

Sustainability,
Design and
Architecture
*at the service
of people*

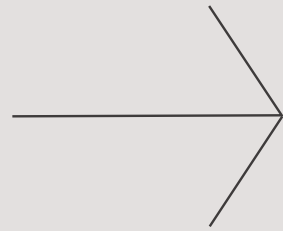
ACTIU



ACTIU & Neuroarchitecture



Our *Values*



Well-being



Design



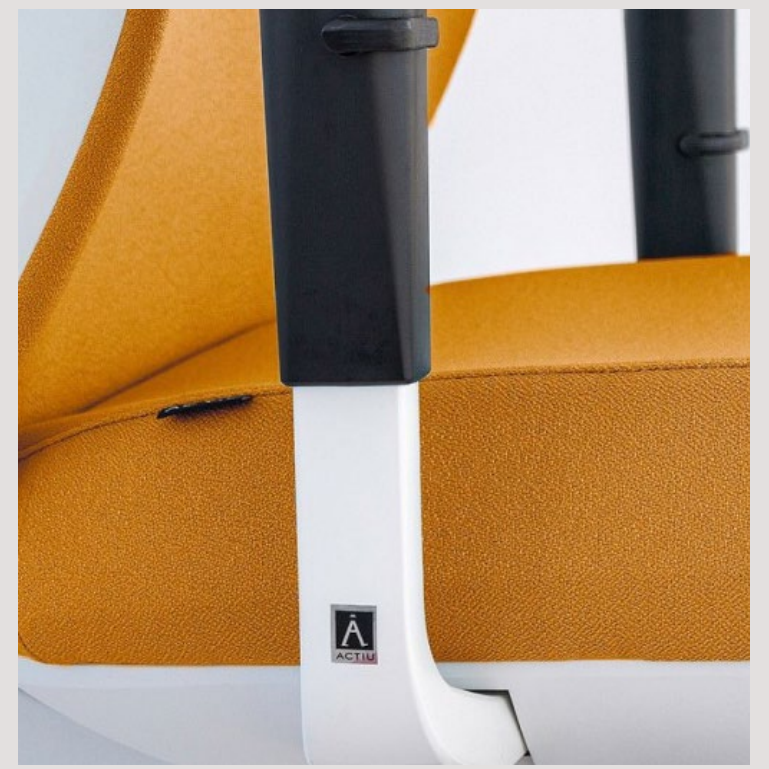
Innovation



Manufacturing

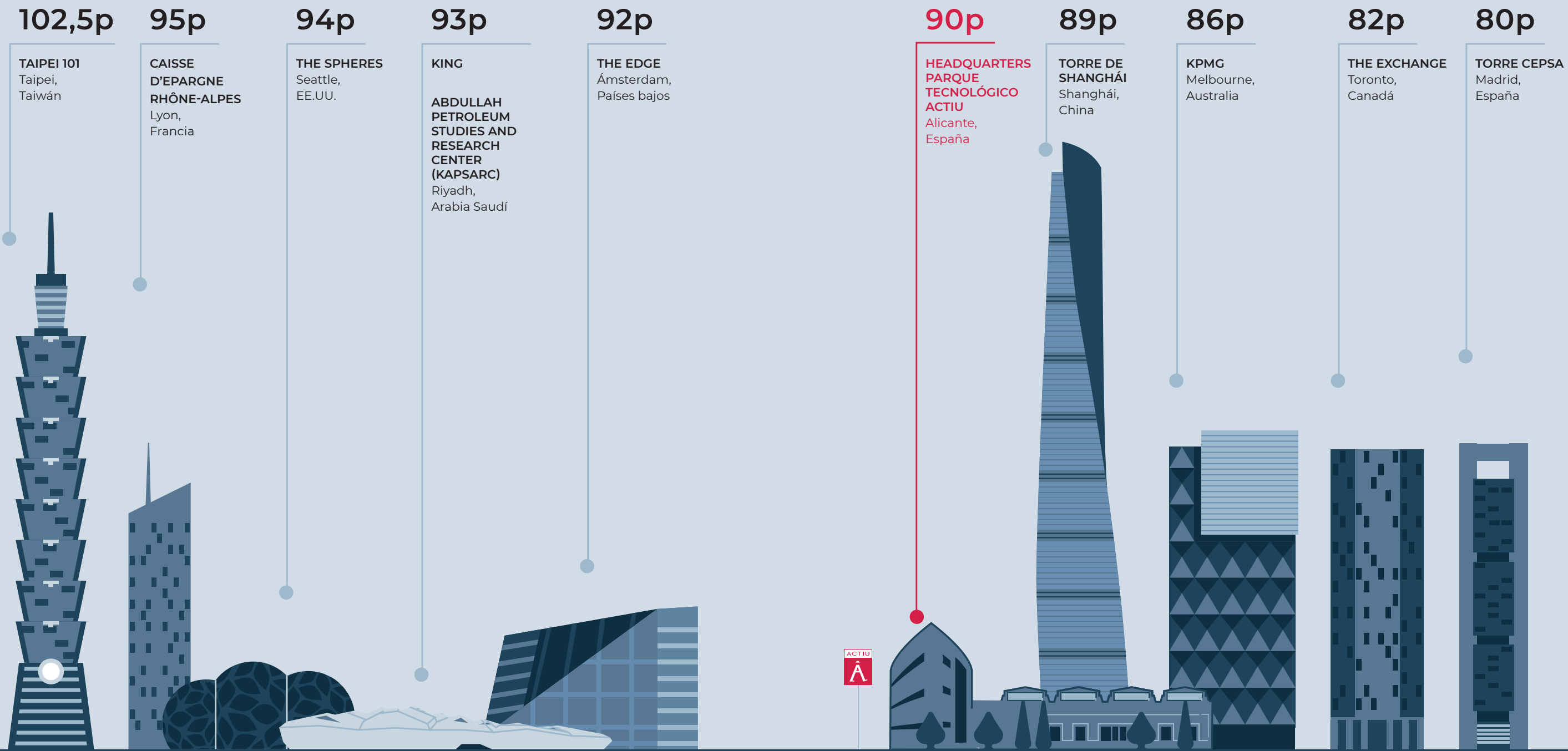


Sustainability



The welfare of facilities around the world

p= Points obtained in the WELL certification.



** The buildings shown are all WELL Platinum certified, in different categories: WELL v2 Certification, WELL v2 Core and WELL v2 Pilot.



**HOW DO WE
WORK AT ACTIU?**



*Did you
know
that...?*



Almost all (86%) productivity problems in organisations are related to the working environment.⁽¹⁾

An environment that facilitates a high level of interaction between workers stimulates the creativity and knowledge transfer that are crucial to generate innovation.⁽²⁾

Did you know that the work environment can influence worker satisfaction by up to 24%?⁽³⁾

Did you know that informal meeting spaces are where most (80%) of valuable interactions between colleagues take place?⁽⁴⁾



[1] Sehgal, S., (2012), Relationship between Work Environment And Productivity, International Journal of Engineering Research and Applications 2(4): 1992-1995

[2] Haynes, B., (2008), An evaluation of the impact of the office environment on productivity, Facilities, 26 (5/6): 178-195

[3] Brill, M., Weidemann, S., (2001), Disproving Widespread Myths About Workplace Design, Kimball International, Jasper, Indiana

[4] Ward, V & Holtham, C., (2000), The role of private and public spaces in knowledge management, presented at Knowledge Management: Concepts and Controversies Conference, 10-11 February 2000, University of Warwick, p 7

Welcome to the era of high
performance offices.

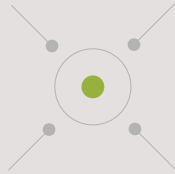
COOL WORK- KING

A High Performance Work Office is one that provides its workers with spaces for the exchange of knowledge and ideas to flow, that favours casual encounters between colleagues from different work teams, that encourages inter-generational socialisation between workers or that allows its teams to enjoy moments of disconnection for inspiration or relaxation.

To achieve this, our
equipment proposals
connect the five basic work
styles promoted on the Cool
Working methodology.



CONFIDENCIALIDAD
/ PRIVACY



COLABORACIÓN
/ TEAM WORK



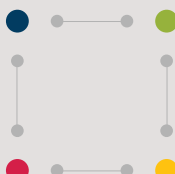
CONCENTRACIÓN
/ FOCUS



APRENDIZAJE
/ LEARNING



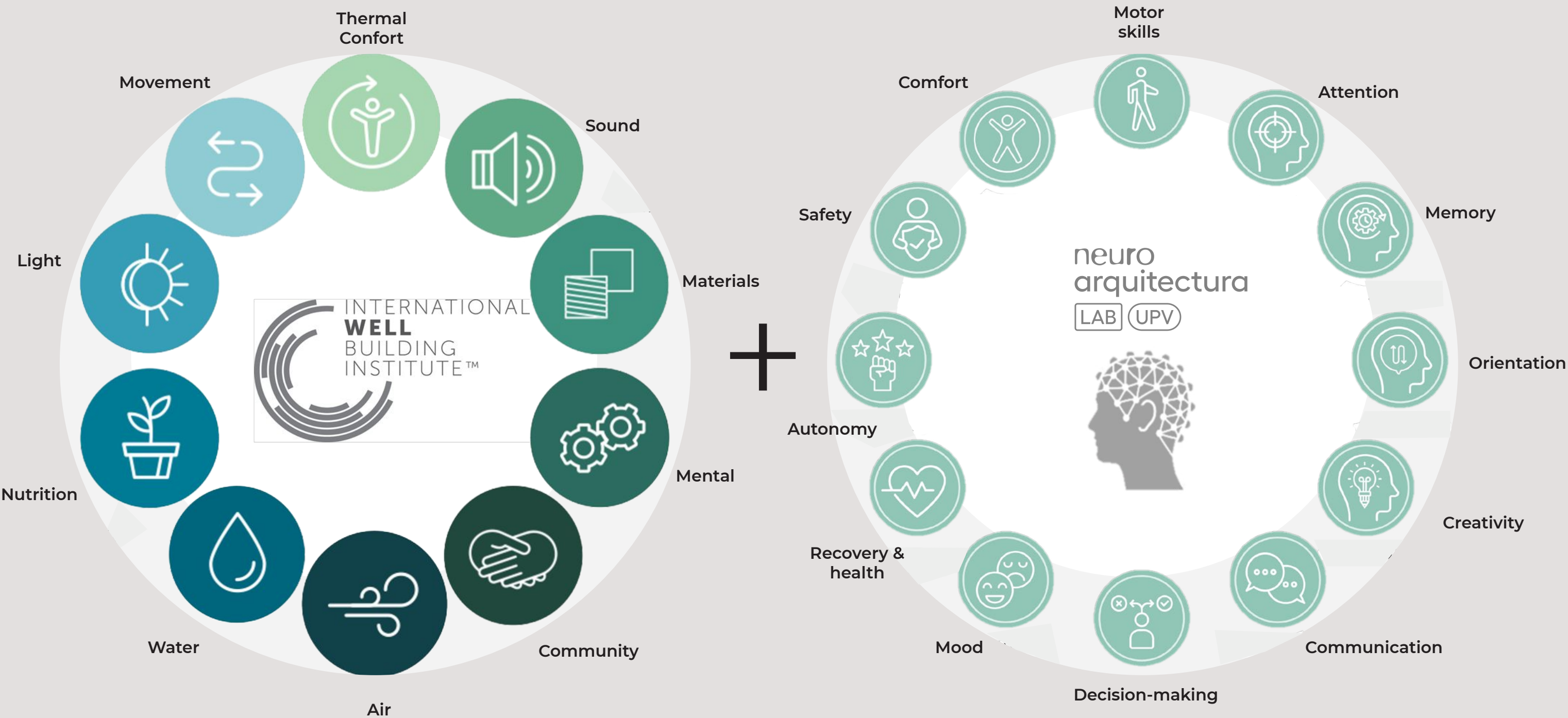
SOCIALIZACIÓN
/ SOCIAL TIME



**HOW HAS IT
EVOLVED?**



WELL & NEUROARCHITECTURE



WELL & NEUROARCHITECTURE

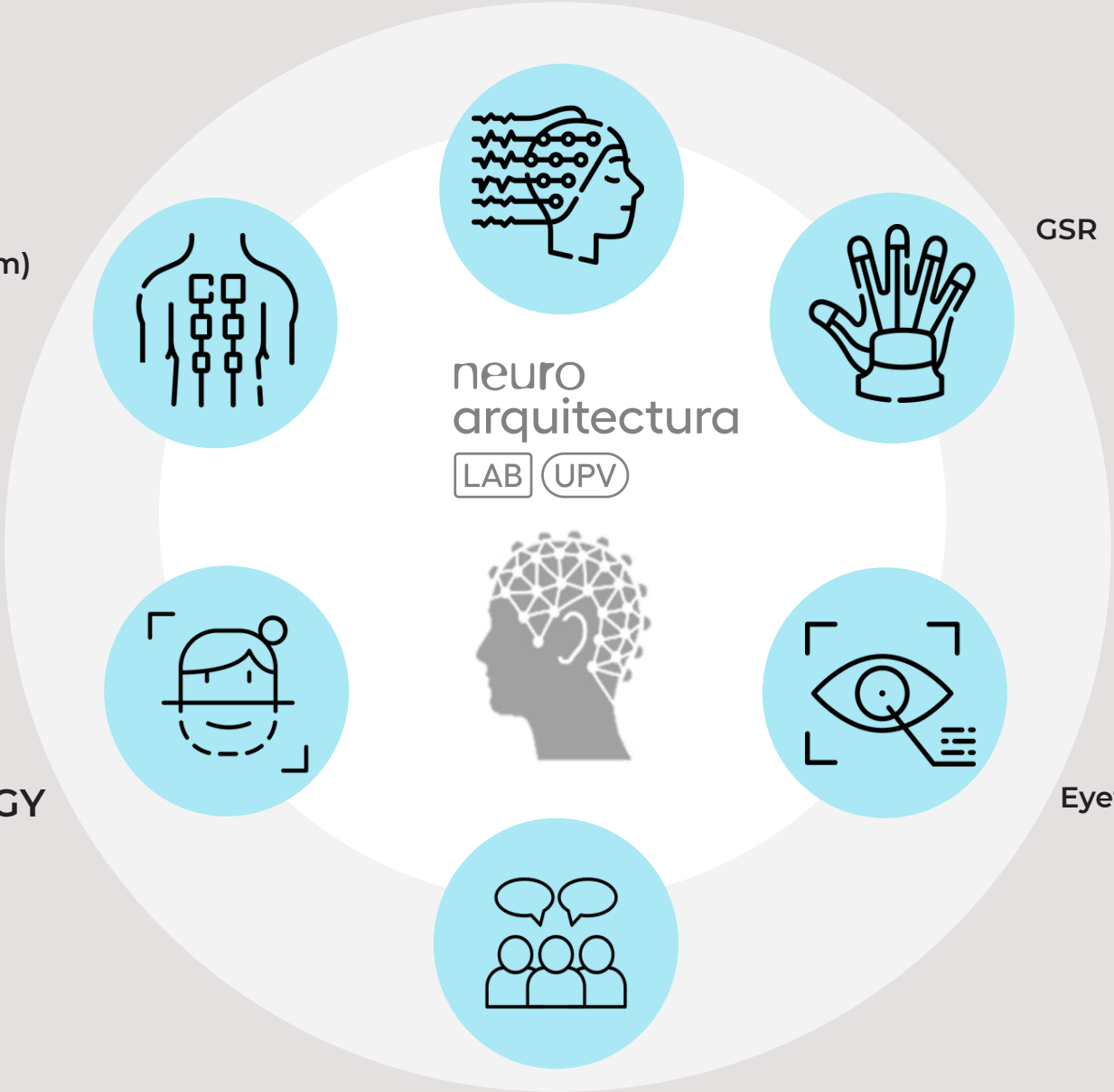
NEUROPHYSIOLOGICAL



ECG
(Electrocardiogram)



PSYCHOLOGY



EEG
(Electroencephalogram)

GSR

Eyetracking

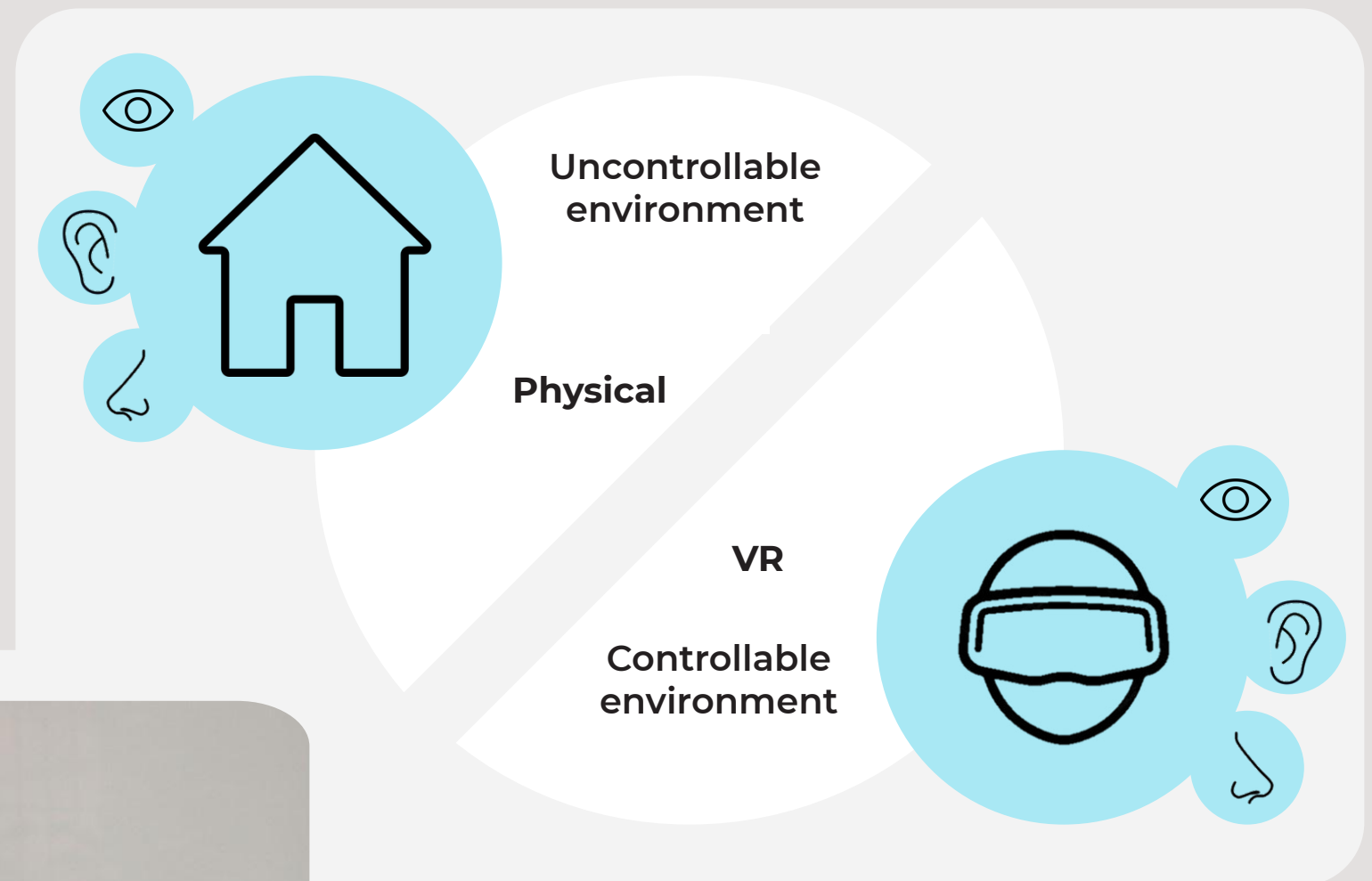
HUMAN BEHAVIOR

HOW CAN WE APPLY NEUROARCHITECTURE IN OUR PROJECTS?



EXPERIMENTAL NEUROARCHITECTURE

How is the analysis carried out?



RESEARCH NEUROARCHITECTURE

Key take aways from Neuroarchitecture

Lesson 1: Spaces influence **emotions**, and science confirms it.

Anxiety - Depression - Joy - Euphoria

Lesson 3: *Equity*

Resource adaptability

Lesson 5: *Green* and *blue* spaces improve mood and health.

Nature & Water

↓ Stress

↓ Anxiety

Lesson 2: On health. **Nature** is health.

The 3 - 30 - 300 rule

Lesson 4: Spaces come to life through the **senses**.

Sight - Smell - Touch - Hearing

Lesson 6: *Light* cares for our mental and physical health.

↓ Intensity

↑ Memory

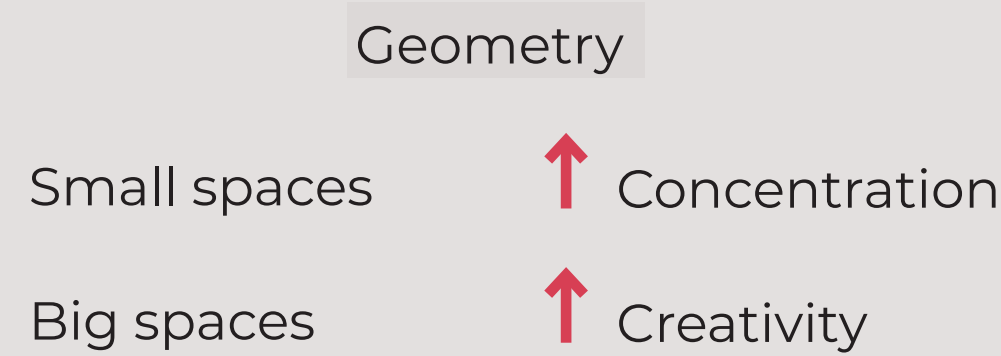
↑ Intensity

↑ Attention

RESEARCH NEUROARCHITECTURE

Key take aways from Neuroarchitecture

Lesson 7: **Space affects** learning and concentration.



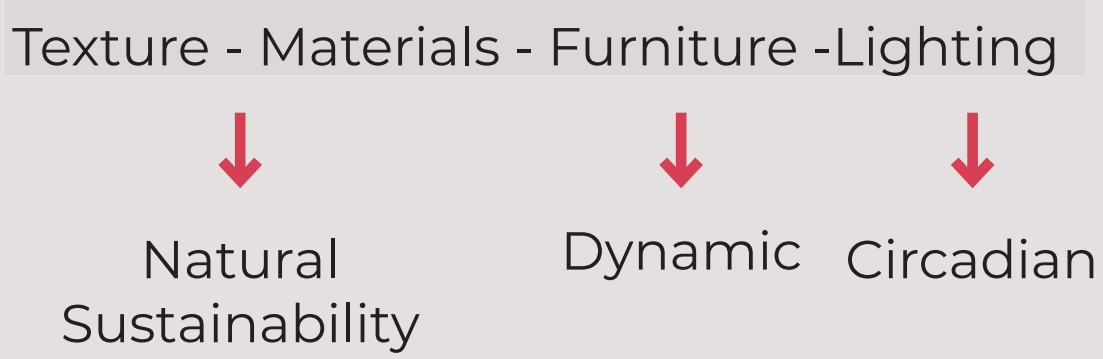
Lesson 9: The **user changes**, and the space must change with them.

Sex - Age - Position

Lesson 8: **Colors** that awaken the mind.



Lesson 10: **Rehumanizing** buildings and cities.



RESEARCH NEUROARCHITECTURE

Key take aways from Neuroarchitecture

Lesson 7: **Space affects** learning and concentration.

Geometry

- Small spaces ↑ Concentration
- Big spaces ↑ Creativity

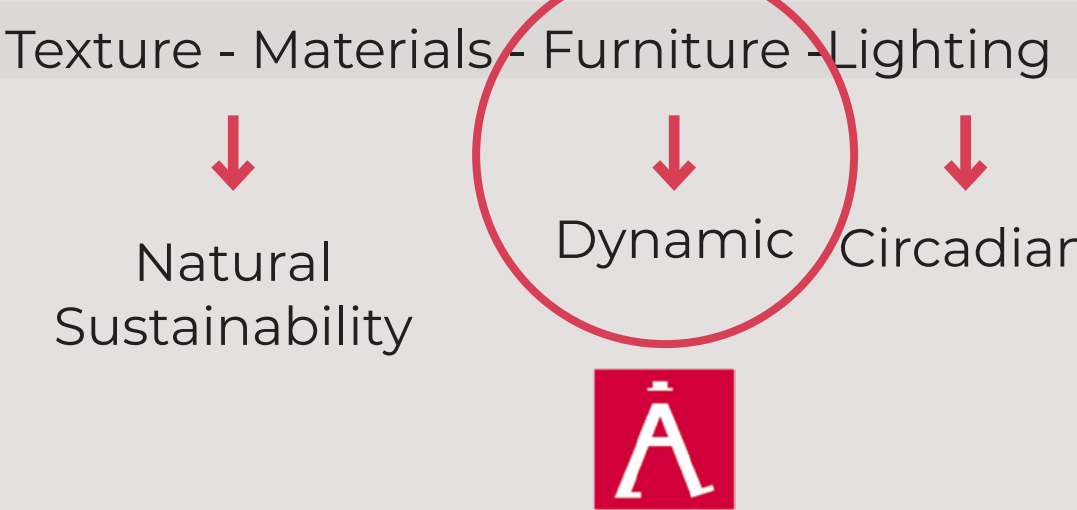
Lesson 9: The **user changes**, and the space must change with them.

Sex - Age - Position

Lesson 8: **Colors** that awaken the mind.

- Cool colors ↑ Activation
- Warm colors ↑ Memory Attention

Lesson 6: **Rehumanizing** buildings and cities.



**HOW HAVE WE
PARTICIPATED FROM
ACTIU?**



1º FOCUS GROUP

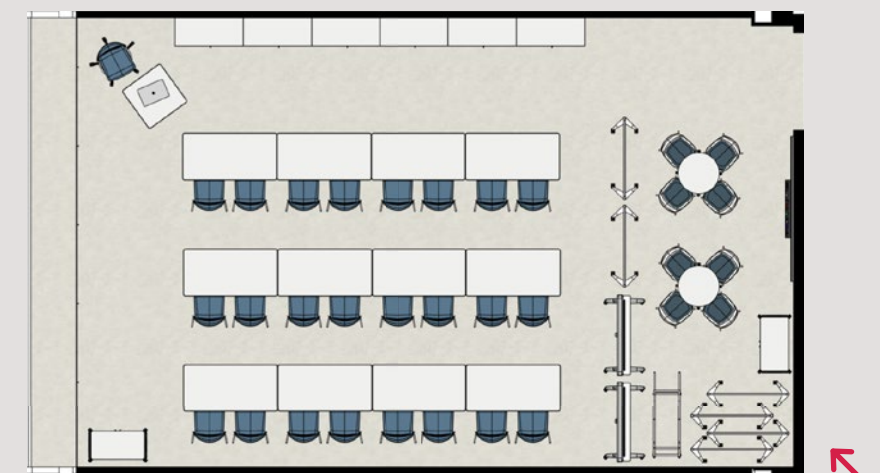
Objective:

We gather the users in the initial space and ask them a series of questions about the space, lighting, and the product. In this way, their preferences are observed psychologically.



2° PRODUCT PROPOSAL

Infographics are created to explain and properly place the space.



3° TESTING

Testing of the physical products.

With samples of different materials

Virtual Reality sample



4º FASE FINAL

Neuroarchitecture analysis

According to the product testing, a survey is conducted with both students and teachers.

In this way, we gather valuable information regarding their opinions about the product.



neuro
arquitectura
LAB UPV



Thank you

see video 

