



Living Campus

Our Goal

Inspiring designs to help
people do great things.





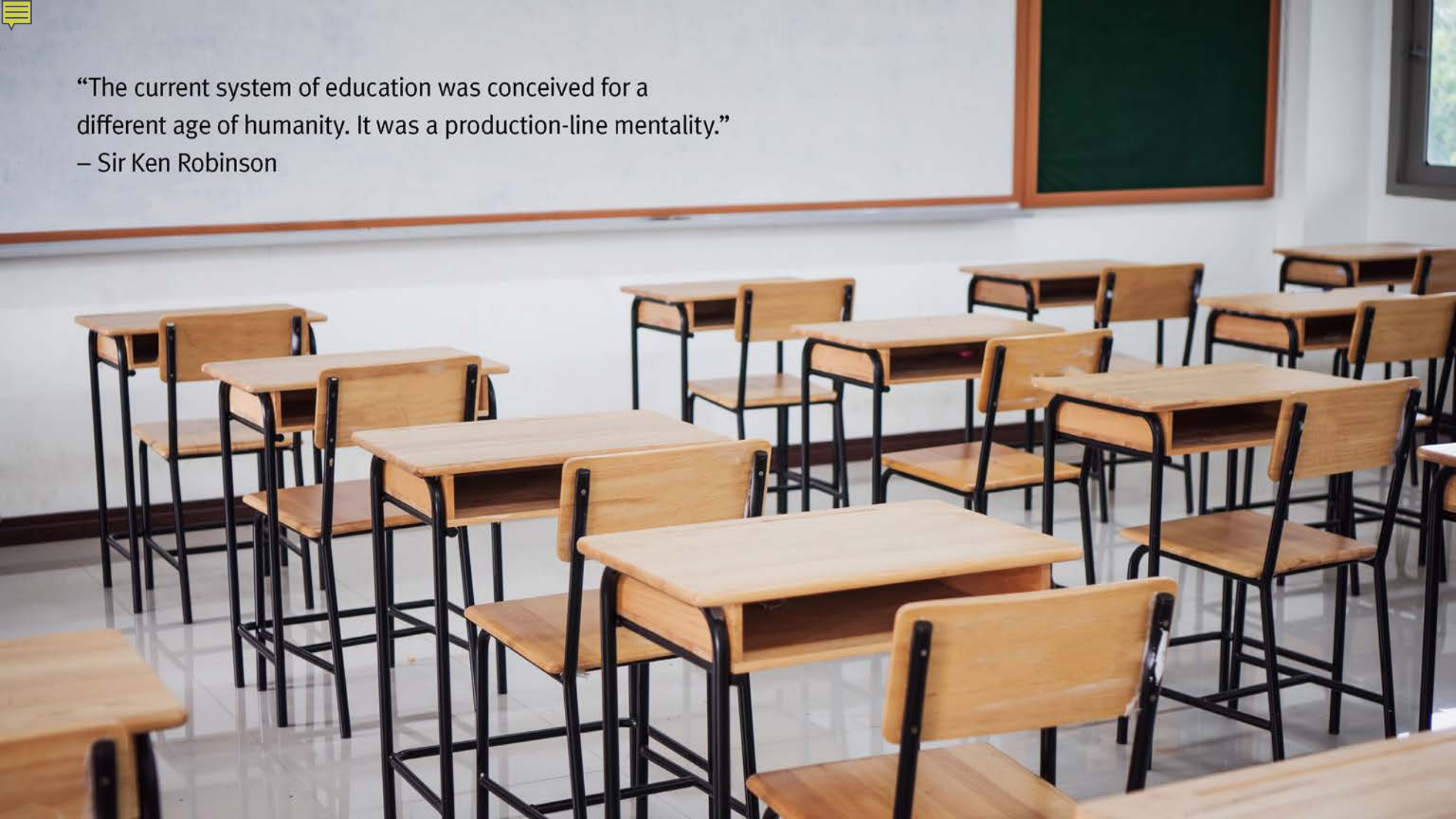
Educational Spaces Today





“The current system of education was conceived for a different age of humanity. It was a production-line mentality.”

– Sir Ken Robinson







Introducing Living Campus





Learning Spaces



Questioning the Lecture Model

Student failure is 1.5 times more likely in lecture classes than in active learning classes.





Activities

10 common ways that students work together or alone.

Alone



Process and Respond



Contemplate



Create

Together



Chat



Converse



Co-Create



Divide & Conquer



Huddle



Show & Tell



Warm Up Cool Down



Process & Respond

Is the work generated by work. It occurs in response to the continual loop of emails, texts, and messages.





Contemplate

Is an opportunity for faculty to take a break, concentrate on a project, or pause and consider the best way forward in their work.





Create

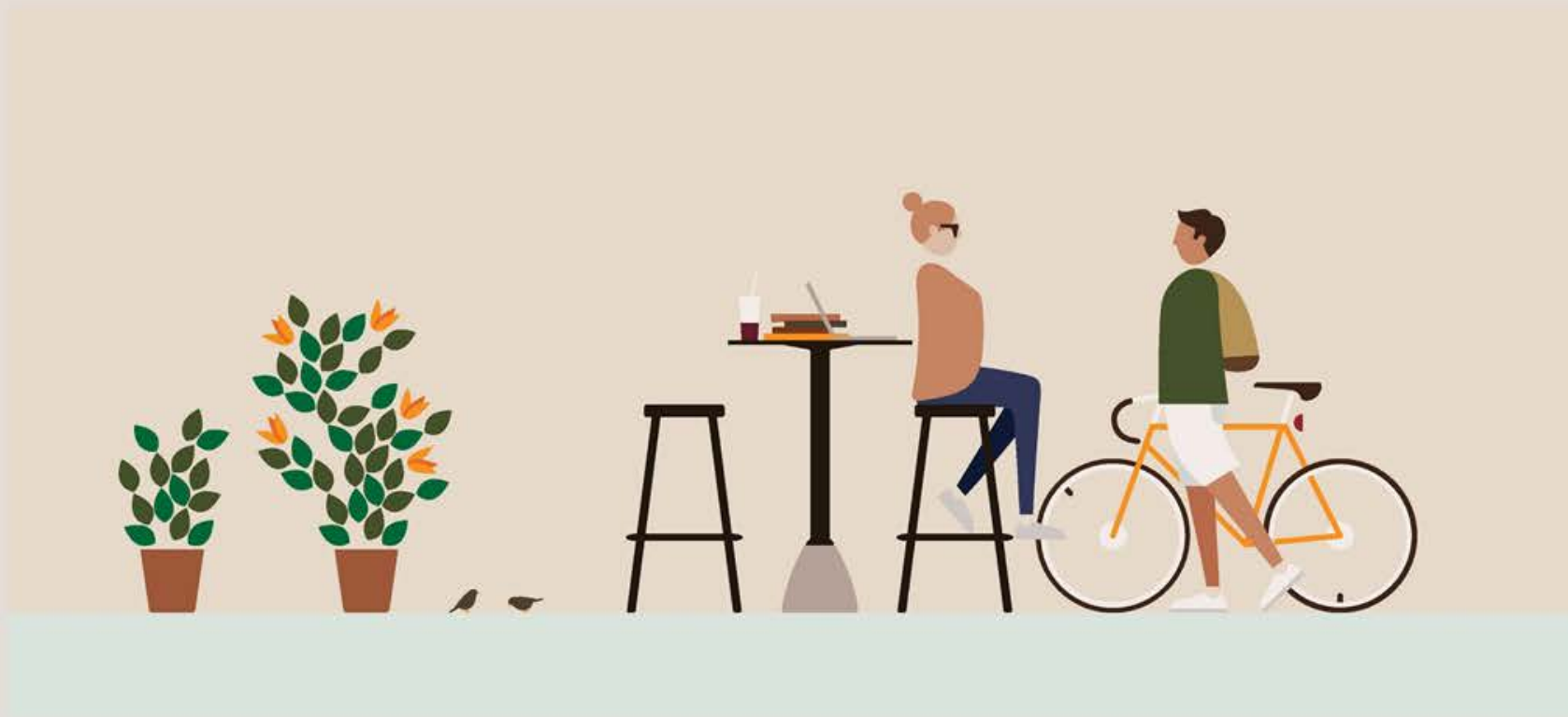
Occurs when a faculty member or student engages with specific content for a project or class.





Chat

Is an incidental and impromptu interaction between students, faculty, or combinations of both.





Converse

Is a purposeful interaction between two or three students, faculty members, or a combination of each that addresses a specific topic.





Co-Create

Is the generation of new ideas and content among groups.





Divide & Conquer

Happens when a group of students with a common goal (and often the guidance of a faculty member) find it valuable to work on individual components of a project while maintaining close proximity to one another.





Huddle

Occurs when a team needs to address an urgent issue or receive instructions for a plan of action.





Show & Tell

Is a planned gathering at which faculty present information.





Warm Up, Cool Down

Occurs in the time leading up to and immediately following scheduled classes or meetings with faculty or students.





Settings for Learning Spaces





Learning Spaces Research

From Autumn 2015 to Spring 2017, Herman Miller partnered with six higher education institutions to examine how classroom spaces influence student engagement.

Pilot learning spaces were evaluated pre and post occupancy, and four key elements were measured through surveys, observations and interviews. These were ‘Learning Engagement and Productivity’, ‘Peer and Social Engagement’, ‘Diverse Learning Styles and Perspectives’ and ‘Use of Space’.

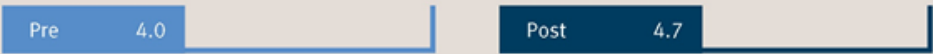
Learning Engagement and Productivity

The space reflects my university’s commitment to my success in learning



Peer and Social Engagement

I make friends with other students



I help other students who are having trouble with their work



Diverse Learning Styles and Perspectives

Formed a new idea or understanding from various pieces of information



Included diverse perspectives in course discussions or assignments

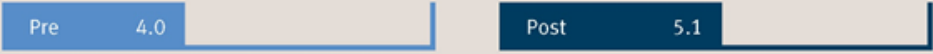


Use of Space

Support for my personal technology



Ability to speak with other students



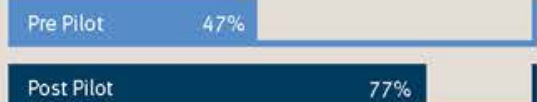
Learning Spaces Research



I feel comfortable asking questions in this room



I feel confident engaging with fellow students in this room



What Informs your Learning Space Design?

Workplace Readiness Skills*

Top 10 skills in 2015

- Complex problem solving
- Co-ordinating with others
- People management
- Critical thinking
- Negotiation
- Quality control
- Service orientation
- Judgment and decision making
- Active listening
- Creativity

Top 10 skills in 2020

- Complex problem solving
- Critical thinking
- Creativity
- People management
- Co-ordinating with others
- Emotional intelligence.
- Judgment and decision making
- Service orientation
- Negotiation
- Cognitive flexibility

*Source: World Economic Forum





What Works Well in a Learning Space?



**The furniture is
tiered**
not the floor.



Break out areas
for small group
discussions.



**Support for
technology**
but not embedded
into the furniture.



Mobile furniture
to support various
needs of the faculty
and students within
the space.



Stimulating colours
and natural light to
stimulate creativity.



Well suited to small groups, this learning studio quickly adapts to a variety of collaborative activities.











Forum

Designed to support the presentation and discussion of content, this learning environment has a clearly defined point of focus.





Maker Spaces

A maker space supports students as they tinker, deconstruct, and innovate either individually or with other students and faculty.













Faculty Spaces





Activities

10 common ways that people work together or alone.

Together



Chat



Converse



Co-Create



Divide & Conquer



Huddle

Alone



Show & Tell



Warm Up, Cool Down



Process & Respond



Create

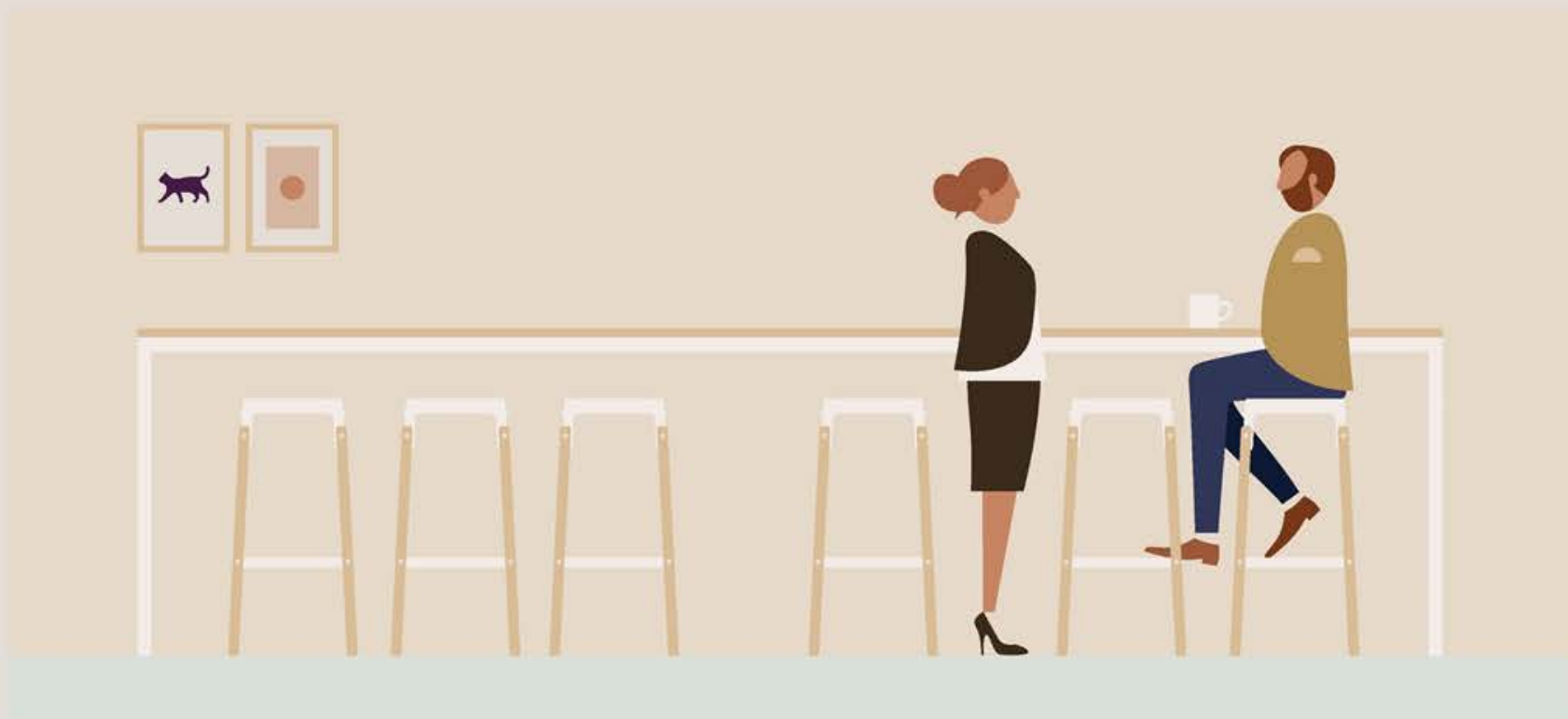


Contemplate



Chat

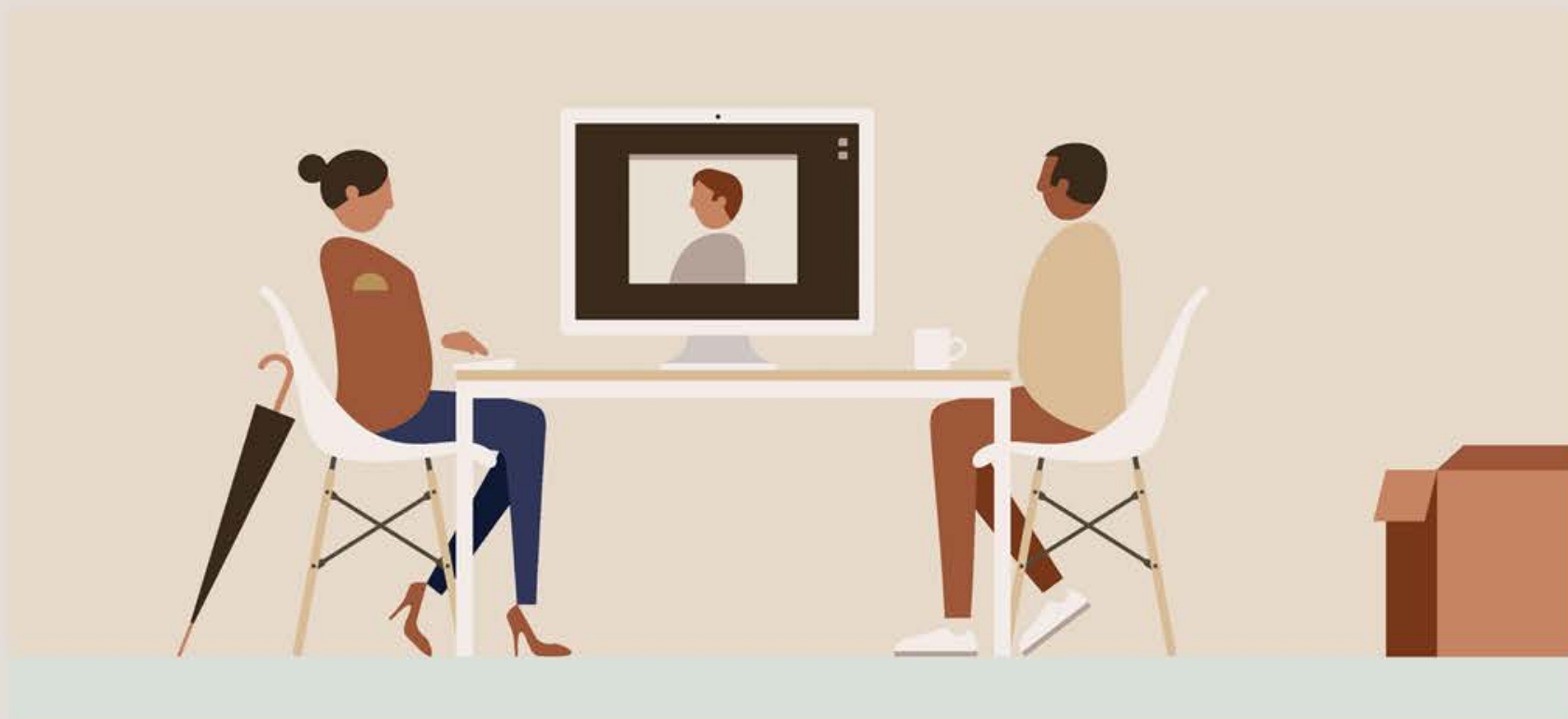
An incidental and impromptu interaction between colleagues.





Converse

A purposeful interaction among colleagues to address a defined topic.





Co-Create

The generation of new ideas and content among groups.





Divide & Conquer

Happens when team members spread out within a group space to work on their own pieces of a larger project.





Huddle

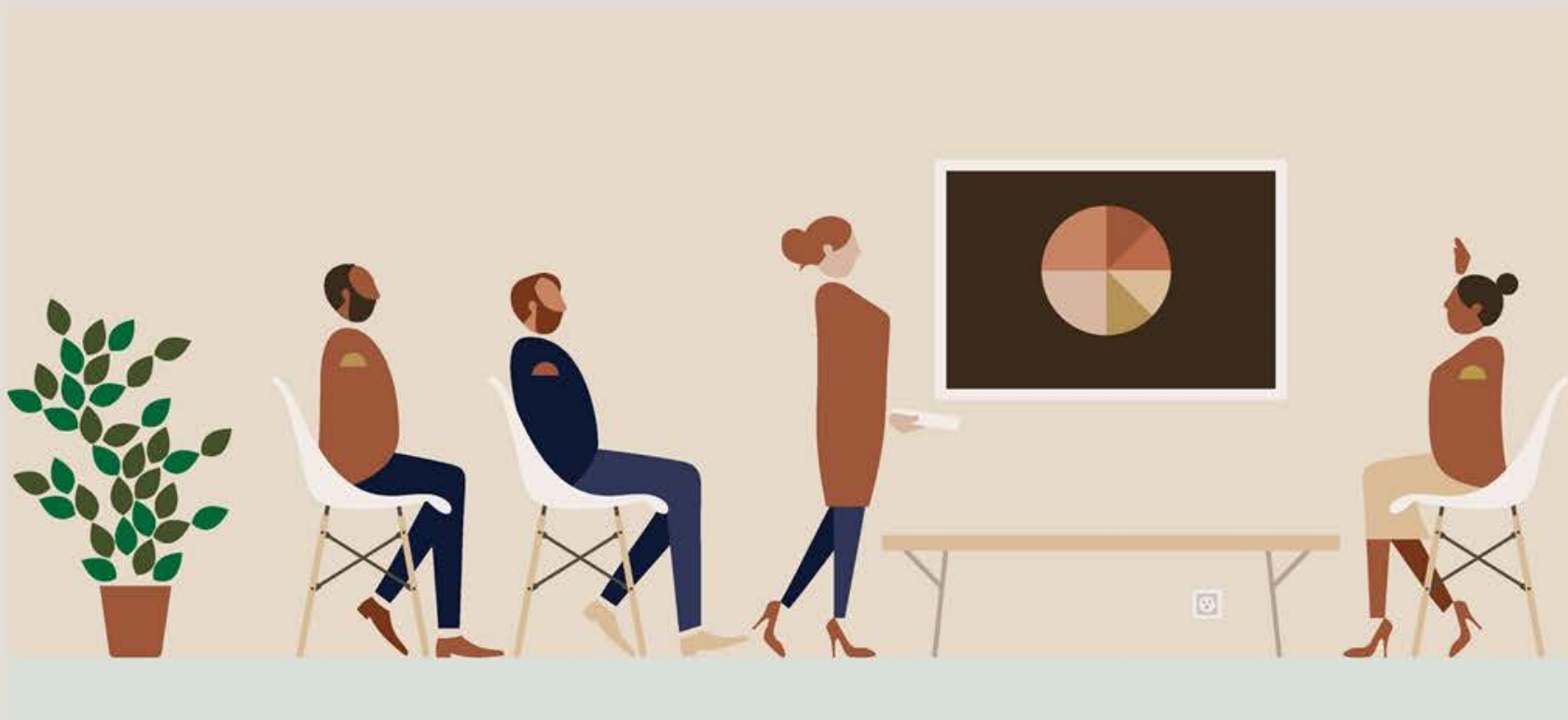
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Show & Tell

A planned information session
for teams of colleagues.





Warm Up, Cool Down

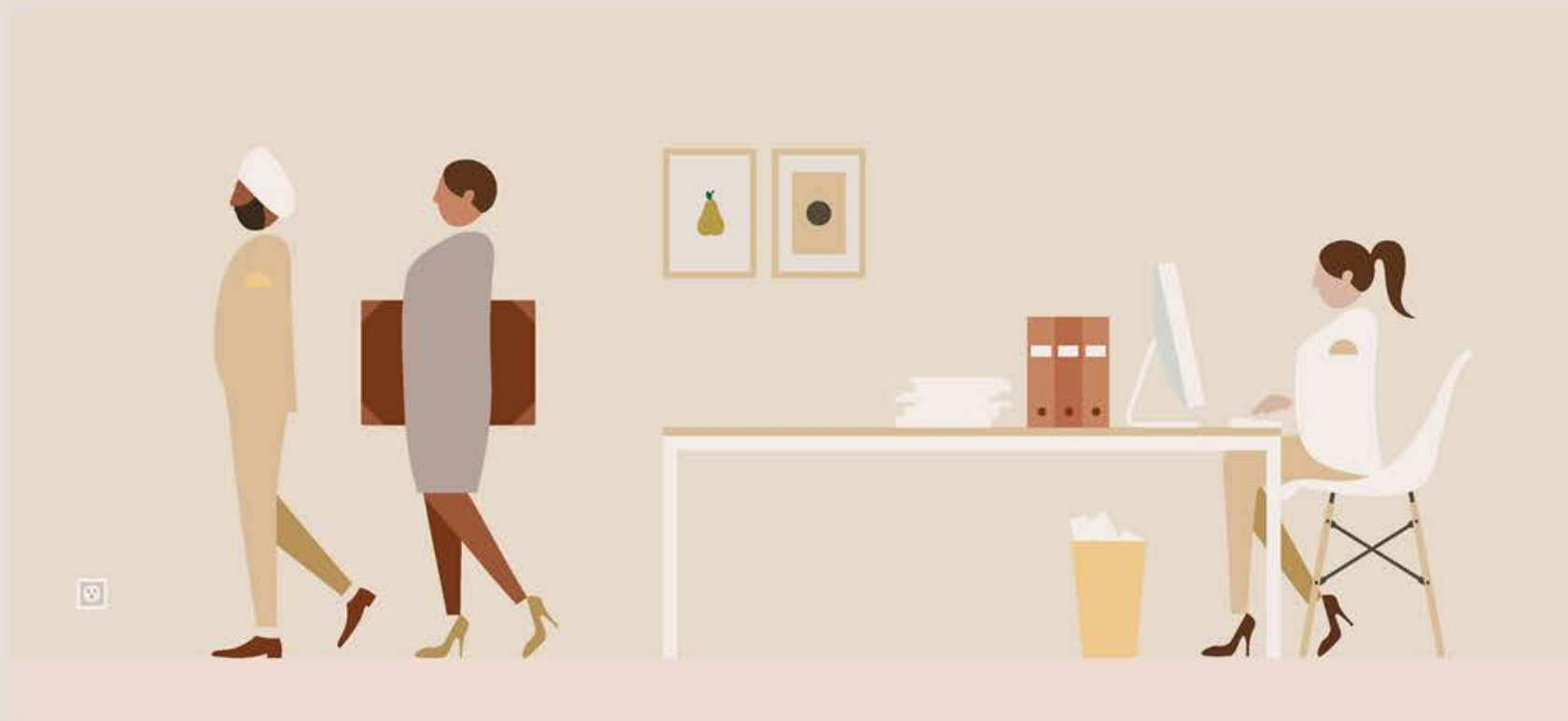
Occurs in the time leading up to and immediately following a formally scheduled meeting.





Process & Respond

Occurs in response to the feedback loop of emails, phone calls, and texts that drives work forward.





Create

Occurs when a person engages with the content associated with their role and develops deliverables.





Contemplate

An opportunity for an individual to pause and reflect on their work or ignore it momentarily and seek respite.



Settings

10 spaces that support people's activities, enhance their experiences, and fulfil their needs.



Hive



Haven



Clubhouse



Forum



Jump Space



Cove



Plaza



Workshop



Meeting Space



Landing



Activities

Process & Respond

Create

Chat



Atlas Office Landscape, Aeron Chairs, Flo Monitor Arms, Locale Mobile Easel, Cubert Lamps, Formwork



Activities

Create

Contemplate

Converse



Public Office Landscape, Wire Frame Sofa



Activities

Co-create

Divide & Conquer

Huddle



Locale, Aeron Chair, Keyn Chair Group



Activities

Show & Tell

Divide & Conquer



Keyn Chair Group



Activities

Process & Respond
Chat



Memo, Keyn Chair Group, Sayl Chair, Public Office Landscape



Activities

Huddle

Converse

Co-create





Plaza

Activities

Chat

Converse

Process & Respond



Public Office Landscape, Caper Chair, Setu Stool



Activities
Co-create
Divide & Conquer



Atlas Office Landscape, Keyn Chair Group, Mirra 2 Stool, Setu Table



Activities

Show & Tell



Memo, Setu Chair, Locale, Wireframe Sofa



Activities

Warm Up, Cool Down

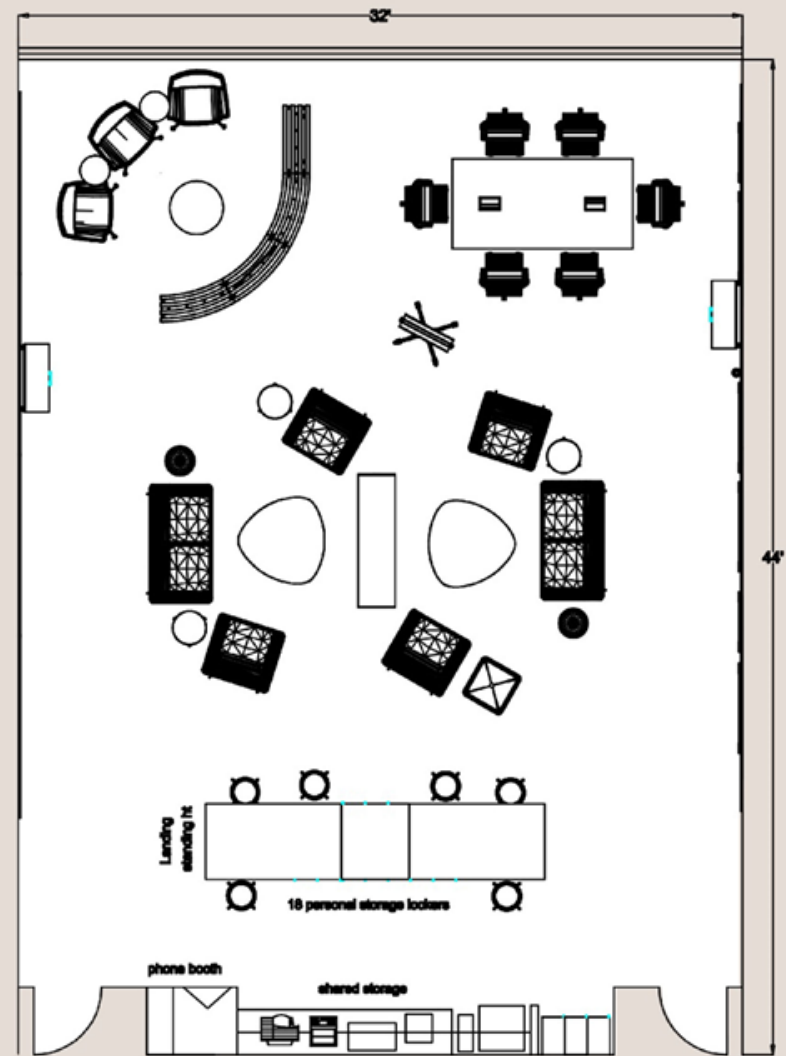
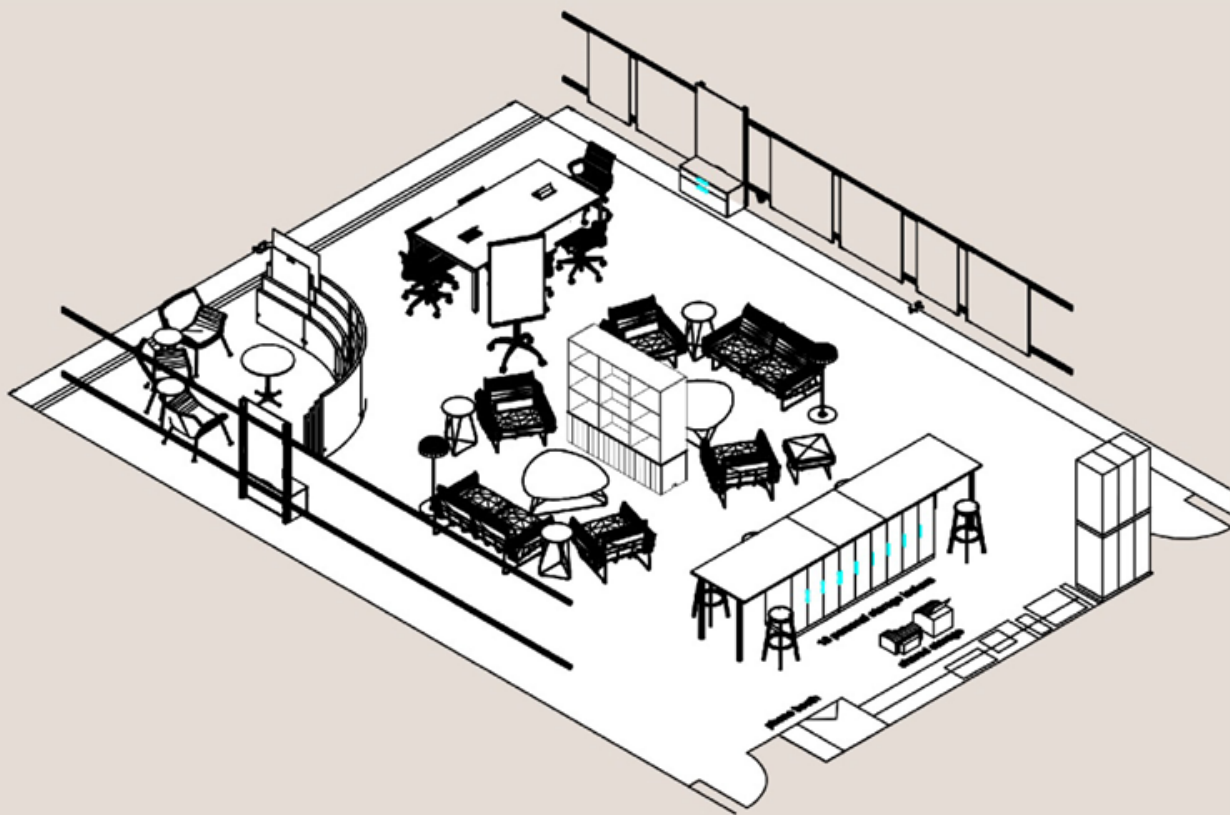


Meridian Storage, Crosshatch Stool

Faculty Plaza

Supports creation and collaboraton, interaction and socialising. It is shared among departments.

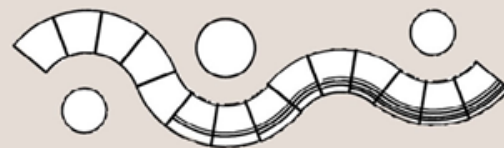
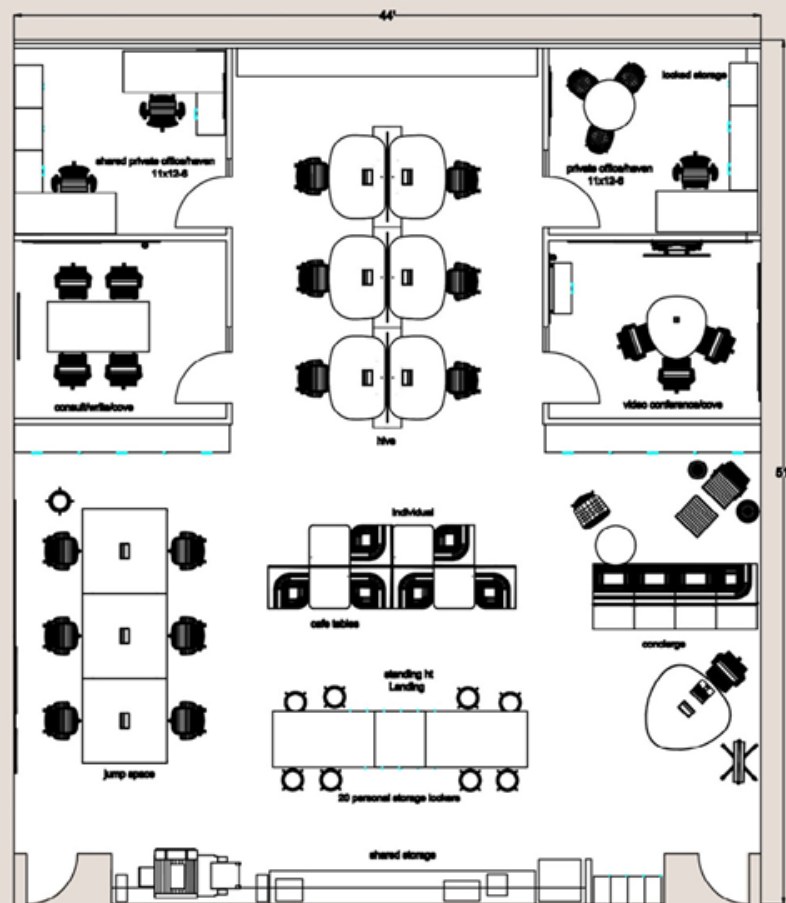
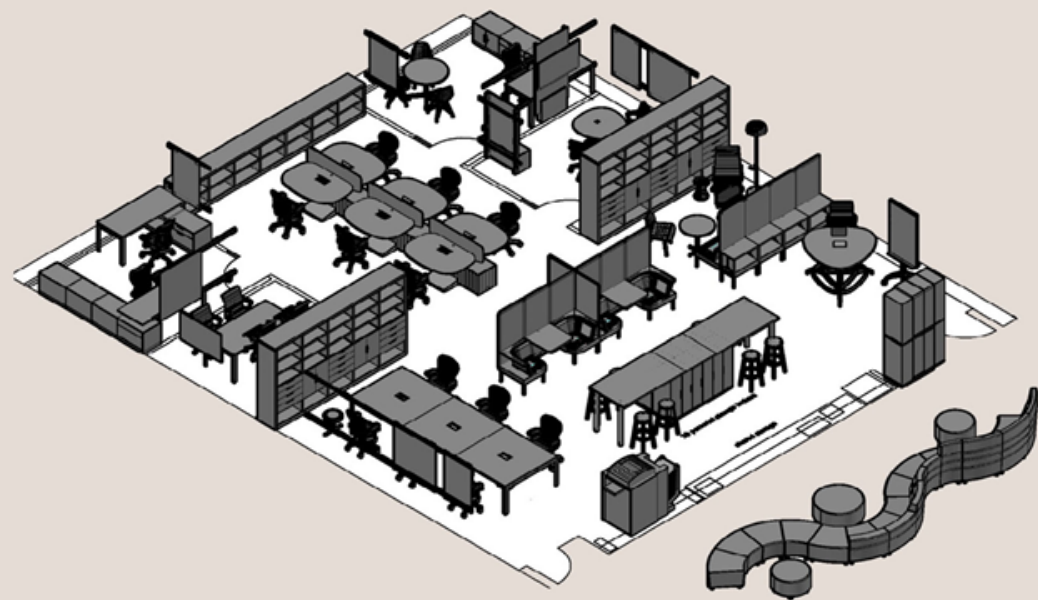




Faculty Clubhouse

Takes advantage of co-location to help drive work forward and build community. It is owned by a department.







Private and Shared Havens

A small shelter where focused work can be done without distraction.





Social Spaces





Activities



Create



Chat



Converse



Co-Create



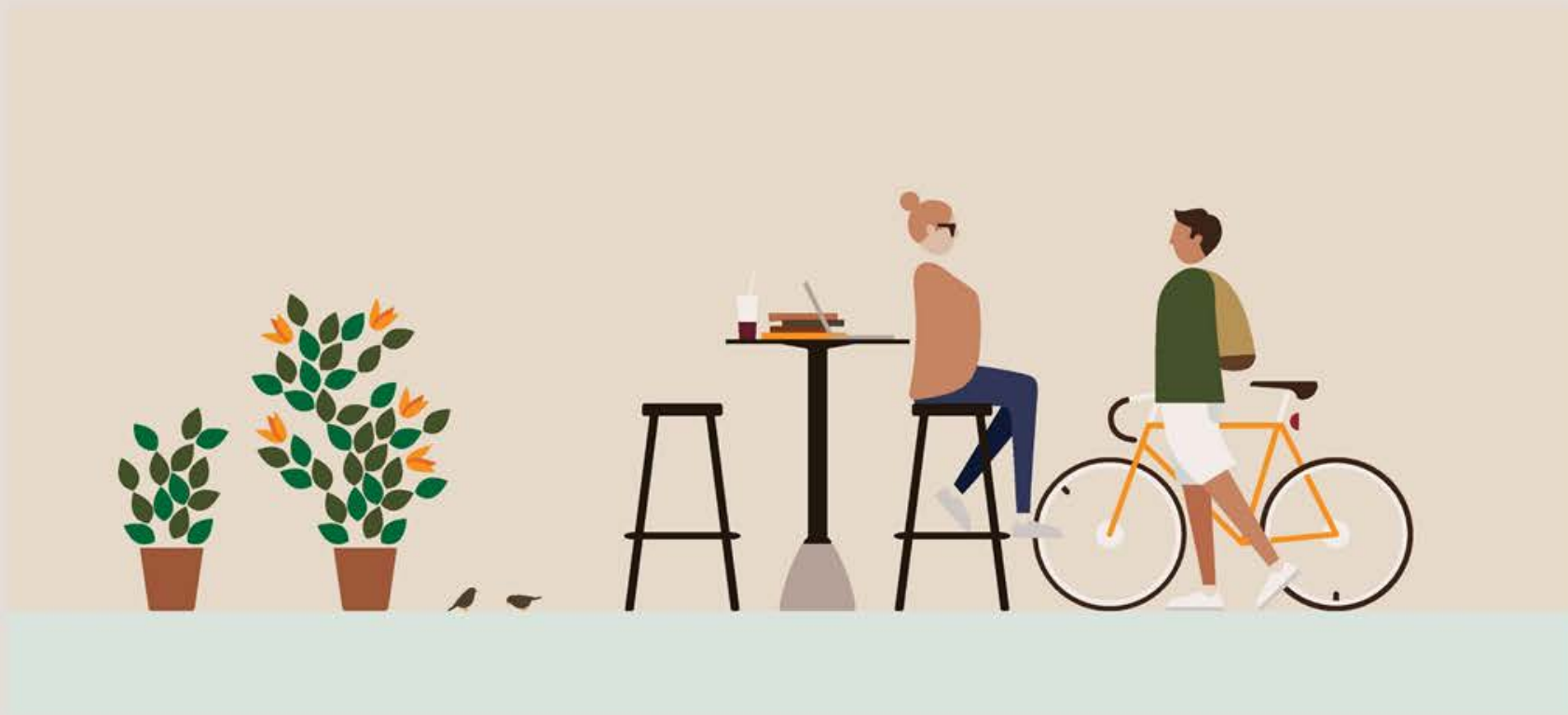
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Settings for Social Spaces



Hospitality and Dining Spaces



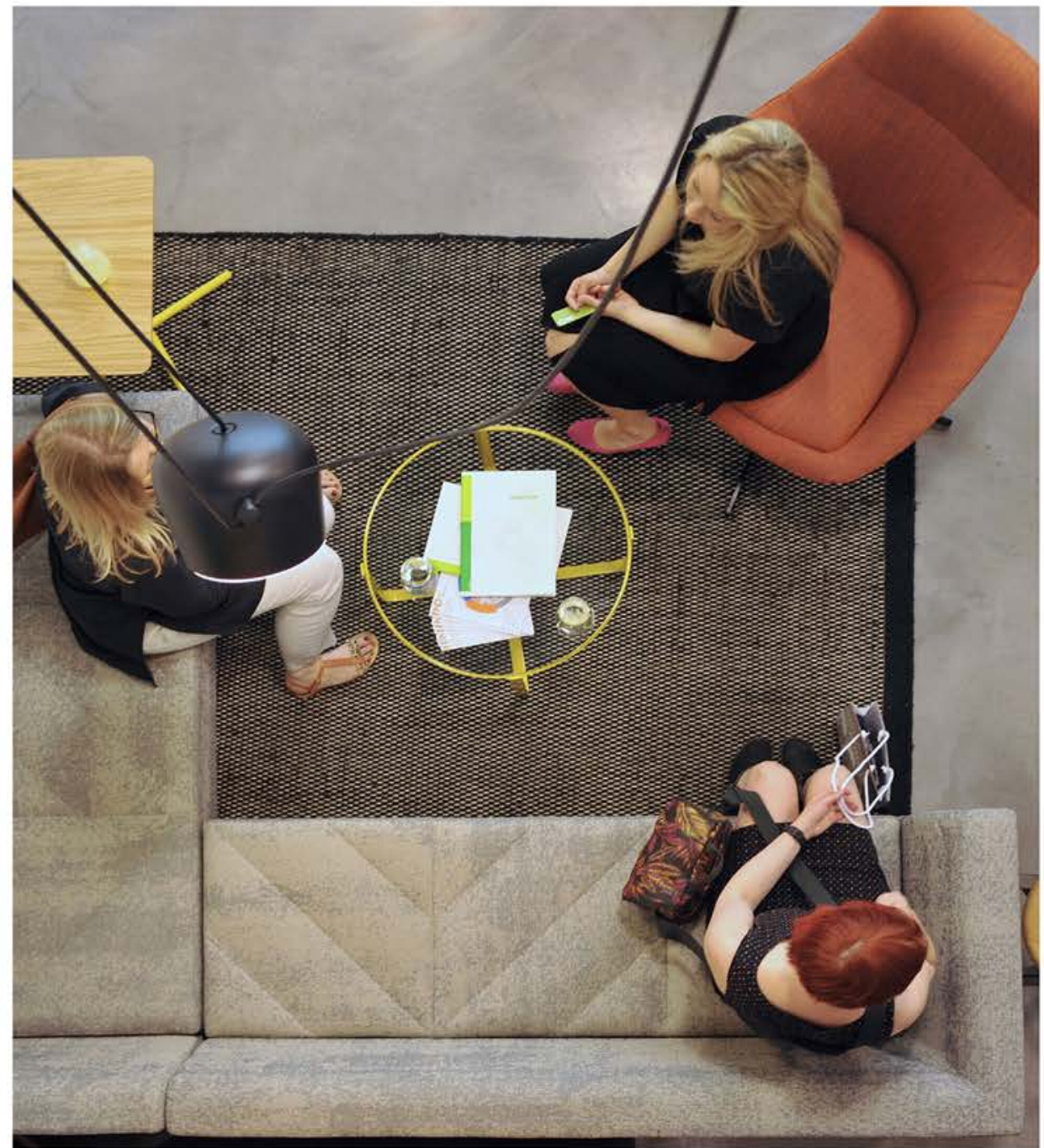
Atrium Spaces



Large Work Spaces



Small Group Spaces



Havens



Jump Spaces

