

INTERIOR DESIGN CHECKLIST SCORING SUPPORT (Maximum 100 points)

(Rating scale: Assign score of 0, 1, 3, or 5 for each Design Feature)

LIGHT FIXTURES

Lighting Levels: Use a light meter equivalent to DVM 1300 from Velleman, capable of measuring 0 – 50,000 lux with an accuracy of 5%.
Take several readings from several rooms and times; then average.
If measuring in Foot Candles (FC) - Note: 1 foot candle = 10.76 lux.

1. Ambient Lighting (Lounge, Bedroom, Bathroom: (taken at sitting eye level)

Score 0 points if Ambient Lighting is < 320 lux.

- a. Score 1 points if Ambient Lighting is \geq 320 lux.
- b. Score 3 points if Ambient Lighting is \geq 550 lux.
- c. Score 5 points if Ambient Lighting is \geq 1000 lux in an amenity: i.e. bright light therapy.

2. Task Lighting: (Dining, Activity, Lounge and Bedroom Reading areas) Measure on surface of task)

Score 0 points if task lighting is < 550 lux.

- a. Score 1 points if task lighting is \geq 550 lux.
- b. Score 3 points if task lighting is \geq 750 lux.
- c. Score 5 points if task lighting is \geq 1100 lux.

3. Glare: (see item 18: Finishes for definition of Light Reflective Value – LRV)

Score 0 points if glare is present.

- a. Score 1 points if light fixtures use shielded bulbs or indirect lighting.
- b. Score 3 points if in addition to (a), flooring has a low to medium LRV (30 to 40).
- c. Score 5 points if in addition to (a) and (b), outdoor surfaces such as concrete are stained to a medium colour value (LRV 30 to 40).

4. Colour Rating of Fixture: (Colour Rendering Index (CRI) is measure of closeness to daylight of source of light. Kelvin is a unit of measurement used to describe the hue of a specific light source: the higher the Kelvin value of the light source, the closer the light’s colour output will be to actual sunlight. Bulbs with an output of 3500K or lower will have an amber hue, bulbs in the mid-range of 3500K-4100K will have a white hue, bulbs in the higher 4100K+ range will tend toward a blue hue and closer to sunlight. You can check with fixture or light bulb manufacturer for CRI and Kelvin ratings.)

Score 0 points if CRI < 70 in common areas.

- a. Score 1 points if CRI ≥ 70 in common areas.
- b. Score 3 points if CRI ≥ 70 in common areas and bedrooms.
- c. Score 5 points if CRI ≥ 70 in common areas and bedrooms and Colour Temperature is > 3000 Kelvin (white daylight) in common areas.

Examples of Color Temperature and CRI

Light Source	Color Temperature	Color Rendering Index
Candle	1700k	100 CRI
High Pressure Sodium	2100k	25 CRI
Incandescent	2700k	100 CRI
Tungsten Halogen	3200k	95 CRI
Cool White	4200k	62 CRI
Clear Metal Halide	5500k	60 CRI
Natural Sunlight	5000-6000k	100 CRI
Daylight Bulb	6400k	80 CRI

Kelvin Color Temperature	2700K	3000K	3500K	4100K	5000K	6500K
Associated Effects and Moods	Ambiant Intimate Personal	Calm Warm	Friendly Inviting	Precise Clean Efficient	Daylight Vibrant	Daylight Alert
Appropriate Applications	Living/Family Rooms Commercial/Hospitality	Living/Family Rooms Commercial/Hospitality	Kitchen/Bath Light Commercial	Garage Commercial	Commercial Industrial Institutional	Commercial Industrial Institutional

5. Controls:

Score 0 points if switches are located higher than 1200 mm (47 inches)

- a. Score 1 point if switches are located lower than 1200mm (47 inches).
- b. Score 3 points if in addition to (a), double-switching is used in bedrooms.
- c. Score 5 points if in addition to (a) and (b) dimmable switches are used in corridors.

6. Flexibility:

Score 0 points if there is limited flexibility in type of lighting fixtures.

- a. Score 1 point if there is a variety of fixtures including floor and table lamps.
- b. Score 3 points if in addition to (a) there are overhead and task lighting fixtures in resident rooms and common areas.
- c. Score 5 points if in addition to (a) and (b) some fixtures are activated by motion sensors, especially for ensuite.

COLOUR PALETTE and COLOUR CONTRAST (Over all general impression)

Contrast can be determined using a Grayscale available from Art supply store, A standard Grayscale has 10 segments ranging from white to black, in 10% increments. Good contrast should have at least two segments between: i.e. 30% value difference – if one item has 20% value the other should have at least 50%.

See Youtube demonstration: <http://www.youtube.com/watch?v=CqMf16Mbke8>

Programs like Adobe Photoshop can convert colour photos to Grayscale image.

<http://www.workwithcolor.com/color-luminance-2233.htm>



7. Colour Contrast to enhance visibility, particularly major surfaces such as walls, doors, ceilings and flooring:

Score 0 points if colour contrast is poorly utilized.

- a. Score 1 point if strong warm colours at the yellow-red end of the spectrum are used.
- b. Score 3 points if in addition to (a) colour contrast is well utilized: e.g. light against black, dark against white, light yellow against dark blue.
- c. Score 5 points if in addition to (a) and (b) peach, coral, apricot tones are used to add warmth, with a minimum of pastel blues and lavenders.

8. Degree of Contrast for Redirection:

Score 0 points if there is minimal use of contrast or lack of contrast for redirection.

- a. Score 1 point if a lack of contrast is used to hide doors to exits, housekeeping rooms etc.
- b. Score 3 points if in addition to (a) contrast such as a contrasting stripe on floor or ribbons on doors is used to deter access.
- c. Score 5 points if murals are used on doors to camouflage exits and dangerous areas.

ENSUITE FIXTURES

9. Ensuite Fixtures - Safety, Accessibility, Visibility:

Score 0 points if little effort has been made to make ensuite fixtures easily visible and accessible.

- a. Score 1 point if the ensuite toilet is visible from the bed and an accessible height (between 400 mm (16") and 460 mm (18") in height from the floor).
- b. Score 3 points if in addition to (a) there are appropriate grab bars for the toilet and shower and well marked faucets.
- c. Score 5 points if in addition to (a) and (b) contrast is used to make the toilet seat, sink, and grab bars stand out against their backgrounds.

FITTINGS

10. Fittings - Simple and plain, contrast:

Score 0 points if there is little effort to avoid large contrasting patterns on fittings.

- a. Score 1 point if there is no life like or large pattern on curtains, bedding and cushions.
- b. Score 3 points if in addition to (a) there are personalized fittings such as bedspreads, pillows, and other personal items on display.
- c. Score 5 points if in addition to (a) and (b) there is a good use of contrast between table/placemats and plates, and utensils, and between handles and background.

11. Fittings - Signage, Visibility:

Score 0 points if little effort is made to make signage visible with large fonts and contrast.

- a. Score 1 point if signage uses large text (minimum 60 pt.- 2 cm.) and minimum 70% contrast between text and background.
- b. Score 3 points if in addition to (a) signage is located at or below door handle level.
- c. Score 5 points if in addition to (a) and (b) pictures and text are used in some signage such as for common toilet rooms and resident bed rooms.

FURNITURE

12. Seating:

Score 0 points if chairs and sofas are poorly suited to seniors in terms of height, stability and contrast to background.

- a. Score 1 point if seating is 51 to 56 cm - 20 to 22 inches high, sturdy, with arm rests.
- b. Score 3 points if in addition to (a), seating is designed with water resistant fabric, pop up cushions and a flow through design.
- c. Score 5 points if in addition to (a) and (b) there is a variety of choice in terms of seating height, and the furniture colour contrasts with its background (walls, floor).

13. Tables:

Score 0 points if the tables are not sturdy, safe, and accessible.

- a. Score 1 point if the dining room tables are sturdy: i.e. substantial pedestal or well braced legs.
- b. Score 3 points if in addition to (a) the tables are square, with rounded corners, and curved edges.
- c. Score 5 points if in addition to (a) and (b) tables have adequate wheel chair clearance. (underside 735 mm - 29 inches from floor)

14. Wardrobes and Dressers:

Score 0 points if wardrobes and dressers are inappropriate for dementia residents.

- a. Score 1 point if wardrobes have two side by side compartments, one section open or glazed for one day use; and the other larger for ongoing storage.
- b. Score 3 points if in addition to (a) wardrobes and dressers have handles contrasting with their backgrounds, and no sharp corners or edges.
- c. Score 5 points if wardrobes, dressers, night tables etc. have hard wearing high pressure laminate on major surfaces and are fabricated with a durable substrate such as wood, plywood, or medium density fiberboard (not particle board).

15. Appliances (safety):

Score 0 if there is no effort to ensure safety of appliances.

- a. Score 1 point if the only appliances accessible to residents are refrigerators.
- b. Score 3 points if there are no microwave ovens available to residents or any that are available have safety sensors and simple to use controls.
- c. Score 5 points if in addition to (b) there are no ranges accessible to residents or any that are available have staff controlled shut offs.

FLOORING

16. Flooring - Safety, Accessibility, Durability:

Score 0 points if inappropriate flooring is used.

- a. Score 1 point if thresholds are a maximum 13 mm (1/2 inch) and bevelled.
- b. Score 3 points if flooring is stable, firm, slip resistant, and cushioned, yet does not impede movement.
- c. Score 5 points if in addition to (a) or (b) flooring is easily maintained, water, mildew and stain resistant.

17. Flooring - Contrast:

Score 0 points if contrast issues are not taken into consideration in the choice of flooring.

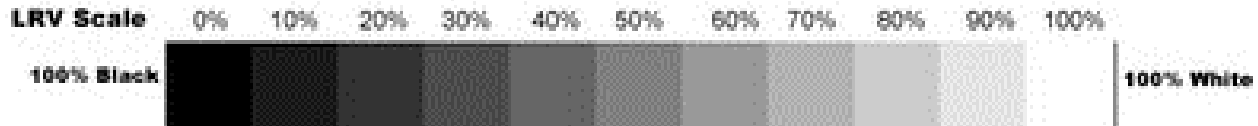
- a. Score 1 point if large contrasting patterns have been avoided.
- b. Score 3 points if in addition to (a) flooring contrasts with walls and baseboards to easily distinguish edges between flooring and walls.
- c. Score 5 points if in addition to (a) or (b) tonal contrast from one flooring material to another is less than 30% unless contrast is being used to redirect residents away from an area.

FINISHES

18. Finishes - Simplicity, Durability: (Light Reflective Value, Contrast, and durability)

Light Reflectance Value is a numerical rating assigned by paint manufacturers to each color they make. Usually this number is shown on sample paint chips and actual paint containers. This number is a scientifically determined assessment of the amount of light and heat that color will reflect on a scale of 0 to 100. Pure black has an LRV of 0, absorbs all light and heat, and can get very hot. On the other hand, pure white has a reflectance value of nearly 100, and can keep a space light and cool. All colors fit in between these two extremes. A color with an LRV of 50 will reflect 50% of the light that falls on it, and one with an LRV of 23 will reflect 23% of the light, and so on. Think of LRV's as a numerical version of a gray value scale for colors, roughly like this:

White: (LRV 100) High Light (LRV 95) Light (LRV 80)	Low Light (LRV 65) Medium: (LRV 50) High Dark (LRV 35)	Dark (LRV 20) Low Dark (LRV 5) Black (LRV 0)
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<http://www.sterlingproperty.com/painting-staining/choosing-interior-paint-colors-working-with-light>

Score 0 points if finishes have inappropriate Light Reflective Values or confusing patterns.

- a. Score 1 point if finishes avoid large contrasting or life like patterns or specks.
- b. Score 3 points if in addition to (a) the Light Reflective Value of ceilings is greater than 80; and the LRV of walls is greater than 60, and the LRV of floors is between 30 and 40.
- c. Score 5 points if in addition to (a) and (b) there is use of wall and corner protection such as chair rails and acrovyn like coverings on susceptible surfaces.

19. Finishes - Contrast:

Score 0 points if contrast is not well utilized to aid in visibility of objects against their background.

- a. Score 1 point there is generally 30% contrast between objects and their background: e.g. handrails, grab bars, handles, furniture.
- b. Score 3 points if in addition to (a) adjacencies utilize contrast so that junctions and edges are more visible, particularly for pastel finishes.
- c. Score 5 points if in addition to (a) and (b) colour contrast is utilized to distinguish doors from walls or door frames as a wayfinding aid: e.g. to resident rooms, washrooms.

FEATURES

20.Special Points of Interest:

Score 0 points if there is a dearth of special points of interest.

- a. Score 1 point if features are used to enhance décor, atmosphere and theme.
- b. Score 3 points if features are used as landmarks to aid in wayfinding.
- c. Score 5 points if in addition to (b) special living features such as plants and animals are used: e.g. aquarium, aviary, the Eden model.