



BIPOLAR WORK & PLAY

MENTAL WEALTH HOUSE, HUB & THEME PARK
FOR THE MOOD-DISORDERED

Practicing genius and creativity for the greater good.
Smart City. Smart Health. Greater Good.



Valuable resources are wasted and affect people with bipolar disorder (and their surroundings') personal and professional lives.



An estimated 1% of Smart City population is affected by a bipolar mood disorder.



The Bipolar Mental Wealth House and its facilities will be a renewable-energy structure, designed to act as a self-sufficient infrastructure within the city.



Biographical reports linking bipolar disorder with exceptional literary or scientific creativity.



Metropolitan committee of problem solvers.



De-stereotyping mental health

WORK & PLAY ECOSYSTEM



The Bipolar Mental Wealth House, Hub, and Theme Park and its facilities will be a renewable-energy structure, design to act as a self-sufficient infrastructure within the city. For patients who need to keep their high-functioning life intact.

The Green Theme Park will be operated by day-patients and community members (city residents) as employees and its revenues will finance the Mental Wealth House and its facilities.



The Great Minds Hub will be designed altogether with the municipality offices to target community issues - a problem solvers committee.