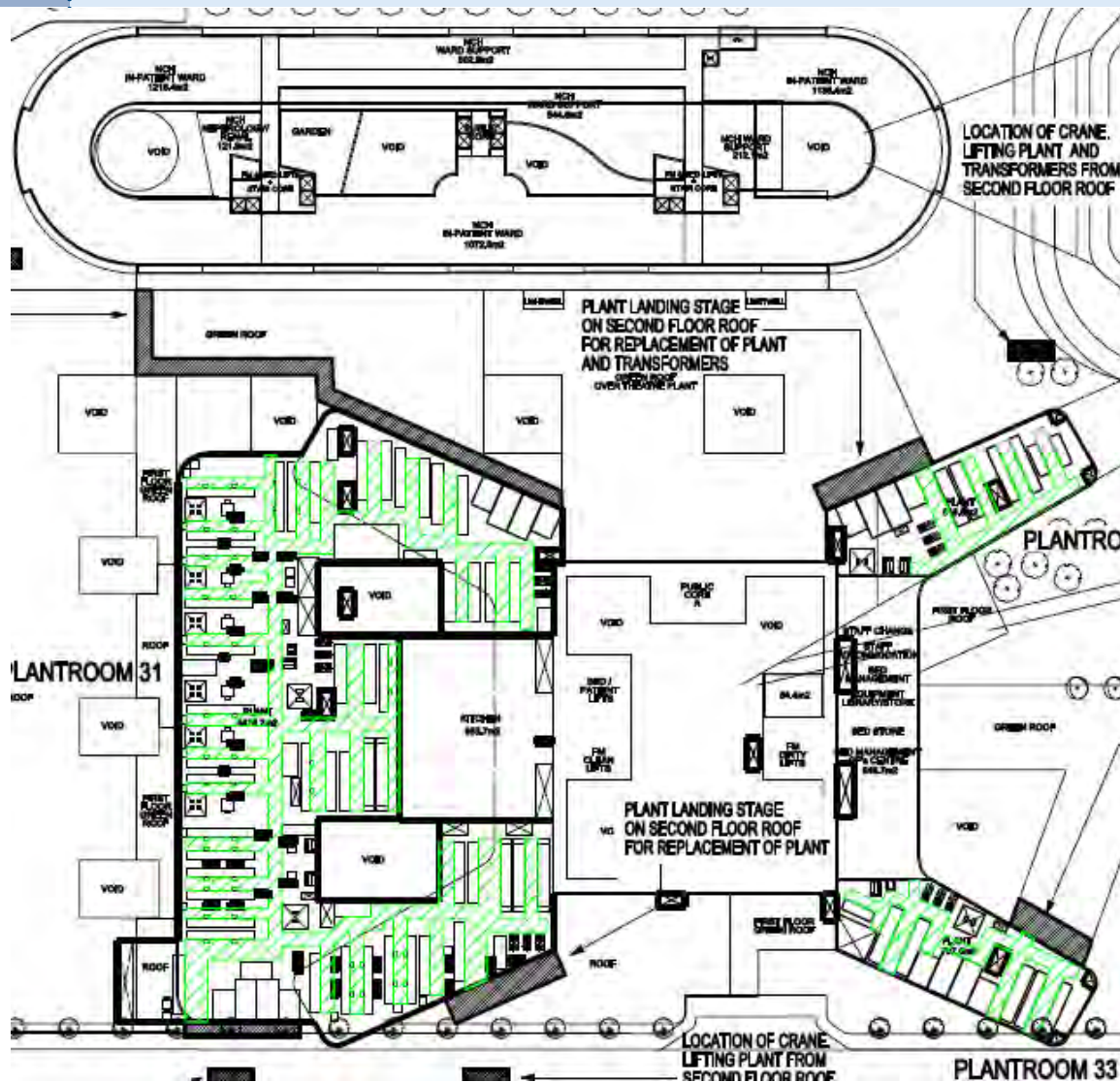
Plantrooms – Second Floor



Children's theatres
Critical care
A&E

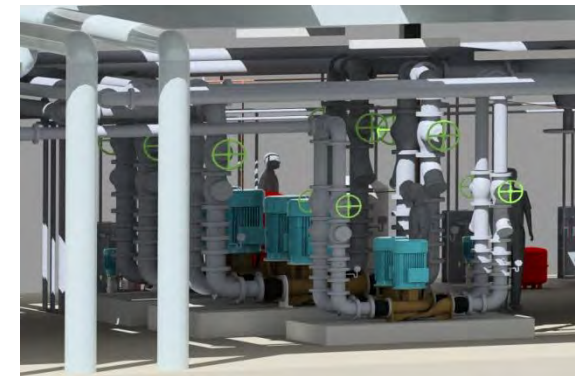


Plantrooms – Third Floor



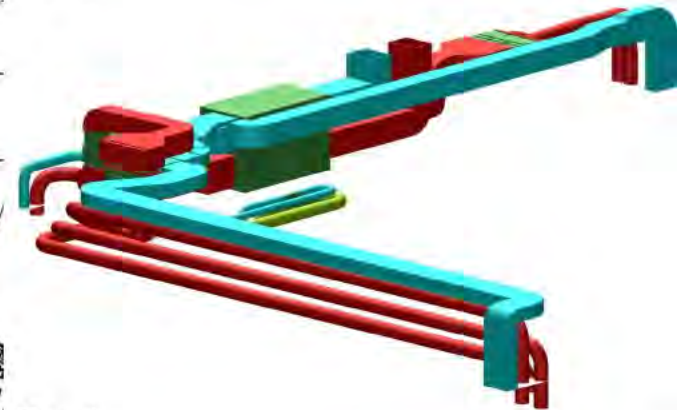
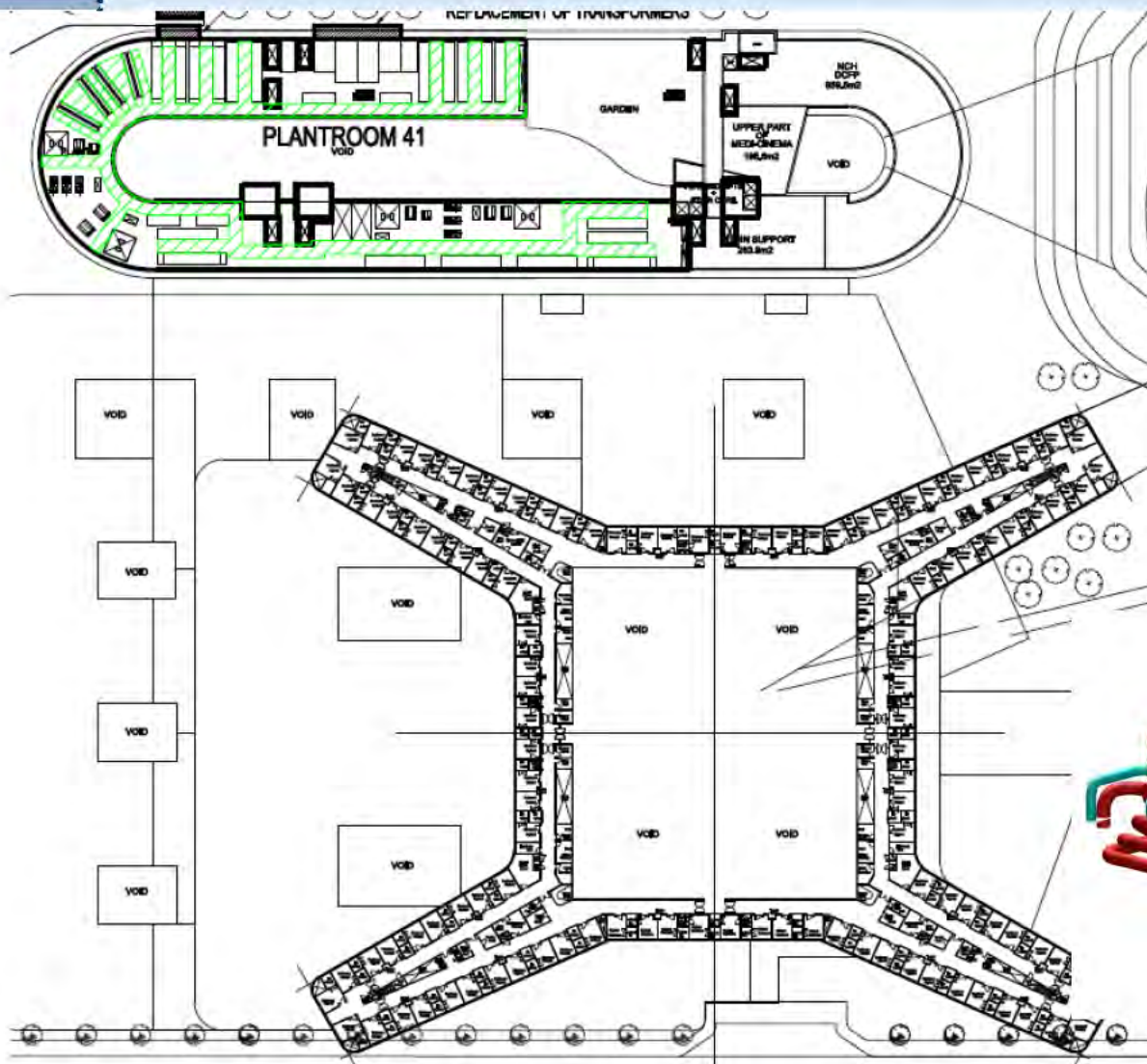
Theatres
Radiology
OPD

Plant co-ordinated
with structure.



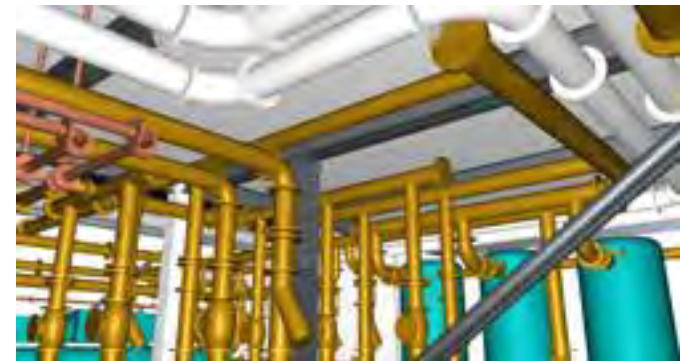
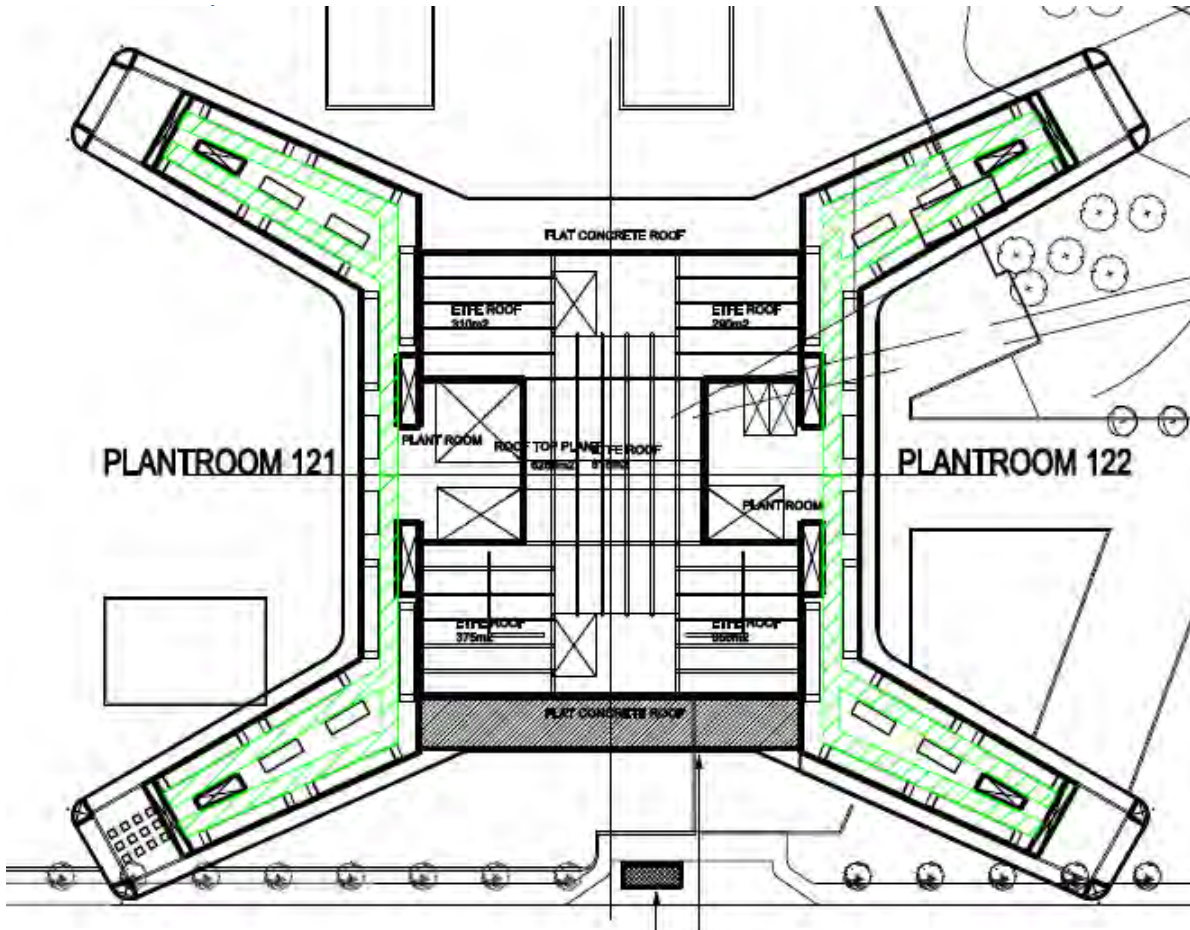
Plantrooms – Fourth Floor

Children's Hospital

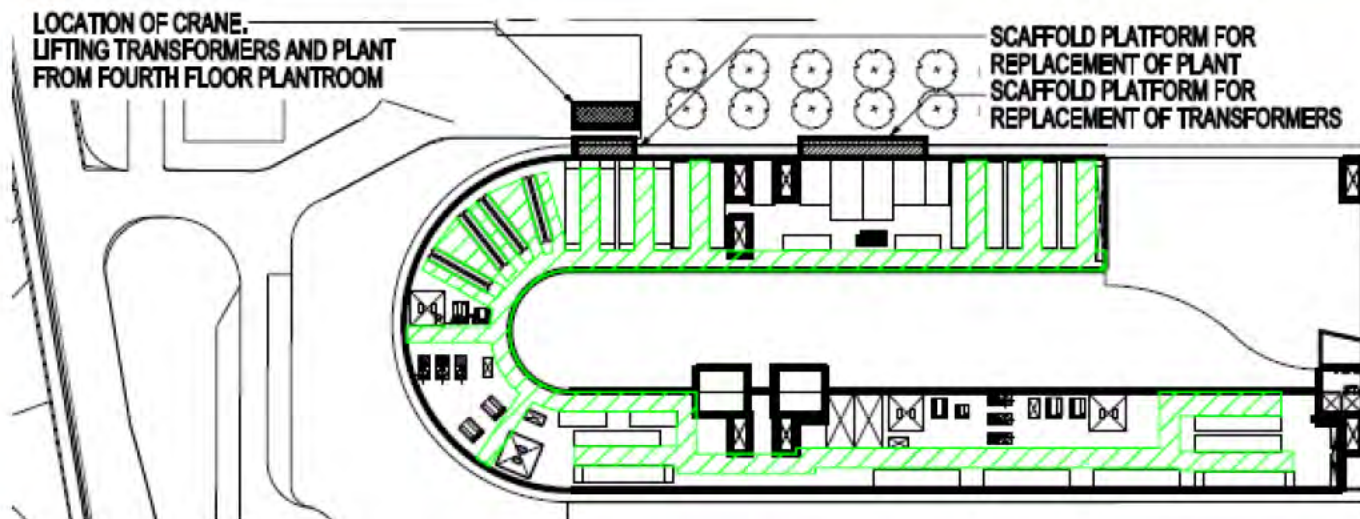


Plantrooms – Tower Roof

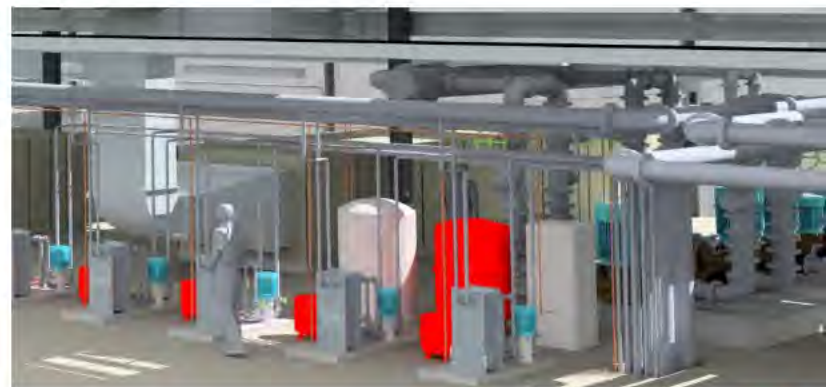
Serving Wards



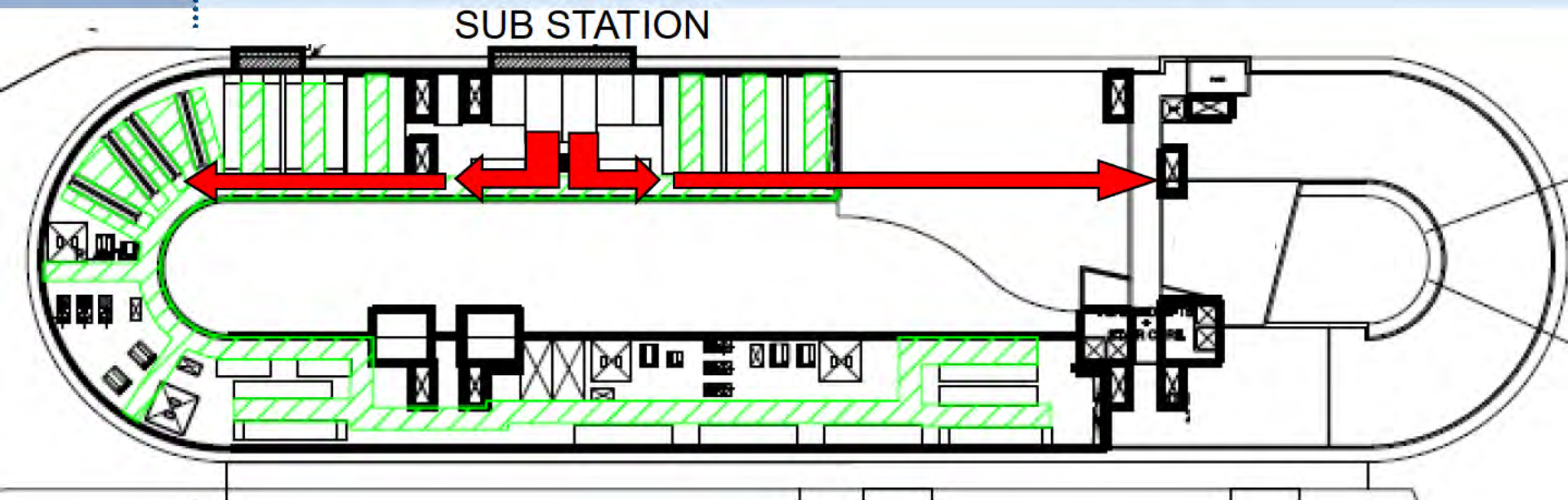
Plant replacement



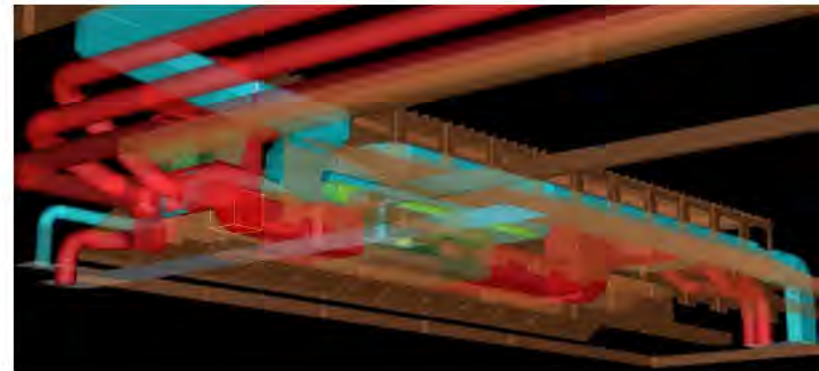
Defined access routes
Set down platforms
Crane locations



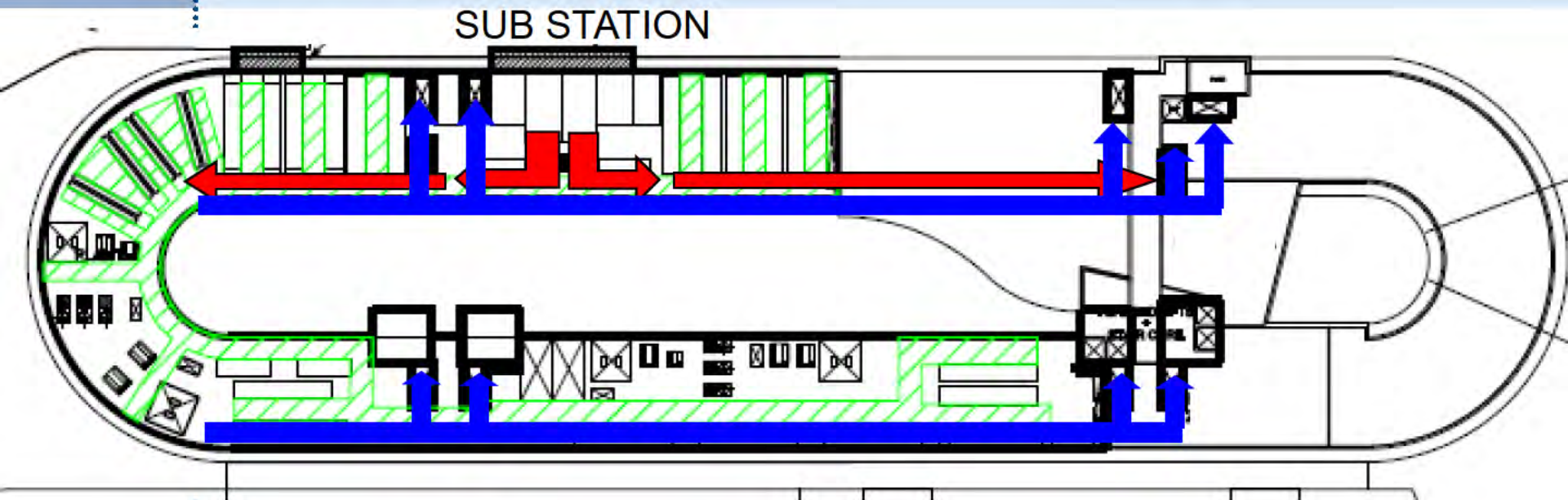
Services distribution



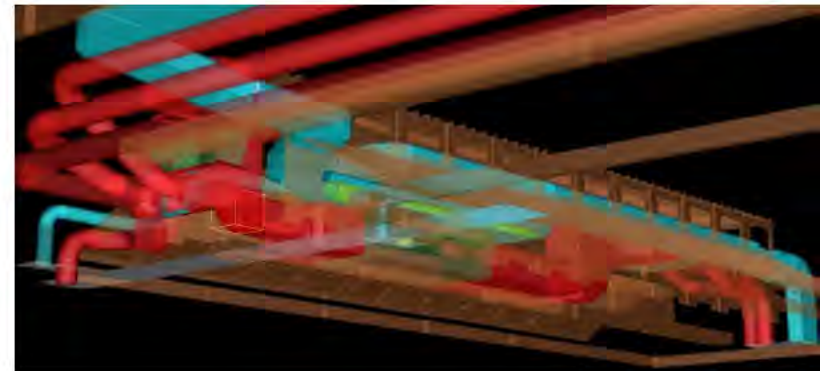
Horizontal distribution
Risers
Diverse routes



Services distribution



Horizontal distribution
Risers
Diverse routes



Services distribution – Typical Tower Ward



Distribution within
corridors
Defined M&E risers
2 electrical risers -
resilience

- SUPPLY
- EXTRACT
- DIRTY EXTRACT

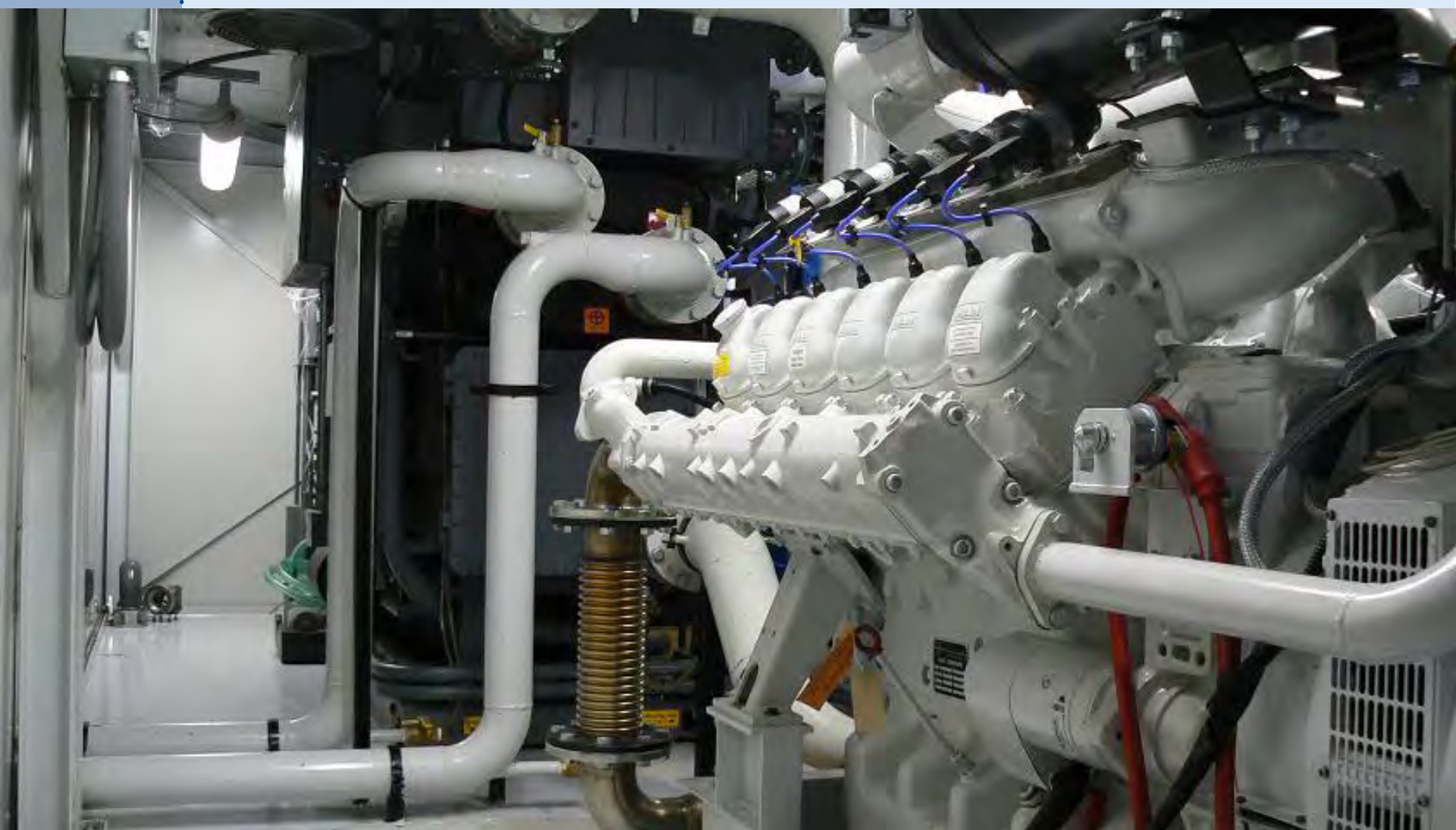
Services distribution – Typical Tower Ward



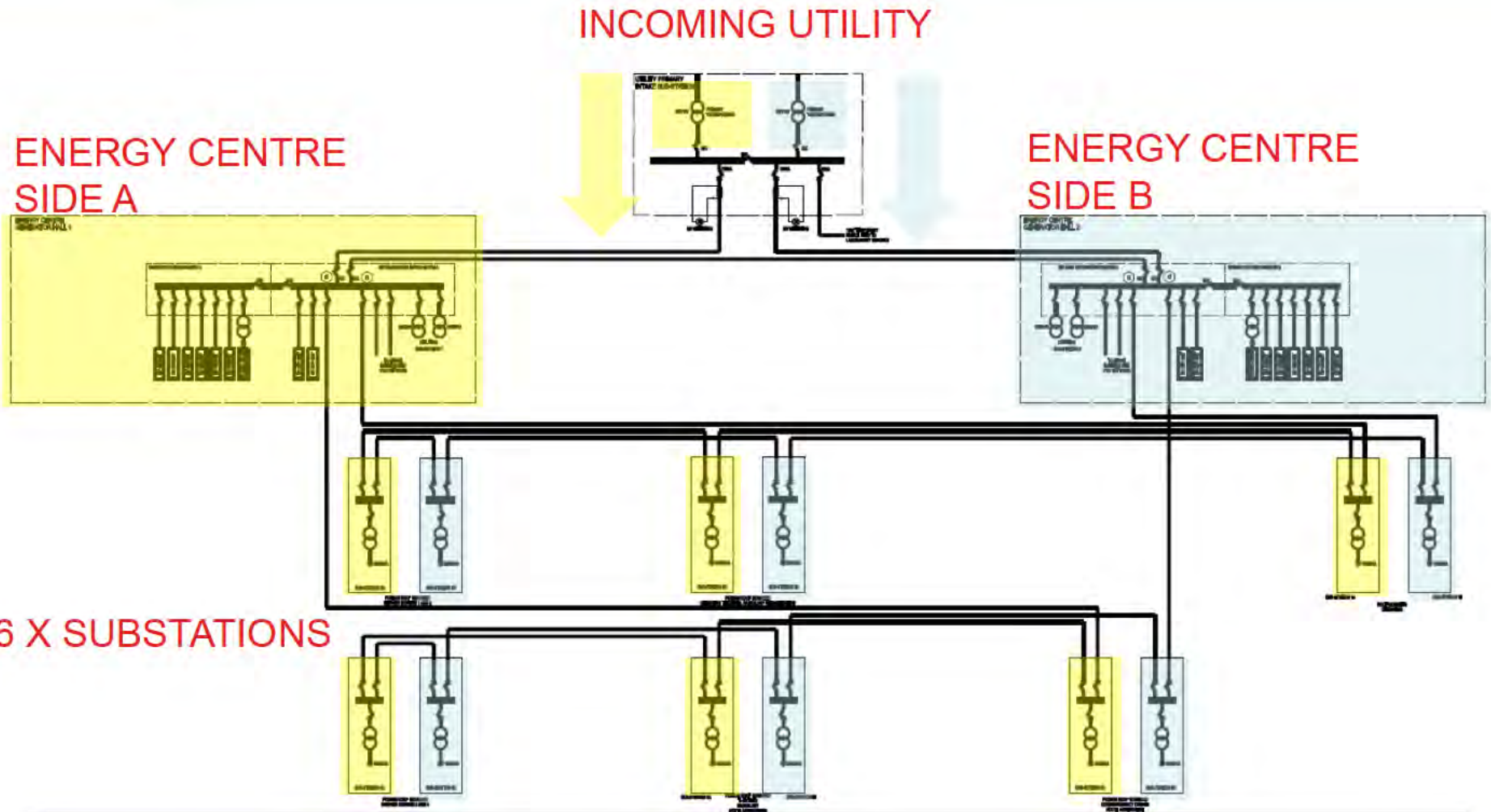
Distribution within
corridors
Defined M&E risers
2 electrical risers -
resilience

- SUPPLY
- EXTRACT
- DIRTY EXTRACT

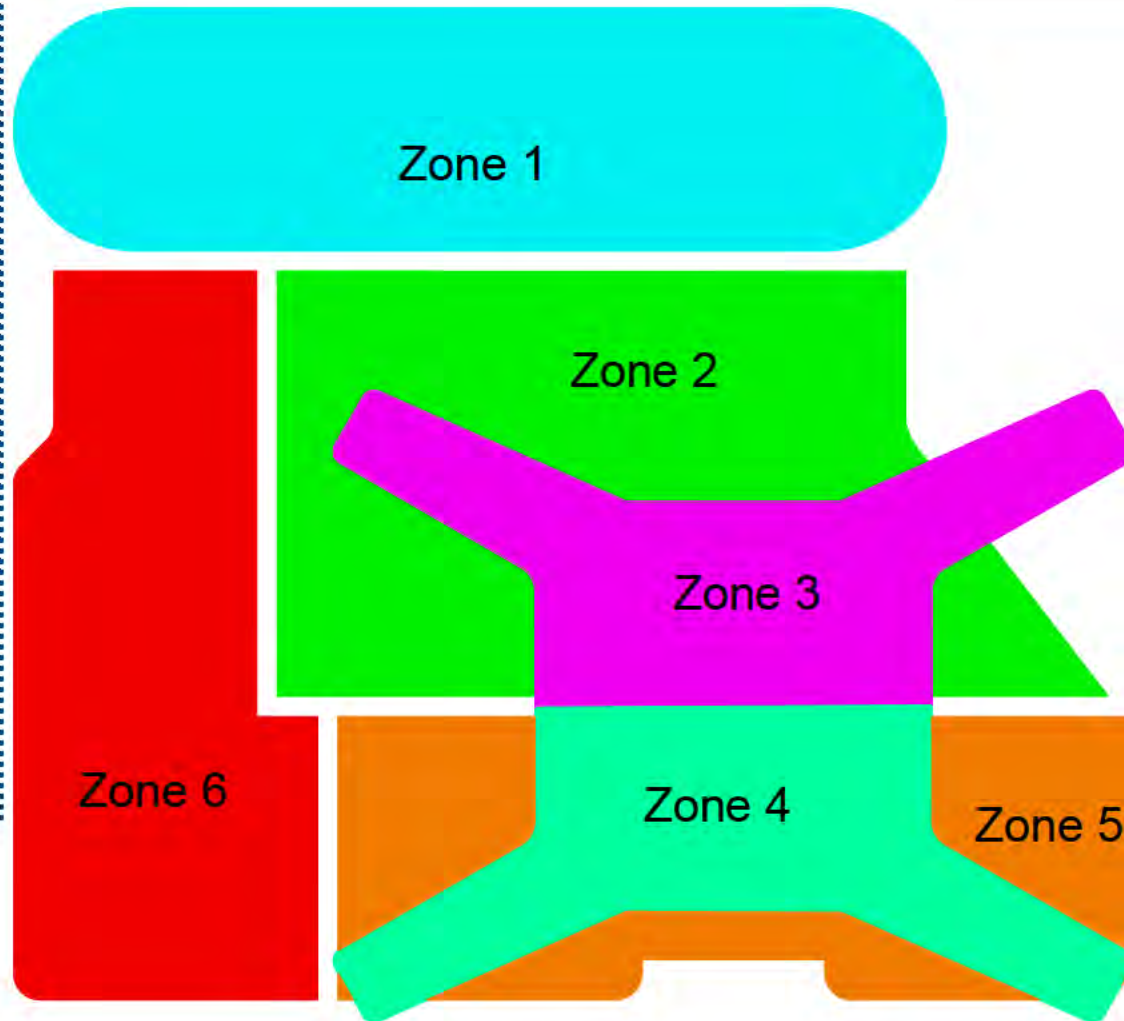




Resilience – High Voltage Network



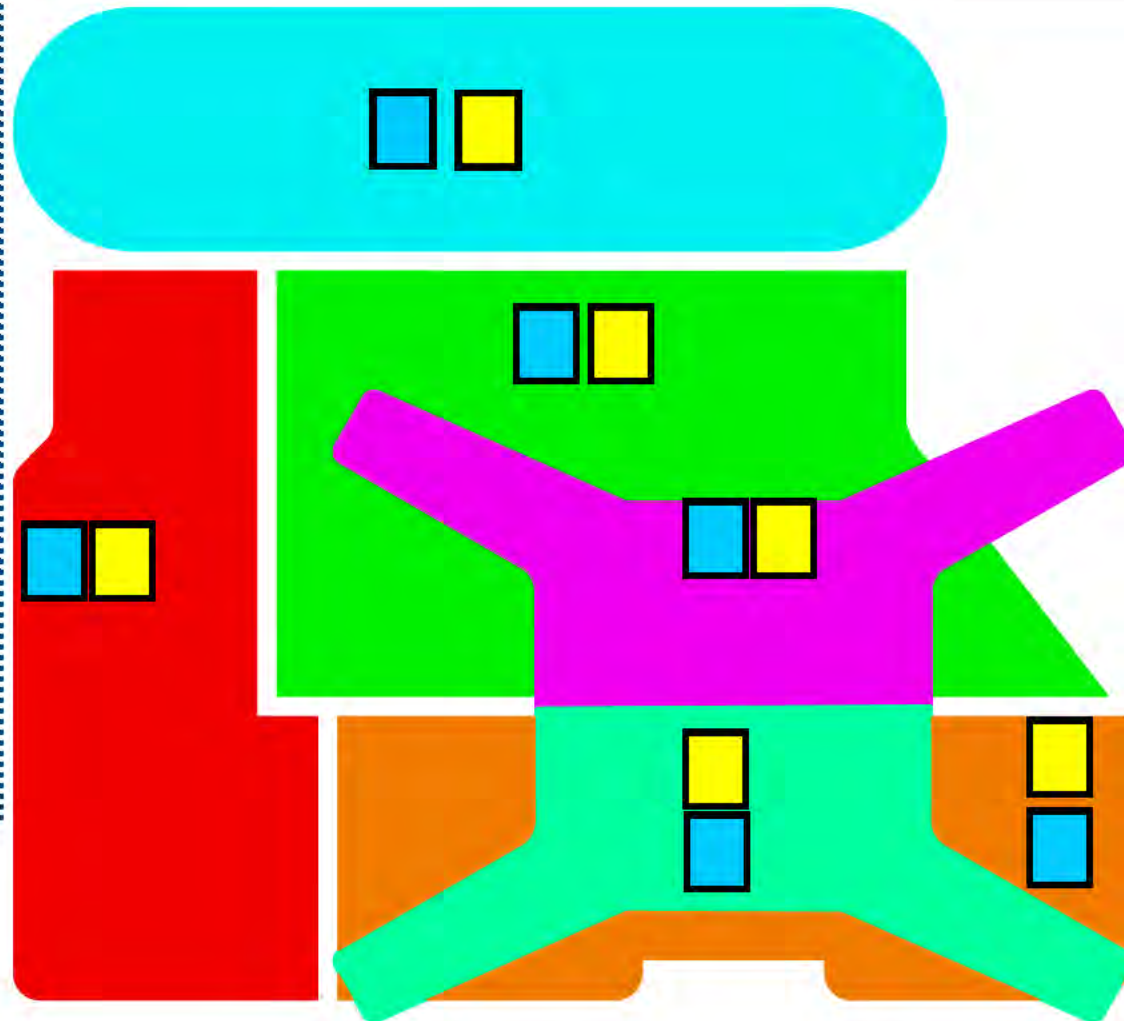
Resilience – electrical



6 electrical zones

One substation per
zone

Resilience – electrical

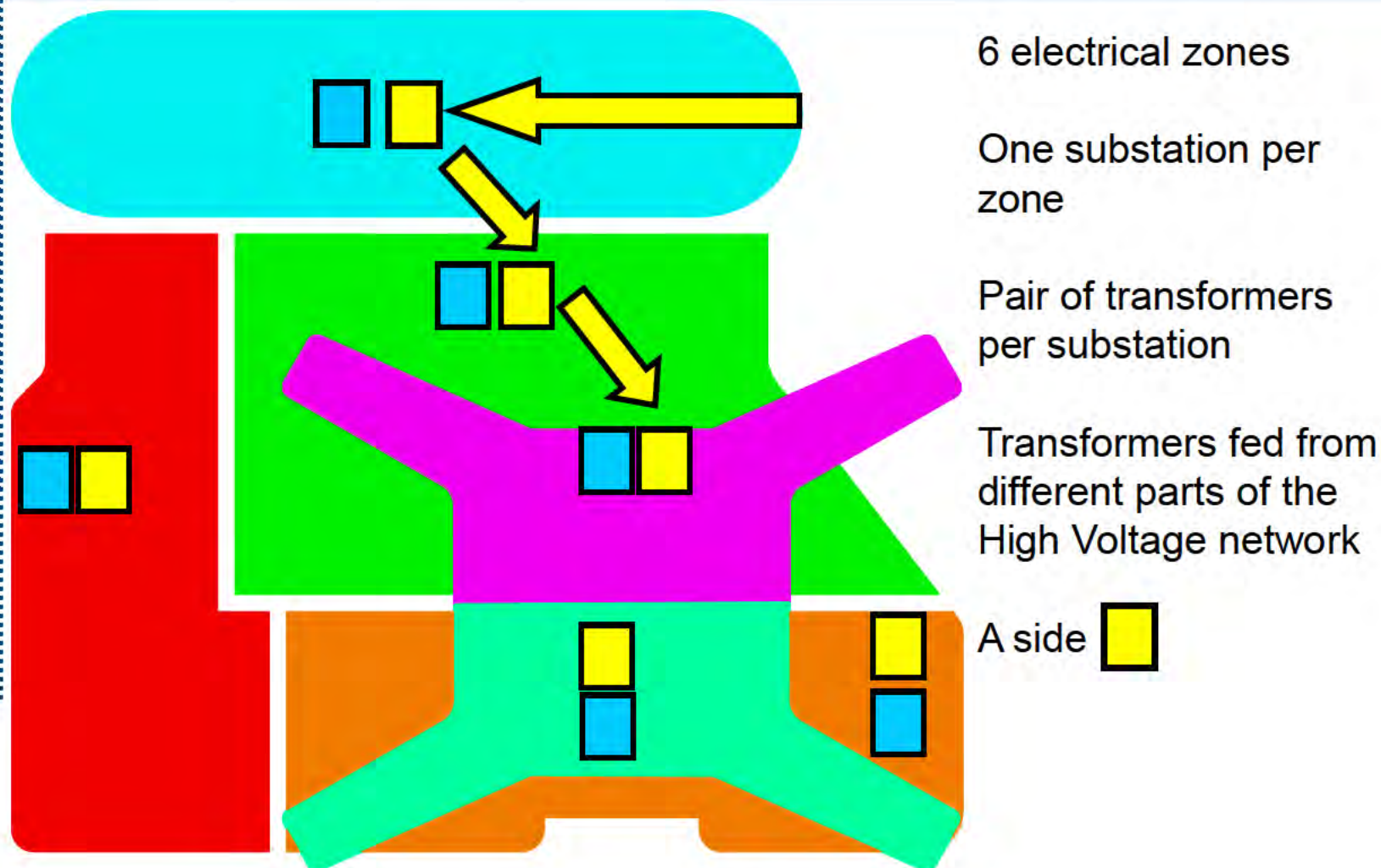


6 electrical zones

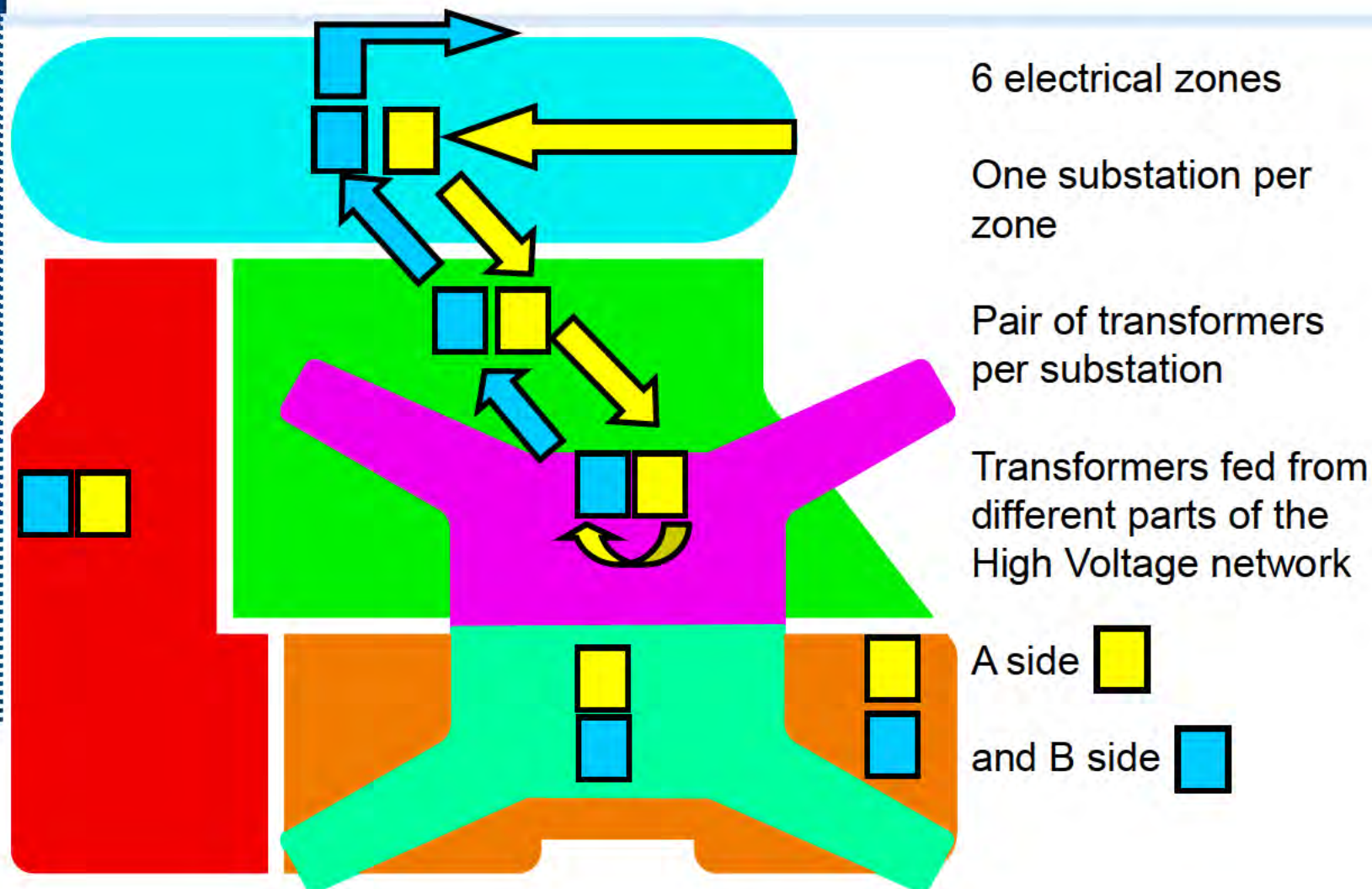
One substation per zone

Pair of transformers per substation

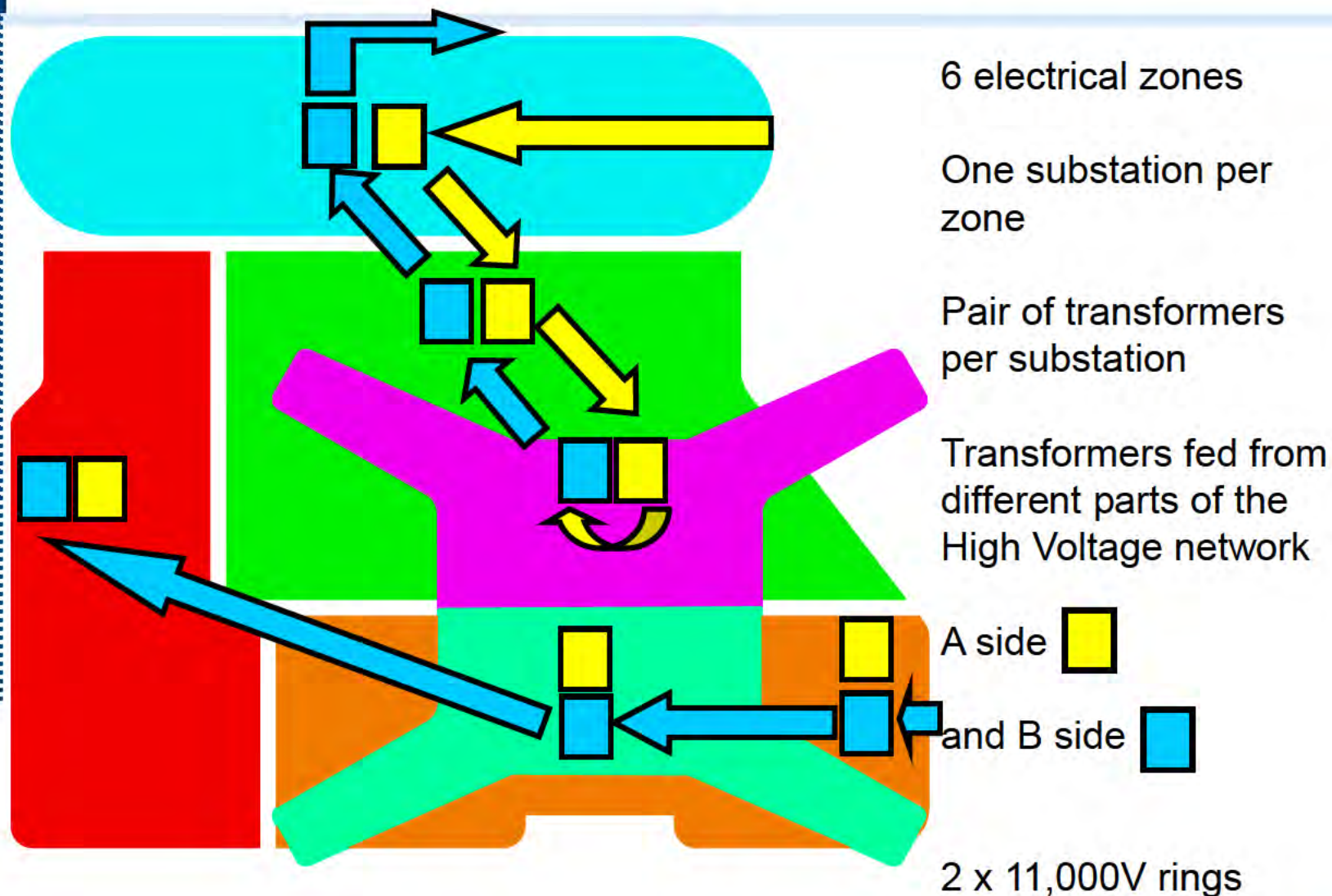
Resilience – electrical



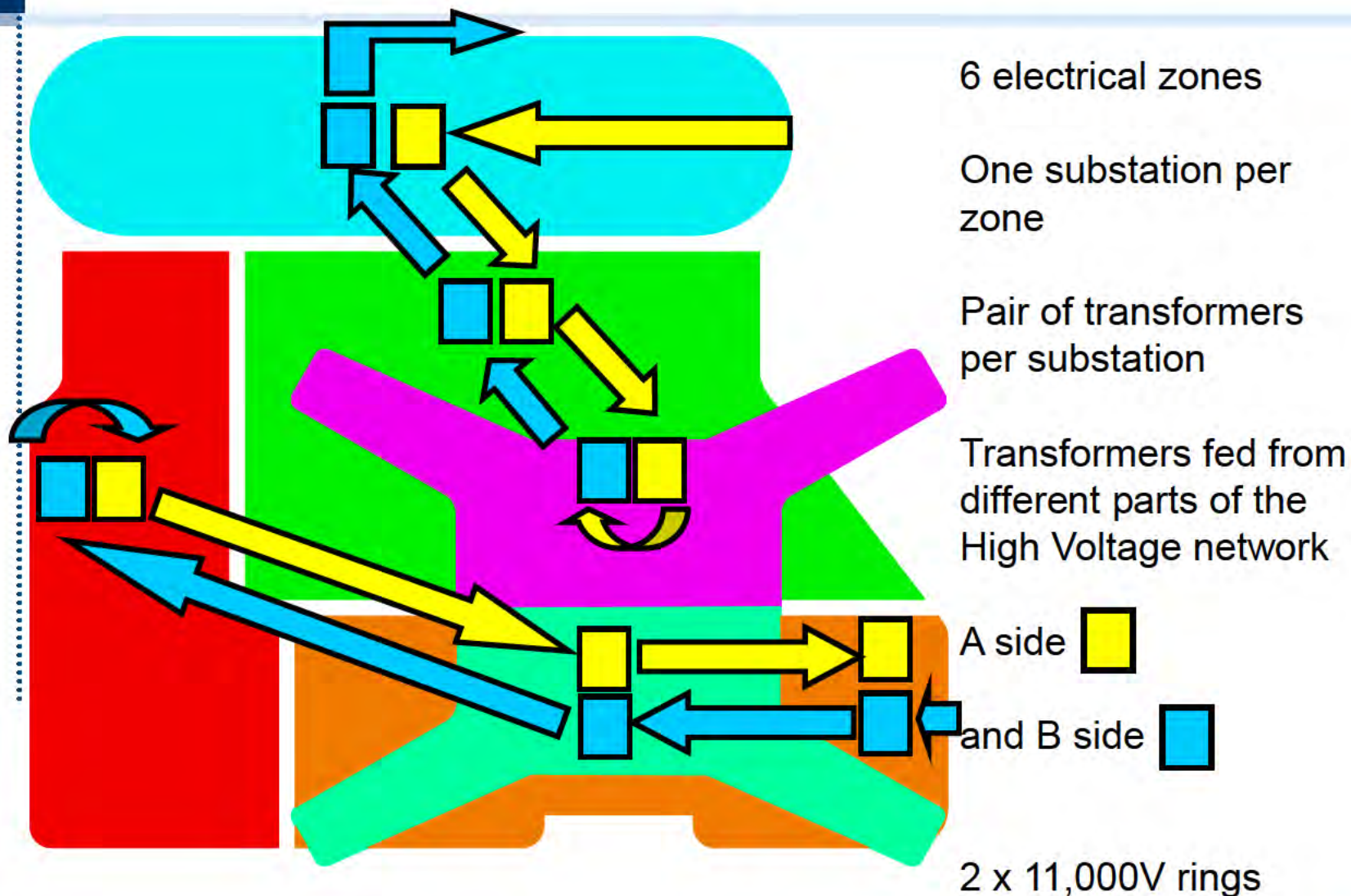
Resilience – electrical



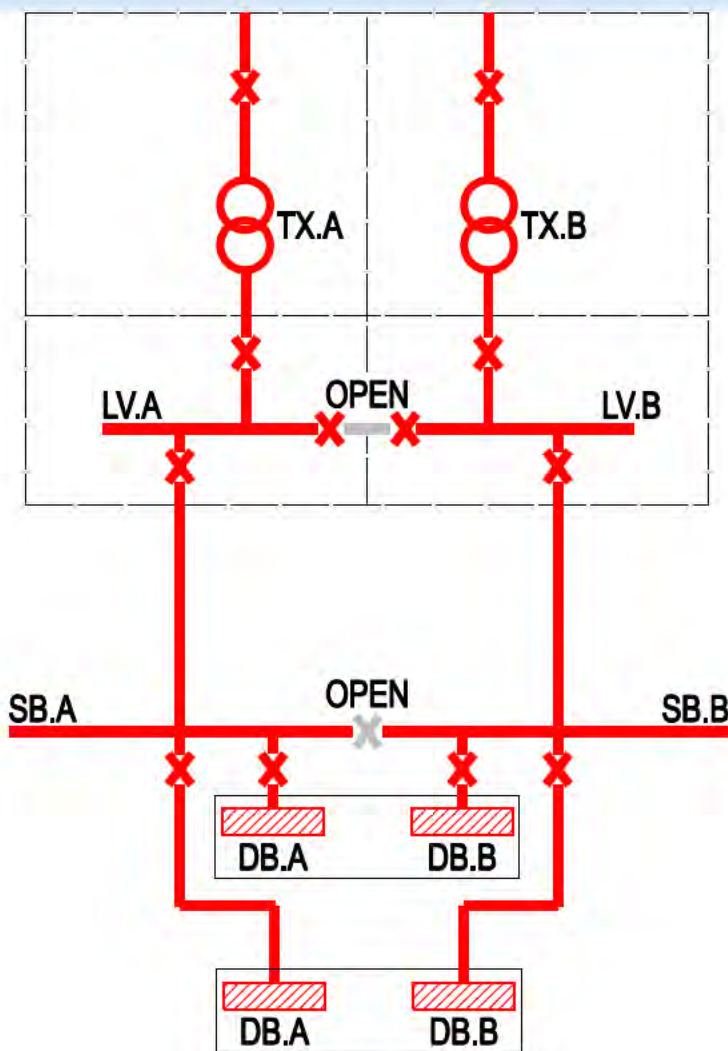
Resilience – electrical



Resilience – electrical

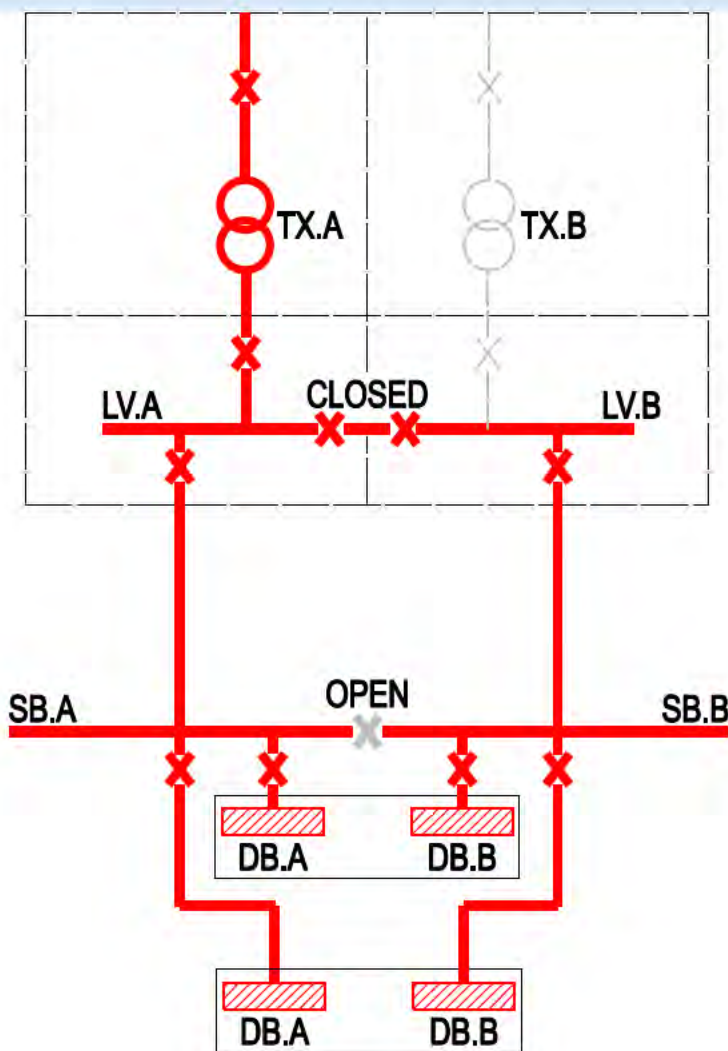


Resilience - power



Mains healthy condition
- dual redundancy
- 4h fire separation ----

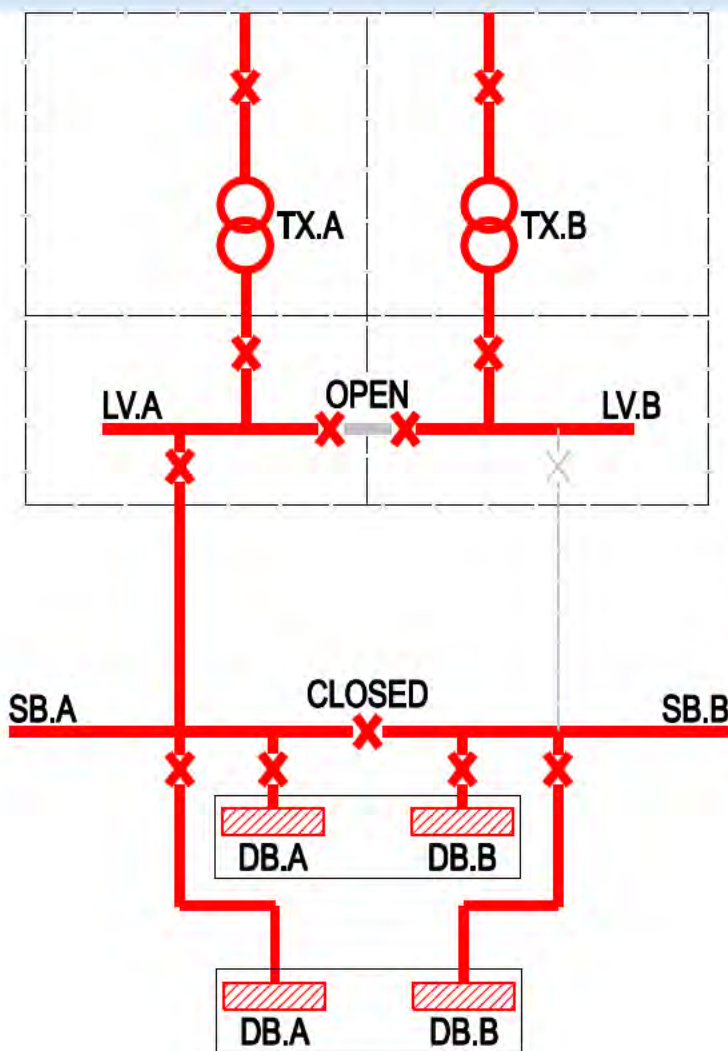
Resilience - power



Mains healthy condition
-dual redundancy
-4h fire separation

Loss of one transformer
- transformers 100%
rated

Resilience - power

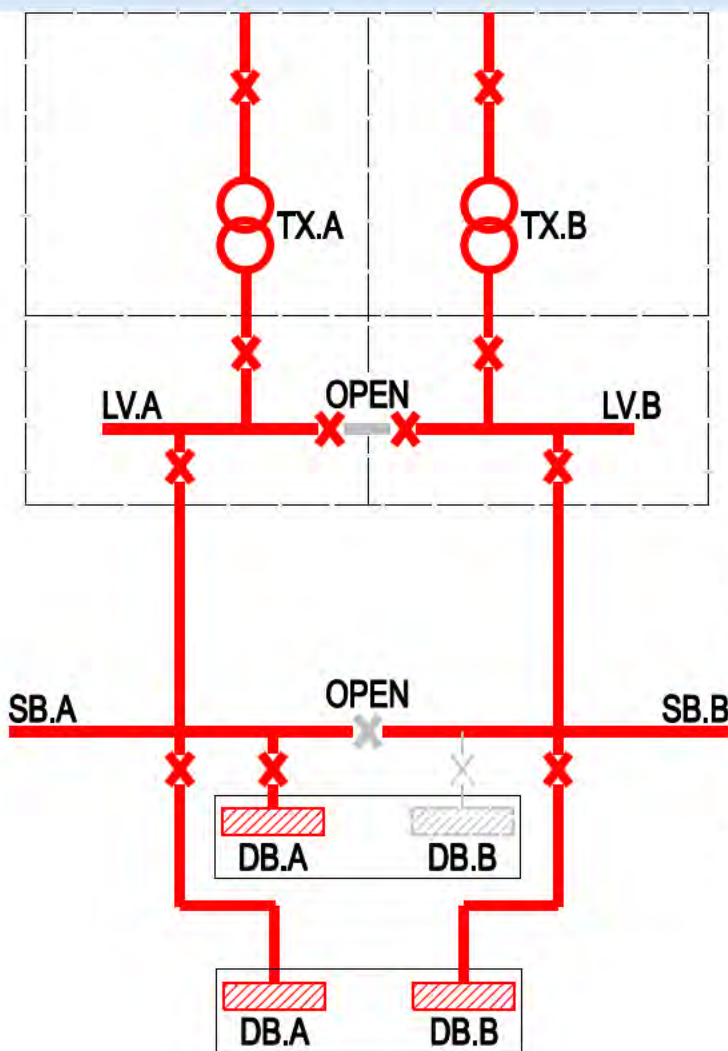


Mains healthy condition
-dual redundancy
-4h fire separation

Loss of one transformer
-transformers 100% rated

Loss of sub-mains
-sub-mains 100% rated

Resilience - power



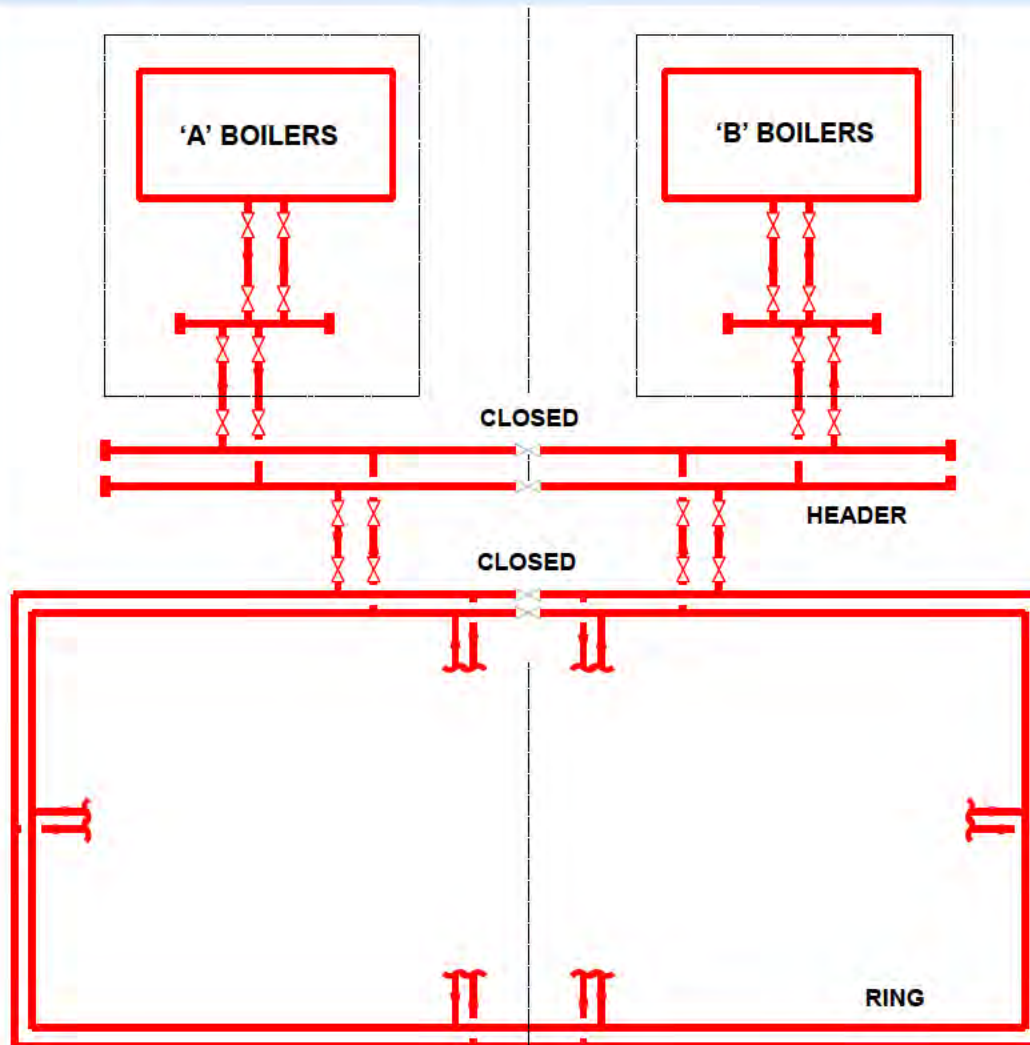
Mains healthy condition
-dual redundancy
-4h fire separation

Loss of one transformer
-transformers 100% rated

Loss of sub-mains
-sub-mains 100% rated

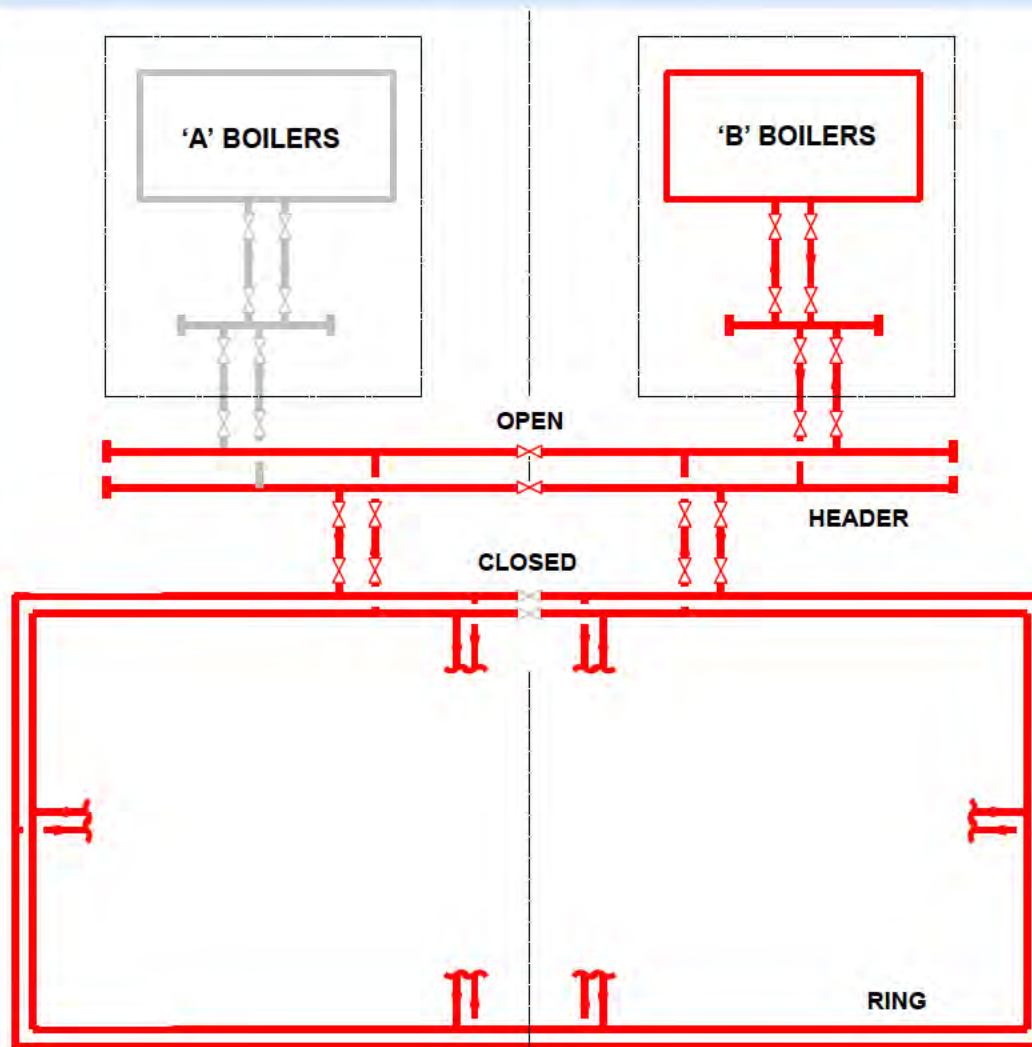
Loss of final distribution board
- Final circuits interleaved

Resilience - heating



Normal Operation
-redundancy
-fire separation

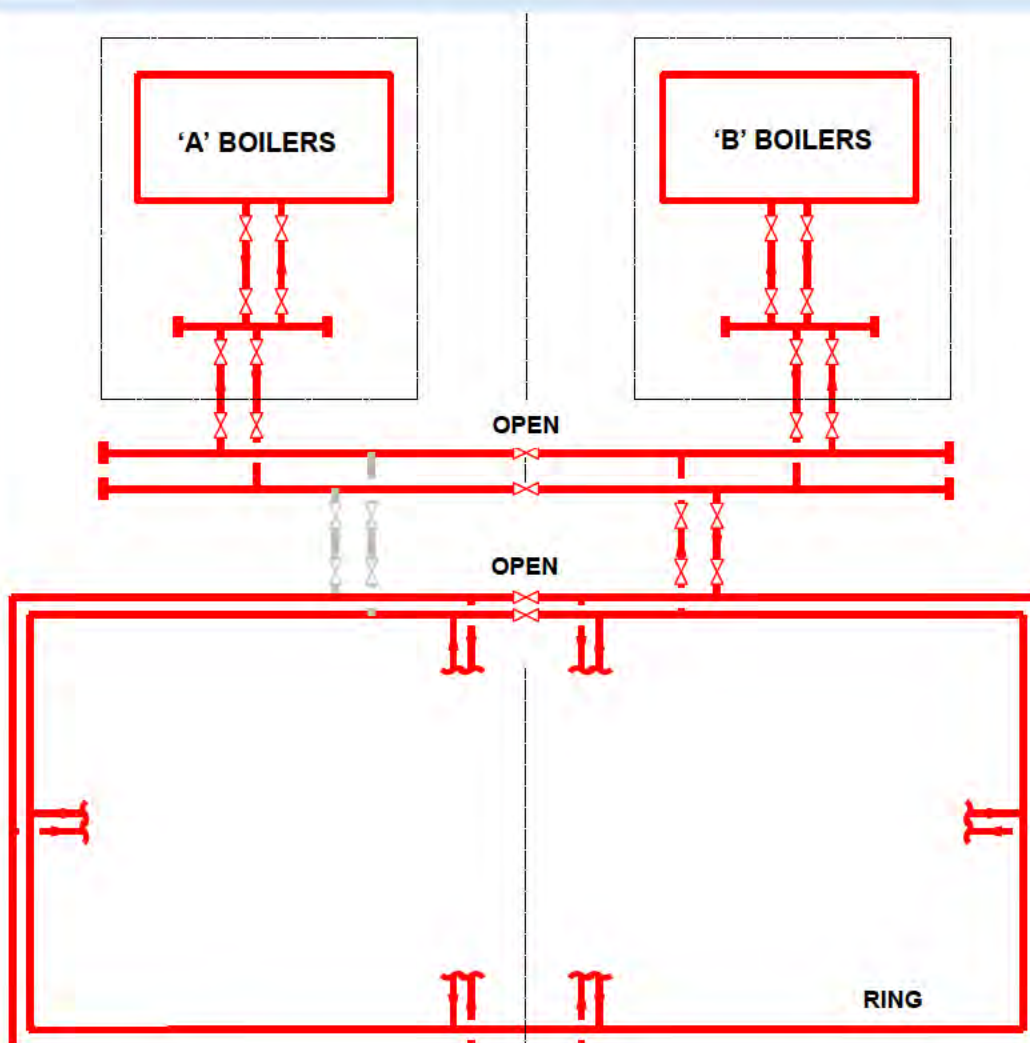
Resilience - heating



Normal Operation
-redundancy
-fire separation

Loss of one boiler room
-88% capacity available

Resilience - heating



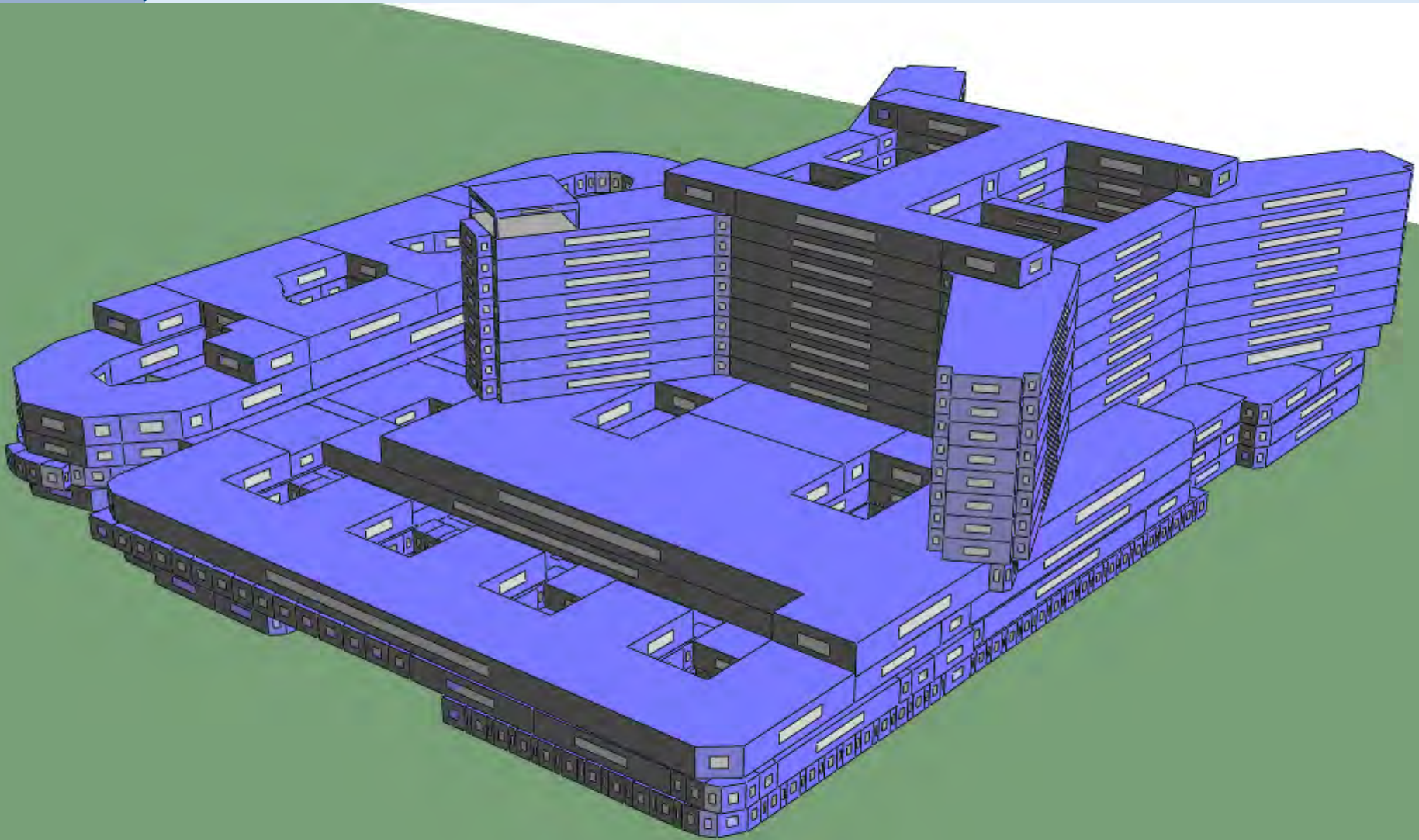
Normal Operation

- redundancy
- fire separation

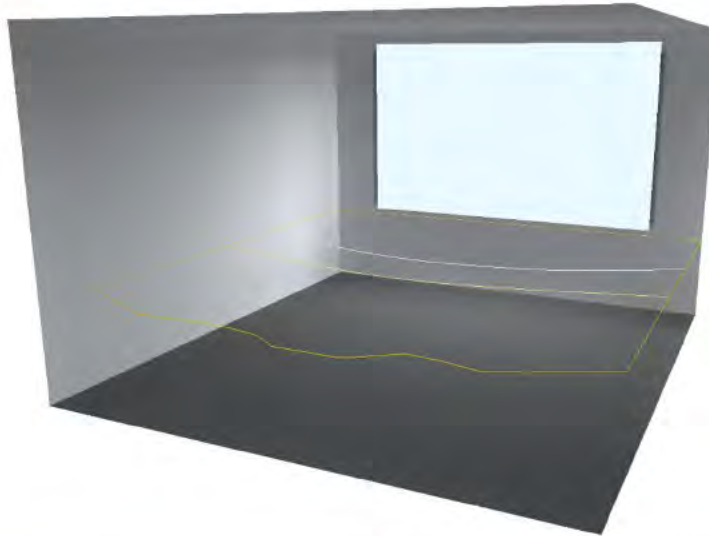
Loss of one boiler room
-88% capacity available

Loss of riser
-100% capacity
available

Design tools



Design tools – Lighting Design

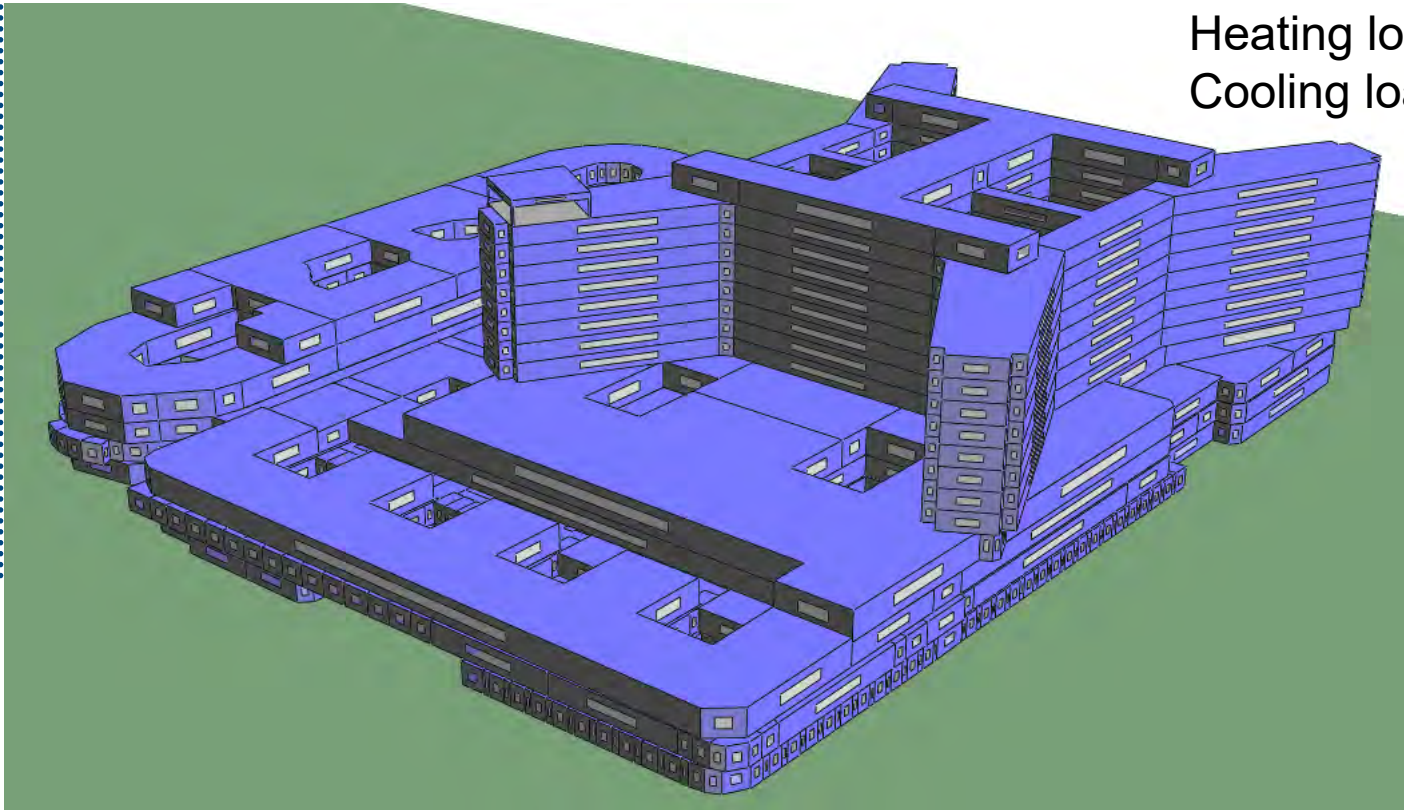


Daylight calculations.
Artificial lighting control linked to daylight.
Bi directional link between calculation and CAD software.
3D modelling.
Automatic materials scheduling.



Design tools – Thermal Modelling

Energy Performance
Certificate (EPC).
Natural ventilation.
Hours of overheating.
Heating load.
Cooling load.



Low Carbon Design

Energy & Carbon Targets

1) Energy Consumption

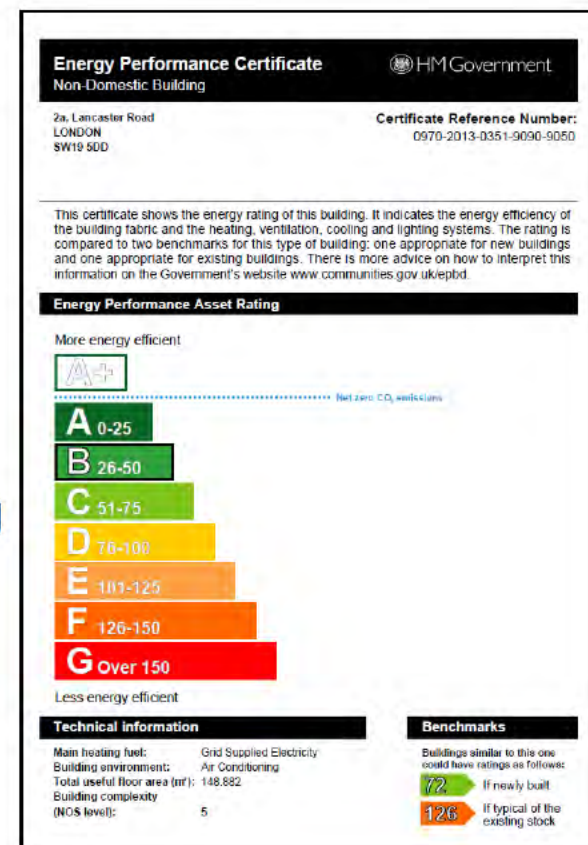
- Below 55GJ/100M³/Year

2) Carbon Emissions

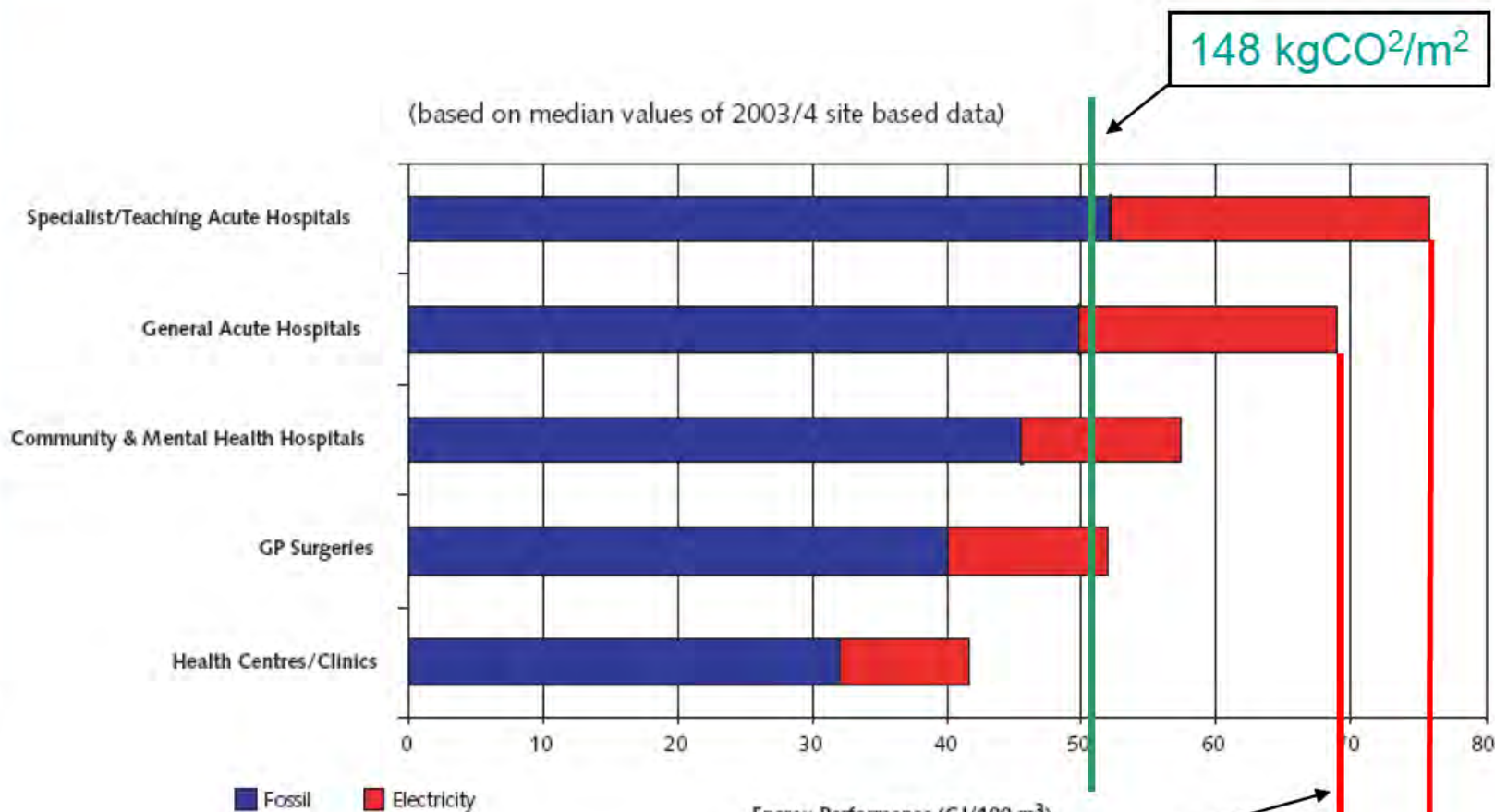
- Below 80kgCO²/M²/Year

3) Energy Performance Certificate Asset Rating

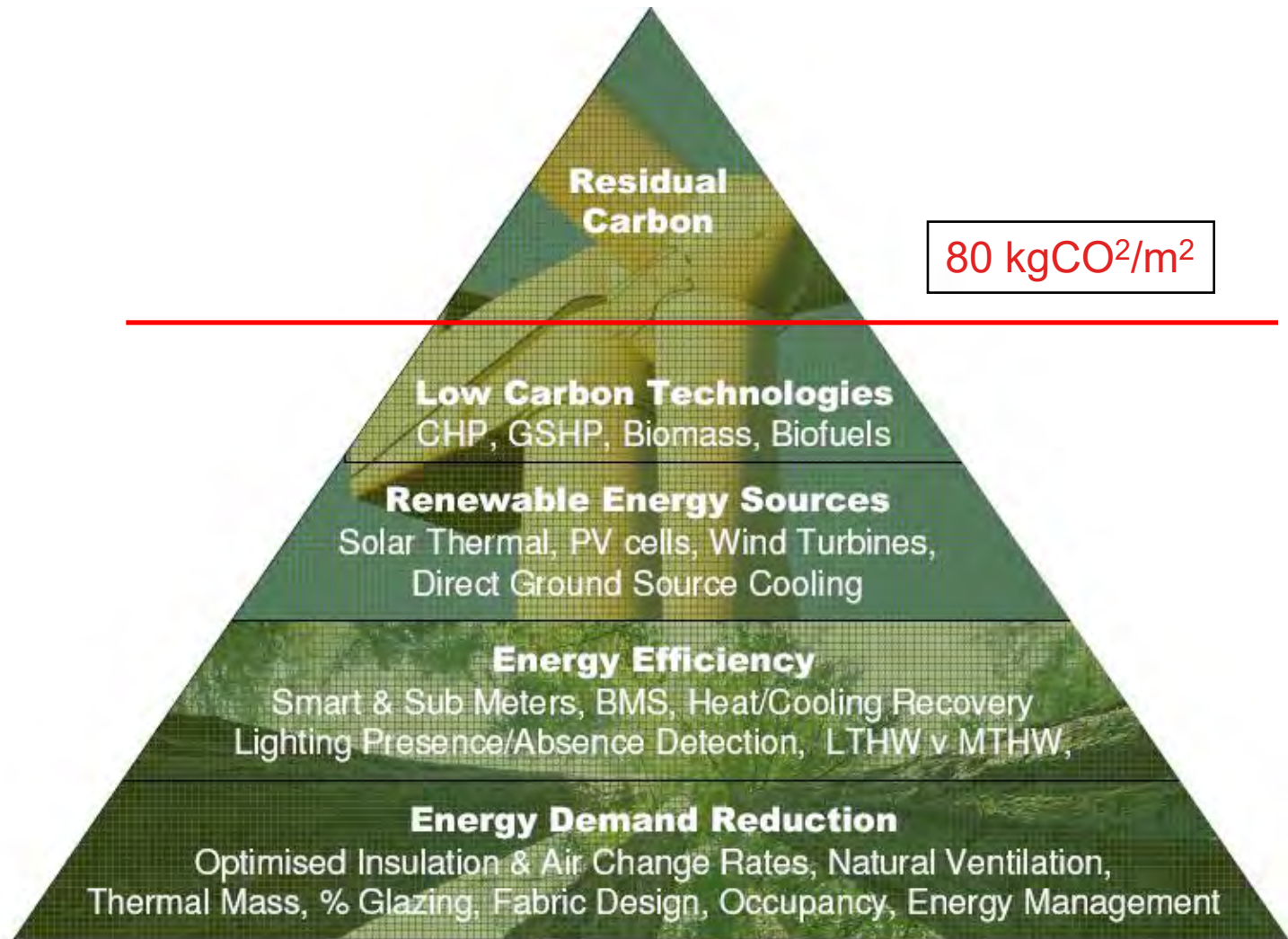
- Less than 40



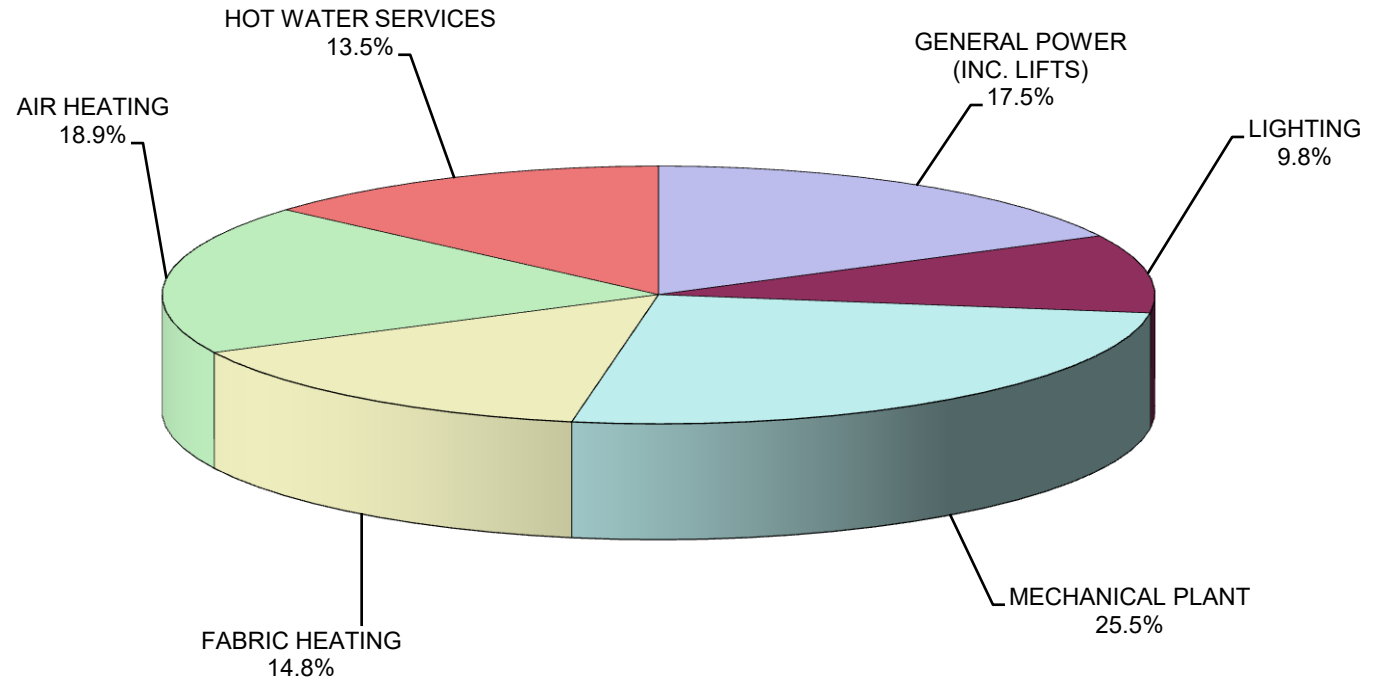
Extent of the CO₂ Challenge



Energy Reduction Process



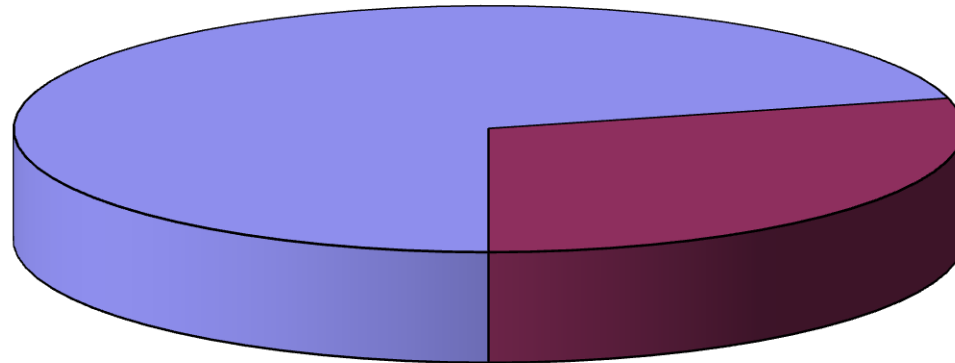
NSGH Energy Consumption Assessment



Predicted Energy Demand 42 to 44 GJ/100M³/Year

NSGH CO² Emissions

Electricity
71%

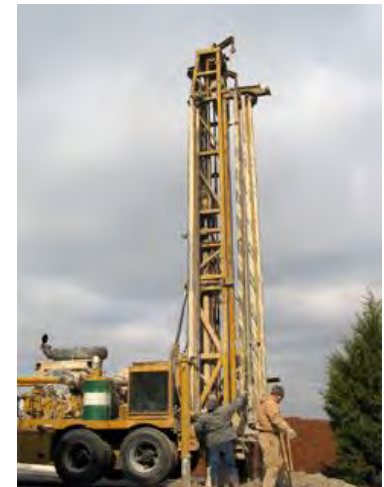
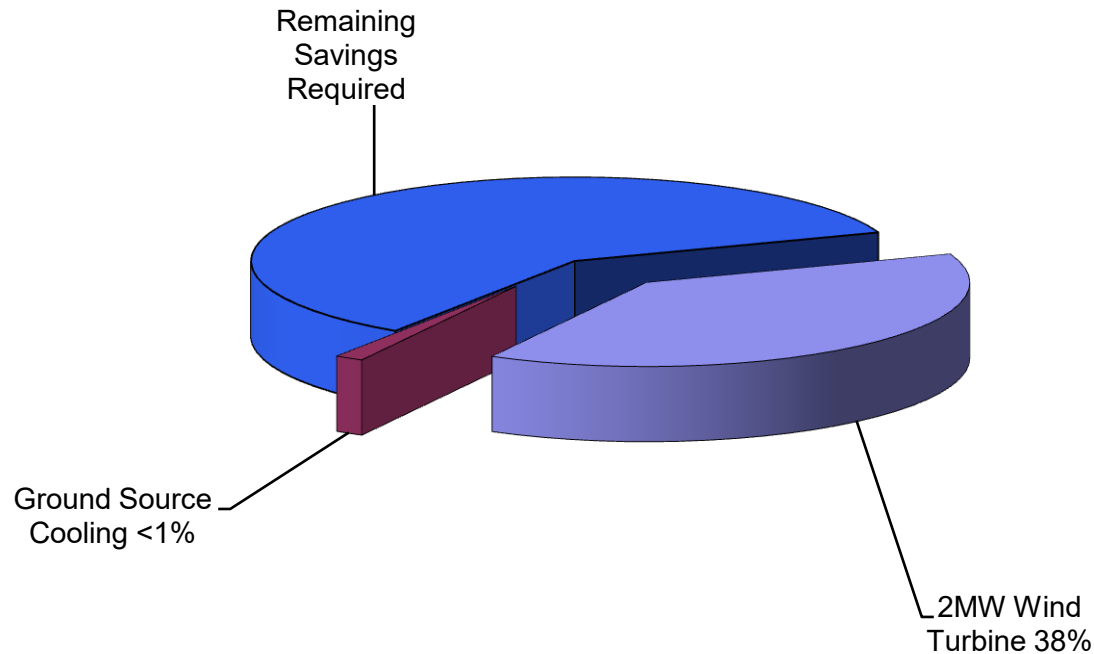


Fossil Fuels
29%

Predicted Carbon Before Supply Consideration 135 kgCO₂/m²

CO₂ Supply Reduction Alternatives

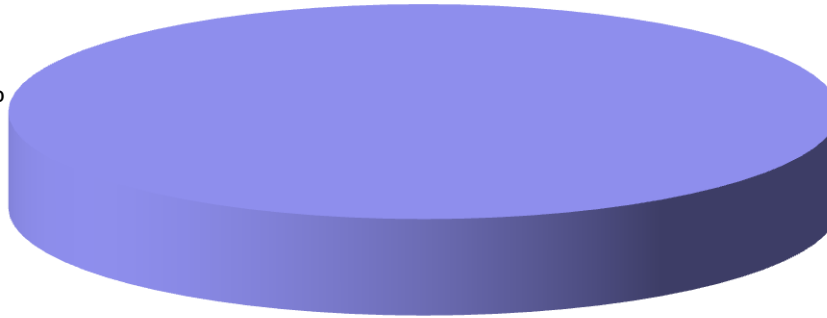
Off Site Wind Turbine & Direct Cooling



CO₂ Supply Reduction Proposal

CHP & Absorption Cooling

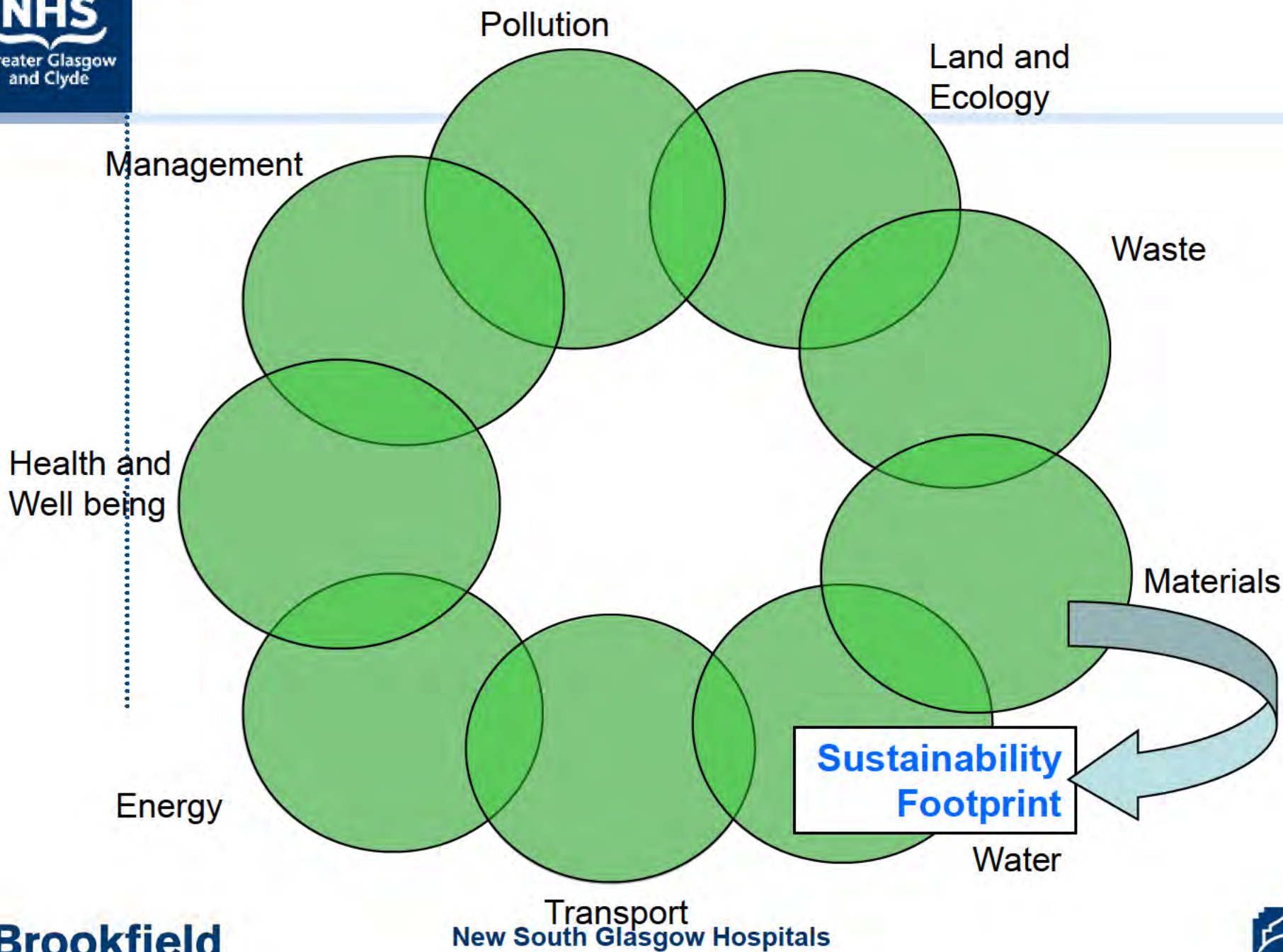
CHP
100%



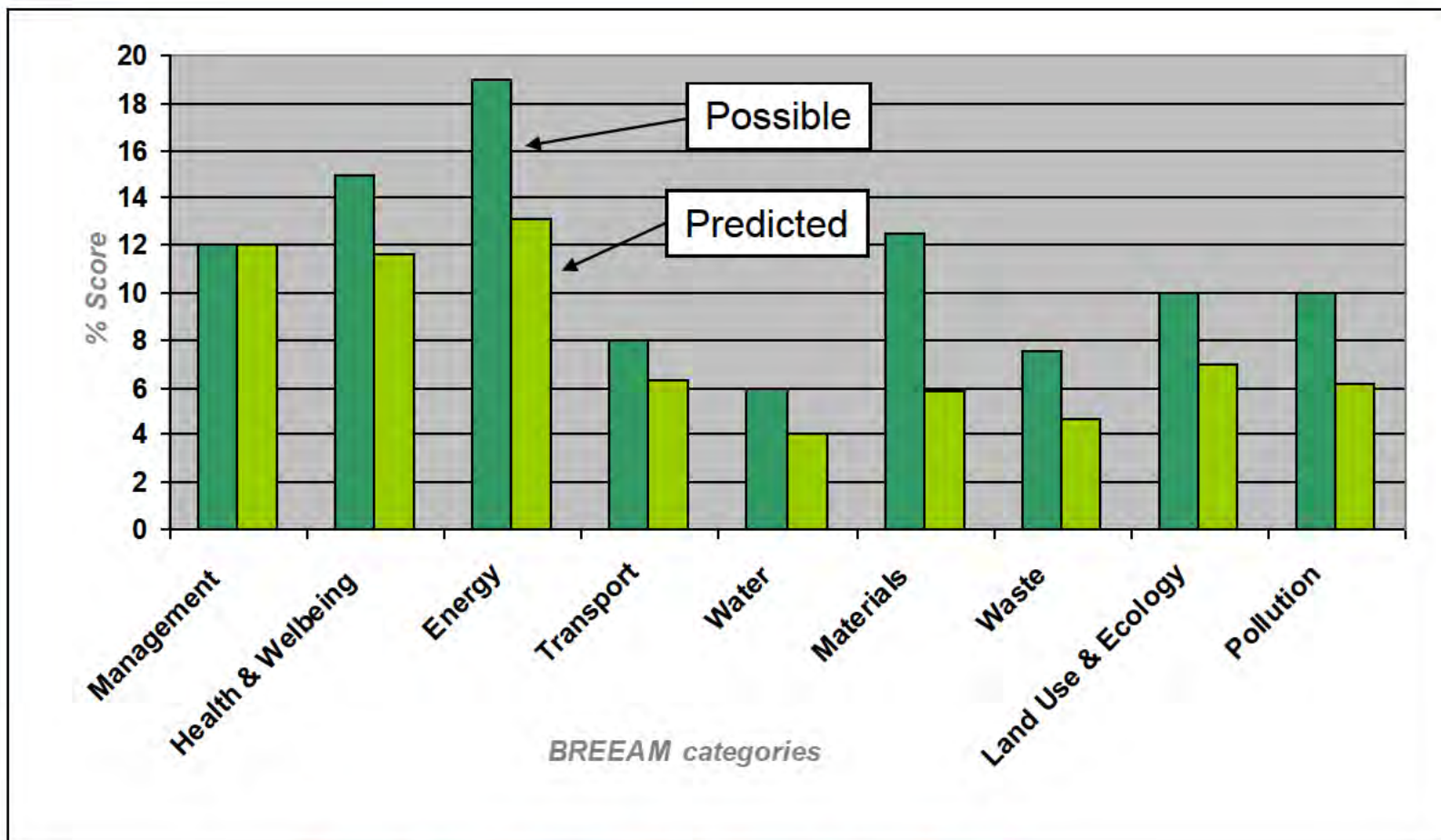
Final CO₂ Emissions 80 kgCO₂/m²



Sustainability - BREEAM



BREEAM Score



Predicted Score 72.8 Excellent Rating

Pollution

Land and
Ecology

Waste

Materials

Water

Transport
New South Glasgow Hospitals

Management

Health and
Well being

Energy

breeam

Excellent

**Reduced
Sustainability
Footprint**



Overview of our Logistics Strategy

- **Delivery Vehicle / Plant Movements**
- **Accommodation / Welfare Facilities**
- **Car Parking / Importation of Personnel**

Recap of Key Considerations Influencing Strategy

The Site Location



Traffic Congestion on Surrounding Roads



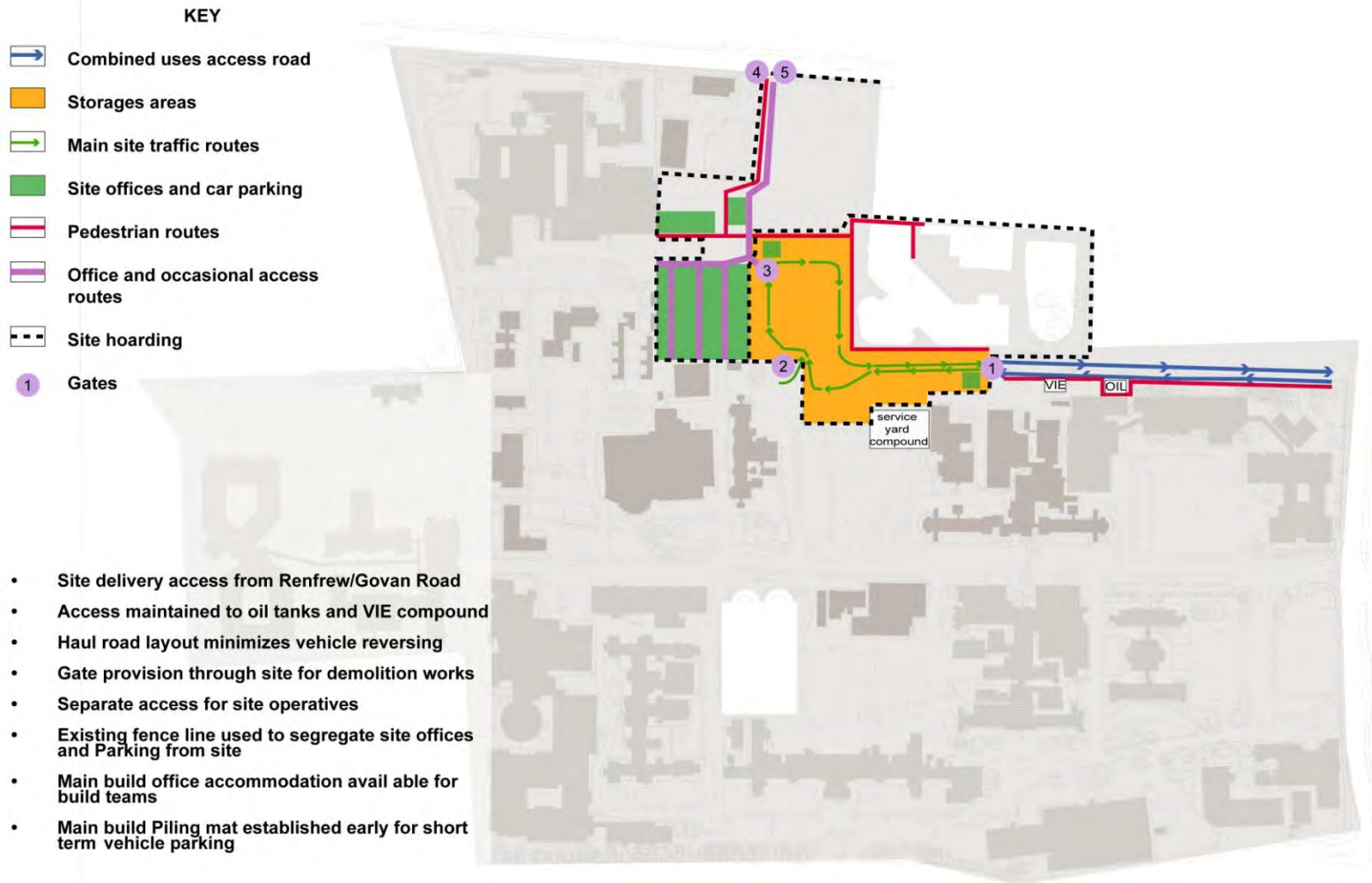
Potential Impact on NHS Board Staff Parking



Preventing Disruption to Existing Hospital Operations



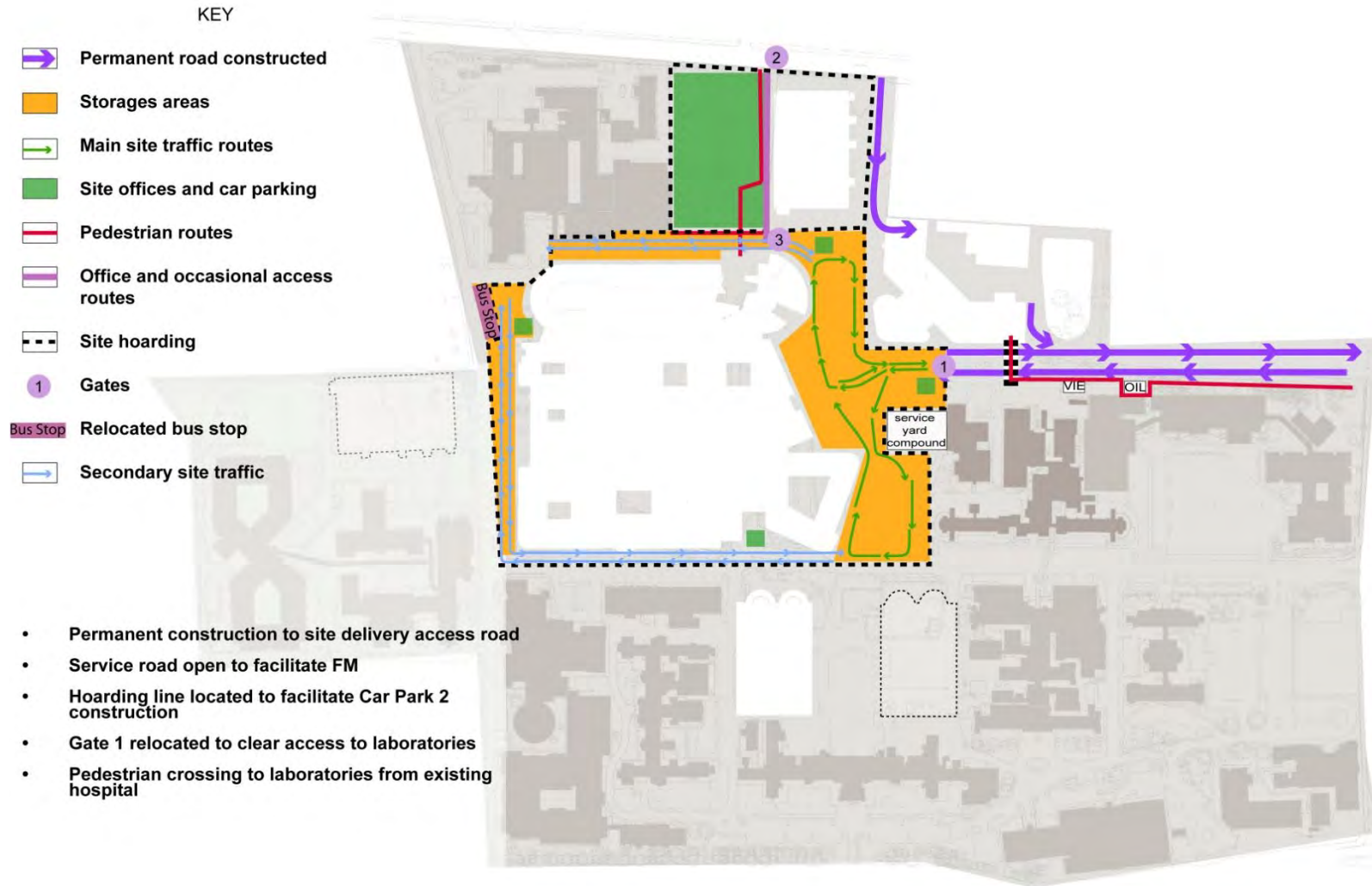
Phase 1 - Laboratories/ FM Build



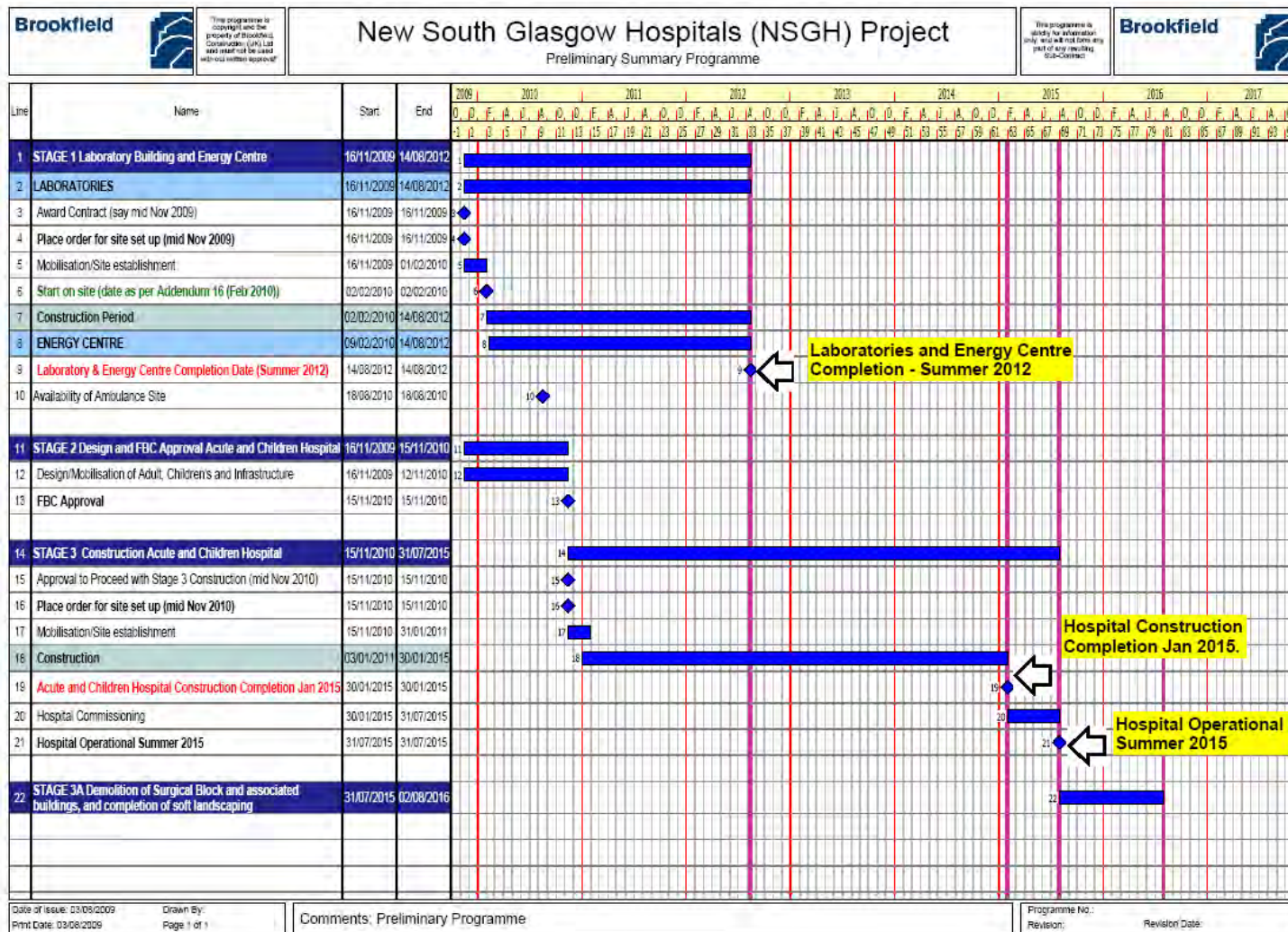
Phase 2 – Main Hospital and Laboratories



Phase 3 – Main Hospital only

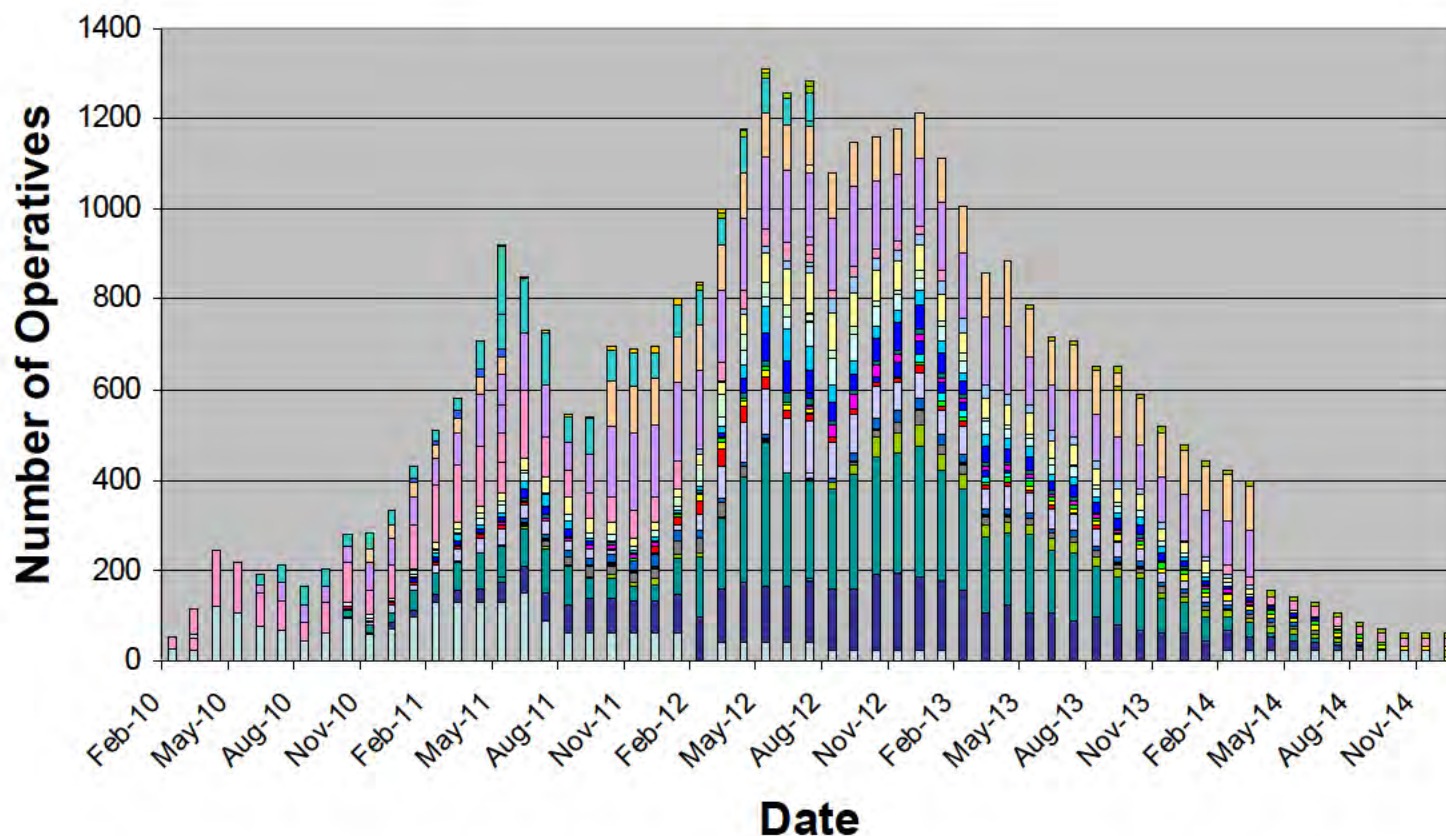


Site Office & Welfare Accommodation (Including Associated Car Parking)



Site Office & Welfare Accommodation (Including Associated Car Parking)

Preliminary Planned Labour Requirements



Site Office & Welfare Accommodation (Including Associated Car Parking)

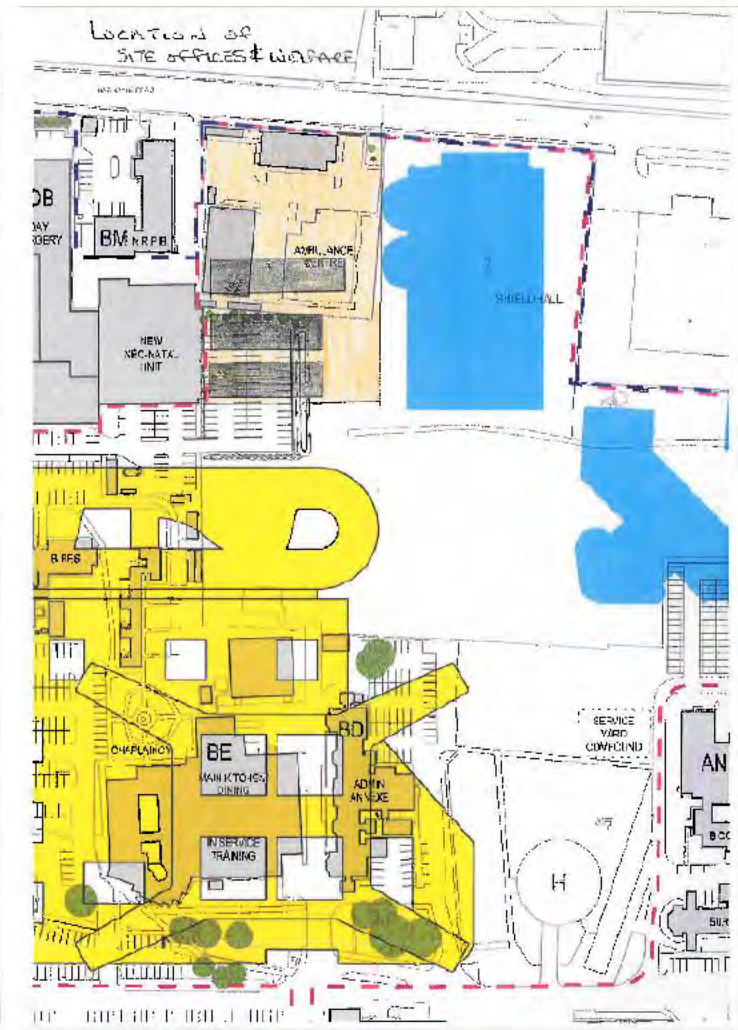
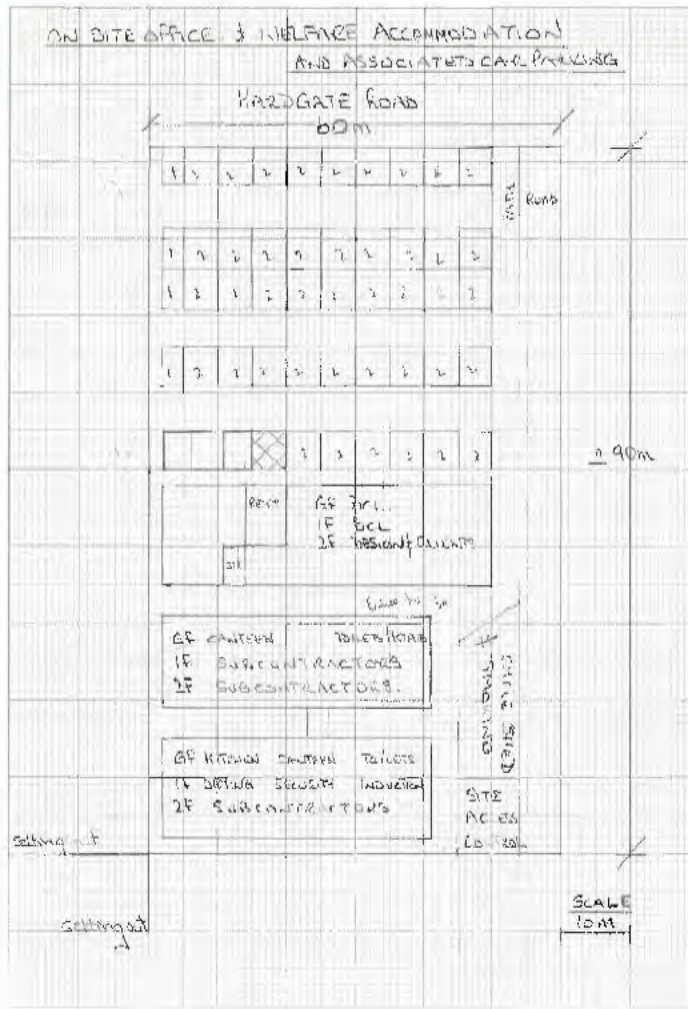
ON SITE LOCATION (Ambulance Station and Part Phase 2 Site)

Ogilvie site! We needed an alternative
Not dependent upon 3rd Party negotiations
Not subject to Planning Consent
Closer to site Activities

This Layout reduced footprint by stacking 3 high in 3 blocks.

Principle to erect 1 or 2 Blocks on initial land available and
extending later for Phase 2/3 when further areas becomes available

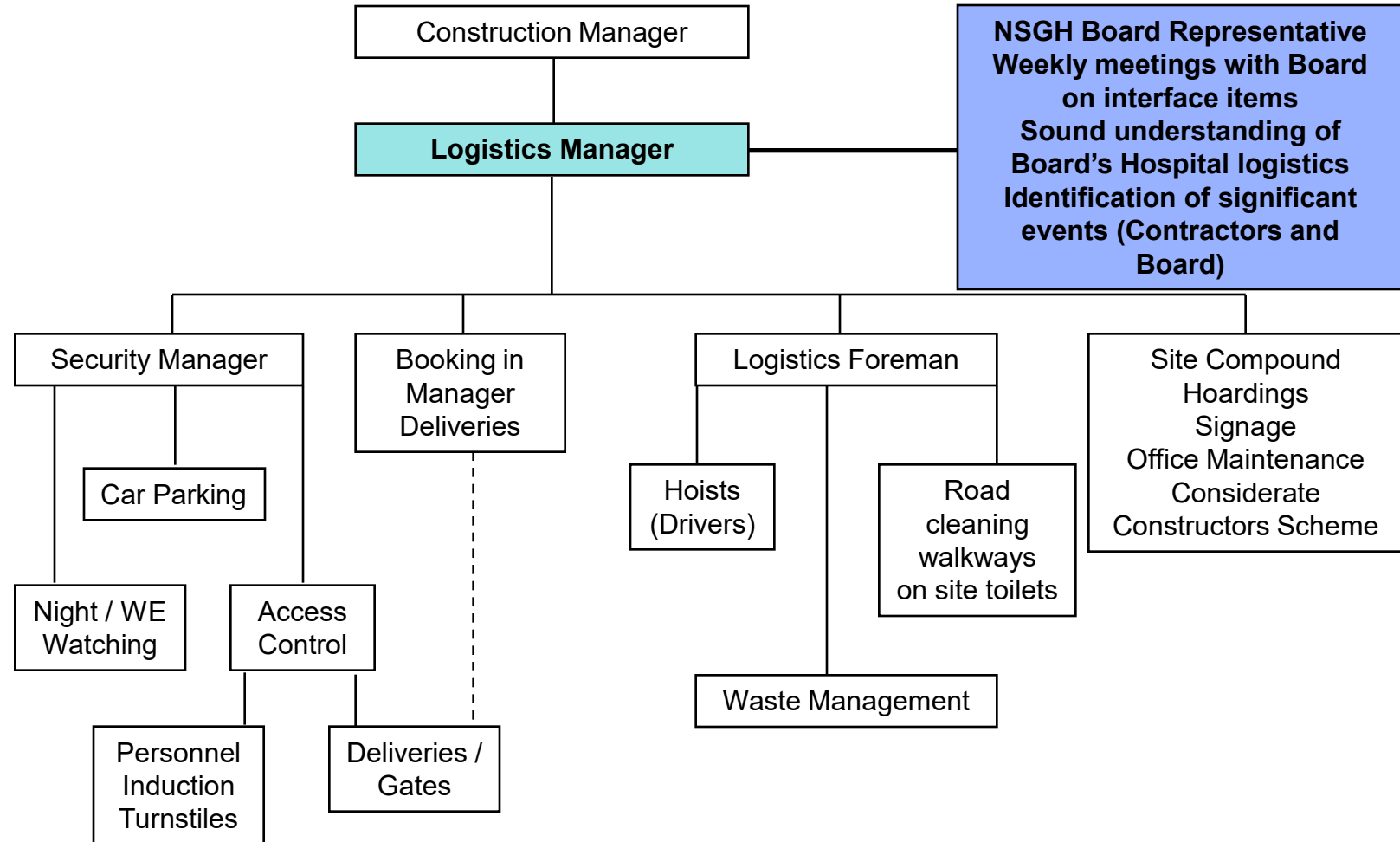
Site Office Layout and Location



Car Parking and Importation Provision for Site Personnel

- 1,300 „at peak“ Operatives and Staff = approx 750 – 850 parking space requirement
- Initially we can accommodate some parking on site. As numbers increase Options are:
- **EARLY CONSTRUCTION OF CAR PARK 2** for BCL use (1000 spaces)
- **OFF SITE PARKING WITHIN WALKING DISTANCE**
Examples: Ogilvie Site, Linthouse Road Site
- **PARK AND RIDE**
From existing car park facilities or newly created ones. Potential sites have been identified
- **COMBINATIONS OF THE ABOVE**
- **OTHER IDEAS**
Discussions with local transport companies
Encouraging car sharing and cycling
Providing transport from strategic points such as train stations high density pick up points.

Management of Logistics



Our Objective

- Our objective is endorsed by a quote in last Thursday's Peterborough Evening Newspaper by Nigel Hards – NHS Trust Chairman.

“At times there were 1,000 people on site, and disruption to patients and staff at Edith Cavell was kept to a minimum”

- Community Engagement/Benefits
 - New South Glasgow Hospitals

Community Engagement/Benefits

- Introduction
- Engagement (Post Contract Award)
- Benefits (Pre and Post Contract Award)
- Strategy
- KPI's
- Summary

Community Engagement (Post contract award)

Work with Community Engagement Manager

- Adult Hospital
 - Design/patients
 - Community and staff involvement
- Children's Hospital
 - Engagement Advisory Panel
 - Family Panel
 - Youth Panel
- Neighbourhood Engagement through Logistics Manager
 - Relationships in and around Southern General
 - Local bodies/awareness
 - No surprises/kept informed

Community Engagement (Post contract award)

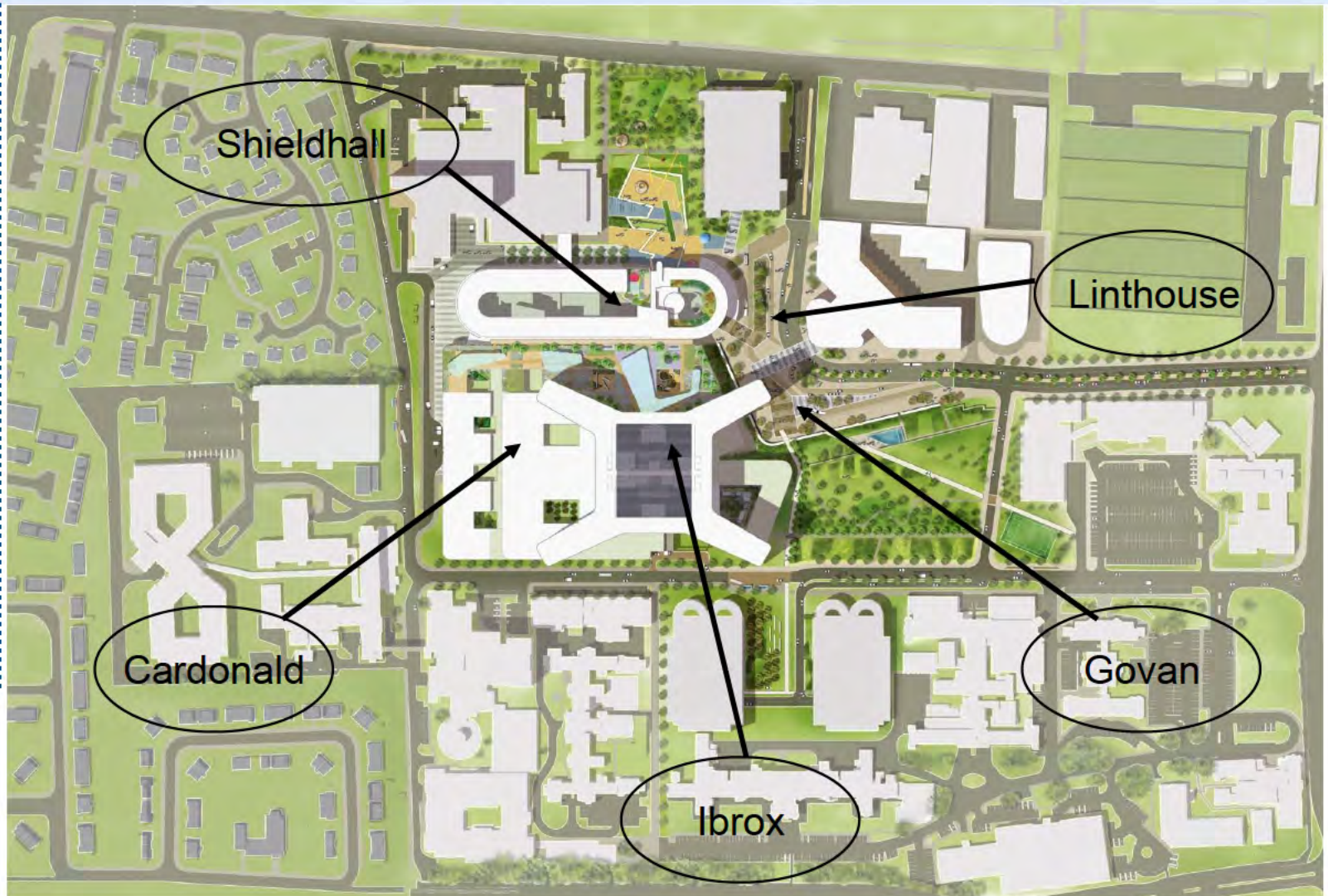
- Brookfield Corporate Social Responsibility
- Local Residents/Local Groups
 - Liaison/Engagement
 - Feedback
 - Involve local projects eg Elder Park/Linthouse Café
 - Collaboration with Arts strategy
- Schools & Colleges
 - Awareness of Construction opportunities
 - Independent Learning Programmes

Community Benefits: Pre/Post Contract Award

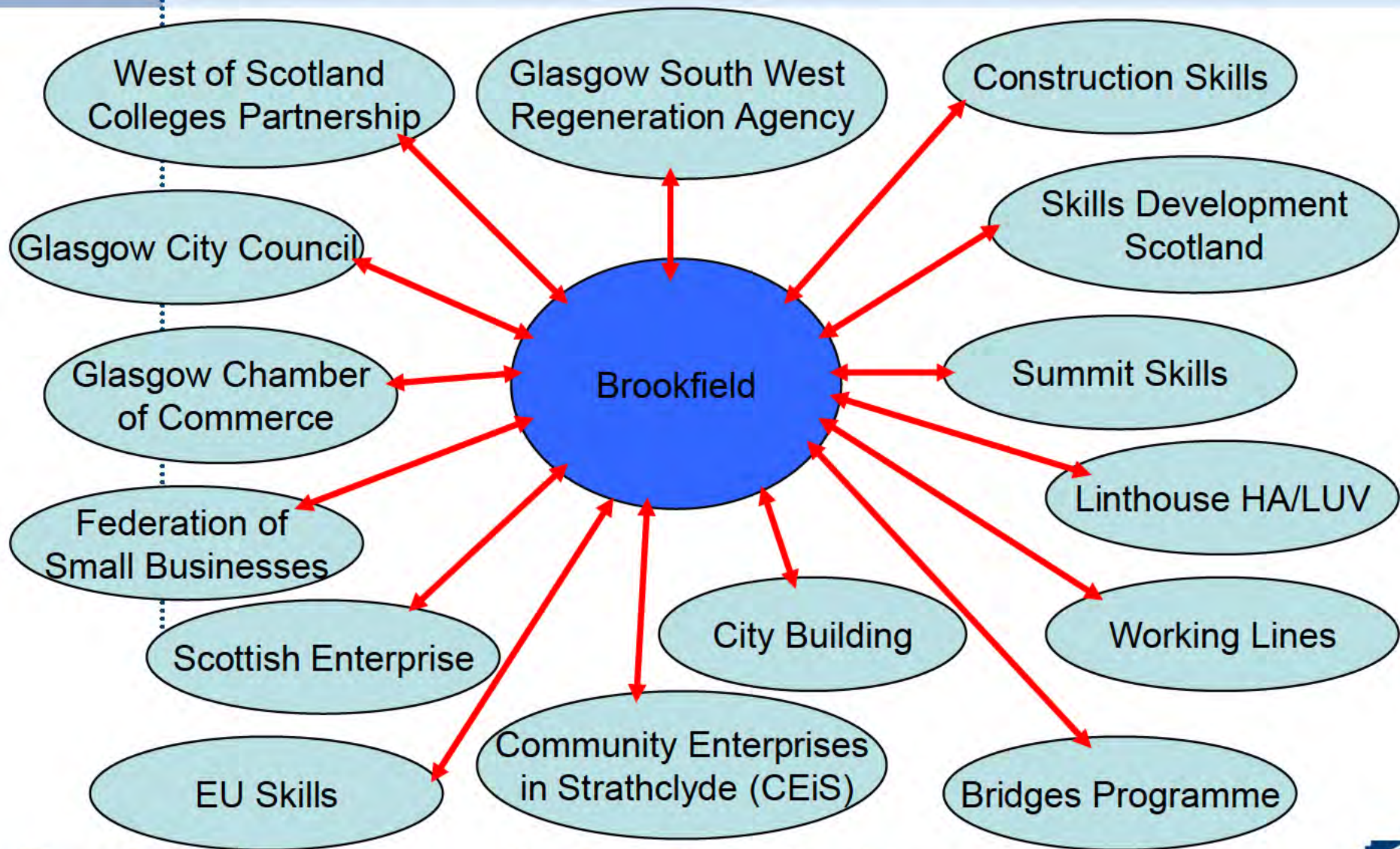
What does NSGH Project mean to Glasgow?

- Major Opportunity/Big Impact
- Recognition of traditional values
- Understanding/Appreciation of Location
- Breaking down the barriers
- A Journey for all/work ready/sustainable employment
- Collaborative approach
- Lasting Legacy

Community Benefits: Local area

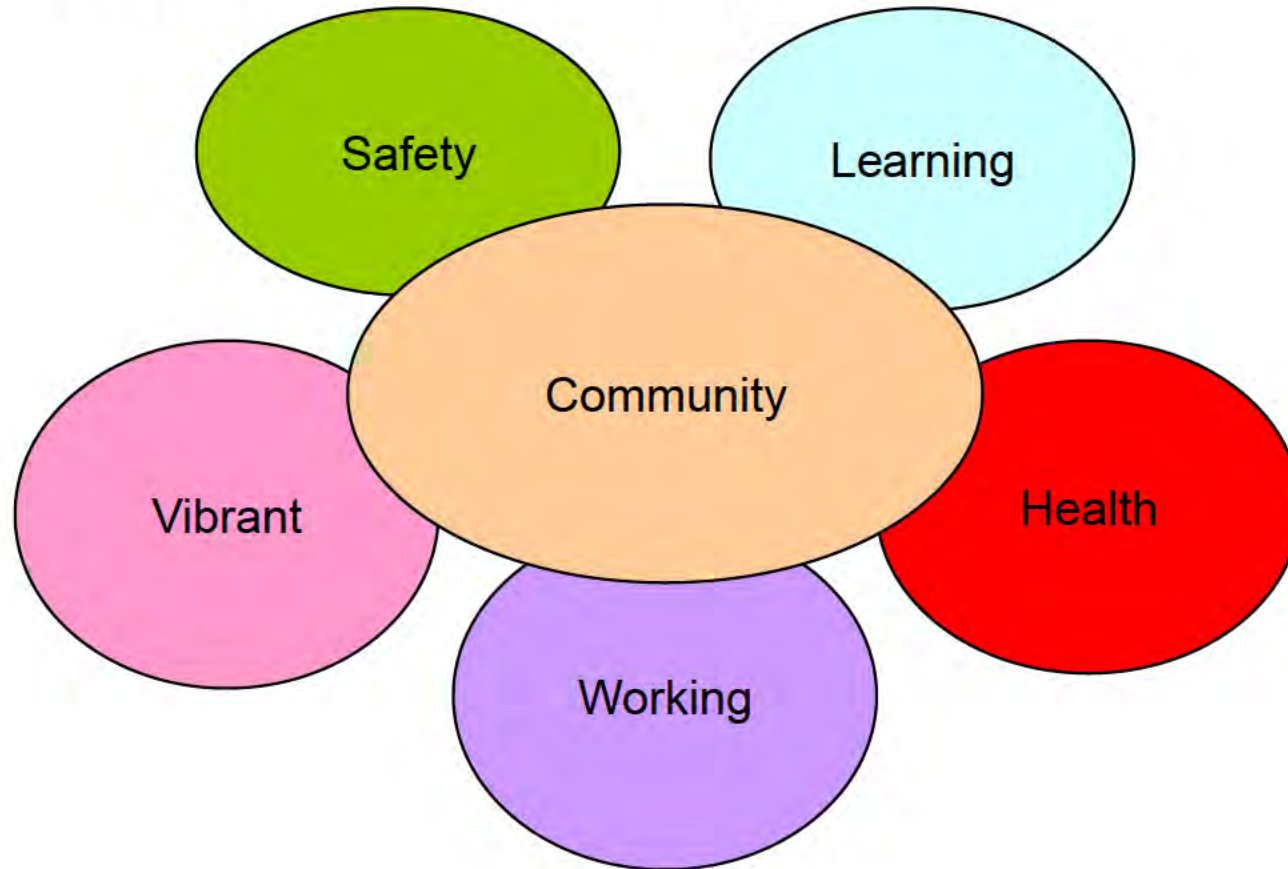


Community Benefits: Who we've met so far.



Understanding the Community “themes”

An appreciation of the community themes

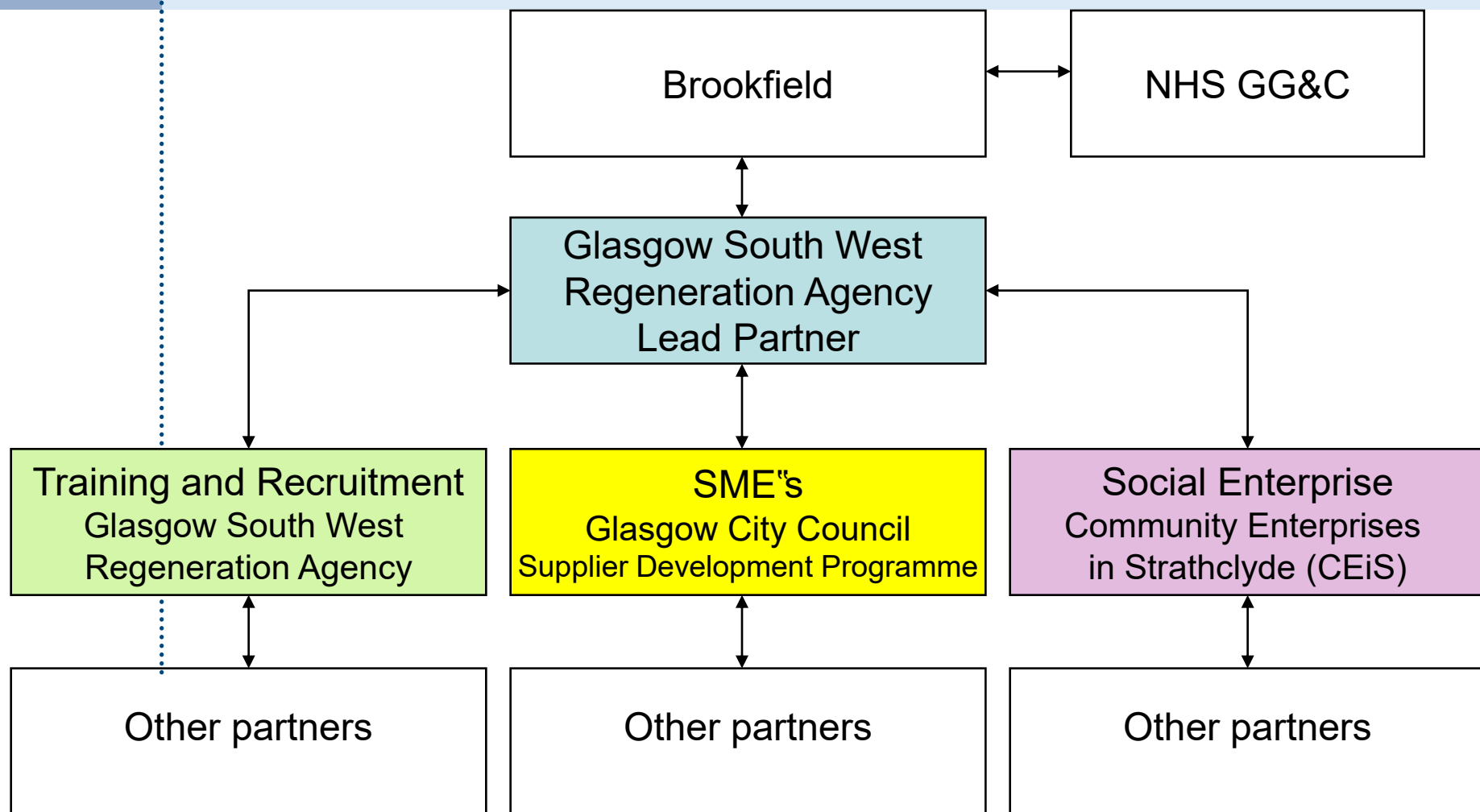


Community Benefits: Strategy

A robust, comprehensive community benefits strategy

- Partnership Agreement with key agencies
- Lead Partner Single point of contact
- Partner Biographies/Obligations
- On site/close proximity training & recruitment centre
- Project Website
- Utilise funding with no cost to the Board
- Lessons learnt (Govan/Pollock Initiatives)

Community Benefits: Proposed Partnership Structure



Community Benefit: Strategy

- Regular liaison/progress meetings
- Collaborative approach with all partners
- Monitoring
- Feedback

Community Benefit: Strategy

How do we ensure “buy in” from our supply chain?

- Supply Chain with contractual obligations to deliver on their agreed promises (Direct)
- Supply Chain (Indirect) awareness and obligations to deliver
- Actively work with Supply Chain and Lead Partner to ensure obligations are delivered upon

Community Benefit: Training and Recruitment

- Mercury Engineering
 - New Entrant Apprentice
 - Qualified tradesman
 - Hospital FM Employee

= Sustainable Employment



Astins Institute



Community Benefits: Strategy- SME/SE

How do we break down the barriers for SME/SE involvement?

- Identify packages eg catering, welfare, couriers, printing, painting & decorating
- Up-skilling of SME's; develop confidence to grow in a safe and controlled manner through training
- Providing SE's with opportunity to develop
- Meet the Buyer events; eg
 - South Glasgow Business Club;
 - Chamber of Commerce Events
- Marketing (Sunny Govan Radio)

Community Benefits : KPI"s

KPI"s set by the NHS GG&C Board

- Targeted Recruitment and Training
 - Target 10% of total labour on project delivered by "New Entrants"
 - Training and upskilling existing employees
 - Regular monitoring
 - Case studies
 - Stakeholder Evaluation

SME's/Social Enterprise

- SME/Social Enterprise development
 - Provide access to opportunities for SME"s
 - Engage with Social Enterprises/demonstrate successful collaboration
- Access to over 2,500 business ready local SME companies through the Partnership Agreement

Community Benefits: SMART KPI'S

- **S**pecific
- **M**easurable
- **A**chievable
- **R**ealistic
- **T**imely

Community Benefits: Summary

- Single Point of Contact
- Partner team
- Robust strategy
- SMART's
- Lasting Legacy

Community Benefits: Summary

Collectively we have a real chance to make a lasting difference to:

- Individuals;
- Businesses; and
- Glasgow

Community Benefits: It's about People



Summary

- Commitment
- Culture
- Attention to detail
- Value
- Team Work

