











# scenario A

The focus of the proposal is the people who live in the encampments and their daily routine. The idea behind A Familiar Place is to make these unfortunate times of their lives better as possible and help them become a part of modern life, rather than locating them outside of their everyday circle or assign a place to sleep. The project undertakes to create a space for both individual and group activities while aiming to lighten their feeling of alienness. Design materials and elements are formed around this idea to strengthen their belonging as well as the acknowledgment of the environment.

# Unit I - therapy

Unit I design consists of two main areas. The backside of the trailer is designed for a more individual experience. The interior is designed according to the calming effect of the wood on a human's psychology. Also, a one-to-one therapy session Additionally, the direct link to the outside creates an opportunity for more crowded group events such as; area. craftmanship talks, talent sharing, children playground, and community

Units must rotate between locations functionality due to the program.

### Unit II - production

Unit II acts as a stage or performance area and storage to create a space for interaction between people to increase social health. During an event, counter tables located on the rails can align at the back of the trailer. So that, the rest of the place may may be held in this room. The other be used for the activities. During the part is available for group activities. meal preparation (three times a day), craft, and workshops, counter tables transform the space into a working

# Unit III - service

The physical health of the people is considered in unit III design. The unit undertakes to maintain a hygiene all together for the sake of maximum routine and store the dry food of the















