FURNITURE DESIGN. BETTER PLACES.

KNOWLEDGE & INSIGHTS INTO EMERGING TRENDS & CHANGES









SMARTER PLACES

ADAPTABLESOCIALFLEXIBLEADAPTABLESOCIALFLEXIBLEADAPTABLESOCIALFLEXIBLE



CAMPUSES THAT WORK

- WELCOMING
- FLEXIBLE & ADAPTABLE
- FUNCTIONAL
- ACCOMODATING
- LIVEABLE 24/7
- AFFORDABLE
- ON DEMAND





LEARNING SPACES

LEARNING SPACES

ADAPTABLE & FLEXIBLE

- Infrastructure supports change in pedagogy, use of space, technology over time
- Support quick reconfiguration for lecture to project work, discussion, test taking and back again
- Learning is messy, things move
- All spaces are academic opportunities

SOCIAL

- Gives every student the best seat in the house
- Allows instructor and student access to each other
- Facilitate social learning so students can easily connect, collaborate & engage



DESIGN TIPS FOR SUCCESSFUL CLASSROOMS

- Support fluid transitions among multiple teaching modes: lecture, team project, discussion, etc.
- Design for peer-to-peer learning
- Allow freedom of movement for the instructor
- Set expectations. Learning is messy—things move
- Expose students to how these environments enable, support and allow them to take ownership of their learning









FLEXIBLE

- Design to support quick reconfiguration among multiple modes
- Lecture to project work | active learning | test taking and back again







ADAPTABLE

- Infrastructure that can support change in furniture, pedagogy, use of space, or technology over time
- Learning is messy—things move





SOCIAL

- Design for visual and physical access, giving every student the best seat in the house and allowing the instructor and student access to each other
- Facilitate social learning by designing spaces where students can easily connect, collaborate and engage in peer-to-peer learning





LIVING SPACES

LIVING SPACES

ADAPTABLE & FLEXIBLE

- Student control over their environment
- Movable furnishings with a variety of posturing
- Amenities to compete with off-campus housing

SOCIAL

- Furniture that supports gathering spaces as a part of the community
- Branding elements that tie the design back to the campus vision
- Emulates a home-like environment

















IN-BETWEEN SPACES

IN-BETWEEN SPACES

ADAPTABLE & FLEXIBLE

- Multi-purpose design that can be transformed over time
- Connect indoor and outdoor areas

SOCIAL

- Provide settings to accommodate learning, collaborating, socializing and relaxing
- All spaces are academic opportunities





















FACULTY SPACES

FACULTY SPACES

ADAPTABLE & FLEXIBLE

- Support a range of postures to enhance wellbeing
- Encourage movement throughout the work day
- Variety of settings to support different work modes

SOCIAL

- Balanced design that supports introverts and extroverts
- Facilitates the creation and sharing of knowledge
- Supports meaningful interactions with students









2. CREATIVE SOLUTIONS

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TECHNOLOGY

- Don't know what is happening and to plan for
- Advanced intuitive next generations
- Already playing games globally
- Does your learning environment support this? What is the software and hardware?
- Introverts & extroverts—comfort and trust built in so everyone can thrive

TECHNOLOGY

- Vertical and horizontal display surfaces
- Use of projection and interactive surfaces
- Allow access to BYOD and instructional technology tools and devices
- Allow for displayed information to be purposeful over time
- Ensure thoughtful planning so the tools enhance outcomes
- Be intentional what technologies to be used support to instructional strategies
- Incorporate tools that support immediate and online learning and collaboration.
- Support learning styles with both analog and digital means to co-create

DESIGN TOOLS TO USE

- Support project mission, vision and goals
- Partnership with IT , AV and FF&E consultants
- Design synergy with architectural & MEP consultants
- User Group participation
- Student Test Fits

3 SHARED PROJECT EXPERIENCE

DATADRIVESDESIGNDATADRIVESDESIGNDATADRIVESDESIGN

UNIVERSITY OF KANSAS

LEARNED HALL ENGINEERING EXPANSION – PHASE 2

NO BOUNDARIES

To aid in recruitment and retention, and to better support the students' overall success, the KU School of Engineering had a progressive vision to introduce new teaching methods, and to focus on active learning environments and interdisciplinary research facilities.

"The large classrooms are very effective for my classes and I like the seating arrangements. The classes don't feel as large with the group seating and flat layout. I often get a chance to talk to my professors at the end of class."

MOST LIKED FEATURES IN CLASSROOMS

- Technology
- Furnishings
- Ample space

"The interactive classrooms and upgraded facilities are much more comfortable and engaging than older facilities."

CLASSROOM INTERACTION & COLLABORATION COMPARISON

CLASSROOM PARTICIPATION & ENGAGEMENT COMPARISON

FAVORITE LABORATORY FEATURES

- New equipment
- Furnishings
- Amount of space
- New technology

HOW LEEP2 HELPS STUDENTS ACCOMPLISH THEIR GOALS

- I interact more with other students
- I collaborate more with other students
- I stay longer on campus

"My favorite part of LEEP2 is its variety. The enclosed study spaces give me a good place to study by myself. Spahr is great for working in groups. The atrium is a good place to socialize and decompress."

SAM HOUSTON STATE UNIVERSITY

REVITALIZING UNDERUTILIZED STUDY AREAS

- Built Raven Village 2006
- Lone Star Hall was built in 2011
- Lounge utilization issues with both halls

FINDINGS

Furniture plays the most significant role in users' satisfaction and utilization. Furniture must be comfortable, attractive, flexible and playful, easy to move, and durable. Combination of various types works best. When combined with stimulating factors (TV, whiteboards, etc.) utilization and satisfaction also increase.

Scenarios	Utilization Rate	Satisfaction Rate	
		Furniture	Corner Study Design
No Change	17% increase	94% Decrease	33% Decrease
Only Privacy	24% increase	26% Decrease	50% Decrease
Only Furniture	100% Increase	32% Increase	67% Increase
(Pri + Fur) Change (Collaborative)	92% Increase	69% Increase	193% Increase
All Change (TV Lounge)	120% Increase	23% Increase	182% Increase
All Change (Café)	55% Increase	19% Increase	149% Increase

BEFORE 149% ↑

AFTER LIVING ROOM

193% ↑

AFTER CAFÉ

AFTER

COLLABORATION

CREATING A THIRD PLACE

RESIDENCE HALL APPLICATION

Lawless, J. W. (2012). Moving Home to College: Socio-Physical Factors in Creating 'Home' in Temporary Environments. PhD Dissertation, the University of Kansas.

FURNITURE MATTERS.

DON'T UNDERESTIMATE THE IMPACT OF FURNITURE IN SPACES

