

# We Need to Talk

How can spaces bring people together to promote learning?

Space impacts learning. Designed spaces can encourage exploration, collaboration, and engagement. Or physical spaces can say - it's alright to check-out and go to sleep. As knowledge is socially constructed, always done together, the goal is to design spaces (physical or virtual) to increase human contact, communication, and interaction.

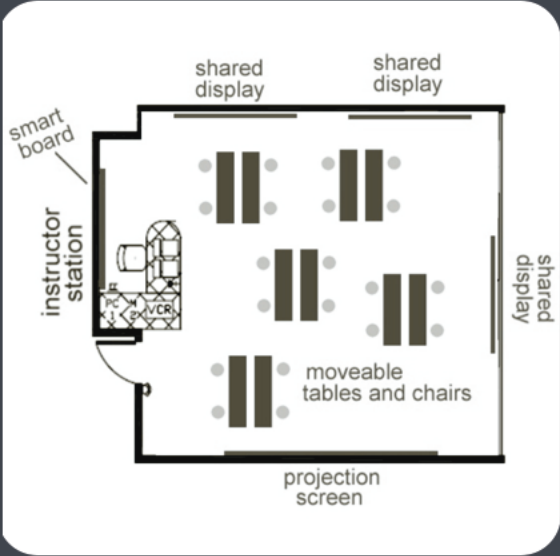


The Homebrew Computer Club (1975-1986) provided the impetus for the microcomputer industry in Silicon Valley - from a garage.



Plato's academy (387-83 BC) began in an olive grove, dedicated to Athena, the goddess of wisdom. There was no formal distinction between teacher and student.

## Three designs for flexible, networked spaces that support multiple types of activities



Wireless classroom designed for laptop use. Features flexible, ergonomic furniture and multiple displays for 1) individual student work, 2) group work, 3) small group discussion, and 4) large group discussion and presentation.

### 1) Multimedia Production Classroom



## Examples of lively, highly-productive learner-centered spaces



### 2) Arena theater

For Live talks  
Q & A's  
Discussion  
Video conferencing  
Presentations  
Recorded talks  
Screenings



### 3) Breakout rooms

For focus groups, interviewing, training, discussion, viewing, gaming



"Students generally want flexible spaces, where tables and chairs can easily be rearranged based on activity. Students want display screens, so work can easily be shown and shared among small groups. Students want laptop-friendly, wireless spaces, where they can easily move around."  
- (2009) Walls, Schopieray, DeVoss.

Students want to engage with their professor and their peers.

Whether physical or virtual, our spaces need to enable in-depth learning activities, problem solving, and collaborative efforts with other students.

Spaces are themselves agents for change. Changed spaces will change practice. (2006) Oblinger

The focus of classroom design needs to be on people, not technology. When the focus is placed on an active, social, experiential learning, technologies move into the background.

