Cho, Y., Song, J. (2019) Assessment Tool for Users' Experience in Healthcare Settings [Presentati on Session] IDEC 2019 Annual Conference, Charlotte, NC, United States.

Abstract:

Issue: In creating notable experiences for patients in healthcare settings, design components are critical in offering psychological support surrounding patients' expectations with respect to the I evel of clinical care (Dilani, 2008; Knudson, 2017). A growing body of research maintains that he althcare design strategies influence patients' health outcomes and wellness (Devlin & Arneill, 20 03; Laursen, et al, 2014). While evidence-based design has been studied through post-occupanc y evaluation of overall facility design of clinics and other spaces such as inpatient rooms (Quan e t al, 2017), little research has focused on evaluating users' physical and emotional well-being, an d social interaction that inform wellness-design features. Therefore, the purpose of this study is three-fold: 1) to generate wellness-design guidelines (checklist) to assist in design decision-maki ng; 3) to propose a method and protocol for user-centered wellness design evaluation tool for fu ture studies.

Process and Method: Qualitative and quantitative research methods were used to create a valid set of wellness design criteria. First, content analysis was conducted identifying wellness-design goals and critical components of existing design evaluation standards and guidelines (Table 1). S econdly, an online survey and statistical analysis were used for examining how users might perc eive 20 wellness-design components based on their experience when visiting facilities. A total of 299 human subjects who had visited a healthcare facility at least one time in the United States d uring the past 12 months participated in the national survey in April, 2017. Data were analyzed t o determine how wellness-design goals are met, and what critical design components are impor tant, and how they effected experience of the physical, emotional, and social well-being of parti cipants.

Results: An excel-based interactive wellness-design evaluation tool (Figure 1) was created based on research results. From content analysis, descriptive narratives and graphic visuals provided a detailed understanding of critical design components that are evidence-based. A set of graphic d iagram and illustrations of the 20 wellness design components were cross-referenced (Figure 2). The mean values of each design component, and their impact on participant's physical, emotion al, and social well-being from the survey results (Figure 3) were incorporated to develop wellnes s-design criteria for setting evaluation standards to be used in evidence-based design projects. E ach design component was addressed in terms of the three wellness aspects of the healthcare fa cility during their visit. Itemized scores for each design component and the final score of the tota l itemized scores from individuals' evaluation results were compared to the mean values of the s urvey results.

Importance of the Topic: This study introduces evidence-based design criteria, method, and tool to support the concept of users' health and well-being and ultimately wellness experience of pat ients and family during visits to healthcare facilities. As an evidence-based model of practice, the tool could facilitate communication among the collaborative team of healthcare designers and s takeholders involved. Although survey participants had limited exposure to overall facility, the st udy provides new insights to suggest research possibilities and applications of the tool with resp ect to how the general population might perceive the wellness-design components in healthcare environments, and what design solutions support users' experience of care.

Link: https://www.idec.org/files/2019%20IDEC%20Conference%20Proceeding.pdf pp.111-112