

Aesthetics and acceptability of indoor dust

IAQ Padova 2004

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Leverhulme Project - hypothesis



- ✍ Cleaning intervals affected by
 - ✍ Conservation criteria
 - ✍ Visitor need



Why bother the public about dust?




- ✍ Aesthetic effect
- ✍ Evidential significance
- ✍ Visitor experience



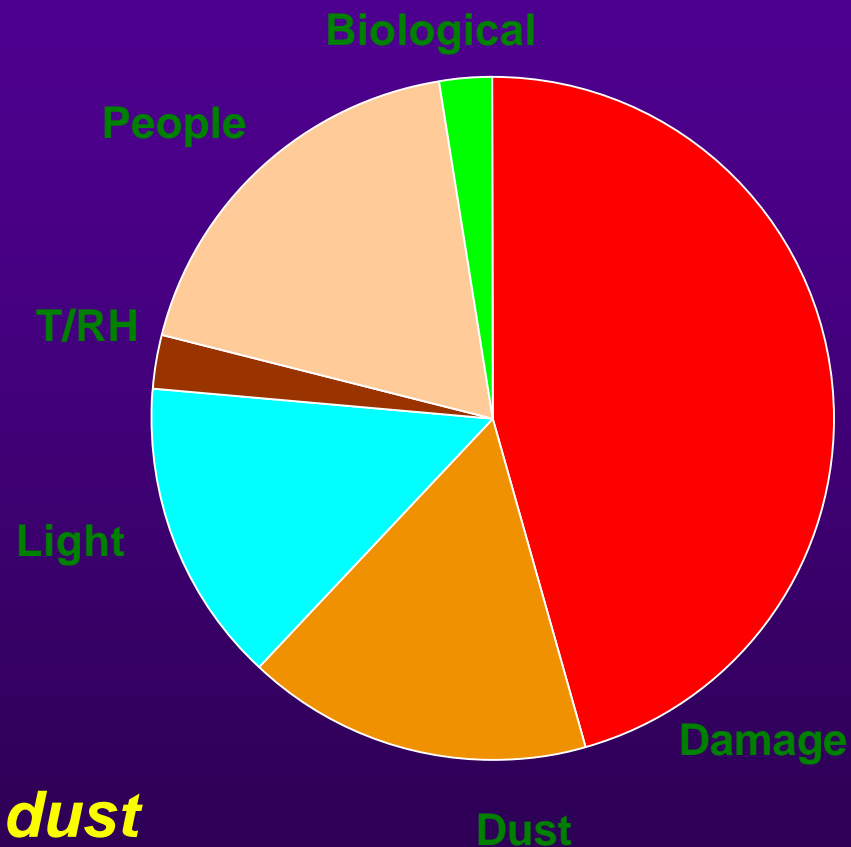


First questionnaire - Method

- ✍ Short questionnaire of mostly open questions therefore rich yet qualitative response
 - ✍ Initial questions on care and presentation
 - ✍ Later questions on dust
 - ✍ 100 subjects at each property
 - ✍ Avoided socio-economic details
 - ✍ Light measurements from rooms
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DRIVERS OF CONCERN

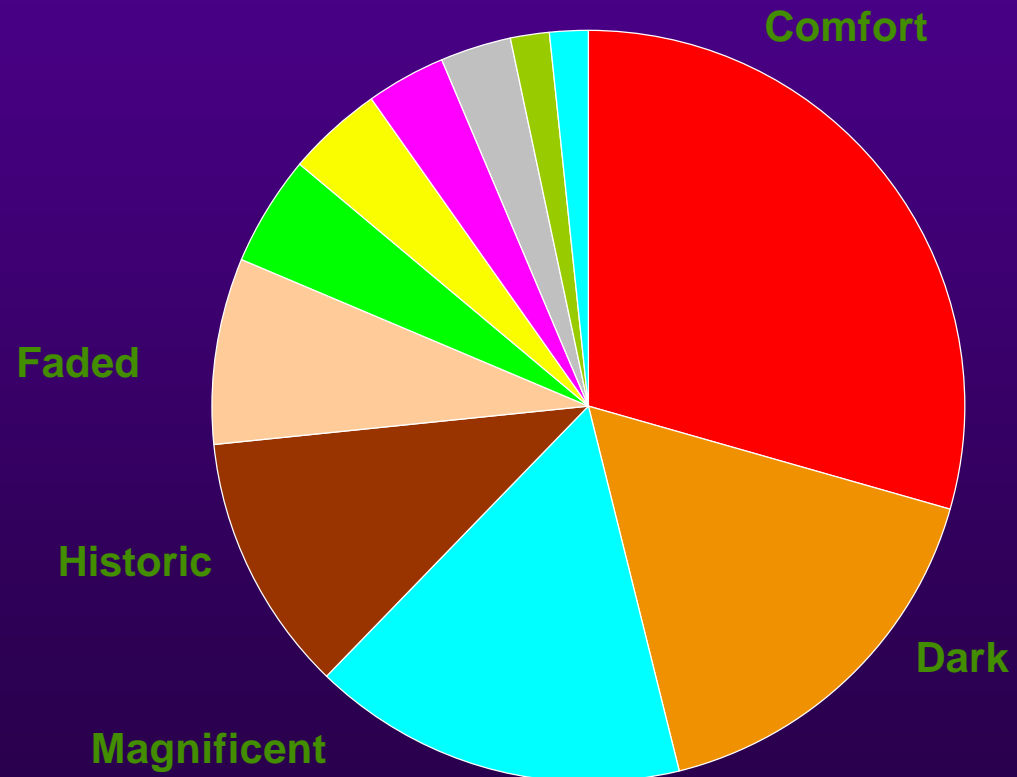
- ✍ Damage/fragility a general worry
- ✍ Dust also
- ✍ Light



Notably no-one mentioned dust as a concern for damage at Chastleton without being prompted....

IMPRESSIONS OF APPEARANCE

- ✍ A sense of comfort & warmth
- ✍ Beauty a rarer impression



A SENSE OF PATINA?



Why another questionnaire



- ✍ Hypothesis: cleaning affected by visitors' perception of dust
- ✍ semi-qualitative results
- ✍ revealed ambiguity - public desire for atmosphere and cleanliness
- ✍ failed to establish point at which dust stops contributing and starts detracting from visitor experience

Second questionnaire

Tried again

by being

✍ Quantitative

✍ Closed

✍ Playing games

WHEN SHOULD WE DUST?

We are studying ways of judging when we need to increase or reduce dusting in historic houses. Would you be willing to spend a few minutes answering this questionnaire to help with this project?

YES/NO

1 Assuming that dust is loose and powdery, could you answer the following questions.

What word best describes your feelings about this room? Tick the most appropriate box for each scale

	-3	-2	-1	1	2	3	
? Dark							Light
? New							Historic
? Formal							Cosy
? Dirty							Clean
? Beautiful							Bland
? Unfurnished							Cluttered
? Dust free							Dusty

Are there any other words that occur to you to describe this room?

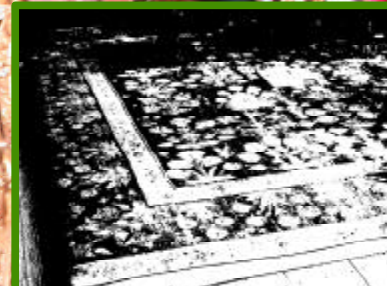
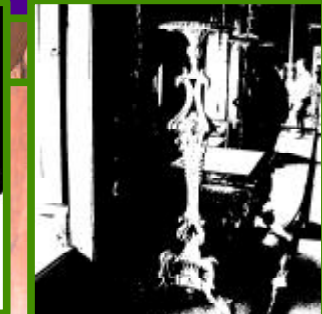
2 Each of 10 cards that you will be given shows an object in the room. Each card has its own letter, A to J. When you have looked at each object, put the cards in order of cleanliness, from cleanest on the left to dirtiest on the right, and enter the card's letter into the numbered box below that corresponds to the card's place in the sequence. Then ring the first card in the sequence that you think shows an object that requires further cleaning:

1 Cleanest	2	3	4	5	6	7	8	9	10 Dirtiest

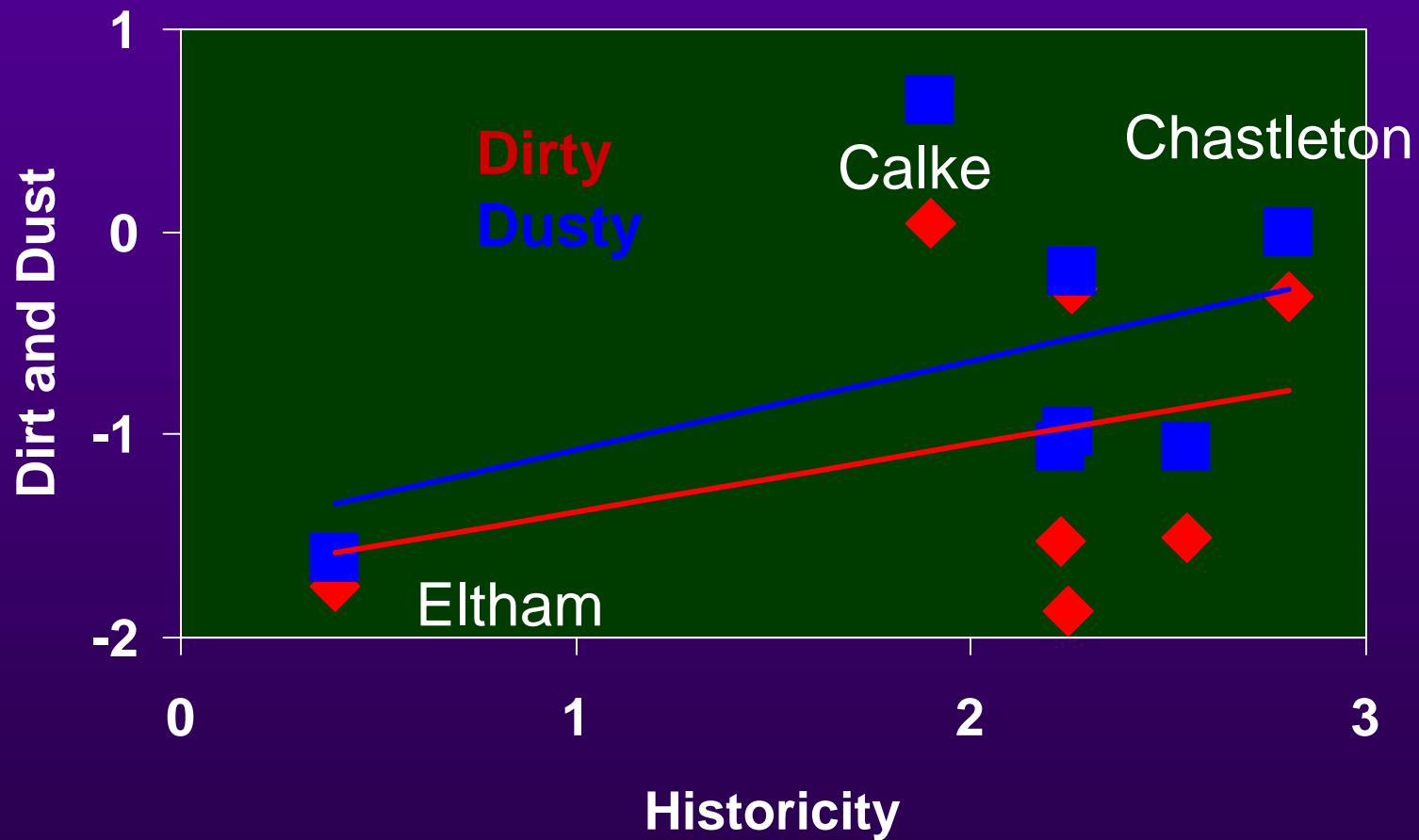
For office use only

Name of Interviewer:	House:	Lux level:
Date:	Room:	No of visitors:

GAME PLAYING SURVEYS



Results - words

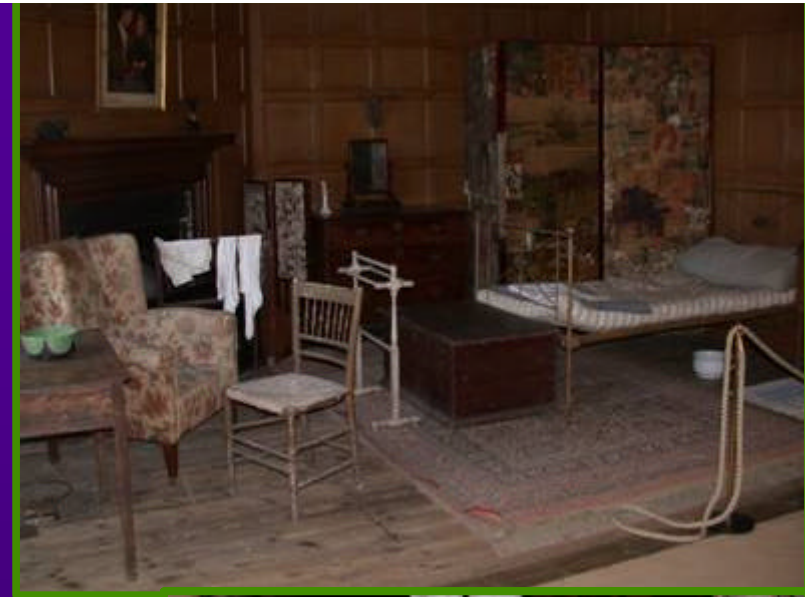


'New - Historic' (x axis) plotted against
'Dust free - Dirty' (series 1), and 'Dirty - Clean (series 2)

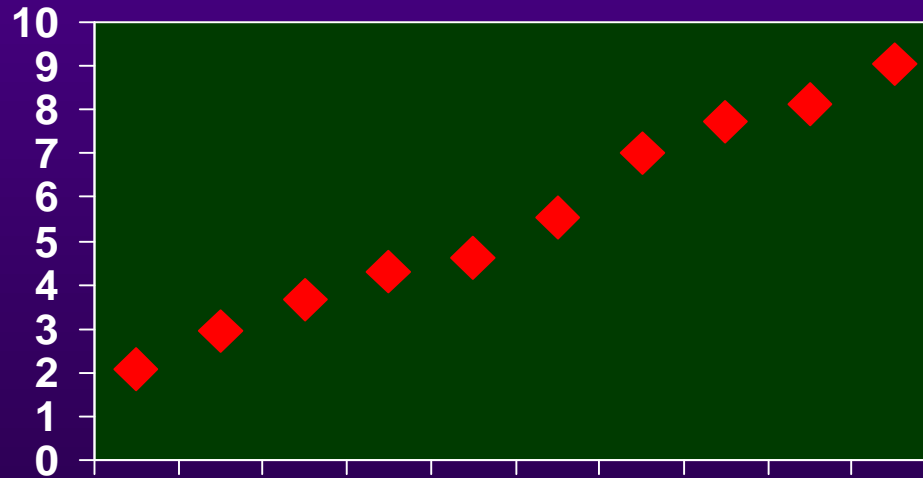
Results - objects

Visitors willing and able to order objects

Calke Abbey, Servants Room



mean rank - 0 clean 10 dirty



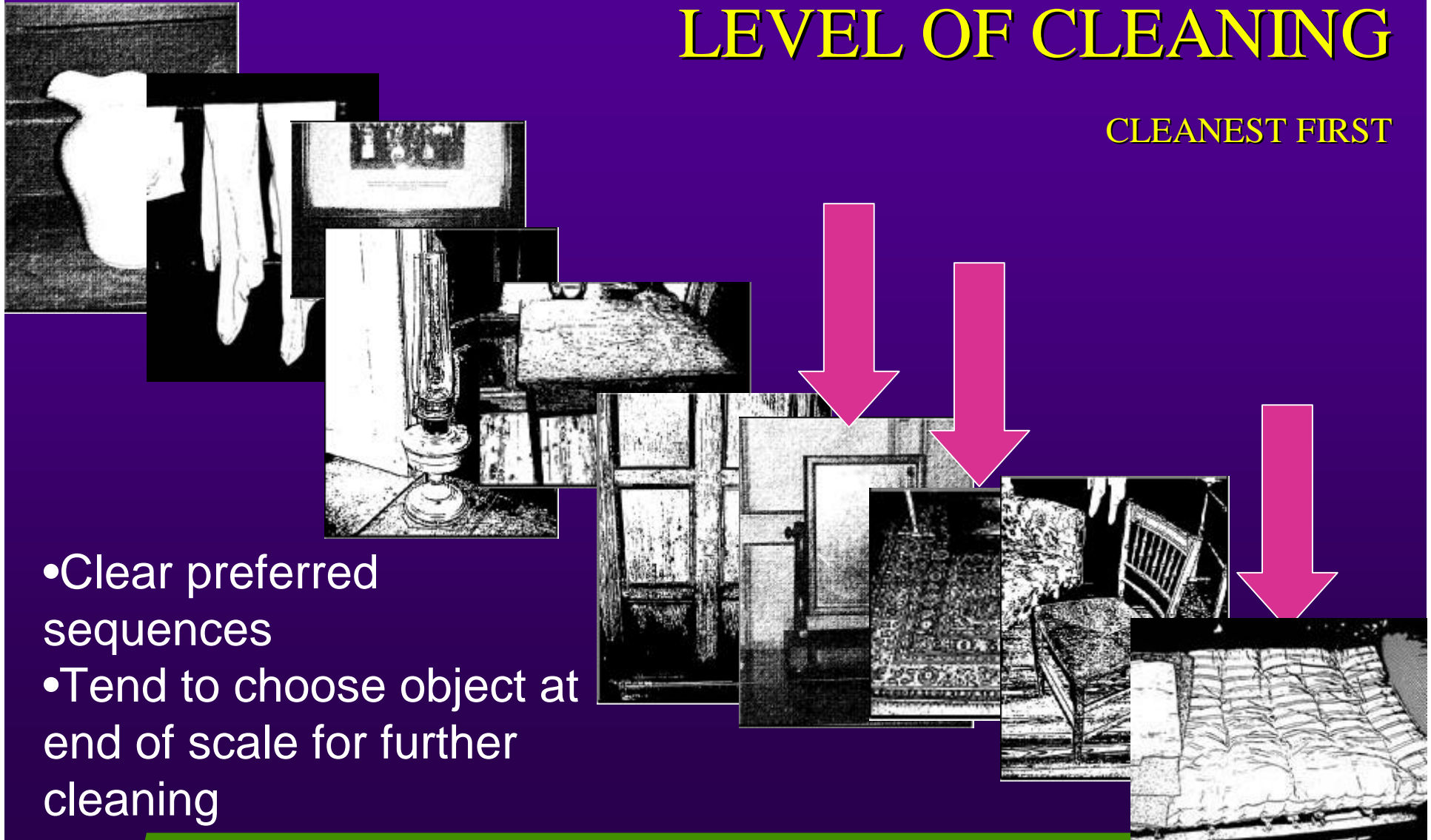
H white jug
I stockings
A gilt frame
J wood table
C panelling
D mirror
B rug
F rush chair
E mattress

Object



CHOOSING OPTIMUM LEVEL OF CLEANING

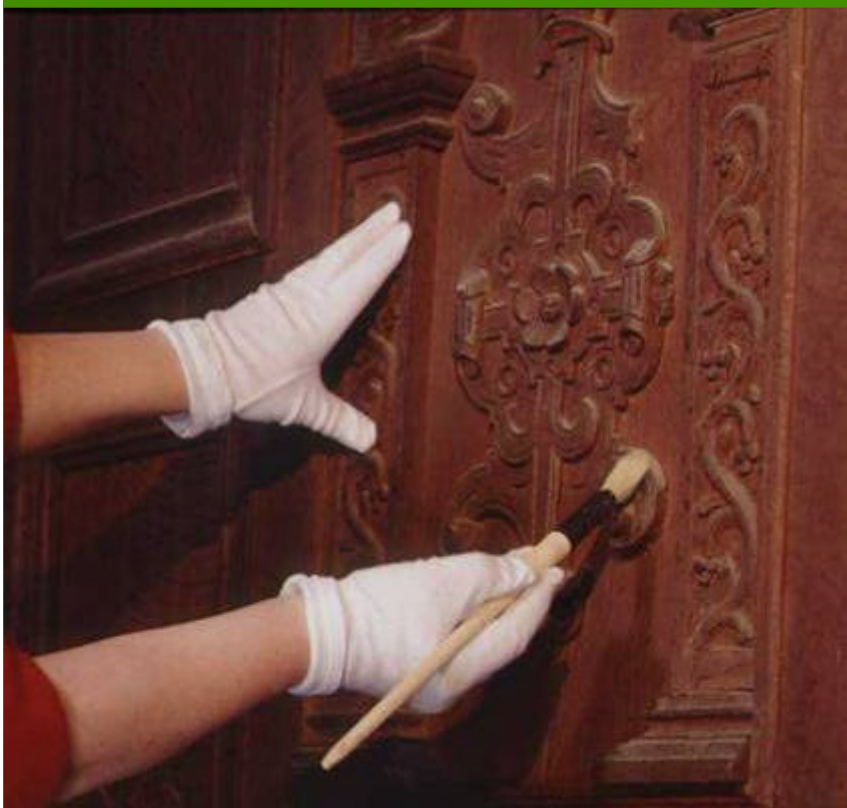
CLEANEST FIRST



- Clear preferred sequences
- Tend to choose object at end of scale for further cleaning

Questionnaire Conclusion

- ✍ Failed again!
- ✍ Visitors influenced by texture as much as dust



- ✍ Staff set cleaning levels
- ✍ Enhance visitor experience by improving communication