# PHASE ONE RESEARCH

# A NEW WORKPLACE DESIGN PARADIGM 1.1

Technology has grown rapidly among institutional facilities throughout the last decade, but do they cater to everyone and are they user friendly? Here, technology based learning and its effectiveness are explored through the statistics of Toronto's large urban centres, case studies and surveys, leading us towards a new paradigm: promoting the language of technology leads to more effectiveness in learning.

# UNIVERSITY OF TORONTO. LECTURE HALL

University of Toronto has been educating their students through lecture sessions as well as tutorials since it started operating in 1827. Our analysis consists of examining the typical lecture hall style and whether it best suits the learning environment for the students. Our analysis of the space layout showed that the lecture halls are not a collaborative space; seats were arranged in a way which did not engage the students during class, especially when there were large volumes of students.

Technology can be used to help personalize the learning experience catering to each students needs. Traditional layout falls weak in student engagement thus better collaborative arrangements are necessary to help gain involvement and efficient learning behaviors.

# **CASE STUDY OF AVENUE AND AFSE**

Technology has a strong influence in determining the advancement of the university as well as their potential in keeping up with the fast pace of software and machinery used in the workplace. There are two schools that are attempting to restructure their educational programs through the use of technology. Avenues New York is placed at an advantage due to their higher tuition price at \$40,000 per year. Higher tuition costs allow the school to purchase the latest software and technology for students to access. Not only does it benefit the students but also the reputation of the school, thus developing a higher standard of education towards the public. On the other hand, the Academy for Software Engineering is a unique school that does not consider potential students' past record of attendance and grades when proceeding with acceptances for the new school term. The reasoning is students are less likely to perform well and attend classes for academic subjects unrelated to their interests but will be motivated to do well in courses that they enjoy.



# **RESEARCH TRANSLATION 1.2**

# **LITERATURE STUDY OF EXISTING TECHNOLOGY**



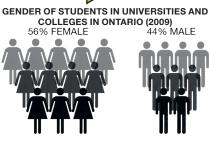
Canon and gaming companies have developed a lightweight headpiece known as the Virtual Reality System (VR) that allows users to connect with both the real and virtual world. It is operated using motion sensors or a controller that can detect the hand movements of the operator. This technology is valuable as it allows students to learn and interact with computer generated simulation of real life situations or models. This would cut costs on physical materials that would normally be used in labs or workshops.

Another valuable piece of technology that could be used in addition to the VR system is the Light Touch interactive projector. This system in a small or large scale means conservation of physical space because it can essentially project anything on any given surface. This technology was incorporated into the Sportiiiis Eyewear. Rather than having a large projector casting the holograms, eyepieces allow the user to see digital projections through the

In the digital learning environment, Microsoft has developed a "holodesk". They use it in conjunction with their already developed "Kinect" to track the user's motion and join that with holographic projections, which create an instant response system.

# **DEMOGRAPHIC RESEARCH 1.3**

# **CENSUS TRACK** RESEARCH CHARTS



47% FULL TIME STUDENTS 53% PART TIME STUDENTS FULL TIME & PART TIME STUDENTS IN UNIVERSITIES AND COLLEGES IN ONTARIO

These statistical findings provide an understanding towards the characteristic of technology use among different demographics in order to develop the best environment to fit the needs to the people. By understanding the student's individualities, consideration can be made towards the proper design implementation towards finding signage and enhancing students' learning experience.

# SINGLE LEVEL GROSS AREA

Footprint of Gross Area & Net Area

**BOMA RESEARCH 1** 

Single Level Gross Area: 10000 Sq Ft

Barrier Free Circulation (35%): 3500 Sq Ft

Net Area: 6500 Sq Ft

# **SECOND LEVEL GROSS AREA**

Second Level Gross Area: 8340 Sq Ft

Barrier Free Circulation (35%): 2919 Sq Ft

Net Area: 5421 Sq Ft

# 2005 2006 2007 2008 2009 2010 2011 2012 2013 2015 2016 2017 2018 2018 2018

DOMESTICS VS INTERNATIONAL STUDENT TRENDS

# SARAH SAID:

"Having a library with lots of workspace and group working areas are most important factors towards my working habits."

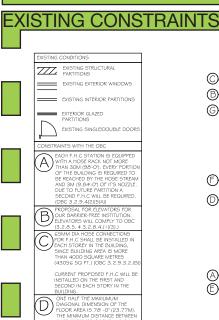
The most wanted innovative feature in our survey (64%):

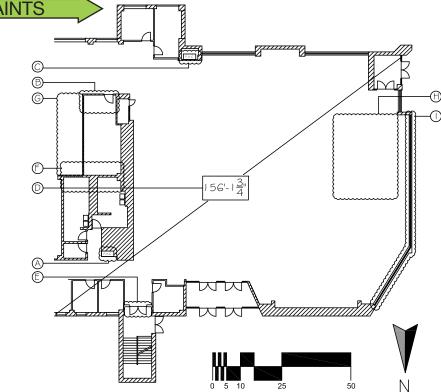
Interacting with holograms & projections.

Andrea & Dane said: "Having outdoor learning/ studying environments would be a new earning experience and a change from lecture halls."

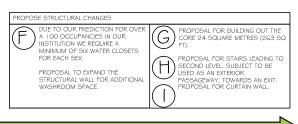
Mau said: "I would rather have more hands on and collaborative spaces rather than lecture based curriculum."

## PROGRAM CONCEPT 1.8 EXISTING BUILDING AND CODE CONSTRAINTS + PROPOSED RESEARCH TRANSLATION OF USER NEEDS, SPACE & BEHAVIOR 1.7 BEHAVIOUR CONCEPT





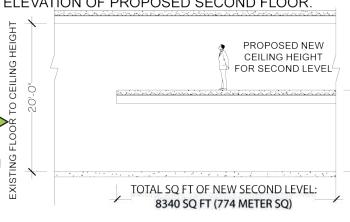
## PROPOSED STRUCTURAL DEVELOPMENT PROPOSED SECOND LEVEL 1.6



# EXISTING HISTORICAL CONDITIONS

Through our analysis of the existing conditions in the historical building, we have noted all the constraints and structural components which lead us to our proposed structural changes to comply with the OBC 2006. Our occupant calculations determining the institution will be spacious enough for 100 people, we intend to build out the core for expansion of existing walls for washrooms to cater to the water closets requirements. Both first and second floor layouts will have stacked plumbing for the water efficiency of the wet wall. Existing wall partition to the east will be replaced by a curtain wall to provide natural light to promote both wellness and productivity. All existing windows and exterior exits shall be kept and the reclamation of materials will be evident and refinished through the existing wall structures composed

# **ELEVATION OF PROPOSED SECOND FLOOR**

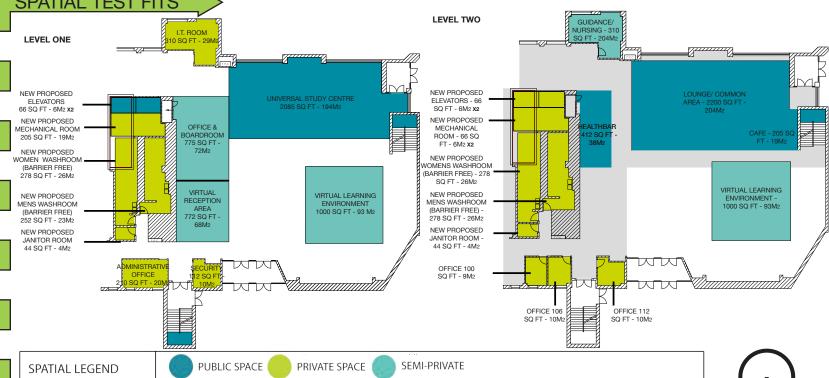


# **VALUE-ADDED** FEATURES

Our proposal for a partial secondary level is vital towards our design concept to provide comfortable circulation, flexibility, mobility and better learning spaces. The partial second level will be 5598 SQ FT (520.02 m2) using a total of 1956 SQ FT (18m2) for barrier free circulation which will provide us with a total net area of 3633 Square Feet

**BEHAVIOR LEGEND** 

# PROXIMITIES AND ADJACENCIES SPATIAL TEST FITS LEVEL TWO



HYBRID

**←** DESIRED

**←** → SECONDARY

DIGITAL

endless information and etc. Although technology has provided human kind with endless possibilities, it also has several flaws including the decline in social collaboration between communities of people. Anti-socialism caused by popular modern day devices has impeded productive interaction necessary to enrich educational studies. In order to prevent this outcome, technologically enhanced spaces created here will cater to both small and large groups fostering communication between

Technology has further enhanced methods for humans to travel faster, communicate around the world, access

In today's growing society, the immediate access of information has become the norm and thus affecting

# SPATIAL CONCEPT

Spatial manipulation will allow for education flexibility and comprehensible circulation which provide students open/closed, hybrid and mobile learning atmospheres. The spatial environment will provide an emotional attribute in its public and dedicated study environment, an algorithm of balancing the space will create a rhythm which easily distinguishes the physical spaces for the students, staff and professors. The unity within the space will not only provide a better learning environment, but also a multi-purpose space with flexible and mobile experience to better integrate an interactive community as well. The balance of a connecting community and self-oriented environment will overall enhance the learning experience for any student. Features such as energy efficient Energy Star LED lighting and acoustical panels will improve student atmosphere and productivity. Furthermore, the institute will require control of volatile organic compounds, room-temperature conditions, heat/cool gain and air circulation which strongly impacts the student's learning experience. Thus, we harmonized all FF&E attributes impacting students' productivity to enhance learning as well as develop a sustainable culture and improvement in their behaviour.

TECHNOLOGY CONCEPT Overall, the vast expansion in technology has been the social norm to enrich the learning experience for all students in today's society. Technology has answered to many problems however technology alone does not determine the positive or negative factors in an institution. It is not how advanced technology provides for the 黒 students, but how technology is being incorporated into the space in order to provide an optimal experience in connecting a virtual and physical learning environment.

# PHASE 2 & 3 PROGRAMMING AND DESIGN

Imagine a facility where technology enhances the quality of education and not take away from it; an institution that incorporates state of the art technology to bring students and its' facility together regardless of their area of study. This concept for the institution will not only utilize technology to enhance users' learning experience, but also encourage sustainable awareness, provide an eco-friendly learning environment and stimulate social interaction to offer students virtual and physical learning environments, SEED; the Sustainable Environmental Education Development program encompasses both the present and the future. SEED incorporates the latest technological features into the institution including, Virtual Mapping: Interactive information access portal for global news, entertainment, conference room booking, etc. Another innovative technology which was the most desired during our surveys was Holographic Projection: interactive study tool, created for both individual/collaborative use to better students' understanding and learning through visualization and "virtual physical engagement of research, lecture and study materials. Lastly, individual/collaborative virtual pods: Pods that allow users to enter into a virtual reality environment such as life-like simulation of seminars. The institution will have no educational boundaries and use technology and environmental sustainable practices to promote new learning behaviors for students. SEED is environmentally responsible through the use of reclaimed materials and sustainable material choices as well as promoting local business by bringing in their organic and healthy food option for students. In the Urban Eatery, one of the most flexible features is the main tables and benches which are interconnected and capable of being lifted off the ground for social events to occur. Features such as utilization of grey and black water for indoor water usage and low VOC for natural indoor air quality enhance and promote sustainability thus creating an overall sustainable environment that allows optimal productivity for students. At the heart of the institution are the newly developed virtual classrooms

professor engagement through one on one interaction. SEED harmonically blends cultural behaviors and virtual technology to create an enriched environment for education. Incorporation of state of the art technology into an institution alone will not provide the most effective learning experience if it cannot promote individual learning environments, collaborative creative thinking spaces, versatile study, universal way-finding and environmental sustainability. Our research and programming will develop an innovative learning paradigm, which synchronizes all interior and environmental attributes to positively impact students' everyday learning experiences for a bright future.

which are the SEED of growth and knowledge/ the spacious and multipurpose virtual classroom on the first floor provides students improved mobility for their learning experience with the professors. Interactive holographic tables for professors facilitate innovative learning experi-

ences and offer more perspectives for students. The second level virtual classroom is more collaborative and informal. It provides an all-around interactive virtual board and holographic projection tables for students to

have more learning opportunities with the professor. The classroom is also a workshop/tutorial based environment that improves student to

		PROGRAM	SPACE ALLOCATIONS AN	ID WORKPLACE NEEDS: APPR	OX 8900 SQ. FT.				PROGRAM SPACE ALLOC	ATIONS AND WORKPLA	CE NEEDS: APPROX 8900 SQ. F	ī.	
	DEPARTMENTS	QUANTITY	OPEN/CLOS	ED UNIT SQ FT/ SQ N	TOTAL SQ FT/ SQ M	NOTES		DEPARTMENTS	QUANTITY	OPEN/CLOSED	UNIT SQ FT/ SQ M	TOTAL SQ FT/SQ M	NOTES
1	PROJECT REQUIRED – LEVEL ONE						4	INDIVIDUAL AND COLLABORATIVE SPACES					
	MULTI-PURPOSE VIRTUAL CLASSROOM (CUSTOM SEATING AND	HOLODESK FOR 30, VIRTUAL WALL +	WHITEBOARD + STORAG	E + CUSTOM LIFT, ETC)				4.1. INDIVIDUAL PRIVATE/PUBLIC STUDY SPACE	1 (16 CHAIRS, 18 TABLES)	OPEN	314 SQ FT / 28.5 SQ M	314 SQ FT / 28.5 SQ M	TABLES HAVE VIRTUAL COMPUTER SCREEN & TABLES HAVE OPTION TO BE SEMI-ENCLOSED/OPEN
	1.1. MULTI-PURPOSE VIRTUAL CLASSROOM	1 (36 SEATS/ DESKS)	CLOSED	1030 SQ M/ 95.7	6Q M 1030 SQ M/ 95.7 SQ N			4.1.1. PUBLIC STUDY SPACES	1	OPEN	307 SQ FT/ 28.5 SQ M	307 SQ FT/ 28.5 SQ M	WATER FALL FEATURE, NATURAL SUNLIGHT, QUIET COMFORTABLE LEARNING ENVIRONMENT
2	ECOLOGICAL AMENTITIES							4.1.2. COLLABORATIVE STUDY ( FOR FOUR)	1	CLOSED	125 SQ FT/ 11.6 SQ M	125 SQ FT/ 11.6 SQ M	ACOUSTICALLY SOUNDED
	2.1. MENS WASHROOM	1 (2 WATERCLOSETS/ 4 URINALS)	CLOSED	278 SQ FT/ 26.1 S	Q M 278 SQ FT/ 26.1 SQ M	BARRIER-FREE OCCUPIES 6		4.1.3. COLLABORATIVE STUDY (FOR FIVE)	2	CLOSED	80 SQ FT / 7.4 SQ M	160 SQ FT/ 14.7 SQ M	ACOUSTICALLY SOUNDED
	2.2. WOMENS WASHROOM	1 (6 WATERCLOSETS)	CLOSED	310 SQ F/28.8 SQ	M 310 SQ F/28.8 SQ M	BARRIER-FREE OCCUPIES 6		4.2. ECO-FRIENDLY BREAK ROOM	1 (2 BENCHES/ 3 VENDING MACHINES)	CLOSED	308 SQ FT/ 28.6 SQ M	308 SQ FT/ 28.6 SQ M	PROMOTES SUSTAINIBILITY/ PROVIDES REFRESHMENTS
	2.3. JANITORS ROOM	1	CLOSED	45 SQ F/ 4.2 SQ N	45 SQ F/ 4.2 SQ M	WITH DRAIN		VALUE ADDED					
3	STRUCTURAL FEATURES						5	EXECUTIVE DEPARTMENT					
	3.1. FIRE ENCLOSED STAIRCASE	1	CLOSED	477 SQ F/ 44.3 SQ		FIRE RATED WALLS/DOOR/WINDOW		5.1. CHAIR'S OFFICE	1	CLOSED	107 SQ FT/ 9.9 SQ M	107 SQ FT/ 9.9 SQ M	REQUIRE TO BE PRIVATE
				270 SQ FT/ 25 SQ				5.1.1. PROFESSOR'S OFFICE'S	1	CLOSED	123 SQ FT/ 11.4 SQ M	123 SQ FT/ 11.4 SQ M	2 WORK STATION WITH SMALL MEETING TABLE
	3.2. ELEVATOR	2	CLOSED	80 SQ FT/ 7.4 SQ I	W 80 SQ FT/ 7.4 SQ M	BARRIER FREE COME DOUBLE DOOR	6	VIRTUAL AND PHYSICAL TECHNOLOGY					
	3.3. MECHANICAL ROOM	1	CLOSED	175 SQ FT/ 16.3 S	Q M 175 SQ FT/ 16.3 SQ M	REQUIRED TO SUPPORT ELEVATOR		6.1. BARRIER FREE AND COLLABORATIVE VIRTUAL PODS	2	CLOSED	25 SQ FT/ 2.3 SQ M	50 SQ FT/4.6 SQ M	BARRIER-FREE FOR WHEELCHAIR & MULTI PURPOSE FOR OCCUPANCIES
4	FOOD SERVICE DEPARTMENT								4				
	4.1. URBAN EXPRESS EATERY	1	OPEN	1514 SQ FT/ 16.3	SQ M 1514 SQ FT/ 16.3 SQ N	MULTIPURPOSE CAN ALLOW ALLOW INCORPORATION OF EVENT, GALLERY, YEAR END SHOW		6.1.1. INDIVIDUAL VIRTUAL PODS		CLOSED	14 SQ FT/ 13.1 SQ M	56 SQ FT/ 5.2 SQ M	NEW VIRTUAL WAY OF LEARNING
	41.1. CAFÉ AND HEALTH FOOD BAR	1	OPEN	260 SQ FT/ 24.1 S	Q M 260 SQ FT/ 24.1 SQ M	CAN BE MOVED		6.1.2. POD ADMINISTRATOR	1 (2 ADMINISTRATORS)	CLOSED	78 SQ FT/ 7.2 SQ M	78 SQ FT/ 7.2 SQ M	MONITORING THE SAFETY FOR STUDENTS
	4.2. STORAGE FOR CHAIRS	1	CLOSED	111 SQ FT/ 10.3 S	Q M 111 SQ FT/ 10.3 SQ M	ALLOW MULTI PURPOSE SPACE FOR F.F.E. EX. EVENT,		6.2. HOLOGRAPHIC PROJECTION TABLE     6.3. VIRTUAL WHITE PANEL	3	OPEN OPEN	93 SQ FT/8.7 SQ M	280 SQ FT/ 26.1 SQ M	NEW PERSPECTIVE IN LEARNING INSTITUTE
						GALLERY, YEAR END SHOW		6.3. VIRTUAL WHITE PANEL	1	UPEN	120 SQ FT/ 11.14 SQ M	120 SQ FT/ 11.14 SQ M	INTERACTIVE UPDATE/SCHEDULE CLASSES FOR STUDENTS
-	4.3. ELECTRICAL HUB  MAIN ENTRANCE FEATURES	1	CLOSED	38 SQ FT/ 3.5 SQ I	и 38 SQ FT/ 3.5 SQ M	RISER		6.3.1. VIRTUAL INTERACTIVE WHITE LEARNING PANELS	1	OPEN	218 SQ FT/ 20.25 SQ M	218 SQ FT/ 20.25 SQ M	MORE FOCUS LEARNING ENVIRONMENT FOR INTERACTIVE PANELS
•		1						6.3.2. VIRTUAL MAPPING PANELS	1	OPEN	206 SQ FT/ 19.1 SQ M	206 SQ FT/ 19.1 SQ M	WAYFINDING OF FACILITY, NEWS, UPDATE,
	5.1 INFORMATION AND SECURITY RECEPTION	-	CLOSED	680 SQ FT/ 63.17									UNIVERSAL DATABASE
	5.2 MAIN LOBBY	1	OPEN	590 SQ FT/ 55 SQ	M 590 SQ FT/ 55 SQ M	MAIN ENTRANCE FOR CIRCULATION. EASY WAYFINDING FOR INFORMATION DESK, WASHROOM, CLASSROOM			PROGRAM SPACE ALLOCA	ATIONS AND WORKPLAC	E NEEDS: APPROX 8900 SQ. FT		
								DEPARTMENTS		OPEN/CLOSED	UNIT SQ FT/ SQ M	TOTAL SQ FT/ SQ M	NOTES
		DROCEAM CD	ACE ALLOCATIONS AND	WORKPLACE NEEDS: APPROX	T POOL ST		7	Total Useable Square Feet/ Metre Square					
								Sub-total Useable Square Feet				6500 SQ FT /604 SQ M	
	DEPARTMENTS	QUANTITY	OPEN/CLOSED U	NIT SQ FT/ SQ M	TOTAL SQ FT/ SQ M	NOTES		Plus Circulation of 35% (Includes eco-corridor at perimeter window	vs)			3500 SQ FT / 326 SQ M	
6	VALUE ADDED							Total Executive Gross Square Feet			GSF	TOTAL	10,000 SQ FT / 930 SQ M
	6.1. ADMINSTRATIVE EXTRA-CURRICULUM OFFICE	1	CLOSED 12	23 SQ FT/ 11.4 SQ M	123 SQ FT/ 11.4 SQ M								
				19 SO ET / 24 2 SO M	269 SO ET/ 24 2 SO M	CAGILAL LEADNING METHOD BY GLIEST SDEAVEDS		$(\Box)\Delta I S$					

- INDIVIDUAL LEARNING
  - **COLLABORATIVE WORKSPACE**
- **VERSATILE STUDY**
- **WAY FINDING**
- SUSTAINABLE PLACEMAKING

# MATERIALS





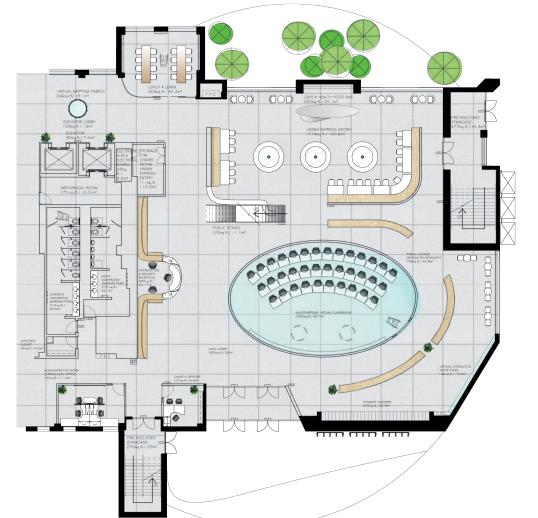


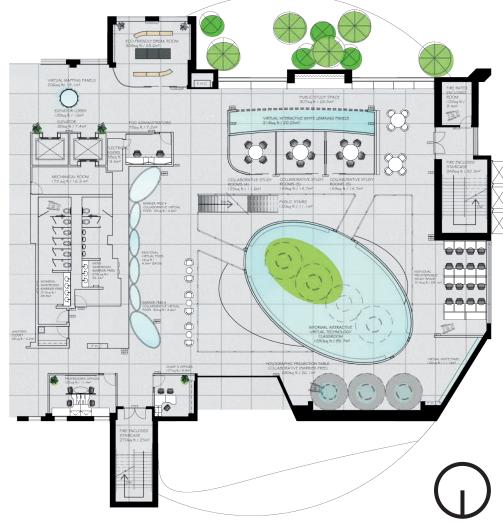






# NEW PROPOSED FLOORPLAN





	SLIDING DOOR
	METAL DOOR
<u></u>	GLASS DOOR
_	FIRE RATED WINDOWS
	FIRE RATED WALLS 2 HR
F.H.C	FIRE HOSE CABINET
LEED AN	ID PLACEMAKING LEGE
10011	GREEN WALL
~~~	WATER FEATURE
	BLACK WATER
M	GREY WATER
	NATURAL PLANT
	SKYUGHT
	VIRTUAL WHITE PANEL
()	HOLOGRAPHIC PROJECTI

DOOR WITH SIDELIGHT

## POSSIBLE CLASSROOM ARRANGEMENTS **NEW PROPOSED SECTIONS**



