Abstract
Over the centuries, there have been numerous threats to our survival with sweeping epidemics, such as Bubonic plague, the 1918 influenza, AIDS, and smallpox, changing the landscape of our existence. Although drug addiction is often regarded as a personality disorder, it too could be seen as a worldwide epidemic. According to the 2002 National Survey on Drug Use and Health, approximately 22 million Americans (9.2% above the age of 12) are addicted to alcohol and other drugs (Wesa, 2004), and the same survey found that many addicts are not obtaining the help they need. An estimated 7.7 million persons needed treatment for a drug problem, and 18.6 million persons needed treatment for a serious alcohol problem (Wesa, 2004).

The aim of this thesis is to design a drug and alcohol rehabilitation center that changes the way we think about addiction and transforms the process of healing for addicts through the design of space that inspires and strengthens the healing process for the patients. From an investigation of existing centers and in the understanding of events during the addiction life cycle, a new treatment center that directly deals with these issues is suggested while incorporating the use of animals in a therapeutic setting, particularly given the previous success of their use in treatment facilities (Urichuk, 1969; Christiansen, 2007; Velde, 2005; Dunlap 2010).