University of Salahaddin College of engineering Department of architecture



Hotel characteristics 2



Characteristics

Budget hotels and motels cater for mainly transient markets requiring reliable accommodation at economy room rates. They may be described as Inns, Lodges, Motels or by more specific product names (e.g. Arcade).

To control quality and costs the designs are highly standardized with extensive pre fabrication in building and fitting out. Rooms are normally planned for family use within suite bath or shower rooms but some units (e.g. Formula I, targeted mainly at drivers) offer shared toilet facilities (which are automatically sanitized after use).



Planning issues

Public facilities and back-of-house areas are rationalized and accommodation units may be conveniently associated with other public restaurants, cafes and garage service stations to share investment and infra structure costs.

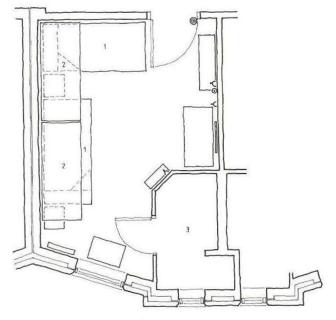
Developments are mainly one or two storeys and may be in motel style, courtyard grouping, pavilion arrangement with separate blocks or in individual purpose-designed buildings. Most budget hotels and motels are small, Separating broadly into 20-50 room units for family operation and 50-100 room units for company or franchise management.

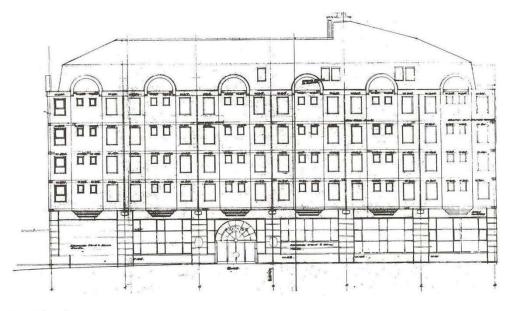


Budget hotels

Arcade Hotel, Lady well Walk, Birmingham

The Arcade Group are international leaders in developing the budget hotel concept. Arcade brand hotels are constructed to detailed designs using extensive prefabrication to reduce costs and time. The standard bedrooms provide two 900 mm (3 ft) beds with overhead bunk beds for family use within an area 3.205 m wide x 4.413 m (10'6" x 14'6"). Prefabricated 2.23 m' (24 sq ft) shower rooms are interest on external walls and the division walls provide for interspacing of furniture and shower fillings.





(a) Typical room plan

(b) Front elevation