



about	in	behavior	design	general
Pediatrician	Examination room	<ul style="list-style-type: none"> explains what he's doing asks and inquires from the child first shows the exam procedure on the parents lets the child play with his instruments tries to catch the child's attention with something 	<ul style="list-style-type: none"> has well defined tasks needs functional equipment must be quick, practical and flexible needs privacy with the patient and parents 	<ul style="list-style-type: none"> has the concern of cleanness, durability, minimal maintenance uses typical medical equipment, basically a bed, chairs, a lavatory storage casework
		<p>wide age range</p> <ul style="list-style-type: none"> cry act insecure hug their mother want to get out are tired of waiting <p>infants toddlers children teenagers</p>	<ul style="list-style-type: none"> the child's scale is rarely considered is almost monochromatic common colors are gray, white, blue and stainless steel 	<ul style="list-style-type: none"> patients are seated most of the time they need their parents during the exam the equipment is not precisely pediatric
	Familiar environment	<ul style="list-style-type: none"> expressive communicative sensitive curious active happy comfortable 	<ul style="list-style-type: none"> relational forms many bright colors objects of intuitive use child-scale equipment variety of warm textures and materials mainly paper, wood, fabrics and plastic light and shadow play inside-outside relationship safety precautions 	<ul style="list-style-type: none"> Local simplicity Global complexity Consider the environment as "the third teacher" Look for community, multisensoriality and private cozy spots

“observations that deliver meaning beyond the facts”

Design Research Associates Inc.

Children's section in Barnes and Noble bookstore
 Kindergarden classroom in a Montessori School
 A daycare facility classroom