The focus of the proposal is the people who live in the encampments and their daily routine. The idea behind A Familiar Place is to isolate those unfortunate from the rest of the world; to make it possible to isolate them from their everyday circle or even a place to stay, and to create a space for both individual and group activities while isolating them from the feeling of alienation. Design materials and elements are formed around this idea to strengthen their belonging as well as the acknowledgment of the environment.

Units must rotate between locations all together for the sake of maximum functionality due to the program.

Unit I - Therapy
Unit I design consists of two main areas. The backside of the trailer is designed for a more individual experience. The interior is designed according to the calming effect of the wood on a human's psychology. This may include one-on-one therapy sessions, individual therapy, or group activities. Additionally, the direct link to the outside creates an opportunity for more consistent group events such as craft activities, talent sharing, children playground, and community gatherings.

Unit II - Production
Unit II acts as a stage or performance area and storage to create a space for interaction between people to increase social health. During an event, counter tables located on the outside can be aligned at the back of the trailer and the other part of the space can be used for the activities. During the meal preparation (three times a day), craft, and workshops, counter tables transform the space into a working area.

Unit III - Service
Unit III is considered in Unit II design. The unit undertakes to maintain a hygiene routine and store the dry food of the facility.

A Familiar Place Monthly Location Schedule