**“Patients light preferences in hospital wards –related to light atmosphere in Danish homes.”**

When designing Danish hospitals for the future, patients, staff and guests are in focus and especially the design of an environment with knowledge of users sensory and functionally needs is important. Likewise is focus on how hospital wards can support patients’ experience or maybe even have a positive influence on the recovery process. The present paper introduces how the human perspective and the Danish cultural approach in illuminating homes can contribute to innovative lighting design at hospitals. The importance of having a holistic approach to lighting design is introduced based on the theory by Gernot Böhmes “concept of atmosphere” dealing with the effect of experiencing atmosphere. The aim of this study for design of a lighting concept for wards is to get qualified information of patients light preferences for light atmosphere by studying the everyday use of light in homes, the private sphere.

This explorative study displays the preferred light atmosphere in Danish homes in the age group of 60-85 years old people. With an anthropologically approach to the subject using semi structured interviews, the goal is to explore preferences for light atmosphere when the user are in the control of the light and get inspiration of how they creates a private sphere. The purpose is also through this analyse to display cultural trends of using light in homes, therefore the paper will introduce the design lighting concept for wards based on different everyday situation activities from a hospital ward.

Method:

Working in the field of design research we combine knowledge from several sciences. Evidence based design Ulrich is important agendas in the time and in addition to the research concept Malkin, J.A. (20) made a visual guide of the important design issues presented in an American hospital context.

The research through design and the knowledge of design professionalism can contribute the existing knowledge with innovation because the designers has the ability turn everything upside down and rethink, refine and combine existing knowledge in new innovative ways. We find it important to pay as much attention to the design development as we do to the academic evaluation of a project.

To find interesting results and to explore new approaches in lighting design, we prefer using qualitative methods rather than more scientific approaches. Seeberg, J. (21) describes the difference in the subject field to distinguish between the stable versus the reflexive object. When it comes to reflective objects, it is appropriate to use methods where the understanding of the contextual and constructed is embedded in the method. Qualitative methods are thus particularly suited for scientific studies dealing with strength and depth in exploring new ways of looking at themes. In this context,

anthropological approaches particularly interesting with the emic approach to the study. As Hastrup, K. (22) writes: "The empirical claim implies that anthropology deals with (specific, known and named) people's actions and the perception of their own lives and activities (...)”. The approach using Anthropological methods focuses on the informants' own life world and experience. Therefore, the method is interesting in connection to user-centered design. Here is the opportunity to examine the user group preferences for light, their use of light and the functionality of light in their private sphere. Hastrup, K. (23)

The lighting concept is going to be evaluated in a more scientific and quantitative ways and in 2 different settings: Aarhus University Hospital, department of intensive care and Odense University Hospital, department of Civil Engineering in the spring 2011.

The presentation at academic forum will include an introduction to the concept of atmosphere and why the sensory qualities and patients light preferences are important factors in the lighting concepts for wards. And it will as well display the methods for evaluation of the lighting concept.