MASLAW'S HIERARCHY OF NEEDS AND ARCHITECTURE

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Abstract: Abraham Harold Maslow was an American psychologist who was best known for creating Maslow's hierarchy of needs, a theory of psychological health predicated on fulfilling innate human needs in priority, culminating in self-actualization.

Now in this paper each aspect will be discussed and how that can be related to Architecture is explained. As in how needs of people vary at various strata of society and how they can be fulfilled. Basically taking a judgment on Identifying requirements of client and then trying to sort then architecturally. As an Architect, it is an effort to understand how to provide on variety and delight in housing environment.

Keywords: Architectural Elements, Human Needs & Psychology

Introduction:



Fig 1: Maslow's Pyramid

Abraham Harold Maslow (April 1, 1908 – June 8, 1970) Maslow was a psychology professor at Alliant International University, Brandeis University, Brooklyn College and New School for Social Research, and Columbia University. He was an American psychologist who was best known for creating Maslow's hierarchy of needs, a theory of psychological health predicated on fulfilling innate human needs in priority, culminating in self-actualization.

Maslow's Hierarchy of Needs is a theory in psychology proposed by Abraham Maslow in 1943 in his paper "A Theory of Human Motivation" in Psychological Review. Maslow's hierarchy of needs, represented as a pyramid with the basic needs at the bottom. Maslow latter on extended the idea to include his observations of humans' innate curiosity. His theories were parallel to many other theories of human developmental psychology, some of which focus on describing the stages of growth in humans.

Physiological Needs: Physiological needs are basic physical requirements for human survival. If these requirements are not met a human body cannot function properly and will ultimately fail. Physiological needs are the most important; they should be met first. Air, water, and food are metabolic requirements

for survival in all living animals, including humans. Clothing and Shelter provide necessary protection from all the natural elements.

Description & Architectural Design Implications:

1. Shelter being one of the most primitive needs, human started building an adobe out of any available resources, to save one from harsh climatic conditions. Starting with weather shelter, use of caves and latter on it lead to invention of primitive styles of constructions in varied regions.

Safety Needs: With physical needs relatively satisfied, the human's safety needs take precedence and dominate behavior. Safety and Security needs include:

- 1. Personal security
- 2. Financial security
- 3. Health and well-being
- 4. Safety against accidents/illness and their adverse impacts

Description & Architectural Design Implications:

- 1. After having a roof over head, humans naturally craved for having an own space which has controlled access and also saved it from theft.
- 2. In varied climates, human started building with the materials, which would save him
- 3. As Architect, must pay attention to physical safety, like safety from fire, flood, and earthquake.
- 4. Also the environment should be open and should not create hidden spaces which might be used get used for vandalism and criminal activities.
- 5. The basic amenities shall be provided in nearby vicinity like clinics, Banks, ATMs, police stations, Daily needs.
- 6. Well marked pathways, proper sequence of spaces, clearly defied spaces with clarity in use.

Love and Belonging: Once the physiological and safety needs are fulfilled, the third level of human needs is interpersonal and involves feelings of belongingness. If these needs are not met with, as per Maslow's hierarchy can impact the individual's ability to form and maintain emotionally significant relationships in general, such as:

- 1. Friendship
- 2. Intimacy
- 3. Family

Description & Architectural Design Implications:

- 1. Humans need to love and be loved. Many people become susceptible to loneliness, social anxiety and depression in the absence of this love or belonging element. So basic shelter now started having rooms. For family and intimate relationships area providing privacy, comfortable spaces in the interiors of house.
- 2. According to Maslow, humans need to feel a sense of belonging and acceptance among their social groups, these groups may be large or small. For example, some large social groups may include clubs, co-workers, religious groups, professional organizations, sports team. Some examples of small social connections include family members, intimate partners, mentors and colleagues.
- 3. For these interactions at society level need of recreational spaces, clubs, play grounds, Social leisure areas, parks, public spaces, community spaces should be provided.

Esteem: All humans have a need to feel respected; in this human need to have self-esteem and self-respect. Esteem is a typical human desire to be accepted and valued by others.

People often engage in a profession or hobby to gain recognition in society. Such type of activities gives the person a sense of contribution.

Description & Architectural Design Implications:

1. In this need a person needs to exhibit status, accomplishment in life. Here human needs a bigger house or a penthouse. The provision of personalized prestigious elements and areas like a small

garden in front of villa, this can be kept maintained by user. Or In a house, having a potted plant with fresh full bloom rose also can raise self esteem of some people, so as an architect it's a duty to provide for that opportunity to create such elements in their user interface.

- 2. Need to make impression, to be seen and heard. To assert your views for these places for public gathering with speaker's platform, plazas, sports facilities and informal gathering places shall be provided
- 3. Need to avoid inferiority, humiliation, embarrassing situations, for this avoids horrific empty open spaces with extra human scale. The scale and volume of such building should be not too huge to make a person loose. It should be human scale.

Self-Actualization: "What a man can be, he must be." This quotation forms the basis of the perceived need for self-actualization. This level of need refers to a person's full potential and the realization of that potential. Maslow describes this level as the desire to accomplish everything that one can. Individuals may perceive or focus on this need very specifically. For example, one individual may have the strong desire to become an ideal parent. In another, the desire may be expressed athletically. For others, it may be expressed in paintings, pictures, or inventions. As previously mentioned, Maslow believed that to understand this level of need, the person must not only achieve the previous needs, but master them.

Description & Architectural Design Implications:

- These types of needs are more of cognitive type, where a person has thirst for knowledge, for this
 provision of spaces which triggers curiosity. Places like Library, hobby classes or any place where
 knowledge can be gained.
- 2. Next level of cognitive needs is craving for Aesthetics in surroundings. To trigger Aesthetic abilities in a human, areas that are lively, fresh, and attracts attention and creativity in humans should be created.

Self-Transcendence: In his later years, Maslow explored a further dimension of needs, while criticizing his own vision on self-actualization. The self only finds its actualization in giving itself to some higher goal outside oneself, in altruism and spirituality.

Description & Architectural Design Implications:

1. Here need to do something for others, or society overpowers all the other needs. Places where a person can serve community like in old age home, or Gurudwara. Or any place where a contribution is made for betterment of society.

Conclusion: Maslow's Hierarchy of Needs is a theory can be related to any areas of human development, and so to the Architecture. This can be further studied at micro and Macro levels in various branches of Architectural Design.

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