

Learning Spaces Collaboratory Webinar

Making the Case Spaces that have a Role in Preparing Students for Productive and Meaningful Lives

October 20, 2015



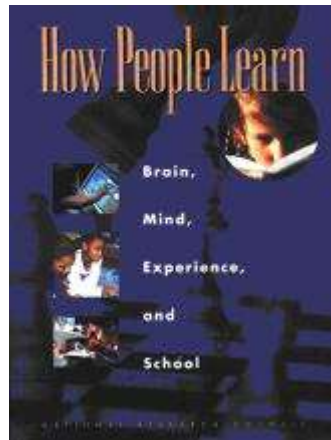
<http://www.pkallsc.org/>

About the LSC – How Learning Happens



Robust learning happens when students are:

- ❖ actively engaged in evaluating, constructing, and re-evaluating their own knowledge
- ❖ actively engaged in a social and supportive community
- ❖ encouraged to assess, reflect and build on prior knowledge
- ❖ empowered to address problems that are meaningful, of importance to them and to the world beyond the campus.



About the LSC – Spaces for Robust Learning

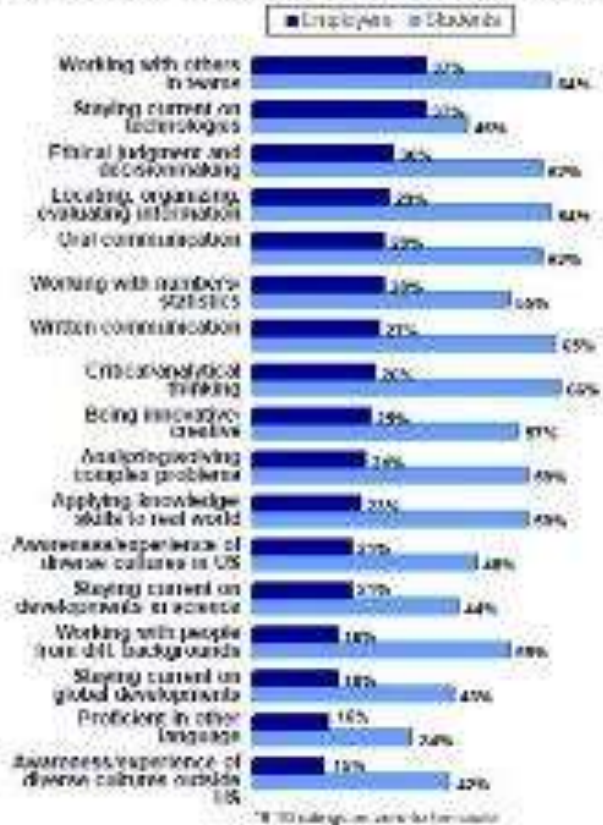


Spaces should enable students to:

- ❖ become actively engaged with peers in shaping their own learning
- ❖ *practice* the skills, competencies, ways of thinking and doing of a professional in the field
- ❖ *practice* communicating and critiquing within a community of colleagues and peers
- ❖ be refreshed and renewed
- ❖ become self-aware, reflecting on what they are learning, what they are becoming.

Employers give college graduates low scores for preparedness across learning outcomes; students think they are better prepared.

Proportions saying they recent college graduates are well prepared in each area*



PROMOTING EFFECTIVE
DIALOGUE BETWEEN
BUSINESS AND EDUCATION
AROUND THE NEED
FOR DEEPER LEARNING



Jeanne L. Narum

Learning Spaces
Collaboratory

Learning Outcomes

How:

- spaces “signal” how they can be used, what kind of learning that they can make happen
- space-based learning really matters for preparing 21st century students for productive and meaningful lives
- all students—no matter the discipline, major, background or career aspiration—are well-served by spaces that can be understood as bridges from the campus to the world.





Wendy Newstetter

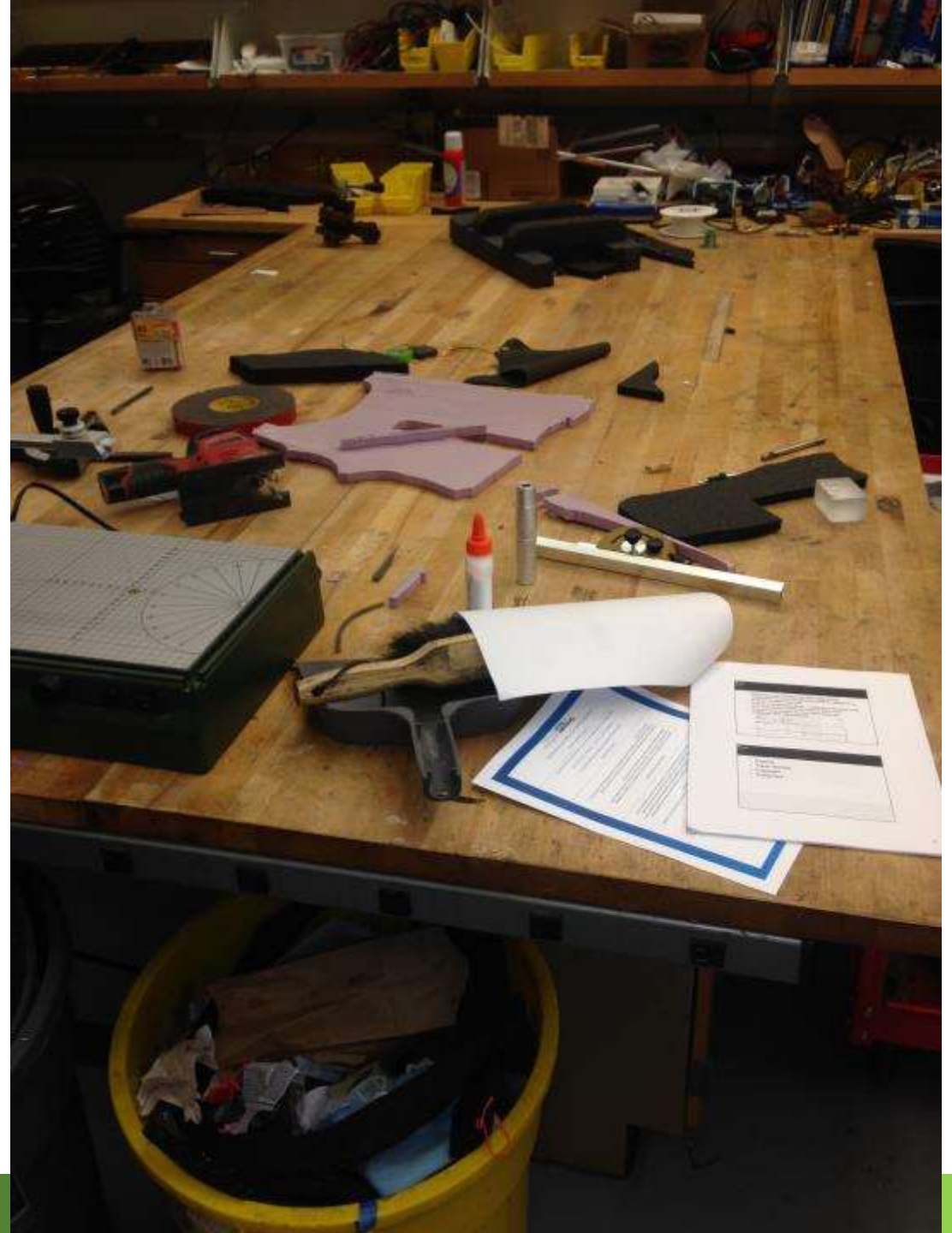
Georgia Tech

Affordance

.....ambient information in the environment:

- properties
- surfaces
- resources perceived as useful to achieving a particular activity and to certain functions.

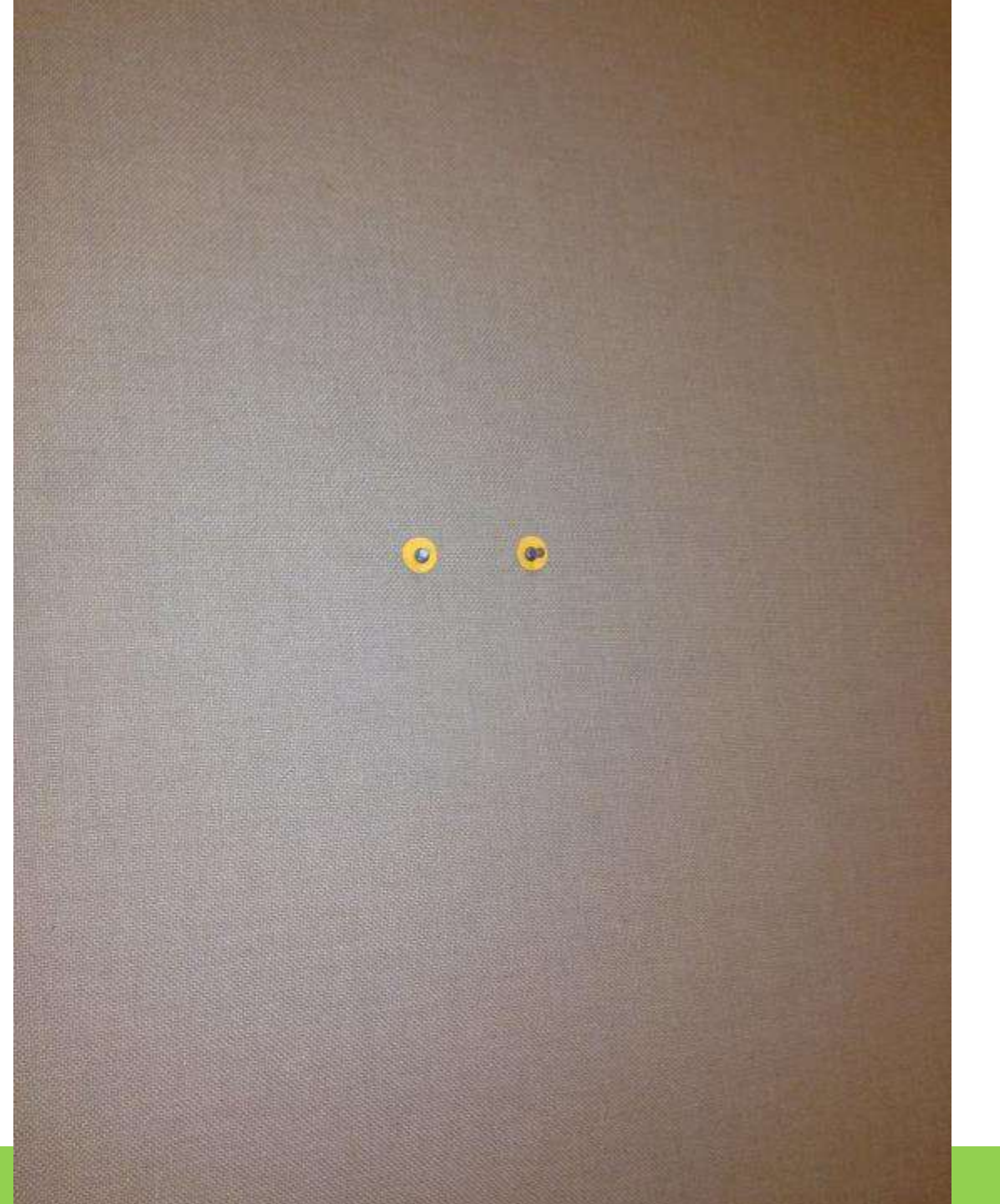






Attunement

... knowing the constraints of a *situation type* which entails objects with specified properties of relations.









Positioning

The kinds of activities, interactions, individual contributions and responses that are *entitled*, *expected*, and perhaps *obligated* in a particular setting.

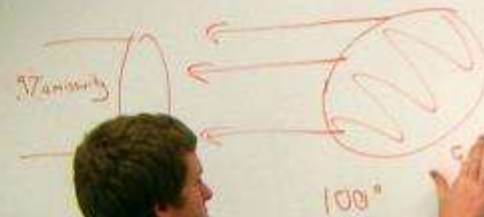






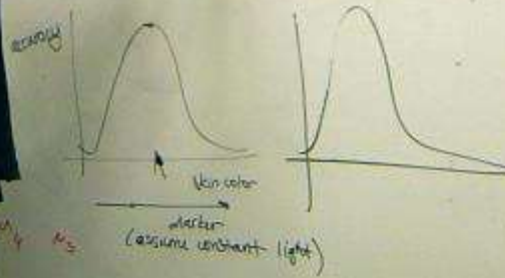
Why should we still test for skin color?

- hasn't been considered yet / minimal studies
- calibration
- is there still another factor that may turn off skin resulting?
- take temp in sunlight?
- ease of exp design + execution
- no one else wants to touch the topic
- it's new



	dark skin	light skin
temporal therm control (thermophile)		

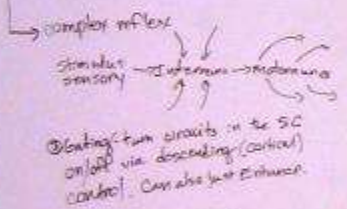
How close are
depends
all day
UV - harm -





* Methods for Motor Coordination
- cord provides basic architecture of capability of being used in complex ways.

- ① Convergence - convergent sensory/Descending input onto interneurons e.g. Ia, Ib.
- ② Divergence - divergent input to many functional units e.g. α motor neurons



③ Reciprocal Inhibition

- Ia neurons
- Ia reflex = (Ia) and Ia send down antagonist motor output
- Coordinates action of opposing muscles
- used by higher brain so that only one is further

④ Reciprocal Co-activation

- Act as

⑤ Ia Interneurons

- receive input related to muscle tension (Ia, Ib)
- Influences motor output

⑥ Cutaneous Sensory Activity

- Cortical Descending commands regulate the excitability of motor pools (gating/divergence) ...

* Flexion Reflex Pathways

- Noxious stimulus
- Reciprocal inhibition - activate flexors, inhibit extensors
- Cross Extension reflex - opposite rxn on contralateral to show for Balance + Posture
- Part of locomotor CPG's

* Functional Motor Systems

- ① Basic - use interneurons
- ② Somatic - Lateral/medial and medial/lateral pattern (Balance + Posture)
- ③ Drive - sensory input behavior - Defensive motor behaviors

* Lateral Sensory IIS

- 2 types: Extensor and Flexor IIS
- Extensor IIS: from Extensor motor pool to Extensor motor pool
- Flexor IIS: from Extensor motor pool to Flexor motor pool
- Extensor IIS: from Extensor motor pool to Extensor motor pool
- Flexor IIS: from Extensor motor pool to Flexor motor pool

* Medial Somatic IIS

- Lateral and Medial Vestibular nuclei
- Balance, walking, head movement
- Reciprocal inhibition - activate extensors, inhibit flexors



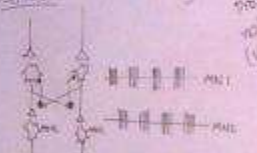
CPG's

Central Pattern Generator (CPG) is a neural circuit that produces rhythmic motor patterns without the need for sensory input.

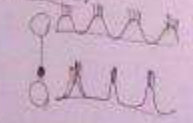
Emergence of CPG's

- ① Spontaneous Activity - pattern of activity that emerges from a network of neurons
- ② Input of Descending pattern - descending input from higher brain areas
- ③ Escape from a Network - network of neurons that can escape from a network
- ④ Network Resonance - network of neurons that can resonate

Emergent CPG in the locomotor system



Pace Maker



Types of bursting in CPG's

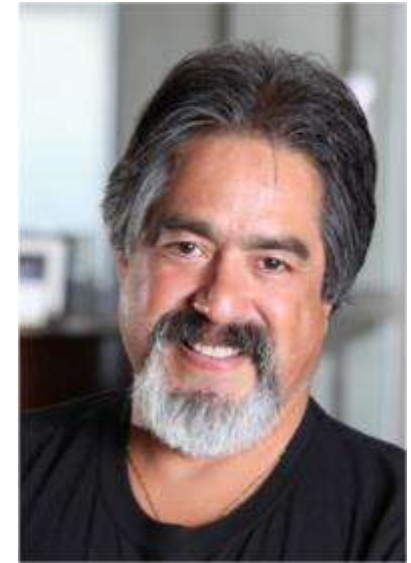
- ① Endogenous Bursting - bursting that arises from within the network
- ② Exogenous Bursting - bursting that is triggered by external input
- ③ Resonant Bursting - bursting that arises from the resonance of the network
- ④ Escape Bursting - bursting that arises from the escape from a network
- ⑤ Network Resonance - bursting that arises from the resonance of the network

How are CPG's controlled?

- Neuromodulation is the biochemical influence of synaptic and intrinsic neural properties.
- can affect (a) synaptic strength, (b) CPG emergence, (c) time course of firing, (d) membrane properties.
- Allows one network structure to produce different behaviors in different NM conditions.
- Descending commands sensory input can affect CPG activity
- Only tonic neural activity needed (CPG's start on their own)

Questions & Comments





Jorge Vanegas

Texas A&M University

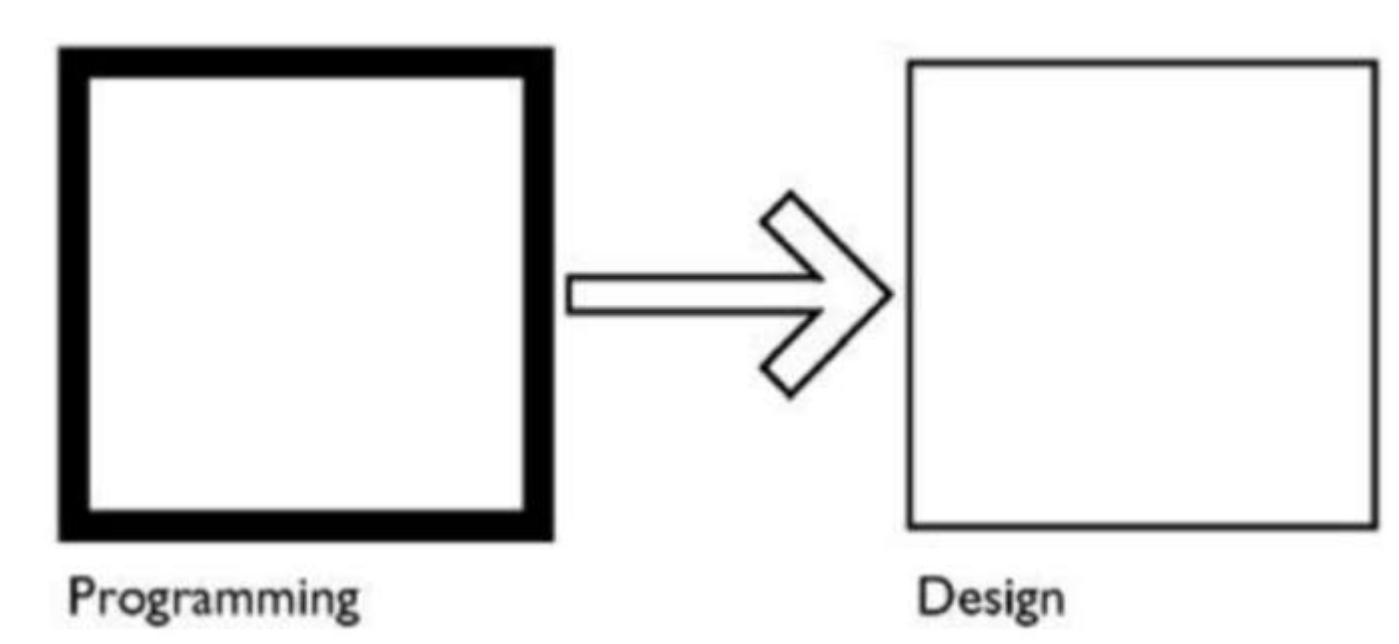
Howdy!

I would like to frame my comments on the design of learning spaces from an architect's perspective, particularly in response to Wendy's excellent discussion on affordances, attunement and positioning...



The **design** of any space begins with:

The Search



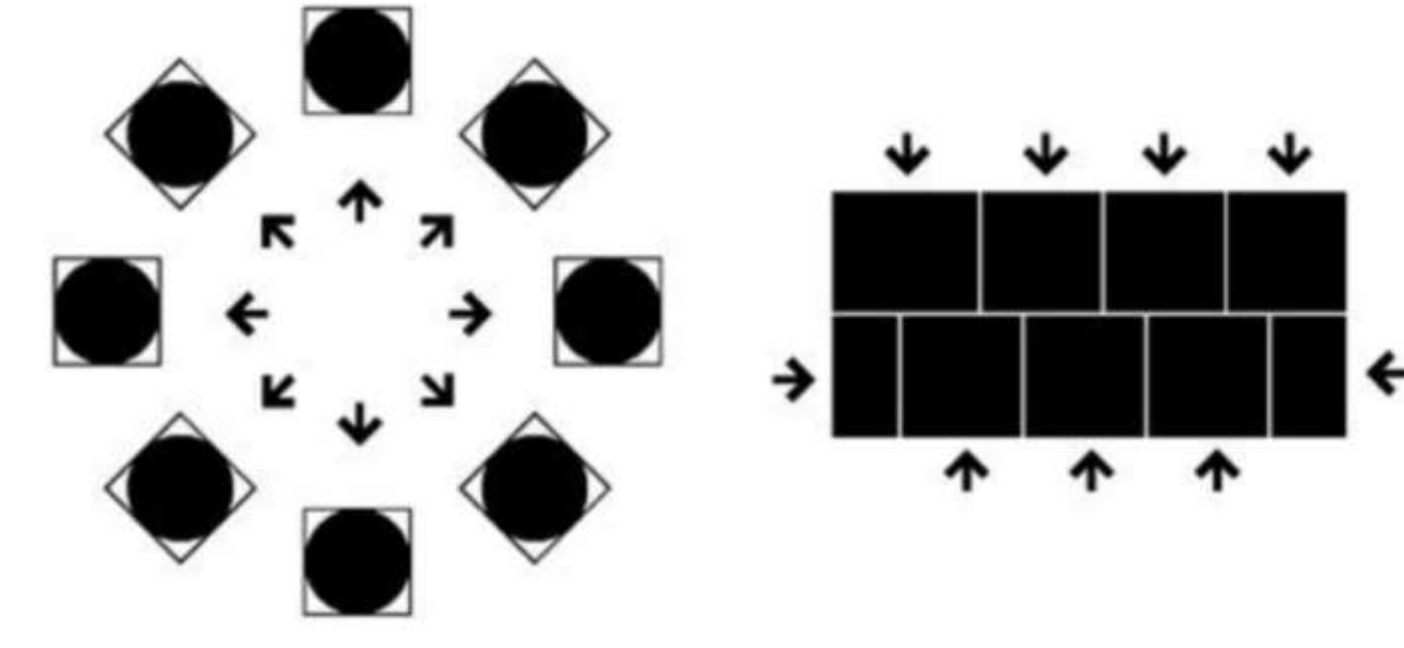
In turn, programming requires definition of:

Information Index

	Goals	Facts	Concepts	Needs	Problem
Function People Activities Relationships	Mission Maximum number Individual identity Interaction/privacy Hierarchy of values Prime activities Security Progression Segregation Encounters Transportation/parking Efficiency Priority of relationships	Statistical data Area parameters Personnel forecast User characteristics Community characteristics Organizational structure Value of potential loss Time-motion study Traffic analysis Behavioral patterns Space adequacy Type/intensity Physically challenged guidelines	Service grouping People grouping Activity grouping Priority Hierarchy Security controls Sequential flow Separated flow Mixed flow Functional relationships Communications	Area requirements By organization By space type By time By location Parking requirements Outdoor space requirements Functional alternatives	Unique and important performance requirements that will shape building design
Form Site Environment Quality	Bias on site elements Environmental response Efficient land use Community relations Community improvements Physical comfort Life safety Social/psychological environment Individuality Wayfinding Projected image Client expectations	Site analysis Soil analysis FAR and GAC Climate analysis Code survey Surroundings Psychological implications Point of reference/entry Cost/SF Building or layout efficiency Equipment costs Area per unit	Enhancements Special foundations Density Environmental controls Safety Neighbors Home base/officing concepts On-premise: fixed, free, group address Off-premise: satellite, telecommuting, virtual office Orientation Accessibility Character Quality control	Site development costs Environmental influences on costs Building cost/SF Building overall efficiency factor	Major form considerations that will affect building design
Economy Initial Budget Operating Costs Life cycle Costs	Extent of funds Cost effectiveness Maximum return Return on investment Minimizing of operating costs Maintenance and operating costs Reduction of life cycle costs Sustainability	Cost parameters Maximum budget Time-use factors Market analysis Energy source costs Activities and climate factors Economic data LEED rating system	Cost control Efficient allocation Multifunction/versatility Merchandising Energy conservation Cost reduction Recycling	Budget estimate analysis Balance budget Cash flow analysis Energy budget Operating costs Green building rating Life cycle costs	Attitude toward the budget and its influence on the fabric and geometry of the building
Time Past Present Future	Historic preservation Static/dynamic activities Change Growth Occupancy date Availability of funds	Significance Space parameters Activities Projections Durations Escalation factors	Adaptability Tolerance Convertibility Expansibility Linear/concurrent scheduling Phasing	Escalation Time schedule Time/cost schedule	Implications of change in growth on long-range performance

... Within an **iterative process** of:

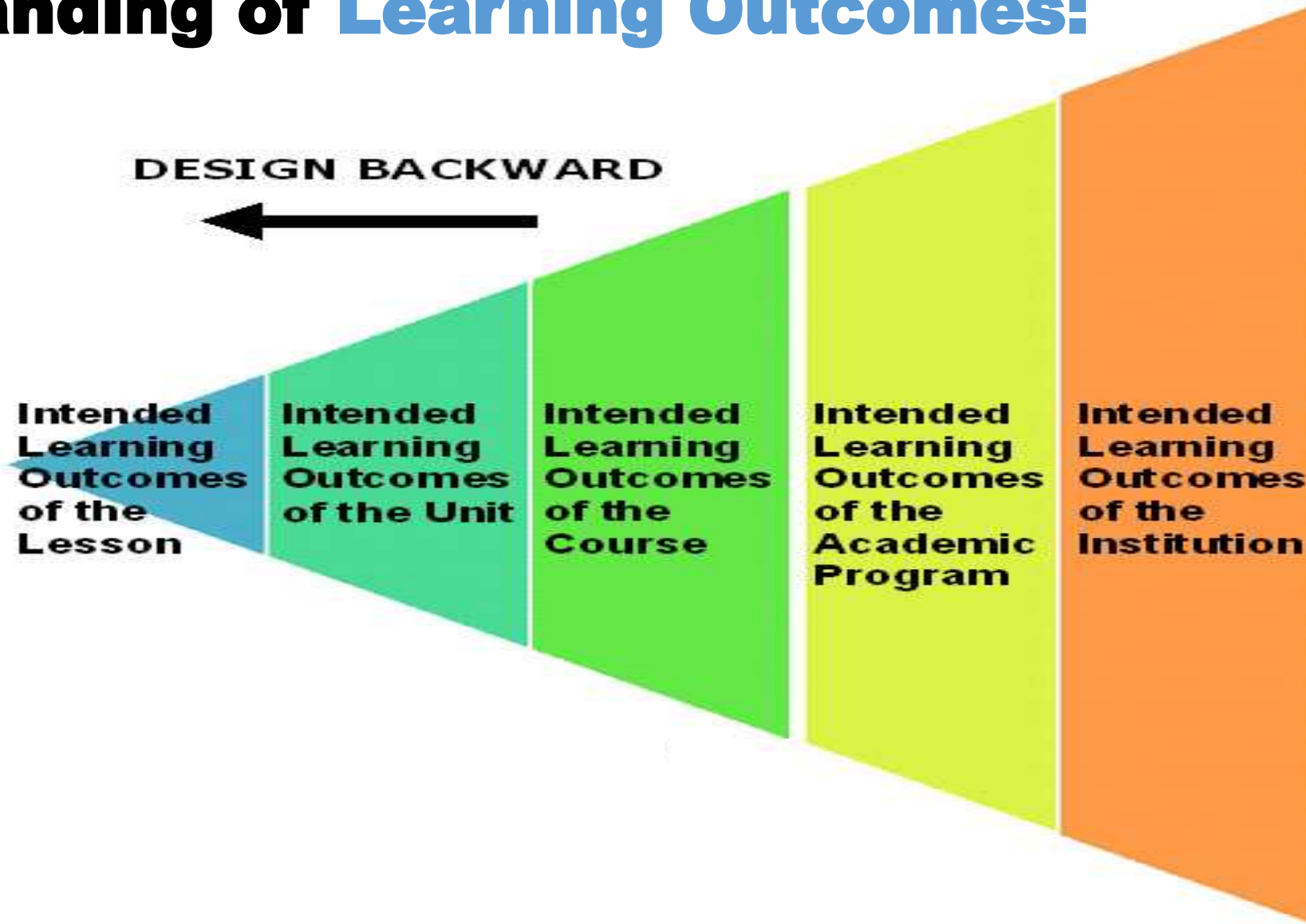
Analysis and Synthesis



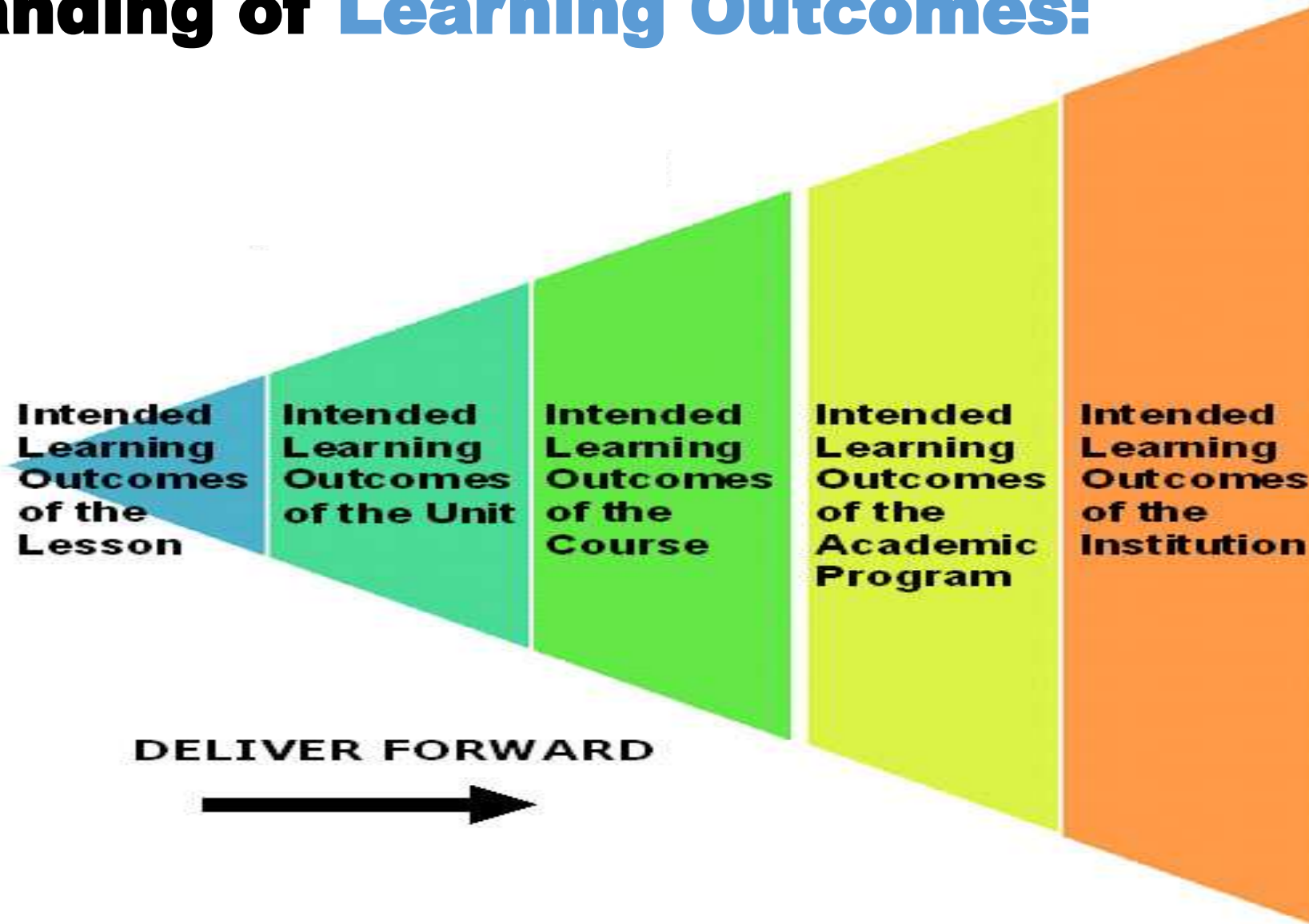
More specifically, in the design of
Learning Spaces...



... the design process must focus on a full understanding of Learning Outcomes:



... the design process must focus on a full understanding of Learning Outcomes:

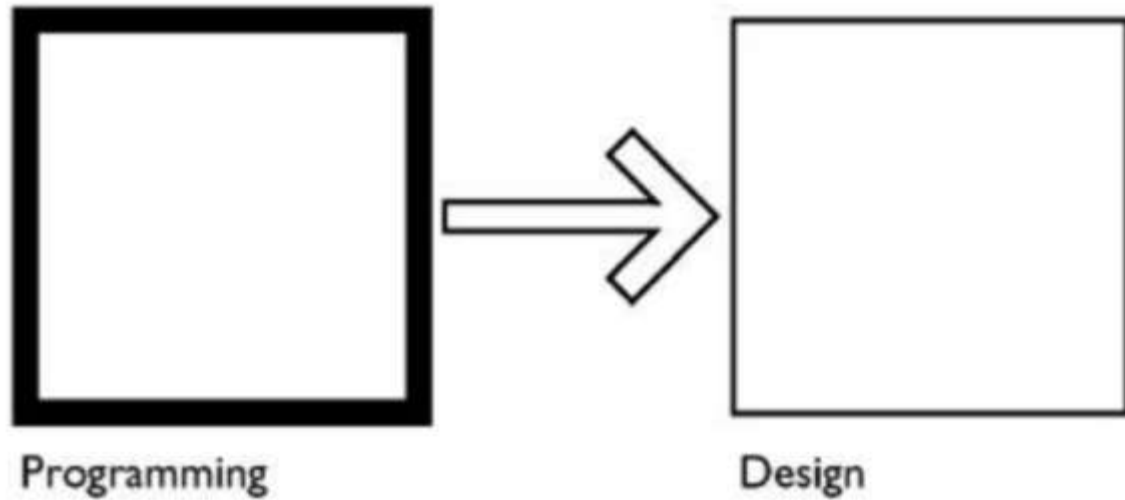


**And in addition, the design process must
also focus on incorporating special
attributes for Learning Spaces...**



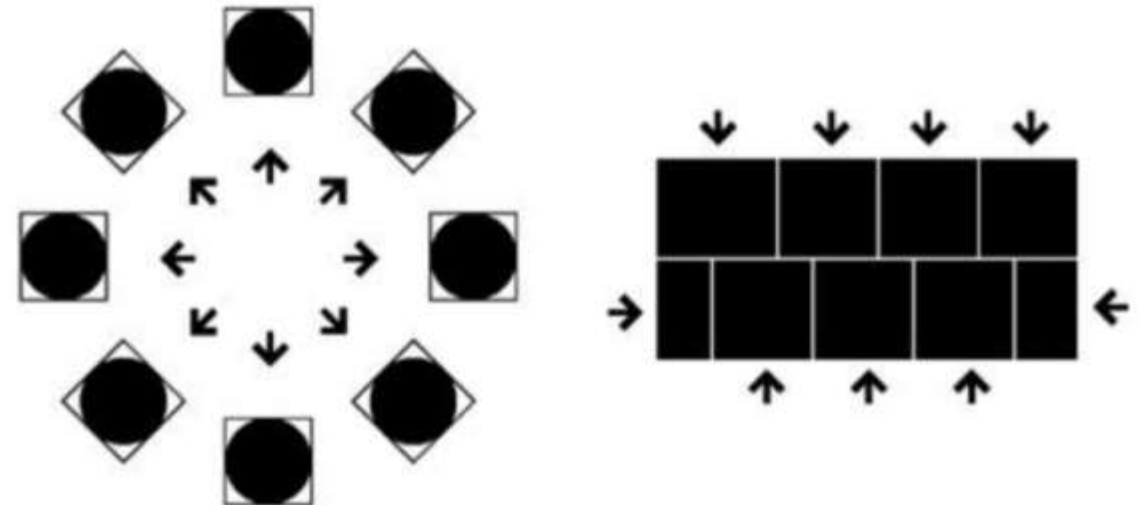
... Integrating these attributes from the beginning of the process:

The Search



**Affordances,
Attunement, and
Positioning**

Analysis and Synthesis



... And also, expressing them in a language that relates to architectural design:

(1) Affordances

The Design Process

Include:

- Ambient information in the environment
- Properties
- Surfaces
- Useful resources for achieving a particular activity and certain functions

Enable:

- Certain kinds of behaviors and activities while precluding others



... And also, expressing them in a language that relates to architectural design:

(2) Attunement

The Design Process

Include:

- Environmental **affordances and constraints**
- Environmental **conditions** that evoke **antecedent actions, activities, and procedures** that can be performed in that space
- Attached **meanings to space, based on prior activities** that have occurred there
- **Permitted and encouraged social and interactional patterns** with **others** and with the **artifacts** present

Enable:

- What **can** and **will happen** in the space
- Following **antecedent regularized forms of participation and action** found in such a space

... And also, expressing them in a language that relates to architectural design:

(3) Positioning

The Design Process

Include:

- Entitled, expected, and obligated activities, interactions, individual contributions and responses in a particular setting
- The design/structure/furniture helps determine what can be done in that space, what is acceptable, what is allowable, what can happen and what cannot, and what should happen

Enables:

- Certain configurations of use and exploitation while vigorously resisting others.

Now, I would like to provide three institutional perspectives on learning spaces:

- ✓ **From a global university-level perspective;**
- ✓ **Through a general college-level perspective;**
- ✓ **To a specific course-level perspective...**

A Global Institutional Perspective: **Texas A&M University**



Classroom Visioning Task Force (CVTF)

Established in 2014 to provide recommendations for future teaching and learning spaces, the CVTF:

- (1) addressed the **need for additional classroom space** on the College Station campus;
- (2) anticipated **adoption of student-centered pedagogical strategies** instead of traditional lectures; and
- (3) developed **specific recommendations** for **development of new** teaching and learning spaces, **renovation and repurposing** of existing teaching and learning spaces, and **non-structural strategies**.



Update of the Campus Master Plan

At the beginning of 2015, Texas A&M University launched a process to update the existing Campus Master Plan, with a specific charge to the Co-Chairs to **align the Campus Master Plan with the Strategic Plan for the University**, particularly as it relates to the **academic mission of the university**: (1) **learning/teaching**; (2) **research, creative work, and scholarship**; and (3) **engagement with practice and through outreach and service**.



A General Institutional Perspective: **College of Architecture**





It's time to unleash your creative potential

The Texas A&M University College of Architecture is a haven for experimentation, discovering one's strengths and unleashing the hidden capabilities of the human mind. Here, students embark on a journey of self-discovery. They learn how to unlock their creative potential, become lifelong learners, thought leaders and knowledge creators. Because creativity and the production of knowledge are the currencies of the future...

... It's time for the College of Architecture

www.arch.tamu.edu

IT'S TIME FOR



TEXAS A&M
UNIVERSITY

**Every space has the potential to be a
Learning Space...**





From the Conventional...







... Through the Specialized...




TEXAS ARCHITECTURE CENTER

JACOB RICHARDS & MARLETA THORNTON


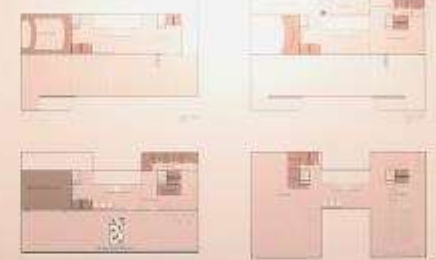

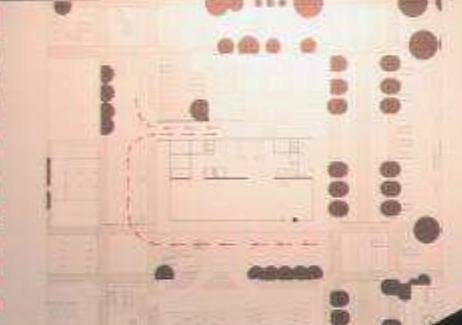




Text describing the project and its context.

SUMMER SOLSTICE



WINTER SOLSTICE




A. Community needs analysis


- 1. Access to public transit
- 2. Proximity to downtown
- 3. Proximity to parks
- 4. Proximity to schools
- 5. Proximity to shopping

B. Building footprint

C. Building footprint



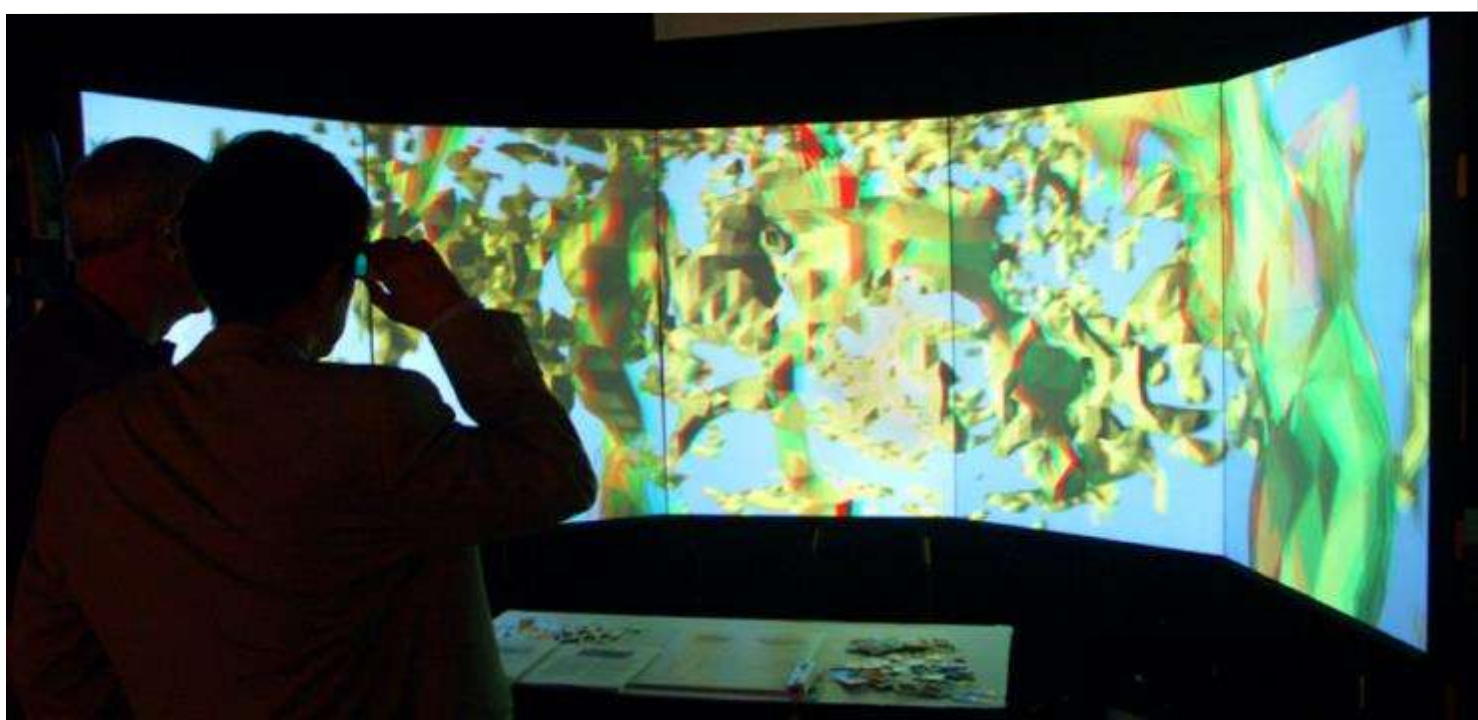
Text describing the building's design and its impact on the community.

























... To Everywhere...



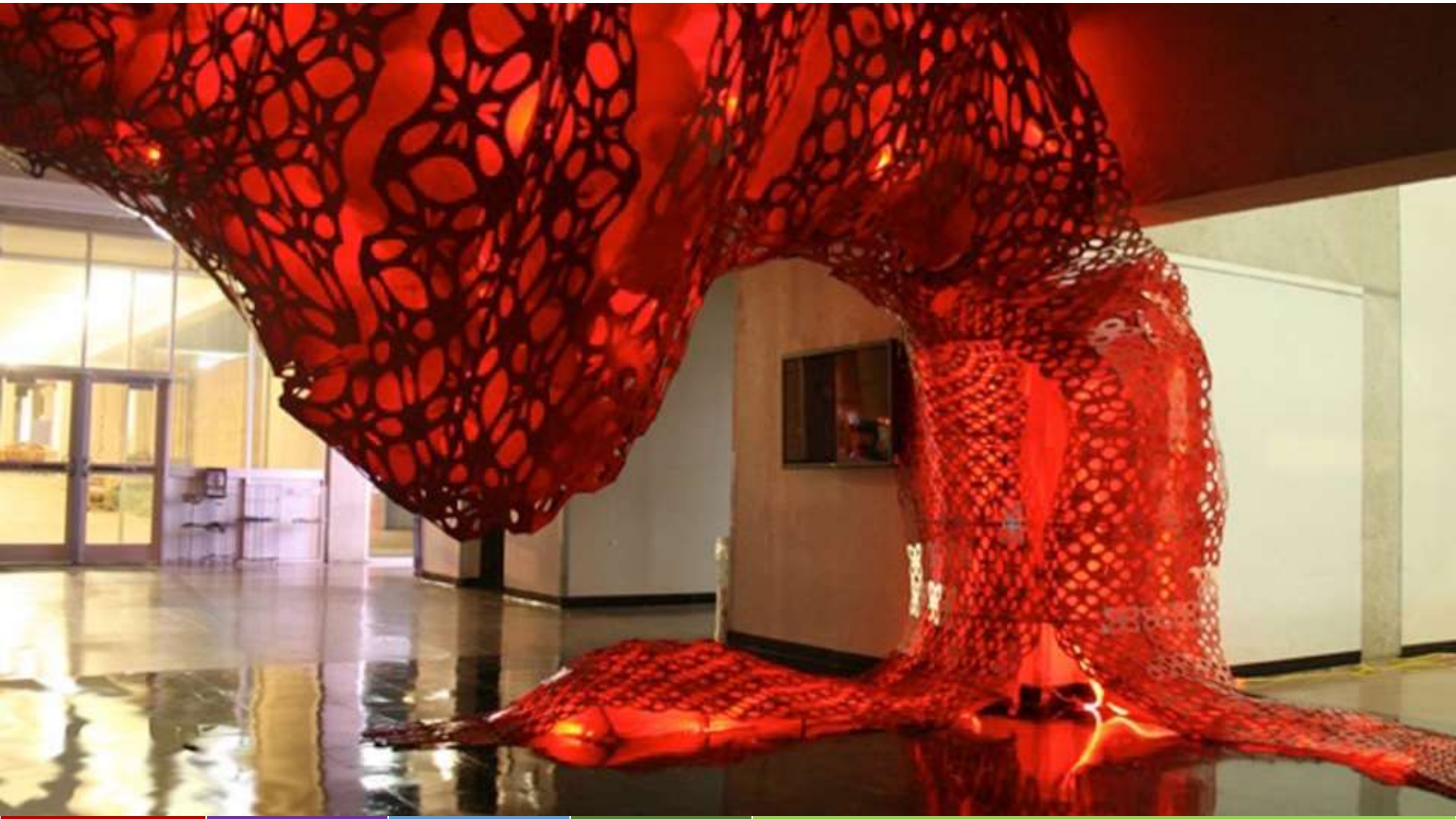
























A Specific Course Perspective: **ENDS 101 – The Design Process**





ARCHITECTURE




ENDS 101

(Sections 501, 502, 503, & 504)

Fall 2015

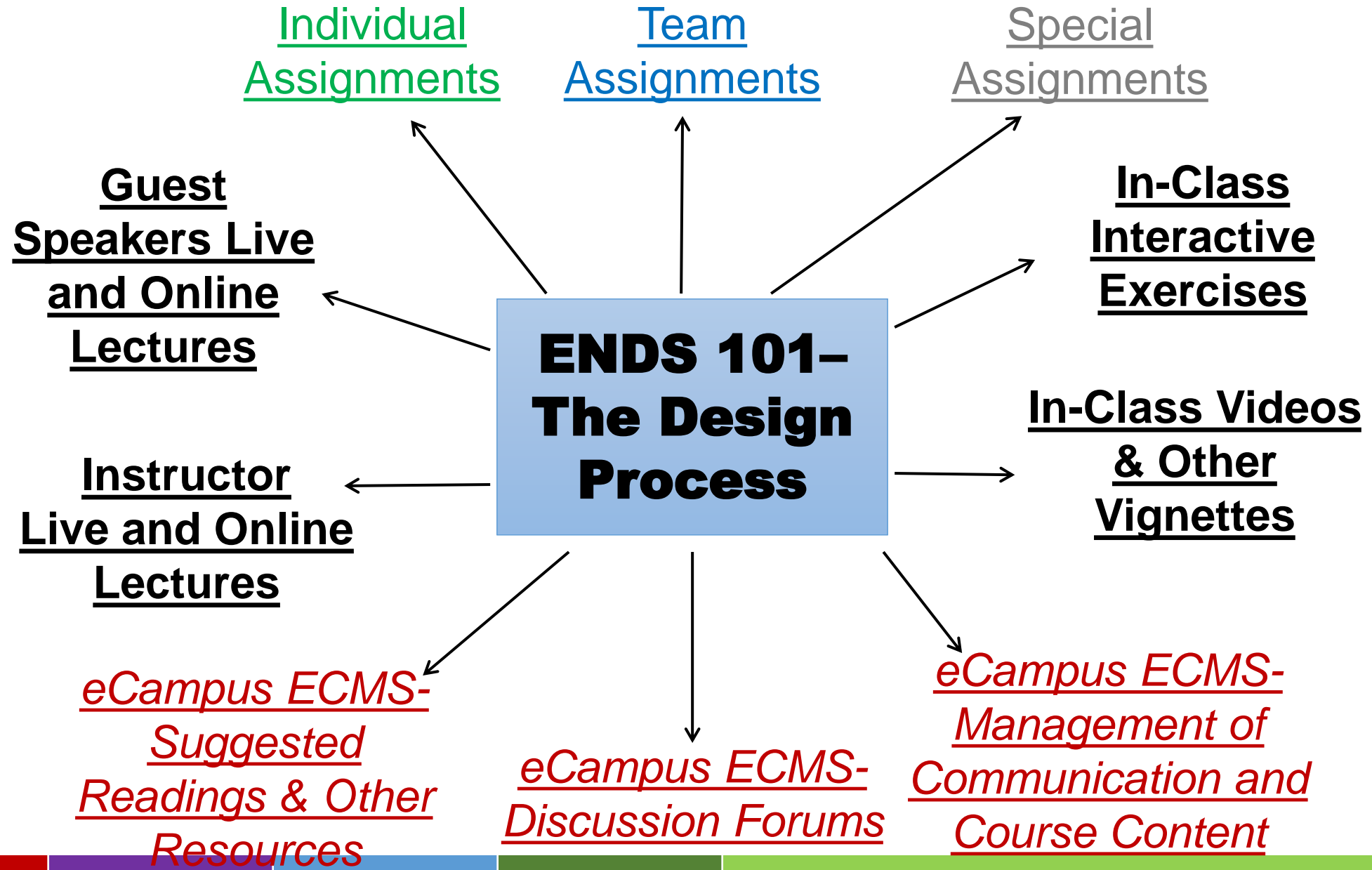
The overall learning outcomes for students in this course match the general University Learning Outcomes for all Baccalaureate Graduates:

- ✓ **Master the depth of knowledge required for a degree** – the content of this course complements and supplements all degree programs at Texas A&M University;
 - ✓ **Demonstrate critical thinking** – critical thinking is an integral component of all assignments and special activities in the course, both individual and team, and within and outside the classroom;
 - ✓ **Communicate effectively** – written, oral, and visual documentation and communication are integral components of all assignments and special activities in the course, both individual and team, and within and outside the classroom;
 - ✓ **Practice personal and social responsibility** – personal responsibility and accountability, fueled by a spirit and an attitude of self-reliance, are an explicit expectation for all students in the course, and in addition, students are exposed to a lecture, individual and team assignments, and multiple resources on social innovation and entrepreneurship
 - ✓ **Demonstrate social, cultural, and global competence** – the course places emphasis on global challenges for creativity and innovation, and on issues of gender, leadership, cultural differences regarding personal space, and provocative problem solving;
 - ✓ **Prepare to engage in lifelong learning** – the course promotes curiosity, imagination, exploration, self-reliance, discipline, continuous learning, and transcendence beyond their zones of comfort, competency, and interests, as well as the use of multiple tools and technologies; and
 - ✓ **Work collaboratively** – 40% of the final grade for the course is based on graded team assignments.
- 

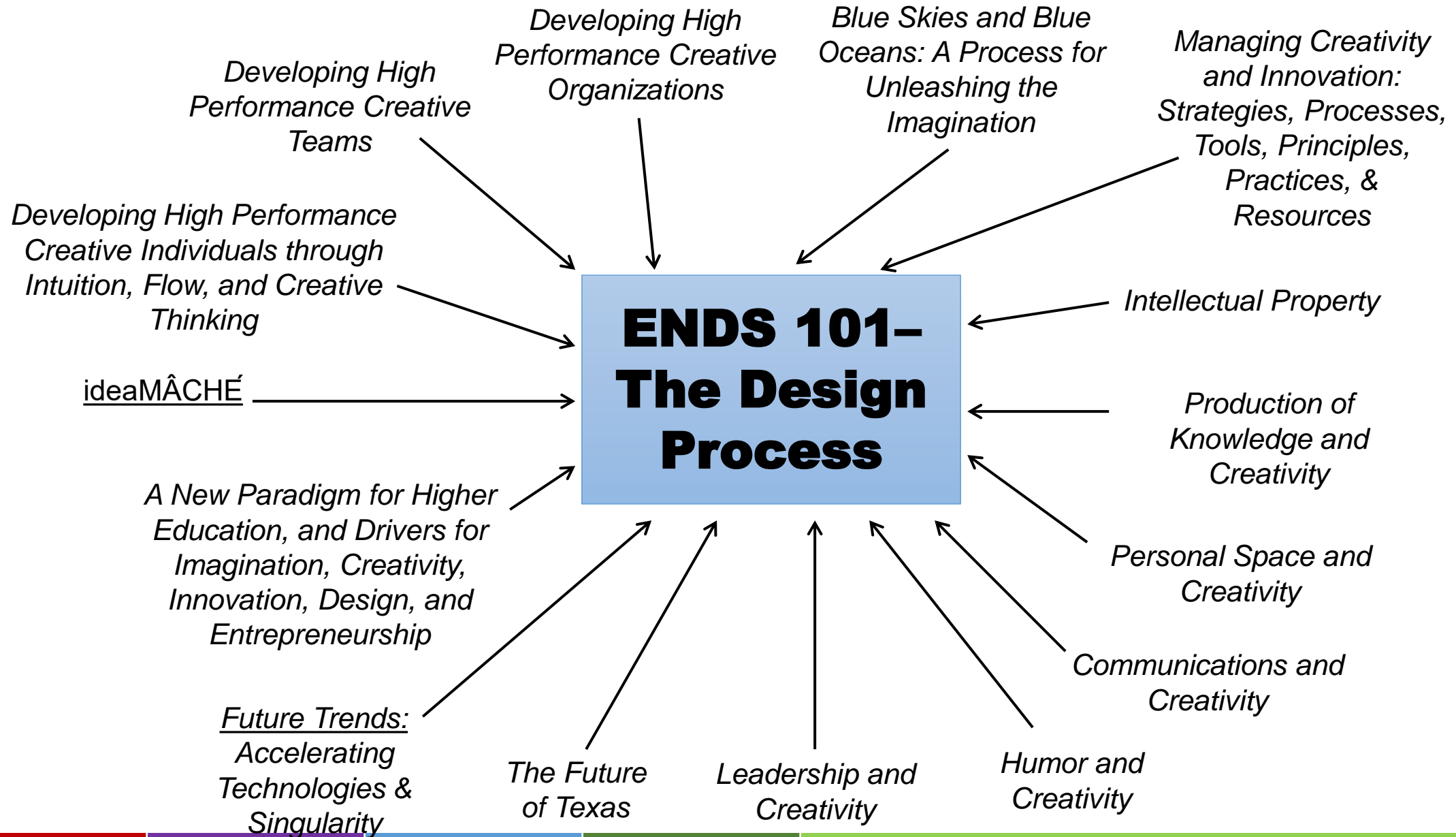
Interdisciplinary Teams

- ✓ Students are assigned to **interdisciplinary teams** composed of **six (or five) students**
- ✓ Teams are composed of students from **different majors** (no repeat majors per team)
- ✓ Teams attempt to balance **gender** (no less than two women per team)
- ✓ Teams attempt to balance **classification level** (no less than two women per team)
- ✓ Teams attempt to balance **cultural background** (strive for ethnic and cultural diversity)
- ✓ Teams attempt to balance **involvement in special activities** (no more than one member of Varsity Sports and one member of the Corps of Cadets per team)

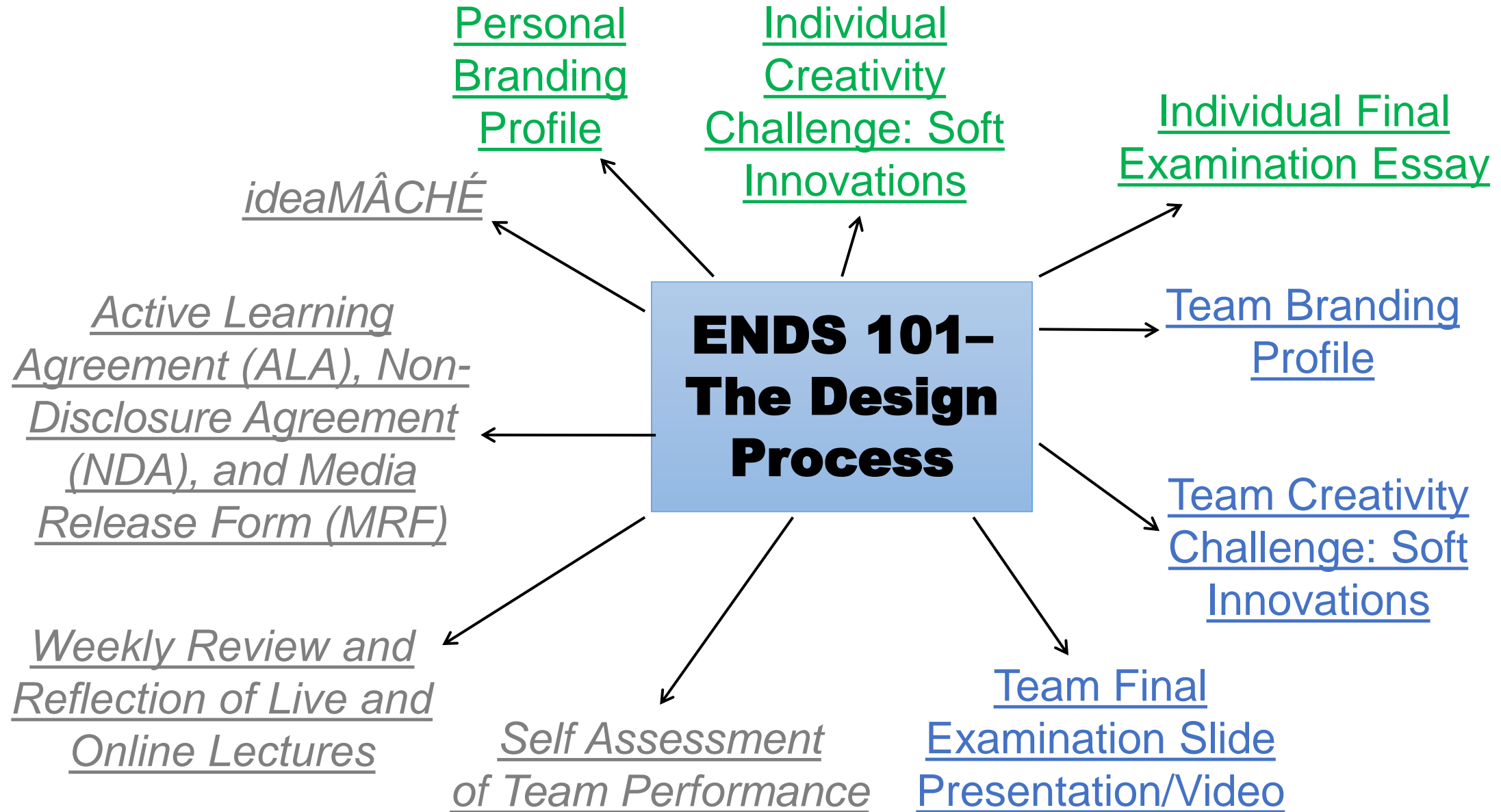
Learning Spaces: Pedagogical Elements



Learning Spaces: Lectures



Learning Spaces: Learning Experiences



Questions & Comments





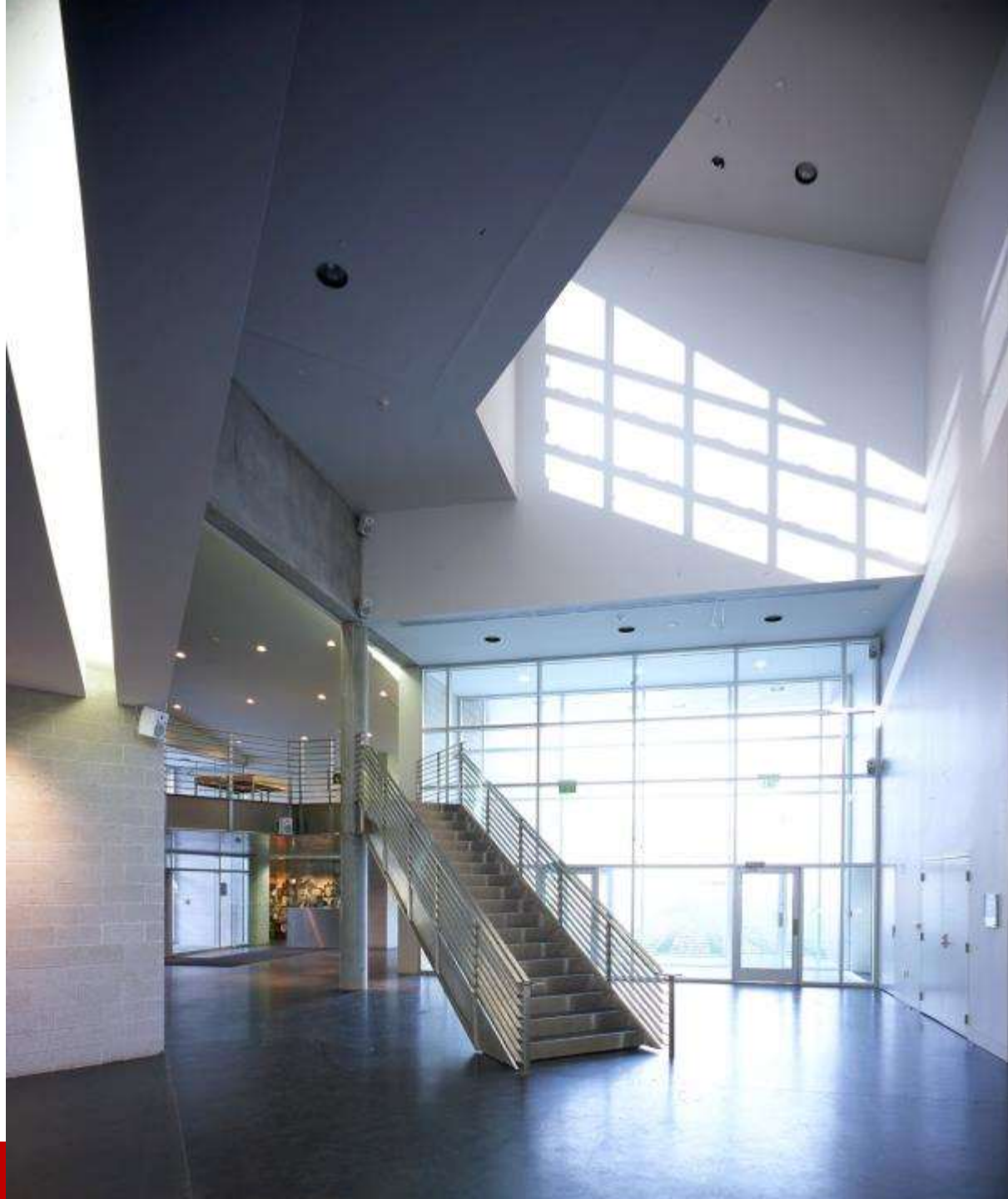
Sarah Goodwin

Rachel Seligman

Skidmore College



Aerial view,
Tang
Museum



Interior view, Atrium,
Tang Museum



Installation view, *Molecules that Matter*, Tang Museum, 2007-8



Skidmore
student
looking closely,
Kettlewell Print
Study Room,
Tang Museum



Installation view,
The Jewel Thief, Tang Museum,
2010-11

Installation view,
A Very Liquid Heaven, Tang
Museum, 2004-5





Installation
view with
a capella
group, *Peter
Edwards:
Specter*
(Elevator
Music series
17), Tang
Museum,
2010-11



Performance
view, *Knitting
Nation* by Liz
Collins in
Dance/Draw,
Tang
Museum,
2012



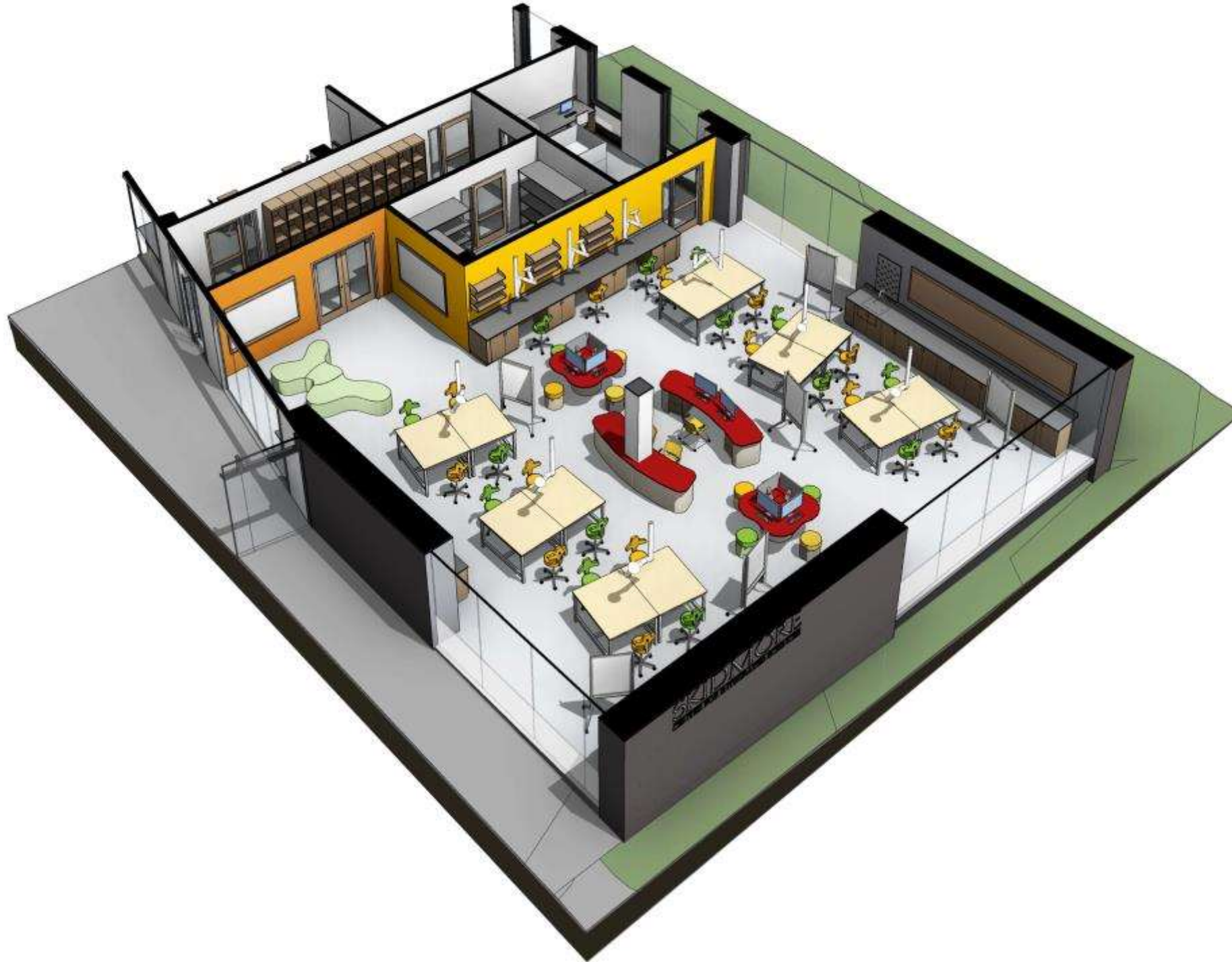
Performance view,
Playing Pictures in Hearing Pictures,
Tang Museum,
2012



Artist Terry Adkins and Skidmore students rehearse on Terry's instrument/sculpture "Akrhaphones" prior to opening of *Terry Adkins Recital*, Tang Museum, 2012



Downbeat
Lounge,
Tang
Museum,
2012



Idea Lab, in the
planned Center for
Integrated
Sciences,
Skidmore College





Installation and performance views, *Machine Project – The Platinum Collection (Live by Special Request)*, Tang Museum, 2015

Questions & Comments



One minute for participant chat questions





Robert Kolvoord

George Sparks

James Madison University









































Comments from two JMU students



Collier Apgar

Jonathan Martin

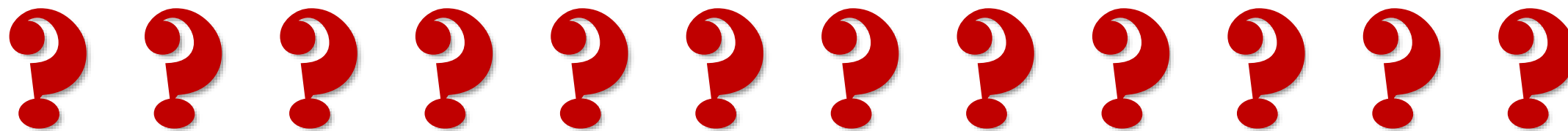
James Madison University

Questions & Comments



Time for participant chat questions





Arizona State University ♦ Brigham Young University ♦ Calvert Wright
Architecture, PC ♦ Calvin College ♦ Celli-Flynn Brennan ♦ Cuyahoga
Community College, Westshore Campus ♦ EYP ♦ Fishbeck, Thompson, Carr
& Huber, Inc. ♦ Florida Atlantic University ♦ Georgia Regents University ♦
Guilford College ♦ Hord Coplan Macht ♦ Iowa State University ♦ Lawrence
University ♦ Library Space Planning ♦ Loyola University Maryland ♦ Malone
University ♦ MIT Libraries ♦ Muhlenberg College ♦ Ohio University
Libraries ♦ Rutgers University Libraries ♦ Skidmore College ♦ St. Edward's
University ♦ UC San Diego Library ♦ Union College ♦ University of Arizona
Libraries ♦ University of Colorado Denver/Auraria Library ♦ University of
Illinois at Urbana-Champaign ♦ University of Massachusetts Boston ♦
University of North Carolina at Charlotte ♦ University of Ottawa ♦
University of Rhode Island ♦ University of Washington-Seattle ♦ University
of Waterloo ♦ VMDO Architects ♦ Washington and Lee University ♦



Lessons Learned



Upcoming LSC Webinar

Learning Spaces Collaboratory

Join the conversation –
send us your ideas about
questions to ask in
shaping learning spaces
pkallsc@pkallsc.org

- *Making the Case: Spaces that Nudge Learners to Become Boundary-crossing Agents in an Increasingly Complex World*

December 9, 2015

