



#### PASSAGE OF TIME

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**

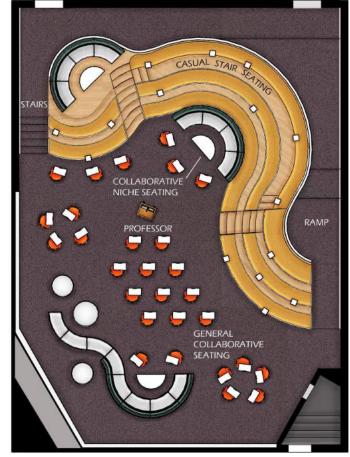
**HARMONIOUS** 

rhythmic sequence

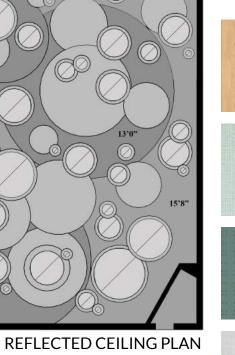
continuity

**DYNAMIC** 

unity



13'0" 15'8"





**FLOORPLAN** 



"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).

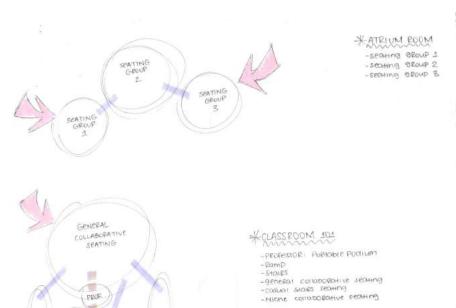


#### **DESIGN SUMMARY**

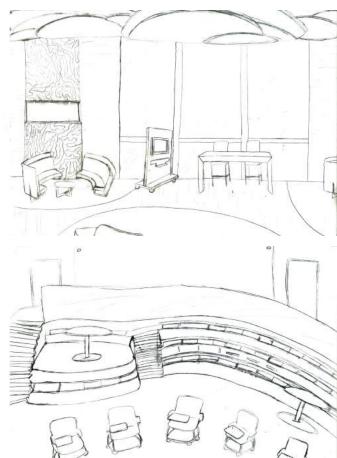
Classroom 101 personifies the ideals of bringing in a *refreshing* learning atmosphere through the usage of rhythmic stair seating sequence. With built-in whiteboard writing surfaces that slide in and out of the stair seating, the space uniquely gives refreshing choice and control. The exciting presentation 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



CASUAL STAIRS SEATING



#### **MATERIALS**



## FURNITURE SPEC.

#### **Classroom 101 Furniture**



Furniture: Ziva Company: JSI

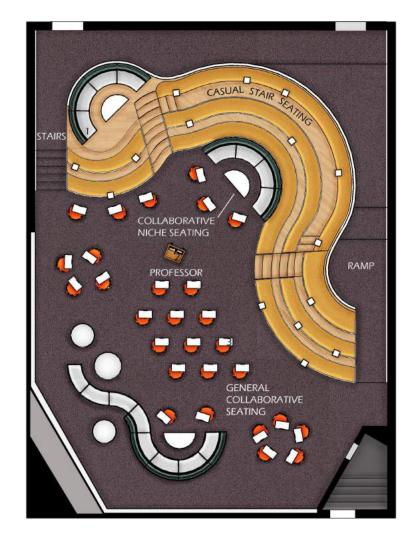


Furniture: High Tech Lectern

Company: Nucraft



Furniture: Node Chair Company: Steelcase



### FURNITURE SPEC.

#### **Atrium Room Furniture**

Furniture: Arena Bench Company: Nucraft



Furniture: Ziva Company: JSI



Furniture: Tavola Standing

Height Table

Company: Nucraft



Furniture: Enea Lottus

**Sled Stool** 

Company: Steelcase



Furniture: Exponents Mobile Mediaboard/

Whiteboard

Company: Steelcase

