

## **The Virginia Tech Carilion Research Institute(VTCRI)**

- **MISSION:** Interdisciplinary and Translational research within the medical sciences.
- A bridge between basic science research at VT and clinical expertise at Carillon Clinic.  
Increase translational research opportunities for both.
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## **The Clemson Innovation Center**

- **MISSION:** create an environment where collaboration among students. faculty and leaders from industry and government agencies generates ideas and solves complex problems
- Events everyday
- **Design aspect**
  - Technology of Not only for tomorrow, but the day after tomorrow
  - Wireless displays: no messy connector
  - Active learning classroom.
  - High-tech public space: **showcase auditorium**



## **Research on university**

### **1. Hospitality influences on education**

- a more inviting, social environment. A hospitality - styled student space
- The “death” of the corridor: corridor in school can be a negative or awkward place to use. A circulation areas for working together and socializing..
- Lighting: flexibility in light design, Help students to focus on the task / lighting to stimulate or calm classes.

### **2. Techs!**

- improve the level of engagement and effectiveness. Alter the perceptions of learning.

### 3. Taking Down The Walls

(<https://www.gensler.com/research-insight/publications/dialogue/30/taking-down-the-walls?q=university>)

- the learning can occur anywhere: outside of classroom, in open and collaborative spaces. People's creativity and productivity improve when they have real options about where, when and how they work.
- Circulation zones are Back-Painted glass writing surfaces. " a educational graffiti"
- A center classroom in the center, can be closed off by doors. Changed when it opens up.
- Maker space is open off. People get see what happens.
- Exposing the different experiences, setting, and influences to one another.!!!



- <https://www.gensler.com/projects/moffitt-library>

### 4. Innovation Center

<https://www.steelcase.com/content/uploads/2018/08/innovationcenterideabook.pdf>

- Secure: support experimentation, protect fragile ideas
- Open: invite engagement
- Self-serviced: provide basic provisions and amenities for team to access on their own without disrupting their workflow

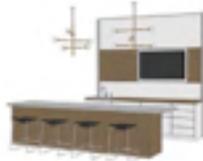
- Facilitated: provide services to organize space and interactions when teams require additional assistance.
- Static: create a sense of permanence with consistent tools, space and experience
- Evolving: embrace change as processes evolve over time “ always under construction”
- Owned: Assign settings exclusively to an individual or teams.
- Shared: create spaces for everyone’s use at different times.

1. **safe haven for new ideas:** a space provide private thinking and together. + areas to build and test ideas. **Individual work + coming back to work together**

2. **Culture of innovation and collaboration:** openness, transparency. item that are inspirational. subject to disrupt conventional thinking. Story telling space. Different space for different modes of collaboration: informative, evaluative and generative. messiness of brainstorm.

## FIVE SPATIAL ZONES

1. MEETING ZONE: This space is designed for deep collaboration, supporting the cycle between individual and collaborative modes.
- 2 Social Zone: promotes both intentional and chance to encounter with coworkers.
3. Nomadic Zone: individuals that transitioning throughout the day between projects and tasks
4. Resident Zone: grow expertise and community within their discipline, supports workers who are tethered to technology and have assigned spaces.
5. Resource Zone: host for innovation center has tools, culture and process that are necessary for innovation. A space that has work-tools and shared materials
6. Specialty Zone: an optional sixth zone specific to the innovation at hand. EX: machine shop, laboratory, prototyping area.



## 5. research center

<http://www.wbdg.org/resources/interior-design-research-facilities>

- Lobby: main entrance reflect the transition from exterior of the building to the smaller-scale interior spaces.

- Lounge room: every lounge room in each floor or single central amenity for the entire building.

A relief for work ..

- Corridors: can be multiple functions, displays, interaction,