# empathy by design

Thesis Project by-Sneha Gupta

## empathy for other

Empathy provides an individual with the ability to truly connect, see, feel, imagine, and understand the experiences of others while setting aside their own biases, perspectives, ideas, and experiences.

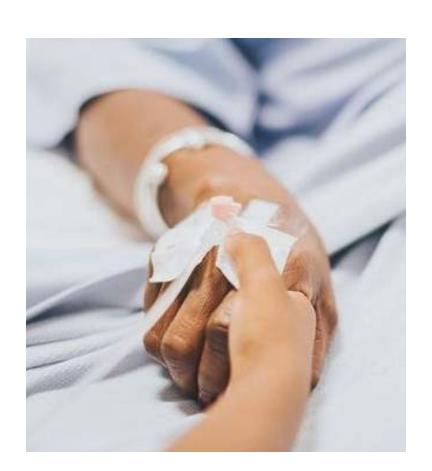
Choosing empathy means being willing to pause, reflect, and place yourself in others' situations—even when it's challenging.

empathy for self

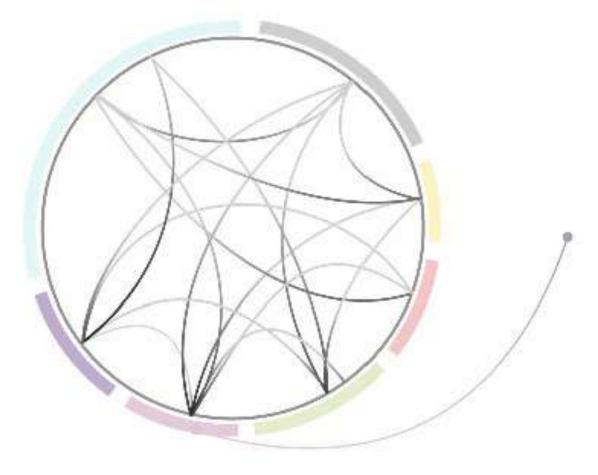












#### Emotional/Psychological







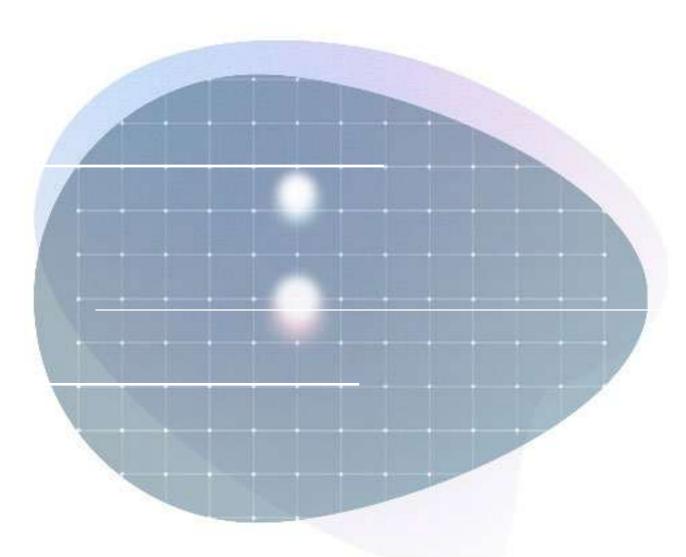
Infrastructure Technology Psychology Amenities

Clinical

## design experiences

Responsive Experiences

Immersive Experiences



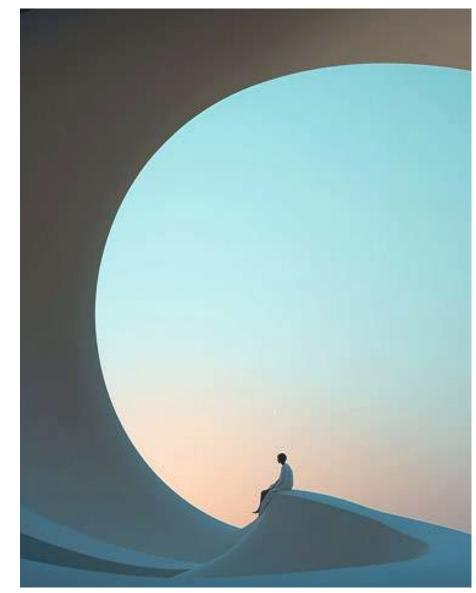
Shared Experiences



moments of choice

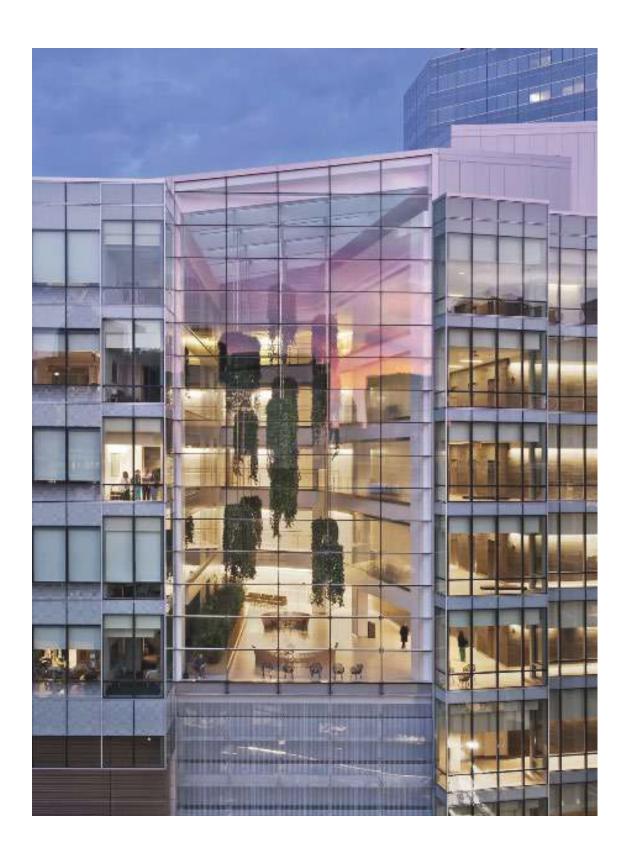


moments of being seen/heard



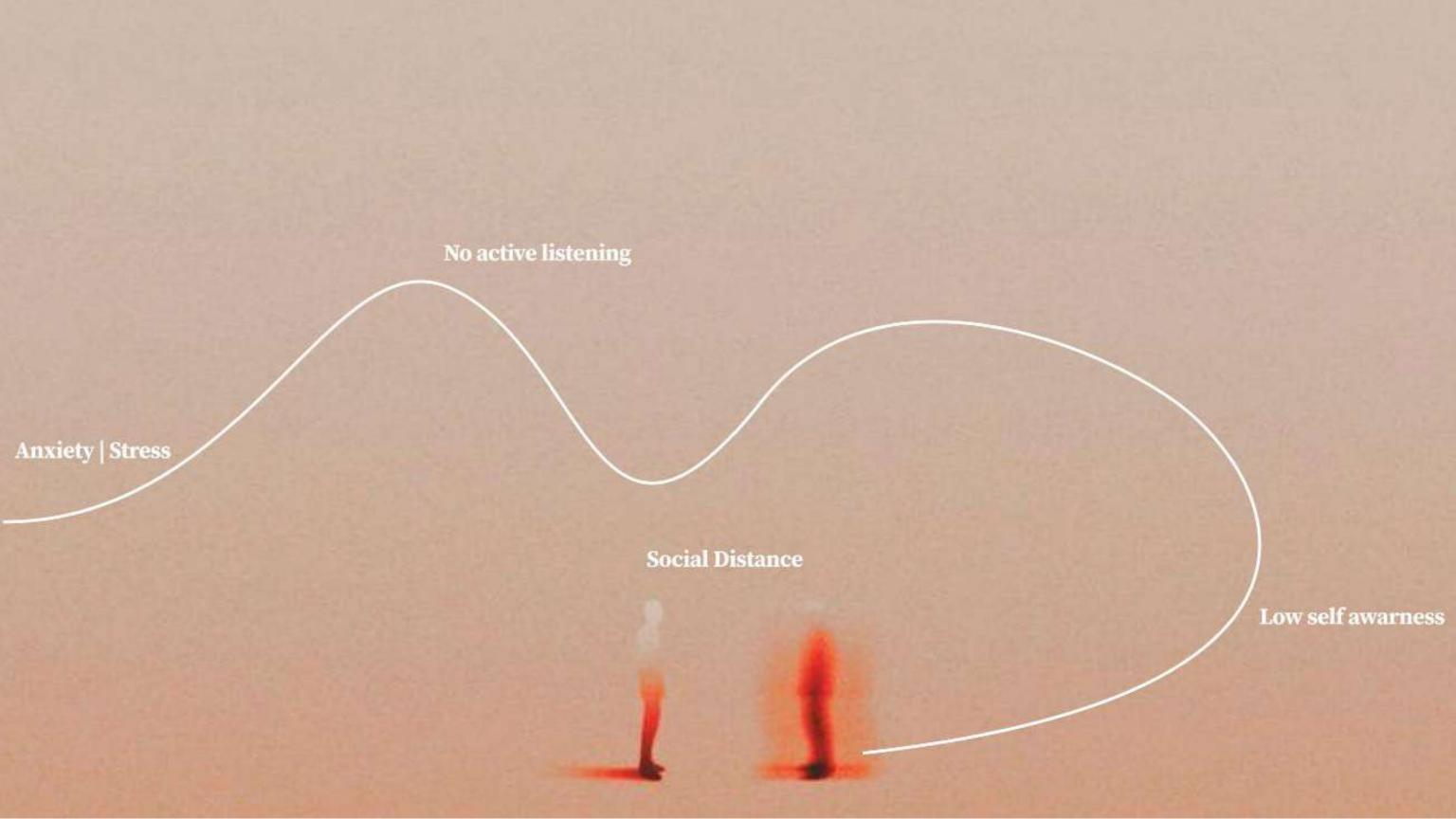
moments of refuge



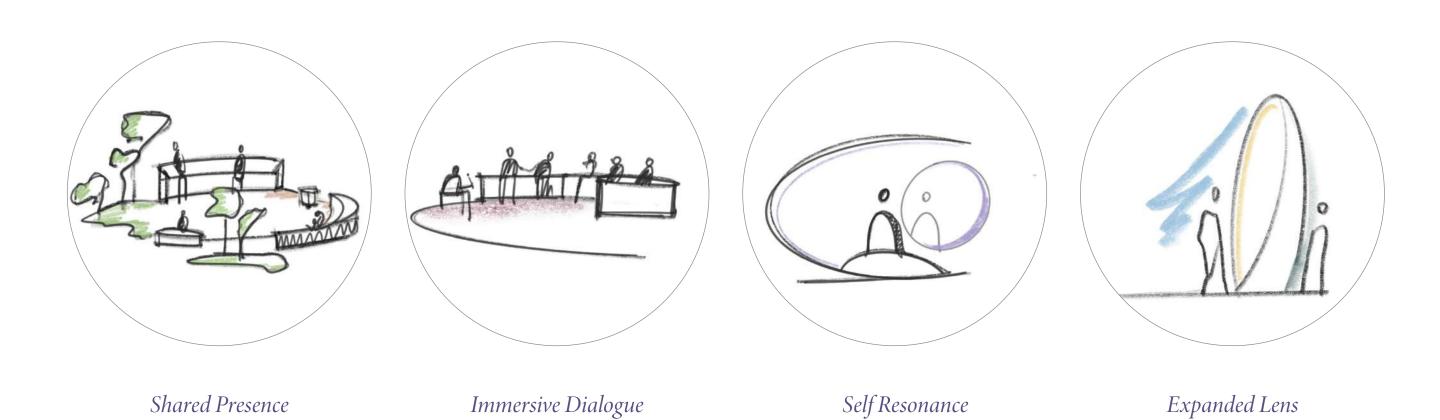


#### Massachussetts General Hospital | Lunder Building



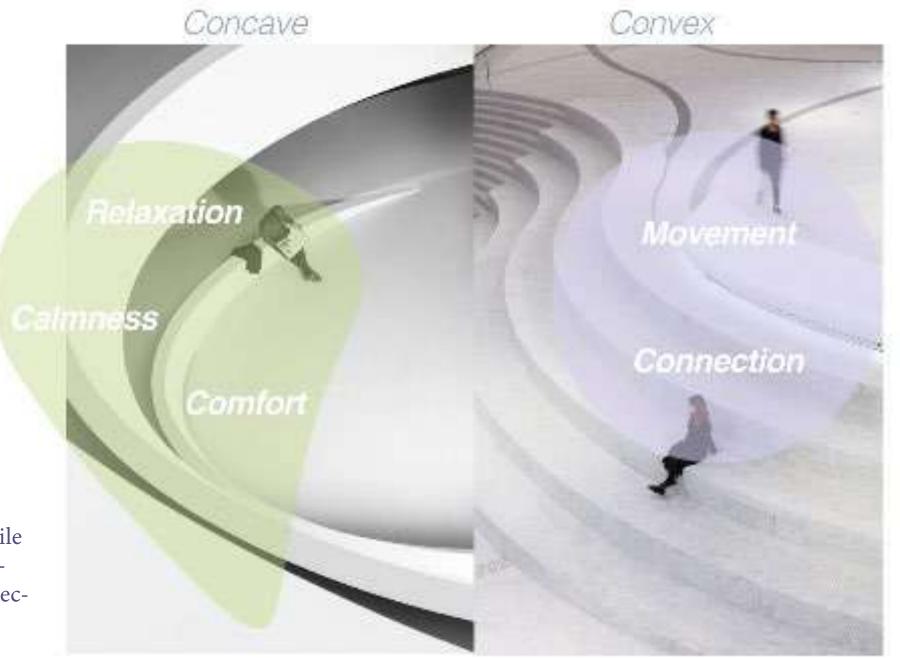


## design strategies



## engaging and intimate

Concave shapes create comfort and relaxation, while convex forms encourage movement, flow, and connection. This harmonious balance fosters both reflection & interaction.



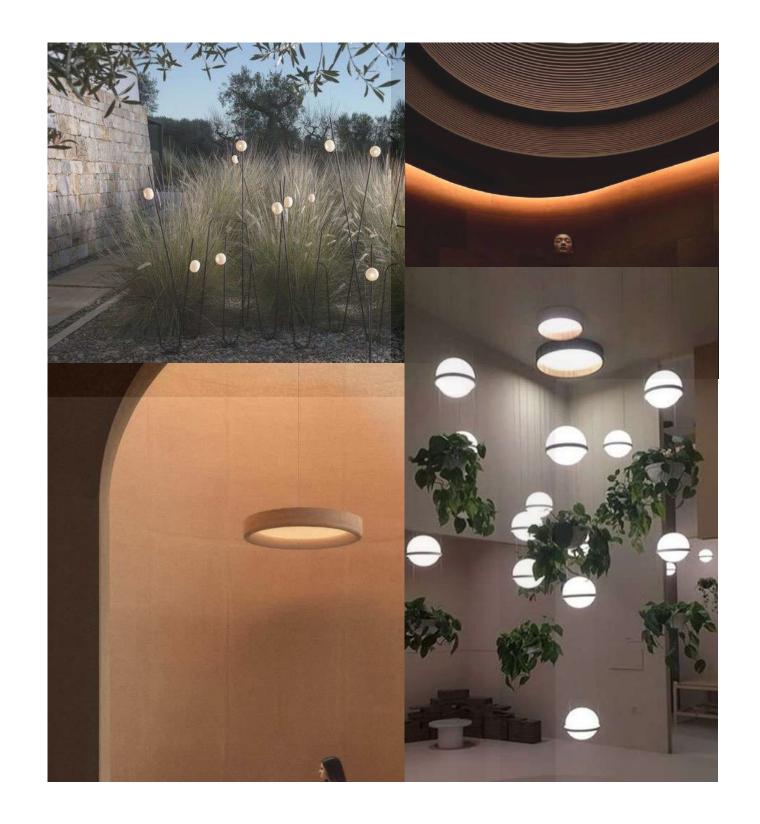
# grounding and comforting

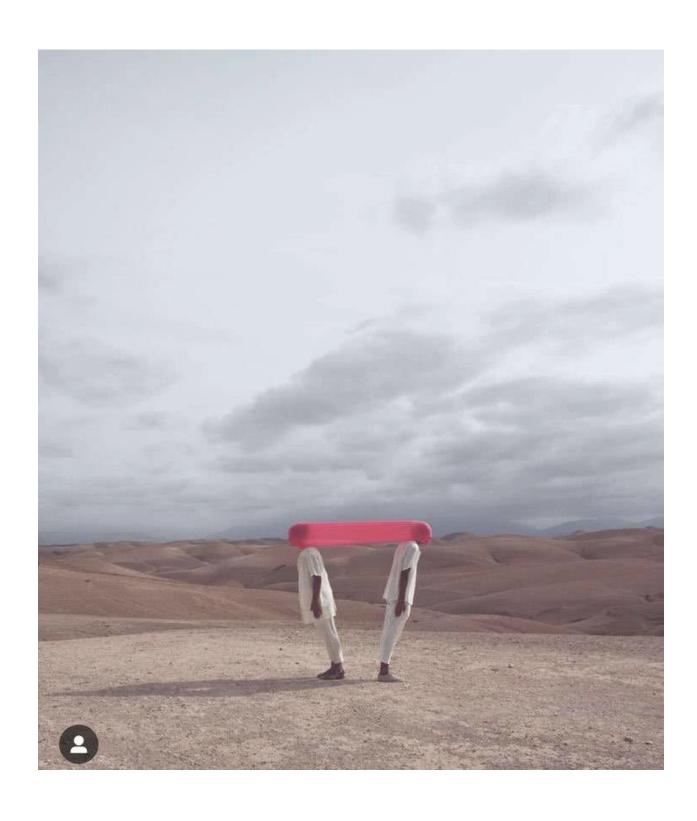
Materials that heighten awareness through texture and reflection, paired with warm, soft elements for ease. Pops of color add vibrancy, joy, and hope, transforming the atrium into a restorative and empathetic space.



# Inviting and soothing

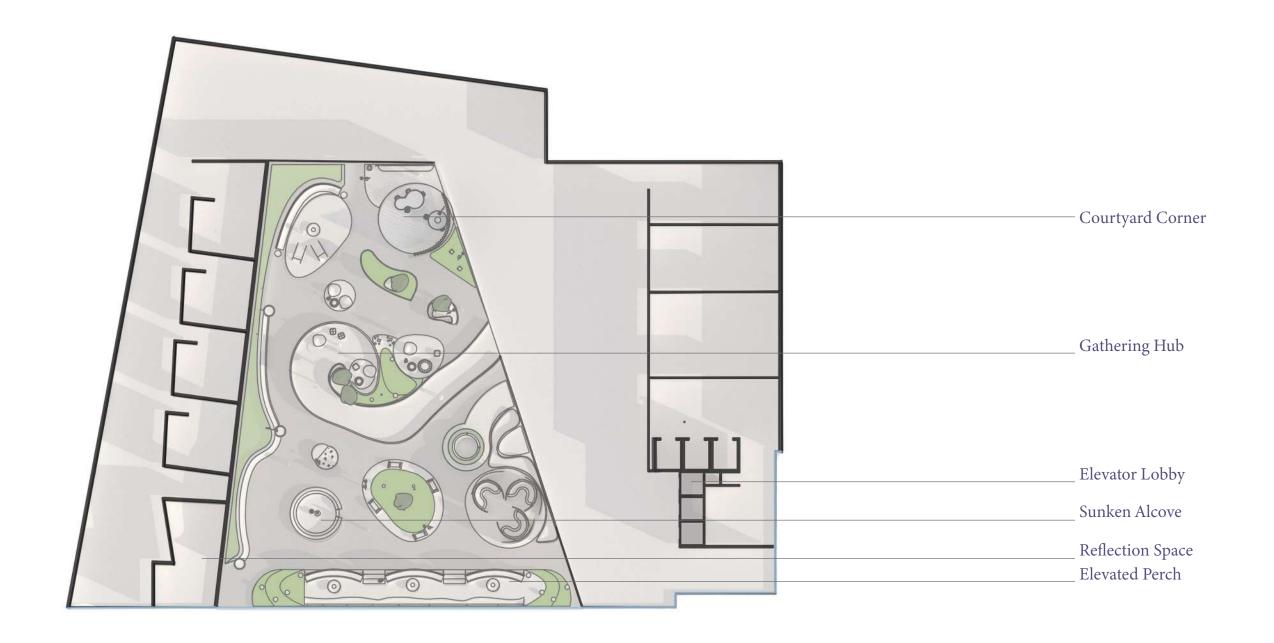
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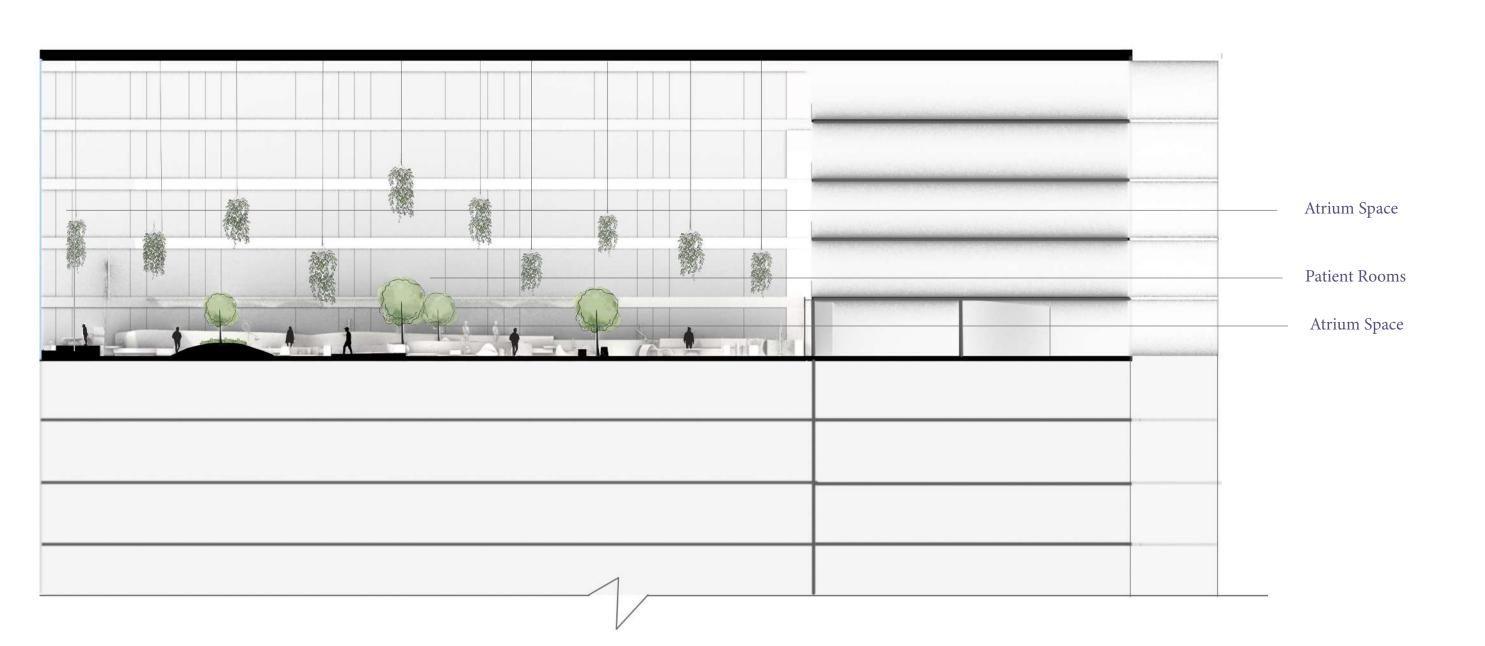




## Shared Experiences

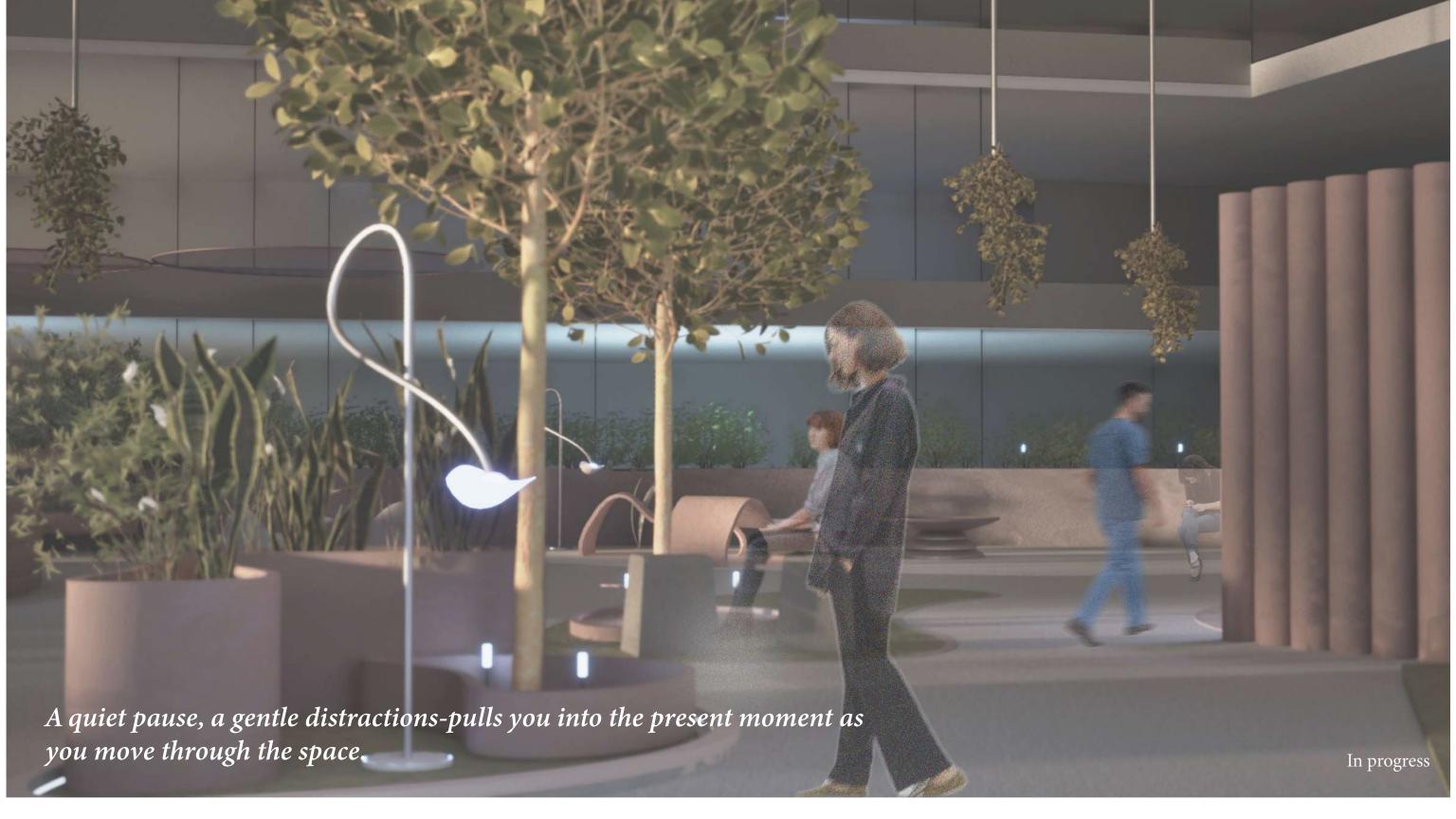
Atrium Space Empathy for other









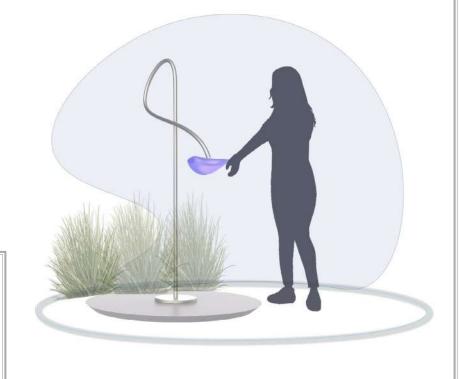


## Echo Circles-

An installation that calls for intimacy and moment of being heard





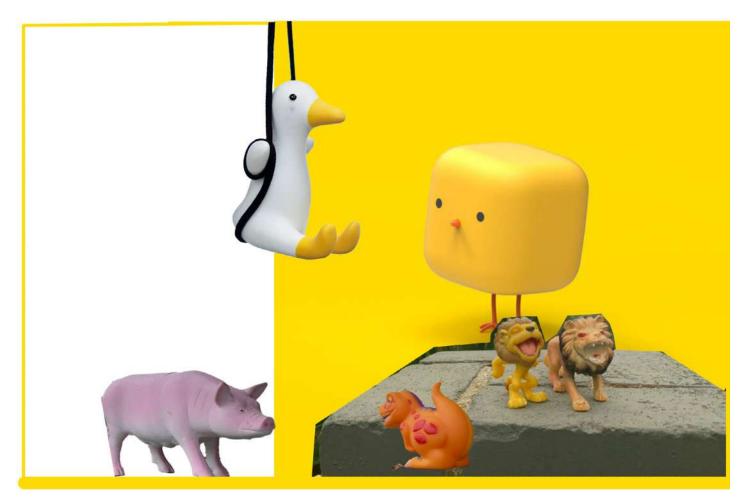


#### Echo Circle- Interactive Installation

An installation that captures and preserves the unseen stories and journeys of individuals—where physical touch serves as a bridge, sparking connection and revealing their interconnectedness.

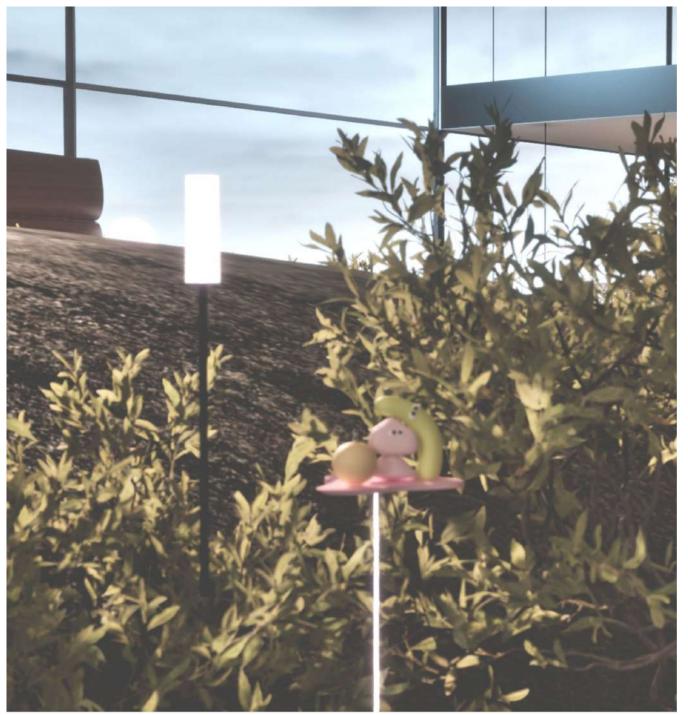




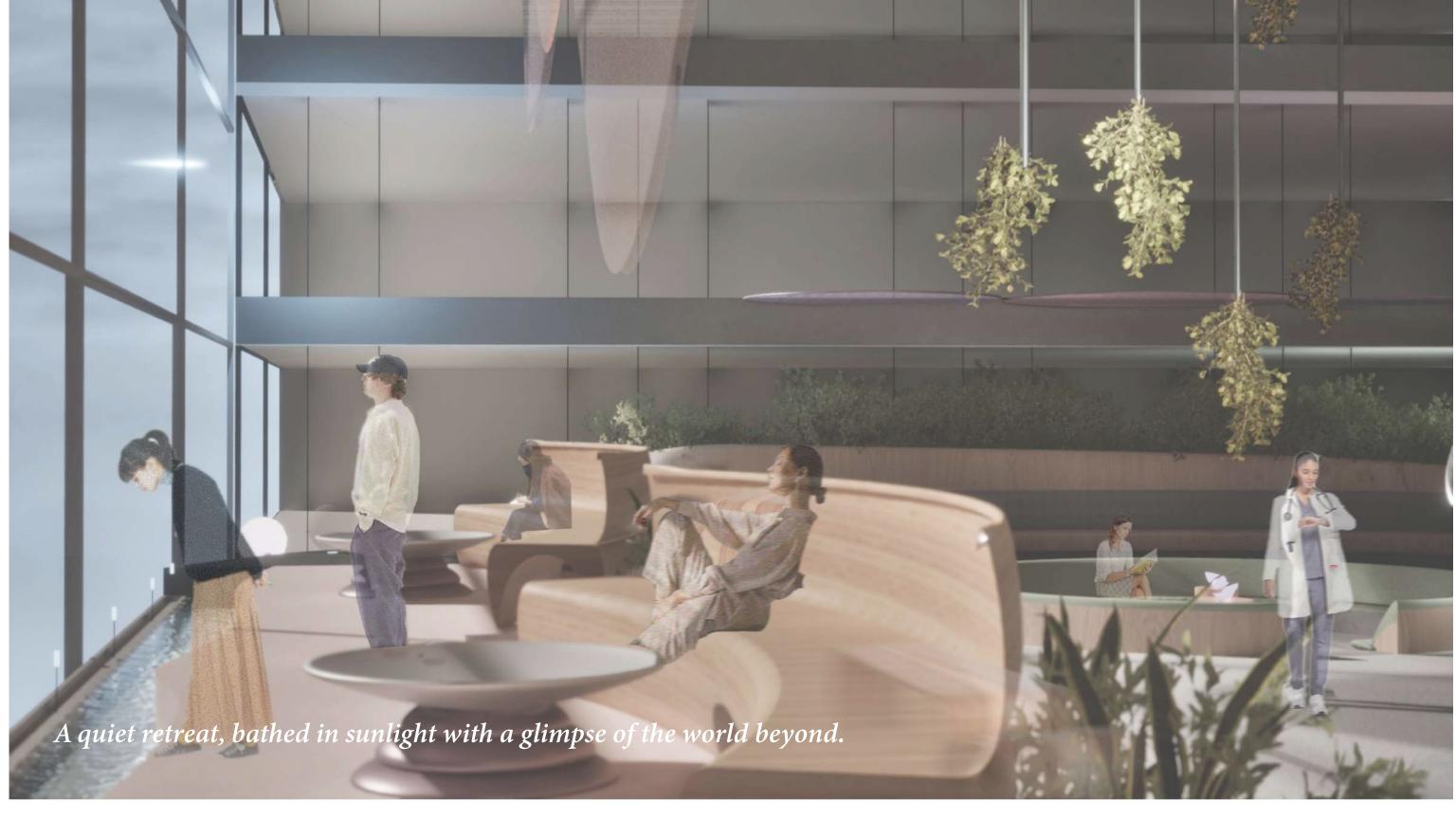


#### Moment of joy

Scattered throughout the space are moments of joy—playful surprises that spark curiosity, evoke smiles, and offer a gentle pause, subtly shifting the mood and lightening each step.



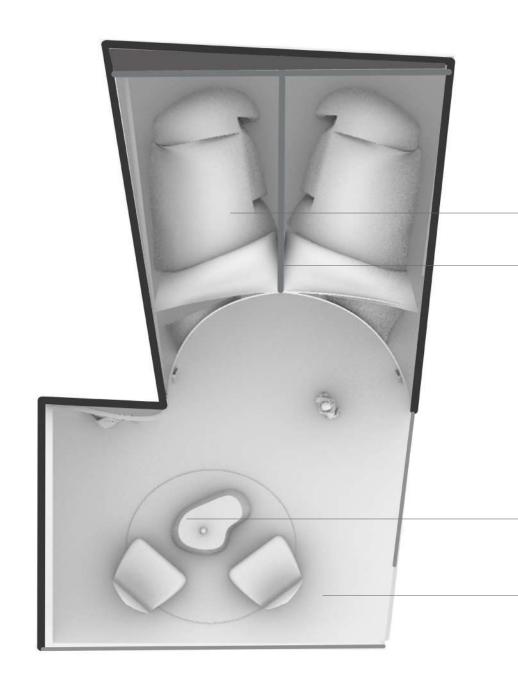






## Responsive Experience

Reflection Space Self Empathy

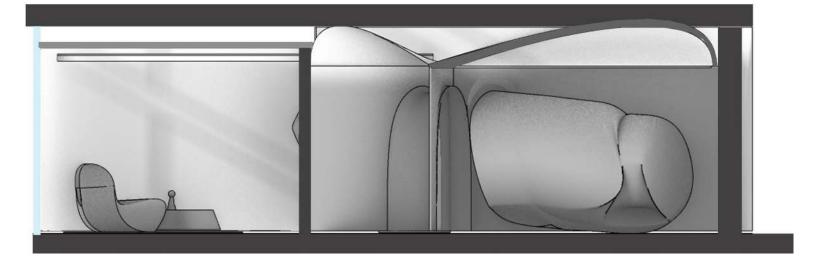


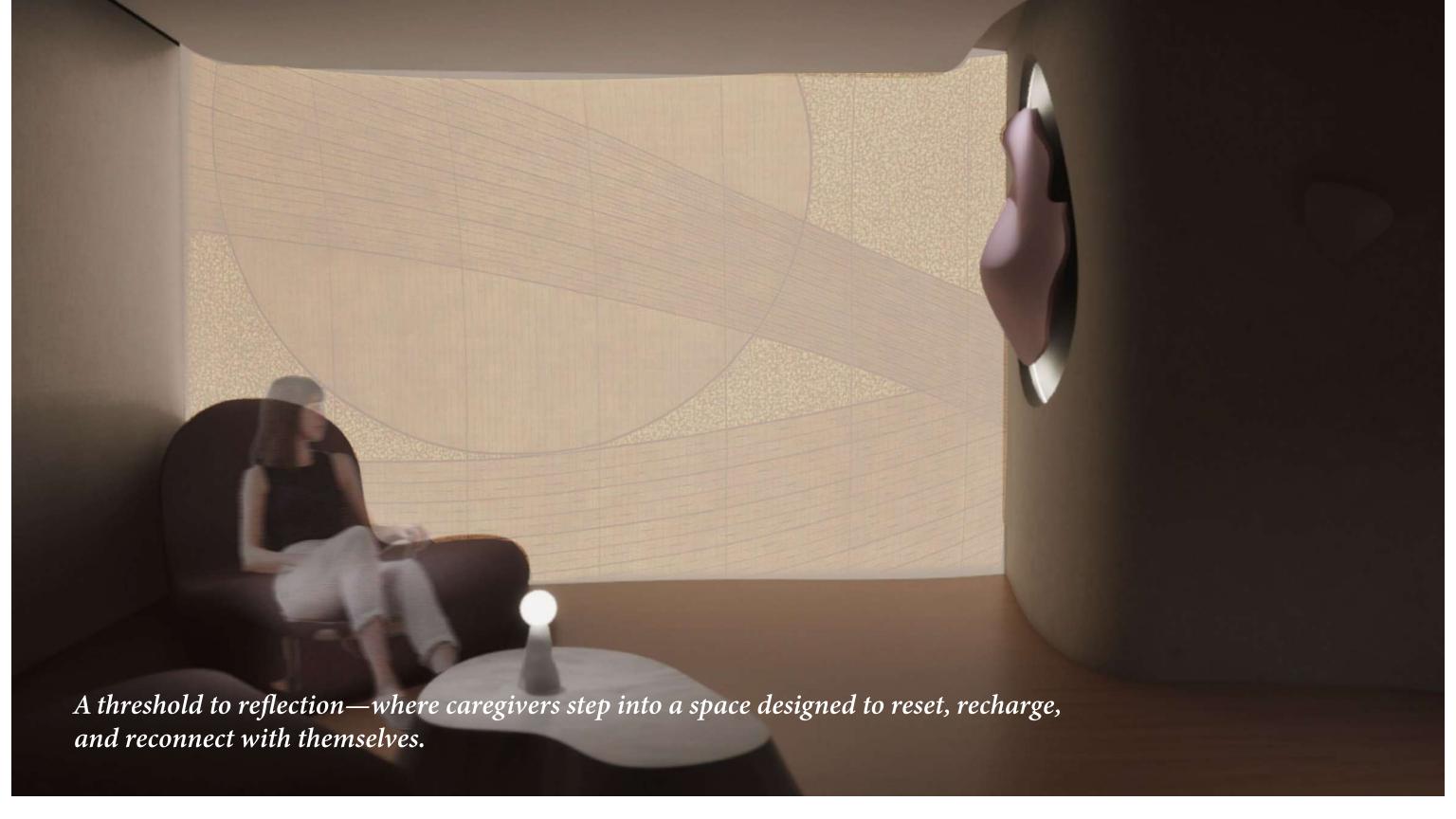
Single Pod

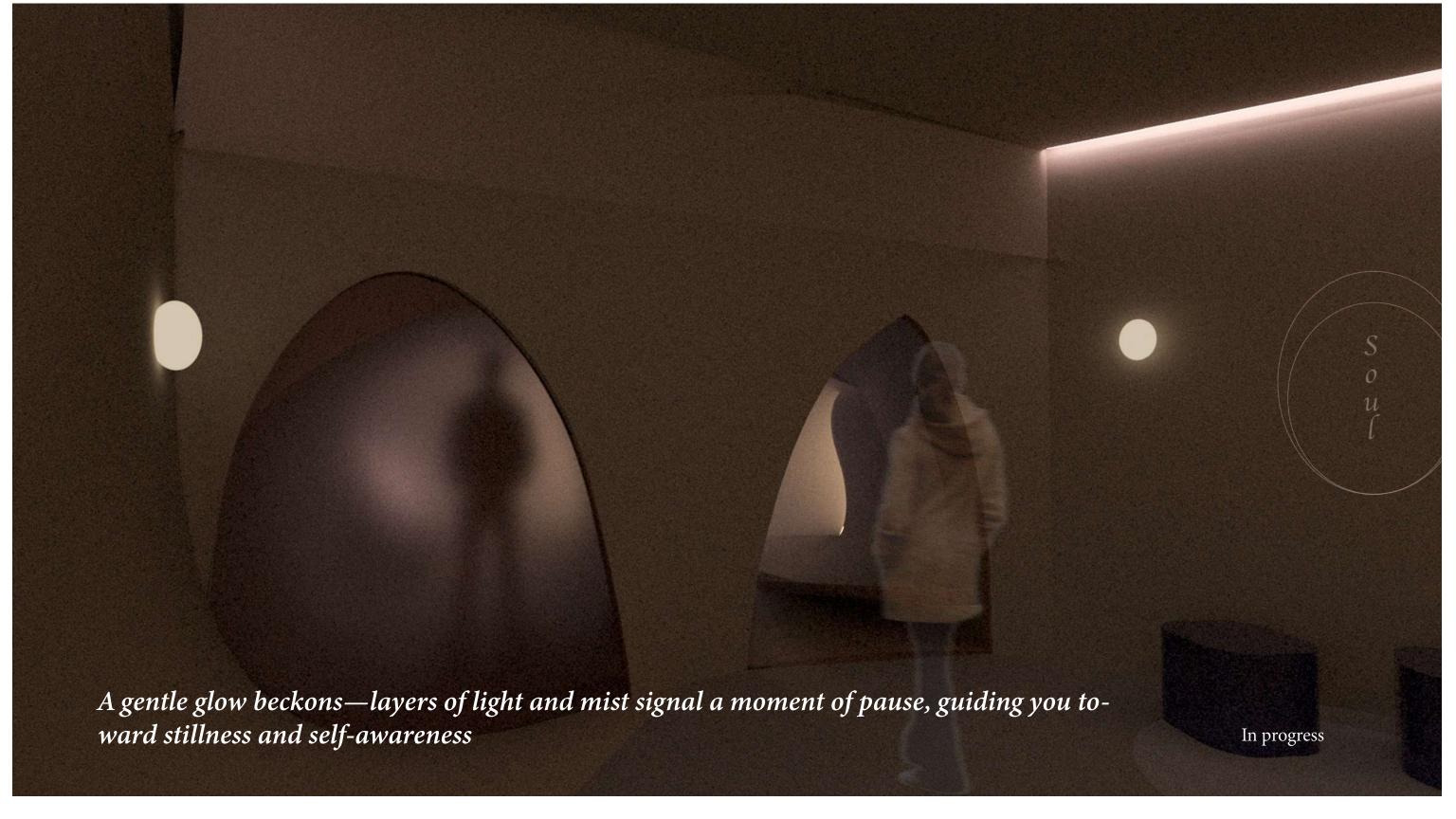
Dual Pod

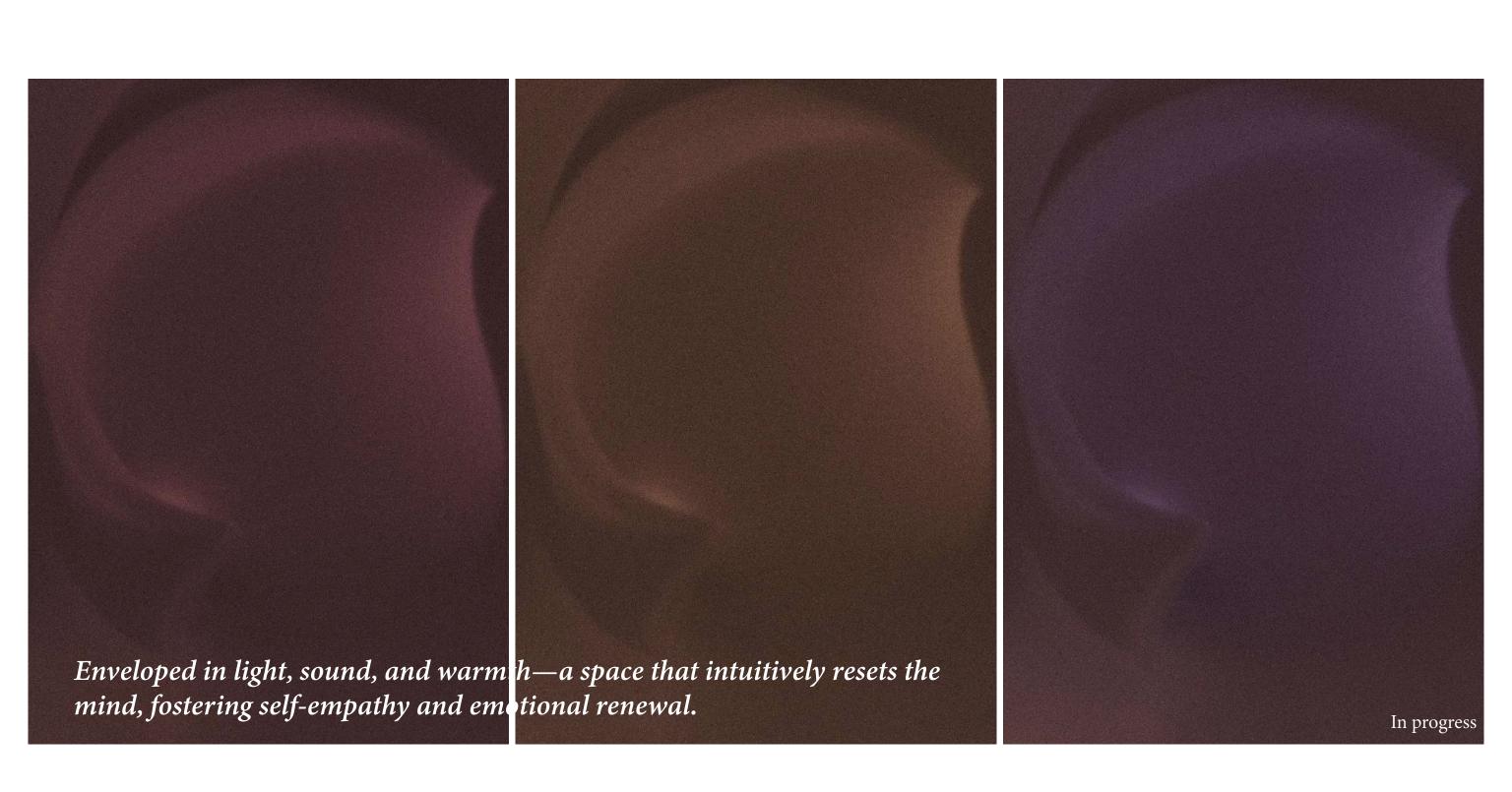
Lounge Space

Entrance











## Responsive Experience

VR Experience Empathy for other







#### Patient User

Hand Shivers/trembles as the patient tries to hold the caregivers hand. (Haptic vibration through gloves) temperature changes

Difficulty getting up on their own, a heavy pull

Slight blurriness in the vision as they move from the room to the corridor space. (fuzzy, frosted, glitches in view)

#### Caregiver User

Caregiver nervous to talk to the patient. (lag in speech.)

Overstressed by work, thinking about other stuff. ( temperature changes, a lot of noises)

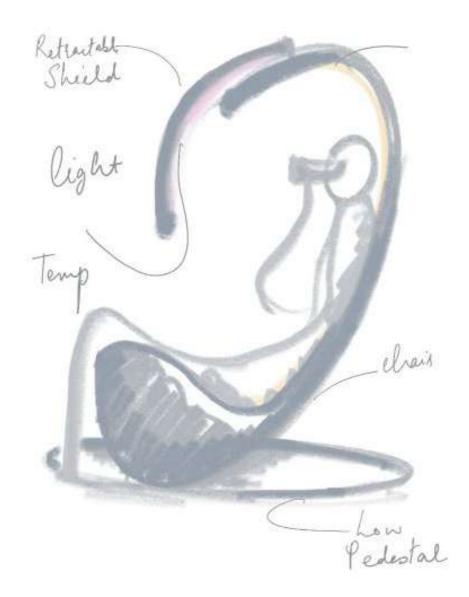
Physical fatigue - Slow movement, temperature changes

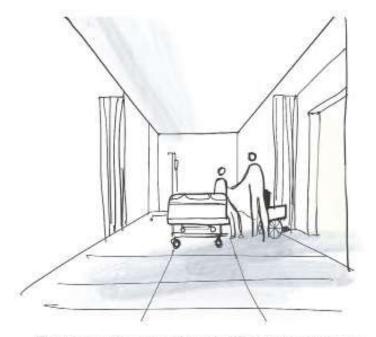




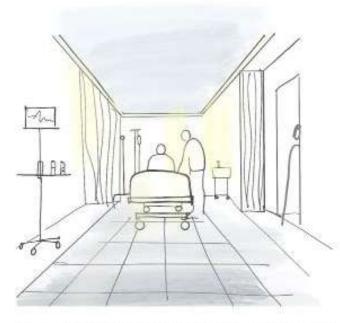
#### Reflection Space

A Virtual Reality experience part of the hospital training for the professionals





The user takes upon the role of a stroke recovery patient and caregiver in a cold sterile hospital room.



The caregiver helps the patient to move from the bed to the wheelchair while the patient struggles to move.

#### Patient User

- 1 .Hand Shivers/trembles as the patient tries to hold the caregivers hand. ( Haptic vibration through gloves ) temperature changes
- 2. Difficulty getting up on their own, a heavy pull
- Slight blurriness in the vision as they move from the room to the corridor space. (fuzzy, frosted, glitches in view)

#### Caregiver User

- Caregiver nervous to talk to the patient. (conversation gets disjointed)
- Overstressed by work, thinking about other stuff. (temperature changes, a lot of noises)
- 3. Physically tired, slow and lag in movement



Next they take a stroll across the landscaped corridor in the hospital.





In every interaction, there's an unspoken story. What would happen if we listened more closely?