FURNITURE DESIGN. BETTER PLACES.

KNOWLEDGE & INSIGHTS INTO EMERGING TRENDS & CHANGES
1. SMARTER PLACES
2. CREATIVE SOLUTIONS
3. EXPERIENCE
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

ACCOMMODATE CHANGE INNOVATION MOBILITY CONNECTIVITY
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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

DATA DRIVES DESIGN
DATA DRIVES DESIGN
DATA DRIVES DESIGN
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**

<table>
<thead>
<tr>
<th>Feature</th>
<th>%</th>
</tr>
</thead>
<tbody>
<tr>
<td>Other</td>
<td>1%</td>
</tr>
<tr>
<td>None of these/no response</td>
<td>1%</td>
</tr>
<tr>
<td>Ample space</td>
<td>15%</td>
</tr>
<tr>
<td>Technology</td>
<td>20%</td>
</tr>
<tr>
<td>Acoustics</td>
<td>5%</td>
</tr>
<tr>
<td>Whiteboards</td>
<td>12%</td>
</tr>
<tr>
<td>Temperature</td>
<td>7%</td>
</tr>
<tr>
<td>Windows looking into the classroom</td>
<td>4%</td>
</tr>
<tr>
<td>Furnishings</td>
<td>18%</td>
</tr>
<tr>
<td>Natural light</td>
<td>6%</td>
</tr>
<tr>
<td>Lighting</td>
<td>12%</td>
</tr>
</tbody>
</table>

**Top 3 Features**

- Technology
- Furnishings
- Ample space
“The interactive classrooms and upgraded facilities are much more comfortable and engaging than older facilities.”
“I really believe LEEP2 has improved the quality of my education.”

FAVORITE LABORATORY FEATURES

- No response: 2%
- Windows looking into the lab: 2%
- New equipment: 18%
- Amount of space: 15%
- New technology: 15%
- Windows (with a view of the outside): 6%
- Temperature: 8%
- Acoustics: 3%
- Furnishings: 16%
- Natural light: 6%
- Lighting: 10%

Top 4 Features

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

<table>
<thead>
<tr>
<th>Scenarios</th>
<th>Utilization Rate</th>
<th>Satisfaction Rate</th>
<th>Corner Study Design</th>
</tr>
</thead>
<tbody>
<tr>
<td>No Change</td>
<td>17% increase</td>
<td>94% Decrease</td>
<td>33% Decrease</td>
</tr>
<tr>
<td>Only Privacy</td>
<td>24% increase</td>
<td>26% Decrease</td>
<td>50% Decrease</td>
</tr>
<tr>
<td>Only Furniture</td>
<td>100% Increase</td>
<td>32% Increase</td>
<td>67% Increase</td>
</tr>
<tr>
<td>(Pri + Fur) Change (Collaborative)</td>
<td>92% Increase</td>
<td>69% Increase</td>
<td>193% Increase</td>
</tr>
<tr>
<td>All Change (TV Lounge)</td>
<td>120% Increase</td>
<td>23% Increase</td>
<td>182% Increase</td>
</tr>
<tr>
<td>All Change (Café)</td>
<td>55% Increase</td>
<td>19% Increase</td>
<td>149% Increase</td>
</tr>
</tbody>
</table>
CREATING A THIRD PLACE

RESIDENCE HALL APPLICATION

choice & control

flexibility & adaptability

community

comfort & ease

THIRD PLACE

FURNITURE MATTERS.

DON’T UNDERESTIMATE THE IMPACT OF FURNITURE IN SPACES