

LIMITLESS LEARNING

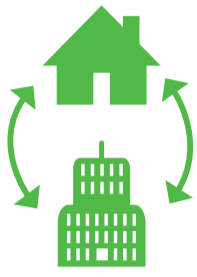
Macro trends are having dramatic impact on higher education and how facilities and the overall campus environment are envisioned and utilized. A new goal of *limitless learning* is creating common needs across all areas of campus and is requiring a new approach to campus planning.

THREE FACTORS DRIVE HIGHER EDUCATION TRENDS

1

TODAY'S STUDENTS REFLECT A DIVERSE POPULATION

Some 40% of students are self-supporting adults, 50% attend part-time and 30% are parents.



ATTEND COMMUNITY COLLEGE

5/10



WORK PART-TIME

8/10



SELF-SUPPORTING ADULTS AGE 24+

4/10



HAVE CHILDREN

3/10



PART-TIME STUDENTS

4/10



WOMEN

6/10



MINORITY

3/10

2

TECHNOLOGY DRIVES CHANGES IN LEARNING STYLE

Innovations in technology, coupled with new research, have enabled new styles of teaching and learning.



OLD STYLE OF EDUCATION

VS.



NEW TECHNOLOGY-BASED STYLE OF EDUCATION

ONE-WAY INSTRUCTION

in lecture hall

COLLABORATION

in small group meeting spaces

TEACHING

LEARNING

STUDENTS ABSORB MATERIAL

STUDENTS CREATE MATERIAL

ONE SIZE FITS ALL EDUCATION

CUSTOMIZED EDUCATION

Instructor as
TEACHER

Passive learning,
LOW INTERACTION

Instructor as facilitator or
"LEARNING COACH"

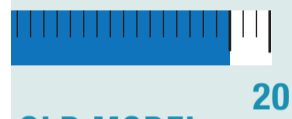
HIGHLY INTERACTIVE
learning

3

COLLEGES STRIVE TO FOSTER COMMUNITY AND COLLABORATION

Students crave face-to-face, social contact.

17-20 sq ft per student



OLD MODEL
Sufficient for one-way lecturing

30-35 sq ft per student



NEW MODEL
Accommodates teaming areas, private work

THESE THREE TRENDS CULMINATE IN A SINGULAR GOAL

ANYWHERE
In classrooms or elsewhere



ANYHOW
Delivered via lecture or other methods



ANYONE
Serving a diverse population



ANYTIME
During scheduled classes or on demand



NO CONSTRAINTS

LIMITLESS LEARNING

EXPRESSION

Factors that facilitate communication and idea sharing

FLEXIBILITY

Different configurations to support many activities

ACCESS

Connectivity wherever activities occur

ADJUSTABILITY

Modifies easily to accommodate a range of activities

LIMITLESS LEARNING DRIVES THE NEED TO DELIVER

ADAPTABILITY THROUGH FOUR CRITICAL ELEMENTS

DELIVERING ADAPTABLE ENVIRONMENTS IN SPACE, TECHNOLOGY AND FURNISHINGS

LECTURE SPACES



Lightweight, mobile chairs and tables allow users to reconfigure their own space.

CAFÉ



Comfortable seating and power and data access encourages students to study together.

SMALL GROUP SPACES



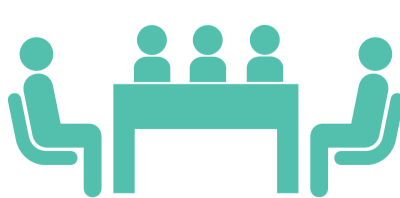
Wall-mounted video screens and mobile whiteboards accommodate a range of display needs.

INTERACTIVE SPACES



Display walls create multiple zones for different groups to share solutions.

LARGE GROUP SPACES



Varied furniture options accommodated different sizes of groups and types of gatherings.

FACULTY SPACES



Monitor arms and cloud computing lessen the need for expansive desktop space.