



SIMULATION FOR HEALTH AND WELLBEING

Health and Wellbeing has been described as the next 'trillion dollar industry' by Mckinsey. Research on health and wellbeing has been increasing over the last few years and has given rise to the WELL Building Standard launched in 2013 in the US and 2015 in the UK. With positive impacts on asset values in real estate, shopping revenues in retail, patient recovery in healthcare and student performance in education, designing for health and wellbeing is becoming more and more important, driven by client demands to move past energy and thermal performance. The CIBSE Building Simulation Group (BSG) are holding an event on the 27th June 2016 (1-5 pm at CIBSE, Balham) on 'Simulation for Health & Wellbeing'. More specifically, the simulation of health and wellbeing for building design. Speakers will introduce the WELL Standard and then present case studies of actual projects where they have applied simulation tools to understand and evaluate health and wellbeing concepts in some quantitative detail. The event will end with a discussion on the simulation methods and tools used to help designers apply health and wellbeing concepts within their buildings.

Location: CIBSE, 222 Balham High Road, Balham, London

Time: 1.30 pm registration for a 1.45 pm start

Close: 5 pm

SPEAKERS

1. Natasha Franck, Delos. 'An introduction to the WELL Standard'
2. Lindsey Malcolm, XCO2. 'Applications of the WELL Standard during the design stages'
3. Justin Downey, RWDI. 'WELL Technical Challenges, Design and Construction Solutions'
4. Susie Diamond from Inkling LLP and Anastasia Mylona from CIBSE. 'Assessing overheating risk in homes'
5. Dr Cosmin Ticleanu, Lighting, Building Technology Group, BRE. 'Lighting effects on human health and wellbeing'
6. Philip Symonds, UCL, Health Protection Research Unit in Environmental Change and Health. "Modelling the effects of adaptations to the English housing stock on health"

If you have any questions or queries regarding this event please email events@cibsebsg.org