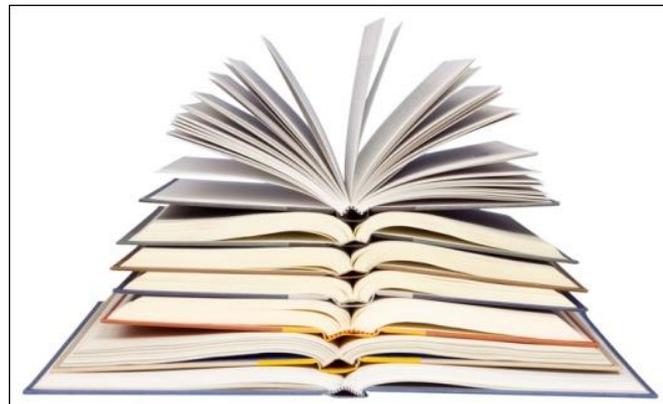


The Evolving Academic Library

The learning-optimized library





FORMS 300

STRUCTURAL
HORIZONTAL
CEAL

PHOTOGRAPHY
VIDEO SHOOT
PRODUCT WEBSTE
PR
MODEL SALES PRESENTATION
GLOBAL PRODUCT BROCHURE
PRODUCT IN SHOWROOM



Steelcase

our human-centered research process



Understand



Observe



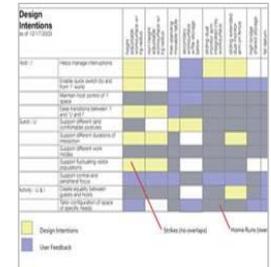
Synthesize



Realize



Prototype



Design Intentions	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Goal 1: Reduce the number of steps to complete a task																				
Goal 2: Increase the number of steps to complete a task																				
Goal 3: Reduce the number of steps to complete a task																				
Goal 4: Increase the number of steps to complete a task																				
Goal 5: Reduce the number of steps to complete a task																				
Goal 6: Increase the number of steps to complete a task																				
Goal 7: Reduce the number of steps to complete a task																				
Goal 8: Increase the number of steps to complete a task																				
Goal 9: Reduce the number of steps to complete a task																				
Goal 10: Increase the number of steps to complete a task																				
Goal 11: Reduce the number of steps to complete a task																				
Goal 12: Increase the number of steps to complete a task																				
Goal 13: Reduce the number of steps to complete a task																				
Goal 14: Increase the number of steps to complete a task																				
Goal 15: Reduce the number of steps to complete a task																				
Goal 16: Increase the number of steps to complete a task																				
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Goal 18: Increase the number of steps to complete a task																				
Goal 19: Reduce the number of steps to complete a task																				
Goal 20: Increase the number of steps to complete a task																				

Measure





“reinvention or extinction”



UNDERSTAND

OBSERVE

SYNTHESIZE

REALIZE

PROTOTYPE

MEASURE

Themes

The shift to *learner centered*

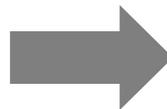


reader centered

storage centered

learner centered

Connecting readers to printed materials



Connecting People and Learning to Space

Themes

The changing role of libraries

“(Librarians must) link libraries to improved student retention and graduations rates”

*(ACRL, *The value of academic libraries*, 2010)*

“The library is one of the chief places on campus where students take responsibility for and control of their own learning”

*(Bennett, *Libraries and Learning: A History of Paradigm Change*, 2008)*

Themes

Technology and Information

“For the first time in human history, information is not a scarce commodity”

*(Bennett, *Libraries and Learning: A History of Paradigm Change*, 2008)*

20,000
educational and
learning apps

The amount of new technical
information is doubling
every two years.

Themes

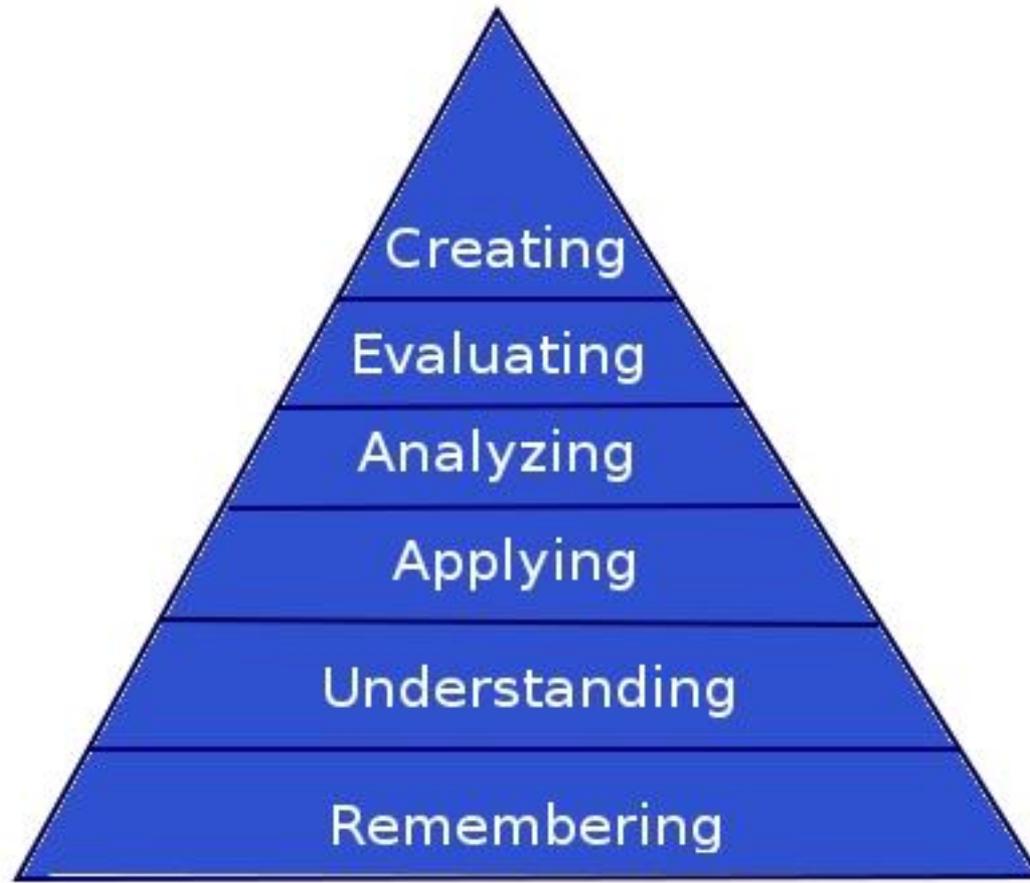
Social Learning

“Students need to go somewhere and think. We may be the only place on campus that can provide that.”
(Bryan Sinclair, Georgia State University)

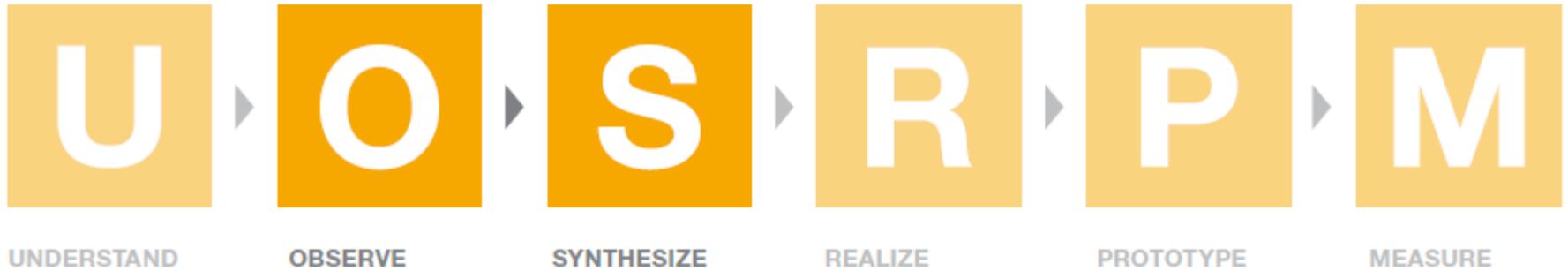
The definition of learning places is changing.



Bloom's Taxonomy



(Bloom, 1956; Anderson, et al, 2000)





Learning is social

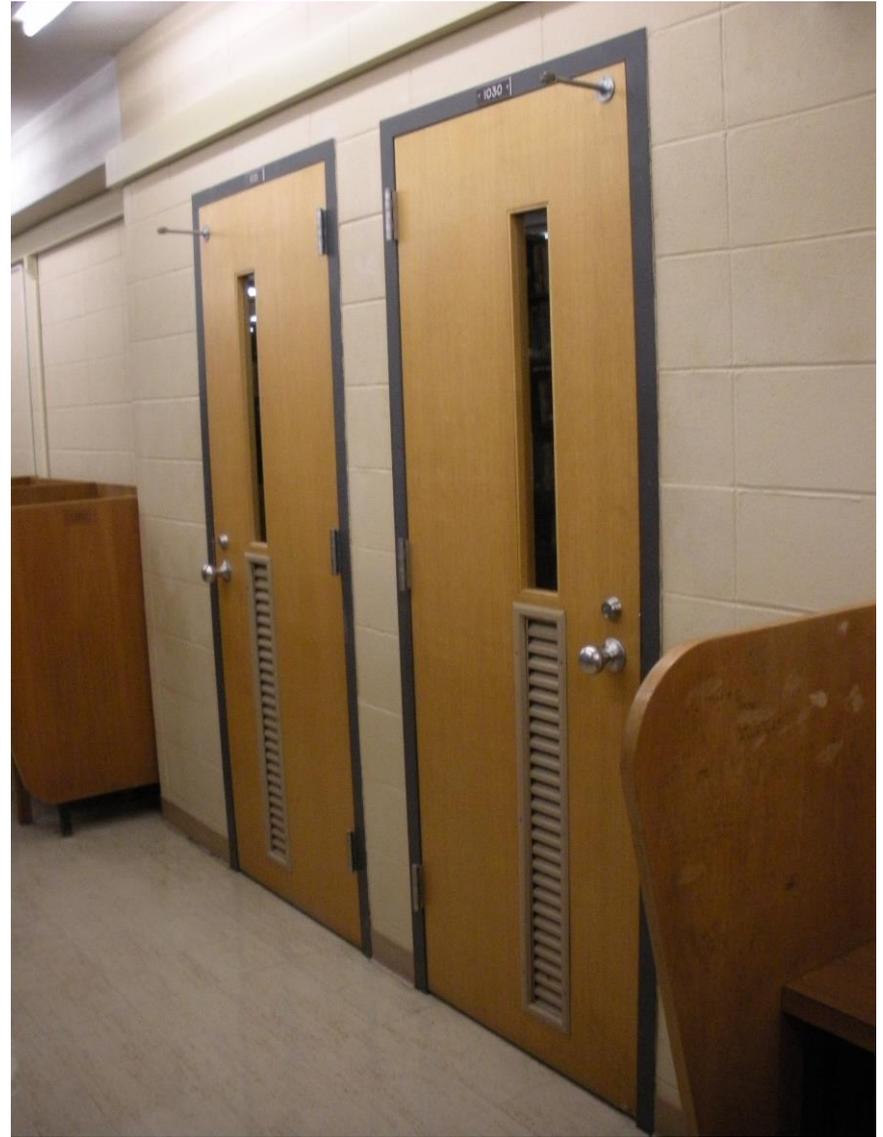




Deep thinking requires blocking out distractions







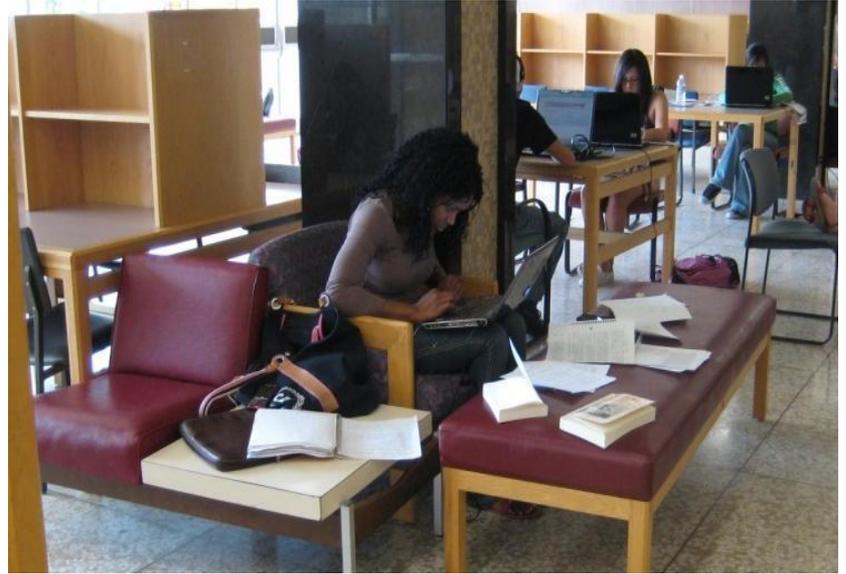
Lounge postures

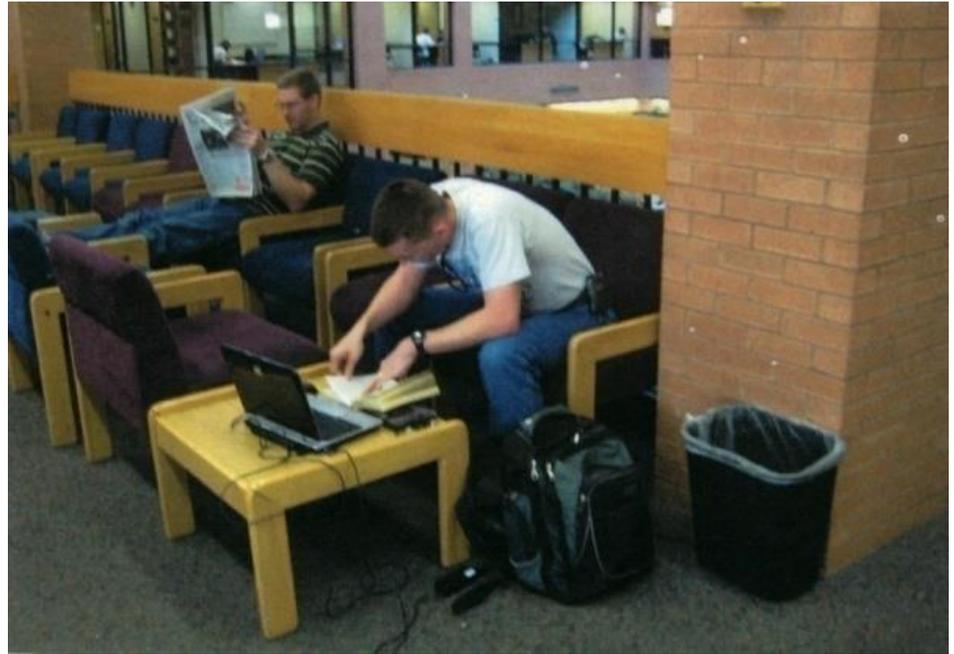


Technology is ubiquitous



Outdated learning spaces





Many spaces are under utilized





UNDERSTAND

OBSERVE

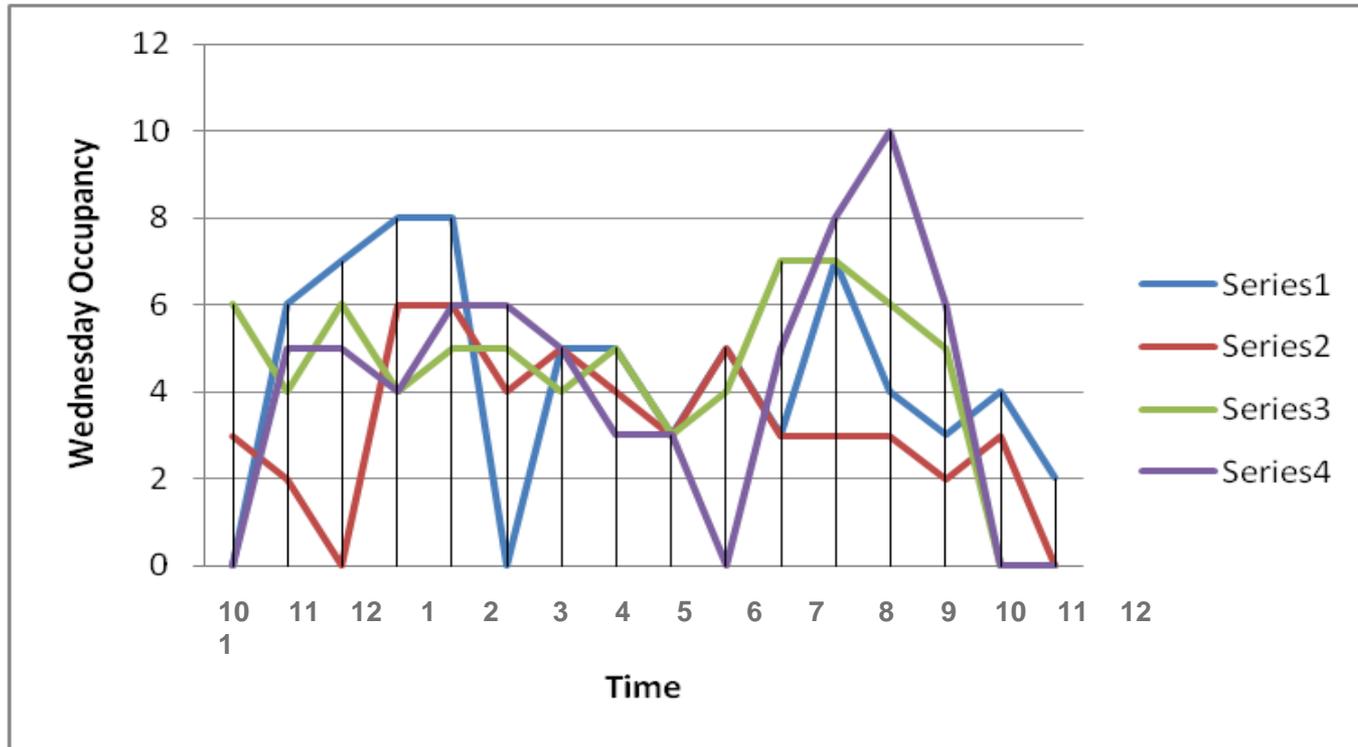
SYNTHESIZE

REALIZE

PROTOTYPE

MEASURE

Occupancy graph





UNDERSTAND

OBSERVE

SYNTHESIZE

REALIZE

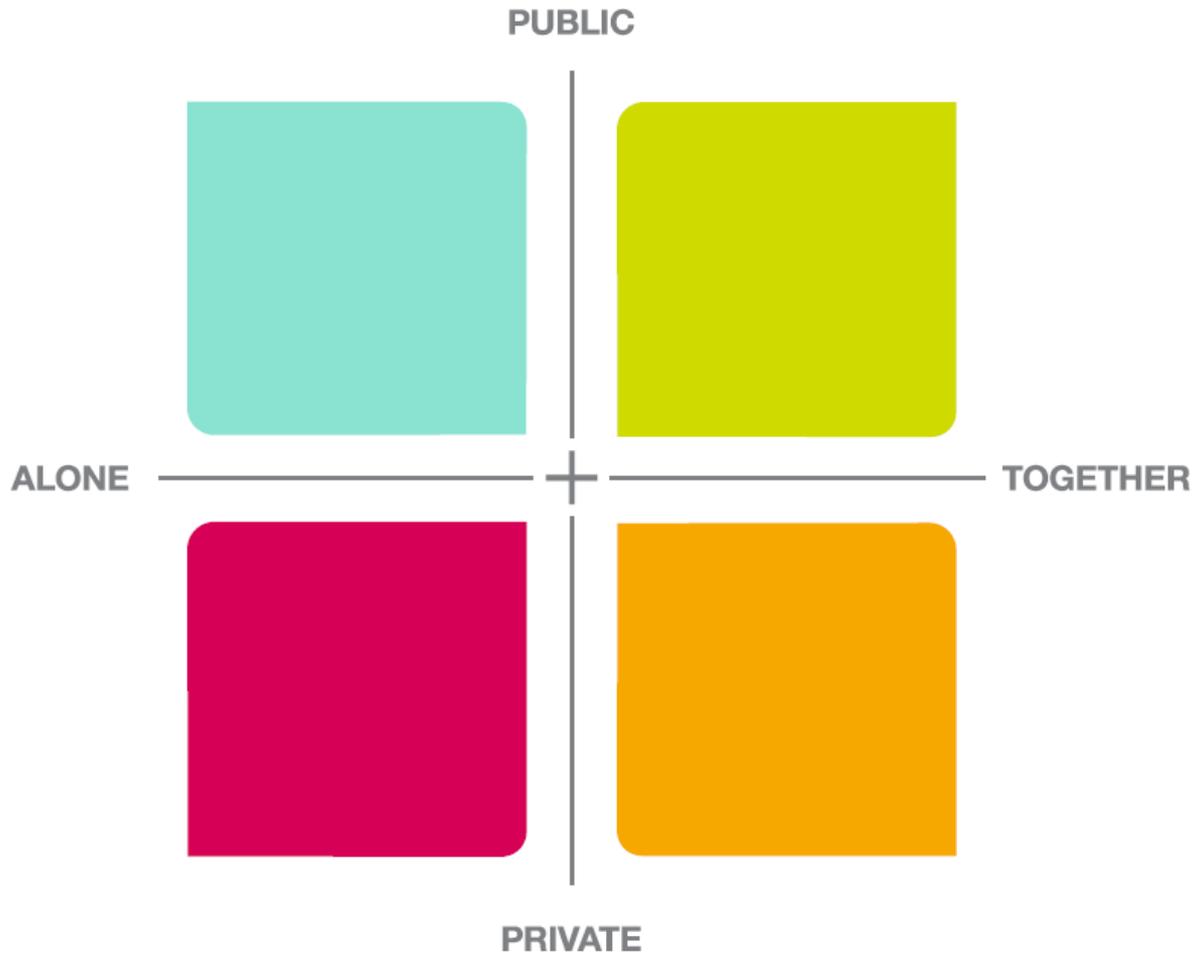
PROTOTYPE

MEASURE



Design Principles

Plan in zones with realistic adjacencies



Key elements



**Visual/Acoustical
privacy**

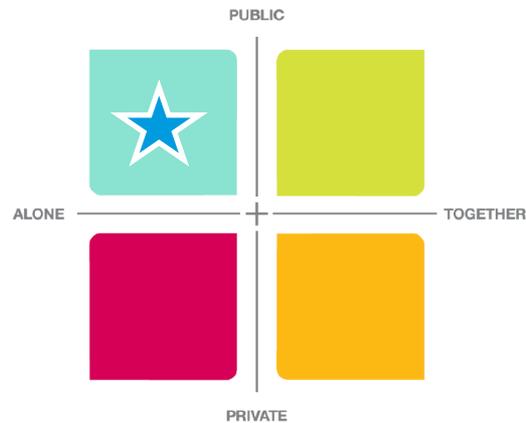


**Technology
integration**



Flexible Furniture

What is the outcome?

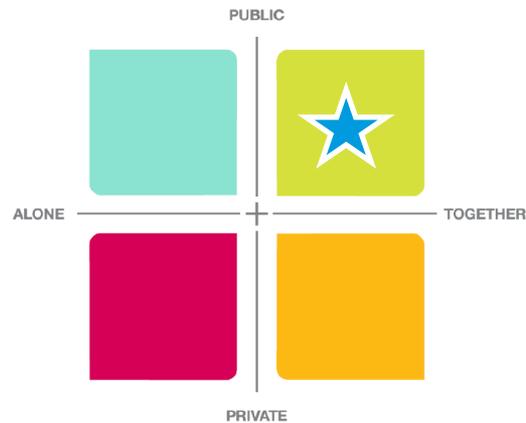


Design Principles

Support the need for...

- co-existing of focused work and social interactions
- switching from individual to dyads and triads at the same setting
- elasticity of personal space
- sustained long durations of work and ergonomic comfort
- task lighting, power and data

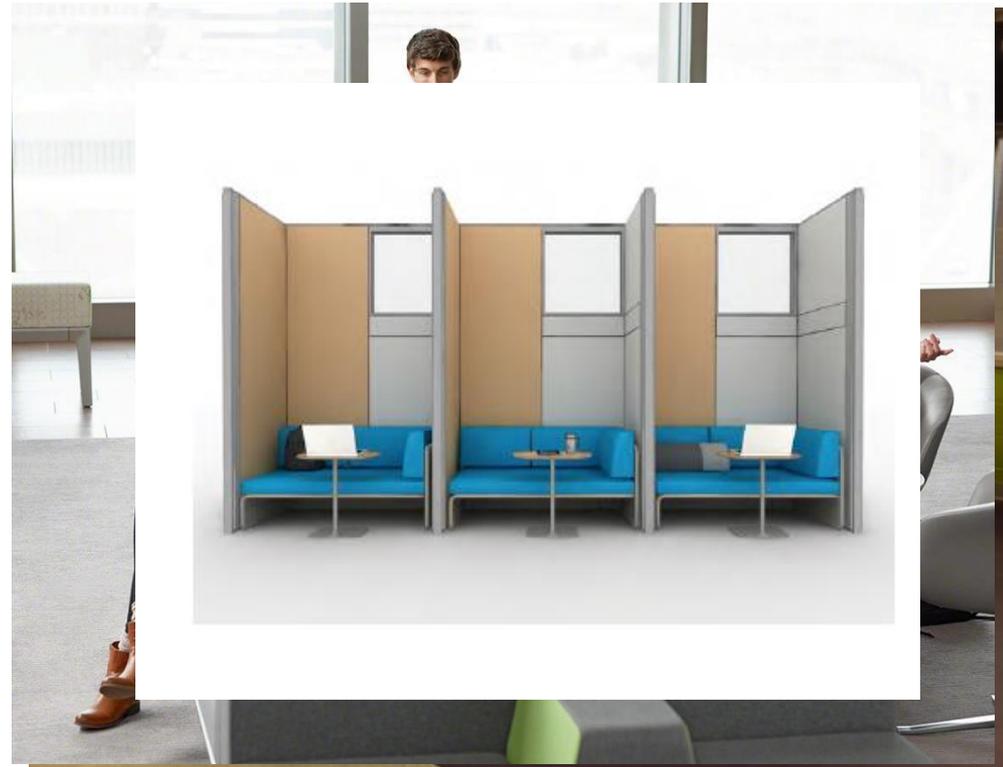
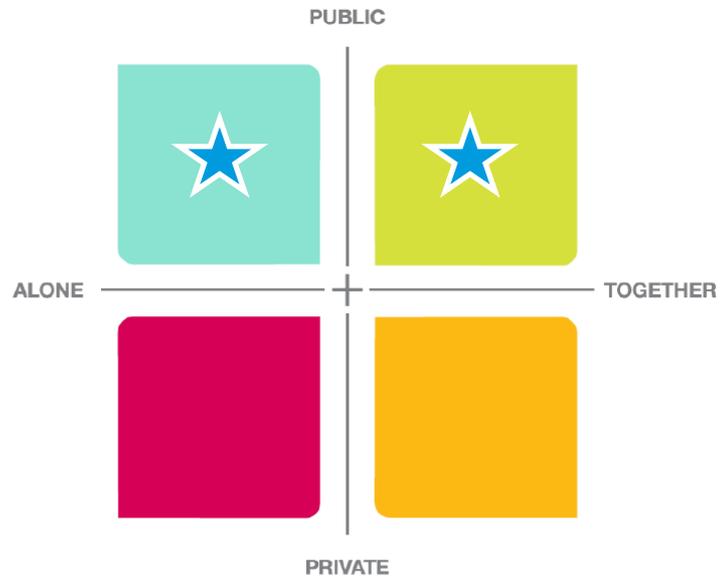
What is the outcome?



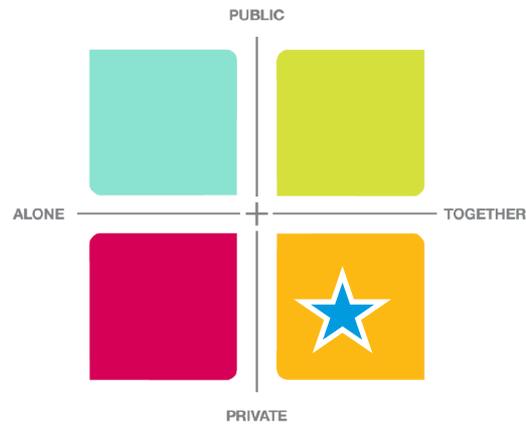
Design Principles

- Consider spaces that can flex and support multiple behaviors
- reconfigurable arrangements
 - arrangements that can support both quiet and noisy, individual and group

What is the outcome?



What is the outcome?



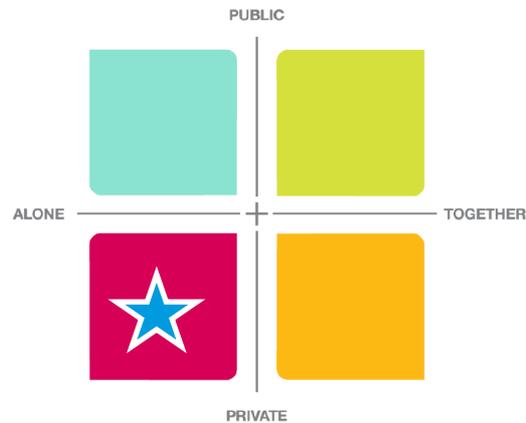
Design Principles

Provide social spaces w/ tools to collaborate

- whiteboard surfaces
- digital display
- multiple learning styles
- “alone-together” spaces
- team tables



What is the outcome?



Design Principles

Provide individual spaces for focus

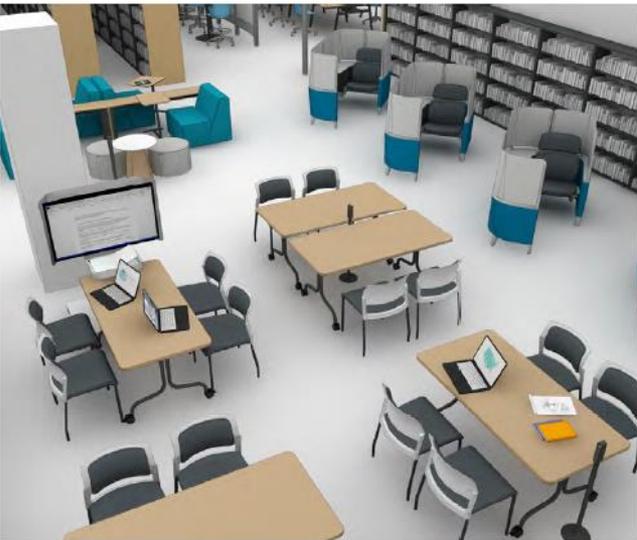
- block visual distractions
- offer convenience
- power access
- ergonomics



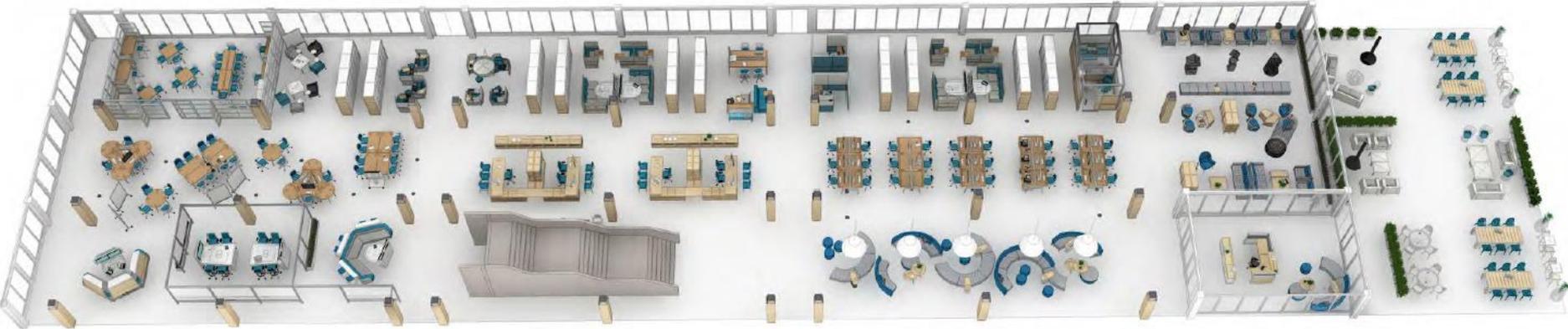
small floorplan

2,500 SQUARE FEET*

Challenge Traditional Environments
Promote Social Learning
Design for Changing Roles
Design for Learning Processes
Promote Democratic Access







medium floorplan
15,000 SQUARE FEET*





What lies ahead?