LITTLE HALL WITH A TWIST

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Active learning is defined as "course-related activities that students in a classroom are called upon to do other than simply watching, listening and taking notes" (Felder & Brent, 2009).

The concept of Passage of Time developed from the need and desire to renovate Classroom 101 and Atrium Room into refreshing, dynamic, and harmonious spaces that provide a flexible, collaborating culture and a new state of the art learning environment.
REFRESHING  DYNAMIC  HARMONIOUS

rhythmic sequence  continuity  unity
“Seats supporting high levels of territoriality were identified as the end seats in the rows of tablet arm desks and rows of tables with chairs, a single chair on one side of a table in the cluster arrangement, and the end seats and center seats in u-shaped table arrangements” (Naz Kaya and Brigitte Burgess, 2007).

→ Curved stair seating provides a higher chance of students utilizing more seats without invading other students’ territory.
"Consider specifying multiple seating types for classrooms with...students, as...body dimensions may vary significantly" (H. I. Castellucci, P. M. Arezes, and C. A. Viviani, 2010).
"Glass markerboards...helped students collaborate with their teams. One instructor noted reflections from the glass markerboard to be problematic" (A. Whiteside, and S. Fitzgerald, 2005).

→ Frosted glass causes less reflection on markerboards
“Round tables inherently created a collaborative environment for learning and...allowed students to quickly and easily create a community of learners” (A. Whiteside, and S. Fitzgerald, 2005).
Classroom 101 personifies the ideals of bringing in a refreshing learning atmosphere through the usage of rhythmic stair seating sequence. With built-in whiteboard writing surfaces that slide in and out of the stair seating, the space uniquely gives refreshing choice and control. The exciting presentation of the curved lines throughout the space and the contemporary dynamic lighting system embodies continuity. This will activate collaborative thinking and allow opportunities for creative collision. The harmonious clockwork spatial organization highlights the variety of seating options to unify into a linked system. The sociopetal arrangements encourage teamwork and accentuate the new flexible collaborative culture.

The Atrium Room creatively synthesizes the needs and desires to actively stimulate a healthy collaboration among students and faculty members. The use of daylight and color in the Atrium Room indicates the refreshing culture of the space. Welcoming and enlivening, the combination of the bright daylight and soothing colors creates the desired positive collaborating atmosphere. The dynamic contrast between light and shadow promotes excitement. Stimulating the minds to encourage creative collision, the play on light and shadow is portrayed with dynamic lighting. The harmonious clockwork spatial organization is presented in the Atrium Room as well, much similar to Classroom 101. The sociopetal arrangements are linked together through symmetry, encouraging the balance between active and collaborative learning.
PROCESS DIAGRAMS & VIGNETTES
FURNITURE SPEC.

Classroom 101 Furniture

1. Furniture: Ziva  
   Company: JSI

2. Furniture: High Tech Lectern  
   Company: Nucraft

3. Furniture: Node Chair  
   Company: Steelcase
FURNITURE SPEC.

Atrium Room Furniture

1. Furniture: Arena Bench  
   Company: Nucraft
2. Furniture: Ziva  
   Company: JSI
3. Furniture: Tavola Standing Height Table  
   Company: Nucraft
4. Furniture: Enea Lottus Sled Stool  
   Company: Steelcase
5. Furniture: Exponents Mobile Mediaboard/Whiteboard  
   Company: Steelcase