

Overall, the staff take differnet shifts in the different zones/spaces so they are able to somehow change work enviornments to break the monotony of the same space use.

Identity therefore becomes experienced through the development strategy between the people and the space, the spatial differences offered and the sense of community.

## 2nd Phase

## Transmission

Introduction to more sources of entertainment i.e Tv time and board games
Can spend more time outside.
The courtyard has tables and chairs for groups of four .
Allowed to work within the workshops. At this stage, no money is earned but they are given tokens for discounts at the institutions store.



## 3rd Phase

## Intergration

-Given freedom to develop their own schedule (one of the features of their spaces is that it has a wall clock) - More entertainment and socialization time. The courtyard has bigger tables and more seats and is divided into different areas to accomodate for family visits and children play time with their parents. -They can be mentors to the people in the previous phases. -Allowed personal items in the rooms like photos on the walls. - They can customize their room i.e if they make something at the workshop they can bring it to their space. - They are able to earn money from time spent working at the workshops and as mentors. The money is kept with the staff responsible for their resocialization programme and when they finally leave the institution, the accumulated amount is given to them. -More visits from their families especially the ones with children. More visits from people living outside the institution slowly familiarizes them with the outside and slowly eases them

back to society.