

connect, innovate, lead - active adult 2.0 next



# Speakers



**Camille Burke**  
*Chief Growth &  
Strategy Officer*  
**GSI**  
**(A Transforming  
Age Company)**



**Christian Fussy**  
*Principal Architect*  
**Hord Coplan Macht**



**Kay Ugwuoke**  
*Interior Designer*  
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**Matt Schuler**  
*Chef / Director of  
Culinary Development*  
**SCOPOS**  
**Hospitality Group**

**How is Active Adult different from Independent Living? How do different operation models reflect on program and design?**



**What trends do you see in regards of re-thinking job titles and skillsets?**



# new job descriptions – technical concierge,...



**What about the missing middle?**



# missing middle – economical constrains



**What kind of life enrichment programs are important for the residents? How do you create a holistic wellness culture?**

# levels of wellness



## Physical

Recognizing the need for physical activity, diet, sleep and nutrition.



## Social / Emotional

Coping effectively with life and creating satisfying relationships.



## Intellectual

Recognizing creative abilities and finding ways to expand knowledge and skills.

# holistic wellness culture – programming & activities



# activities – socialization



# activities – engage & volunteer



# activities – intergenerational



# design strategies multipurpose spaces - connectivity





# design strategies multipurpose spaces - connectivity



# design strategies – key amenities wellness



# design strategies – key amenities wellness



# design strategies - courtyard



# design strategies – courtyard raised garden



# fresh food from farm to table



# design strategies – courtyard bocce court



# design strategies – courtyard fire pits





# design strategies – courtyard herb garden



**What can your community do to support health and holistic wellness for staff?**

# support staff health & holistic wellness meal



# design strategies – staff retention home away from home



**How do we program and design communities which promote a sense of belonging, dignity, and shared culture?**

# create communities – belonging and shared culture



# create communities – belonging and shared culture



**How can we foster connections between residents, staff and the surrounding community?**



# design strategies - location- site



**What about healthcare services and technology  
as the residents needs change over time?**

# wellness technology



# wellness on wheels



**Residents want to balance food & nutrition – a healthy diet from farm to table. However, do they want to cook every day? What are the appropriate food service venues and menus for an active adult community? What about cost?**

# food service

SECTION I: Customer Base Review					
Residents Customer Base	Residents	Occupancy	Occupied Units	Occupancy Factor	Total Customers
Independent Living Units - Exist.	163	100.0%	163	1.25	204
Independent Living Units - New	60	100.0%	60	1.50	90
Assisted Living	15	100.0%	15	1.00	15
<b>TOTAL</b>	<b>238</b>	<b>100.0%</b>	<b>238</b>	<b>1.00</b>	<b>309</b>

Non Resident Customer Base	Total Population	Anticipated Participation	Total Customers
Staff	50	45%	18
Visitors (15%)	46	40%	19
<b>TOTAL</b>	<b>96</b>	<b>37.4%</b>	<b>36</b>

Total Customer Base	Total Customers
Resident	309
Non Resident	36
<b>TOTAL</b>	<b>345</b>

SECTION II: Daily Meal Requirements					
Anticipated Meal Requirements/ Day					
Group	Meal Program	Equivalency	Transactions	Total Customers	Transactions/ Day
Independent Living Units - Exist.	Declining Balance	1 Meal/ Day	1.20	204	245
Independent Living Units - New	Declining Balance	1 Meal/ Day	1.20	90	108
Assisted Living	All Inclusive	3 Meals Per Day	3.00	15	45
Staff			1.00	18	18
Visitors (15%)			1.00	19	19
<b>Total</b>			<b>1.5</b>	<b>345</b>	<b>434</b>

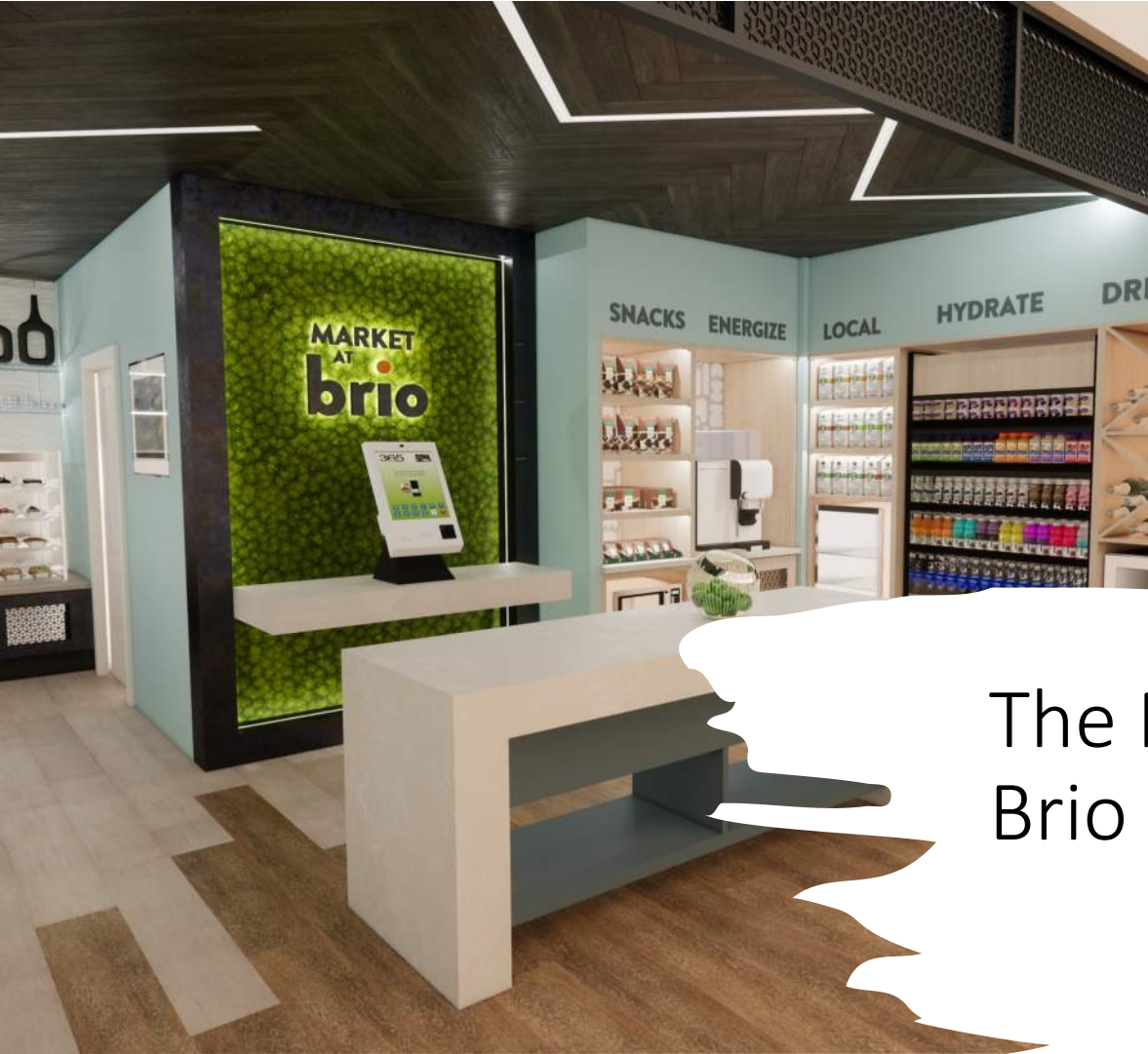
SECTION IV: Seating & Space Requirements						
Independent Living/ Public Venues	Number of Seats Req'd	Square Feet Per Seat	Total SF Req'd for Seating	Service Area Req'd	Total SF Needed	
Bistro/Coffee Shop	91	20	1,826	1,800	3,626	
Formal/Private Dining	35	22	776	100	876	
Center Stage - Casual Dining	53	22	1,163	800	1,963	
Pub - Piano Bar/Lounge	21	20	423	800	1,223	
Main Kitchen (existing sf)				3,600	3,600	
<b>TOTAL</b>	<b>201</b>		<b>4,188</b>	<b>7,100</b>	<b>11,288</b>	

	Breakfast (20%)	Lunch (40%)	Dinner (40%)	Total
	49	98	98	245
	22	43	43	108
	15	15	15	45
	4	11	4	18
	2	7	9	19
	<b>91</b>	<b>174</b>	<b>169</b>	<b>434</b>
	<b>21.0%</b>	<b>40.1%</b>	<b>38.9%</b>	<b>100.0%</b>

SECTION III: Participation by Venue				
Expected Participation by Day Part in Independent Living				
Venue	Breakfast	Lunch	Dinner	Total
Bistro/Coffee Shop	73	122	51	245 57.8%
Formal/Private Dining	Closed	Closed*	35	35 8.3%
Center Stage - Casual Dining	Closed	49	66	115 63.9%
Pub - Piano Bar/Lounge	Closed	Closed	28	28 6.7%
<b>Total</b>	<b>73</b>	<b>171</b>	<b>180</b>	<b>424 100.0%</b>

Hours of operation?  
 What are your tastes?  
 Full service?  
 Quick service?  
 Styles of food?

PROCESS – Programming & Analytics

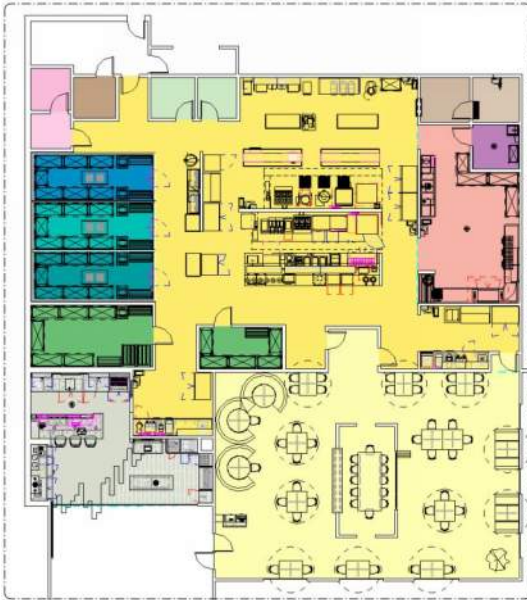


## The Flex Bar Prototype: Brio

## The Sous Vide Approach



**Traditional Kitchen**



**Sous Vide Kitchen**



**Smaller Kitchen**

Smaller kitchen footprint needed to operate

**Less Labor**

Minimizing the labor heavy tasks in a kitchen

**Consistency**

Aligning consistent flavor, presentation, execution & speed of service







## Technology

- Robotic Serving
- Drink Service
- Food Running
- Bussing



**Food is central to building community and living well. What kind of food centered activities and programming do you see? How do incorporate learning and socialization opportunities into your culinary program and promote your wellness brand?**

# food service



Food Transparency



Branding



Teaching Kitchen

