PEOPLE, PLACES, SPACES:

Creating A Foundation For Women's Safety In Hostels
To Allow Social Connections To Flourish

by
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A thesis
presented to the University Of Waterloo
in fulfillment of the
thesis requirement for the degree of
Master of Architecture

Waterloo, Ontario, Canada, 2026
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Author's Declaration

I hereby declare that I am the sole author of this thesis. This is a true copy of the thesis, including any required final revisions, as accepted by my examiners. I understand that my thesis may be made electronically available to the public

Abstract

This thesis is centered around a woman who is solo-travelling, who stays in hostels and wishes to connect and share experiences with like-minded people. However, it is not always considered safe for a woman to be travelling by themselves. This thesis explores how the hostel can provide opportunity for meaningful connections with other travellers while balancing the needs of personal safety and privacy in a shared space.

Through a combination of user surveys, precedent analysis, design guidelines, and architectural investigation, this thesis identifies the spatial conditions that encourage social interaction and the design strategies that establish safety and privacy among travellers.

The findings of this research was translated into three design proposals that respond to typical urban lot typologies: infill, open, and corner. Each design explores a distinct architectural strategy but maintains a shared approach to safety, privacy, and social interaction. Together, these designs demonstrate there is no singular architectural model for a socially connected and safe hostel; rather, connection can emerge through different spatial responses to context. Ultimately, the thesis proposes the hostel as a temporary network of people, places, and spaces, where architecture creates the conditions for strangers to arrive, connect, and then continue on their separate journeys.

Acknowledgments

This thesis would not have been possible without the invaluable support and guidance of my thesis committee. First to my advisor, Fiona Lim Tung, who has guided and supported me through the creation of this thesis and who agreed that watching two hours of Love Island every night was in fact “thesis research”. And to Marie-Paule McDonald who witnessed the thesis through many different stages and provided wisdom and kindness at each point.

I am especially grateful towards my roommates who I have shared this experience through architecture school with for the last six years and whose friendship and support has kept me pushing through this thesis.

To my family who have always supported me and encouraged me to follow my dreams no matter where they take me, I could not have done this without you.

Finally, to the current and future friends I’ve made while travelling, who have pushed me out of my comfort zone and inspired me to share this experience and community with as many people as possible.

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WOMEN

I am a traveller, I am a woman.

I am traveller, I crave experiencing new cities, gaining new friends, learning new life experiences, and seeing the world through a different set of eyes. I see culture so rich and beautiful that every person deserves a chance to see

I am a woman, I am warned to not accept drinks from strangers; to tell others I am travelling with a friend, even if I'm not; to not wear headphones while walking outside; to not walk alone at night.

I am a traveller and a woman, trying to balance my own safety while experiencing as much of the world I possibly can. I go on pub crawls with strangers (soon to be friends); I make last minute plans to join new friends; I stay in hostels; I share rooms with 20 other people.

I will not be afraid.

Introduction

This thesis is inspired by personal experiences of being a solo female traveller who stays in hostels. It is about bridging the gap between personal safety and hostels so that every person has the chance to travel and experience cultures around the world without the price tag of a hotel. At a brief glance, a hostel is a budget-friendly style of accommodation that offers dormitory style rooms that are shared with other travellers, typically including shared spaces like kitchens and lounges. In a survey conducted by *Hostel World* in 2025, the leading hostel booking app, the largest reason people are apprehensive of solo travelling is due to safety concerns. This category is divided by gender and reveals that 55% of female respondents listed safety as their primary concern while only 18% of males listed safety as their primary concern.[1] This trend of women potentially avoiding unsafe scenarios is ingrained into most women from a young age. Tactics such as “don’t walk alone at night”, “keep your keys in your hand”, and “don’t accept drinks from strangers” are what women are taught to keep themselves safe. These behaviours do not disappear when travelling. In an unfamiliar city and surrounded by strangers, the awareness of personal safety can become even more pronounced. This is particularly relevant to the hostel environment, where the qualities that make hostels appealing like budget friendly accommodation, communal spaces, and opportunities to meet strangers can also create feelings of vulnerability amongst women.

This tension forms the foundation of this thesis. Rather than viewing safety and social connection as opposing goals, this thesis asks how they can work together. If a traveller feels safe navigating a building, understands who can access its spaces, can see and be seen by others, and has the ability to retreat when needed, they may be more willing to participate in the communal life of the hostel. Safety can therefore become more than a protective measure; it can become the foundation from which social connection develops. Therefore, the central question of this thesis asks:

How can we design hostels on a foundation of ensuring women’s safety while encouraging community and social connections?

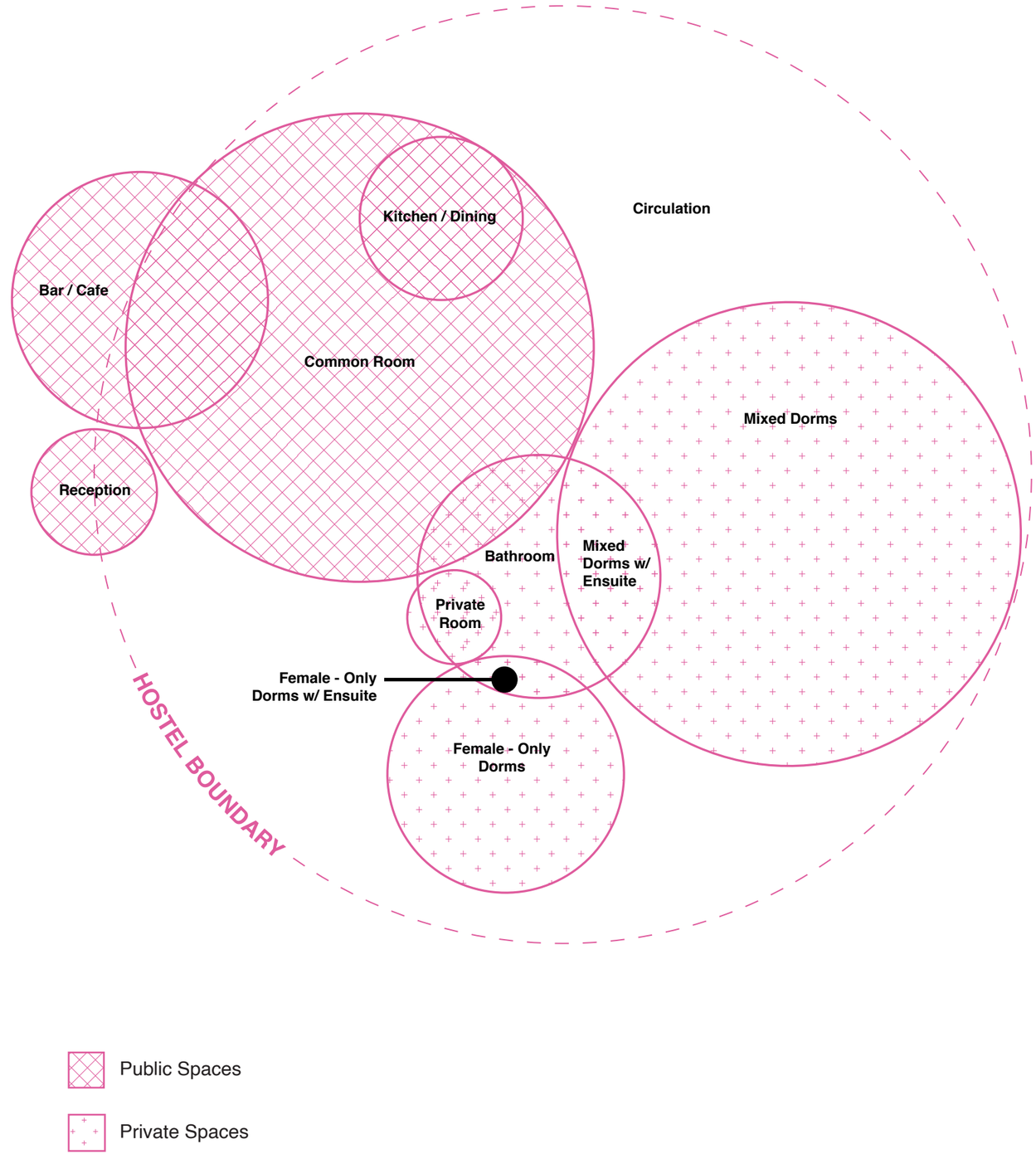


Figure 1. Aspatial diagram of typical hostel programming

Historically the world has not been designed or built for women to exist independently from men. This thesis operates in streams of intersectional feminism and gender mainstreaming in order to give equal opportunity to women to be able to travel with the same comfort and security as a man. Currently, feminism has gone through three waves, each bringing change disparities that exist in rights between men and women.

Along side the feminist movement, the UN has strived to make more of an effort and created 17 Sustainable Development Goals.[2] These goals are to be the blueprints that allow for peace and prosperity for people and the planet. Included in these goals, and relevant to this thesis, is goal #5: Gender Equality, and goal #10: Reduced Inequalities.[3]

The focus of designing a hostel in response to these goals looks at creating an inclusive environment where social connection is fostered among guests. While equal rights for women and men have been addressed through legislative means, equal experience still lacks attention as women often spend more time worrying about their surroundings. Therefore, creating hostels that are designed with a baseline of improving women's safety will create space for equal opportunity of social connection that comes with staying in hostels

How do you design a hostel that creates a foundation for women's safety while maintaining an environment where socialization and community is encouraged? To answer this question the research framework is divided into two main categories: human-scale and building scale.

The first category explores the experiences of people in the hostel and how they interact with others and with the environment. Throughout the thesis, this scale is presented in three forms. The first form is through a survey I designed that gathers both empirical data and creates space for participants to share stories of their experience in hostels.

Through this thesis, we continue to use storytelling as a tool to analyze space. These passages will look at hostels through the eye of a traveller and describe their experience and routines. Noted in the margins of these passages analysis of what is happening spatially in terms of socialization and safety.

The final way we use human-scale as a design tool is through analyzing the functions and routines of a body in order to understand where design might be lacking for certain bodily needs.

The second category focuses analyzing existing buildings to understand what techniques are used to improve safety and social connection. The strategies used to analyze these precedents were pioneered by Bill Hiller and Julienne Hanson in their book *The Social Logic of Space*. Descriptions of these strategies are described in detail in chapter 3: Places.

Using these scales of analysis, an iterative process was taken before landing on the designs presented in Chapter 6: Community. This chapter uses both forms of analysis to describe how each hostel encourages social connection while establishing personal safety for each guest.

Thesis Structure

This thesis is structured through six chapters with each building off information learned in the last. Chapter 1: *Women,* introduces the thesis and provides the relevant background as to why this topic is important.

Chapter 2: *People*, looks at the real experience of travellers at hostels through the participation in a survey I designed. This survey creates a basis of understanding for what hostel users like and dislike.

Chapter 3: *Places*, takes an analytical approach to a series of related precedents to understand what design strategies work to encourage community and social activity. This chapter establishes a framework of analysis for hostels.

Chapter 4: *Spaces*, looks at the parts of a room where guests value privacy and security the most. This chapter looks at how improving these spaces for privacy and function creates a more comfortable experience for the guest. The block designs created in this chapter are ones that can be implemented in existing hostels.

Chapter 5: *Connections*, builds off of chapter 4 by using these blocks in their designated rooms. This chapter focuses on how to create social connection among travellers through architectural intervention. In this chapter, we create a list of design guidelines for the four main programs of the hostel.

Chapter 6: *Community* uses the information gathered in previous chapters to design a series of hostels that respond to standard urban typologies. The focus of these designs promote community while creating a foundation for a safe environment.

PEOPLE

In 2024 and 2025, a broad survey was created through Hostel World to understand where people are solo travelling, the logistics of solo travelling, and peoples' apprehensions.[4] Through these surveys, 54% of female respondents in 2024[5] and 55% of female respondents in 2025 listed safety as their primary concern for solo travelling.[6] This number can be compared to the 19%[7] and 18% from the male respondents who listed safety as their primary apprehension.[8] The survey created by Hostel World does not elaborate further on what the safety concerns of these travellers are. To get a more in depth understanding of hostel guests experiences and why 55% of women list safety as their primary apprehension, I designed a more comprehensive survey to get firsthand experiences and data from people who have previously stayed in hostels then evaluated their responses regarding safety and social connection.

The survey was sent out to people through two different methods. The first method was addressed to former classmates who have lived and travelled abroad. Through these means, I was able to collect data from people who have not stayed in hostels previously. The second method reached out to former connections I have personally made with travellers while staying at hostels. The survey was sent out to individuals between February 2026 and May 2026 after achieving ethics clearance (REB #48232). The following survey was completed by 34 participants, which can be seen in the gender and age demographic charts in Figure 3 and Figure 4.

Survey Design

The data from this survey is broken down based on gender in order to illustrate the difference between men's and women's experiences in hostels. The survey is divided into three comprehensive sections: 1) *Experience in Hostels*, 2) *Safety in Hostels*, and 3) *Have not stayed in hostels*. The first section is used to understand how a variety of travellers use a hostel. Hostels need to accommodate people who are travelling for varying lengths of time. Therefore, questions are geared to understanding a guest's daily life experience staying in a hostel. These results will be used in designing the functional and social aspects of a hostel.

The second section focuses on the primary research of this thesis and looks at understanding participants' sense of safety in hostels. This section uses empirical data as a baseline for understanding if users have felt unsafe. The survey then invites participants to share their experiences with unsafe hostel environments through stories.

The final section of the survey looks at participants apprehensions of hostels prior to staying at one for the first time. This section is equally important in learning how to design safe and inclusive hostels because it identifies people's preconceived ideas of hostels and where improvements can be made. Together, these sections serve as a rationale and guideline when designing spaces within a hostel.

See *Appendix A* for full survey questions and results

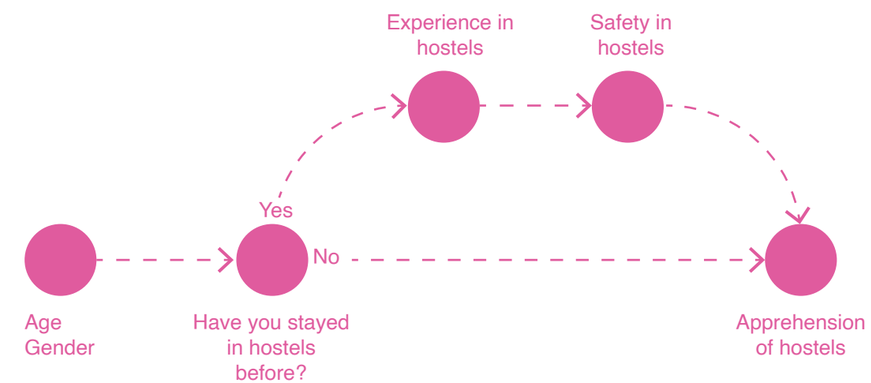


Figure 2. Survey Design

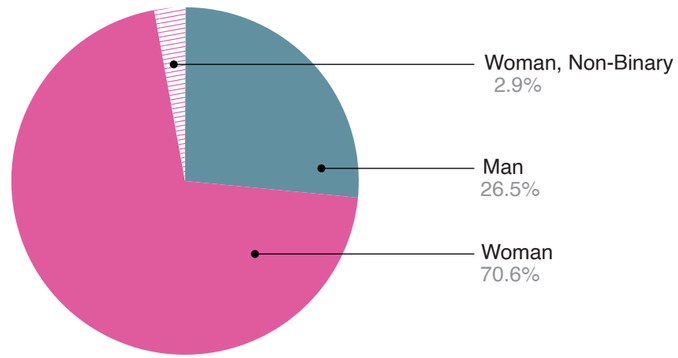


Figure 3. Gender of Survey Participants

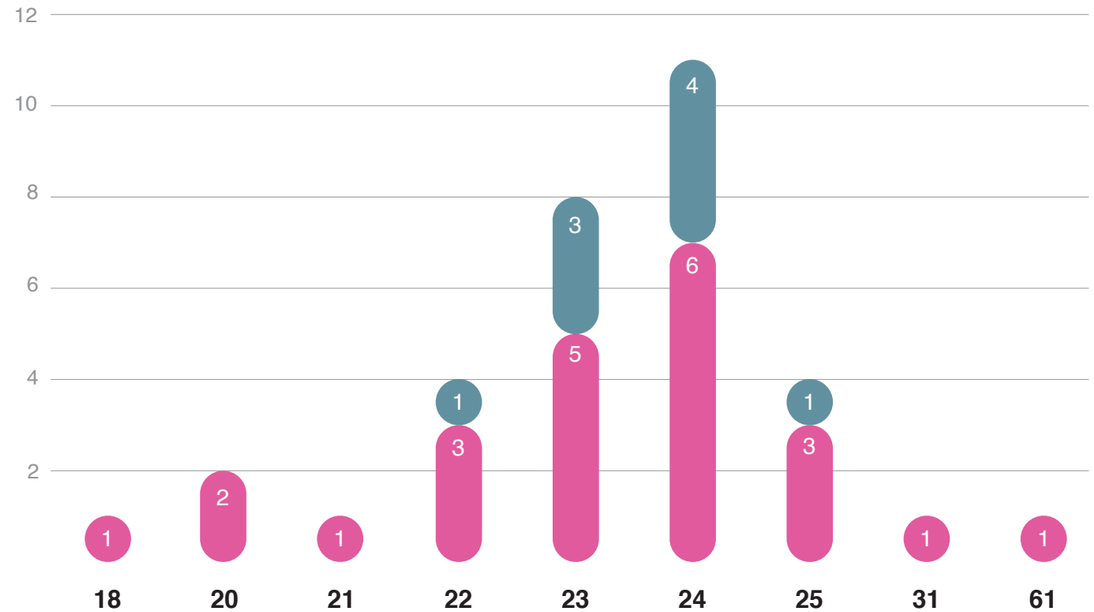
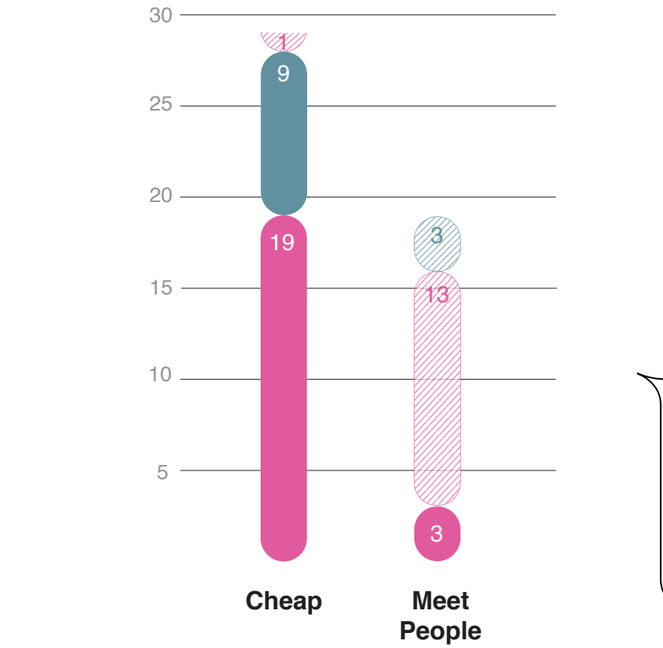


Figure 4. Age of Survey Participants

This section is the most important when it comes to understanding the lifestyle of participants using hostels. It speaks to the positive, qualitative aspects of a hostel and why people choose or enjoy staying at them. The first question is an open answer question and asks why people choose hostels. As seen in Figure 5, 28 out of 31 participants listed cost as their primary reason for choosing hostels. In addition to cost, 16 participants also listed meeting people as a secondary reason as to why they chose hostels. The quote seen below was taken in response to this question and describes how the community built within a hostel not only serves to create friendships but also instills a sense of safety in the guests. This theme of social interaction as a safety strategy is one that shows up again in the next section of the survey.



"… hostels are an affordable option, they also make it easier to meet new people. As someone who travels alone, being in a new country can sometimes feel isolating or even scary. Staying in a hostel puts you in a community of other travelers - often young people who are in the same situation - which makes it much easier to connect and feel less alone."

Figure 5. Why do you choose hostels?

Moving through the survey, this section is further broken into two main themes. Questions 10 to 21 and 27 to 30 explore the minutia of living in a hostel. This theme addresses the length of travel participants have spent in hostels as a baseline to understand what a hostel might need. As seen in figure 6 over 50% of participants travelled for over three weeks, making hostels more of a temporary home for travellers than just as a place to sleep. Therefore, questions like where the participants get changed (figure 7), where they do laundry (figure 8), what their routine looks like, if they had a car while travelling and where they parked (figure 9), and what kind of bags they use (figure 10) begin to map this lifestyle abroad. We are then able to use these responses to determine what the functional space of a hostel is and help understand what is needed from these spaces.

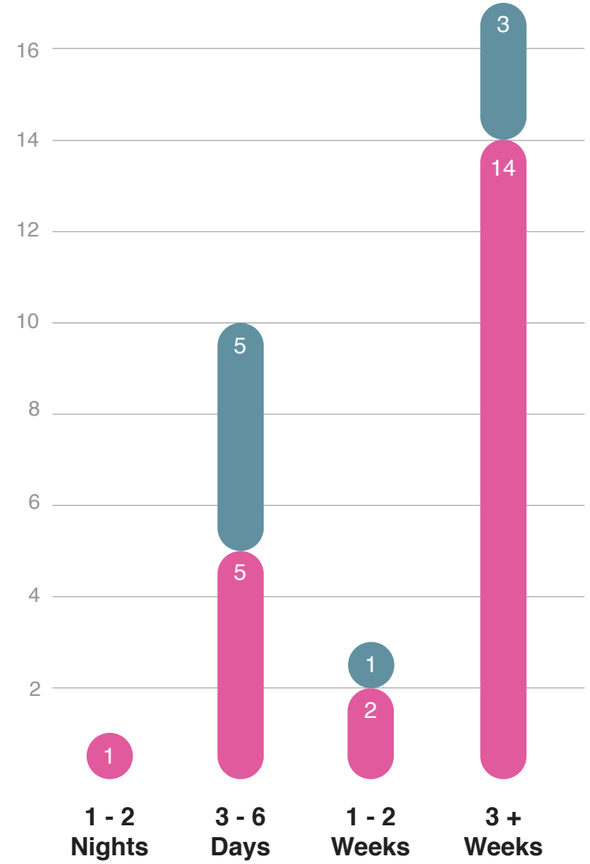


Figure 6. Length of time spent in hostels

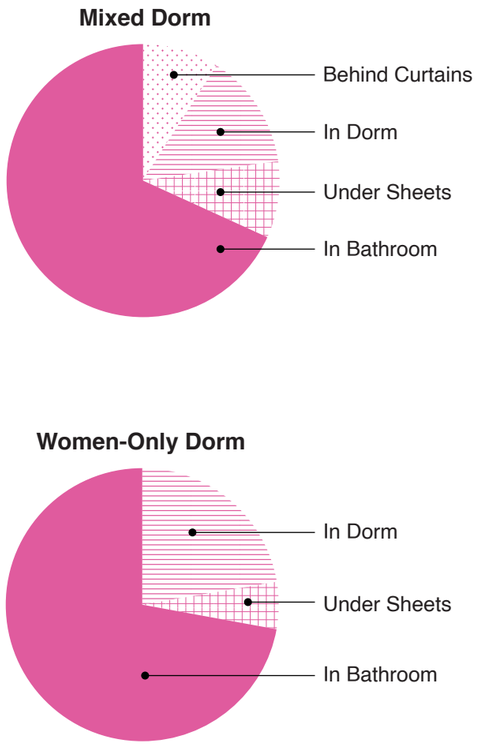


Figure 7. Where do you get changed in a hostel?

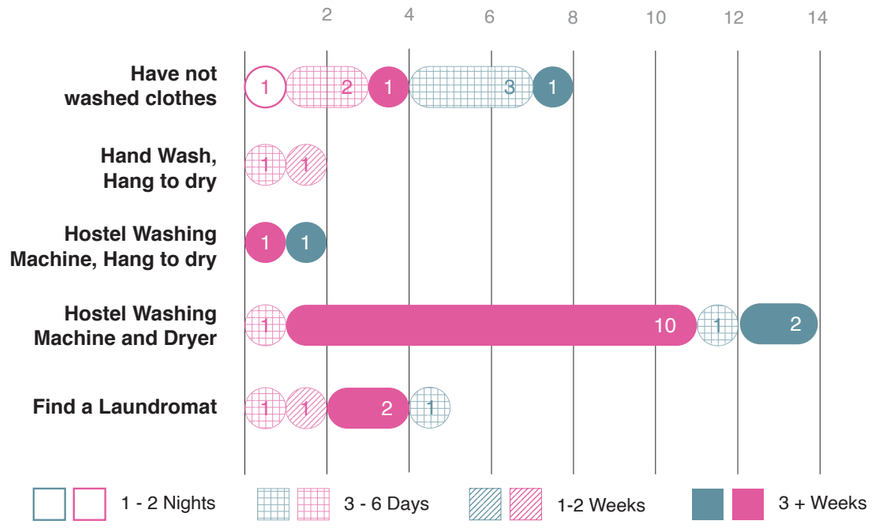


Figure 8. How do you wash your clothing while travelling vs. how long spent travelling

Spain - parked in a paid parking garage

New Zealand & UK - parked in a paid lot

Scotland - Hostel parking lot

Slovenia - Hostel parking lot

Guatemala - parking lot beside hostel

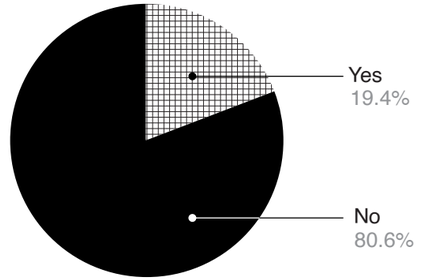


Figure 9. Have you ever had a car while travelling and where did you park it?

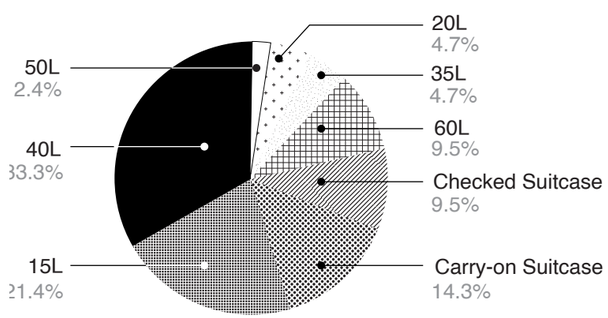
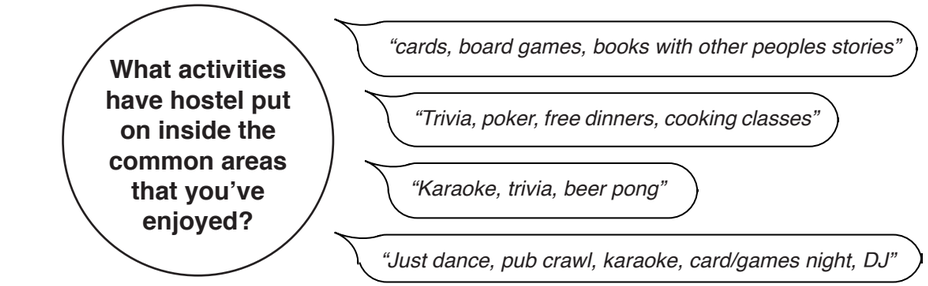
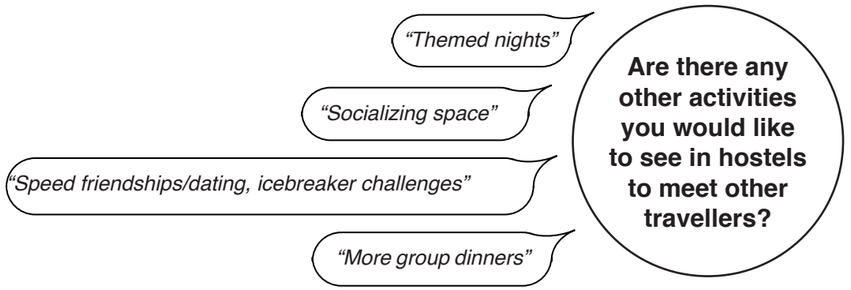


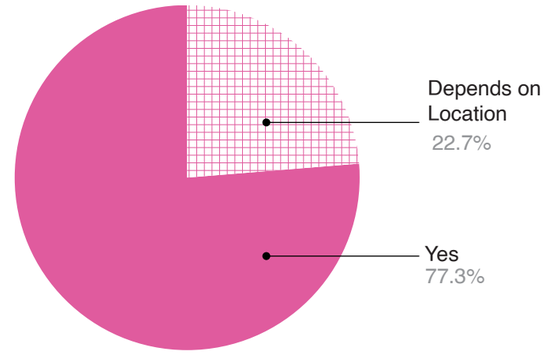
Figure 10. What size bag do you take while travelling?

Since this research focuses on safety and social connections, understanding which activities and amenities participants found most effective in fostering community was important for informing the hostel designs proposed in this thesis. The responses to these questions shed light on what spatial needs these activities might need in order to operate. In response to questions 24 and 25, activities that participants have enjoyed or would like to see, such as trivia, bingo, speed friending, and games typically require lots of seating and tables. Conversely, activities like karaoke and *Just Dance* need larger open space. In order to accommodate these different events to promote socializing and connection, the communal spaces must be easily adaptable to meet the different needs.





Following participants' experience in hostels, they were asked about their concerns regarding safety while staying in hostels. This section gathers two types of data: quantitative statistics that look to see if issues exist in safety, and qualitative data asked through short answer questions that allow participants to share their experiences. Data for questions 31 and 32 are based off of information provided by hostelworld.com. As seen in Figure 11 all participants listed personal safety as something they were concerned with while travelling. Figure 12 gives an understanding of people's general concerns about hostels from an outside perspective, where we see that safety is an expressed concern of other people. Often, those who have stayed at hostels before understand how they operate and have certain parameters they look for when choosing a hostel.



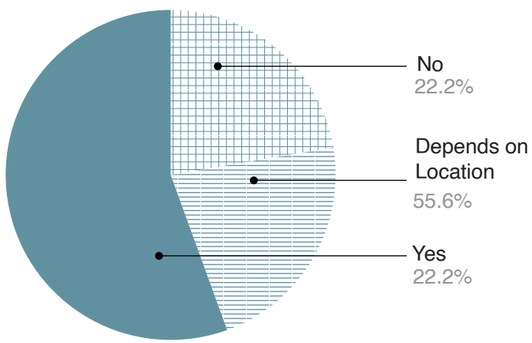
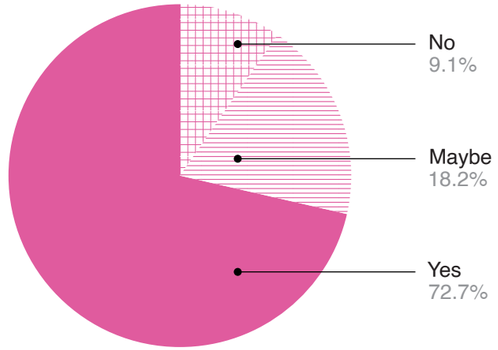


Figure 11. Is personal safety something you are concerned with?



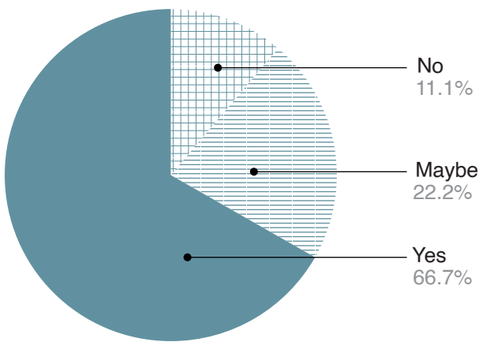


Figure 12. Is your safety a concern of others?

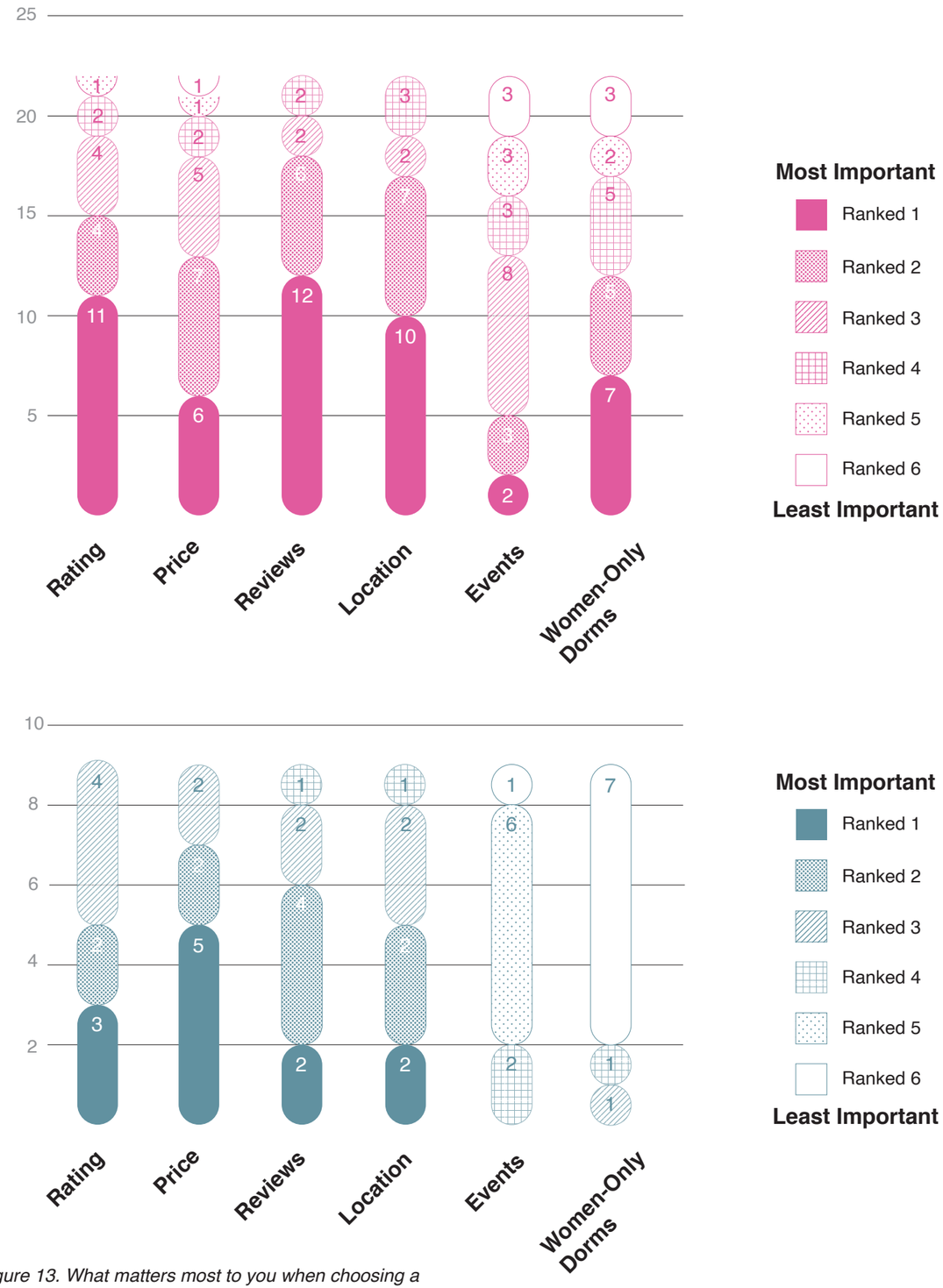


Figure 13. What matters most to you when choosing a hostel?

Figure 13 breaks down these parameters and looks at what information participants value most when choosing a hostel. These diagrams show how women typically rely on other people's experience when determining a hostel to choose from by how often they ranked ratings and reviews as most important. Conversely, men are primarily concerned by price, leaving ratings and reviews as their secondary determining factor. Despite these differences in priorities, both men and women follow a similar curve when determining the lowest rated hostel they would stay at, with 7 being the most common answer as seen in Figure 14.

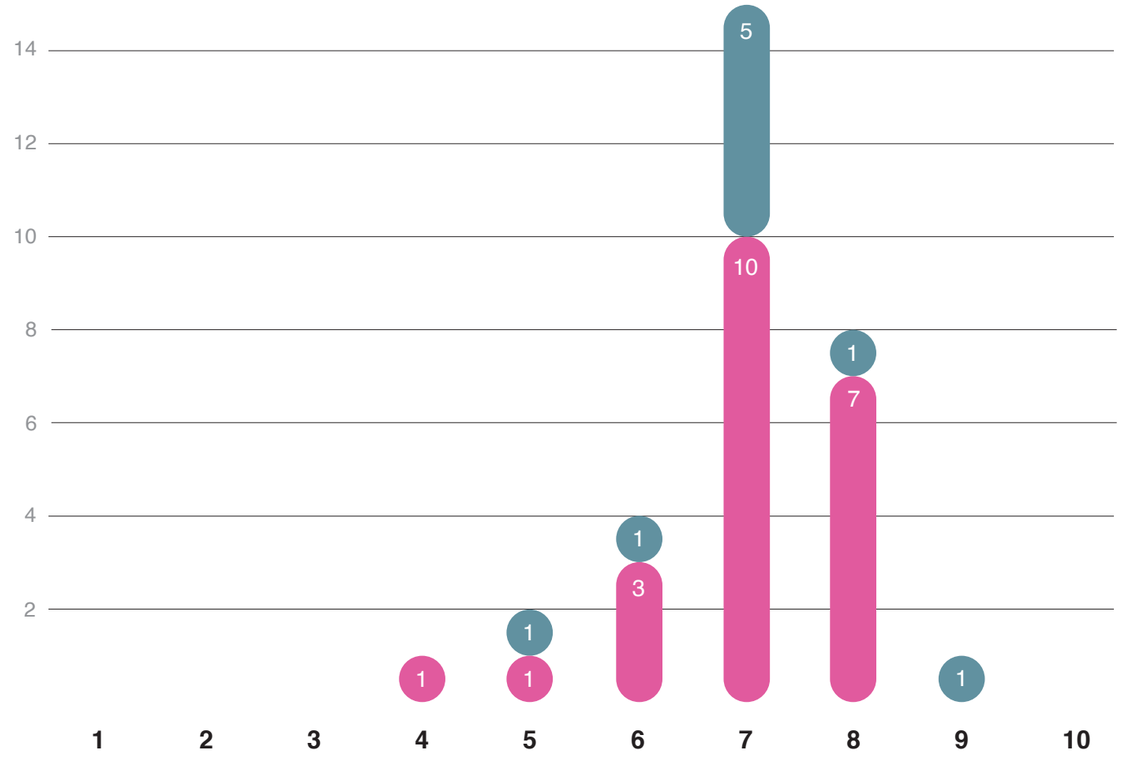


Figure 14. What is the minimum rating you would stay at?

When asked if participants have ever felt unsafe in a hostel, we see in Figure 15 that both men and women fall near 50% of having felt unsafe while travelling, with those who have not felt unsafe taking the majority. From this data, it leaves 1 in every 2.21 hostel guests likely to have an unsafe experience. Pairing this quantitative data with the short answer responses from question 43, we start to see what issues have led to participants feeling unsafe. These responses can be divided into two categories: behavioural issues, and spatial issues. The spatial issues like “unlit interiors”, unsafe or obscured location”, “poor security storage”, “bathrooms feeling sketchy”, and “unclear sightlines between hostel and street” are ones that can be addressed and mitigated through good design and will be used as guidelines when designing the hostels later in this thesis. Behavioural issues are ones that can not be mitigated as directly through design; however, some issues in this category that were raised include lack of communication between dorm mates and other hostel guests. If we start to value improving social connections as equally as privacy and security, then we can reduce some behavioural safety issues.

Looking at the quantitative results as a whole, we can start to build some relationships out of the data. What becomes interesting through this is that female participants who have previously felt unsafe in hostels have a higher minimum rating for hostels they would stay in, as seen in Figure 17**.** These participants who have felt unsafe have also travelled for longer periods of time, which is likely to have increased their chance of experiencing an unsafe situation. Those who have not had any unsafe experiences in hostels currently have a lower minimum rating and include more women who have stayed in hostels for less than a week. It can be inferred from these results that those who have felt unsafe have raised their minimum rating standards after the experience.

Staff behaving inappropriately, people attempting to follow me or enter my room. A man grabbed me and tried to get into my bunk- I had to kick him away. Poorly lit entrances. Unclear sightlines between hostel and the street.

Mixed dorm, only woman solo traveller, all other beds occupied by men

Hostel listed 2 bed private room, ended up being three beds and an elderly man was there

Mixed dorm, the guys staying there were making the girls really uncomfortable and overstepping a few boundaries

No curtains on beds in mixed dorm

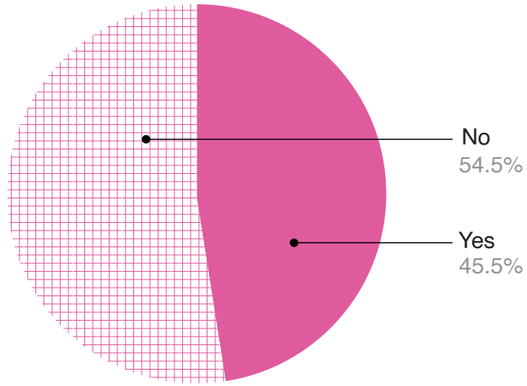
Bathrooms were so sketch

Unlit interiors, unsafe or obscured location

Poor storage security

Too many people in the room

Troubled individual acting erratically and inappropriately



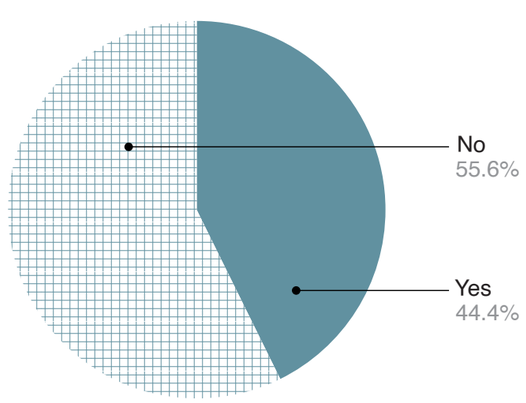


Figure 15. Have you ever felt unsafe in a hostel?

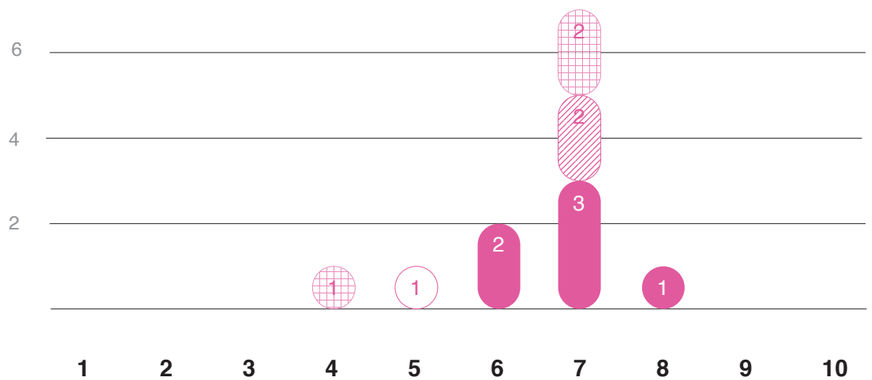


Figure 16. Women who have felt safe in hostels vs. lowest minimum rating vs. length of travel

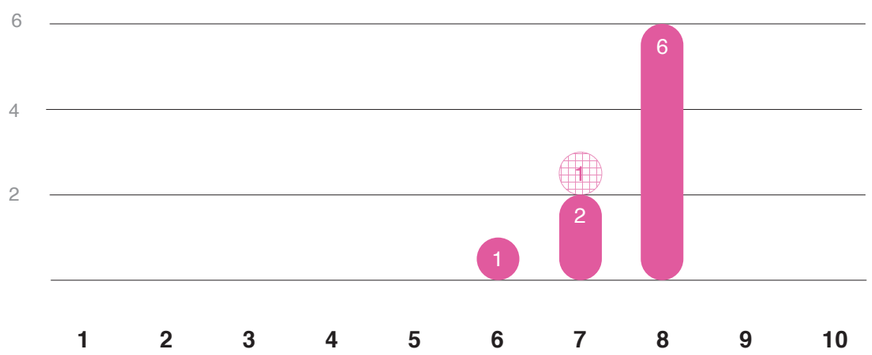


Figure 17. Women who have felt unsafe in hostels vs. lowest minimum rating vs. length of travel



Continuing to use the qualitative data gathered, we start to look at the precautions participants take to feel safe inside of hostels. When asked about what participants specifically look for when choosing a hostel, the results show that people's fears often fall into two major categories: fear of personal safety, and fear over possessions. Fear of personal safety includes concerns over lack of privacy and an inability to control other people's actions, while fear over possessions is concerned with the security of an individual's belongings. In 18 out of 28 responses, secure storage and lockers were mentioned, with 75% of men who responded listing secure storage. This data reveals that men are mainly concerned over the safety of their possessions. Responses from women also show that safety over possessions is a concern but also include women-only dorms, safe location, and quality of washroom when booking a hostel. These qualities can be classified more as women's fears over personal safety as they deal with avoiding potentially unsafe conditions and maintaining a level of privacy. Since I had an understanding of hostels and other people's personal spectrum of comfort and privacy when creating the survey, I also asked participants to pick what size dorm they are most comfortable staying in and what size dorm they find ideal. Often these are different sizes due to people wishing to travel on a budget. In Figure 18 we can see the participants, varying degrees of comfort as most are willing to stay in dorms much larger than they find to be ideal. Therefore, this thesis will investigate how we can design larger dorms of eight to twelve beds feel like a four person dorm.

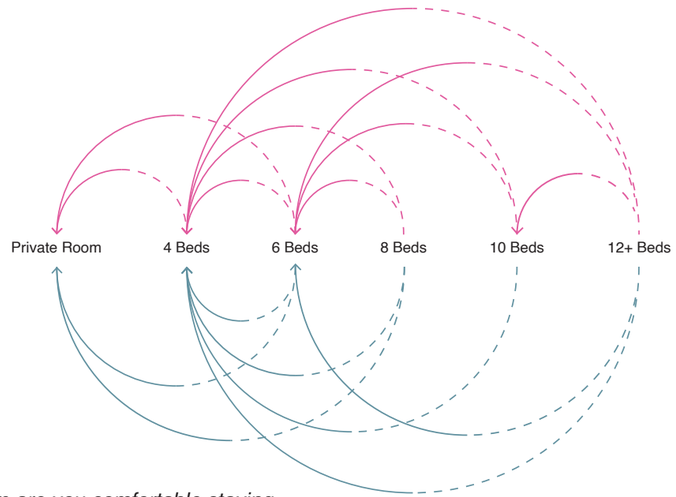


Figure 18. What size dorm are you comfortable staying in vs. what size dorm do you find ideal?

Continuing the theme of precaution, participants were asked what actions they take to feel safe within a hostel. Some responses to this question initially surprised me:

"get acquainted with the people [I'm] sharing a room with"

"I always talk to the people around me when I enter, introduce myself"

"introducing myself and getting to know dorm mates"

"[I] try and chat with my bunk mates so they aren't total strangers"

A popular quote goes "there are no strangers here, only friends you haven't met yet".[9] When interacting with dorm mates, they are no longer strangers; they have a face, a name, and often you learn where they are from and where they are travelling too. Once guests get passed this hurdle of speaking to their dorm mates, they are more comfortable sleeping in the room. As mentioned throughout this chapter, we see once again how social interaction forms a major role in participants' feeling of safety.

The conclusions that can be drawn from this section are that some issues with safety have spatial resolutions while others are a result of other people's behaviour. While it may not be possible to control someone's actions through architecture, I believe they can be influenced. At the end of his paper *Figures, Doors and Passages*, Robin Evans makes a similar statement:

> *"Certainly it would be foolish to suggest that there us anything in a plan which could compel people to behave in a specific way towards one another… It would be still more foolish, however, to suggest that a plan could not prevent people from behaving in a particular way, or at least hinder them from doing so."* [10]

If we can influence people's actions or hinder them from taking certain actions, it can be suggested we can address some of these behavioural issues with spatial resolutions.

The major questions asked in this section are short answer questions that ask the participants if they have had apprehensions about staying in hostels and what they were, and if there are any cultural or religious considerations that make hostels undesirable. In order to make hostels inclusive and comfortable for everyone, understanding the cultural and religious differences of people informs what additional considerations might be needed. In response to the question addressing cultural or religious considerations, one participant stated:

> *"I'm a Muslim woman so I have to be covered, I also have to pray, so I would be worried about potentially being harassed. I also value having my personal space. I would potentially go to a hostel if private rooms or lower occupancy rooms were an option"*

Gender-separated dorms are not just more comfortable for religious needs but also for women on average. We saw in the hostel safety section that seven women listed women-only dorms as their most important parameter when choosing hostels. Figure 19, asked in this apprehension of hostels section shows that female participants would be more comfortable staying in gender-separated dorms.

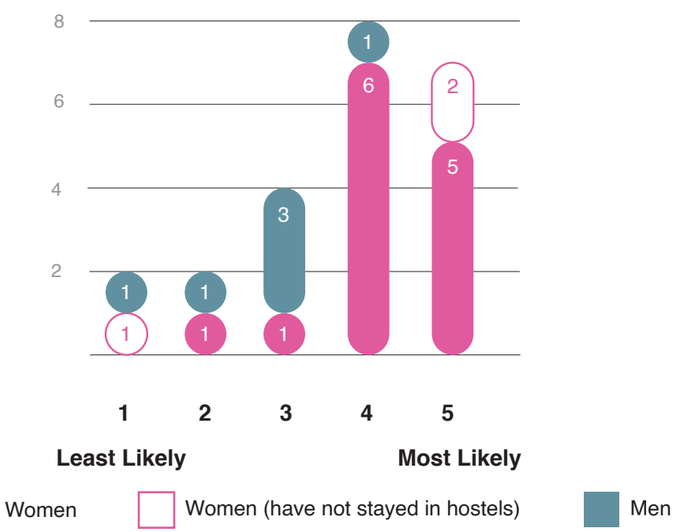


Figure 19. Likelihood of participants being more comfortable in gender-separated dorms

Through the analysis of the survey, it seems important that the design of hostels is geared toward creating options for guests. Having varying degrees of privacy through curtains on bunk beds, to smaller dorm rooms, to gender-separated dorms allows each individual to operate within their personal comfort level. A hostel's aim is to be inclusive and to create a comfortable space for guests to stay in order for social connections and friendships to flourish. While the findings of this chapter begin to offer insight as to what architectural solutions can help solve issues of safety, its primary goal was to understand the experience of a traveller. The next chapter will investigate how similar architectural projects have addressed issues of safety and social connection.

PLACES

In the previous chapter, we learned what travellers valued in accommodations: privacy, security, and a sense of belonging to a greater community. These findings defined the needs of the user and highlight where architectural intervention can be applied. If we were to look at analyzing only hostels to understand where issues of safety and social connection are, we would find very little research or design drawings on these establishments. Hostels are a relatively new hospitality typology with the first one opening in 1909 to house children on school trips.[11] The age demographic may have changed in the last 100 years but the typical programming has remained the same.

Therefore, to understand how to design for safety and socialization in hostels, the scope of research will be expanded beyond the hostel to include shelters, prisons, transitional housing, hotels, and co-living apartments that share communal spaces. Analyzing each type through a programmatic, length of stay, and financial lens, we can see in Figure 20 what commonalities the programs share. Each type is focused around one of the design goals that would make a successful hostel. Shelters and transitional housing look primarily at safety of users and focus on socialization as a secondary design feature in order to integrate its users

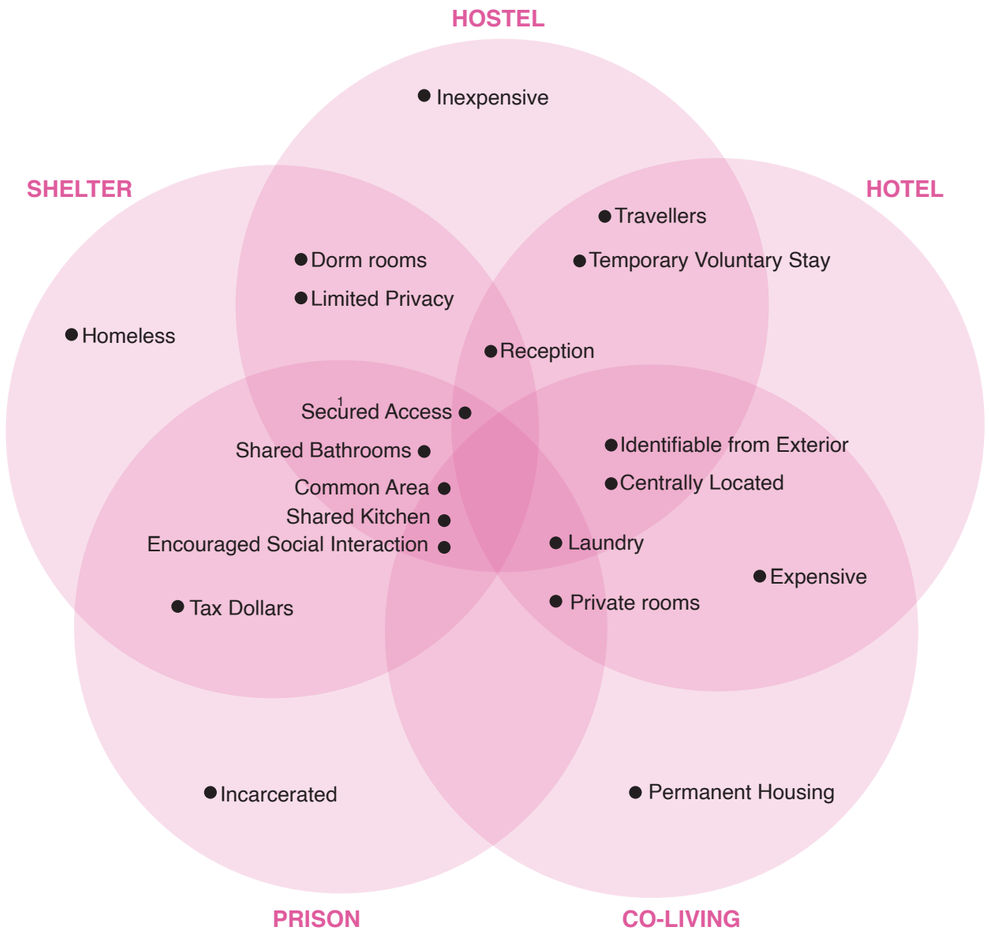


Figure 20. Scope of precedent research

on how to rehabilitate the occupants to “normal” life. Hotels design for privacy of its users and security over the user and their valuables. Hostels and co-living apartments design for socialization with their differences being length of stay as co-living apartments are permanent residences for its occupants. Analyzing how each typology achieves these design goals will offer a comprehensive guideline on how to designing safe and social hostels.

The following chapter will investigate this programming typology and use a comparative analysis with similar program typologies in order to build a framework for designing hostels that prioritize safety while maintaining a social atmosphere.

A series of precedents were chosen for their varied scale and function and are shown in the following matrix. Each building is analyzed on factors such as if the user’s have private rooms or dormitory sleeping areas, if they are separated based on gender, what the circulation pattern within the building is, how long the users are staying in the building and the sleeping capacity of the building. These factors aid in determining the similarity of the varying typologies to a hostel as well as looking at what factors might contribute to safety. The analysis also looks at the construction type, whether it was a new build or a renovation to understand what the parameters the architect was working within, as well as looking at what public programming it offers to the users. The public programming that is being tracked are the common programs that would be offered within hostels. Additional programming specific to the typology is not being analyzed.

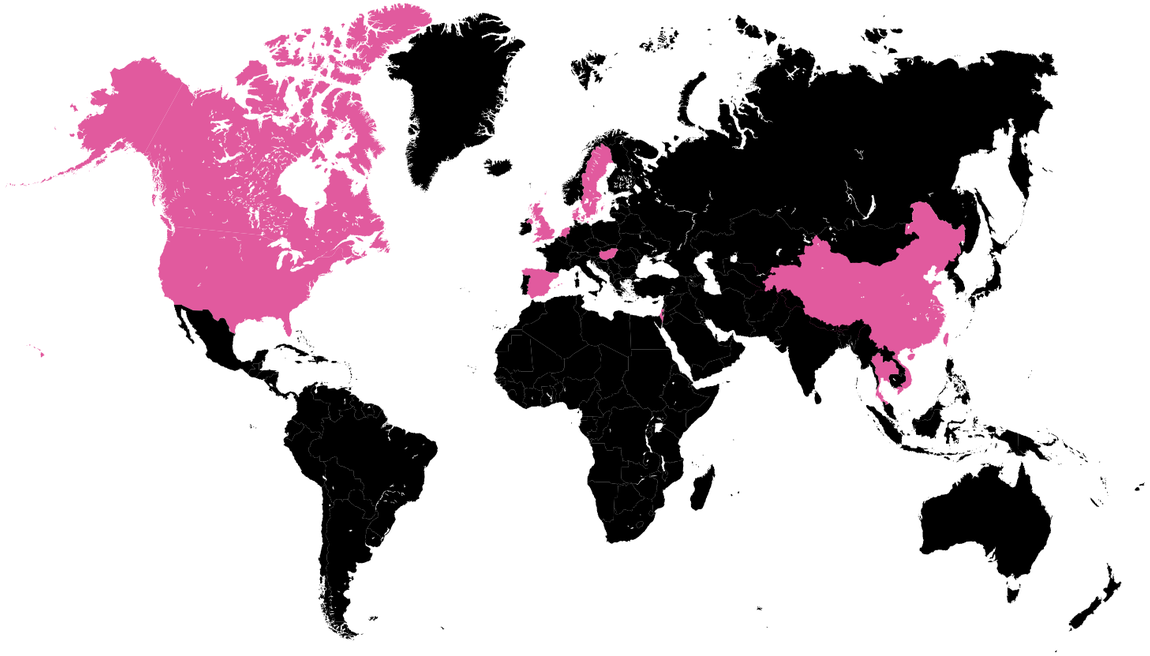


Figure 21. Location of precedents analyzed in Precedent Matrix

GENERAL DATA

	The Ada and Tamar House	The Aya	Budapest Hostel	The Kearney Center	Zilker Studios	The Sierra	KLOEM Hostel	Les Jardin Du Y Des Femmes
Typology	Shelter	Transitional Housing	Hostel	Shelter	Transitional Housing	Shelter	Hostel	Shelter
Year	2017	2019	---	2015	2023	2023	2018	2006
Construction	New Build	New Build	Adaptive Reuse	New Build	New Build	Adaptive Reuse	New Build	New Build
Country	Tel Aviv, Israel	Washington D.C, U.S	Budapest, Hungary	Tallahassee, U.S	Austin, U.S	Lancaster, U.S	Bangkok, Thailand	Montreal, Canada
Architects	Amos Goldreich	Studio Twenty Seven	---	Clemons, Rutheford & Associates	Forge Craft Architecture +Design	Kadre Architects	Integrated Field co., Ltd	Atelier Big City

ANALYTICS

	The Ada and Tamar House	The Aya	Budapest Hostel	The Kearney Center	Zilker Studios	The Sierra	KLOEM Hostel	Les Jardin Du Y Des Femmes
Gender Separation								
Capacity	24	200	32	220	110	152	71	21
Occupants per Room								
Circulation Type								
Duration								

PUBLIC PROGRAM

	The Ada and Tamar House	The Aya	Budapest Hostel	The Kearney Center	Zilker Studios	The Sierra	KLOEM Hostel	Les Jardin Du Y Des Femmes
Kitchen	●	●	●	●	●	●	●	
Dining	●	●	●	●	●	●		
Living Room	●	●	●	●	●	●	●	
Outdoor	●	●			●		●	●
Bathroom		●	●	●			●	
Laundry		●				●		●

Gender Separation: *Men Only*, *Women Only*, *Mixed*, *Children*

Capacity: *x < 25*, *25 < x < 75*, *x > 75*

Occupants per Room: *Single*, *Multi*

Circulation Type: *Circular*, *Linear*, *Obstructed**, *Radial*, *Open Concept*, *Axial*, *Railroad*

Duration: *Permanent Residence*, *Temporary Residence*

Figure 22. Precedent Matrix

Venue Fawn	Kleinschalige Voorziening	Pension Skejby	Yxan	Saintlo Montreal	M Montreal	King Soloman Village	Ccasa Hostel
Hostel	Prison	Prison	Co-Living	Hostel	Hostel	Shelter	Hostel
---	2016	1973	1983	----	----	2022	2016
Adaptive Reuse	New Build	Adaptive Reuse	Adaptive Reuse			New Build	New Build
Suzhou, China	Amsterdam, Netherlands	Århus, Denmark	Landskrona, Sweden	Montreal, Canada	Montreal, Canada	Los Angeles, U.S	NHA Trang, Vietnam
Cao Pu	---	FRIIS & MOLTKE	FRIIS & MOLTKE	----	----	City Design Studio	TAK Architects
50	8	20	20	200	550	100	46

Gender Separation: *Men Only* *Women Only* *Mixed* *Children*

Capacity: *x < 25* *25 < x < 75* *x > 75*

Occupants per Room: *Single* *Multi*

Circulation Type: *Circular* *Linear* *Obstructed** *Radial* *Open Concept* *Axial* *Railroad*

Duration: *Permanent Residence* *Temporary Residence*

Figure 22 (cont.). Precedent Matrix

Diagrama Foundation (Autonomy Unit)	Diagrama Foundation (Induction Unit)	Pangea Pod Hotel	Hope of the Valley Bridge Housing	Shelter from the Storm	Mount Pleasant	Redbridge Night Shelter
Prison	Prison	Hostel	Shelter	Shelter	Shelter	Shelter
1992	1993	---	2020	2019	----	----
New Build	New Build	Adaptive Reuse	Adaptive Reuse	Adaptive Reuse	Adaptive Reuse	Adaptive Reuse
Carmona, Spain	Carmona, Spain	Whistler, Canada	Los Angeles, U.S	London, UK	London, UK	London, UK
---	---	Integra Architecture	DNA Architecture + Design	Holland Harvey Architects	Peter Barber Architects	Peter Barber Architects
6	7	88	85	44	52	20

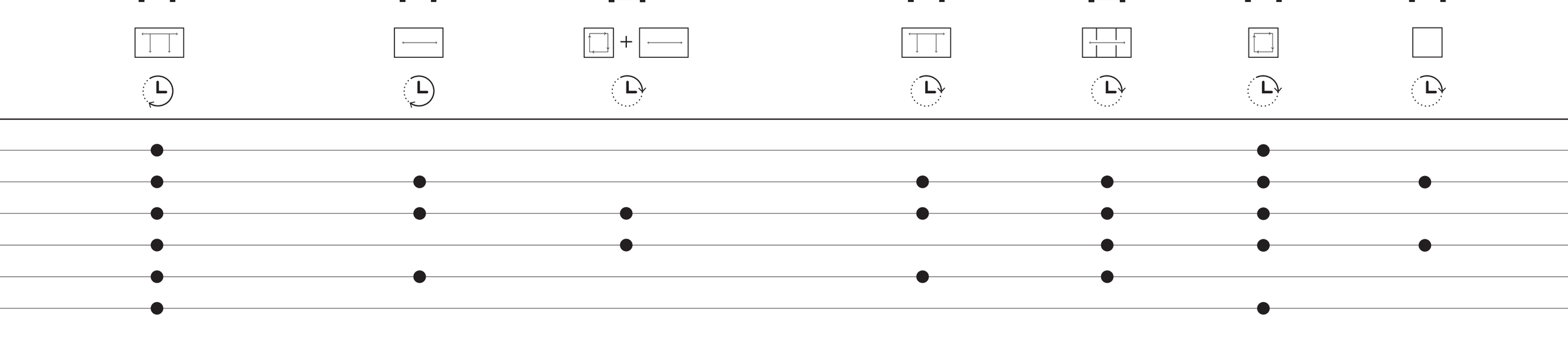


Figure 22 (cont.). Precedent Matrix

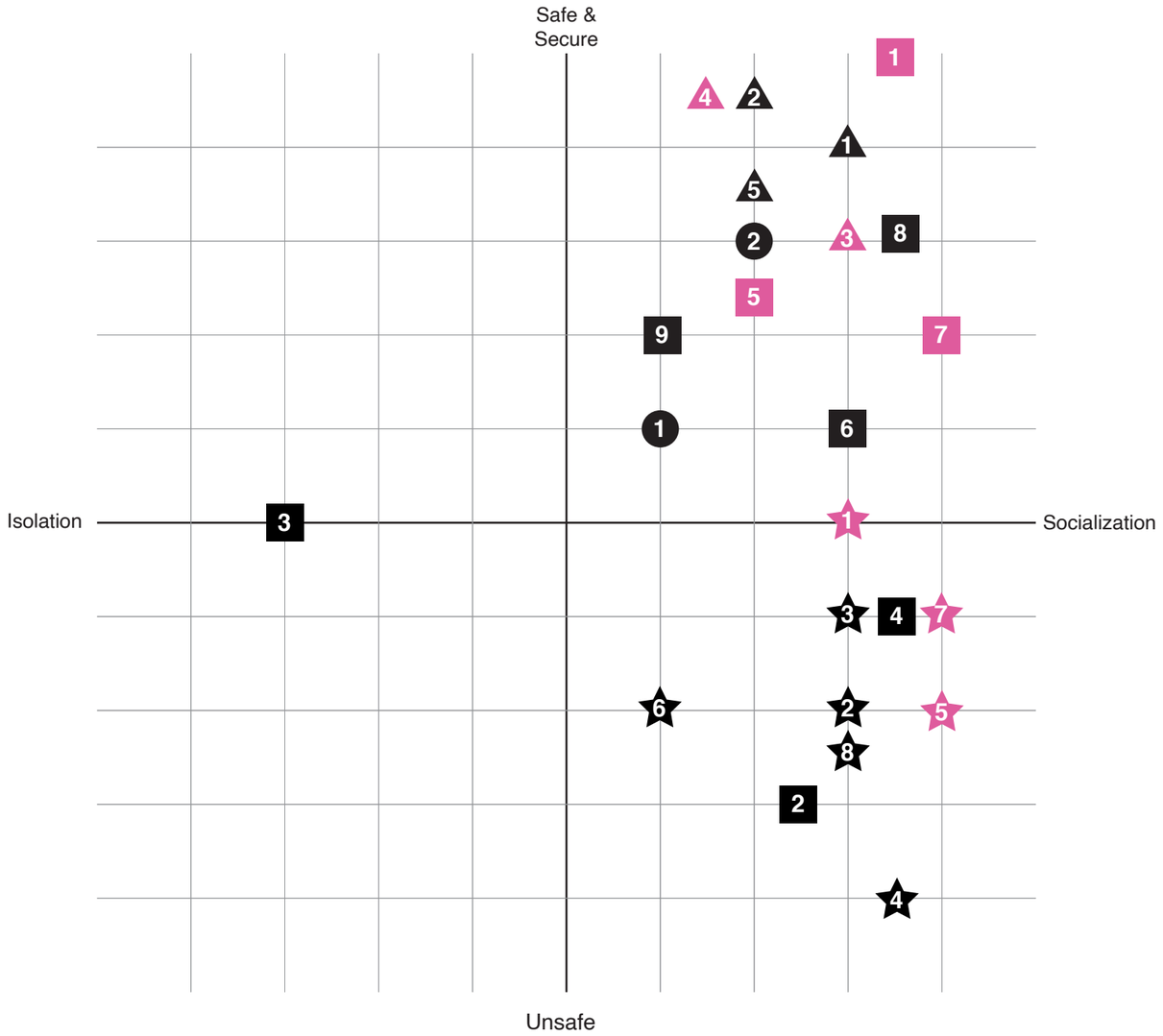


Figure 23. Safety vs. Social Graph

Each precedent from this matrix was evaluated on a scale of how safe the facility is perceived versus how much of the space is dedicated for socialization. Using the survey in chapter 2 as a guideline for users' fears, safety in this section is evaluated on a criteria of privacy during vulnerable states, sightlines through the building, and access to multiple means of egress to exit an area. Each precedent is then divided into its respective typology where it is analyzed based off the goal of the establishment. The highlighted eight buildings in Figure 22 will be the focus of further analysis due to their higher score in level of safety and in level of socialization.

The methodology taken in analyzing these precedents are based off the concepts that Hillier and Hanson pioneered in their book *The Social Logic of Space*. This book takes an analytic approach and reduces spaces into a series of graphs called space syntax graphs. These graphs analyze the connections between spaces and how each component in a town or building works together.[12] The spatial analysis in the following sections focuses on the transition zones and common areas; private areas such as dorm rooms and washrooms have been reduced to entrances, with the analysis trying to understand how spatial configuration shape the behaviours that happen within.

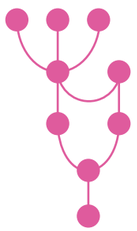
Concepts from *The Social Logic of Space*

Justified Graphs: These graphs reduce each room or corridor to a single node and spaces that connect to each other are represented by a line. These graphs do not consider the geometry of a space and focuses solely on the relationship of spaces to each other.[13]

Depth: Justified graphs can then be evaluated based on depth, which looks at how many nodes does one go through in order to arrive at the final node.[14] The depth can often reveal how far spaces are from each other if the graph is deep. A deep graph can also describe how private a space is compared to another depending on the context of the building.

Ringiness: Ringiness refers to the interconnectedness of one node to other nodes.[15] A building with lots of rings creates multiple connection points in a building and allows for more freedom of choice.

Connectivity: connectivity refers to the ringiness of the building in the justified graphs. A graph that lacks interconnected rings often creates more segregated spaces.



Justified Graph

Integration: Integration is similar to connectivity where it looks at the accessibility of a space.[16] Integration in this analysis looks specifically at how integrated the common rooms are to the users rooms. Common rooms that are not as integrated have a potential of being not as frequently used and therefore does not serve the purpose of socialization.

Axial Lines: Axial lines are the longest straight line paths a person can take to move through a space.[17]

Axial Map: An axial map combines the fewest axial lines that pass through each space within a boundary into a single map.[18] An axial map uses the intersections of each axial line as an understanding of where social interaction is likely to take place.

Line-to-intersection ratio: A line-to-intersection ratio speaks to the likelihood of crossing paths with another person. Therefore, the ratio reveals how efficient a space is at creating opportunities for chance encounters.[19]



Axial Map

For a baseline in understanding what is currently being offered in hostels, the three highest ranked hostels on safety and socialization were chosen from figure 23. As previously stated, hostel's main design goal is to provide social interaction between guests therefore, a focus on the placement of social amenities is highlighted in each hostel. To design safe and social hostels in the future, we must first analyze where issues exist in current spatial organization's privacy.

When talking about privacy within hostels, it is understood through the premise of sharing a dorm, that complete privacy from another individual does not happen often. Therefore, we will look back at historical definitions of privacy as a way to define privacy within hostels. In their book *Late Medieval Lodging Ranges: The Architecture of Identity, Power and Space*, Kerr looks at lodging ranges comprised of a lord and a group of mostly men who serve the lord, in turn these men are repaid through accommodation at the lodging range as well as other forms of payment.[20] When talking about privacy in this context, Kerr states that:

> *"Privacy in medieval context should be considered as a representation of the social distance between people. Therefore, 'private' makes sense only in a continuum with 'public'. These meanings were not dichotomies; rather, they coexisted, dynamically in all spaces."* [21]

We use the medieval definition of privacy in the context of hostels because it takes into account the presence of guests and people outside the familial household existing within the same building. This definition shows how privacy is on a gradient of public and private, with a space never exclusively being one or the other.[22]

With the following precedents we will learn how each space manages issues surrounding safety, security, privacy, and socialization.

Budapest Hostel
Budapest, Hungary
2017

Starting off with the hostel that ranked highest on figure 22 in terms of safety and security, the design of the Budapest Hostel is the result of the analysis formed in the paper *Exploration of spatial design issues at backpacker hostels in Budapest's historic center: Informality, density, and adaptability.* This article compares the beds in typical hostel layouts on the perimeter of the dorm walls to central arrangements of the dorm which the authors dubbed the "Hostel Cube".[23] The *Hostel Cube* reroutes guests' paths of travel within the dorm to create more private spaces thus creating a higher sense of personal safety. The care taken for privacy ends at the entrance to the dorm when each room feeds into the central common space.

Reflecting on Kerr's definition of privacy, dorm rooms in a hostel are never truly private due to the shared nature of the rooms. However, when entering the common space from the dorms in the Budapest Hostel, there is no gradient of private to public that exists. This can be seen looking at the justified graph of the Budapest Hostel (Figure 24) where programs considered "private" like the dorm rooms and washrooms, are located directly adjacent to the common rooms. What this shows is that to use the washrooms as someone staying in a dorm, you must pass through the common room and kitchen. For women, this sharp contrast between public and private space means having to carry (or conceal) menstrual products through a public space or alerting every guest that you will be using the shower. This path of travel brings these functions into focus and can put women in an uncomfortable position.

Where this hostel succeeds is in its approach for socialization. The same open circulation format that leads to a lack of privacy, highly encourages social interaction between guests. This idea can be seen in the axial map (figure 25) where the major intersection point between guests takes place in the common area. The location of the common room relative to the intersections are important because the common room becomes a place where guests are more likely to pause and interact instead of having passing conversations through a corridor. The line-to-intersection ratio also shows how the hostel gives guests multiple opportunities to interact with other travellers with a ratio of 1.42. What we will see in later precedents that this is a relatively high ratio but still has areas for improvement.

The main takeaway from this hostel is how it employs privacy in the dorm rooms. Where it can be further improved is on finding a balance in the open circulation between private and public.

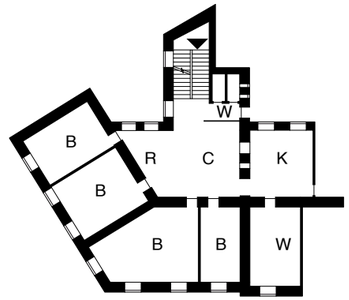
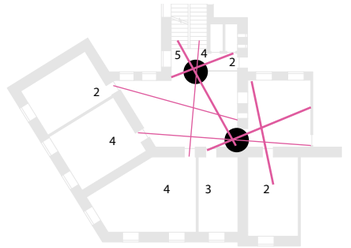


Figure 24. Budapest Hostel Floorplan



Total Lines: 7
Total Intersections:10

Ratio: 1.42

Figure 25. Budapest Hostel Axial Map

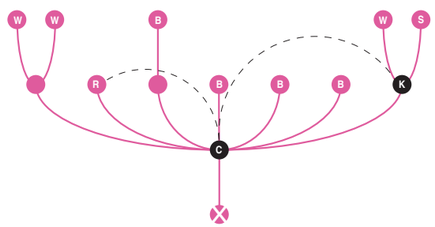


Figure 26. Budapest Hostel Justified Graph

B Bedroom **C** Common Room **K** Kitchen **R** Reception **S** Storage **W** Washroom

Ccasa Hostel
NHA Trang, Vietnam
2016

The Ccasa Hostel operates under a similar spatial organization as the Budapest hostel. It scores lower on safety in figure 22 due to the linearity of the floor plans which limits the choice from guests to one main path of travel, and for the lack of privacy and security in the dorm rooms. The ground floor, where major common amenities are located, has no defined spatial boundaries and all amenities are located off of this main path of circulation. Like the Budapest Hostel, the dorm rooms located on the ground floor share the same issues over lack of privacy when trying to go about daily functions. Looking at the justified graph (figure 29) of the Ccasa hostel, the further you move up, the more separated the rooms become, with only one access point through the stairs. The location of these dorms offer more privacy since other guests are less likely to enter unless their dorm is located there as well. These corridors do well on maintaining visual connection with the rest of the hostel with cut-outs that allow guests to see what is happening above or below. This allows guests to choose what level of social interaction they are looking for.

Continuing to analyze the social area of this hostel, we see that they are divided into two zones: the main floor common area, and the fourth-floor common area. The main floor common area serves as the hub of the hostel. On the axial diagram (figure 28) this is where lines overlap the most in the same spot (shown in black) and where hostel guests are most likely to interact with other guests. Having these hotspots located in the common room means that guests passing through are more likely to welcome interaction because of the programming of the space. Conversely, the fourth-floor common area does not receive the same amount of spontaneous social interaction. This is because the common room is so spatially removed from the fourth-floor hostel, as seen in the justified graph, that a guest must deliberately go up the stairs in order to use the space.

If we look at the hostel as a whole, we see in the axial diagram that a linear floor plan does not offer many opportunities in which people will overlap. With a line-to-intersection ratio of 0.95, this means that a guest could walk through the hostel without crossing paths with another person. When survey participants listed getting to know their dorm mates as a way of feeling safer, this hostel does not do a good job.

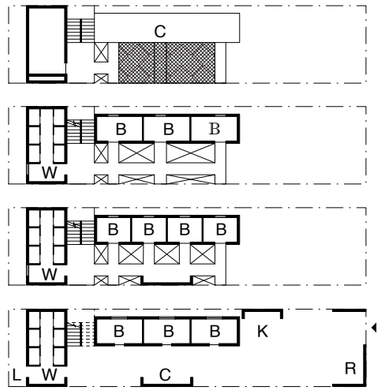


Figure 27. Ccasa Hostel Floorplan

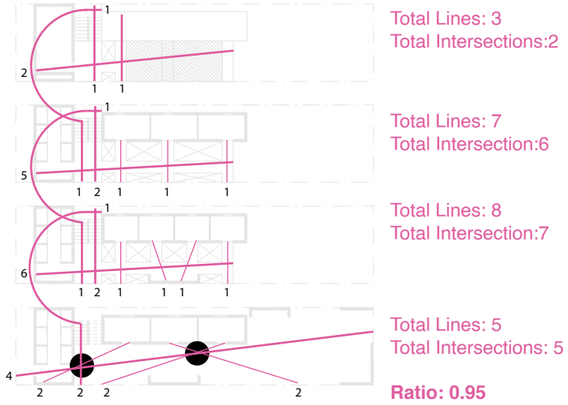


Figure 28. Ccasa Hostel Axial Map

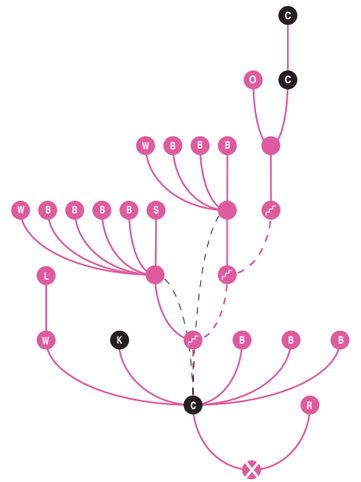


Figure 29. Ccasa Hostel Justified Graph

B Bedroom **C** Common Room **K** Kitchen **L** Laundry **R** Reception **S** Storage **W** Washroom

Saintlo Montreal
Montreal, Canada

The Saintlo Montreal hostel is ranked the lowest on the safety vs. social graph due to flaws in the design of the circulation. Saintlo Montreal is laid out on winding radial path that moves around the central courtyard of the hostel but does not provide sightlines through this courtyard. The design of this circulation path ends with dead end corridors, apart from the fire exits, making it so there is only one exit from a given spot in the corridor. What this leads to is dark corridors filled with doors that all look the same. As we learned from responses to the survey, this type of circulation can lead to guest feeling lost inside a hostel which can make people feel unsafe. We can see how complicated this circulation makes the justified graph (Figure 31) through its deepness and branching nature. We can also see that in order to get to a specific space, there is only one path of travel guests can take. The only ring that can be seen in the graph is for staff use only and passes between the reception and the offices. This ring is used to bypass the key card door that separates the rest of the hostel from the public reception.

Continuing to use the justified graph as a form of analysis, we will take a look at the location of the common areas relative to the rest of the hostel. In both the Budapest Hostel and Ccasa Hostel, the common areas are located central to the hostel, requiring guests to pass through in order to move further into the hostel. In Saintlo Montreal, all the common amenities are the final node on the justified graph save for the common room, in which the guests have to pass through to reach the kitchen. For guests who do use the kitchen while travelling, the common space located here acts as a dining room where guest can interact with others. For guests who do not use the kitchen while travelling, this common space becomes a place where they must deliberately go for social connection, thus reducing the likelihood of intersecting with another guest.

Using the axial map (Figure 30) to further this analysis of social connections, we see that despite an abundance of rooms located on each level, guests have a low chance of passing another guest while moving through the hostel. This can be seen through the line-to-intersection ratio that sits at 1.23. These points of intersection lie on corridors that lead to dorm rooms, which serve as bringing a person from one point to another, they do not promote guests pausing to have a conversation with another guest.

Saintlo Montreal is a precedent used to learn what design strategies to avoid when designing for safety and socialization. Given the size of the hostel, its goal was to maximize profits, not user experience.

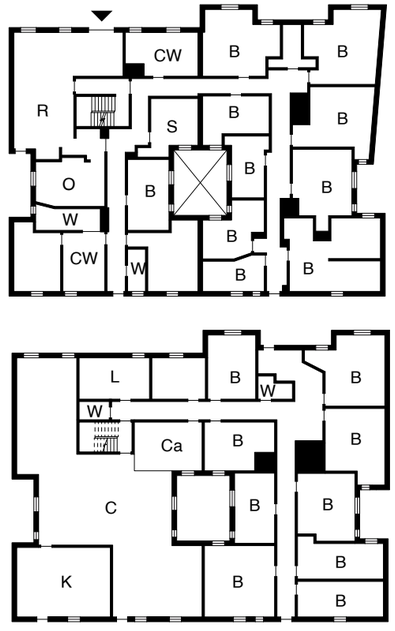
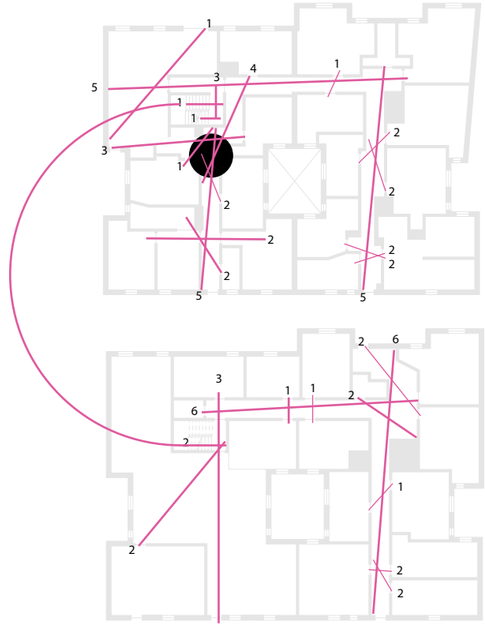


Figure 30. Saintlo Montreal Floorplan



Total Lines: 18
Total Intersections: 22

Total Lines: 12
Total Intersections: 15

Ratio: 1.23

Figure 31. Saintlo Montreal Axial Map

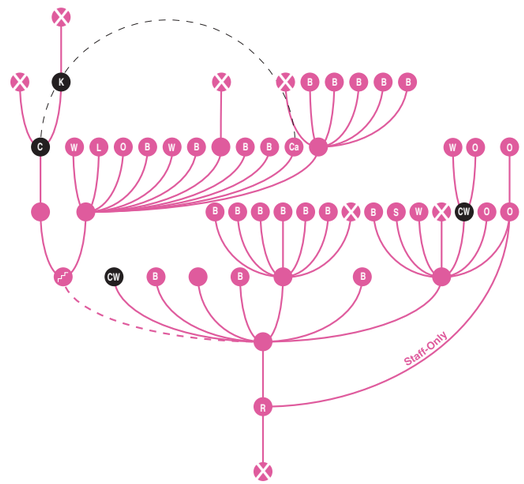


Figure 32. Saintlo Hostel Justified Graph

B Bedroom **C** Common Room **Ca** Cafe **CW** Co-Working Space **K** Kitchen **L** Laundry **O** Office **R** Reception **S** Storage **W** Washroom

Shelters are one of the main precedents analyzed due to the programmatic similarities to hostels and the prioritizing of the safety and security of its residents. Two of the precedents chosen for further analysis were analyzed in the book *Homelessness and the Built Environment* written by Jill Pable, Yelena Mclane, and Laurn Trujillo, which looks at the physical design of shelters and how design can play a supportive role in assisting unhoused people.[24] In the book, the authors take the modern definition of privacy from the Oxford Dictionary which states privacy is:

> *"the state or condition of being alone, undisturbed,… free from interference or intrusion" .*[25]

They state how these conditions are only marginally applicable to shelters because most activities a resident would do, like eating, resting, or sleeping are done together.[26] As discussed earlier in this chapter, hostels operate on a similar structure of privacy, which reiterates why we are using the medieval definition of the word. Where shelter and hostels differ is often in the vulnerability of the group that uses them. By understanding how shelters design for this vulnerable group, we can use the design principles to improve the safety of women in hostels.

Shelter from the Storm
London, UK
2019

To analyze the shelters, we will begin with the one that scored highest in terms of encouraging socialization. Shelter from the Storm achieves this high rating of socialization through the placement of its common rooms. If we look at the justified graph (figure 34) we well see that residents entering the shelter from the exterior must pass through the common areas. As Robin Evans describes when talking about residents in Italian renaissance villas in *Figures, Doors, and Passages*, "[they] were obliged to pass through a matrix of connecting rooms where the day-to-day business of life was carried on. It was inevitable that paths would intersect…".[27] Therefore, creating this matrix of connecting common rooms within the shelter encourages this intersection of paths.

We can also see how this logic is applied to Shelter from the Storm in the axial map (figure 34). The large common spaces that occupy the centre of the shelter create a central hub for the residents to occupy. With the lack of corridors in the plan, we can see that the major intersections largely take place within these common spaces, which creates a visible and comfortable environment for residents to interact with each other. With a line to intersection ratio of 1.46, residents of Shelter from the Storm have a higher likelihood of interaction than any of the hostel precedents.

If we begin to analyze the shelter from how it achieves its goal of designing for a safe environment, we look again to figure 35 where we can see the choice available to residents in the ringiness of this diagram. This freedom of choice to navigate the space however one chooses gives agency back to the user which allows them to determine the level of privacy, movement, and encounters they wish to experience.[28] Through this diagram, it is also important to note that the dorm rooms are located at the deepest level of the graph. This placement allows residents to have that transition from public space to private space as they move towards the dorm rooms.

The design of this shelter illustrates how Evans' concepts of connected rooms and Pable's considerations for users safety can work together to create an environment that is both safe and promotes social interaction.

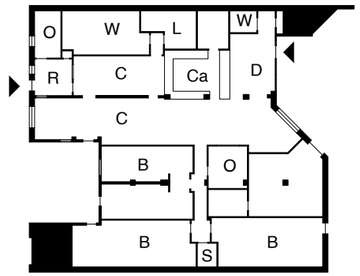
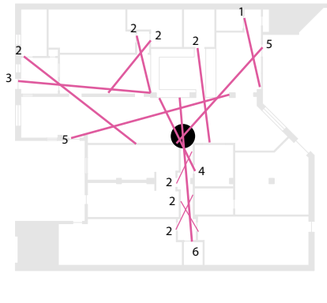


Figure 33. Shelter from the Storm Floorplan



Total Lines: 13
Total Intersections: 19

Ratio: 1.46

Figure 34. Shelter from the Storm Axial Map

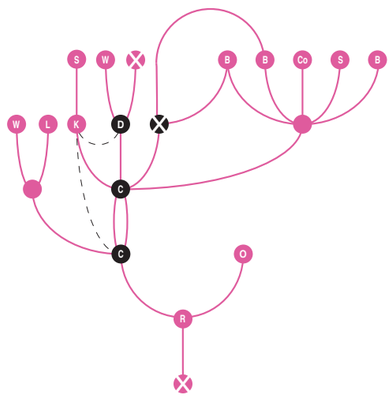


Figure 35. Shelter from the Storm Justified Graph

B Bedroom **C** Common Room **Co** Counselling Room **D** Dining **K** Kitchen
L Laundry **O** Office **R** Reception **S** Storage **W** Washroom

The Ada and Tamar House
Tel Aviv, Israel
2017

Moving onto the shelter that scored the second highest on encouraging socialization is The Ada and Tamar House. This shelter is a home to women who are victims of domestic violence with the intent to “design a space that is secure, spacious, and doesn’t create a feeling of incarceration.”[29] In order to achieve this design goal, the architects have used a central courtyard as the communal hub of the building. We can see this in Figure 35 how the central courtyard is physically and visually integrated into the design of the building. Through this space we can see the ringiness the building which offers residents the ability to choose their level of interaction. With windows surrounding the courtyard, this increases the line of sight through the building which makes the layout easily legible for new residents and alleviates the fear of any potentially unwanted or unsafe encounters.[30]

Continuing to look at Figure 37 we can see how the bedrooms are located in the deepest part of the graph, thus allowing for the most privacy in the building. These areas remain visually connected to the communal space, therefore they are not completely isolated. If we are to look at figure 36, we will see how the corridors to these bedrooms are designed in order to create more intimate conversation nooks.[31]

Looking at the axial map (Figure 36), we see that throughout the shelter, residents have a high opportunity to cross paths with other residents through the line-to-intersection ratio of 1.50. In the highlighted areas of figure 36, we can see what areas are considered high intersection points. One of these high intersection points can found around the conversation nooks. Creating this area for pause where these lines intersect encourages residents to linger longer rather than having just a passing conversation in a corridor. The other two points of intersection can be found near the entrances to the internal courtyard. One is located in the staff section where new residents might be entering, but more likely staff will be interacting with other staff. The other high intersection point is located between the courtyard and the dining room. This intersection point being located on the boundary of two major communal areas creates a welcoming environment for social interaction.

Looking at the shelter as a whole, we can see that the design not only values the safety and privacy of its residents but is also designed to create a community within. While the program might serve different people then a hostel, the design principles can be interchangeable.

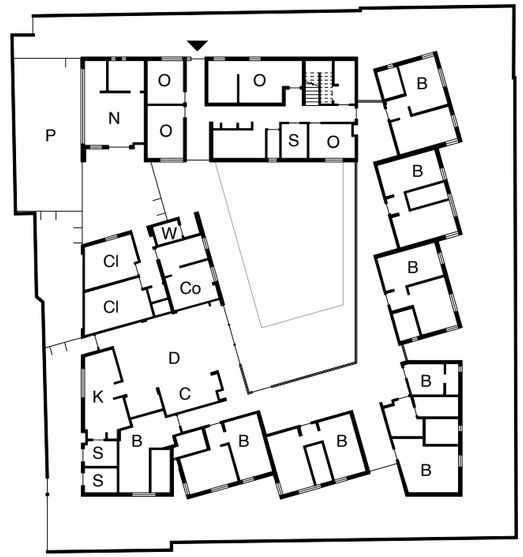
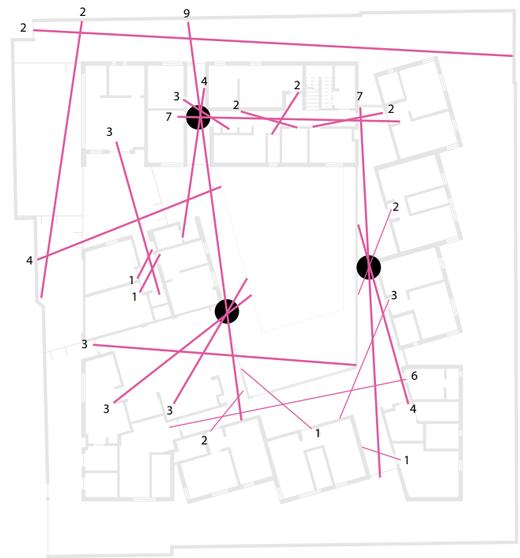


Figure 36. The Ada and Tamar House Floorplan



Total Lines: 24
Total Intersections: 36

Ratio: 1.50

Figure 37. The Ada and Tamar House Axial Map

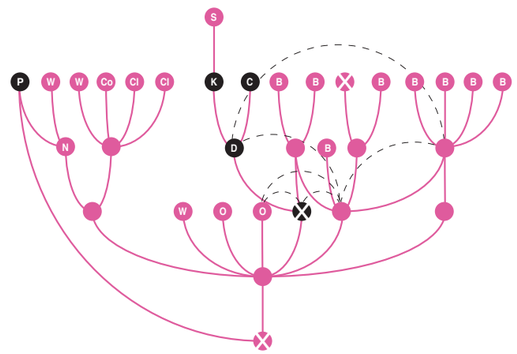


Figure 38. The Ada and Tamar House Justified Graph

B Bedroom **C** Common Room **Cl** Classroom **Co** Counselling Room **D** Dining **K** Kitchen **L** Laundry **N** Nursery **O** Office **P** Playground **R** Reception **S** Storage **W** Washroom

Hope of the Valley Bridge Housing
Los Angeles, USA
2020

The Hope of the Valley Bridge housing is ranked lowest in terms of encouraging sociability due to how segregated the sleeping areas are from the common area. Looking at figure 39 we can see how the floor plan is divided by public programming like the dining, kitchen, and staff offices located on the front side of the building and the private sleeping areas located on the back side. This design shows that the shelter's primary goal on offering residents a place to sleep, shown in how the floor plan dedicates 50% of its space to the sleeping area. Privacy is valued more as each resident is given a semi-enclosed room to sleep in. What this design does is trade space for common rooms for more privacy. However, the rooms the residents sleep in are not fully enclosed meaning other residents can pass by and see into this space. By reducing the areas for socialization, this can make these half rooms feel more exposed as residents would be less likely to know who they share a corridor with.

Analyzing the lack of sociability, we can see in the axial plan (figure 40) that because of the large use of corridors, the residents have a rare chance of crossing paths with other guests. When the lines do cross, these intersections take place at the corners of the corridors. Since the population of these shelters come from vulnerable backgrounds, residents might be in a state of hyper vigilance.[32] Having the crossing of paths take place on the corners of corridors rather than in the centre of common spaces means that residents will always be in a state of hyper vigilance because they cannot see when interactions might take place and choose to avoid it.

We can see in the justified graph (figure 41) the lack of sightlines to other spaces. This does give more privacy to the sleeping areas but also means residents guards may always be up since they are not aware of what they might walking into. This graph reiterates the concepts of segregation taking place as the bedrooms are all located off of branching corridors set deep in the graph. This encourages the residents to keep to themselves. The common room being located at the same level as the bedrooms shows how spatially removed all the amenities are from one another and that the shelter is a plan of corridors. We can see on figure 41 that some corridors are employed to create looping circulation (demonstrated through the rings seen) however, it is unsure how many of these rings are for resident use.

What we learn from this shelter is the flaws in safety and socialization that certain design decisions bring. While this shelter chooses to prioritize the privacy of its guests, it falls short on ensuring that it is a comfortable place to live.

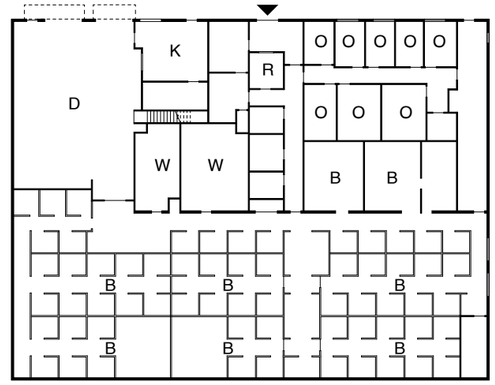
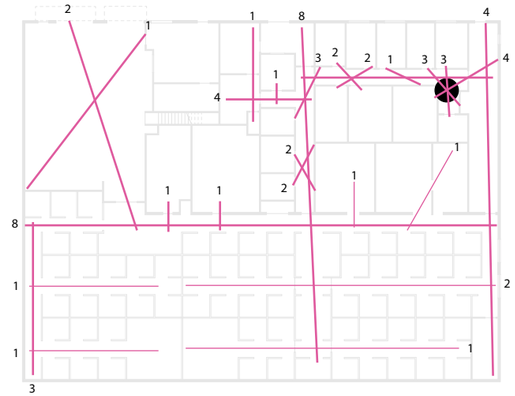


Figure 39. Hope of the Valley Bridge Housing Floorplan



Total Lines: 27
Total Intersections: 32

Ratio: 1.18

Figure 40. Hope of the Valley Bridge Housing Axial Map

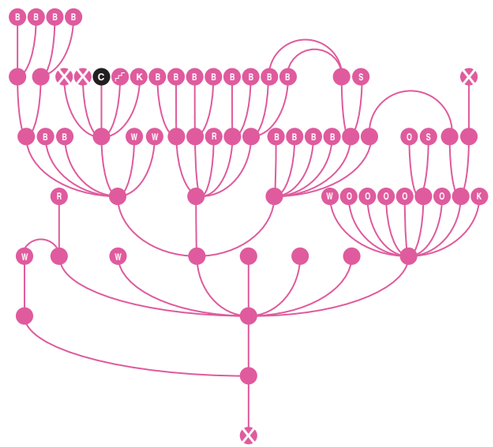


Figure 41. Hope of the Valley Bridge Housing Justified Graph

B Bedroom **C** Common Room **K** Kitchen **O** Office **R** Reception **S** Storage **W** Washroom

Lessons From Prisons

When looking at prisons, an important distinction must be made that the type of prisons being analyzed are Scandinavian inspired prisons. The design of Scandinavian prisons follows the theoretical concept of “normalization” which aims for peoples lives in captivity to resemble as closely as possible to the positive aspects of “normal” life.[33] For this reason, the socialization with other occupants is encouraged. Because of this, Scandinavian prisons often contain similar programs that would be found in a home and similarly, the programs found in a hostel.

The goal in using prison architecture as a precedent is to look at the aspects of safety and security that prisons employ for its occupants. While the case study of the Diagrama facility is located in Spain, it follows this principle of “normalization” through its progressive system of security and clear design choices made to reflect a more “normal” lifestyle. By looking at how this facility employs architectural decisions such as visibility and sightlines into its highest and lowest security units we can begin to learn what safety and security strategies can be used in hostels.

Diagrama Foundation - Autonomy Unit
Carmona, Spain
1992

The autonomy unit's main goal is about giving freedom and agency back to the occupants as it works on reintroducing its occupants to normal society. For this reason, this unit is designed to be a similar layout to that of a student residence, with more focus on including common spaces.[34]

In figure 43, we can see how more importance is given to the common areas by having numerous axial lines pass though the space. Shockingly, when looking at the line-to-intersection ratio, the autonomy unit scores the highest with a ratio of 2.44. This could be due to the smaller footprint of the building and wider corridors seen on the floor plan (figure 42). Where this design falls short is that the highest points of intersection fall in these corridors away from the common spaces. What this results in is passing conversation instead of building connection. This could be a method at employing passive surveillance as it relies on the presence of other occupants moving through the building and crossing paths with other occupants.

By looking at the floor plan in figure 42 we can begin to see how agency is given back to the occupants through the programs such as a kitchen and laundry that can be found within the unit. Using the justified graph, we can see that the staff room sits at the deepest level compared to the common living areas. Here we can see that sightlines are not as direct between staff and occupants, embedding more freedom to the occupant. The only ringiness that takes place in this unit is through the exterior where there are doors located at the front and through the kitchen.

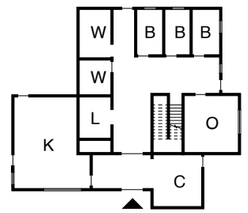


Figure 42. Diagrama Foundation Autonomy Unit Floorplan

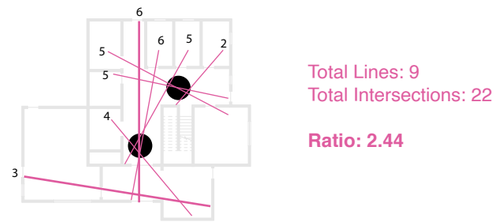


Figure 43. Diagrama Foundation Autonomy Unit Axial Map

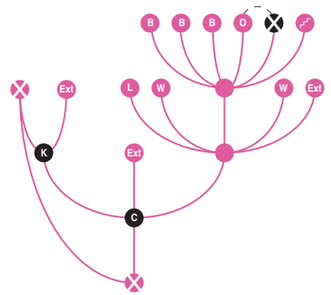


Figure 44. Diagrama Foundation Autonomy Unit Justified Graph

B Bedroom **C** Common Room **Ext** Extension **K** Kitchen **L** Laundry **O** Office **W** Washroom

Diagrama Foundation - Induction Unit
Carmona, Spain
1993

The induction unit is the most secure level of the facility and is where people are initially placed when entering the facility. This unit employs the most security and surveillance over its occupants. We can see how this surveillance is designed into the building in figure 45 and in figure 47 through the placement of the staff office relative to the common space. This proximity creates an environment where the occupants can be constantly monitored. Other security features we see in this building is the linear corridor where the bedrooms are located (figure 45). This allows for clear sightlines from one end of the unit across the other, which continues this trend of surveillance.

This linear circulation also acts as the main line of intersection for the occupants. Looking at the axial map (figure 46), all but one axial line crosses this main corridor, and the line that does not would be primarily used by staff. This limits the areas of most intersection to the entrance of the washroom and the entrance of the sleeping area. As the doorway is a transition zone like the corridor, it does not lend itself to occupants pausing for conversation. These high points of intersection located on the periphery of the most private space make it so little meaningful conversation can be had.

The induction unit employs constant active surveillance on its occupants. When considering what strategies to use in hostels, the aim is to create non-intrusive passive surveillance. For this reason, we learn from how the autonomy unit employs surveillance and gives freedom back to the occupants while still maintaining security.

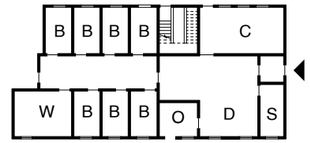
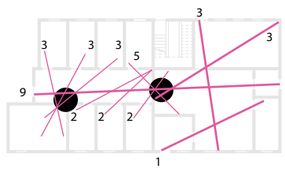


Figure 45. Diagram Foundation Induction Unit Floorplan



Total Lines: 11
Total Intersections: 14

Ratio: 1.27

Figure 46. Diagram Foundation Induction Unit Axial Map

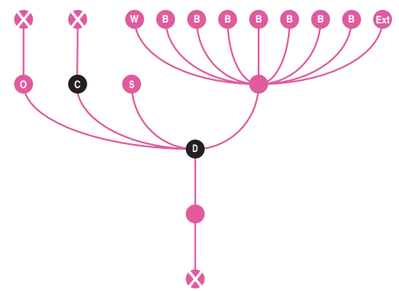


Figure 47. Diagrama Foundation Induction Unit Justified Graph

B Bedroom **C** Common Room **D** Dining **Ext** Extension **O** Office **S** Storage **W** Washroom

Through the study of these precedents, we were able to establish what design strategies can lead to a safe environment and what design strategies promote social interaction. In this chapter we created a framework to test future design iterations of hostels which we will be using later in this thesis. The following chapters will use information gathered from chapter 2 and strategies learned from chapter 3 in order to design a hostel that fosters a sense of safety and builds a feeling of community.

SPACES

Building off of the responses from chapter 2 and the design strategies of chapter 3, this chapter zooms into small scale design of spaces used everyday by a hostel guest. The spaces in focus in this chapter are the toilet stall, shower stall, and the bunk bed; the area where survey participants had identified as wanting the most amount of privacy. These three spaces form the building blocks where guests want more privacy, therefore starting with their design and basic dimensions, we can then design the rooms they exist in.

Furthermore, most modern designs of these spaces have historically been designed by men and there are disparities in the designs that negatively effect how women use them. In taking extra care with the design of these spaces, more function and comfort can be brought to the user and increase their sense of safety.

In order to properly address the design of the toilet stall a few things must be considered before beginning the discussion:

> 1. Most current architects are men who are unaware as to what women might want or need in a restroom.[35]
>
> 2. Menstruation is almost a complete mystery to these men designing and installing bathrooms in public buildings.[36]

What this means is that women's public bathrooms are typically lacking in the infrastructure that women need daily. In order to understand these daily needs, figure 48 looks at every function a person does in their everyday life inside the washroom. Highlighted are the functions that take place inside a toilet stall. What is specifically looked at in this diagram, in terms of women, range from little things like shelving and hooks in the stall since modern women's clothing lack the pocket space to hold a phone or wallet;[37] to what the cleaning requirements are while using a menstrual cup.

How To Change a Menstrual Cup

1. Remove the cup and empty your flow into the toilet or sink

2. Rinse your cup in the sink using hot water and fragrance free soap

3. If re-inserting cup, it is okay to have water left on it

If you are not re-inserting your cup, dry it off with a micro-fibre towel or leave it on a clean surface to air dry.[38]

So, to design a toilet stall that fits these needs, major changes do not need to be made, but the little changes will go a long way.

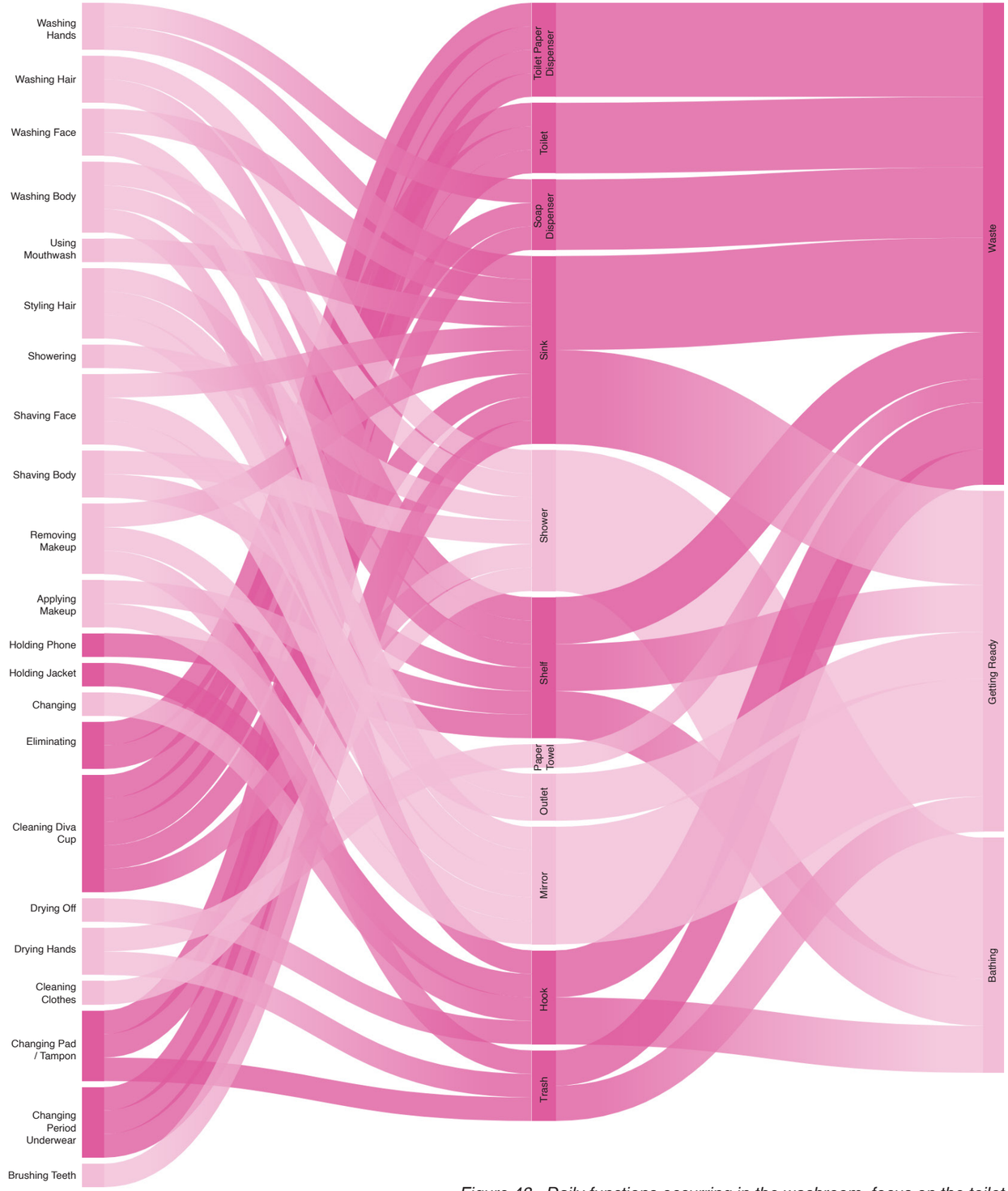


Figure 48. Daily functions occurring in the washroom, focus on the toilet

The current standard of gender-neutral washroom stalls do well at accounting for the added privacy needs of its users, with the use of doors that have a small gap at the floor and ceiling but fully ensure visual privacy.[39] What is being added to this design is the presence of trash cans in every stall for the disposal of menstrual products, a shelf sized to hold a phone and toiletry bag, and hooks on the doors for clothes or bags. As identified in the survey, we learn that both women and men will often use the washrooms to change clothes therefore, space between the toilet and door should be adequate for someone to get changed.

See *People*, p.11
58% of participants change in the washrooms.

What these stalls do not account for is the need for cleaning a diva cup, or possible religious reasons where an individual would require more privacy. Cleaning these products in the public sinks can cause a person to feel uncomfortable. Therefore, a secondary stall design that includes a toilet, sink, and shower was also created to allow users that extra degree of privacy.

These added design features are not intended to be revolutionary, but they should become standards when designing a gender neutral washroom. What comes from these design changes is a washroom similar to one found in a home, but that is because hostel washrooms are expected to function like a washroom at home.

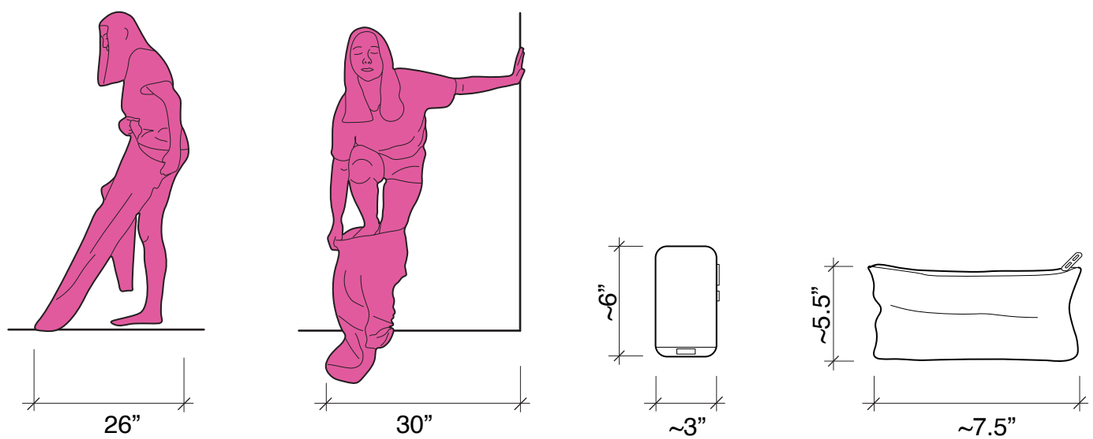


Figure 49. Typical dimensions of space used and items in toilet stall

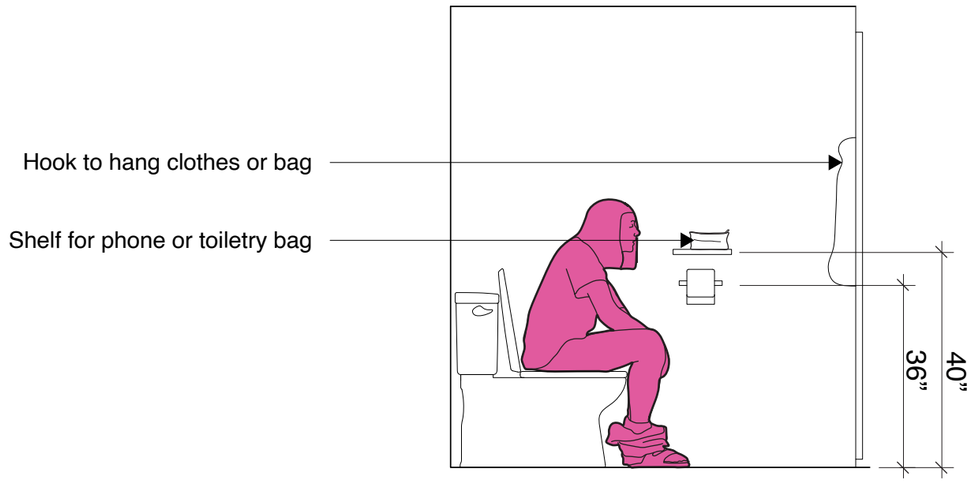


Figure 50. Toilet stall annotated section

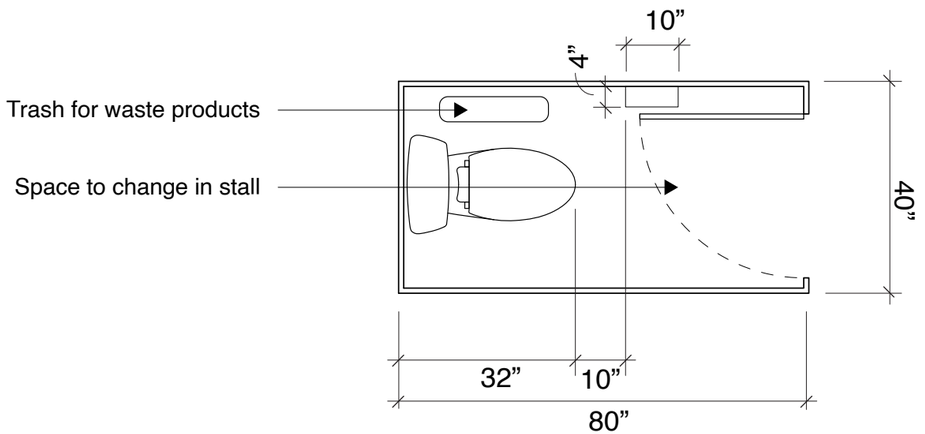


Figure 51. Toilet stall annotated plan

Shower Thoughts

The design of the shower stall is focused on solving what issues arise when you remove en-suite washrooms from the dorm rooms. This separation is done to maximize the amount of people who can use a bathroom at a given time in order to avoid long wait times. When we remove the washroom from the semi-private zone in the dorm rooms and make it publicly accessible to everyone in the hostel, more design considerations have to be made in order to bring maximum privacy to the shower unit.

Using the same base chart we used when we looked at the toilet stall, figure 52 now highlights the functions that would take place in the shower. From this diagram, the only main difference in functions taken by a man and woman is the shaving of the body. In showers with tubs, women will often prop their foot on the bathtub ledge to shave their legs. For walk-in showers, like those typically found in hostels, women will either balance on one leg with one foot on the wall to shave or be bent over to shave. The former has greater potential for slipping due to the presence of water, while the latter can be inaccessible to those with back pain or create back pain, and if your luggage of choice is a 50lbs backpack, you do your best to not have back pain.

With these issues in mind, only small changes need to be added for a shower to function optimally for every user.

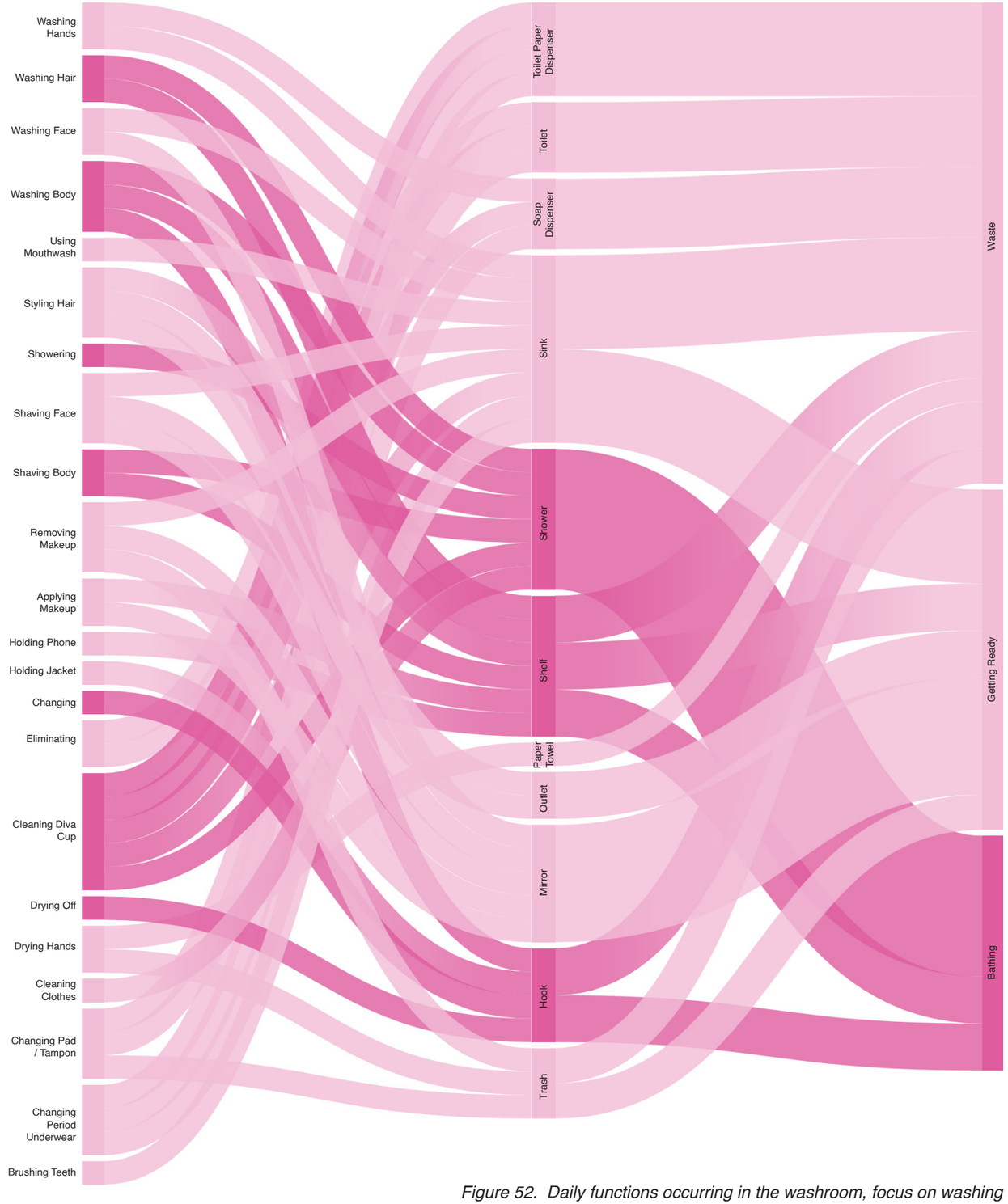


Figure 52. Daily functions occurring in the washroom, focus on washing

In order to establish a design for a shower, measurements were taken of an average height woman to find the optimal height to shave one's legs. As seen in figure 53, multiple positions were taken in order to fully understand a woman's movements in the shower. What was found to be ideal was a ledge set at 18" in height and 6" in depth. This ledge mimics the tub ledge and allows women to comfortably shave their legs and have a strong center of balance. The added benefit of this shelf is that it can store a guest's toiletries, so their shampoo, conditioner, or soap does not have to sit on the floor, which some could consider unhygienic.

What was also considered in the design of the shower is where the user stores and changes clothes. The shower stall is comprised of a near floor to ceiling door, an 18" space, a shower curtain, and then the shower. What this gap does is offer a dry place to hang clothes and towels, or a dry place to change. This configuration also providing a second layer of privacy in the case of the door becoming unlocked, the drawn curtain would prevent anyone from seeing into the shower.

These small design changes to the typical shower create maximum privacy and function for those using it. While a focus was made on accommodating women, the inclusion of these design features benefits everyone who uses a hostel shower.

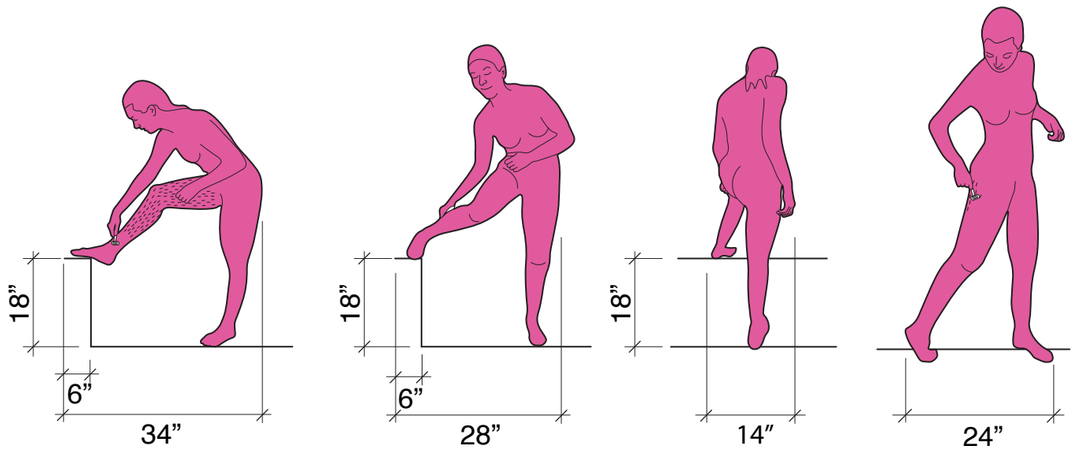


Figure 53. Typical dimensions of space people use in shower

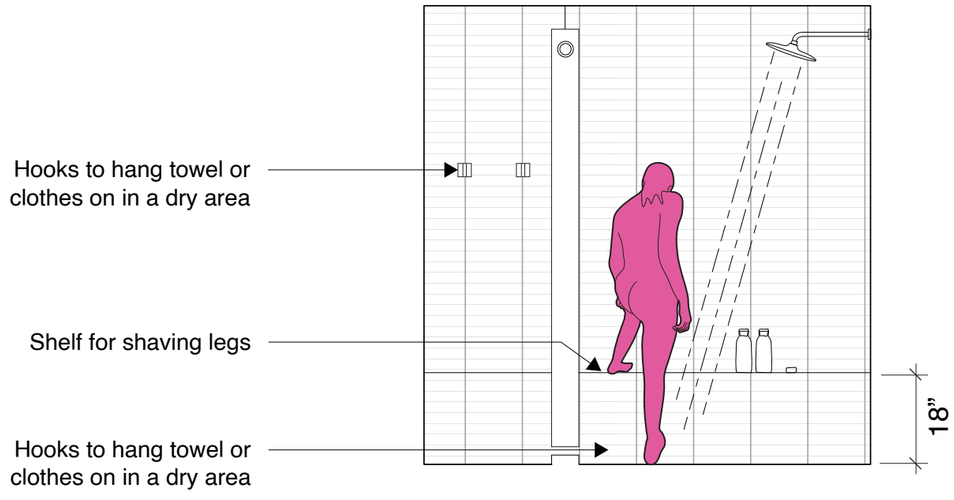


Figure 54. Shower stall annotated section

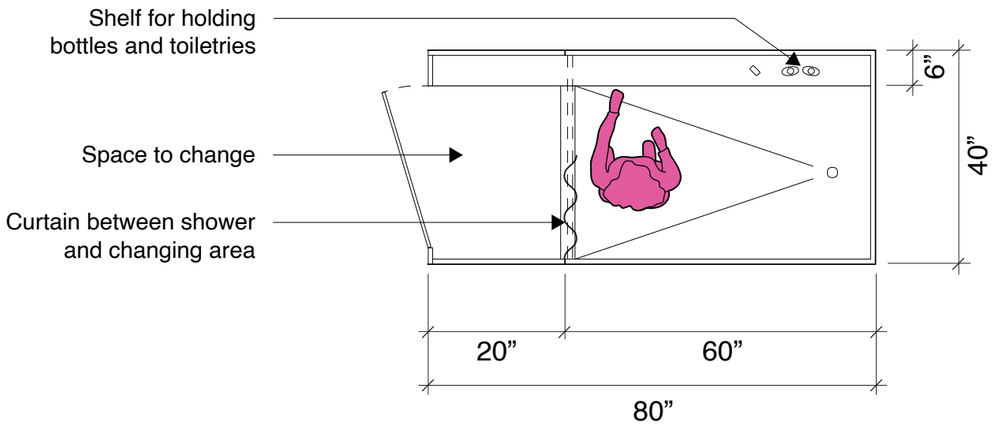


Figure 55. Shower stall annotated Plan

The design of the hostel bed is one that has to satisfy both fears over personal safety and fears over possessional safety. In a hostel, the bed is the only space dedicated explicitly to the guest. As we saw in the survey, it is in this space where issues or fears of safety typically arise, and so extra care in privacy and safety must be taken.

Figure 57 was designed to see what functions a hostel bed needs to accommodate. Along with sleeping, we see in this diagram that additional functions to be covered in the design of the bed includes drying towels, identifying the bed, and leisure activities, storing luggage, and charging electronics. As a result of these additional functions, a hostel beds design becomes more than a medal framed bunk bed in order to satisfy guest safety and privacy.

The lowest standard for hostel beds currently is the metal framed bunk bed. These are minimally specialized but can be purchased from most stores that sells bunk beds. They function as a place to sleep and to drape towels to dry across the bars. A step up from this design includes curtains that can be closed on the exterior of the bed. Seen in the results from the survey, these curtains are what some participants always look for when choosing a hostel. Adding additional features to the bed after curtains is often when customized designs happen. Seen in the Budapest Hostel study, the hostel cube offers a safe place to store valuables or electronics inside the bunk.[40] It is from this design that we will continue to build off of to include storage for luggage, hanging towels, and charging electronics.

See *Appendix A*, p.170
46% of participants listed privacy when sleeping as something they look for.







Figure 56. Variations of bunk beds from standard design (left), moderate customization of beds (middle), to full customization of bunk beds at the Budapest Hostel (right)

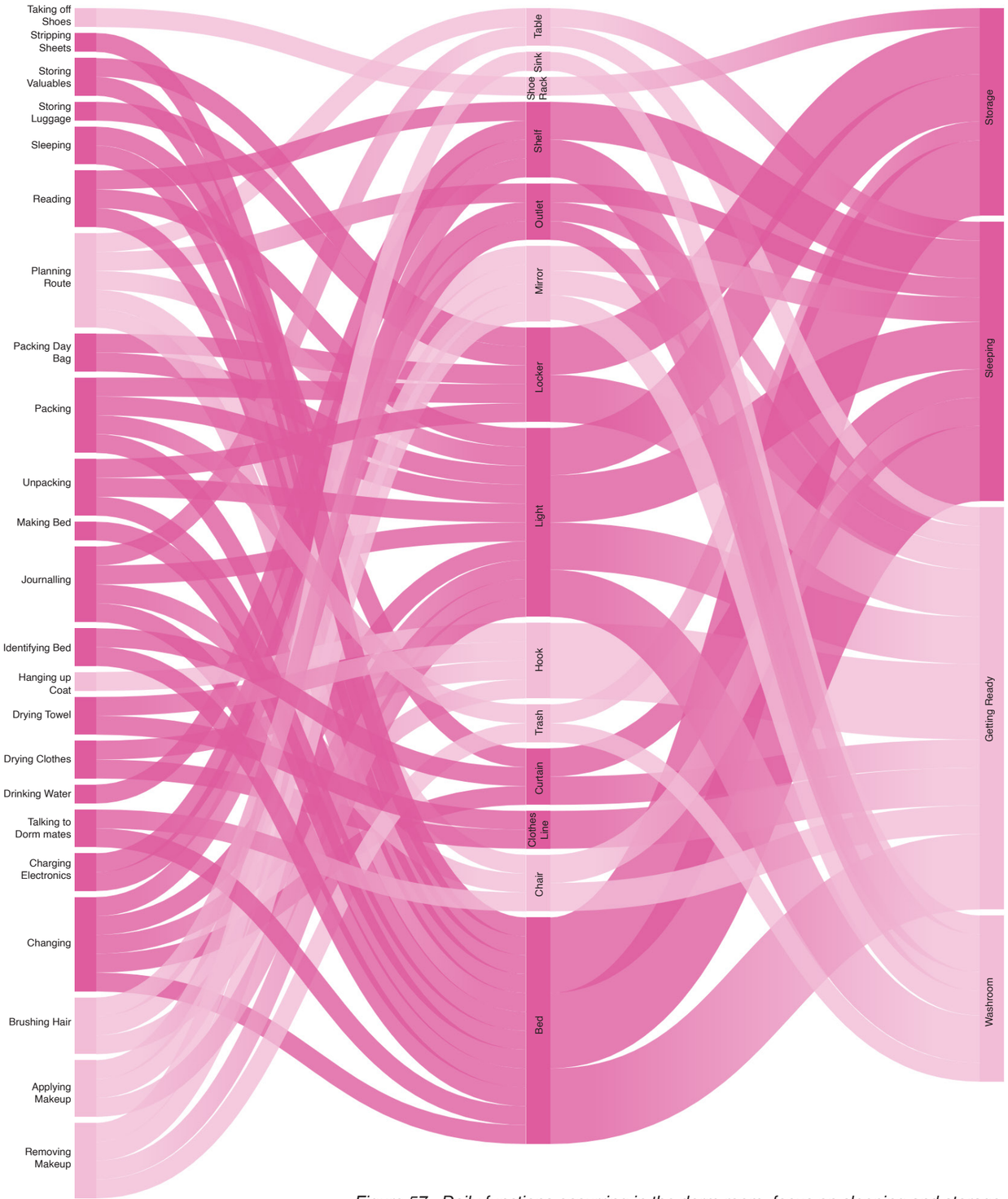


Figure 57. Daily functions occurring in the dorm room, focus on sleeping and storage

With the foundational ideas of the bed created for the Budapest hostel, we can see how the bed design in Figure 58 builds off these ideas. Included at the base of the bunk beds are lockable drawers that have been designed to accommodate a range of different bag sizes. Adequate space is also located around the lock to accommodate various lock sizes.

Moving up the bed are numbers making the beds easily located in the dark or if guests are inebriated. These will help mitigate other guests looking past the curtains into beds that are not theirs.

A shelf with an outlet is located on the inside of the bed to charge electronics. The placement of the shelf allows for close proximity to an individual and their valuable items and is hidden by the partial wall on the front elevation.

Finally, this design features a pair of offset racks in order to dry clothes or towels on. The purpose of offsetting the racks allows guests to conceal intimate items washed behind larger clothing items or towels.

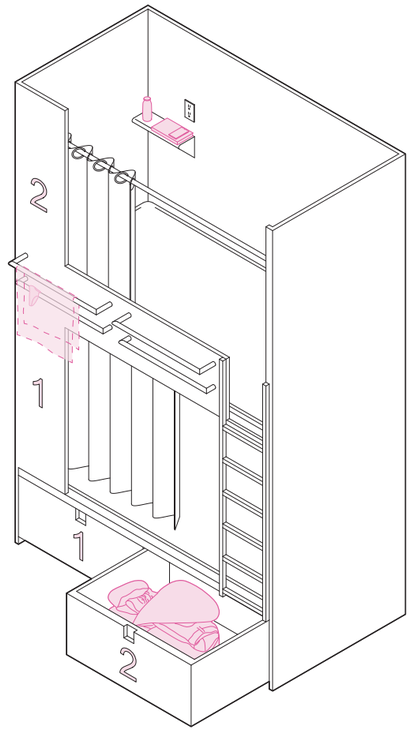


Figure 58. Bunk bed axonometric view

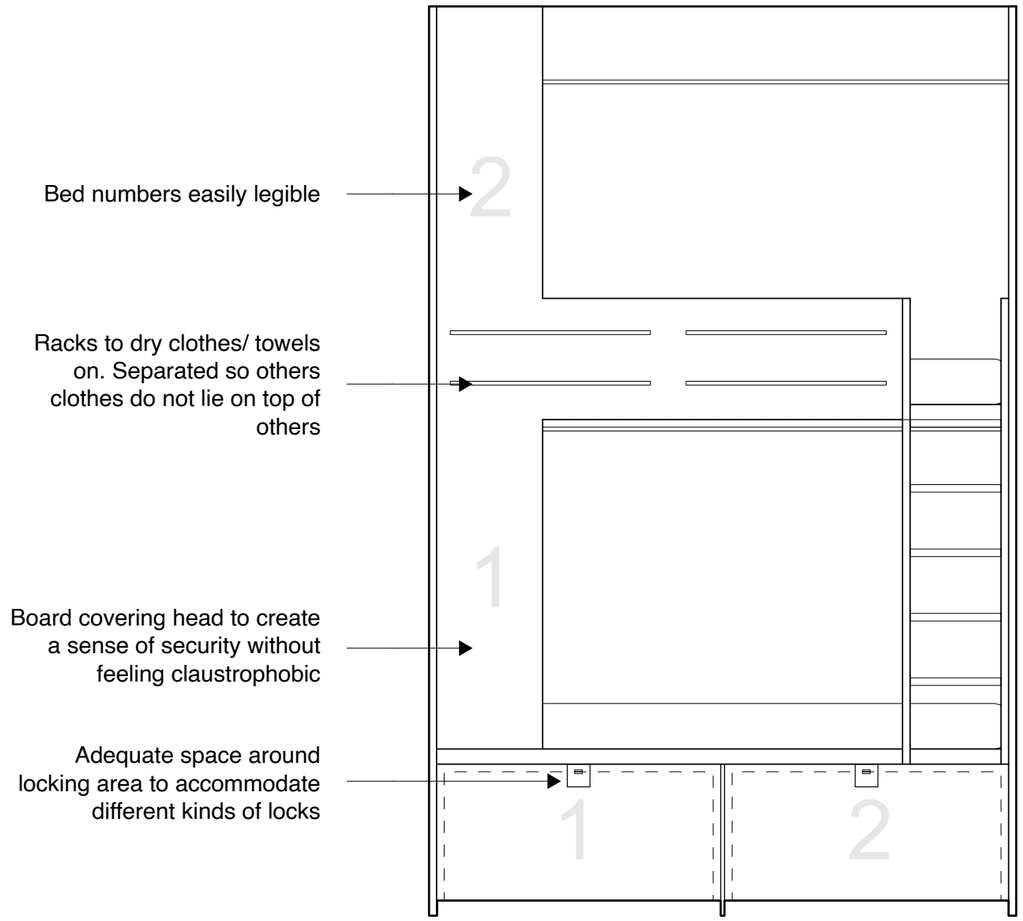


Figure 59. Bunk bed annotated section

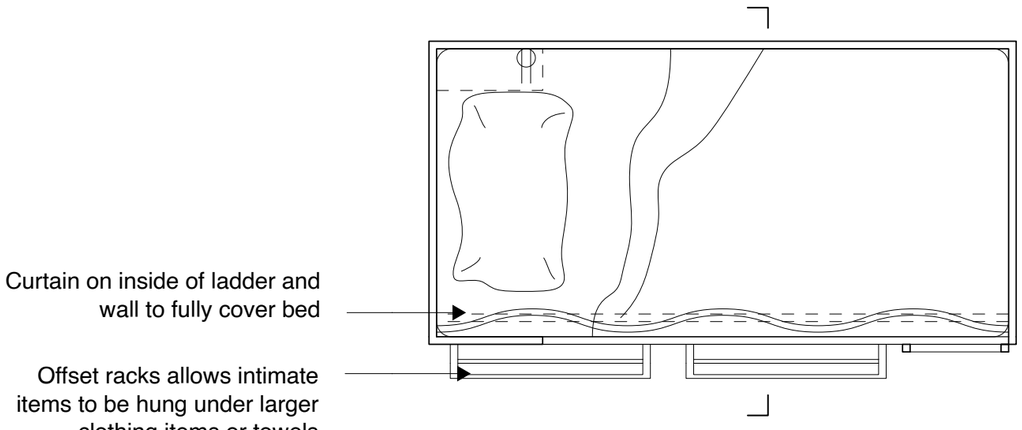


Figure 60. Bunk bed annotated plan

It is through these small designs to everyday spaces that serve as the groundwork for making a hostel feel safer. In satisfying the privacy and safety needs of guests in their most vulnerable state, we will be able to create an environment in which social connection can flourish among guests. The design of these spaces will be the building blocks to which each room, and then each hostel is designed on.

CONNECTIONS

When entering a new hostel for the first time, a series of questions are being asked internally that begin to shape your stay at a hostel. *Where do I keep my bag? Where can I go to meet people? Where can I go to relax? What spaces feel welcoming and which feel uncertain?*

While these questions may seem small individually, they are what begins to define the travellers experience in a hostel. By analyzing the existing spaces of a hostel through the experience of the traveller, we begin to reveal opportunities to not only improve functionality and comfort, but also the relationship between privacy, safety, and social connection.

This chapter follows the journey of a traveller staying at a hostel in a new city for the first time. The story pieces together real experiences I've encountered from multiple stays at hostels as well as responses from questions in chapter 2 to form a continuous narrative. Through analysing this narrative, we will create a list of design guidelines for each space that will transform theses spaces of uncertainty into spaces that encourage connection and create a welcoming environment.

First Impressions

You look down at your phone, its 8:07pm and Google maps says you arrived to your hostel three minutes ago. You look up but can't see the name of you hostel on any of the buildings signs. You walk to where you think the address is and see the right building number.

'Great,' you think, 'you did make it but where is the hostel?'

You walk over to a dark side entrance and see a list of residents in the building. Listed on the fourth floor is your hostel. You press the buzzer beside the hostel and the door unlocks. You slip your phone in your pocket and walk up four flights of stairs and down a dark windowless hallway. Near the end is small sign that reads the name of your hostel. You walk in and are greeted by the receptionist in a small waiting room. They take your information, tell you the kitchen and common room are on the fifth floor and your bedroom is down the hall and to the right. You say thank you and head towards your room. You have not seen any other guests yet.

No visible signage from a distance makes hostels hard to find.

Guests are in a defensive state before arriving to hostel due to the process and uncertainty of entering

Unintuitive signage, relies on guests knowing where to find this information prior to arriving

Dark hallways can lead to guests feeling lost or confused trying to find the entrance as found from survey question 39 where 54% of guests have found it difficult to find a hostel from the exterior

Dark entryways can make guests feel unsafe

Buzzer system relies on staff being constantly present at reception desk

Lack of other guests makes it impossible to socialize

The hostel entry has the capacity to be more than a place to check-in and out. It is the first experience of every guest and the reception is the first time in which you interact with anyone in the hostel. Therefore, it is important that this space feels warm, welcoming, and invites the guest to feel part of the hostel.

While the story above tells the story of a traveller who has just entered a hostel for the first time, the margins begin to pick out where improvements in safety, social-ness and, atmosphere can be made in order to create this warm and welcoming environment.

The timeline in figure 61 works with this story by introducing new activities into the reception space where opportunities to meet new people might be. Using this diagram and an analysis of what makes a space feel warm and welcoming, we are able to create a list of design strategies that promote community.

The design guidelines highlighted in both the narrative and found in the timeline will contribute to creating an environment that fuels connections between guests and expands the entry from a place that you just pass through, to one that encourages travellers to pause, ask for restaurant suggestions, see what hostel activities are happening, or a place to meet up with other travellers go explore the city together.

Design Guidelines

- Clear hostel signage, located near the hostel entrance and visible from across a street.
- Exterior is well lit at night with streetlights located near the hostel entrance.
- Windows from reception to exterior that establishes a relationship with the community and welcomes the guests inside.
- Within the reception, space to gather a large group of people and wait inside
- Information about activities in the city visibly located that guests can use or reference.

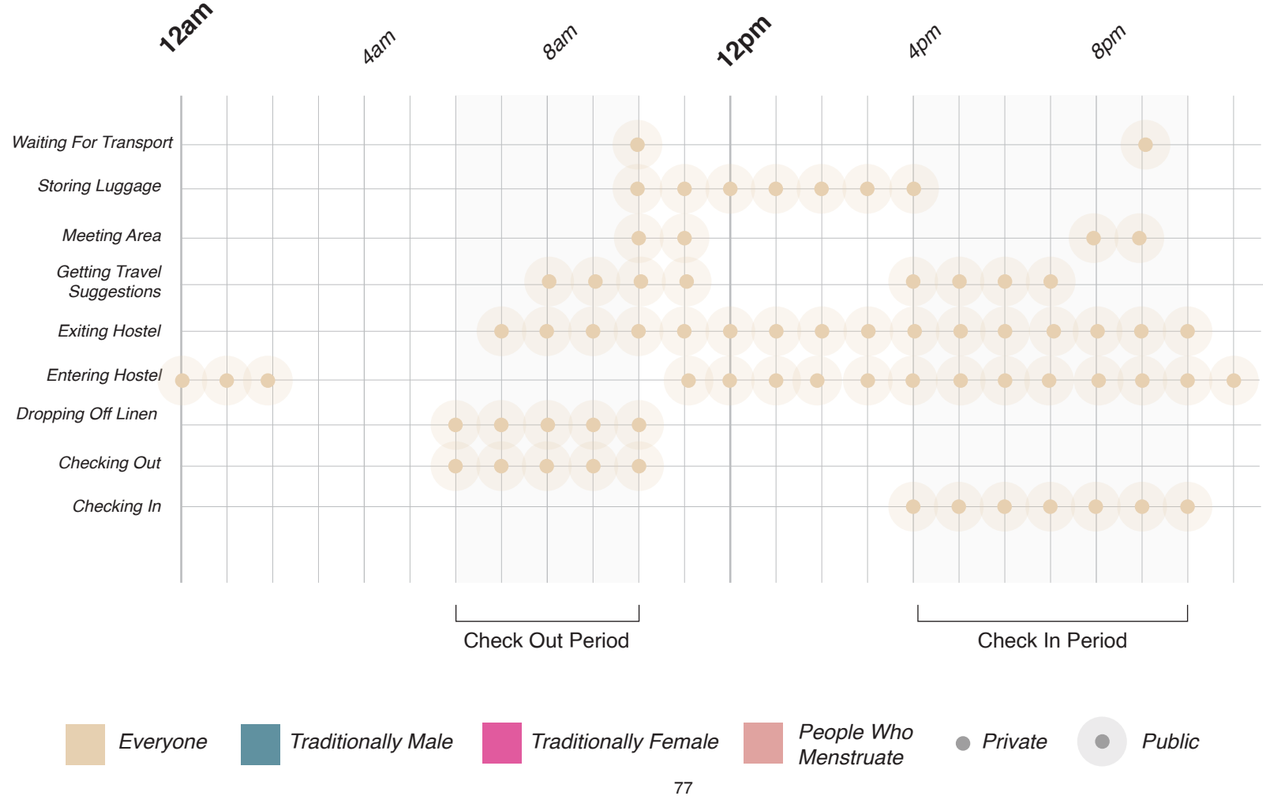


Figure 61. Timeline of activities found at reception

A singular point of entry to restricts guests ability to control the level of interaction the wish to participate in .

Space is not easily adaptable for alternative actvities

You make your way from reception down the hall to your room. The hallways are winding but you find your room and put your bags down. You're not quite tired enough to call it a night so you think about heading to the common room. You go back through the winding hallways and find the staircase to go up. On the fifth floor are signs pointing you to where the common room is. You follow them but get lost and end up at another staircase. When you turn around you see another sign pointing down a hall to the left. You finally arrive at the common room door and look in to see there's no windows, a small tv in the corner and a few couches… no other guests. You turn around and head back to your dorm instead.

Winding hallways can lead to guests feeling lost or confused as found from survey question #39 where 42% of guests have gotten lost inside hostels

A lack of natural light makes a space feel unwelcoming and guests are less likely to use the space

A common room should be the centre of the hostel, the primary hub for people to relax, meet new people, and participate in group activities. It is in this space where guests are most likely to want to meet people and the design and location of the spaces should reflect this.

Identified in the story above, we see how common spaces located in an enclosed room and not easily located, they are more likely to be overlooked. Even when the space itself is well designed, its separation from everyday circulation discourages use. The closed nature of the room also limits adaptability for hostel run activities and events that are an important part of hostel culture.

We look at figure 62 to understand the timeline and structure of how this space can be used and understanding the rhythms of the people who occupy the space. We examine common room, dining, and kitchen together because they all form the communal public spheres of a hostel where connection is most likely to take place. Rather than treating them like separate rooms with individual functions, we aim to treat them as the social fabric of the hostel, where the everyday lives of guests intersect and to which all other spaces lead back to.

The design guidelines for these rooms are created to allow a variety of activities to take place in the hostel and to give guests the freedom to choose the level of interaction they want to participate in.

Design Guidelines

- Common spaces should be located centrally in the hostel so guests are more likely to cross paths
- Connected to different areas of the hostel through multiple doors, rooms, or corridors to welcome guests in from multiple directions areas
- Space is adaptable for different activities
- Provide a variety of seating and furnishings for different levels of activities for large groups or having intimate conversations
- Soft furnishings to create a relaxing environment (e.g rugs, couches) (where applicable)
- Sightlines between common spaces so guests can see what activities are happening in other areas and choose participation level.
- Natural or diffused lighting through lamps to create a warm and comforting environment

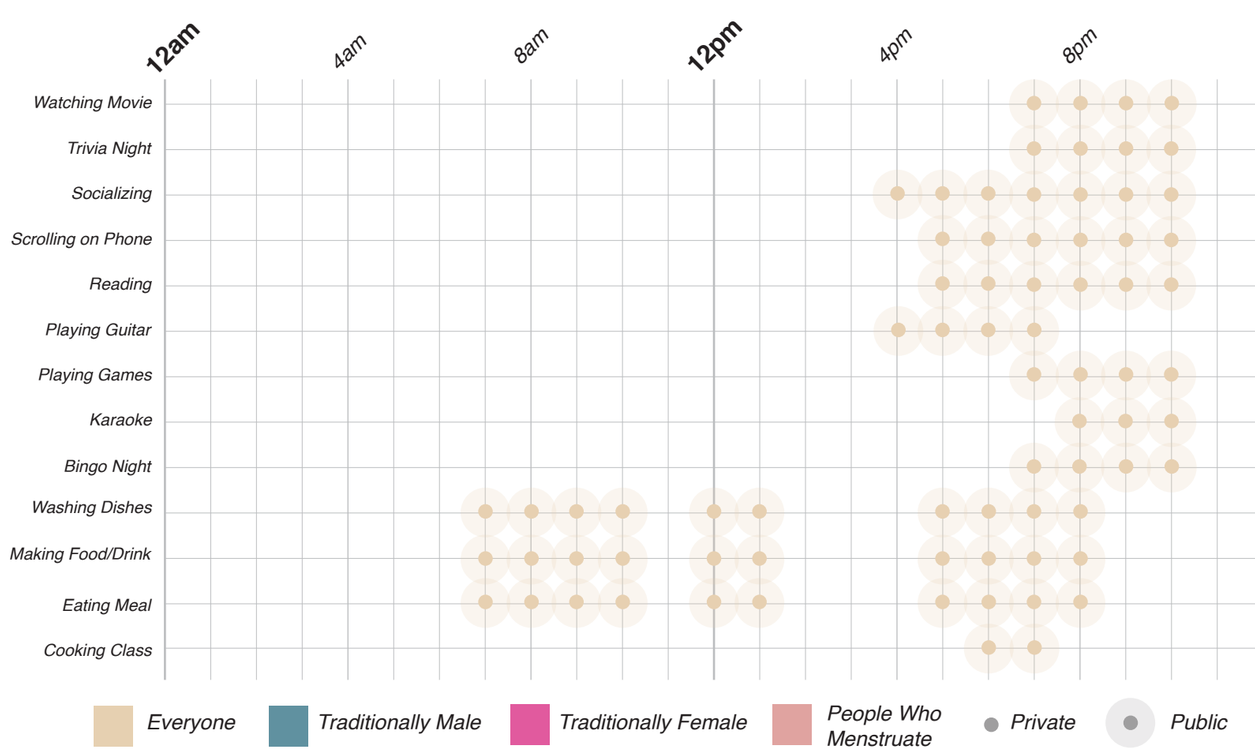


Figure 62. Timeline of activities found in the common rooms

Shared Rituals

It's the following night at the hostel and you see that there is a pub crawl planned. You think this is a perfect opportunity to meet other guests in the hostel. You try to use the bathroom mirror to get ready but there are only private bathrooms and all of them are full. Instead of waiting, you sit in your dorm room and get ready and do your make-up with a small compact. You think back to your friends back home, remembering how much fun it was to get ready together, all crowded into someone's small bathroom.

Two of you were leaning on the counter finishing your makeup, someone was sat on the toilet seat telling everyone about their day and one friend was sat on the floor curling their hair.

'It would've been great if I had a curling iron right now' you think, but some things needed to be left at home when your backpacking for two months.

You put on mascara, take one last look at yourself in the dorm mirror, and then leave to go meet up for the pub crawl.

Individual bathrooms offer more privacy but lead to longer wait times

Not all bathroom activities need to be private

The hostel washroom presents itself as an interesting space where it needs to accommodate life's daily functions which is preferred as a completely private space but, due to the issue seen in the story above, private washrooms limit accessibility for hostel guests. For this reason we design through an inclusive all gender washroom and use the article Best practices for All-Gender Restroom Design to create design guidelines for safety. The blocks developed in chapter 4 provide the private space for daily functions to occur and turns the sink area into a transitional semi-private space that can support more people and create opportunities for additional social programming.

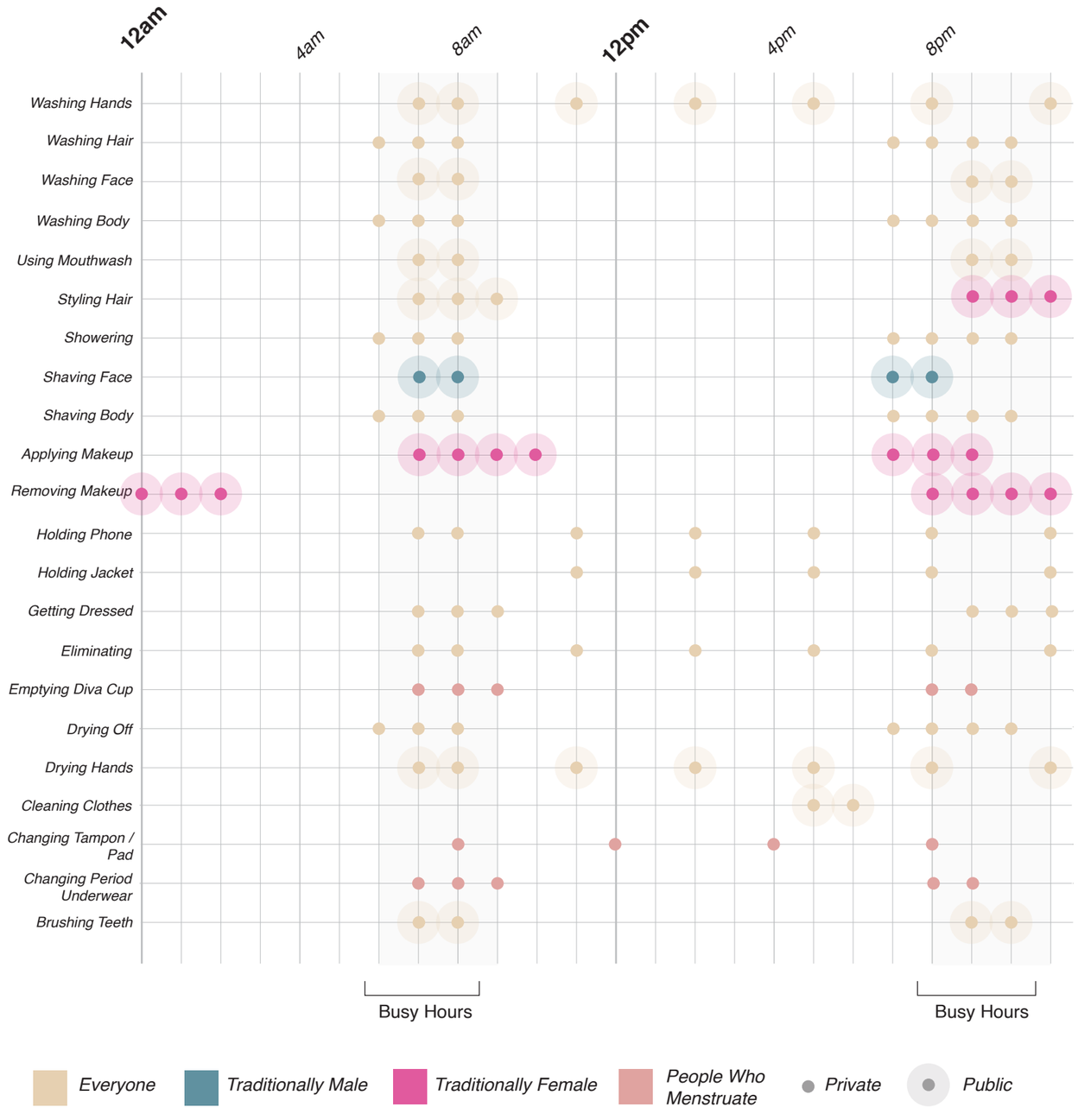


Figure 63. Timeline of activities found in a washroom

The show offers similar parallels to a hostel in that a group of people are living in close proximity to one another with the goal of creating connections

What we can pull from the story above and the timeline of activities in figure 63 and by looking at information provided in the survey, we can see that the washroom is and important part in a guests getting ready routine. This creates an opportunity in which we can design a separate room near the washroom for this purpose. Taking inspiration from reality TV show *Love Island*, an additional section can be added to the standard bathroom that provides a space for people to get ready together. Seen throughout the show is a bond created among the women that starts every morning as they get ready for the day together. This is a place where debriefs happen about the previous nights events, personal stories are told, and frustrations are aired out that ultimately brings them closer together. What this space does, is bring these getting ready functions out of the dorm and the bathroom, allowing guests to sleep and not taking space away from people using the washroom. Creating a similar space within a hostel can foster similar connection among the guests. While not explicitly a space dedicated to women, it can be less intimidating to form new friendships here, performing a secondary activity rather than walking up to a group in the common room.

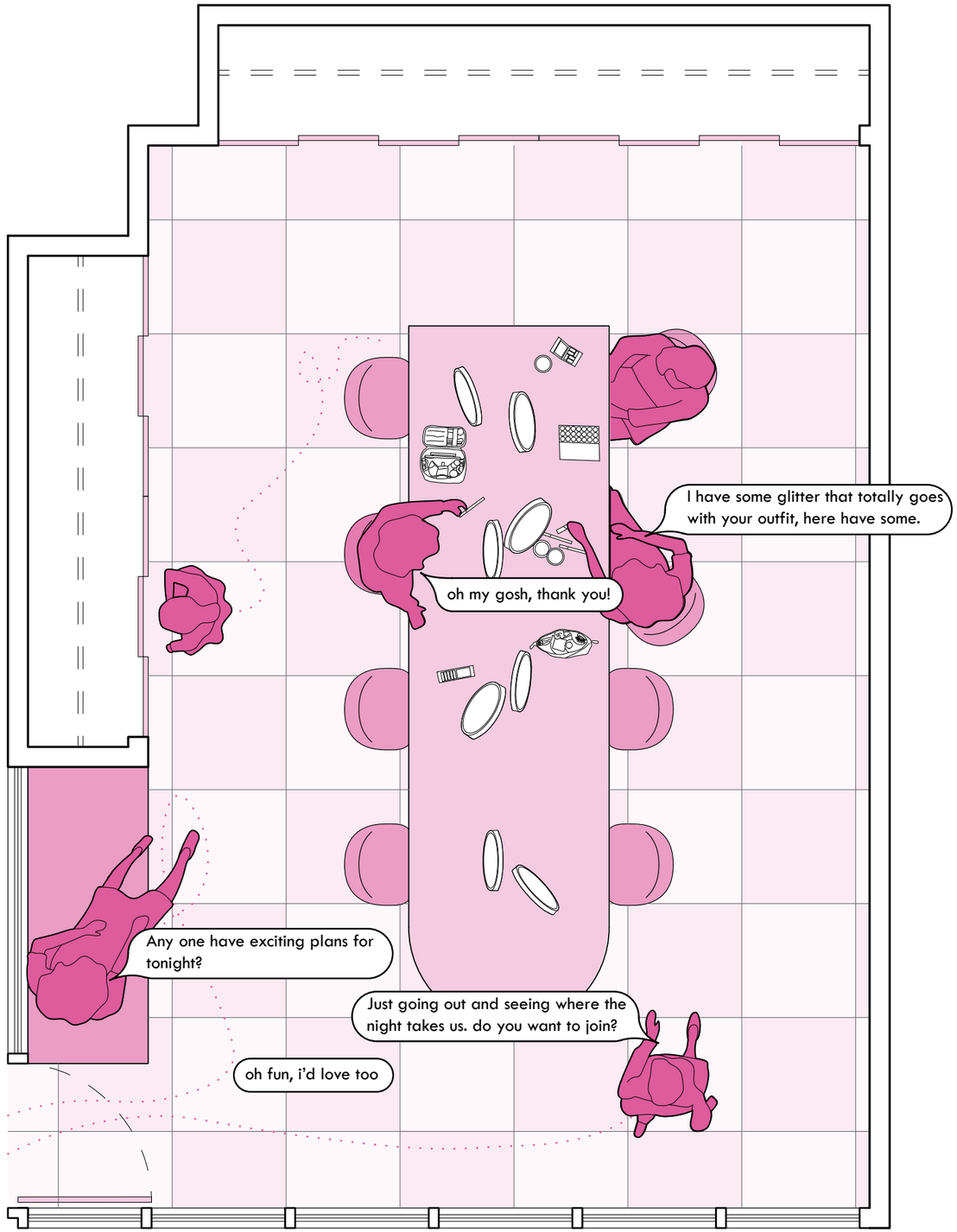


Figure 64. Get Ready Room Floor Plan

Looking at other cultures around the world, we can also introduce aspects of their social programming into the hostel washroom. In Finland, saunas are seen as a social hub, a place you can sit and relax by yourself or have conversations amongst a group. The Finnish language has a word called “saunailta” which translates to “sauna evening” and it describes a the time when a group of friends come together to unwind and connect.[41] In the article *Space in movement: The Pluri-Temporal (re)production of saunascapes* written by Hanna Leipämaa-Leskinen, Henna Syrjälä, and Hannele Kauppinen-Räisänen, state

> *“Current data show that some of the strongest memories of social relations often relate to public saunas, as bathers cannot know who they might meet and what they might discuss.” [42]*

In hostels, the sauna offers a space to relax after a long day of travel where the warm air can soothe weary muscles[43] or where travellers from different cultures can share a new experience together.

With these additional social programs in mind, the design guidelines of a hostel should respond to the wanted privacy over daily functions, accommodate a large amount of people, and provide space for connection in appropriate spaces.

Design Guidelines

- “...two points of ingress and egress with looping circulation.”[44]
- “Eliminating doors to the entrances of [washrooms] rooms to reduce barriers to entry.”[45]
- Adequate counter space for belongings to be placed.
- Space adjacent to washroom where guests can get ready together. Space should have access to mirrors, outlets, seating.
- Sauna should be adjacent to washroom so guest can shower before and after use. Connection to outdoor spaces a benefit for cooling off in between sauna rounds.

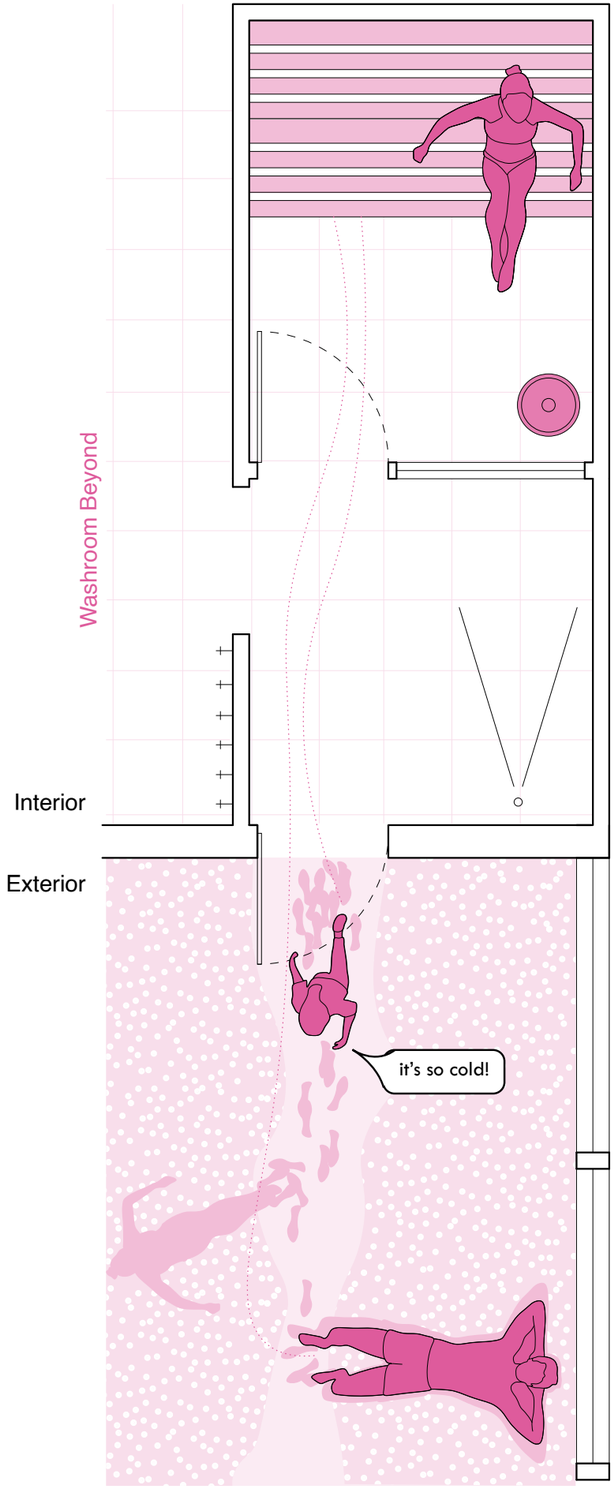


Figure 65. Sauna Floor Plan

A Place to Rest

No curtains on bunk beds.13 out of 28 survey participants listed curtains as something they look for

You're lying asleep in bed, your phone plugged into the charger beside the bed. It's near 2 am and someone has just opened the door to your dorm room. A flashlight zips across your face, waking you up before landing on the empty bed beside you. You hear them bumping around the room for a minute before they get into bed and you fall back asleep

Beds visible from dorm entry

Bunks not clearly labelled

In the morning you wake up and notice your phone got unplugged and its now at 75%. A little annoyed, you plug it in somewhere else and leave to get changed and have breakfast.

No where private in the dorm to get changed while others are inside

Valuables left in communal areas in the dorm leave guests worrying about the safety of their possessions

When you come back into the dorm 45 minutes later, your roommate is awake. They apologize for unplugging your phone "I didn't want to wake you up by turning on the overhead light and your phone was almost full"

"It's no worries," you say "it's fully charged now"

While you were a little annoyed, your new roommate seems nice and no major problems were caused.

When staying in hostel dorm rooms, guests constantly have to negotiate personal comfort with guests coming in at 2am, guests leaving at 5am, and guests snoozing their alarm every 5 minutes. Designing a dormitory means designing for all three of these scenarios. In figure 66 we can see what activities happen in the dorm room and when they are most likely to happen. We also see which activities welcome social connection and which activities are preferably done in private. The bed designed in chapter 4 accommodates most of these activities therefore, this section will focus on designing standard rooms that can be used in hostel designs.

See *People*, p. 23 for full results

With dorm rooms ranging in sizes from private rooms to 12+ beds, we turn to the survey to understand what size dorm participants are most likely to choose. We saw from the results that participants are comfortable choosing a larger dorm size but often would rather choose smaller ones. The design task therefore becomes, how can we make an 8-, 10-, 12-bed dorm feel like a 4- or 6-bed dorm?

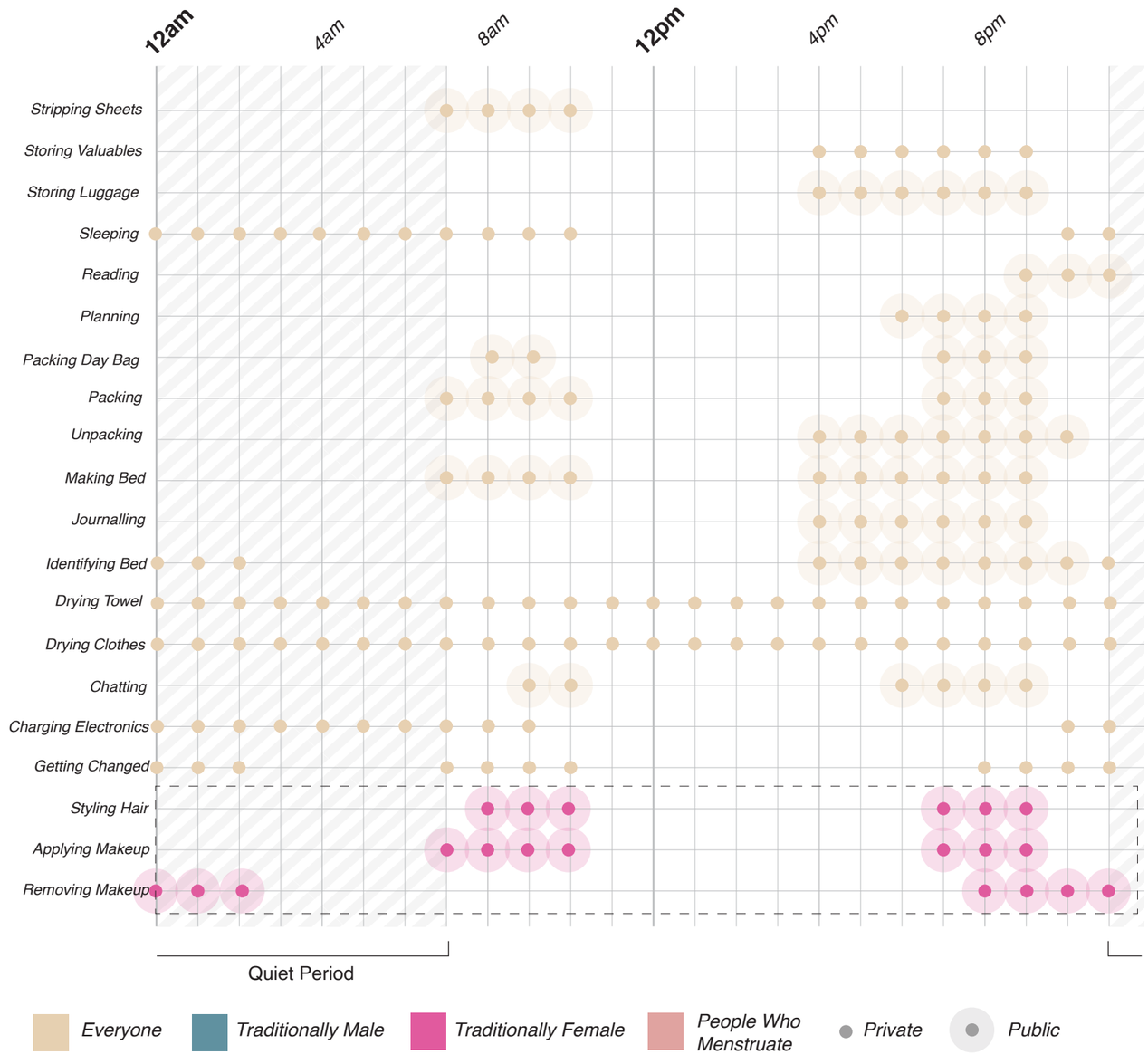
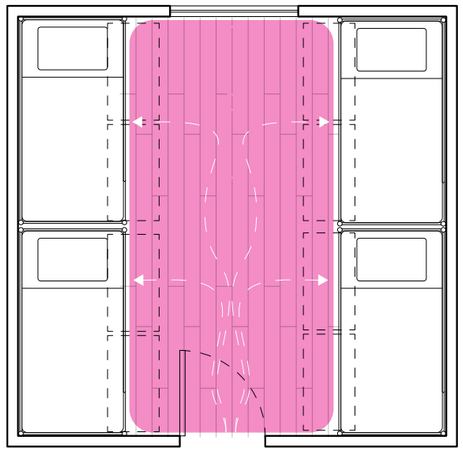


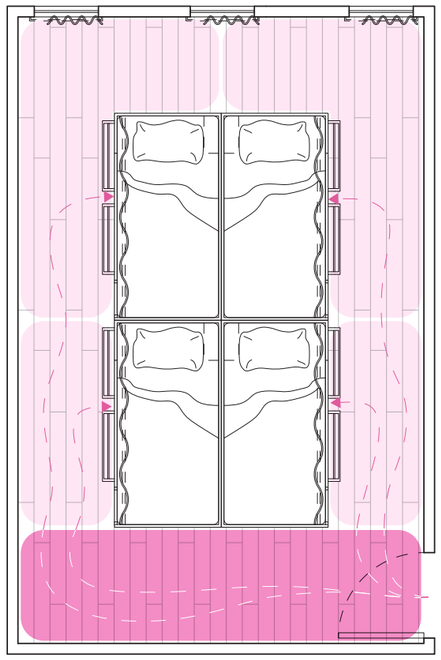
Figure 66. Timeline of activities found in a bedroom

We turn to the article titled *Exploration of spatial design issues at backpacker hostels in Budapest's historic center: Informality, density, and adaptability,* previously studied in chapter 3. In this article, the design focuses on an 8-bed dorm room and how to increase guests experience. Moving the beds off of the walls and into the centre of the room creates looping circulation and also clearly defined spaces that separates the room into what feels like a 4-bed segment.[46] (figure 67) This smaller grouping of beds makes it less intimidating to get to know the other people sharing the dorm and makes the guest feel more at ease. By leaving the 4-bed plans and 6-bed plans the same as existing hostel design we apply the logic of the Budapest 8-bed dorm design to the 10- and 12-bed dorms. The resulting plans of these hostel dorm designs can be seen in figure 68 and figure 69.

See People, p. 24 where survey particpants listed getting to know dormmates as ways to feel safe in hostels



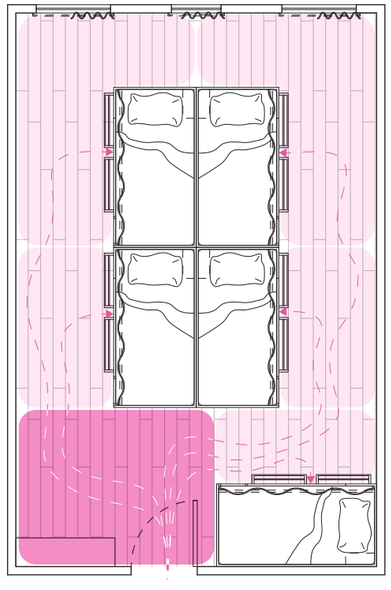
Typical 8-Bed Design



8-Bed Design

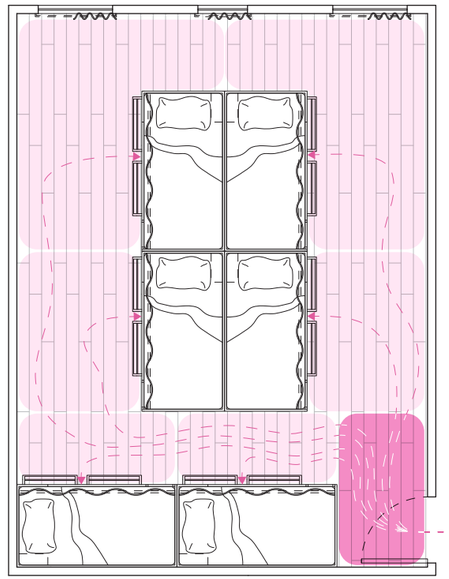
Public area Semi-public area

Figure 67. Typical 8-bed layout vs. Bed Cube Layout



Public area Semi-public area

Figure 68. 10-Bed dorm room



Public area Semi-public area

Figure 69. 12-Bed dorm room

The narrative formed in this chapter begins to define what the user experience is when staying in a hostel. With the creation of this baseline experience, we will use the guidelines established in each section to improve the design of the hostel. In the following chapter, we will implement these design guidelines and revisit the narrative, analysing how implementing these choices changes the experience of the traveller and creates a welcoming environment that encourages social connections.

COMMUNITY

What has been building up throughout this thesis has been both an understanding of how to design for safety as well as what the experience of a traveller is when staying in a hostel.

This chapter presents the design of a hostel on three different urban site typologies in a culmination of all information learned and gathered up until this point. Responses from the survey will shape the programming of communal spaces, strategies for safety and encouraging connection learned from chapter 3 will be woven into the design and analysis strategies will be used to review the success of the design. Designs in chapter 4 will be used as the fundamental building blocks for creating a safe hostel and design guidelines from chapter 5 will create the framework for rooms in which safety and connection is encouraged and embedded.

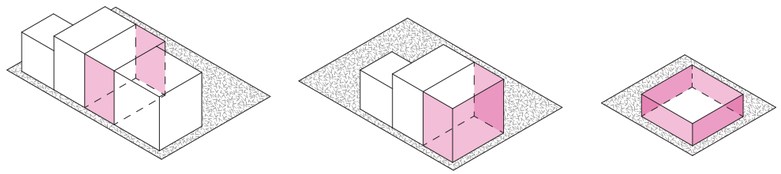


Figure 70. Standard Lot typologies highlighting exterior facades for windows

The purpose of choosing three different typologies for this thesis is to show how there is no one perfect hostel. Each hostel has the chance to bring a unique experience that can be adapted to its surrounding site conditions. The first typology explored will be the infill lot, the design of this site creates limits as to where dorm rooms can be placed as there are only two faces exposed. The second typology explored is a corner lot, this lot type allows more freedom over the design with three exposed faces. The final typology looks at the open lot, this site gives the most freedom to the design as there are no limitations.

To ground this thesis in reality, the city of Toronto will be used as a testing ground for these typologies. Figure 71 shows the arrival procedure of potential hostel guests from major transport hubs located around Toronto and figure 72 shows downtown Toronto and the current transit, attractions, and nine existing hostels. Using this information and an adapted version of Nicole Kalms Safety audit in *She City*,[47] we will choose locations of these typologies that satisfy the safety needs of future guests but is conveniently located to major attractions.

Full safety audit found in *Appendix B, p. 174*

Design for safety has been the foundation for these designs, but the focus of these hostels is on creating a warm and inviting environment where social interactions and connections among guests are at the forefront. To further this point, each hostel will be described through the experience of a traveller. In the margins of these stories we will see how the design for safety is embedded into their experience and allows every guest to have a baseline sense of safety in order to meet new people and share in new experiences.

While exploring the plans and sections of each hostel design, read the stories that accompany of the travellers experience that walks you through the hostel from the travellers perspective. Explore these key moments of the story and understand how spatial design can evoke interaction among guests



Figure 71. Arrival procedures for travellers coming to Toronto



Figure 72. Downtown Toronto Context Map

The Infill Lot

The infill lot is the most restrictive of the lot types and therefore sparks the most opportunity for creativity and is located in one of the densest areas of the city. As the site only allows for space to build up, the infill lot explores how levels can become a tool for creating spaces for meaningful connection and promote spontaneous interaction among guests.

The building is organized with bedrooms located on the exterior walls and the common spaces located at the centre. A central light well brings natural daylight into the centre of the building and offsetting the levels creates an easier flow through the spaces and creates a closer proximity to hostel amenities (Figure 72).

The infill site is located on Adelaide St, opposite of St. James Park. This site was chosen due to its proximity to attractions like the St. Lawrence Market, and streetcar lines that connect to union station making the transit time from the main arrival hub to the site ten minutes. St. James Park serves as a community rest point were a diverse group of people meet, read, talk, or drink coffees from nearby cafés. This condition also makes the hostel a perfect location to offer a business lease on the ground floor to offset costs of the hostel and provide secondary income. The restrictions on this site are due to the adjacent buildings that will limit windows to only the north and south façade. Using the adapted safety audit, this site scores an “Excellent” with a total score of 64 / 70.

Breakdown for Safety Audit score found in *Appendix B, p. 174*

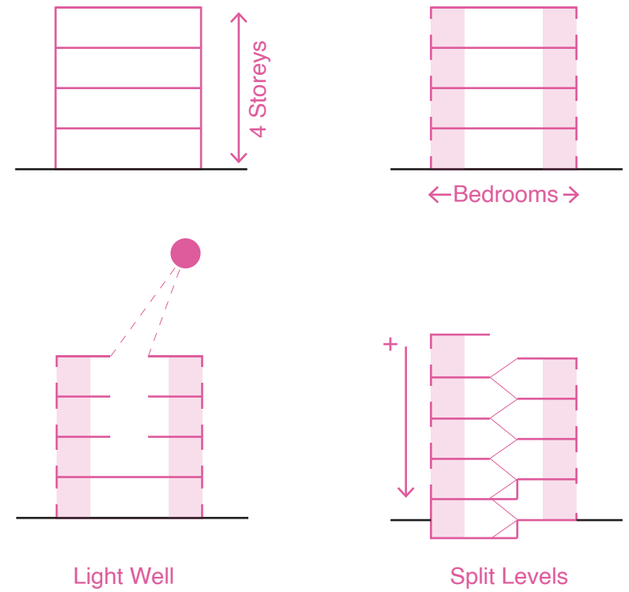
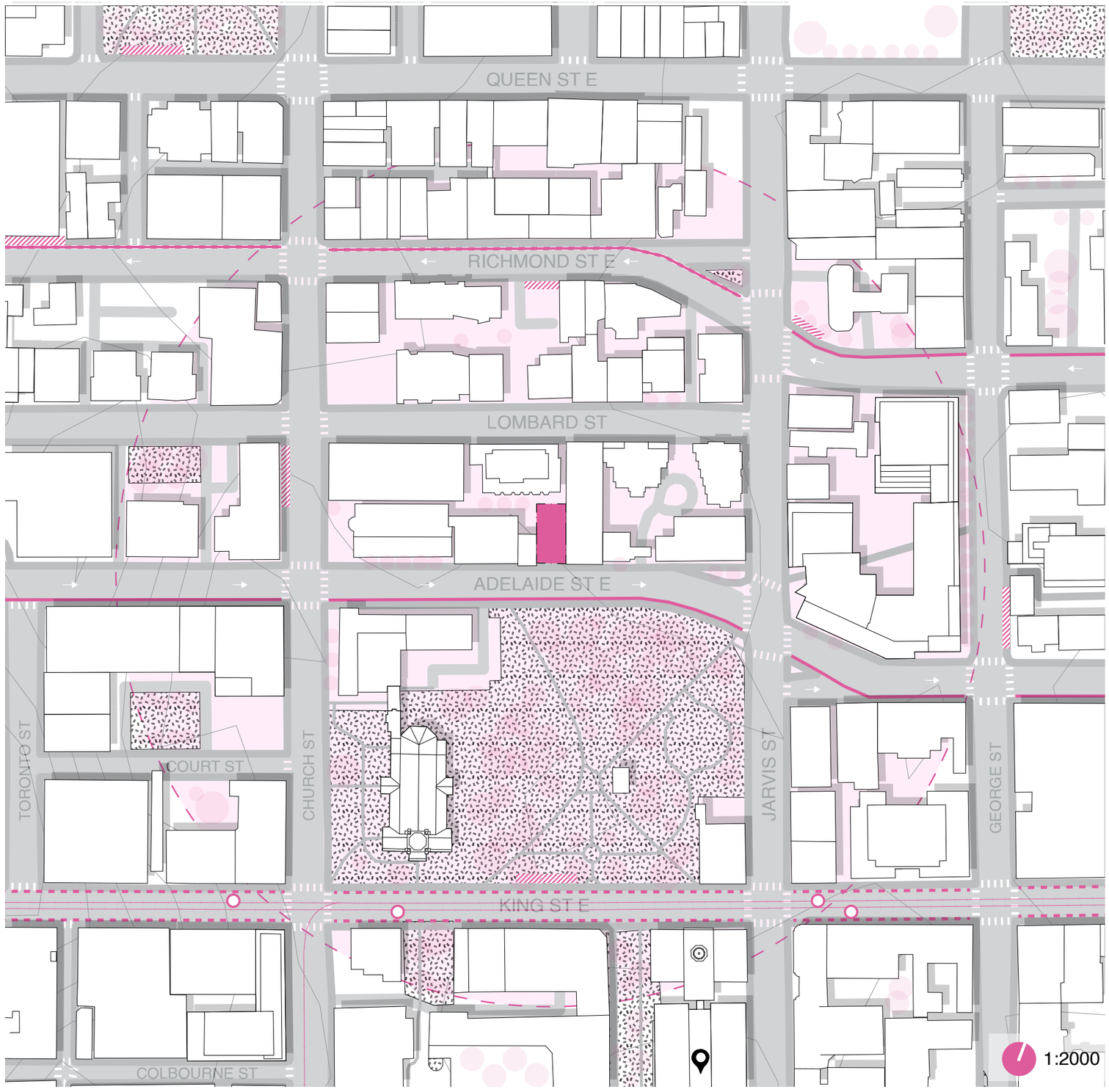


Figure 73. Infill lot Parti Diagram



Access and Movement	Rating
Public Transport How accessible is the site by public transport?	4
Pedestrian Access What is the quality of the paths, ramps and crossings, how easy is it for people with all abilities to get around?	5
Pedestrian Priority How Prioritized are pedestrians within the space?	4
Cycling How have cyclists' amenity and safety been considered?	4

Safe and Secure	Rating
Lighting How well illuminated is the space after dark?	5
Sightlines How well are sightlines considered around pedestrian access areas to ensure visibility and safety?	5
Openness & Entrapment How many choices of pathways & exits are there to move easily through the space in case of an emergency?	5
Natural Surveillance How well does the site allow for public natural surveillance	4

Look and Feel	Rating
Diversity of People Present What variety of people are occupying the space according to age, culture, gender and ability?	5
Behaviours What are common behaviours presented by the people on the site?	5
Sensory Experience What is the user's sensory experience of the space? Smells, sounds, and physical comfort	5
Sustainability and Maintenance How well presented and maintained does the site appear through elements such as (shelter, seating, drinking fountains etc.) impacting the overall sustainability of the site	5
Attentions / Attractions What elements (such as Cafes, Restaurants, Bars etc.) are present in the site?	4
Architecture What is the quality of the architecture or built form present on the site?	4

TOTAL	64 / 70
EXCELLENT	

Figure 74. Infill lot Site Context Plan

The Travellers Diary: Entry #1

Its 7:46pm, you just got off the street car and see the hostel sign across the park in big bright letters above the entrance. The street lights have turned on and there is calming orange glow in the neighbourhood. You walk through the park where you stop to listen to some live music briefly before going to the front doors of the hostel. You can see just inside is the reception desk and a group of people waiting off to the side. You walk through the doors and towards the desk where the receptionist checks you in.

See Context Plan and Front Elevation

Exterior sign is legible from a distance

Well lit exterior reduces violence and increases women's sense of safety

Lively neighbourhood creates a welcoming enviroment

Reception is easily identifiable

"Okay, your all checked in, you will be on level 2 in the 8-bed dorm, and there's a night market tour happening in about 10 minutes if you want to join"

See Level 1, M1

"Thanks!" You grab the room key and head over to the elevator. You hear more voices coming from up the stairs but after a long day of travelling you really need to put your backpack down. The elevator brings you up to level 2 and you can see your room just in front. You walk in and find your bed off to the left of the room and you're on the bottom bunk. You open the drawer below the bed and drop your backpack in and quickly brush your hair before locking up and heading back to the reception to join the tour. On your way down the stairs, you take a look up and see a large atrium that is bustling with activity. You make your way back down to reception and join the group of people about to leave for the tour.

Lockers offer secure space to store bags. Participants in the survey listed possesional safety as a priority in hostels

Guests can choose between multiple paths of travel to arrive at the same location

You get back to the hostel at 11pm with a few other new friends you just made. You part ways at your room and grab your toiletries from your room to head upstairs to the washroom to brush your teeth. After a long travel you fall asleep immediately once you get in bed.

See Level 2 and 2.5

The next day you head out to explore the city. You heard the hostel was close to the St. Lawrence Market so you grab breakfast there and then head over to the distillery district, CN tower, and Aquarium. You return to the hostel at 4pm and relax before this evenings activities. You saw on your way back in today that the hostel is hosting a game night tonight at 7:30. You find a chair in a quiet area to read on and journal before you head upstairs to the kitchen and cook some dinner. You see some of the friends you made the night before sitting in the dining area. You talk, and listen, and hear what everyone else got up to during the day. You write a note in your phone of places to check out. You mention a the game night tonight and it seems everyone is planning on joining.

See Level 3.5 and 4, M5

Smaller seating areas allow users to withdraw without completely disconecting from communal spaces

Primary central circulation makes creates an easily navigable space

You remember seeing a bunch of games on the shelf walking up to your dorm earlier so you head downstairs to level 1.5 to grab a game. You grab one that can be played with a large group and head back upstairs. On your way up you see a few more guests and invite them upstairs to join in. When you get back to the dining room, it looks like someone pushed together the tables to make one big table.

See level 1.5, M2 and 3.5

A couple hours later, some of the people decide they are going to hit the town and invite you out. Its 10pm and quiet hours have started inside the dorms. You and the other girls head to the bathroom to get ready together. Standing in front of the mirror are girls straightening and curling their hair with borrowed wands and irons; people sat on chairs with table mirrors doing their make-up; and someone's running around making sure everyone has a little glitter. Everybody's laughing and talking as if they have been friends for ages as you all plan the nights outing. More people join and lounge on the chairs until everyone's ready to leave.

See level 2.5, M3

Clear sighlines throughout hostel allows guest to see activity before joining

You get back to the hostel at 3am, very tired, and a little drunk. One of the girls is also in your room so you both tip toe into the dorm room. You easily find your beds and see that you remembered to lay out your toiletries. You bring these to the washroom and go about your business before returning to the dorm and crawling into bed, closing the curtain and plugging in your phone.

When you wake up, the sun is shining through the window and everyone is awake. Once you get dressed, you invite your new friend to breakfast with you and you both head up to the kitchen where the hostel is serving free breakfast and start making plans for the day together. You notice on the event board in the kitchen that a beer-pong competition is happening on the roof tonight at sunset where you can meet other people from the hostel and enjoy the view.

See level 4 and level 5, M6

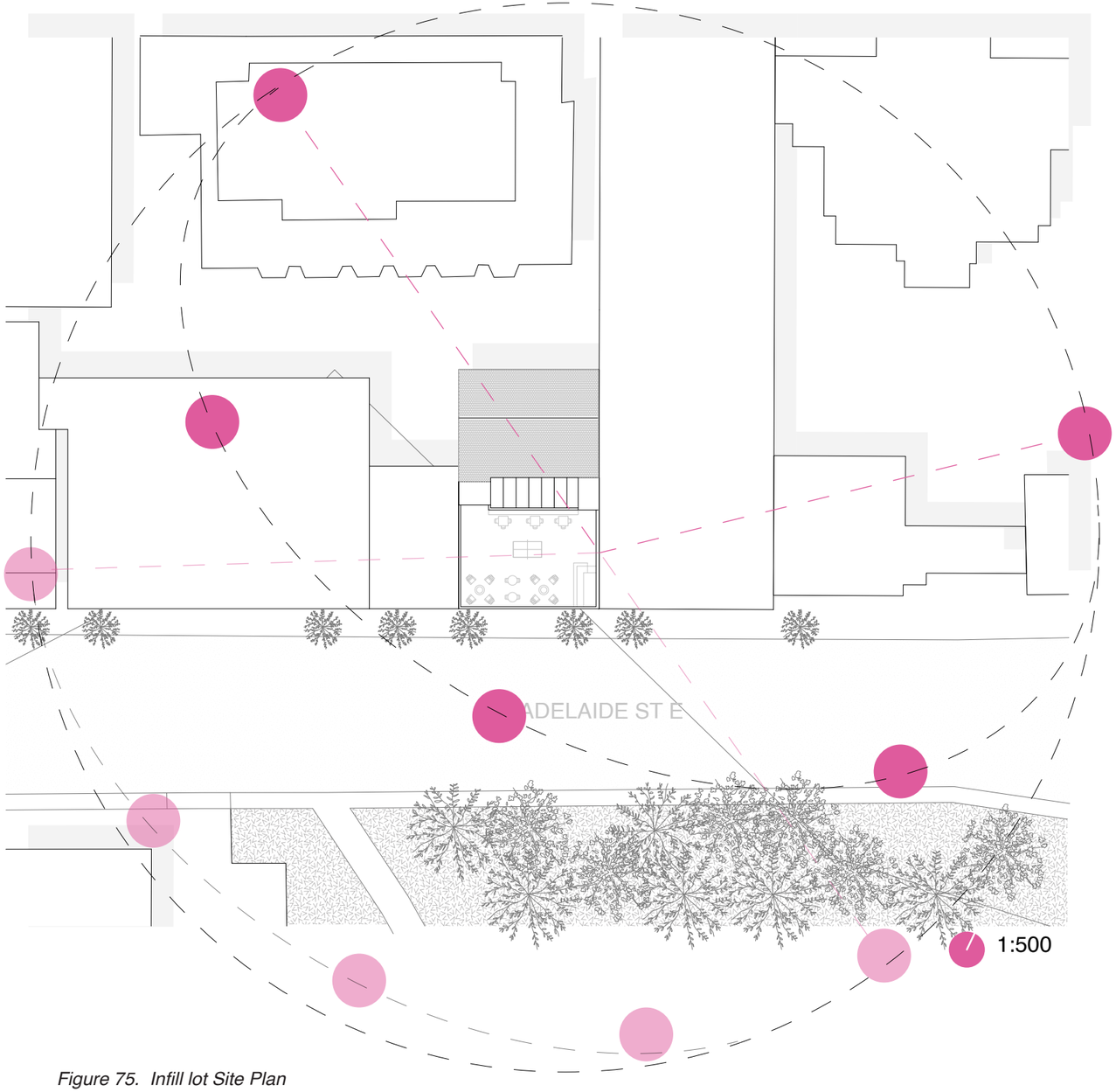


Figure 75. Infill lot Site Plan

ANALYTICS

Mixed



Large Capacity



Multi



Circular



Temporary Residence

PUBLIC PROGRAM

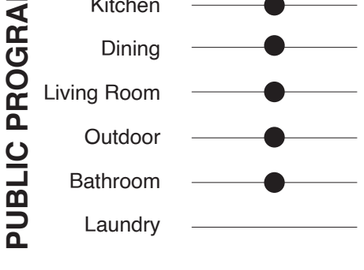
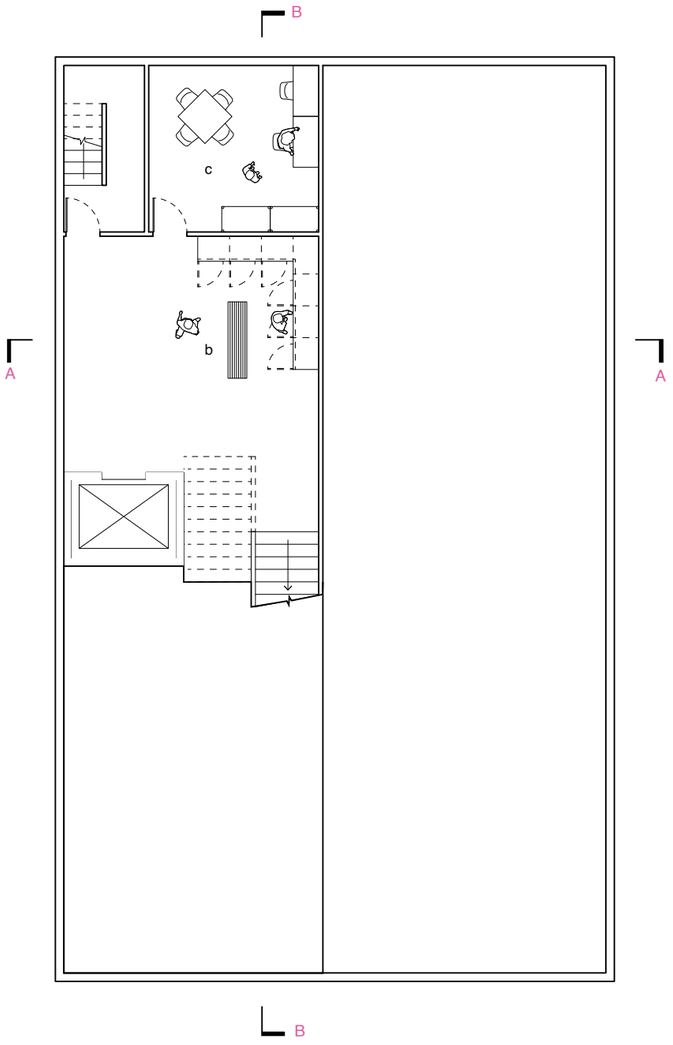




Figure 76. Infill lot Front Elevation



a. reception
b. locker storage
c. office
d. common area
e. dorm room
f. washroom
g. laundry
h. get ready area
i. dining
j. kitchen
k. storage
l. patio
m.bar

Figure 77. Infill lot Lower Level Floorplan

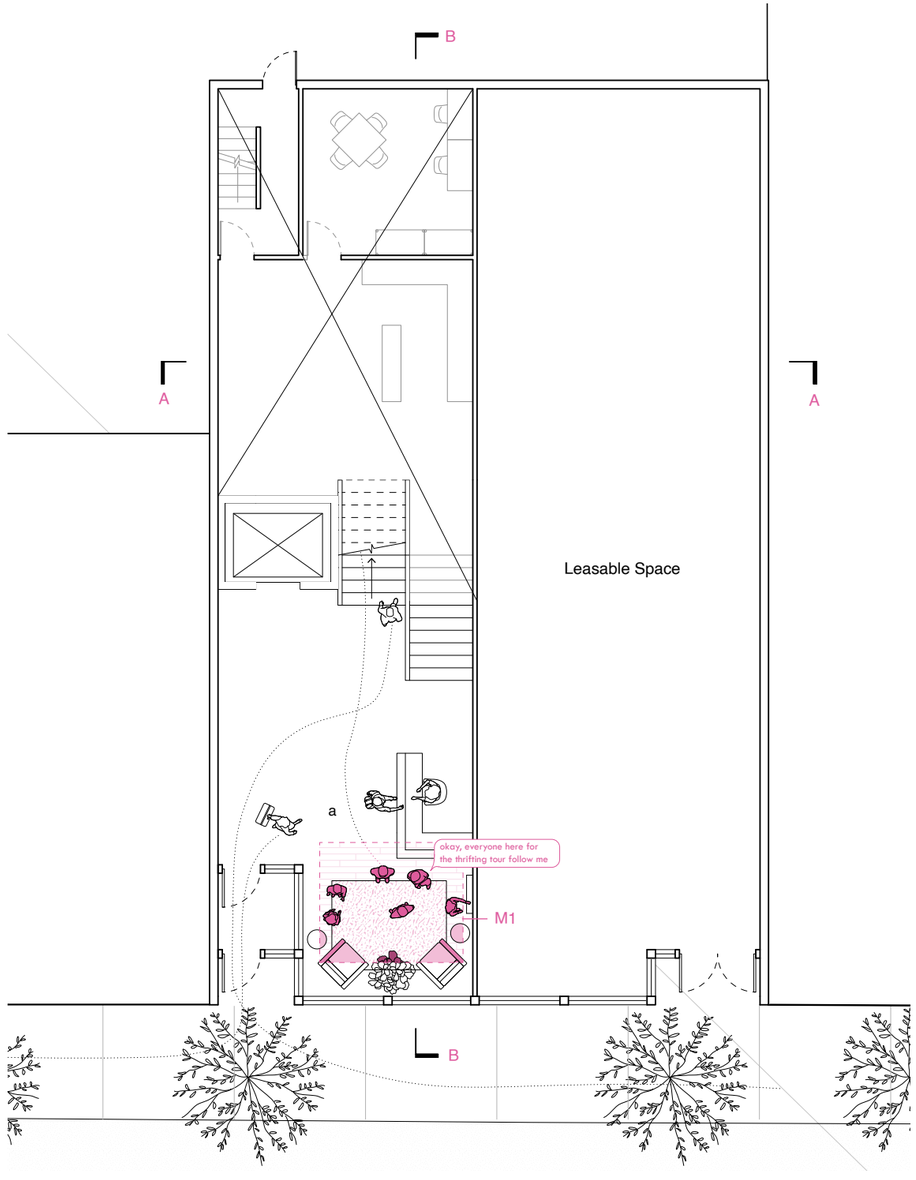


Figure 78. Infill lot Ground Floorplan

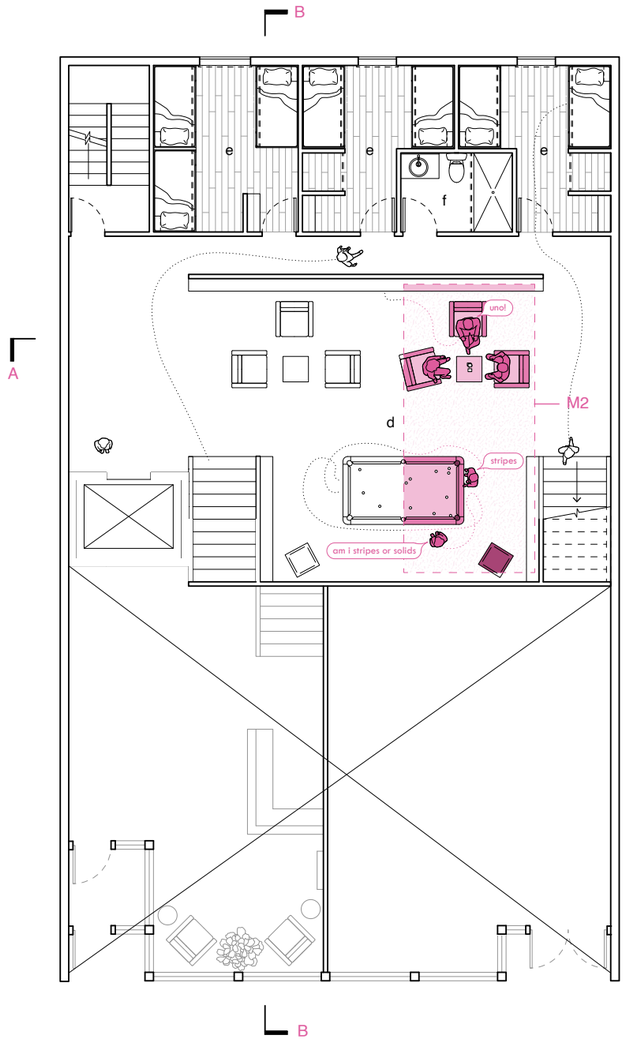
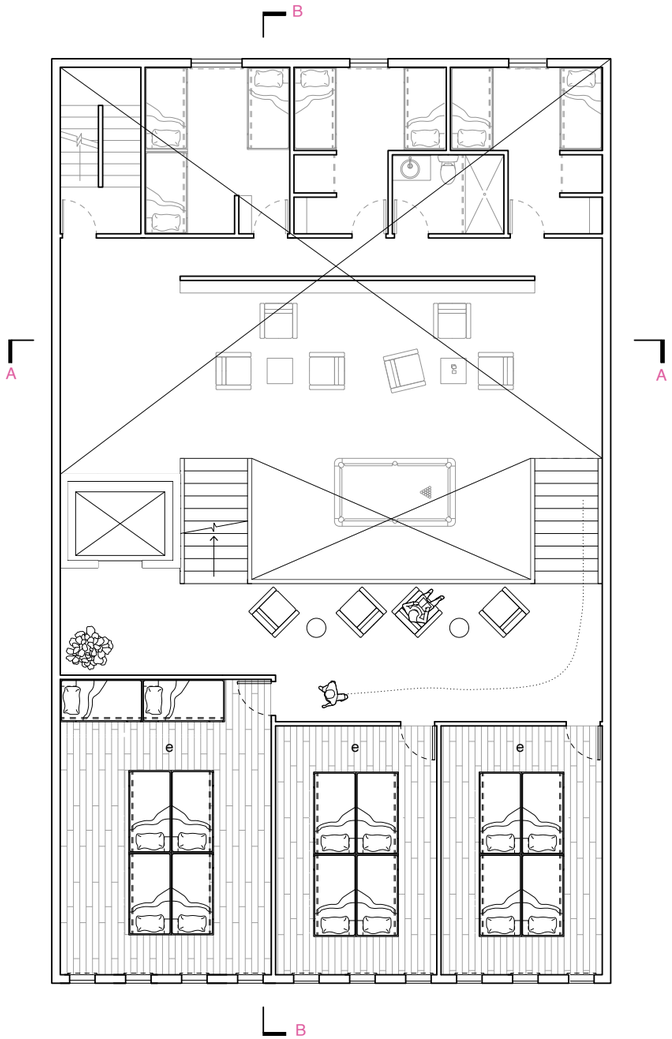
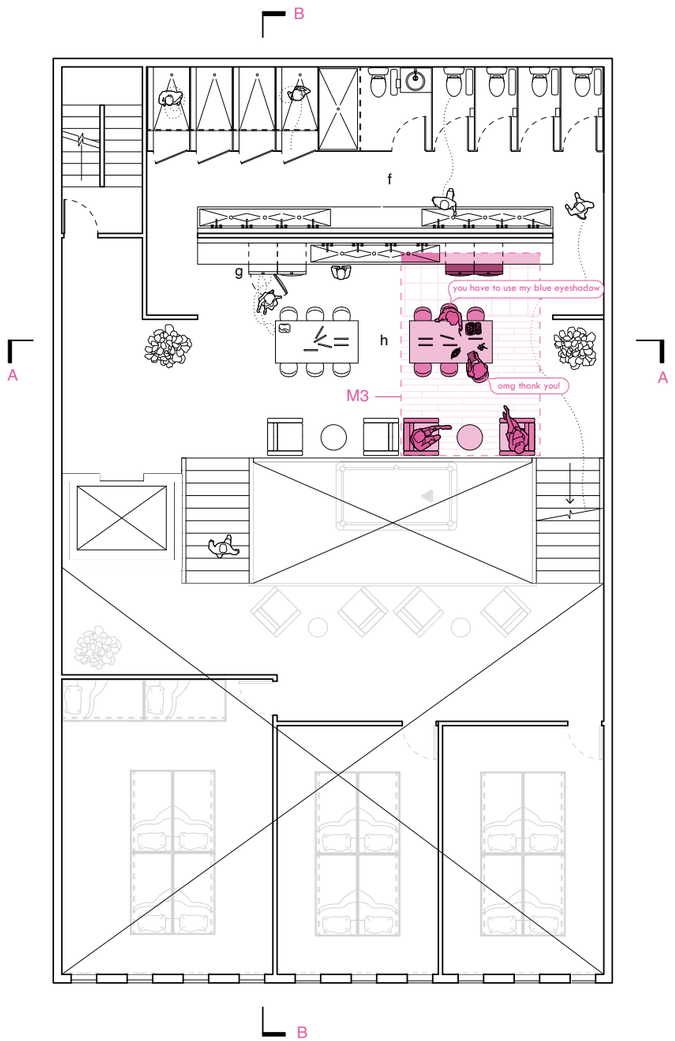
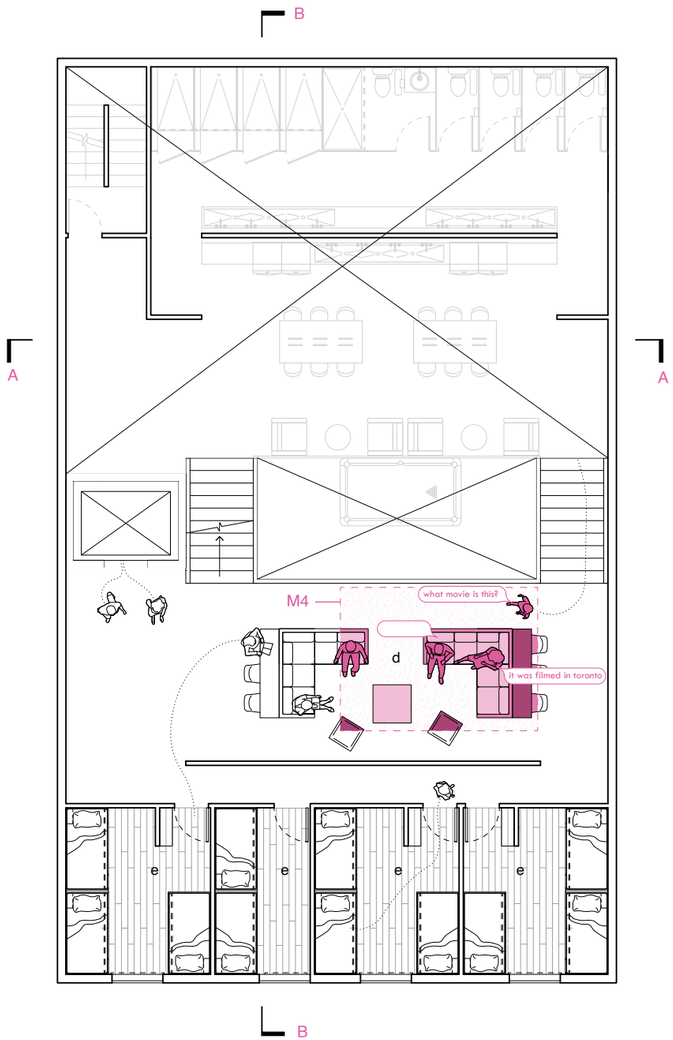


Figure 79. Infill lot level 1.5 Floorplan





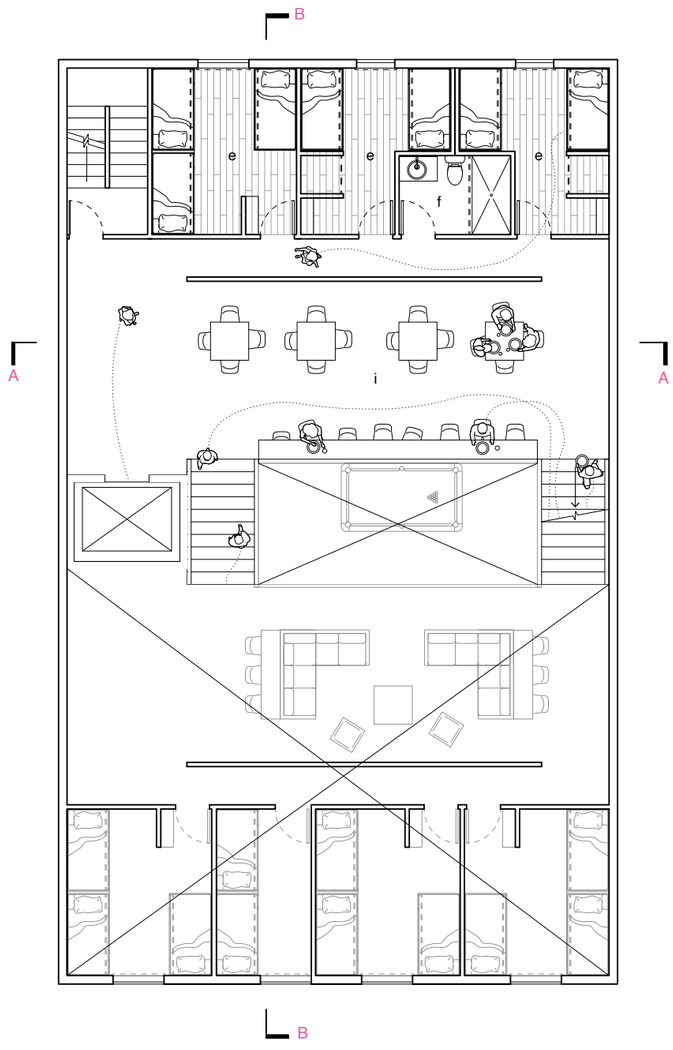


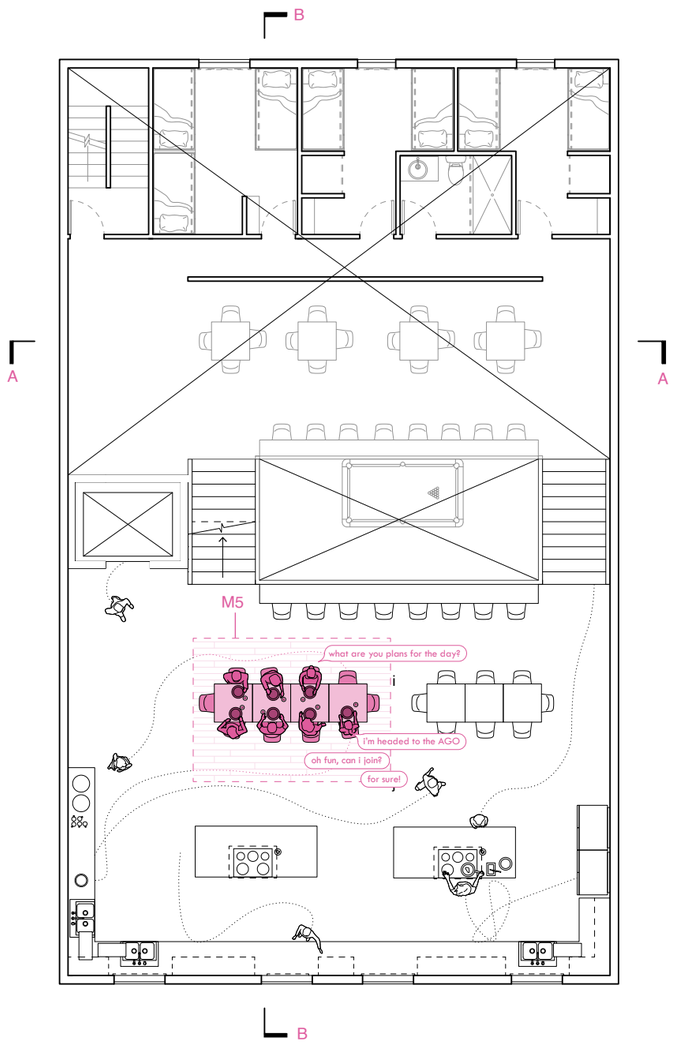
a. reception
b. locker storage
c. office
d. common area
e. dorm room
f. washroom
g. laundry
h. get ready area
i. dining
j. kitchen
k. storage
l. patio
m.bar

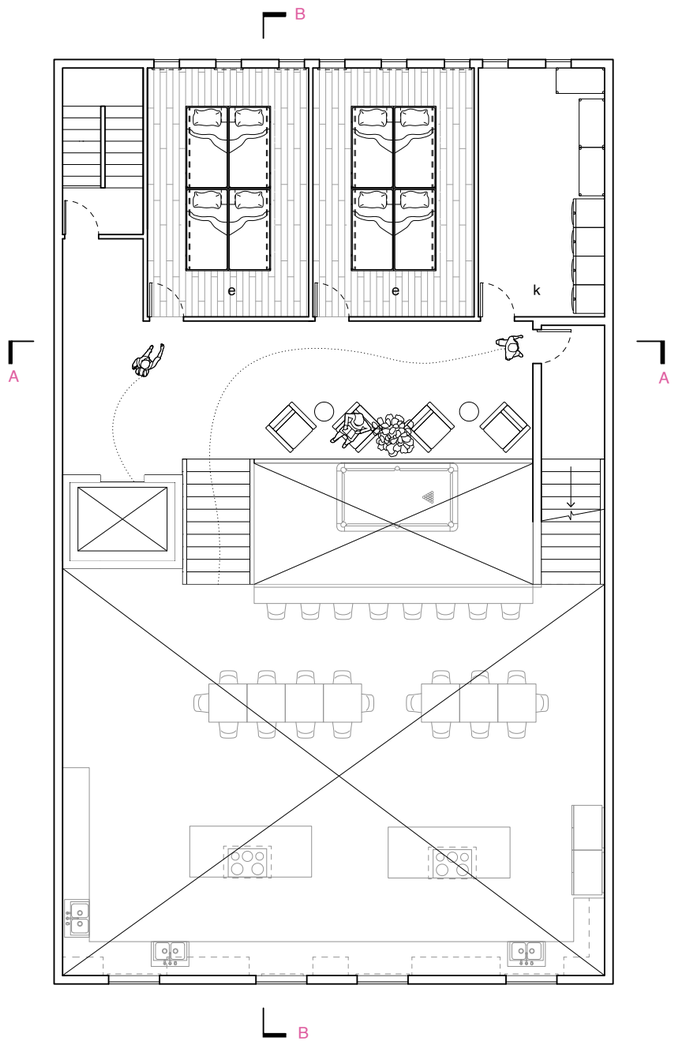
Figure 80. Infill lot Level 2 Floorplan

Figure 81. Infill lot Level 2.5 Floorplan

Figure 82. Infill lot Level 3 Floorplan





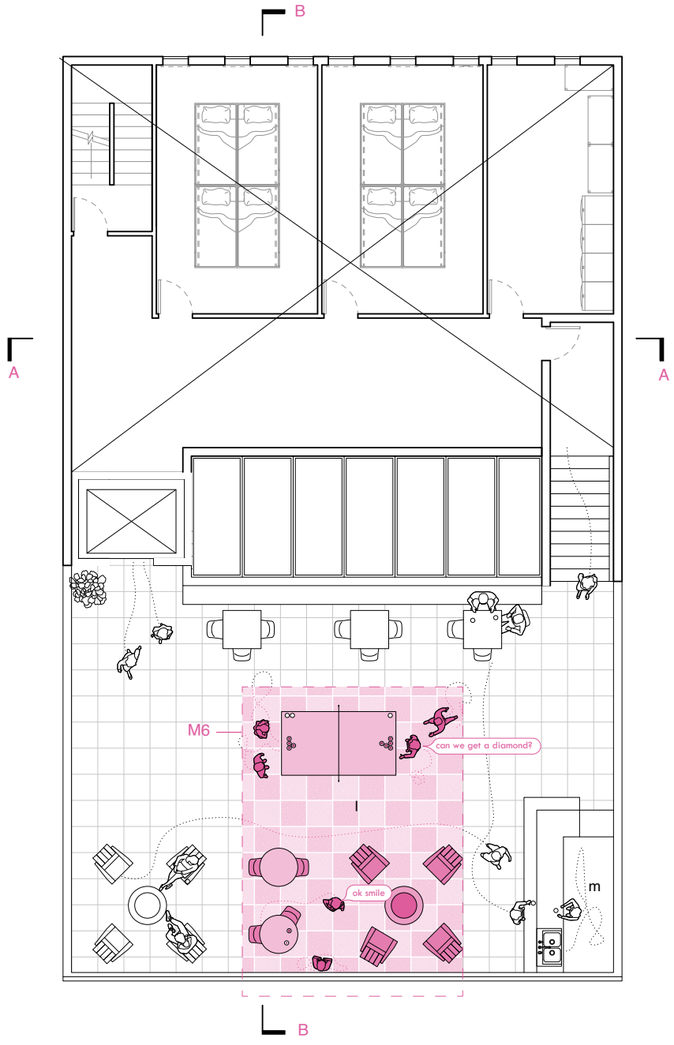


a. reception
b. locker storage
c. office
d. common area
e. dorm room
f. washroom
g. laundry
h. get ready area
i. dining
j. kitchen
k. storage
l. patio
m.bar

Figure 83. Infill lot Level 3.5 Floorplan

Figure 84. Infill lot Level 4 Floorplan

Figure 85. Infill lot Level 4.5 Floorplan



a. reception
b. locker storage
c. office
d. common area
e. dorm room
f. washroom
g. laundry
h. get ready area
i. dining
j. kitchen
k. storage
l. patio
m.bar

Figure 86. Infill lot Roof plan

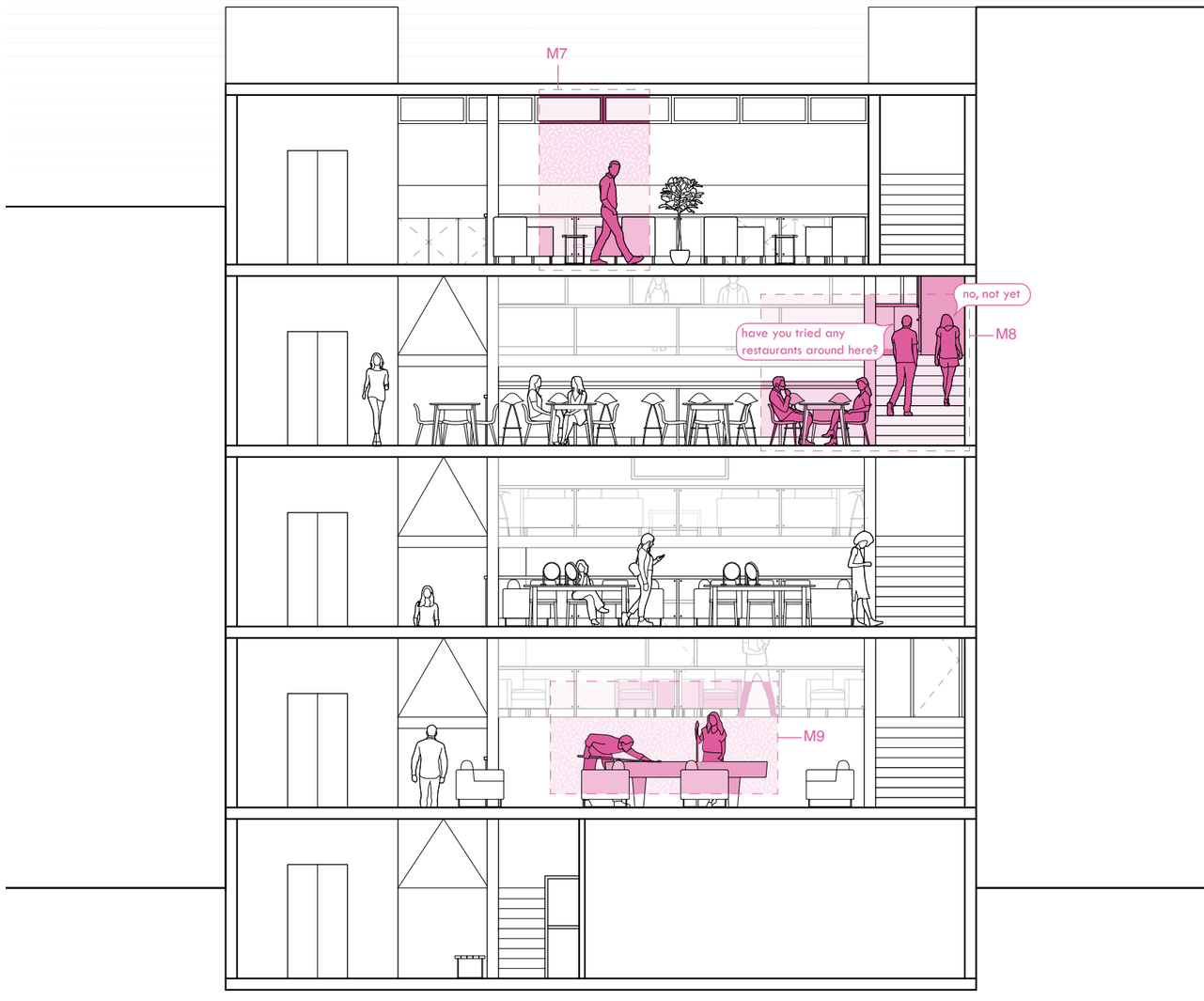


Figure 87. Infill lot Section A

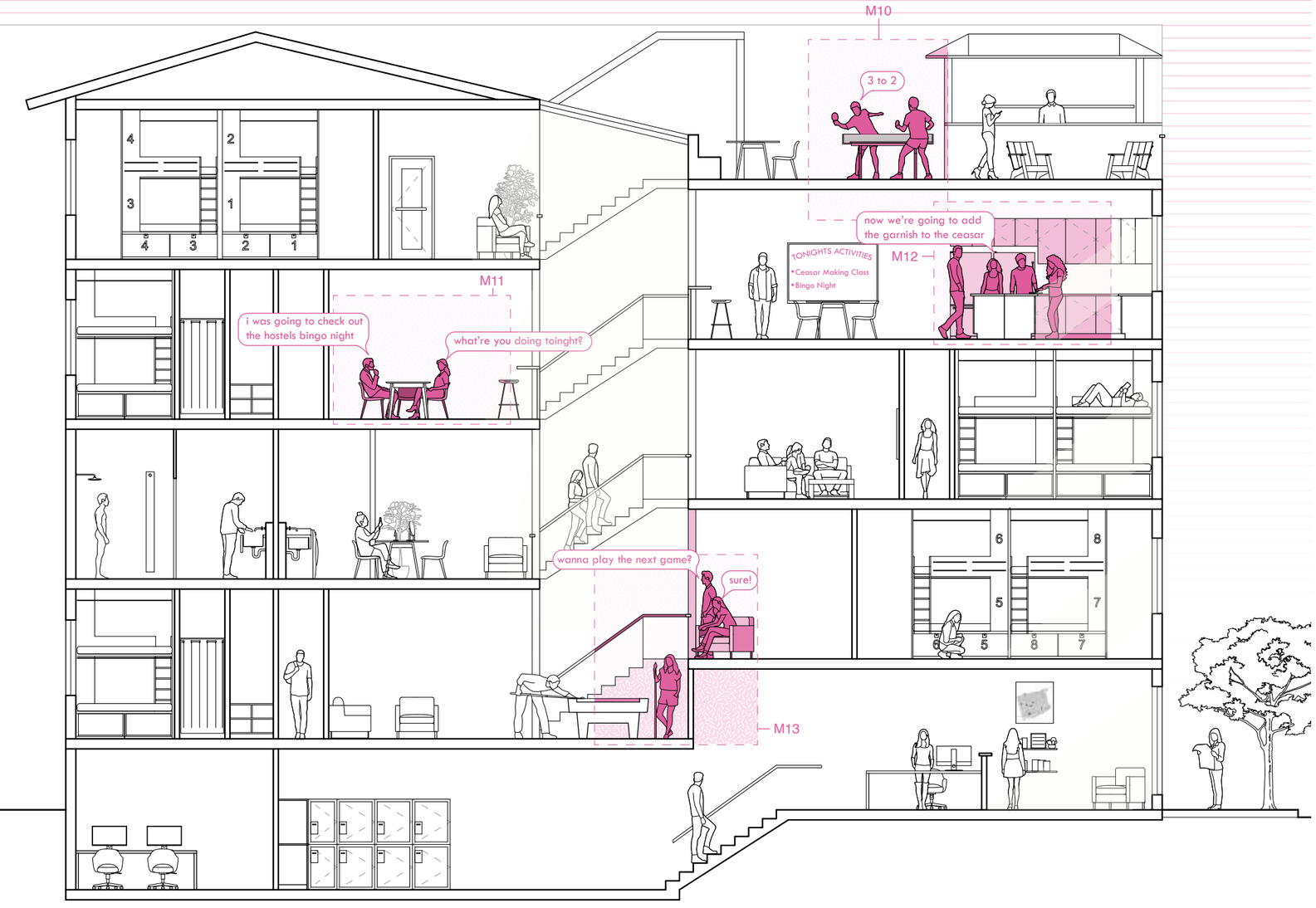


Figure 88. Infill lot Section B

From the moment the guest walks through the reception doors, they are greeted by a vibrant welcoming environment full of activity with the meeting space located close to the entrance and one of the many common spaces visible up the stairs. We begin to understand what this experience is like through the travellers story and through the activities highlighted in the plans and sections. The central communal core creates an environment where guests feel a part of the hostel and can easily join in on activities taking place. We can see this idea forming in the axial maps where the line to intersection ratio is 1.25. While this is considered average compared to the precedent studies in chapter 3, the location of the these intersection are mainly located in the common areas or on the periphery of these areas. This creates scenarios where guests are more likely to have longer conversations.

Through a system of layering information, the traveller's diary also begins to reveal how guest safety has been embedded into the design of the hostel. While the design focuses on creating connections among guests, we can look at the justified graphs to see how the hostel establishes a foundation of safety so that guests are comfortable creating connections. Through the justified graphs we will look at how privacy, choice, and sightlines are employed through this design.

We see how a gradient of privacy is employed in the design through the placement of the room that are typically considered private (dorm rooms and washroom). These rooms are typically placed beside the common rooms but separated by a wall, allowing guests to transition from private space to public space. On the justified graph, we have the central public core with the private rooms branching off from this point.

Choice is created in the design through the rings shown on the justified graph. Private spaces have two paths of travel when leaving the rooms which allows guests to control what their level of interaction when immediately leaving the private space.

The split level nature of this design means that each common area is visibly well connected. From the edge of the atrium, guests can easily look at the floor a half level above and a half level below. This lets guests easily join in on activities happening throughout the hostel.

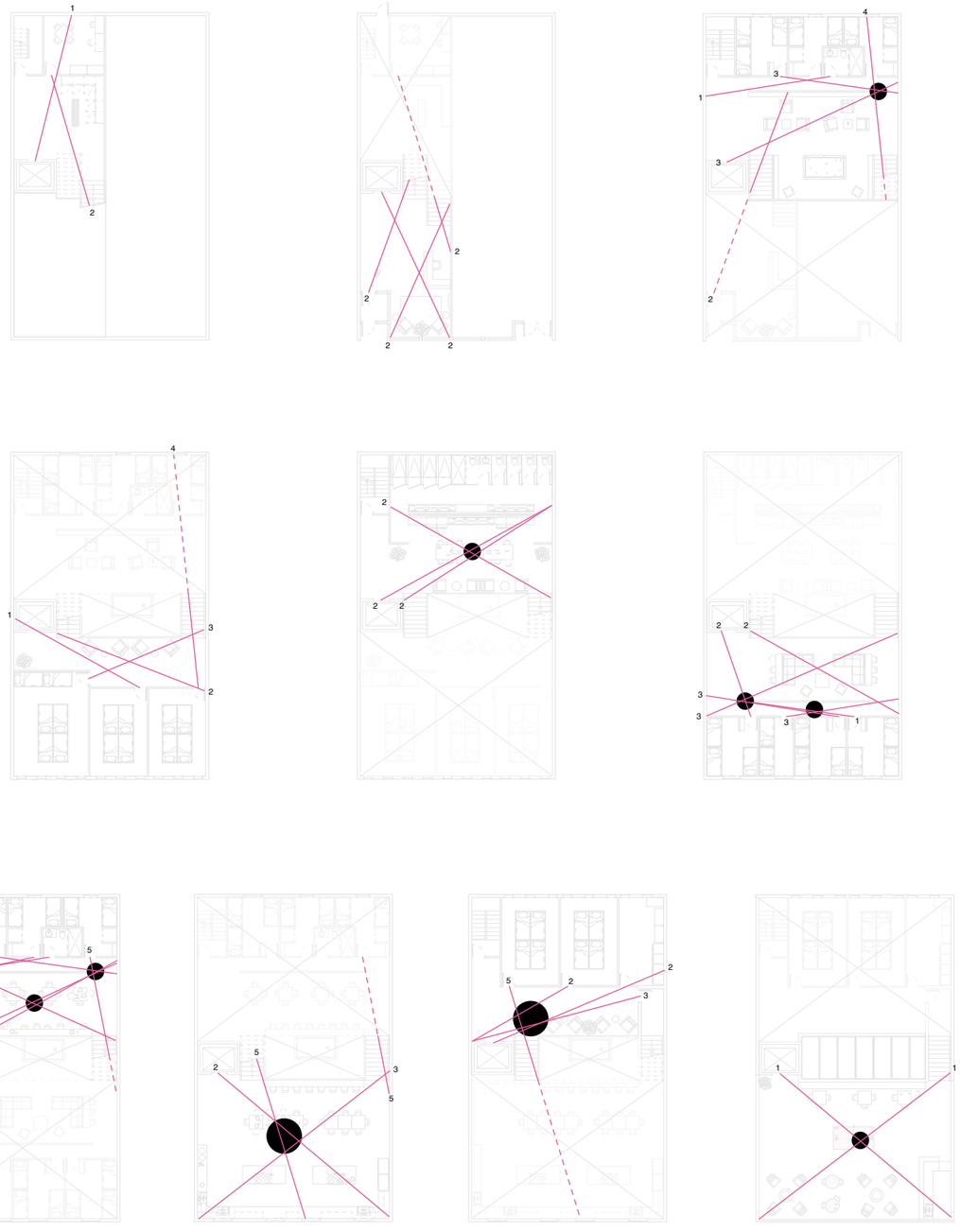
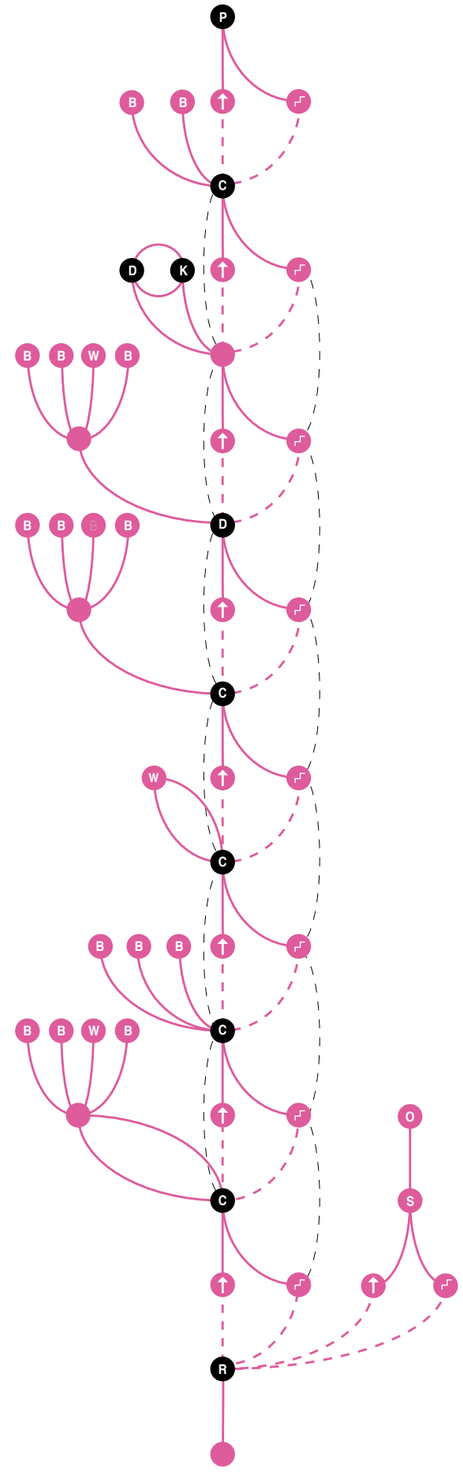


Figure 89. Infill lot Axial Maps



B Bedroom **C** Common Room **D** Dining **GRWM** Get Ready Room **K** Kitchen **L** Laundry **O** Office **P** Patio **R** Reception **S** Storage **W** Washroom

Figure 90. Infill lot Justified Graph

The Corner Lot

Located on the intersection of single-family housing, mid rise apartment complexes, and community infrastructure, the corner lot presents fewer design constraints to work within. Inspiration for the design of this hostel stems from the circulation patterns described in Evans *Figure, Doors, and Passages.*

> *"The matrix of connected rooms is appropriate to a type of society which feeds on carnality, which recognizes the body as the person, and in which gregariousness is habitual."* [48]

The society Evans describes is similar to the community that is built within hostels, where people value the physical presence and social interaction with others. Where they differ, is that the travellers also value personal autonomy. A balance must be struck between the two.

Using the matrix of connected rooms as the driver for the hostel, we begin to encourage the community of social connection and shared experience in hostels. Through ways are created that connect each common room to the next and cut outs in the floor allow the common spaces to be connected vertically as well. In order to create that gradient of privacy, a corridor is place between the dorm rooms and the communal space to create a buffer. Rather than forcing connection among guests, the architecture of the hostel provides opportunities for it (Figure 90).

The corner lot is located at the corner of residential roads D'Arcy St and McCaul St that branch off of Dundas St W. This lot was chosen for its proximity to the Art Gallery of Ontario (AGO) which is a three-minute walk from the site. This proximity to a major attraction makes the lot incredibly valuable and able to successfully host additional programs in tandem with a hostel. The popularity of the AGO brings a diverse group of people around the site and creates the feeling of a safe and lively atmosphere. Restaurants and cafes in the area open onto the sidewalk which contribute to this bustling atmosphere. Streetcar stops are located on the corner of McCaul St and Dundas St W and St Patrick Subway Station is located five minutes from the site. This access to public transit makes the transit time from Union station to the hostel site twelve minutes and easily connects the site to the rest of the city. For these reasons, the corner lot site scores a 64 / 70.

Breakdown for Safety Audit score found in *Appendix B, p. 174*

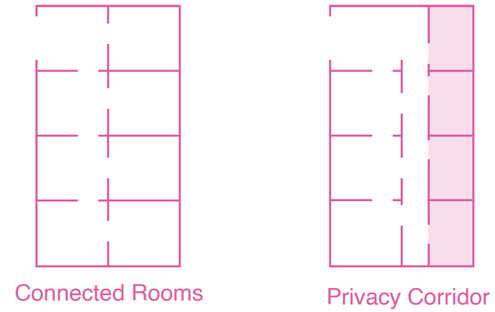
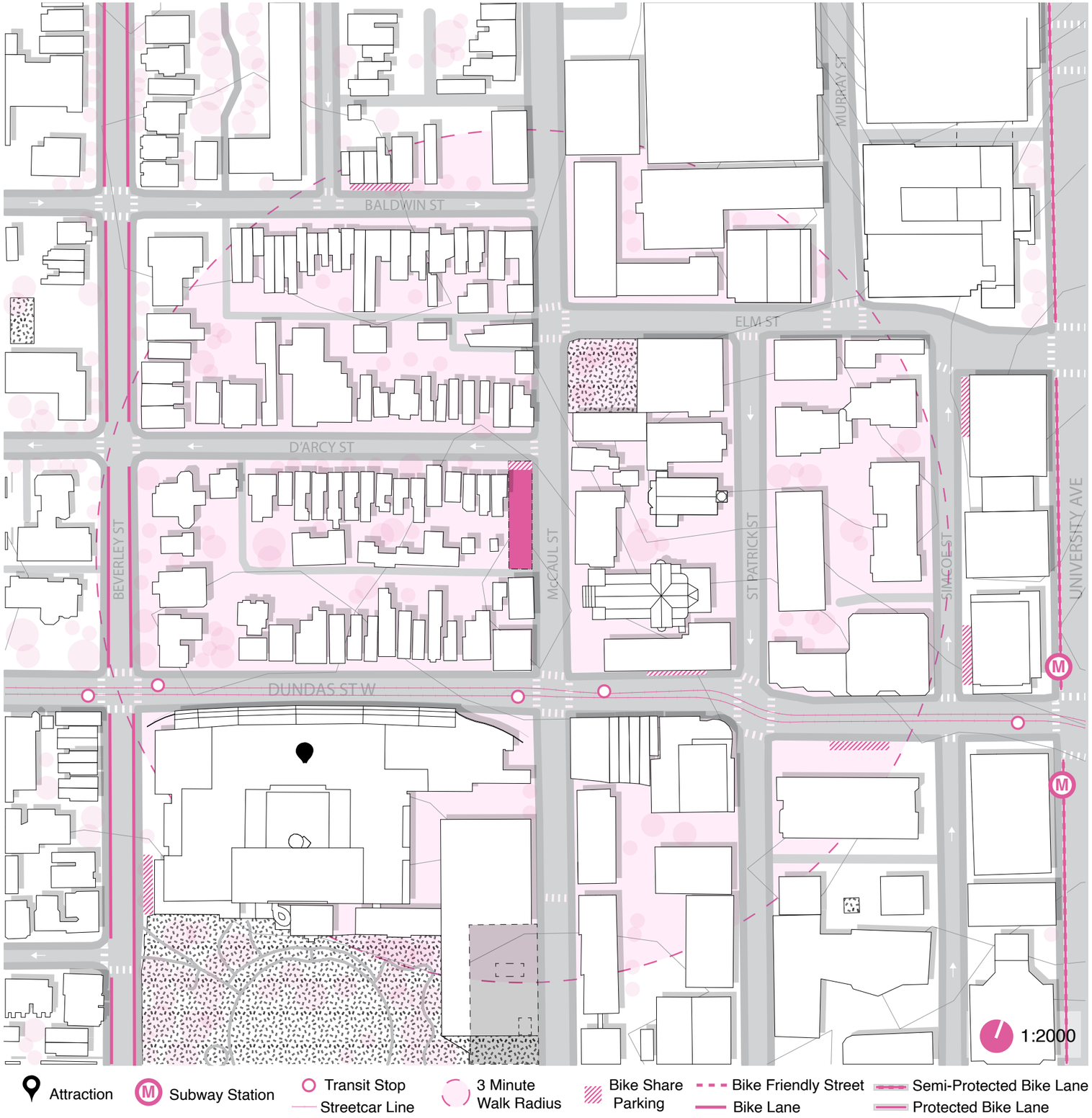


Figure 91. Corner Lot Parti Diagram



Access and Movement	Rating
Public Transport How accessible is the site by public transport?	5
Pedestrian Access What is the quality of the paths, ramps and crossings, how easy is it for people with all abilities to get around?	5
Pedestrian Priority How Prioritized are pedestrians within the space?	4
Cycling How have cyclists' amenity and safety been considered?	2

Safe and Secure	Rating
Lighting How well illuminated is the space after dark?	5
Sightlines How well are sightlines considered around pedestrian access areas to ensure visibility and safety?	5
Openness & Entrapment How many choices of pathways & exits are there to move easily through the space in case of an emergency?	5
Natural Surveillance How well does the site allow for public natural surveillance	4

Look and Feel	Rating
Diversity of People Present What variety of people are occupying the space according to age, culture, gender and ability?	5
Behaviours What are common behaviours presented by the people on the site?	5
Sensory Experience What is the user's sensory experience of the space? Smells, sounds, and physical comfort	4
Sustainability and Maintenance How well presented and maintained does the site appear through elements such as (shelter, seating, drinking fountains etc.) impacting the overall sustainability of the site	5
Attentions / Attractions What elements (such as Cafes, Restaurants, Bars etc.) are present in the site?	5
Architecture What is the quality of the architecture or built form present on the site?	5

TOTAL	64 / 70
EXCELLENT	

Figure 92. Corner Lot Site Context Plan

The Traveller's Diary: Entry #2

You get off your streetcar in front of the AGO. It's just after 6:00pm and the pubs and bars that line the street are filled with people talking and having drinks. You cross the street and see the sign for your hostel lit up just down the road. As you walk up to the hostel, you hear voices and music from above and smell a grill burning. You pass by a café below the hostel and think about breakfast tomorrow before rounding the corner onto the side street. You enter the hostel and see the reception desk right in front of you.

"You're in room 402, bunk 3 which is on level 4. You can head up those stairs over there or take the elevator. And there's a barbeque happening on the second-floor patio. Have a good stay!" the receptionist says as they finish checking you in.

You take the stairs so you can scope what's happening in the hostel and you packed light this trip so your backpack's not too heavy. On the second floor, you pass the dining room and see a door at the back which you assume must be the kitchen. Up the next level, you see a pool table and beyond that, a room filled with a few couches. You finally reach your floor and see a sign on the wall that says rooms 401 to 405 are to the right.

When you enter your dorm, you see another girl sitting in the bed across from yours. You two talk and decide to head down to the barbeque together. You drop your bag into the storage below the bed, lock it up, and then join the girl out of the dorm. You head back down to level 2 and walk through the dining room and kitchen and out onto the patio. You count maybe 15 people sitting at tables or standing around chatting with each other. Your dorm mate introduces you to some other hostel guests she met the night before as you grab a burger and sit down with the rest of them.

You all start talking about where everyone's gone so far. Eventually the sun starts to set, and you all move up to the patio on the 3rd floor where you get nice view of the city and the CN Tower while the sun sets.

"Do we want to go out and see what's happening down on King St?" someone suggests.

While you're exhausted from the jet lag, you think staying awake will help you switch to the proper schedule. You and your dorm mate both respond with a yes.

See Context Plan

See Level 1 and Front Elevation

Neighbourhood with lots of amenities and activities

Signage easily visible from both streets

Reception easily identifiable

Sightlines through the hostel let guests clearly see who is around

Easily navigable

See Level 4

Secure bag storage

See Level 2, M2

See Level 3 and Section A, M9

"Can you give us 15 minutes to get ready?"

You head upstairs to your dorm where someone is sleeping, so you take your make-up and clothes to the washroom beside the dorm. You two start talking and laughing while you share travel stories, misadventures and everything in between. It's not until you hear someone call your names from downstairs do you realize you've lost track of time. You look over the railing and see your new friends are ready to go.

"Oops, we'll be right down" you say and you go to drop your things back in the dorm and head out of the hostel.

You don't get back until 2:00am and fall quickly asleep once you reach your dorm. You wake up at 9:00am and get dressed in the washroom since a few people are still asleep. As you're putting on makeup, you can smell the hostel breakfast coming up from the dining room. After dropping your things back in the room, you grab some breakfast from the dining room before heading off to visit the AGO and see more of Toronto.

You stopped by a grocery store before returning to the hostel for the evening so you can save a little money and make dinner. When you pass through the dining room, you notice an events board saying the hostel is hosting a bingo night tonight. While you're making your dinner, you hear voices from above speaking and realize it's your friends from the night before. You take your dinner upstairs and sit and eat while everyone's chatting and playing a card game. They mention a rumour they heard that the winner of bingo night gets a gift card to the café downstairs so you all plan to play tonight.

Someone from your group wins bingo and so you all plan to go to the café tomorrow morning and explore more of the city together. But for now, you head to bed early after a long day.

See Level 4, M6

See Section A, M8

Cut-outs allow for easy communication between guests

Clear communication of hostel activities found in a central location

See Section A, M10

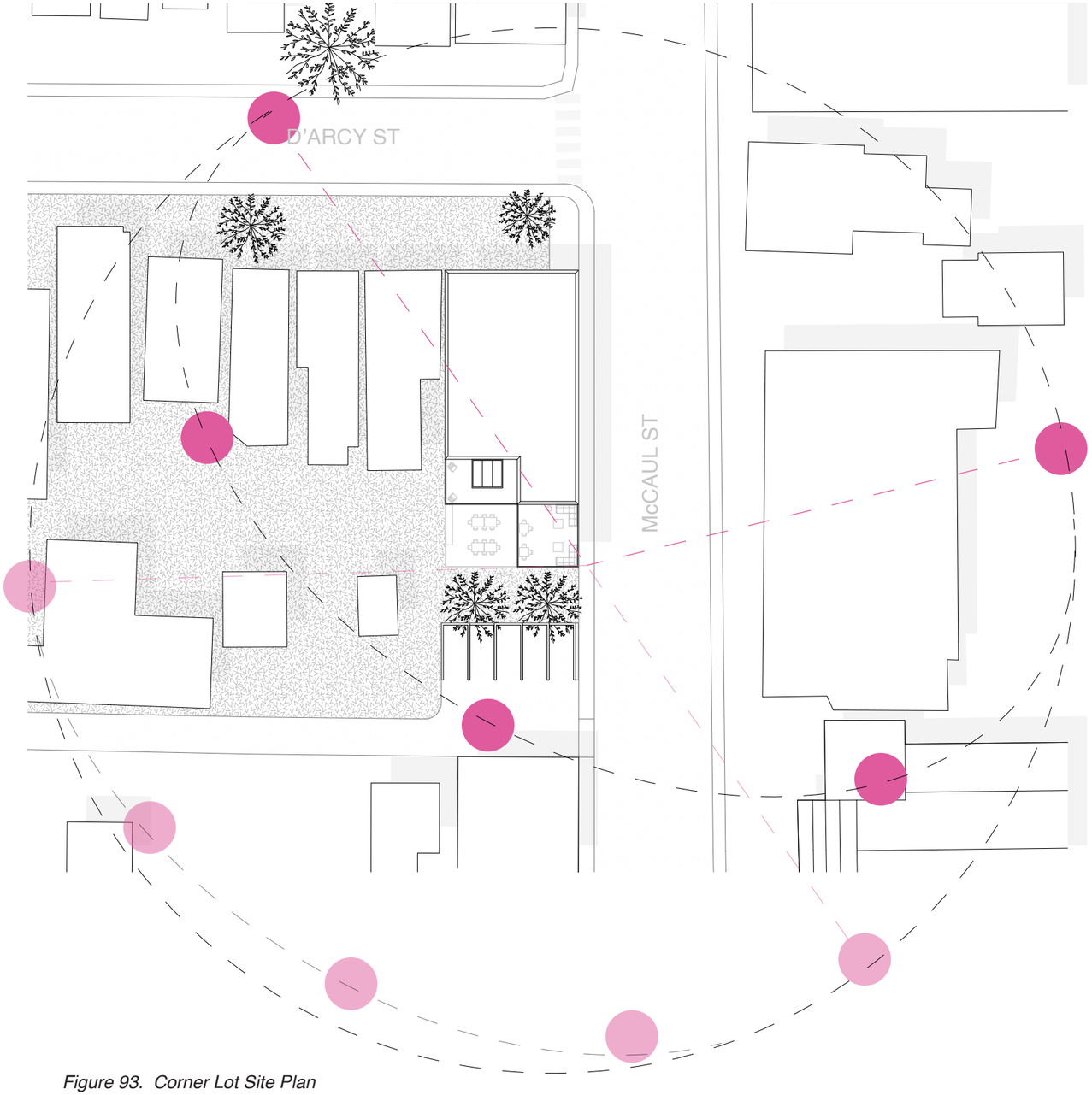


Figure 93. Corner Lot Site Plan

ANALYTICS

Mixed



Large Capacity



Multi



Railroad



Temporary Residence

PUBLIC PROGRAM

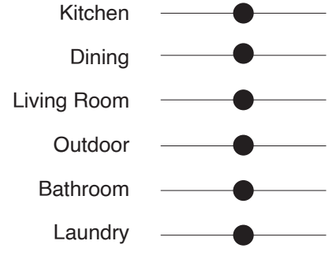
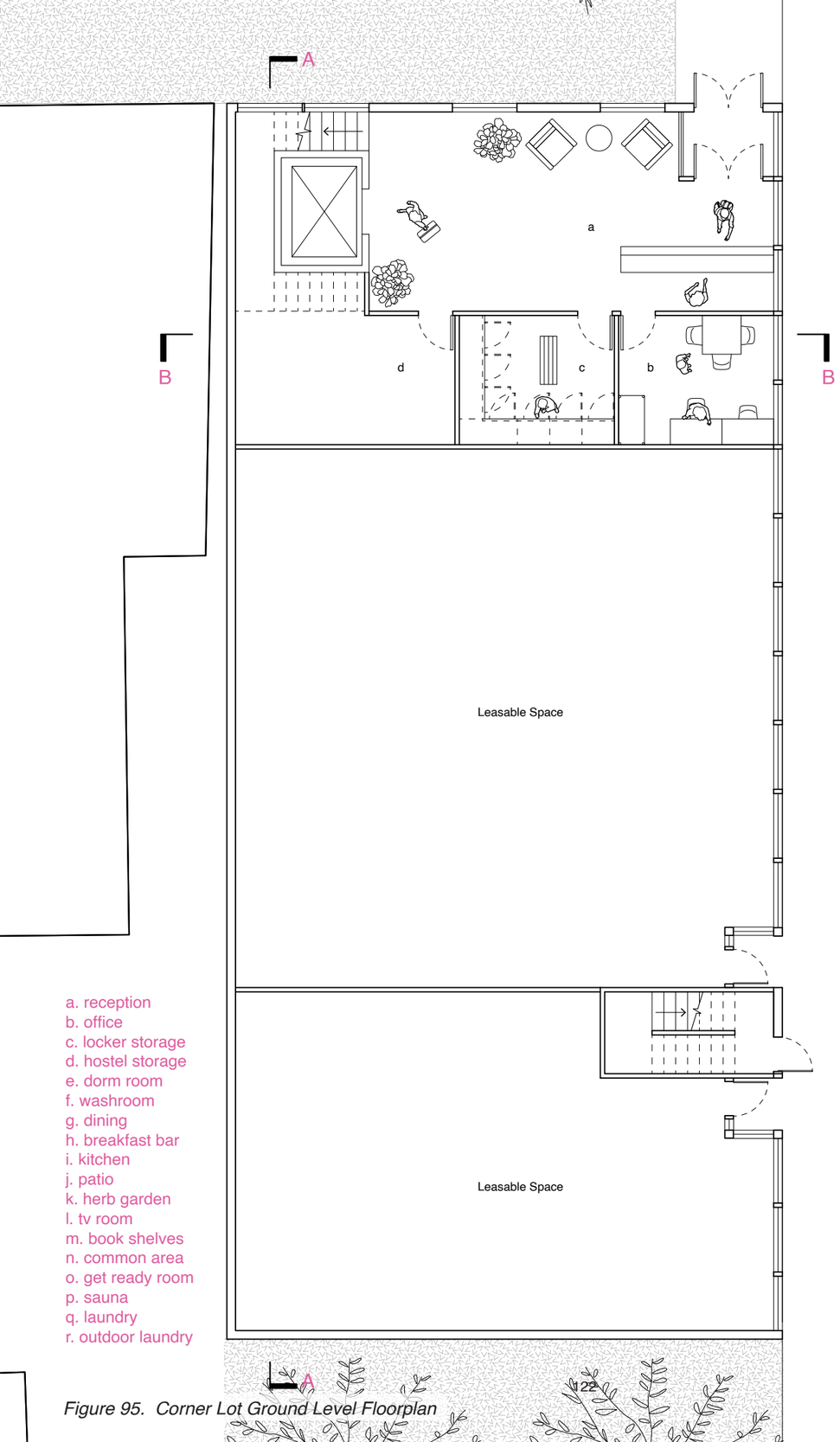




Figure 94. Corner Lot Front Elevation



a. reception
b. office
c. locker storage
d. hostel storage
e. dorm room
f. washroom
g. dining
h. breakfast bar
i. kitchen
j. patio
k. herb garden
l. tv room
m. book shelves
n. common area
o. get ready room
p. sauna
q. laundry
r. outdoor laundry

Figure 95. Corner Lot Ground Level Floorplan

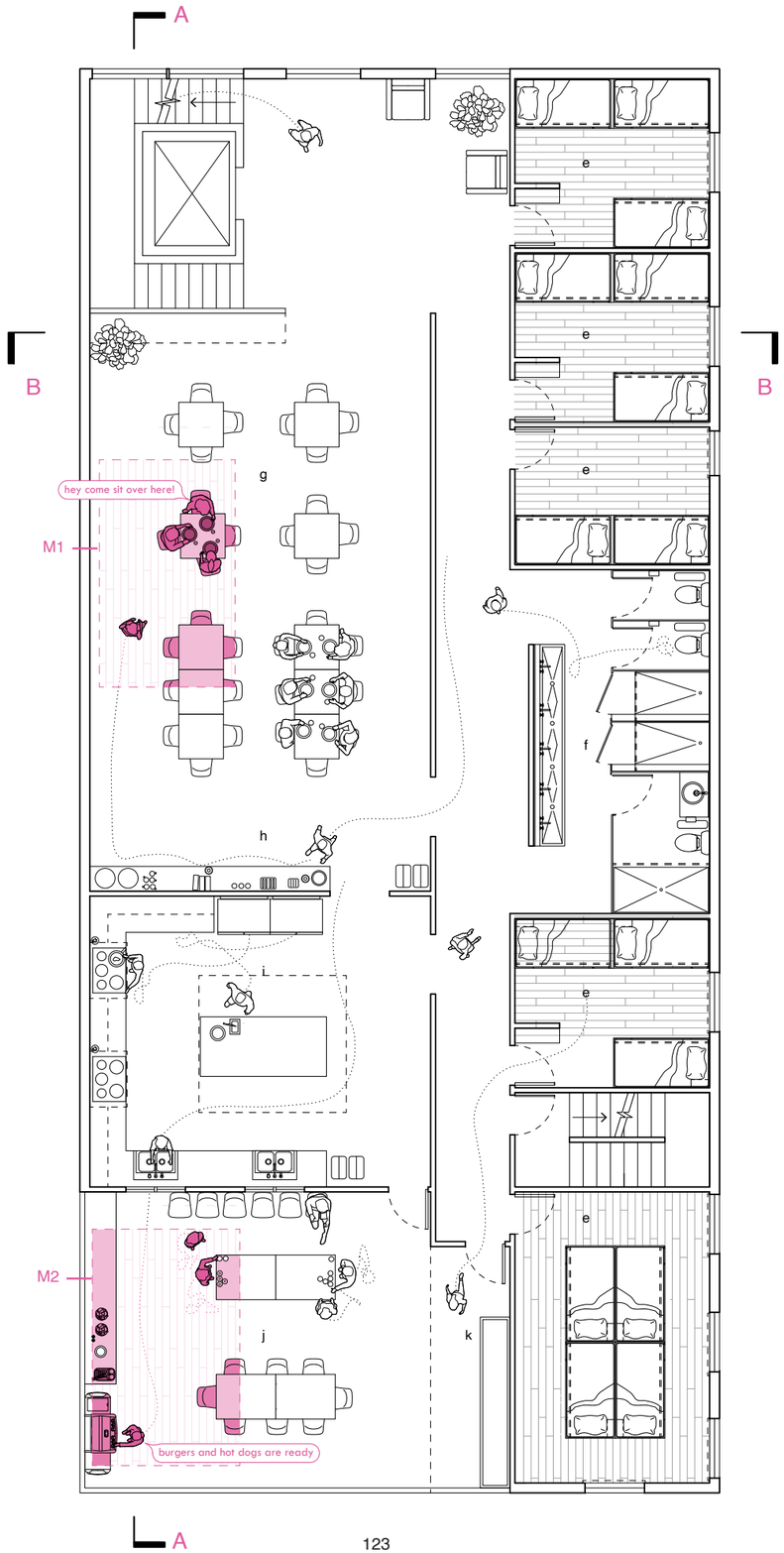
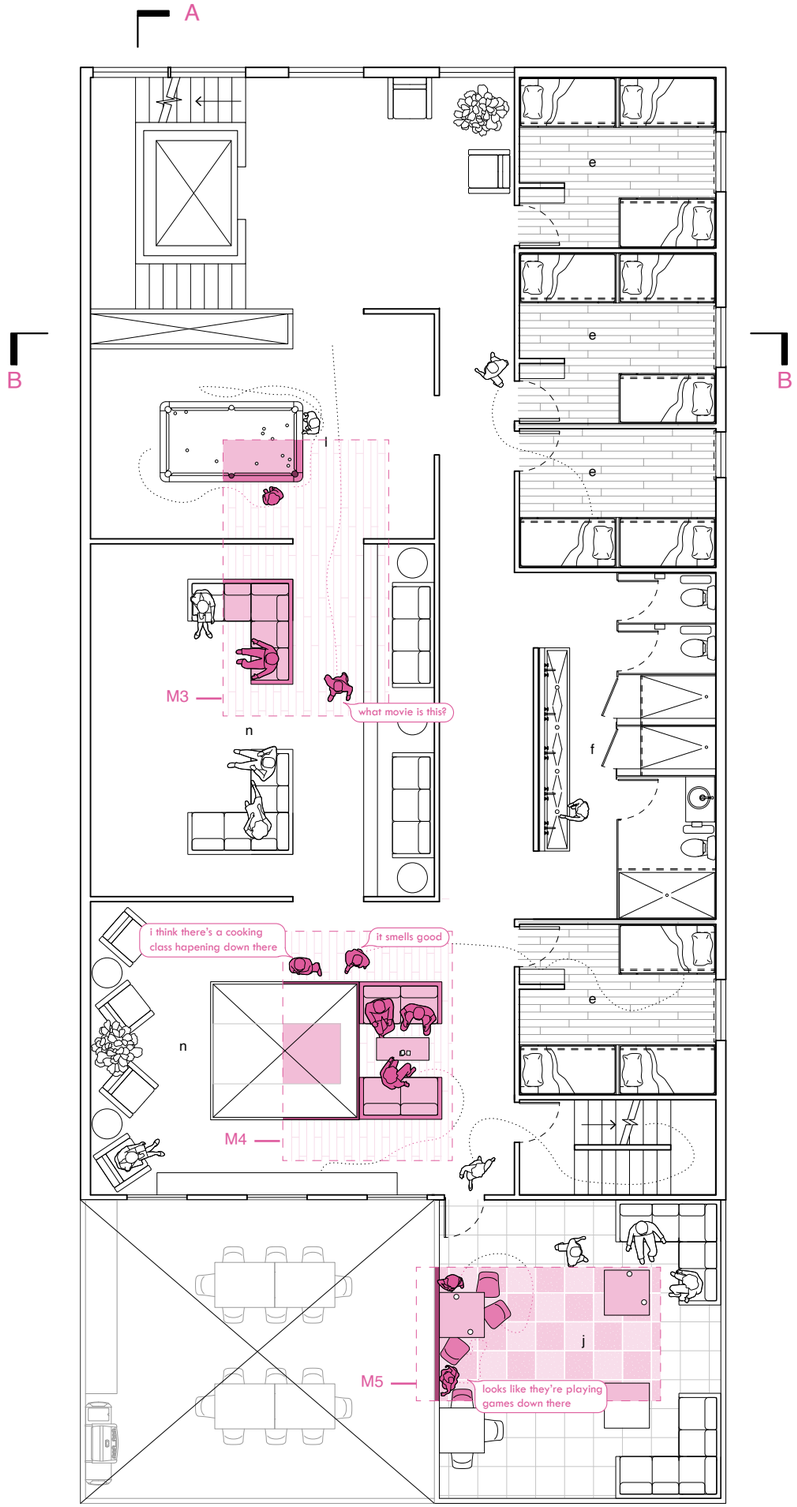


Figure 96. Corner Lot Level 2 Floorplan



a. reception
b. office
c. locker storage
d. hostel storage
e. dorm room
f. washroom
g. dining
h. breakfast bar
i. kitchen
j. patio
k. herb garden
l. tv room
m. book shelves
n. common area
o. get ready room
p. sauna
q. laundry
r. outdoor laundry

Figure 97. Corner Lot Level 3 Floorplan

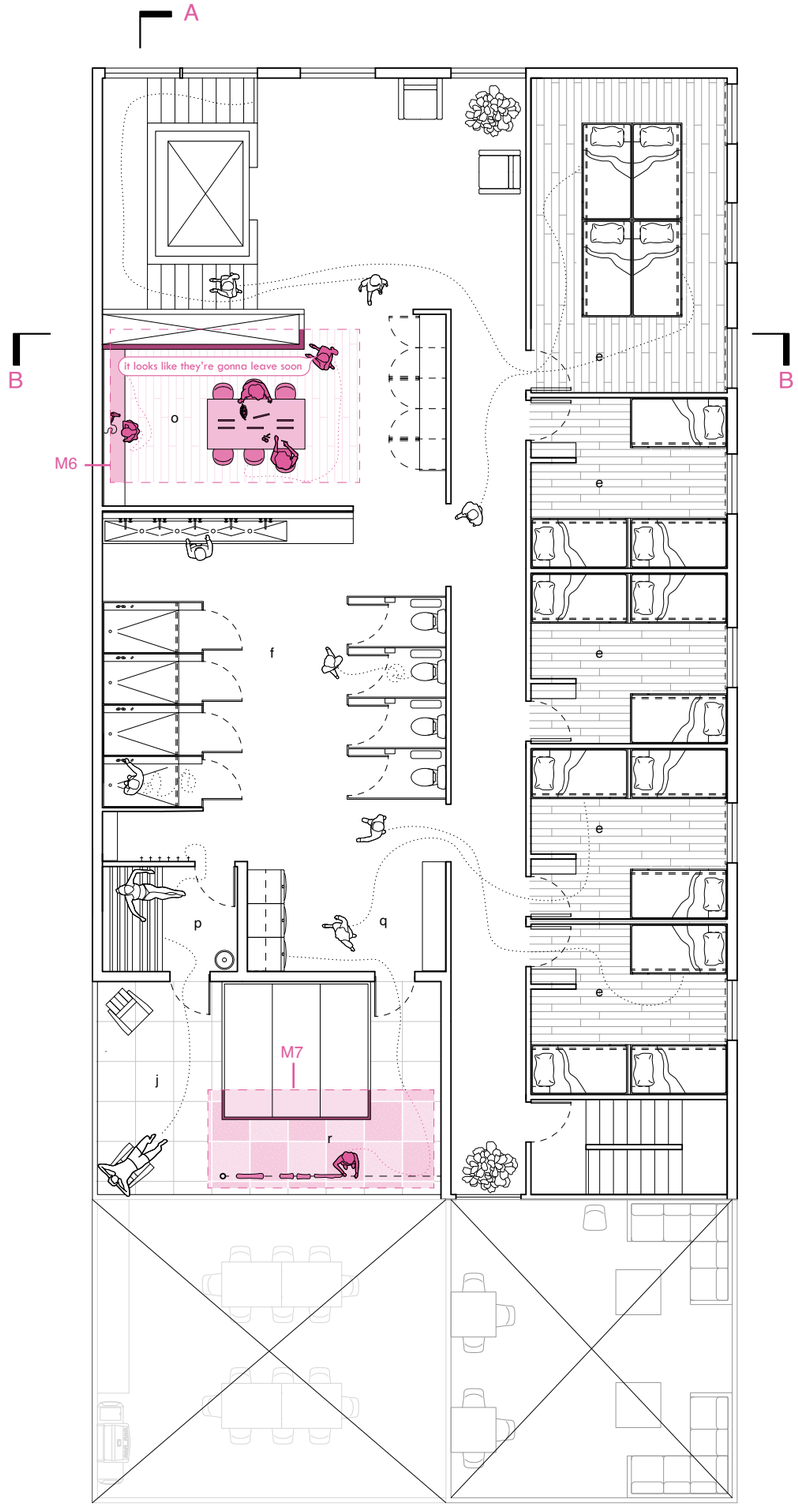


Figure 98. Corner Lot Level 4 Floorplan



Figure 99. Corner Lot Section A

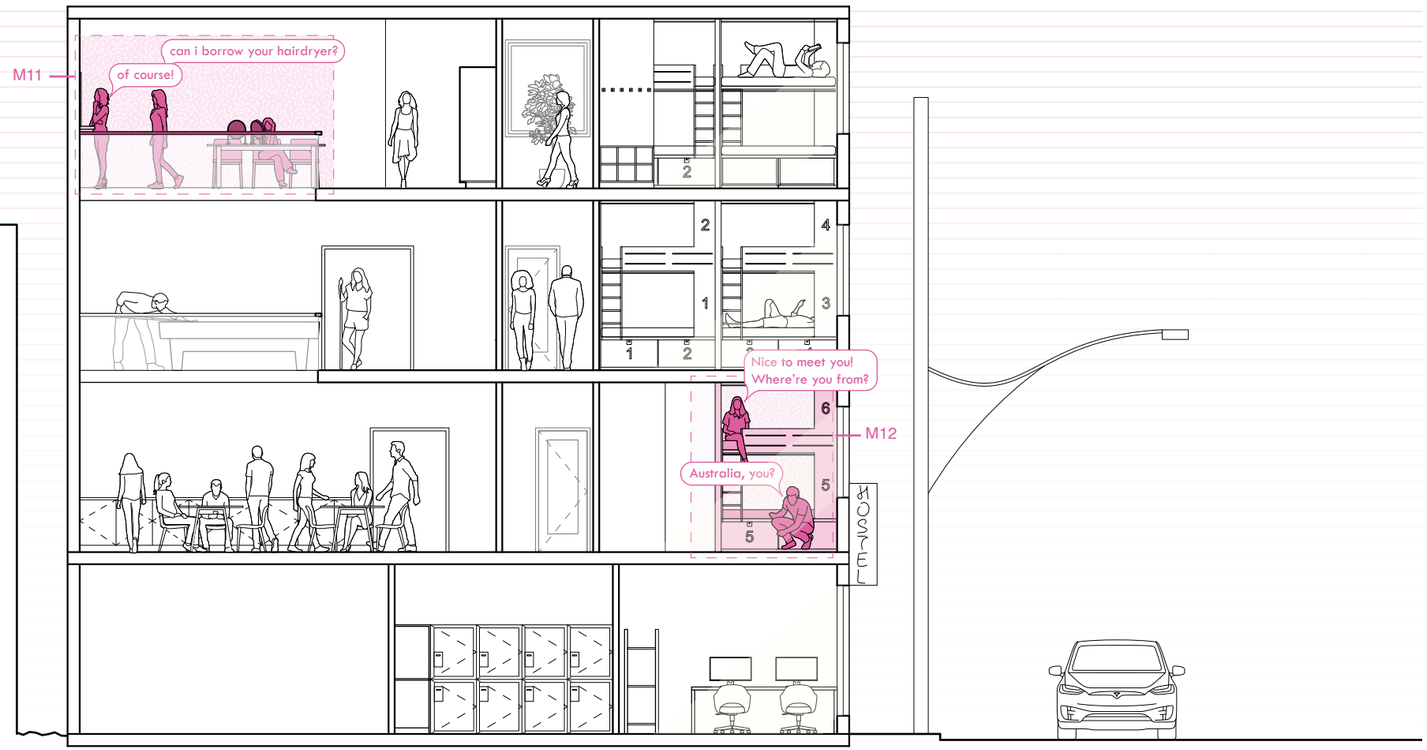


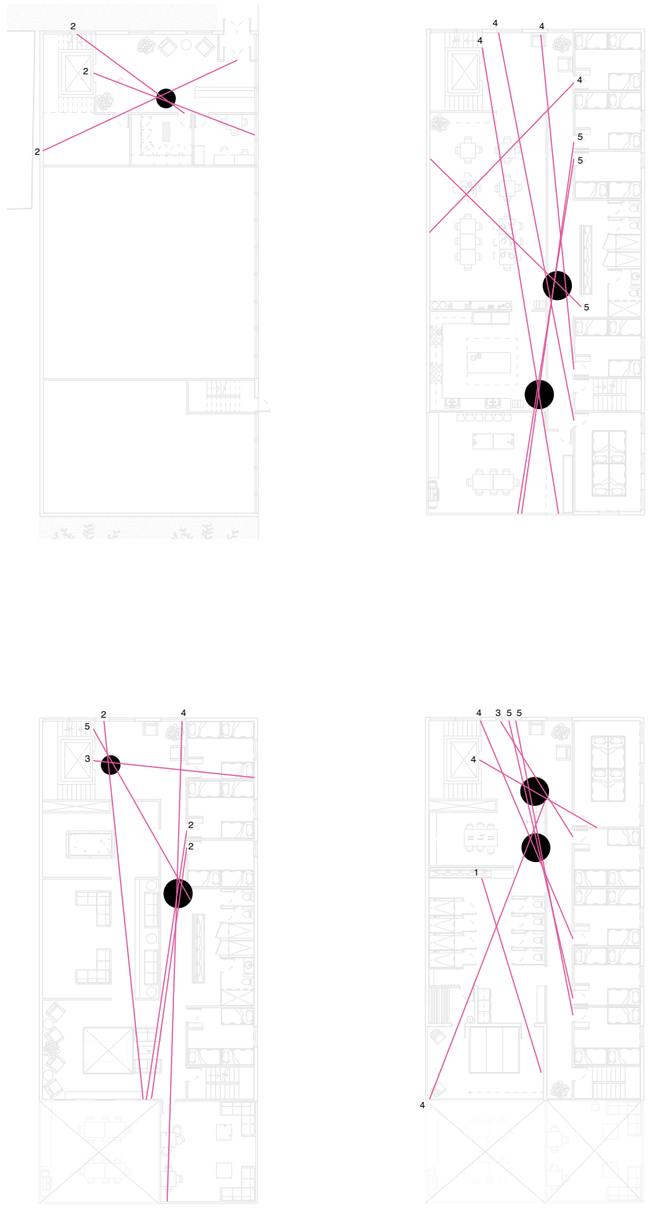
Figure 100. Corner Lot Section B

The hostel creates a welcoming atmosphere before the guests even enter the building. It establishes from the street corner that the hostel is a place for connection where travellers can relax and meet other travellers. Through the story, we see how these connections form through the eye of the traveller. Using a more diagrammatic approach, we can see how the design of the building reflects this ideology through the connection public spaces have to each other by using the axial diagrams. The line to intersection ratio for the entire hostel sits at 1.70, which is higher than the studied hostel and shelter precedents. The concentrated points of intersection generally also fall on the periphery of the common spaces, where guests are the most open to communicate with each other.

Through the traveller's diary, we also begin to analyze how the hostel is designed on a foundation of safety. We look to the justified graph to explore these concepts further through the analysis of privacy, choice, and sightlines.

Privacy was carefully considered in the design by implementing a corridor which breaks the matrix of connected rooms that Evans describes. Splitting the public common rooms from the dorm rooms, we create a gradient of privacy between the two spaces.

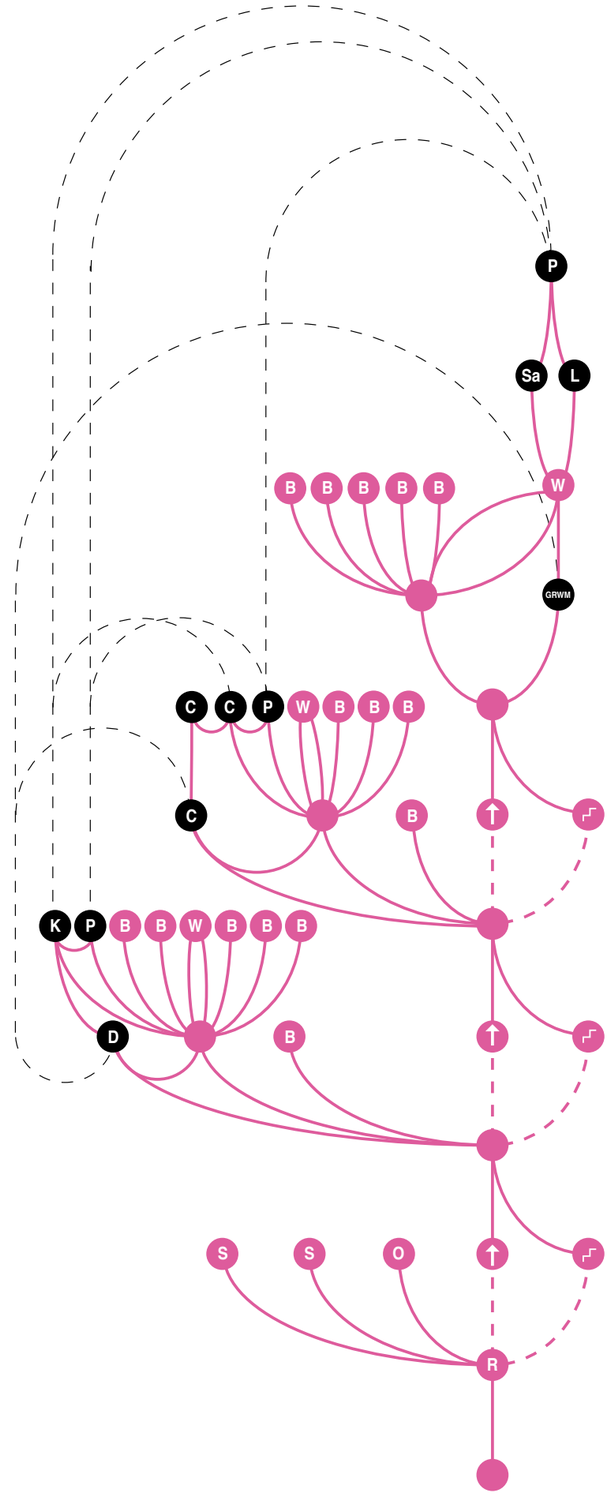
All common areas have a minimum of two entrances/ exits. This creates a well-connected common area that is very accessible to everyone throughout the hostel. Paired with the sightlines that connect the common spaces both with adjacent rooms on the same level, but also with rooms on the levels above or below, the hostel creates an environment that allows guests to choose which activities they would like to participate.



Total Lines: 23
Total Intersections: 39

Ratio: 1.70

Figure 101. Corner Lot Axial Maps



B Bedroom **C** Common Room **D** Dining **GRWM** Get Ready Room **K** Kitchen **L** Laundry **O** Office **P** Patio **R** Reception **S** Storage **W** Washroom

Figure 102. Corner Lot Justified Graph

The Open Lot

The final typology we explore is the open lot which provides the most freedom in design and can house more amenities. Located on an old parking lot off of Queen St W, this site allows for maximum flexibility with size and orientation of dorm rooms. For this reason, we turn inward within the building and explore how to create community with a central courtyard. This is a point where interior communal programs bleed out into this central outdoor space and provides opportunities for informal social interactions without the need of a planned activity. The dorm rooms are located on the periphery of the courtyard as a quiet space to retreat and observe what is happening in the central space without engaging.

The open site is located at the corner of residential roads Augusta Ave and Wolseley St which branch off the major arterial road, Queen St W. The position of this site is located near to public transit with the quickest route there taking 19 minutes from union station. The proximity to both subway station and street car means it is well connected to other city attractions. North of the site is Kensington Market located an eleven minute walk away, and south of the site is Graffiti Alley which is a three minute walk from the site. Using the adapted safety audit, the site scores a 61/70, with points taken off for limited bike infrastructure.

Breakdown for Safety Audit score found in *Appendix B, p. 174*

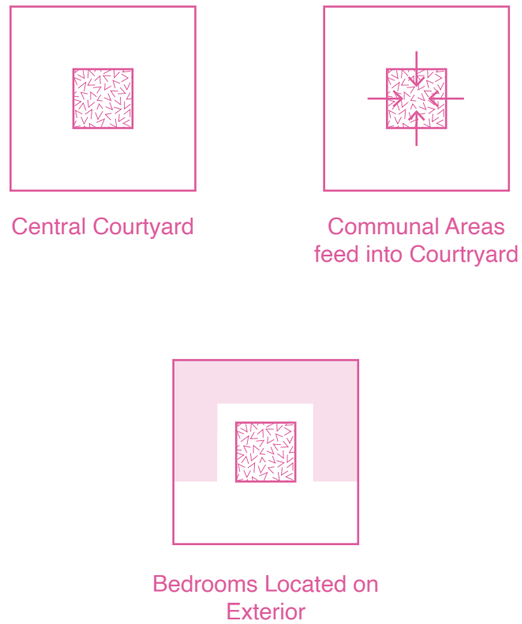
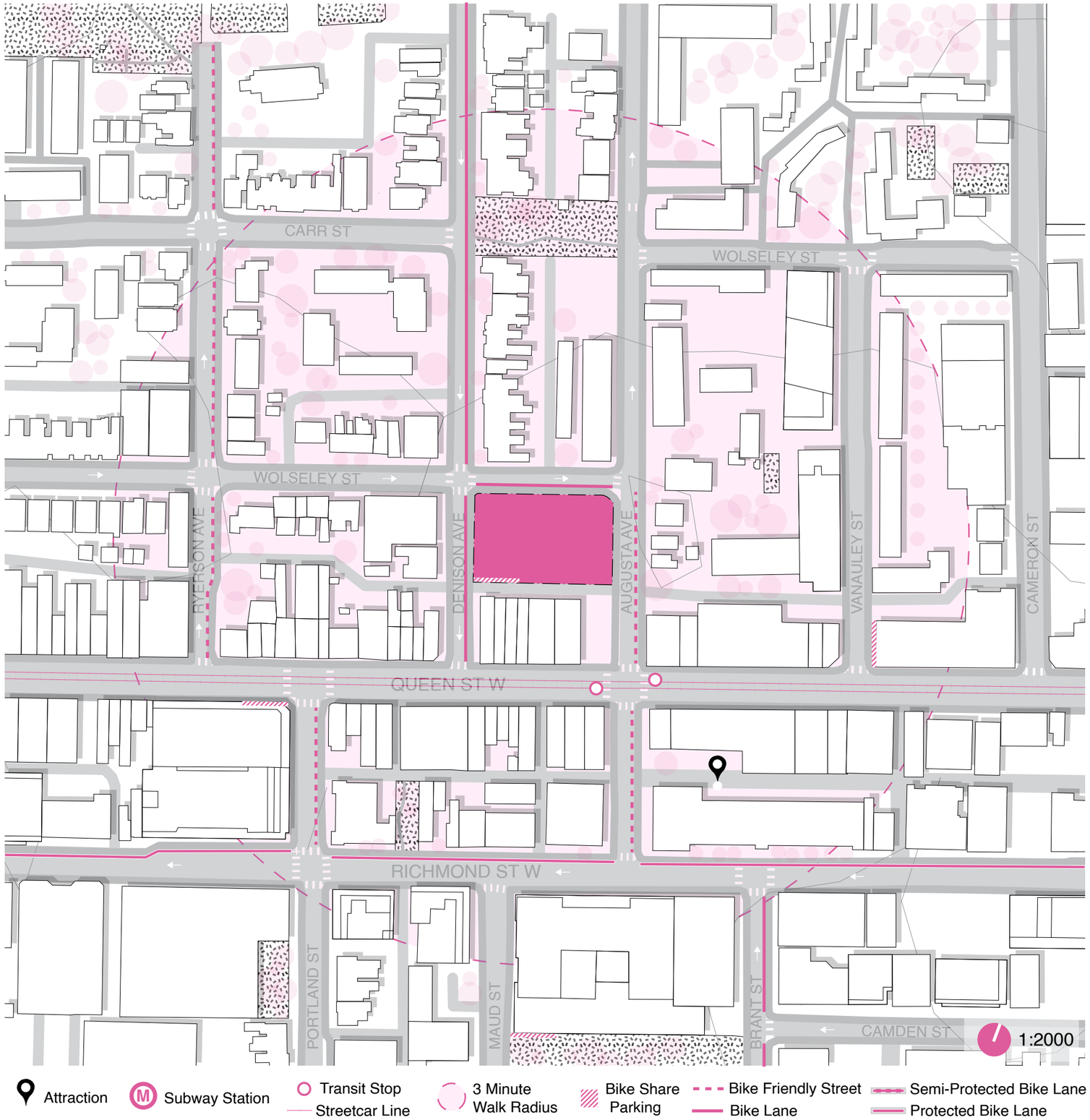


Figure 103. Open Lot Parti Diagram



Access and Movement	Rating
Public Transport How accessible is the site by public transport?	4
Pedestrian Access What is the quality of the paths, ramps and crossings, how easy is it for people with all abilities to get around?	5
Pedestrian Priority How Prioritized are pedestrians within the space?	5
Cycling How have cyclists' amenity and safety been considered?	3

Safe and Secure	Rating
Lighting How well illuminated is the space after dark?	5
Sightlines How well are sightlines considered around pedestrian access areas to ensure visibility and safety?	5
Openness & Entrapment How many choices of pathways & exits are there to move easily through the space in case of an emergency?	5
Natural Surveillance How well does the site allow for public natural surveillance	4

Look and Feel	Rating
Diversity of People Present What variety of people are occupying the space according to age, culture, gender and ability?	4
Behaviours What are common behaviours presented by the people on the site?	4
Sensory Experience What is the user's sensory experience of the space? Smells, sounds, and physical comfort	4
Sustainability and Maintenance How well presented and maintained does the site appear through elements such as (shelter, seating, drinking fountains etc.) impacting the overall sustainability of the site	4
Attentions / Attractions What elements (such as Cafes, Restaurants, Bars etc.) are present in the site?	5
Architecture What is the quality of the architecture or built form present on the site?	4

TOTAL	61 / 70
EXCELLENT	

Figure 104. Open Lot Site Context Plan

The Traveller's Diary: Entry #3

See Site Plan and Front Elevation

Your rental car's GPS says you should be arriving any minute now. You turn down Augusta Ave. and see the hostel sign on the building in front and the parking lot down the laneway on the left. You park the car and take your suitcase out of the trunk and walk towards the front entrance. You peer through the windows and see the common room, it's only 4:00pm and it seems like most people are still gone for the day. The receptionist checks you in at the front desk.

Easy to locate

Well lit parking lot

See Level 1

"Your room number is 105 which you can find just down the hall beside the elevator and then make a left, and your room is on the right. You're in bed number 2."

You take your suitcase and head down the hallway towards your dorm. On your way past you see a couple of people lounging on some couches in the common room and a big open courtyard where there are a few people on some lounge chairs reading books. You turn down the hall and reach your room where you drop your bag off and head back out to explore the city.

Easy to navigate hostel layout prevents guest from feeling lost

Secure luggage storage

See Context Plan

You get back to the hostel around 7:30pm. You went and got takeout at a nearby restaurant and have come back to the hostel to eat at the picnic tables in the courtyard. When you enter the common area, you see the folding doors have opened so that the courtyard and common area are now one big space. People are scattered about all participating in different ranges of activities. There are people having conversations in the kitchen while they make dinner, people are playing card games on the couches, and there's someone playing guitar around the fire in the courtyard.

Close proximity to a diverse mix of restaurants

Areas designated for different levels of activity.

You go sit down at the picnic tables and listen to the ambient noise coming from all around and above while you eat your dinner. When you're done, one of the hostel staff has put s'mores making material on a nearby table and you definitely have room for dessert. As you sit down at the campfire, you strike up conversation with the guitar player as you both roast your marshmallows. You say hello and they ask the routine questions "where are you from?", "how long have you been travelling for?", and "where're you headed next?". You tell them about the road trip you're on across Canada and the U.S. More people join around the campfire and you laugh and bond over flaming marshmallows. By the end of the night, you've somehow convinced three other people to join you on your drive to Niagara Falls the next day and they've offered to chip in for gas.

Central common area invites social interactions which make guest feel more comfortable

Separated washroom from dorm room lets other roommates continue sleeping

It's the next day and you have woken up at 6:30am after talking to your new friends until midnight. Still sleepy, you head across the hall from your dorm to shower, brush your teeth and get ready for the day and it's still early so you don't have to fight for bathroom space. You told your new friends to meet you in the common room near the reception. You head there early to make a cup of coffee for the road. You see your new friends walking down the hall across the courtyard and wave as you walk over to meet them. When everyone is ready, you leave the hostel and head to your car.

Sightlines across courtyard allow guests to see who is coming.

Transformable common space for a range of activities

You all get back to the hostel at 8:00pm exhausted after a long day of walking. You walk past the courtyard on the way to the dorm rooms and it looks like all the chairs have been gathered to face the back wall and a sheet has been put up.

"They're playing a movie outside tonight it seems."

Edge conditions of the courtyard allow guests to relax and observe, where they can choose their own level of engagement but not feel completely separated

You all agree to meet back in the courtyard at 9:00pm to watch the movie together. It's been a long and you just want a relaxing evening. You spied some hammocks on the second floor the night before and head upstairs to scroll on your phone for the next hour. You start to hear people gather in the courtyard and head back down to snag some chairs.

See Level 2, M5

Curtains provide a private place for quiet activities and sleeping

After the movie is done, you part ways with your friends and head back to the dorm. Someone is already asleep so you close the curtain and turn on the light in the bunk. You plug in your phone and take out your camera where you begin to go through all of the pictures you took today. Tomorrow, you're excited to explore more of Toronto.

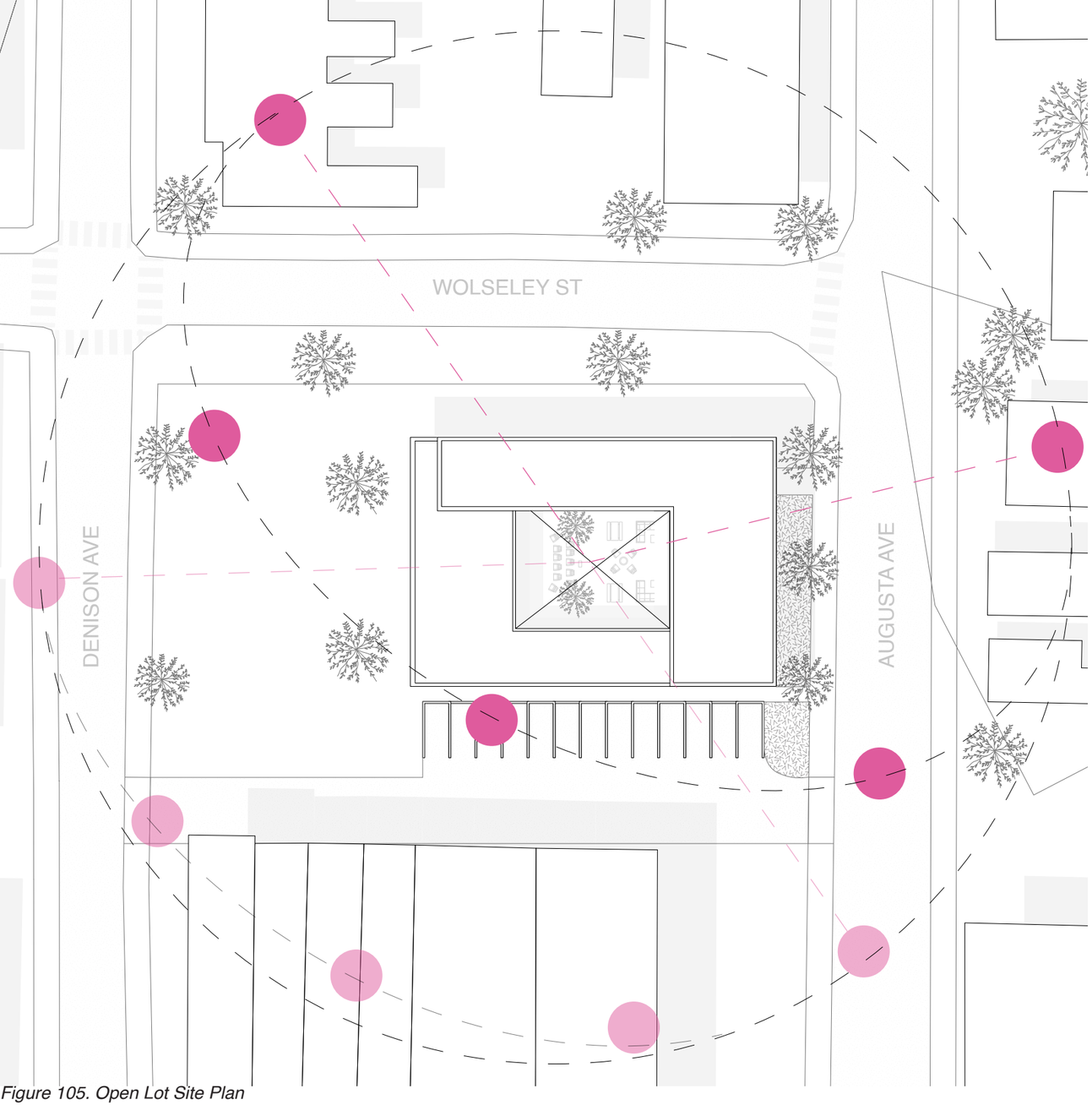
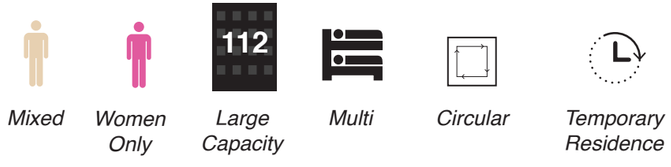


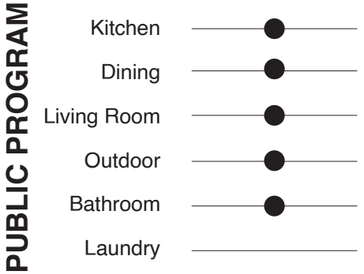
Figure 105. Open Lot Site Plan

ANALYTICS



Mixed *Women Only* *Large Capacity* *Multi* *Circular* *Temporary Residence*

PUBLIC PROGRAM





A

M1

it's so cold!

M2

the handmaids tale

found it on the bookcase over there

what book are you reading?

M3

ok so you're going take the popsicle stick and roll it in the maple syrup

what are you going as?

they have so many costumes in here!

a pirate

M4

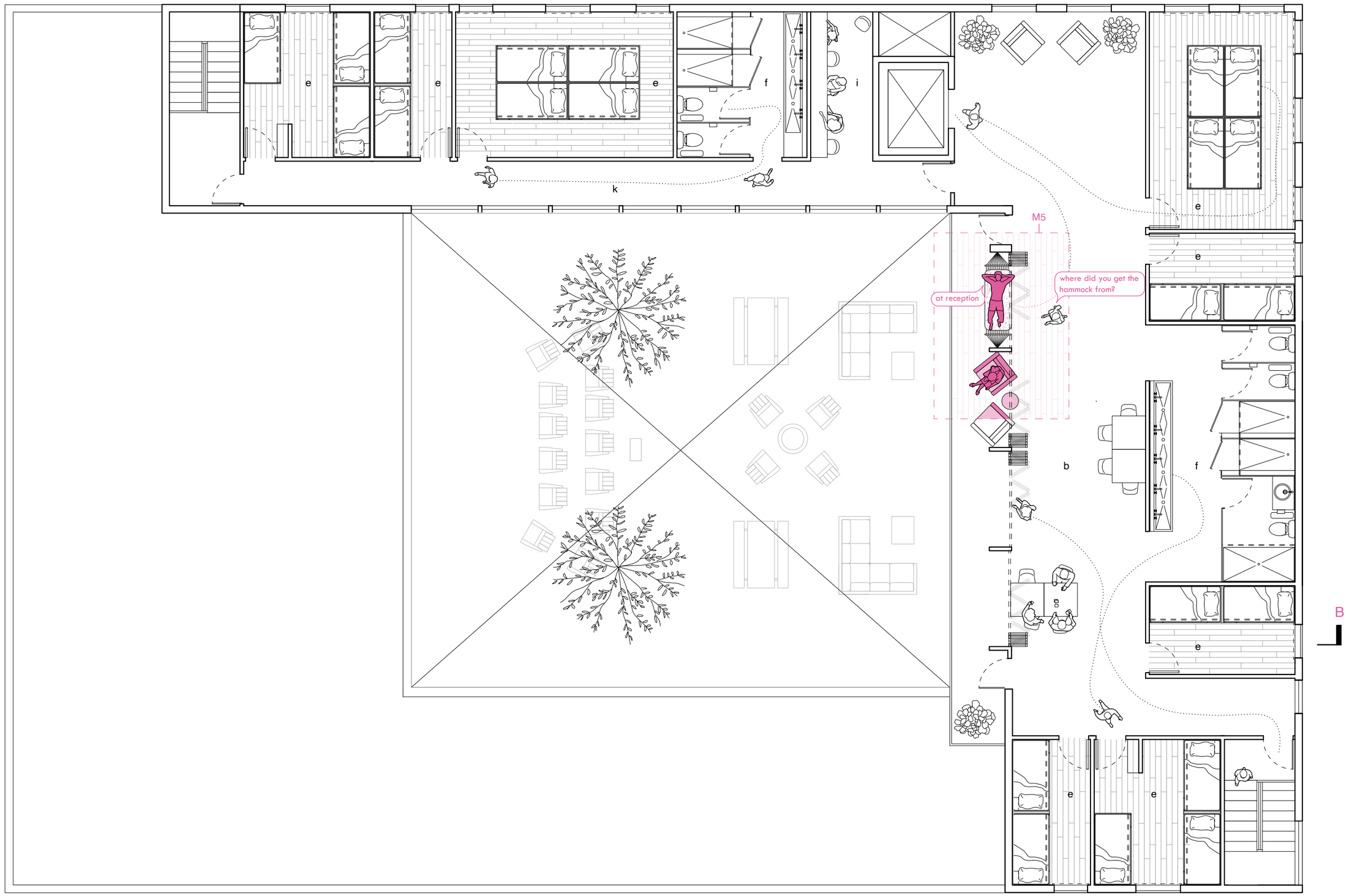
B

B

a. reception
b. common area
c. dining
d. kitchen
e. dorm room
f. washroom
g. courtyard
h. outdoor movie screen
i. get ready room
j. sauna
k. women-only dorms

Figure 106. Open Lot Ground Level Floorplan

A



a. reception
b. common area
c. dining
d. kitchen
e. dorm room
f. washroom
g. courtyard
h. outdoor movie screen
i. get ready room
j. sauna
k. women-only dorms

Figure 107. Open Lot Level 2 Floorplan



Figure 108. Open Lot Section A

What we learn from the diary of the traveller is how the hostel is experienced and how it provides space for social interaction without forcing it onto the guests. Rooms that are considered more private still operate privately but spaces rooms that are public are designed to encourage interaction. We begin to see this through the story and the plans, but we can also see this through the axial diagrams. These diagrams show where people's paths are likely to intersect which is primarily in the common areas.

The diary also begins to hint at the safety features embedded into the hostel. Through the point of view of the traveller, these features often go unnoticed but makes them feel at ease. Once compared to the traveller's story in chapter 5, we begin to see how effective these design strategies are at creating a safe and comfortable environment that in turn encourages socialization.

If we begin to compare these strategies to the precedents researched in chapter 3, we can evaluate the success of the hostel. The Saintlo Montreal hostel examined in chapter 3 also presents a courtyard hostel. Using the justified graph, we can see how each hostel differs and what makes this design more successful than Saintlo Montreal. Through the justified graph we can analyze how privacy, choice, and sightlines are employed throughout the hostel.

In terms of privacy, we look at the separation between the common rooms and the dorm rooms. The common room area, which also houses the kitchen and dining, is the central node into where the rest of the hostel breaks off. From here we do not immediately enter the dorms, there is a transition zone from public to private facilities.

When we talk about choice in the justified graph, we are looking at if there are multiple ways to reach a space, which can be seen in the graph through the rings made between nodes. We can see in the floor plan how the hostel has a circular circulation pattern, but it is seen more prominently in the graph how each space is an interconnected web.

This web is important in terms of safety but also in terms of social interaction. Pairing this with the sightlines created through the courtyard, guests are able to see what activities are currently being held or see another guest they wish to talk to across the courtyard. The sightlines and web give the guest the choice over the interactions they wish to have or choose to go a different direction.

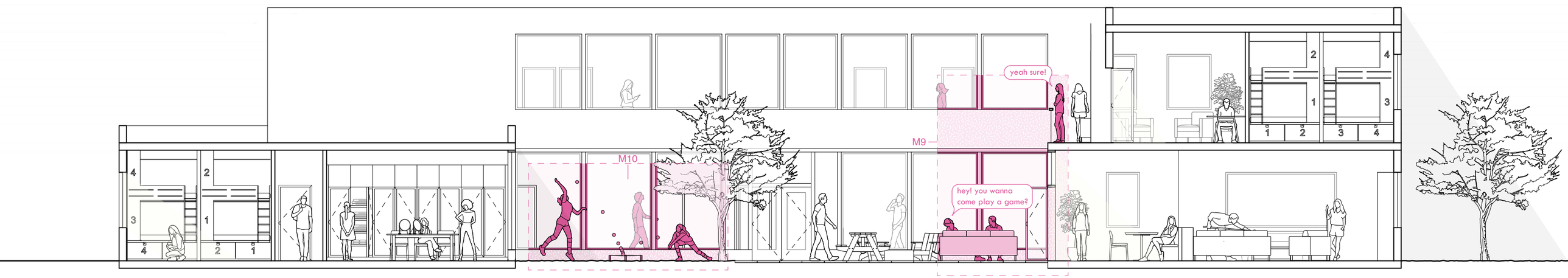
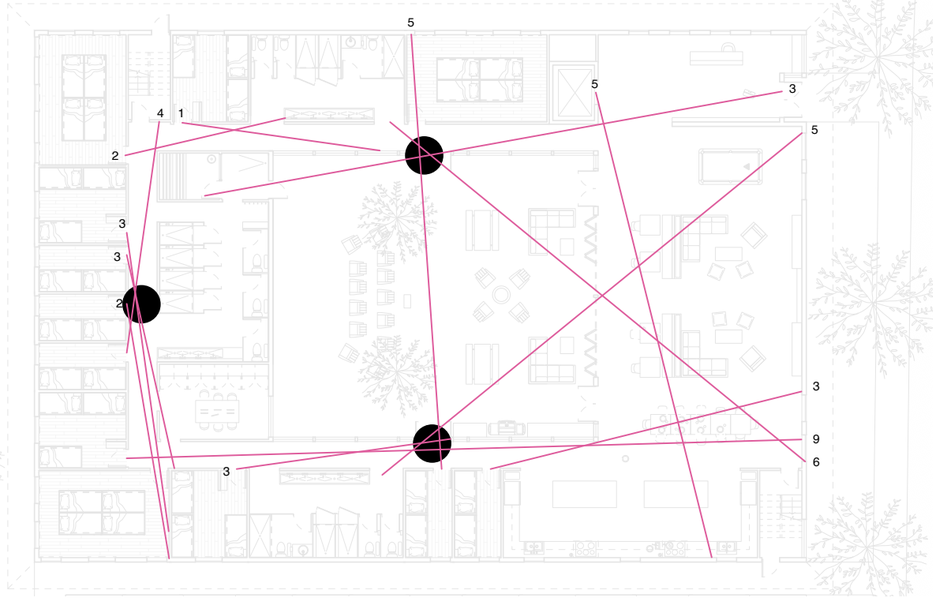
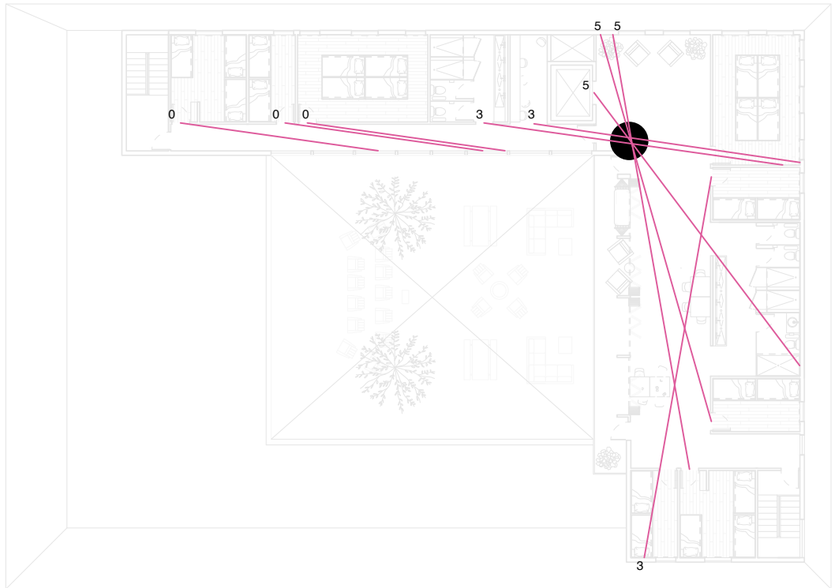


Figure 109. Open Lot Section B

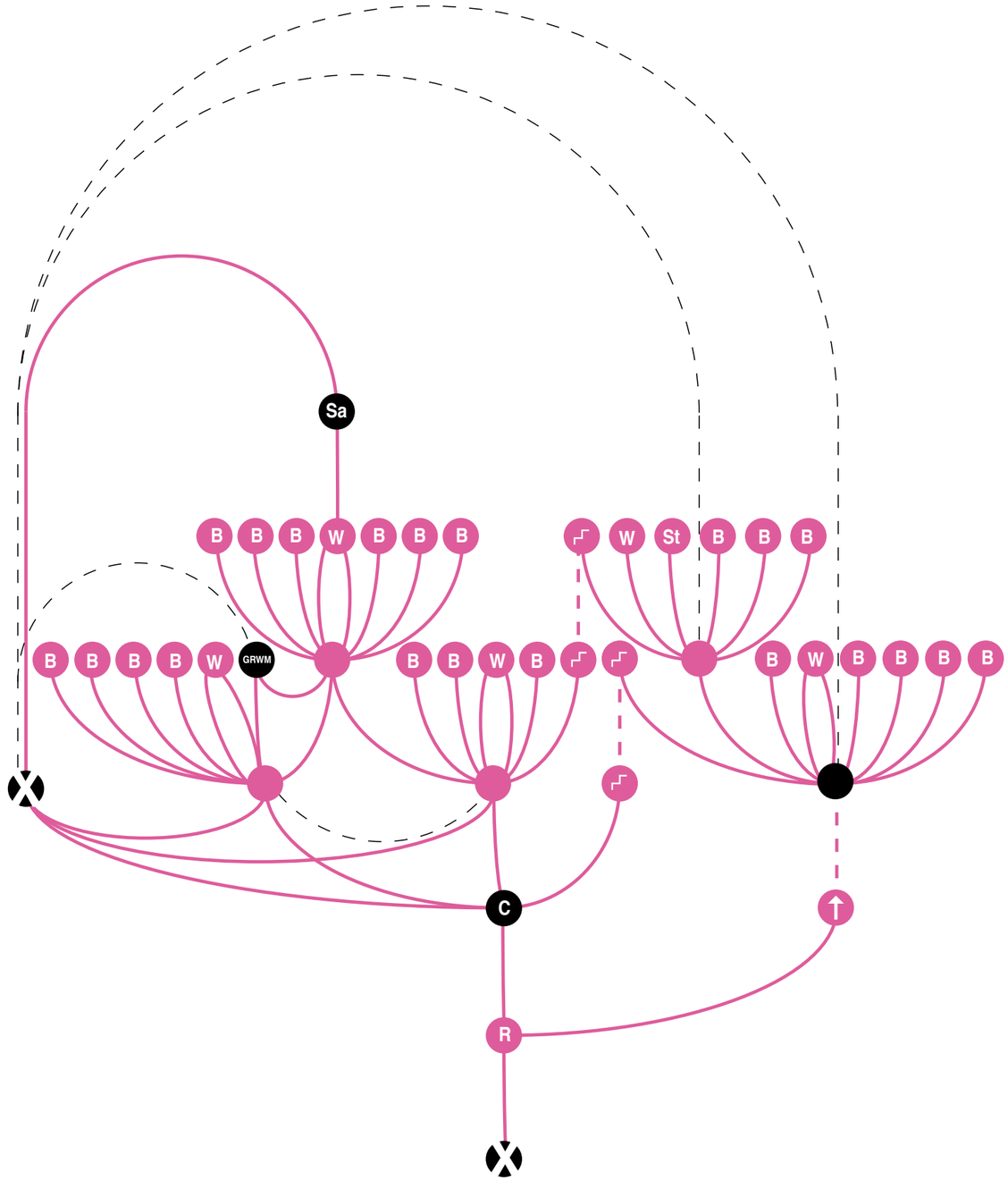




Total Lines: 23
Total Intersections: 37

Ratio: 1.61

Figure 110. Open Lot Axial Map

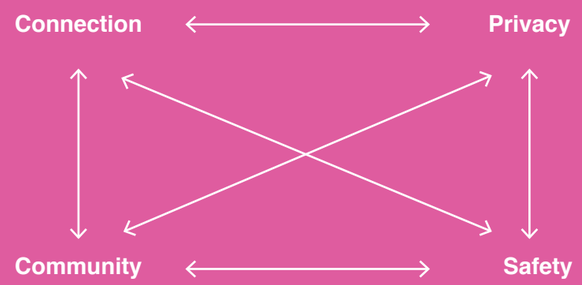


B Bedroom **C** Common Room **D** Dining **GRWM** Get Ready Room **K** Kitchen **L** Laundry **O** Office **P** Patio **R** Reception **S** Storage **Sa** Sauna **W** Washroom

Figure 111. Open Lot Justified Graph

While the design of these hostels are situated in Toronto and respond to the location, the design principles can be implemented in hostels located in other cities. The approach of using standard urban lot typologies creates the ideology where there is not one “perfect” hostel design that creates a safe and social space, but rather multiple strategies that can be used to design hostels that encourage social connection and establish a baseline safety for each guest.

CONCLUSION



We set out at the beginning of this thesis considering the hostel as more than an inexpensive place to sleep, but as a temporary home that brought strangers together. Through this, we asked how the design of a hostel can establish safety for an individual without sacrificing the community and connections.

The survey first revealed the traveller using the hostel. We learned they were someone looking for affordable accommodation and social interaction, as well as safety, privacy, and security. The precedent study demonstrated how these needs could be addressed spatially, through sequence, visibility, and shared spaces.

Through this research we learned that safety enables connection, a traveller needs to feel safe before they feel comfortable engaging with strangers. Connection also enables safety, once travellers engage with strangers, they are no longer strangers but friends. Welcoming design encourages both of these scenarios. While the final designs illustrated offer strategies that encourage community, the reality is that architecture cannot guarantee social interaction. Human behaviour remains unpredictable therefore the success of these spaces depends on factors outside of the architectural boundaries. However, architecture can allow for choice on who and how travellers wish to engage with others. Creating space for informal interactions in kitchens, corridors, washrooms, and terraces establishes familiarity between guests and develops comfort. Through these strategies, safety and community are not opposing conditions but work together to form the hostel experience.

These observations became the foundation for small scale furniture design that responded to the needs of women, and through a series of design guidelines for spaces within the hostel. These ideas were then tested through the design of three hostels that responded to different urban lot typologies. Testing these principles across three different lot typologies demonstrated that there is no single design that creates a perfectly safe and perfectly social hostel.

The final designs are ones that were designed within the Canadian context and therefore looks at typologies and conditions that respond to Canada's culture and climate. Future research can utilize the strategies founded in this thesis and explore what safe hostels would look like in different countries or climates.

The hostel became this fabric of interconnected lives: separate journeys brought together under one shared space, crossing and intertwining before continuing on their own paths. Although each traveller moved on, the connections formed along the way remained, carried forward into whatever came next.

You look back at the hostel, a backpack strapped onto your back and one onto your front as you say one last goodbye silently in your head. You wait at the curb for the bus that will begin your journey back home as you think back on all the memories of the new friends and experiences you made while staying at the hostels.

Endnotes

1. “Hostelworld | State of Solo Travel Report 2024,” accessed October 23, 2025, https://www.hostelworld.com/state-of-solo-travel.
2. “THE 17 GOALS | Sustainable Development,” United Nations, accessed February 19, 2026, https://sdgs.un.org/goals.
3. Ibid.
4. “State of Solo Travel 2025,” accessed July 24, 2026, https://www.hostelworld.com/state-of-solo-travel.
5. “Hostelworld | State of Solo Travel Report 2024,” accessed October 23, 2025, https://www.hostelworld.com/state-of-solo-travel.
6. “State of Solo Travel 2025.”
7. “Hostelworld | State of Solo Travel Report 2024.”
8. “State of Solo Travel 2025.”
9. This popular quote is often attributed to William Butler Yeats, but its true origin is uncertain and the phrase has evolved over time. For further discussion of the details of this quote, see: *Quote Origin: There Are No Strangers Here; Only Friends You Haven’t Yet Met – Quote Investigator®*, August 9, 2017, https://quoteinvestigator.com/2017/08/09/stranger/.
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APPENDIX A

Survey Questionnaire

1. By providing your consent, you are not waiving your legal rights or releasing the investigator(s) or involved institution(s) from their legal and professional responsibilities.
    - o I agree to participate in this study
    - o I do not agree to participate in this study
2. I agree to the use of anonymous quotations in any paper or publication that comes from this research
    - o Yes
    - o No
3. Age
4. Gender (select all that apply)
    - o Man
    - o Woman
    - o Non-Binary
    - o Trans
    - o Prefer to Self Indentify
5. If you selected “prefer to self-identify”, use this space to provide your response
6. Sexual Orientation
    - o Gay
    - o Straight
    - o Lesbian
    - o Bisexual
    - o Asexual
    - o Prefer not to say
    - o Other:
7. Have you travelled before?
    - o Yes
    - o No
8. Have you stayed in a hostel before?
    - o Yes
    - o No

Experience in Hostels

9. Why do you choose to stay in hostels?
10. What has been your longest experience travelling while staying primarily in hostels?
11. What size of bag do you travel with (40L Backpack, 60L Backpack, Carry-on suitcase, etc.)?

12. How much do you unpack your bag?
    - o Try to keep everything together
    - o Separate some clothes out
    - o Completely unpack
13. Do you prefer top bunk or bottom bunk in a dorm room?
    - o Top
    - o Bottom
14. How do you feel about triple bunk beds?

    Hate Them o o o o o Love Them
15. If you had to stay in a triple bunk bed, which level would prefer to sleep on?
    - o Top
    - o Middle
    - o Bottom
16. What activities do you do while relaxing in the dorm rooms?
17. What time do you leave the dorm rooms for the day?
18. What time do you typically come back to the dorm rooms in the evenings?
19. How often do you come back mid-day to the dorms to relax

    Never o o o o o o o Everyday
20. If you have had to wash your clothes while travelling, what is your preferred method?
    - o Finding a laundromat
    - o Picking a hostel that has a washing machine and dryer (for a fee)
    - o Wash clothes in hostel washing machine and hang to dry (washing machine has fee)
    - o Wash clothes in bathroom sink and hang to dry
    - o Have never washed clothes travelling
21. Where do you get changed?
    - o Hostel bathroom (ensuite)
    - o Hostel bathroom (shared)
    - o Under bedsheets
    - o Other:
22. Would you rather one big common area or multiple smaller common areas?
    - o Big room
    - o Multiple small rooms

23. What additional common rooms would you most like to see in a hostel to meet new people? (1 being most like to see, 6 being least like to see)

	1	2	3	4	5	6
Gym	o	o	o	o	o	o
Co-working Space	o	o	o	o	o	o
Game Room	o	o	o	o	o	o
Movie Room	o	o	o	o	o	o
Bar	o	o	o	o	o	o
Cafe	o	o	o	o	o	o

24. What activities have hostels put on inside the common areas that you've enjoyed?
25. Are there any other activities you would like to see in hostels to meet other travellers?
26. Do you prefer bars/cafe space to be open to the public?
    - o No
    - o Yes
    - o Doesn't matter to me
27. What kind of meals do you make in a hostel kitchen?
28. Have you ever had a car while staying in a hostel?
    - o Yes
    - o No
29. If yes, what country were you in and where did you park it?
30. Can you list your daily routine at a hostel? (Bullet Points are fine)

Safety in Hostels

31. Rank the following of what matters most when choosing a hostel (1 being most important, 6 being least important)

	1	2	3	4	5	6
Rating	o	o	o	o	o	o
Price	o	o	o	o	o	o
Reviews	o	o	o	o	o	o
Location	o	o	o	o	o	o
Events	o	o	o	o	o	o
Women-Only Dorms	o	o	o	o	o	o

32. What is the minimum rating you would stay at for a hostel ?

1	2	3	4	5	6	7	8	9	10
o	o	o	o	o	o	o	o	o	o

33. What are some immediate red flags you have when looking at a hostel online?
34. Is there anything you specifically look for when booking a hostel? (ie. beds with curtains, storage lockers, 24hr reception)
35. What size of dorm room are you comfortable staying in?
    - o Private room
    - o 4 beds
    - o 6 beds
    - o 8 beds
    - o 10 beds
    - o 12+ beds
36. What size dorm rooms do you find ideal
    - o Private room
    - o 4 beds
    - o 6 beds
    - o 8 beds
    - o 10 beds
    - o 12+ beds
37. Where do you keep your valuables?
    - o In a locker
    - o On the body at all times
    - o In bunk bed
38. Have you ever had difficulty finding a hostel from the outside?
    - o Yes
    - o No
39. Have you ever gotten lost inside of a hostel due to unclear signage, winding hallways etc.
    - o Yes
    - o No
40. Is personal safety something you are concerned with when travelling?
    - o Yes
    - o No
    - o Depends on location
41. Is your safety an expressed concern of other people (friends/family) when travelling?
    - o Yes
    - o No
    - o Maybe

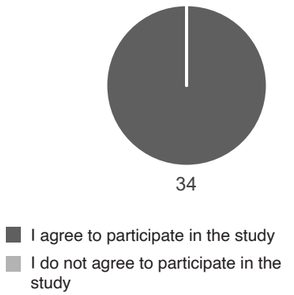
42. Have you ever felt unsafe in a hostel?
    - Yes
    - No
43. If yes, can you describe what aspects of the hostel made it feel unsafe.
44. What actions do you take to make sure you feel safe in a hostel?
45. If you have any experiences or stories you think might also be helpful, please use the space below

Apprehension of Hostels

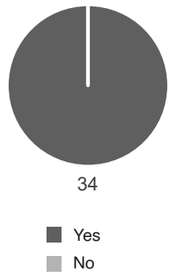
46. Have you travelled by yourself before?
    - Yes
    - No, only with other people
47. What has been your previous accommodation when travelling?
    - Hotel
    - Airbnb
    - Resort
    - Friends/ Family
    - Other:
48. Have you had apprehensions for staying in a hostel, and if yes, what were they?
49. Can you describe any cultural or religious considerations that make hostels undesirable for you?
50. If you were to stay in a hostel, how many people would you be comfortable sharing a room with (including yourself)?
    - 4 people
    - 6 people
    - 8 people
    - 10 people
    - 12+ people
51. How likely would staying in a hostel with gender seperated dorms improve your experience
52. Would you be comfortable sharing a room with more people if your bed looked like this?
    - Yes
    - No

Survey Responses

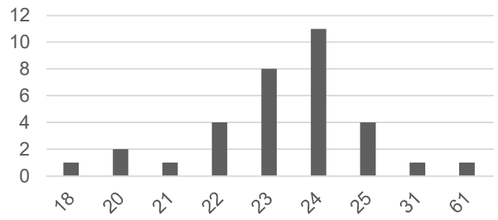
1. By providing your consent, you are not waiving your legal rights or releasing the investigator(s) or involved institution(s) from their legal and professional responsibilities.



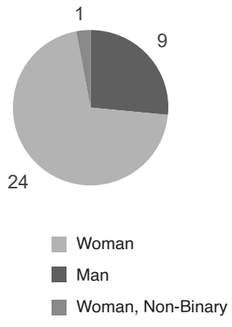
2. I agree to the use of anonymous quotations in any paper or publication that comes from this research



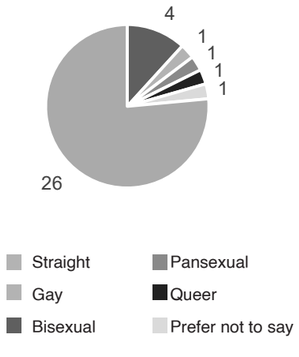
3. Age



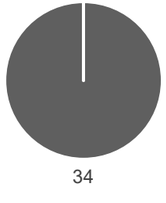
4. Gender



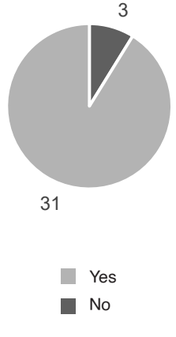
6. Sexual Orientation



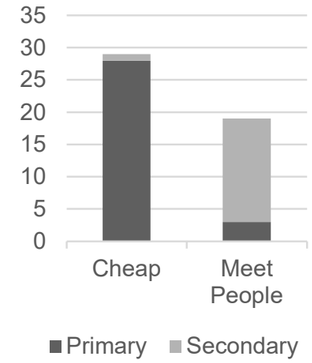
7. Have you travelled before?



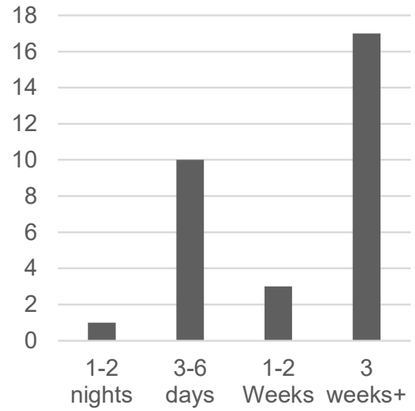
8. Have you stayed in a hostel before?



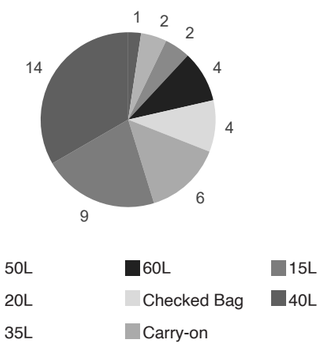
9. Why do you choose to stay in hostels?



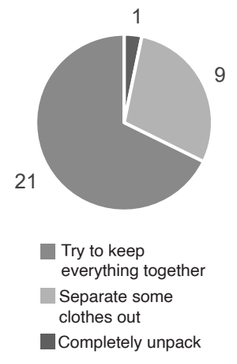
10. What has been your longest experience staying in hostels



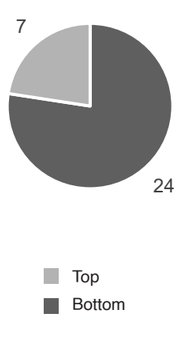
11. What size bag do you travel with?



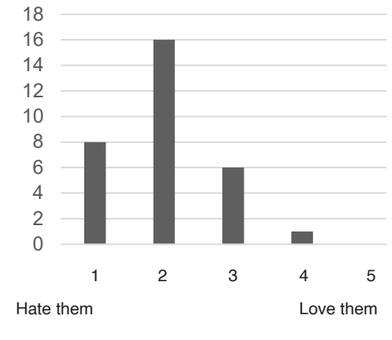
12. How much do you unpack your bag?



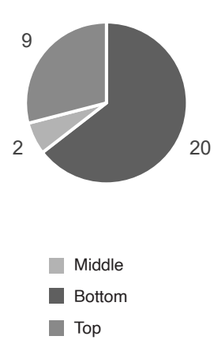
13. Do you prefer top or bottom bunk in a dorm room?



14. How do you feel about triple bunk beds



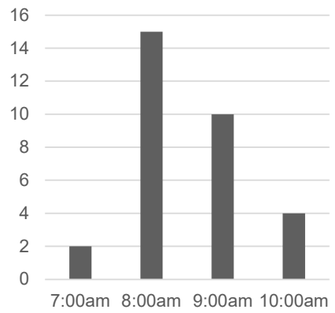
15. If you had to stay in a triple bunk bed, which level would you prefer to sleep on



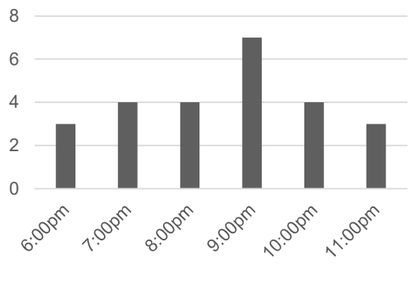
16. What activities do you do to relax in the dorm rooms

Go on phone; Read; Watch Something; Write in Journal; Call people; Talk to other roommates; organising bag; Planning Trip; Eat; Sketching; Nap

17. What time do you leave the dorm rooms for the day?



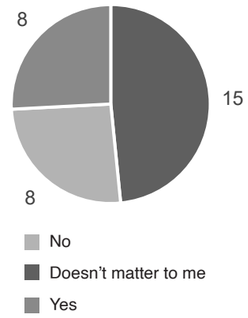
18. What time do you typically come back o the dorm rooms in the evenings



25. Are there any other activities you would like to see in hostels to meet other travellers?

Cooking together; Card Games; Themed Nights; Speed Friending; Sport activities; Information Sessions; Socializing Space; Movie Nights; Small-scale cafe or bar

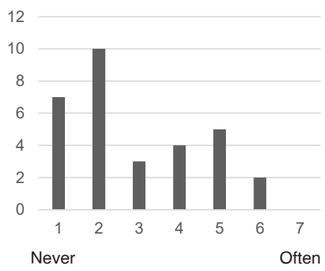
26. Do you prefer bars/cafe space to be open to the public?



27. What kind of meals do you make in a hostel kitchen?

None; Sandwhiches; Pasta; Oatmeal; Pre-made meals; Rice; Eggs; Veggie Fry; Salads;

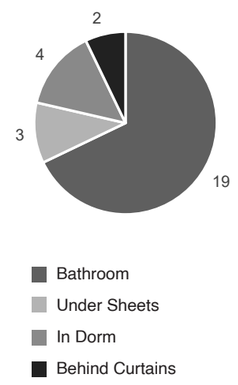
19. How often do you come back mid-day to the dorms to relax?



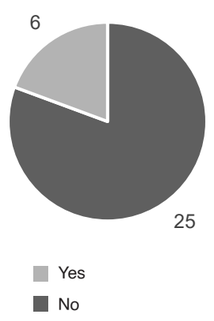
20. If you have had to wash your clothes while travelling, what is you're preffered method?



21. Where do you get changed



28. Have you ever had a car while staying in a hostel?



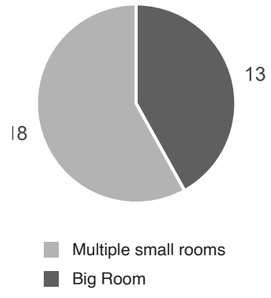
29. If yes, what country and where did you park it?

Spain - public parking garage;
Scotland - Hostel parking lot;
Slovenia - Hostel parking lot;
New Zealnad & UK - Paid lot;
Guatamala - Lot beside hostel;
Hostel had parking

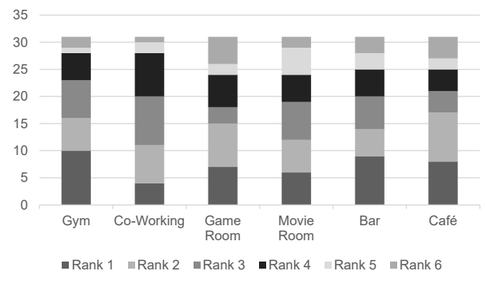
30. Can you list your daily routine at a hostel?

-Wake up
-Shower
-Get Dressed
-Leave
-Come back in evening
-Hang out in common areas
-Go out for the night with hostel or friends
-Get ready for bed
- Sleep

22. Would you rather one big common area or multiple smaller common areas?



23. What additional common rooms would you most like to see in a hostel to meet new people?



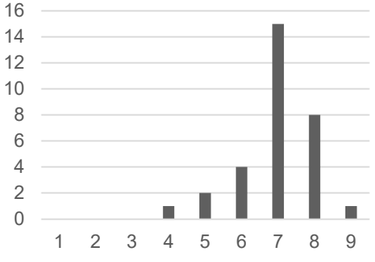
24. What activities have hostels put on inside the common area that you've enjoyed?

Karaoke; Trivia; Beer Pong; Happy Hour; Just Dance; Pub Crawls; Games Night; Books with other peoples stories; Cooking class; Toga Parties; Ping-Pong; Bingo; Pool Table

31. Rank the following of what matters most when choosing a hostel



32. What is the minimum rating you would stay at for a hostel?



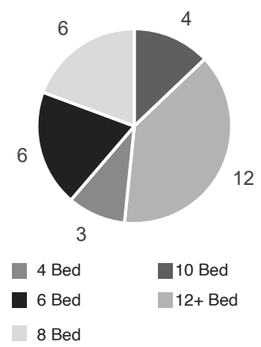
33. What are some immediate red flags you have when looking at a hostel online?

Mention of bed bugs; unsafe neighbourhood; dirty; no curtains on bunks; bad reviews; mixed dorms only; no common spaces; bad rating; Party vibes

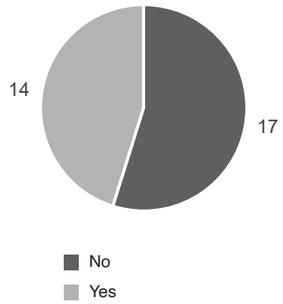
34. Is there anything you specifically look for when booking a hostel?

Beds with curtains; Storage Lockers; full kitchen; 24 hour reception; socialable hostel; female dorms; safe area; lockable bathroom and showers; nice looking dorms; laundry; air conditioning; bathrooms per person; cleanliness;

35. What size dorm are you comfortable staying in?



42. Have you ever felt unsafe in a hostel?



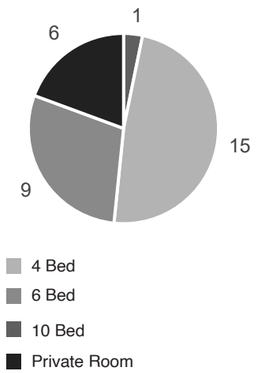
43. If yes, can you describe what aspects of the hostel made it feel unsafe?

Too many people in the room; bathrooms were sketch; only women in mixed dorm; no curtains on beds; doors did not lock; unisex bathrooms; people attempting to follow to room; someone else trying to get into bunk; poorly lit entrances; unclear sightlines between hostel and street; poor storage security;

44. What actions do you take to make sure you feel safe in a hostel?

Keeping track of valuables; being aware of surroundings; get acquainted with dorm mates; booking smaller, women-only dorms; memory of hostel layout;

36. what size dorm fo you find ideal?



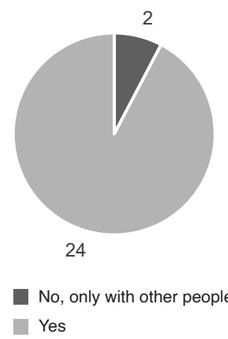
37. Where do you keep you valuables?

38. Have you ever had difficulty finding a hostel from the outside?

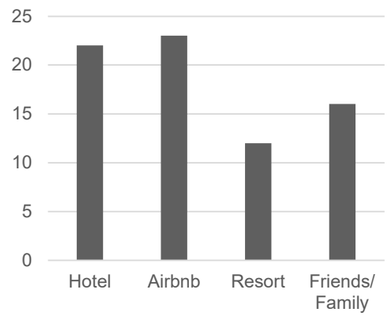
45. If you have any experiences or stories you think might also be helpful, please use the space below

Storage spaces not big enough for bags; Small Beds; not enough bathrooms for everyone; Lack of personal space; Really enjoy being able to meet people; Doors not locking/ easily unlocked

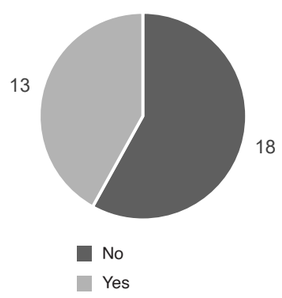
46. Have you travelled by yourself before?



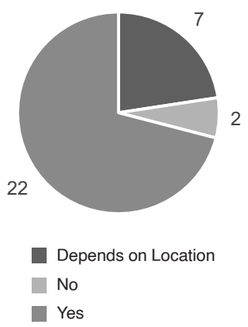
47. What has been your previous accomodation when travelling?



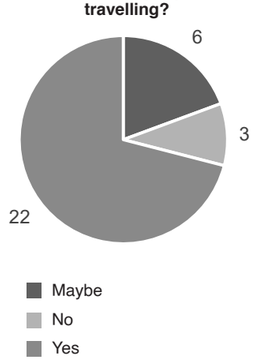
39. Have you ever gotten lost inside of a hostel due to unclear signage, winding hallways, etc.?



40. Is personal safety something you are concerend with when travelling?



41. is your safety an expressed concern of other people when travelling?



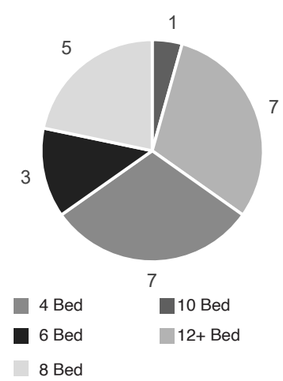
48. Have you had apprehensions for staying in a hostel, and if yes, what were they?

Worried about shared bathrooms; didn't want to share room; living with strangers; safety; noise; cleanliness; afraid of being robbed

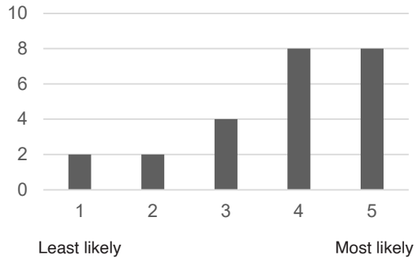
49. Can you describe any cultural or religious considerations that make hostels undesirable for you?

I'm a Muslim woman so I have to be covered, I also have to pray, so I would be worried about potentially being harassed. I also value having my personal space; open bathrooms

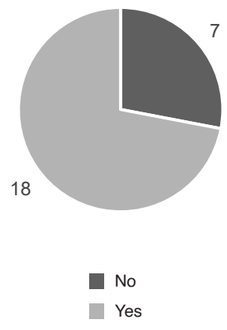
50. If you were to stay in a hostel, how many people would you be comfortable sharing a room with?



51. How likely would staying in gender separated dorms improve your experience?



52. Would you be comfortable sharing a room with more people if your bed looked like this?



APPENDIX B

Safe and Secure	Very Poor (1)	Poor (2)	Average (3)	Good (4)	Excellent (5)
Lighting How well illuminated is the space after dark?	Space is dark and gloomy.	Space has minimal lighting with many dark spots or broken streetlights.	Adequate lighting in some areas, other areas may be over-lit or a little too dark.	Adequate lighting in most areas and can clearly see someone from a distance.	Lighting is comfortable and sufficient for clear visibility in all areas.
Sightlines How well are sightlines considered around pedestrian access areas to ensure visibility and safety?	Numerous blind corners and elements including vegetation, cars, and fences blocking sightlines.	Minimal clear sightlines, some landscape features causing blocking and blind corners.	One or two blind corners, most landscape features and obstacles allow for visibility.	Clear sightlines thoughout most of the space, all obstacles allow for visibility.	Clear sightlines throughout the entire space, all landscape features allow for visibility.
Openness & Entrapment How many choices of pathways & exits are there to move easily through the space in case of an emergency?	No clear path of escape from multile areas with enclosed walkways and only a single access point into the space.	Unclear path of escape with only one option to exit the space.	Two pathway options and exits in case of emergency and easily visible street signs.	Clear path of escape with many pathway choices and no dead ends or enclosed areas and clear signage.	Clear wayfinding showing multiple paths of escape with many wide and accessible path and exit options.
Natural Surveillance How well does the site allow for public natural surveillance?	No natural surveillance from surrounding tenancies, no windows or balconies etc.	Minimal natural surveillance from surrounding tenancies or adjacent public spaces.	Some natural surveillance from public spaces or surrounding tenancies with some windows facing towards site.	Sufficient natural surveillance with surrounding tenancies looking onto the site.	Space is filled with natural surveillance from windows/ balconies facing site (if applicable) or nearby amenity that attracts multiple pedestrians/ commuters.

Access and Movement	Very Poor (1)	Poor (2)	Average (3)	Good (4)	Excellent (5)
Public Transport How accessible is the site by public transport?	No public transit options within a 10 minute walk from the site.	No public transit within a 5 minute walk from the site.	There's a public transport stop within 5 walk from the site.	The site is within a 3 minute walk of a streetcar line or subway station used by people at peak times.	The site is in close proximity to a range of bustling public transport options with clear wayfinding & signage.
Pedestrian Access What is the quality of the paths, ramps and crossings, how easy is it for people with all abilities to get around?	No pedestrian paths or ramps.	Minimal pedestiran paths in poor condition, no ramps for access into raised areas.	Sufficient pedestrian paths and ramps in most of the site.	Wide pedestrian paths and ramps for suitcases and wheelchairs to easily access.	Good quality, wide pedestrian paths and ramps for suitcases and wheelchairs to fit inside.
Pedestrian Priority How Prioritized are pedestrians within the space?	Motor vehicles are prioritzed, with no consideration of pedestrian access.	Pedestrians are somewhat considered in areas of the site.	Clear pedestrian connections in the majority of the site.	Pedestrians are prioritized with wide protected footpaths and raised crossings to low traffic.	Site has a pedestrianized zone, seperating pedestrians from traffic, encouraging walking and social activity in the urban space.
Cycling How have cyclists' amenity and safety been considered?	No cylce lanes, paths, or bike storage provided.	Bike friendly roads provided with some weather-exposed ring and post bike parking.	On-road painted bike lanes provided with multiple bike parking spots.	On-road protected bike lane with bike share stations conveniently located, and multiple bike parking spots.	On-road protected bike lane with bike share stations conveniently located, and enclosed bike parking.

Look and Feel	Very Poor (1)	Poor (2)	Average (3)	Good (4)	Excellent (5)
Diversity of People Present What variety of people are occupying the space according to age, culture, gender and ability?	No people present/ the space dominated by one tyoe of person.	The single gender, culture or age group is exclusive and unwelcoming to others.	Mostly one type of person present in the space, occaisonally a mix of people will enter the space.	Space has a mix of ages and cultures using the space and passing through.	The space has a diverse variety of ages, genders, cultures and abilities using the space.
Behaviours What are common behaviours presented by the people on the site?	Presence of unpredictable people participating in anti-social behaviour, drug/alcohol use or sleeping rough.	Evidence of antisocial behaviours, such as alcohol bottles, syringes, rubbish dumping etc.	Some evidence of litter and graffiti.	People behaving appropriatly within the space.	A number of people are interacting and communitcating positively, possible participating in organized group activities.
Sensory Experience What is the user's sensory experience of the space? Smells, sounds, and physical comfort?	Sensory experience is hostile with bad smells, littered environment and negative sounds, sirens, yelling etc.	User's sensory experience is uncomfortable, unclean environment with loud sounds of traffic and machinery.	User's sensesory experience is average with a mix of good and bad smells and a mixture of loud and quiet sounds.	User's sensory ecperience is good , pleasant smells and some positive ambient noise from surrounding activity.	User's sensory experience is excellent with pleasant smells and lots of positive ambient noise such as people chatting and background music.
Attractions What elements (such as Cafes, Restaurants, Bars etc.) are present in the site?	No visual elements or attractions are present in the site.	One or two cafes or restaurants present on site, unfrequented.	Restaurants and cafes present on site, used by people at peak times.	Bars, café's, and restaurants are present on the site and attract attention. Some city attractions are located within a 15 minute commute.	A large selection of bars and café's are present in the site and attract a variety of users. City attractions are located within a 15 minute walk.
Architecture What is the quality of the architecture or built form present on the site?	Hostile, uninhabitedable or partly demolished built form and infrastruture.	Low quality building quality with little to no street facing windows.	Average quality building, some street facing windows.	Good quality buildings and infrastructure with ground floor activated and opened to the street.	Quality and infrastructure with ground floor activated and opened to the street and balconies overlooking street.
Sustainability and Maintenace How well presented and maintained does the site appear through elements such as (shelter, seating, drinking fountains etc.) impacting the overall sustainability of the site?	Site is unmanaged with signs of vandalism or hate slogans in the area.	Site is unmanaged, some attempt to contain litter with few buns available.	Site appears managed with gardens and clear paths. Suffiecient rubbish and recycling bins provided.	Site is well maintained with multiple waste disposal options available and a variety of landscape amenities.	Site is well maintained with high quality landscape amenities including tree planting, seating inder shelter and in the sun, drinking fountains with dog bowls, etc.

	Very Poor	Poor	Average	Good	Excellent
TOTAL SCORES	**< 30**	**30 < x < 40**	**40 < x < 50**	**50 < x < 60**	**> 60**

Adapted Safety audit from Nicole Kalms, *She City: Designing out Women's Inequity in Cities* (Bloomsbury Publishing, 2023).

Gender Mainstreaming: Gender mainstreaming is a strategy that has been adapted from feminism to promote gender equality that does not conform to a specific gender binary. Its aim is to make sure that men and women's responsibilities and opportunities do not depend on being born as either male or female.

Human-Scale: Human-scale refers to the physical dimensions of an object, room, or space, that is directly proportional to the human body. Human-scale avoids creating monolithic structures and instead focuses on how the body interacts and uses a space to generate dimensions.

Intersectionality: Intersectionality, is the practice of not solely seeing the difference between men and women as a singular issue, but rather as one framed through multiple social identities and the unique experience of a person when each identity intersects. These social identities impacting this thesis include, but are not limited to: sex, gender, cultural upbringing, religious beliefs, sexual orientation, age, and socio-economic status.

Personal Safety: Personal safety refers to the perceived safety of a person's mental and physical state.

Possessional Safety: Possessional safety refers to the safety of a persons belongings.

Privacy: Privacy will be continually redefined throughout the thesis when examining different programs. For hostels, privacy will be understood as the social distance between people as spaces that are usually defined as physically private and separated are often shared in hostels. For this reason privacy will look at the gradient between private and public space.

Sex and Gender: Sex refers to the biological difference between male and female for example of XX and XY chromosomes and reproductive systems. Gender refers to the social construct of what is considered "normal" representation of an individual's biology. The term woman/women will be used when referring to the gender identity of a person. When needing to specify based on sex, the gender-neutral term "people who menstruate" will be used.