



# Inspirational Design Guide That will change how you think about workplace design

**MDP + Partners**  
Office Design Guide

## Foreword

Smart organisations understand that their primary goal is to enhance the performance of their people. In a knowledge work economy, people are the engine that keep companies growing, adapting and improving.

Not surprisingly, thoughtful workplace design can be a powerful tool for supporting employee performance. And a collateral benefit is that what typically supports productivity also enhances employee health and wellness – it's all interrelated.

Six fundamental design elements can positively impact the workplace environment and support the work being done:

**Thermal Comfort and Temperature, Access to Nature and Views, Colour, Noise Control, Crowding and Choice.**

Liferay HQ, Dublin  
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# Redefine How We Work !

# Action steps to optimize people's performance

**Open environments should be private, too.** Greater degrees of openness are associated with high performance; but noise, privacy, and the ability to focus remain key determinants of workplace effectiveness. A choice-based strategy that provides a variety of spaces and different types of enclosure can reconcile these needs.

**Amenities aren't about escaping work—they're about optimizing it.** People are working from everywhere and greater mobility is associated with greater performance and engagement. The best amenity strategies prioritize anywhere working, creating hybrid settings that deliver both an amenity and a workspace: work cafés, quiet/focus zones, and innovation hubs, among others.

**Coworking is a supplement, not a replacement, for a great workplace experience.** Coworking does not yet contend as a primary work setting—but as a high-value amenity it delivers.



## Creating a great workplace experience requires aligning space, culture, interaction, and behaviour.

A highly effective workplace is key to the best experience strategies; but focusing only on effectiveness can overlook broader cultural or behavioural opportunities to optimize engagement and performance.

Expanding our focus to all aspects that yield a great employee experience means shifting the language we use to talk about the workplace and concurrently expanding the metrics and goals for workplace design and strategy.



## Thermal Comfort and Temperature

Thermal comfort is created through the right combination of temperature, airflow and humidity. A combination of these elements is required for physical comfort in the workplace. When you hear people complaining about temperature in the workplace, chances are that airflow and humidity are part of the reason.

## Workplace Strategies

- Consider underfloor air, which provides individual control of air flow.
- Provide zoned temperature controls or, if possible, individual controls in each enclosed space (offices, conference rooms etc.)
- Provide operable windows or operable window coverings to maximize sunlight, airflow and temperature control.
- The ideal temperature in office environments is 70.88 degrees Fahrenheit (21.6 degrees Celsius) with a 1-2 percent decrease in performance for every 1.8 degree F (1 degree C) above or below.
- Slightly lower temperatures are associated with higher accuracy on simulated tasks and reduced sick leave.
- Personal control over ambient conditions, especially temperature, increases productivity. One research study tracked workers in an insurance company as they moved to a new building with advanced thermal controls in their workstations. The study found that productivity increases of 2.8 percent could be attributed to the new workstations.

## Access to Nature – Views and Daylight

People generally prefer to be surrounded by nature, which provides endless sources of variation and sensory change. The instinctive bond between humans and other living systems, often called Biophilia, is important to replicate in interior environments. It is also beneficial for people to spend time outside, even for limited time, during the day.

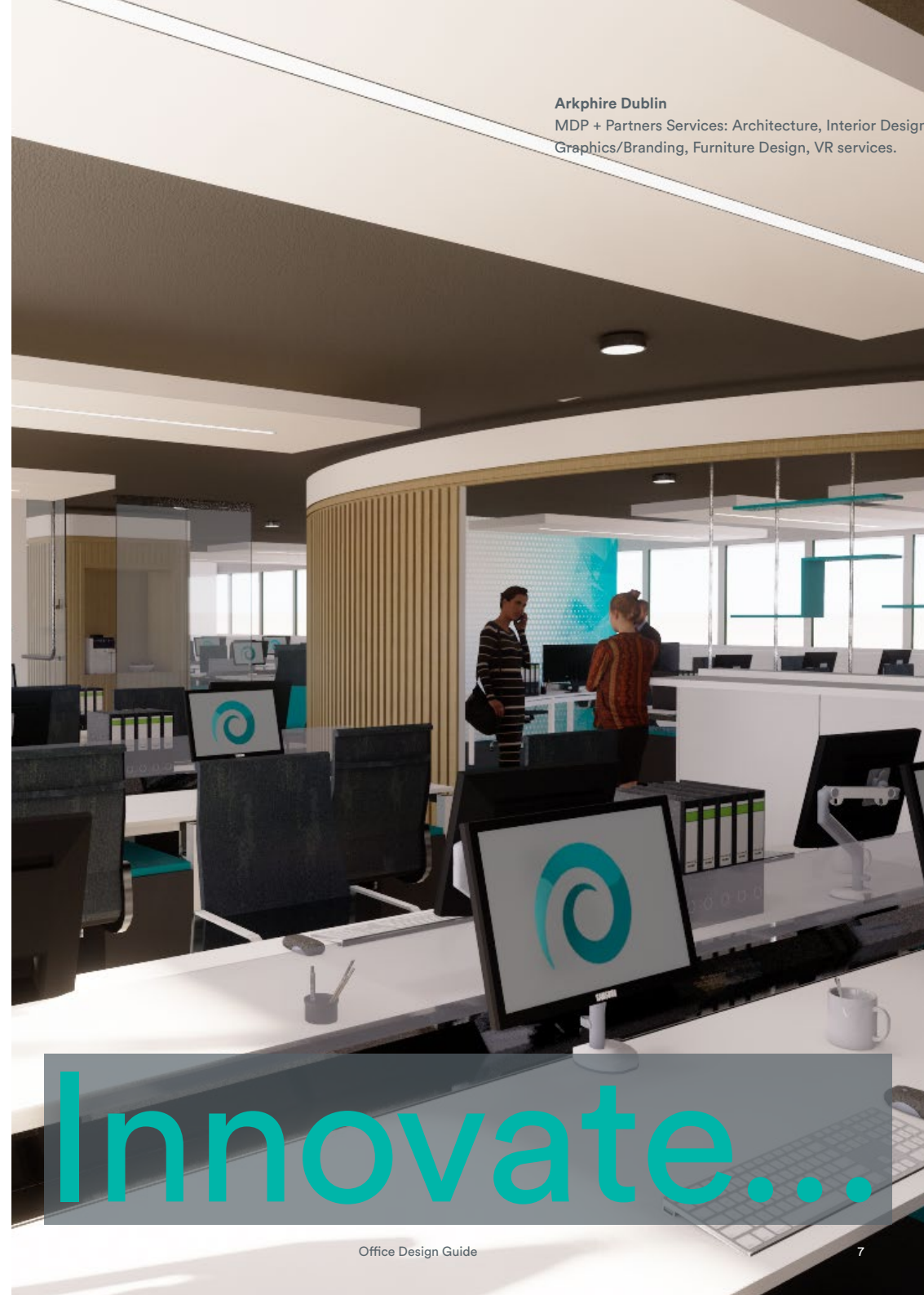
## Workplace Strategies

- Organise the floor plate to maximise natural light penetration onto the floor. For example, place enclosed spaces around the core of the building and open spaces at the perimeter where windows are located.
- Use glass where visual privacy is not required.
- Give preference of “nice views” to shared spaces.
- Provide outdoor areas for use by employees. Encourage employees to go outside for breaks, even if just for a few minutes.
- Daylight helps people regulate circadian rhythms, the daily cycles of waking and sleeping hours. When these rhythms are upset, people experience stress.
- The presence of daylight and windows, as well as opportunities for active and passive contact with nature, sensory change and variability, positively impact well-being.
- Given complete freedom, people want to be on a height looking down. They prefer open, savanna-like terrain with scattered trees and shrubs and they want to be near a body of water, such as a river or lake. They pay hefty prices to have these views.

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# Innovate...

# Inspire!

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## Colour

How people perceive colour varies based on their culture and life experiences. However, there are some generalisations about how colour is likely to be perceived, either overtly or subliminally, in the workplace.

## Workplace Strategies

- Use colour strategically to promote desired behaviours and feelings based on psychological reactions, not personal preference.
- Vary colour use through the workplace. Use it as a design technique to identify circulation or the changing character of space.
- Use lighter colour to help reflect light through the space and increase the amount of natural light. (See “Access to Nature, Views and Daylight”)
- Brighter colours (reds, as well as blues and greens) are associated with higher focus and task accuracy.

Blue is calming and cooling, promoting mental control and clear, creative thinking.

Red enhances feelings of strength and energy; it is associated with vitality and ambition.

Pink lessens feelings of irritation, aggression, loneliness, discouragement and burden.

Yellow makes people feel clear-headed and alert, allowing for clear thinking for decision making.

Orange helps ease emotions and boost self-esteem. It creates enthusiasm for life.

## Noise Control

The U.S. General Services Administration recently published a comprehensive guide to acoustics in the workplace. In it, they state, “Office acoustics is a key contributor to work performances and wellbeing in the workplace. The ability to find quiet times and places is essential to support complex knowledge work, while the ability to have planes or spontaneous interactions without disturbing others is necessary for team work and relationship development. Having speech privacy is necessary for confidential interactions and work processes. ‘Acoustical comfort’ is achieved when the workplace provides appropriate acoustical support for interaction, confidentiality and concentrative work.”

Noise is an issue in most workplace environments. Interestingly, it can enable or disable productivity, depending on individual preferences and the type of work being done. The key is enabling people to control noise by providing access to a room with a door and acoustical separation when needed.







## Workplace Strategies

When employees have a degree of control over the noise in their environment, they are less distracted by it.

- Designers recommend three strategies for achieving a non-intrusive level of speech privacy. They include absorption (through acoustical ceiling, fabrics and carpet), blocking (through furniture system, panels walls partitions and screens; and covering (sound masking). To achieve the desired result, all three strategies must be integrated.
- Try to separate energetic, centralised and noisy spaces from quiet areas. Create opportunities for people to come together without disturbing colleagues.
- In open plan environments, ensure that people are sitting near those with similar work patterns or subjects of study.
- Consider a “virtual door” policy in which people sitting in an open workstation aren’t necessarily available to talk.
- Provide headsets to tune out noise.
- Define policies for employees to be able to reserve quiet space and collaboration space.

Perceived noise (discernible by the average human ear) is typically higher in open office environments but this depends on a space’s organisation, the materials and the nature of work being done.

## Crowding

When people feel crowded they often feel stressed, which influences their satisfaction of the workplace. The perception of space and whether a person feels crowded varies greatly by cultural background, individual preferences and gender. The following rules of thumb are from Sally Augustin, an environmental psychologist and expert in how people perceive space.

- Reduce the impact of “dense” space and the impact of seeing a significant number of people at once by orienting individual workspace openings such as workstation openings or desk positions in an office to minimize views into others’ workstations while seated.
- When possible, provide views to windows to reduce perception of crowding. This could be accomplished by moving circulation to the perimeter of the space and relocating fixed elements such as offices or conference rooms to the interior of the space.
- Lighter, brighter spaces, as well as rooms with high ceilings or those that have walls with mirrors, are perceived as less crowded.
- In the same conditions, men are more likely to feel crowded than women. Men have better peripheral vision than women and are more likely to perceive others in the same space.
- People who work in high-rise buildings feel more crowded than people who do not. This effect is reduced for people who reside on the upper stories in tall buildings, likely because they have better views and access to daylight.
- The perception of crowding can be reduced through the use of furniture, plants, decorative elements or pillars. These objects prevent people from feeling crowded or distracted.



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## Choice

Today's knowledge work requires high levels of concentration, collaboration and everything in between. Well-designed workplaces provide opportunities for both and allow individuals to choose when and how they use them.

Susan Cain's book, 'Quiet, The Power of Introverts' has caused a not-so-quiet revolution from knowledge workers everywhere. She said in an interview, "A 'best office' is one that would give people a choice of how much stimulation is coming at them at any one time. I would create an office that has lots of nooks and crannies, lots of zones of privacy but also lots of zones where people can come together and schmooze and hang out. Another thing is that when people work on projects, there should be more or a tolerance for people working on their own. I think it's okay to work on a team but within that team, the individual members need to be able to go off by themselves and do their own things and have a lot of autonomy and more privacy."

Sally Augustin claims, "When we don't feel in control of what happens to us in a place, we are stressed, discouraged and frustrated. Feeling in control is the key here; we don't have to actually exercise control to reap psychological benefits.

Provide a variety of work settings in the right proportion to support a variety of work functions:

**Focus Work:** Provide quiet zones or spaces for concentrated work.

**Collaboration:** Emphasize small group collaboration and provide diverse settings (formal and informal).

**Learning:** Consider the workplace to be an educational environment that supports learning and mentoring by providing e-learning and in-person, one-on-one learning.

**Socialising:** Provide a variety of informal spaces that accommodate work and casual communication while fostering informal collaboration and innovation.

**Provide Technology:** headsets, sound masking and white noise – that allows workers to perform focused work when necessary.

Provide technology that allows workers to connect and collaborate more effectively in person and virtually. Consider a mix of teleconference, video conference, web conference, instant messaging, social media and other tools to enable different teams to communicate in the way they work most easily.

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# Collaborate...



# Designing a Workplace: The Four Work Modes

**Focus:** Individual work involving concentration and attention devoted to a particular task or project. For decades, the office environment favoured focus work. Today, the ability to concentrate and devote uninterrupted effort to a particular task or project defines the focus work mode. This activity is characterized by thinking, reflecting, analysing, problem-solving, creating, imagining, reviewing, assessing and producing work. Studies at MIT and Harvard also show that workers can make leaps in productivity if they are granted protected distraction-free time to get their individual work done. Average companies spend 21% more of their time in focus work that top-performing companies even though they rank it less critical to their job performance.

**Learn:** Acquiring knowledge of a subject or skill through education or experience.

In a knowledge economy, a highly skilled and knowledgeable workforce is critical to business growth and success. Learning involves problem-solving, memorization, concept exploration and development, discovery and reflection, as well as the ability to integrate and apply the knowledge. Research finds that workers spend on average, 6% of their time in learning activities. Compared to average companies, top-performing companies rate learning as 80% more critical to job success and spend 40% more time in this work mode.

**Socialise:** Interactions that create trust, common bonds and values, collective identity, collegiality and productive relationships.

Socialising plays a critical role in fostering social networks, the infrastructure that moves knowledge through an organisation to create innovation. This work mode is characterised by interactions in the workplace that create common bonds and values, collective identity, collegiality and productive relationships. In the 21st century workplace, socialising creates and builds social capital and encourages the trust of colleagues. Research shows that workers spend, on average, 6% of their time in social activities. Socialising can no longer be considered a time-waster, as top-performing companies socialise 16% more than average companies. Further, they consider it almost three times more critical than average companies, the largest gap among all the work mode comparisons. In post-survey round tables, clients cite retention, communication and innovation as critical outcomes of this work mode. The social aspects of work are clearly becoming more critical to organisational performance.



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**Collaborate:** Working with another person or group – in person, via technology or a combination of both – to achieve a goal.

As work becomes more complex, it requires teams to get projects done. To work with another person or a group to achieve a specific business goal defines the collaborative work mode. This activity is characterised by working with others to plan, strategize, share knowledge and information, problem-solve, develop, innovate, create and produce as a team. Research shows that workers spend, on average, 32% of their time collaborating. Companies increasingly rely on collaboration and team-based organisational structures to contend with the growing complexity and faster pace of the business environment. Collaboration can also result in increased productivity, innovation and the ability to respond more creatively to complex organisational challenges. Top companies not only collaborate more than average companies but consider collaboration more than twice as critical to job success.

The future workplace will be unlike anything we've seen before. A place that will balance spaces for people to engage in extended periods of uninterrupted focus work with an ability to seamlessly engage in informal, formal and virtual collaboration. Learning in all its forms – formal group, individually directed and passive observation – will flourish. Socialising will be encouraged and abundant.



# Socialise...

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Merrigan Doyle Phelan

Office Design Guide

# Co-Working Office Design

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Today's workplace is about celebrating the human dimension of work. It helps people connect with each other, exchange ideas, and find meaning and purpose. MDP + Partners approach suggests coworking environments must lead with brand and culture, not just the space.

## Differentiate

There's a global scramble by investors and companies looking to enter the market. As they do, there are some critical considerations. First, it's crucial to differentiate; there's no one-size-fits-all approach, and just offering generic space is not the answer. Second, design should be a differentiator. Successful co-working spaces should be branded, hyper personalized, and experienced driven making people feel connected to their organization's brand and culture.

## Collaboration

Working in a collaborative environment has numerous benefits it allows everyone to be more productive, more efficient, more flexible, develop team spirit, brainstorm, and come up with innovative methods that are beneficial for the overall effectiveness of the organization.

## Unique Identity

Successful co-working spaces have a unique identity that sets them apart and makes people feel engaged. These spaces are infused with personality that prioritizes not just pragmatic needs, but also great experiences something that some bigger coworking companies advertise, but don't always deliver because of their size and sameness.

The growth that we've seen in coworking and flexible office solutions leads us to believe that restrictive terms are not the future. We see a shift in how office space is going to be leased, managed, and consumed

## Innovation

The design should encourage and support the growth of innovation across all levels of businesses. It would be conceived with the aim of creating an environment that encourages people to connect with people, in a comfortable, flexible, and intuitive fashion.

## Talent

Ultimately, across many industries, companies are adapting to the changing nature of work by refocusing on a workplace that offers balance, variety, and a sense of purpose. Those characteristics are key to creating a workplace that puts people's needs at the forefront. And that, in the end, is what will help companies win the highstakes war for talent.

## Wellness

The traditional office work environment, isn't conducive to the mental and physical well-being of your employees. Having happy and healthy employees has proven to result in better productivity and less turnover of staff. WELL Building Standard focusing exclusively on human health and wellness



The changing nature of how people work is driving the demand for coworking space. According to Innosight, the average lifespan of companies in the S&P 500 is expected to drop to just 14 years by 2026. This is a sign of corporate disruption — companies are restructuring, shrinking, and merging

#### Bright

Countless studies prove that office lighting and color choice have a great effect on employees' productivity. The correct lighting can help create a more comfortable and stimulating environment for both employees and clients.

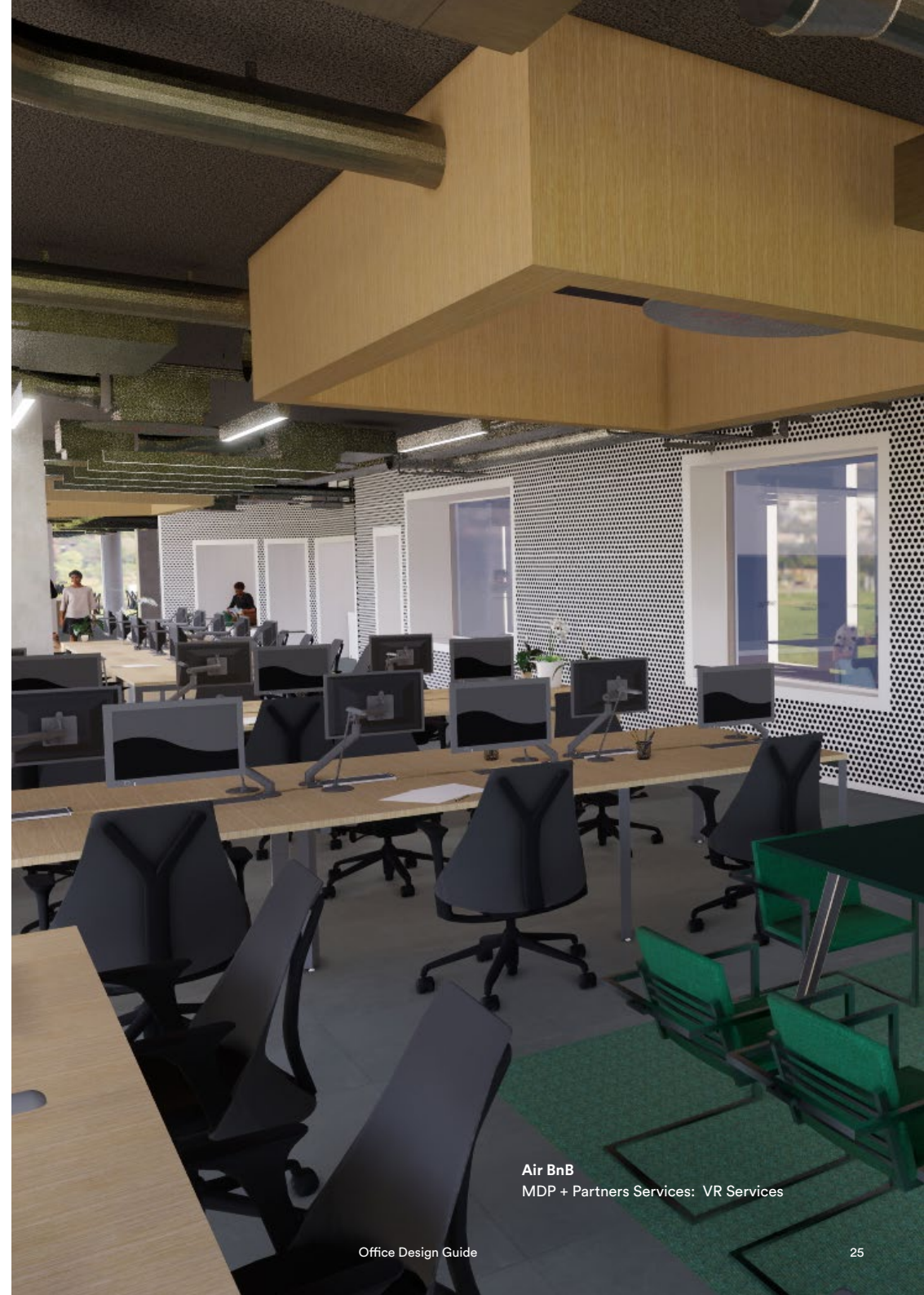
#### Welcoming

Productivity is a major by-product of a welcoming office environment. Companies who promote personal motivation and healthy communication have higher productivity levels.

#### Spacious/Open Plan

Having a spacious work environment creates dynamic office space which includes diverse collaboration spaces and comfortable breakout areas.

# 35% of your work life is spent in the office space!



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# Meet the team

## Philip Doyle Partner

Philip is co-founder and partner of the practice with over 12 years experience. He has always been interested in design and construction. His father is a builder and he and his brothers used to work Saturdays and any holidays on construction sites all through school and college. This gave him a great understanding, from a young age, how a building is constructed. It also showed him how tough a building site can be on an icy winters morning. It instilled in him a passion for design and a wish to build projects and not just watch them being built by someone else.

## Eddie Phelan Architect/Partner MRIAI

Eddie is co-founder and partner of the practice. He graduated from Dublin School of Architecture DIT Bolton Street in 2006. Prior to setting up practice, Eddie worked for a design driven practice in Waterford City working on complex new build and conservation projects that were acclaimed both at a national and international level. Eddie has experience of delivering a wide range of high-quality projects from inception to completion, managing all aspects of the project process.

## David Merrigan Architect/Partner

David is co-founder and partner of the practice and a graduate of Dublin School of Architecture, DIT Bolton Street. He has extensive experience in Civic, Local government, Commercial and large scale residential projects. David was the project architect for the recently completed French Embassy and Consulate on Merrion Square, Dublin. This particular project involved a number of high specification elements, high levels of confidentiality, a large and complex design team based in Ireland and France and a 14 month time period from inception to completion.

## Anne Marie Coade

After graduating from WIT, Anne Marie worked for several practices of varying scales, gaining experience on large scale mixed use developments, conservation projects and high end one off houses. Anne Marie has also worked in the Health Care Sector at management level and brings a diverse range of skills to the office.



## Shane Walsh Senior Architectural Technologist

Shane Walsh is an Architectural Technologist with over 10 years experience. Since graduating he has gained valuable experience in a wide range of sectors – residential, commercial, educational, health, and pharma. Shane also brings international experience to the company having worked on major projects in Canada, Belgium and the U.K. Shane is a certified Revit user and BIM enthusiast who sees the benefit of collaboration between the entire design team.

## Eoin Bennett Architect

Eoin joined the firm after moving back to Ireland from Italy where he graduated from the Politecnico di Milano after completing his MSc. Architecture, having previously completed both; BSc. Arch. & BSc. Arch Tech at Waterford Institute of Technology. He is a very talented designer with a keen eye for detail and unique understanding of spatial design. Having worked on various retail, commercial, equestrian and residential projects, he's quickly built up a diverse understanding and background in architectural design.

## Matthew Keating Part 2 Architect

Matthew graduated from the Waterford School of Architecture in 2015. He has worked for a large range of industrial commercial and residential projects from inception to completion. Matthew has specialist skills in Revit and BIM and is responsible for developing feasibility studies for large scale residential projects using this skill set. Matthew is an exceptionally talented designer with a keen eye for detail.

## John Lynch Product Designer

John is a graduate of IT Carlow's Product Design Innovation honours degree course. He has spent the last 4 years developing and refining his design skills, this allows him to communicate intangible designs or ideas to tangible fully functional elegant products ready for manufacture. During his time in IT Carlow he developed skills in various areas of design including product, industrial, human centred, CAD, manufacturing and graphic design.



# Project Sector Expertise

## Fitout

We specialise in office fit-out design. This allows us to review how your staff use your current space, develop an inspiring new office design, and deliver a fit out on time and on budget, with minimal business interruption. We'll design your office to be a destination where your staff will love to go to work every day, helping you attract and retain your industry's best talent. **Define**, We take time to understand your people and your business, creating a workplace strategy that focuses on what provides the best return for your business. **Design**, We'll translate your requirements into an inspirational office design for your business that reflects your brand and enables staff to be happier and more productive. **Deliver**, Your dedicated architect and interior designer will take care of every little detail along the way, ensuring your new office fit out is delivered without a hitch.

## Retail

While the shape of retail has changed over the centuries, its importance as a centre of community life remains as vital as ever. In this age of technology, shoppers still crave authentic experiences. As global culture expands, consumers seek out places that have the familiarity of home. These factors converge in retail design that values the importance of place and the primacy of the customer experience. In this context, our versatility and Integrated Design Service experience make MDP + Partners a valued strategic advisor.

Retail Building Types: Boutiques Cafés – Department Stores – Retail Stores – Restaurants – Car Showrooms – Beauty Salons

## Office

This is more than a change to your physical environment – workplace transformation is an opportunity.

Our workplace expertise makes us the strategy/ design partner of choice for the sector. In today's ultra-competitive business climate, we stand out for our ability to leverage mobility and technology while helping our clients foster culture, teamwork, client service, and innovation.

## Hotel

Working only in the Leisure sector—hospitality and Retail — MDP + Partners have tapped into this new reality and found that the clientele is supercharging its preferences in a way that affects leisure's real and virtual contexts. "The customer is king," says Philip Doyle. "Whether you're buying a car, shopping for glasses, or booking a hotel, you do your research first. Informed individuals drive the market—they're not 'consumers' in the old sense, responding passively to market cues."

## Leisure

Leisure is part of the flow—or the blur, some might say—of our lives, as we improvise and navigate amid online prompts and the push and pull of real places and experiences. While leisure is increasingly about flow, it's also about experience—both in physical places and virtual experiences, which often coincide simultaneously.

We design a range of leisure projects including restaurants, food halls and sports facilities. Our understanding of what adds value to customer experience is essential in creating high-quality, functional and exciting environments for people to enjoy and spend time in.

# Services we offer

## Architecture

MDP + Partners design solutions result from a collaborative process that encourages our multidisciplinary teams to research alternatives, share knowledge and imagine new ways to solve the challenges of our built environment. Our architecture responds to the needs and aspirations of our clients and communities. We give form and meaning to rooms, buildings and landscapes – always balancing internal functions with external demands of site, climate and culture.

## Interior Design

We design interior spaces that improve collaboration, inspire occupants and attract the best employees. The interior design teams study a client's business drivers and culture and create space that helps them flourish. Great interior space has extraordinary effects on our wellness and productivity. MDP + Partners design solutions use space, colour, materials, energy and light as tools to create healthy environments that enhance performance.

## Branded Environments

Great brands connect. It takes a thoughtfully designed strategy to develop communication programs and branded environments that define, inspire and engage consumers. Brand Design Service Areas: Strategic Brand Development, Visual Identity & Communications Design, Environmental & Experiential Design

## LEED

LEED, or Leadership in Energy and Environmental Design, is the most widely used green building rating system in the world. Available for virtually all building, community and home project types, LEED provides a framework to create healthy, highly efficient and cost-saving green buildings. LEED certification is a globally recognized symbol of sustainability achievement.

## Product/Furniture Design

Every product solution we create is aimed at meeting an unmet need in the marketplace, from a office fitout project to Retail projects. That need may be functional, but more often it's emotional. If the right product doesn't exist, we work to create it.

Our studio has an integrated approach to design that draws on expertise from different specialist design member, from architects, graphics, to interiors, and now product /furniture design, is an important part of this. Products can be designed in response to a particular building element on a project, like a piece of furniture, office pod, workstation desk, to a door handle, where new solutions are required to meet demanding specifications.

**Our architecture responds to the needs and aspirations of our clients and communities.**

# Virtual Reality (VR)

## INNOVATION & TECHNOLOGY

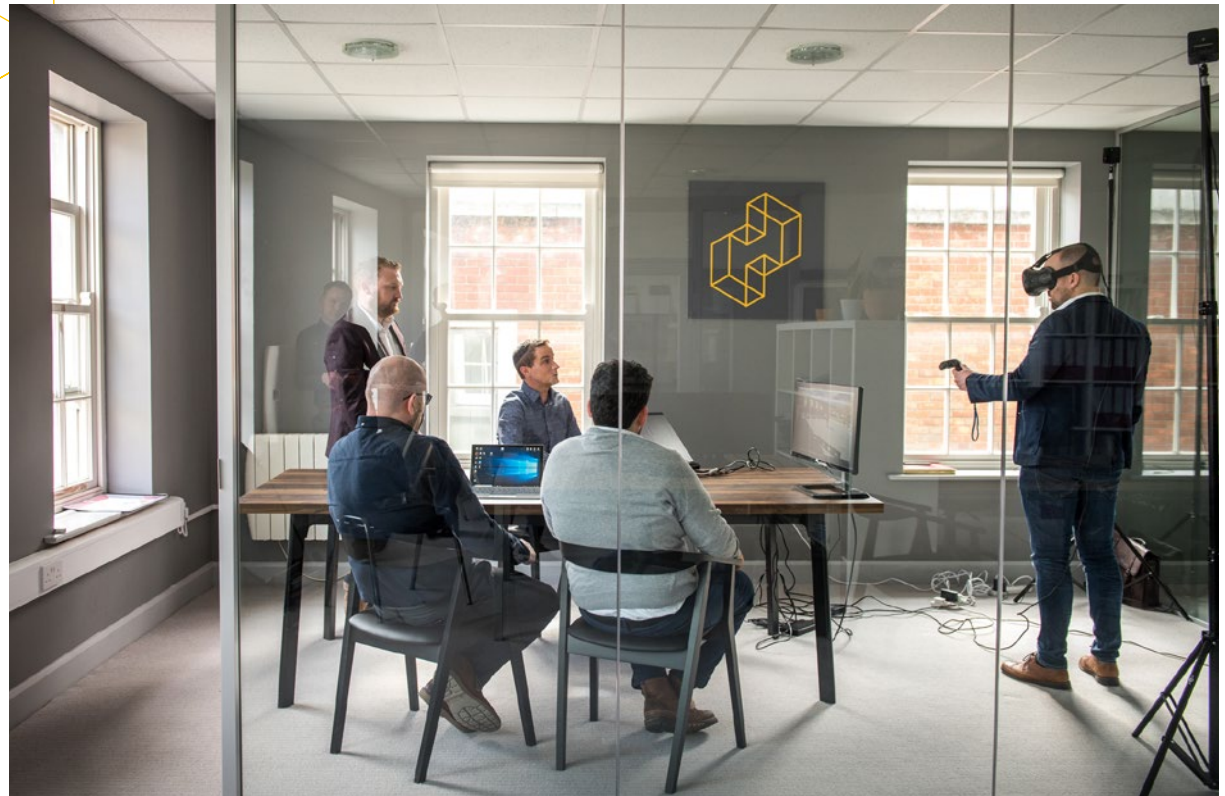
Technology is an integral part of our design process. We're incredibly excited about virtual reality and are investing in it for our future. Our in-house HTC VIVE VR headsets bring our designs to life, allowing us and our clients to fully experience these new places and spaces and make informed decisions early on.

At MDP, we believe Virtual Reality is almost a translation of what's in the designer's head and allows them to put their ideas in front of clients and any project stakeholder without any ambiguity – MDP is all about new tools and been innovative, and exploring ways to increase our abilities to design. – It's literally adding another dimension to our design. VR is a new tool that adds the idea of scale that we haven't had before. It's another exciting tool that increases our power to conceptualize and iterate ahead of actually having to build something in the real world.

**In-Depth Visualisation:** Clients, buyers, tenants, and other stakeholders can see the designer's vision in a much more immediate way with VR. It is

hard, naturally, for other people to clearly picture a designer's vision from drawings or on-screen models – even from 3D models. Experiencing the design from within, in the level of detail that the cutting edge of VR technology allows, can, by contrast, provoke a visceral engagement with the design. It is not unknown for clients to feel emotional when first seeing their scheme in this way. It also allows them to engage with the designer in greater detail, and to guide the design process more closely towards their desired result.

**Accelerates the process:** For reasons already mentioned, massive time and cost savings are available as a result of the availability of much-improved visualisation at an early stage. This potentially offers the client the opportunity for increased profits or the ability to sell/rent more competitively. The detailed design efficiencies achieved can also lead to savings, such as in operating costs and in avoiding later correction work. The benefits of a speedier delivery also spread to tenants, buyers, consumers and others.



**Transforms the sale of off-plan property:** The availability of immersive virtual walk-throughs for building projects means that developers who sell off-plan can showcase their products in an unprecedented way, making it easier to instil confidence in potential customers. Potential buyers now have the ability to virtually envisage how buildings will come to look and feel in reality, giving them more information when choosing whether to go ahead. Multiple design, colour and furniture options can all be experienced interactively within the virtual world, leading to more decisive choices, saving time and providing greater certainty for all.

**Massive savings :** The use of immersive technology saves time – the ability to build the project virtually means that design glitches and unforeseen problems are seen and caught earlier, long before the project reaches building stage, thus preventing needless delays. This also leads to substantial financial savings in reduced labour, capital and material costs, as well as saving on the environmental waste caused by having to correct problems, spend longer on site, etc.

**MDP + Partners** has invested in state-of-the-art Desktop Virtual Reality (VR) technology to add to its existing VR capabilities. Our HTC Vive VR technology gives our designers and clients the opportunity to experience the projects in a completely immersive way, even before construction has begun. Clients who have used our technology to explore our BIM models virtually have spoken about how it made the design easily accessible to them, allowing them to perceive their projects in a new light. We are already using Mobile VR technology, and we are also exploring Augmented/Mixed Reality technology to assess its benefits for our design teams and clients.

**Potential buyers now have the ability to virtually envisage how buildings will come to look and feel in reality...**





## Award Winning Architects

2018

The Building and Architect of the year Awards –  
Shortlisted - Commercial project of The Year

Egan's Opticians – Retail Fit-out - Winners of the 2018  
Cork Better Buildings Awards - Best in Retail – Overall  
Winner – Egan's Opticians

Fit Out Awards – Shortlisted young designer of the year  
finalist

Fit Out Awards – Shortlisted - Fit Out project of the year  
– Retail

2017

Irish construction Industry awards – Jaguar & Landrover  
Showroom

2016

Irish Construction Industry awards – Winner – Retail  
project of the year

## At MDP + Partners our client list includes:

FANAGANS



Colourtrend



AUTOBOLAND



Nolan Transport





**MDP + Partners** are a leading design and architecture firm specializing in small to medium retail, corporate and hospitality sectors. Our expertise is based on regular independent research into the retail, corporate and hospitality marketplace.

We are a young design company, characterized by an entrepreneurial spirit, true teamwork across a number of areas of expertise and new ways of approaching conventional tasks. We have an informal work environment where camaraderie and collegial support are highly valued, where ambition, very high morale and dedication to being the innovators of our field unify the staff.

Our firm is characterized by creativity, high energy and a unifying team spirit. Additionally, we are dedicated to creating and maintaining a workplace where we want to be. We continuously work at becoming better and better at what we do. We are a company in growth and over the last three years, we have worked intensely on the professionalization of our business.

Our client list includes: Volvo, Colourtrend, BMW, Audi, Nolan Transport, NVD, Jaguar, Wright Group, AutoBolandand Fanagans.

Unit E8  
Calmount Business Park  
Ballymount  
Dublin  
Ireland

2/3 Colbeck St  
The Viking Triangle  
Waterford  
X91 F6EP  
Ireland

**New York**  
145 East 94th Street  
New York.

**London**  
United house  
london  
N7 9DP

mdpandpartners.ie  
philip@mdpandpartners.ie  
+353 51 584589