

## **Disability Access Design for Immersive Tea Experience Lab (ITEL)**

**Location:** UC Davis

**In-Country Partner Organization/Client:** The Green Initiative Fund, UC Davis Arboretum, Global Tea Initiative

**Project Background:** The Immersive Tea Experience Lab (ITEL) is a simple, sustainable and self-contained portable space intended for intentional tea practices that will be located in the UC Davis Arboretum (and function as a component in their NatureRX and GATEways Outreach initiatives). The design and educational signage will promote ecological principles and community engagement. The structure and as many materials as possible will be upcycled/reused. Power will be primarily captured/stored solar. Graywater and compost will be stored and returned to growing systems on campus. The experience of participants will include deep conversation, community interactivity, mindfulness and mental wellness. Users will be diverse campus populations from multiple departments, initiatives, clubs campus groups and dis/ability levels. The structure and accompanying signage will act as an environmental educational platform. The project will highlight UC Davis as an innovation epicenter of the UC system and hopefully act as a model that inspires replication on other campuses. The space is currently not readily accessible for some participants. The challenge lie in how to design and implement access and programs for participants with a wide range of disabilities (mobility/visual/audio/ language, etc.) that are both considerate of limited resources and provide unprecedented elevated aesthetics.

### **Project Problem Statement:**

The trailer (structure) has already been purchased, gutted and is in the process of being simply refinished with two large bench seating structures that double as storage chests. The Immersive Tea Experience Lab (ITEL) collaboration with D-Lab Winter 2020 Course will include research and implementation of the following objectives:

Design entrance, seating, communication, educational and experiential interfaces that address diverse communities with a range of potential disabilities (mobility/visual/audio/ language, etc.) that are both considerate of limited resources and provide unprecedented elevated aesthetics.

### **Project Goals and Objectives:**

1. Feasibility Study
  - a. Research RV/mobile home accessibility problems and current practices/regulations
2. Conceptual Design
  - a. Conduct prior art research on current technologies and designs to increase accessibility
  - b. Work with the client to determine design criteria





**UC DAVIS**

*D-Lab*