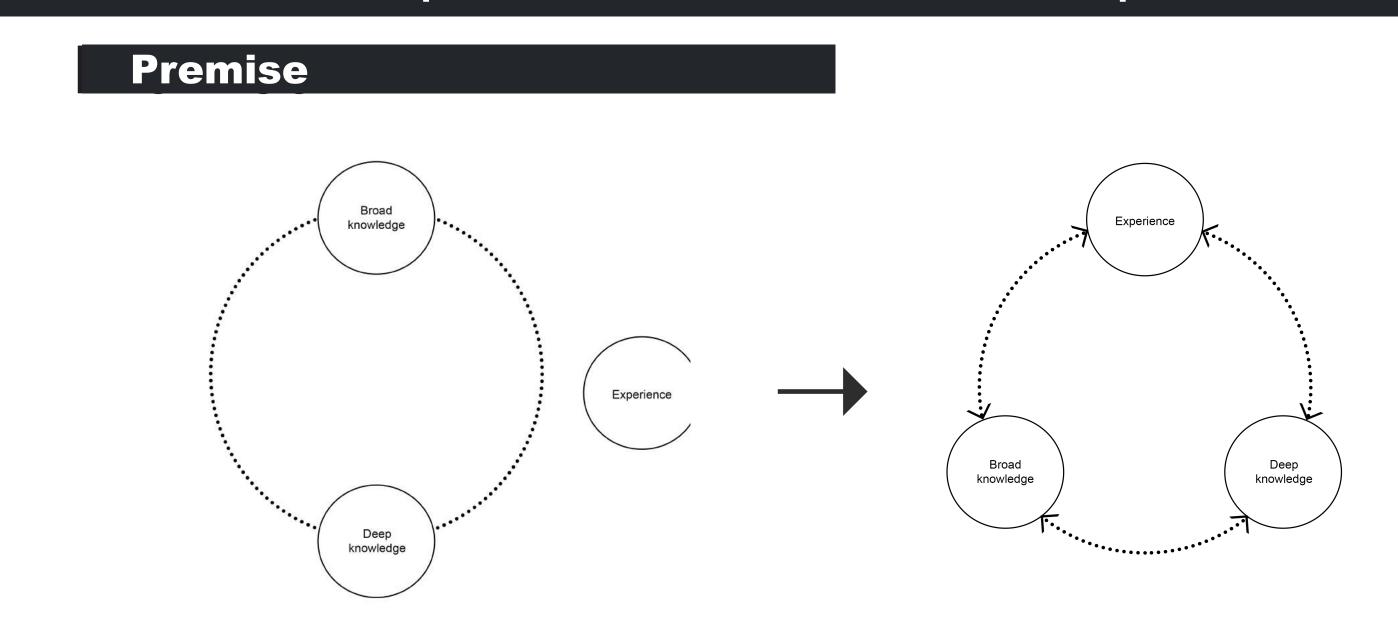
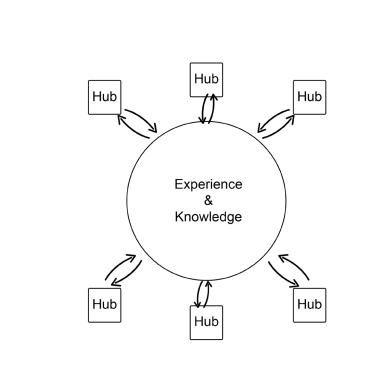
Dex hub

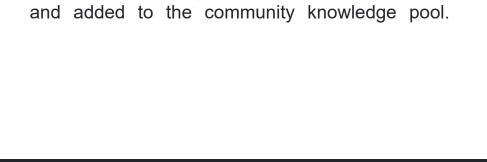
Experience, Share and Explore

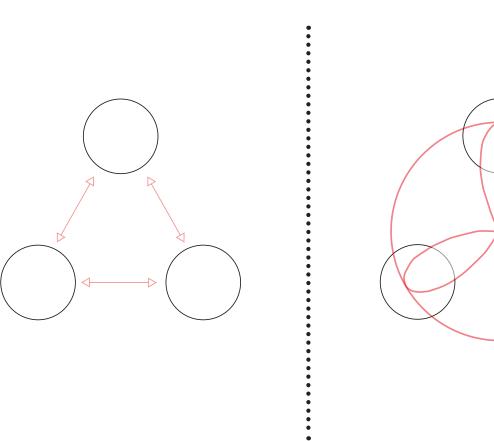




edge and experience. In contemporary socie- gained by cycling through different types of learn- one can use the facilities regardless of income, staty, large hubs of knowledge (e.g. universities and ing. Switching between deep learning (e.g. books, tus, or background. The DEX hub will be situated schools) form the pillars of how we learn. Howev- documentaries, design classes), broad learning not in the center of an already existing place of er, these often have a threshold (grades, money, (e.g. videos and lectures), and experience (virtu- knowledge, but in places where knowledge is less or status). The approach of the DEX hub is the opposite; everyone is welcome to gain knowledge.

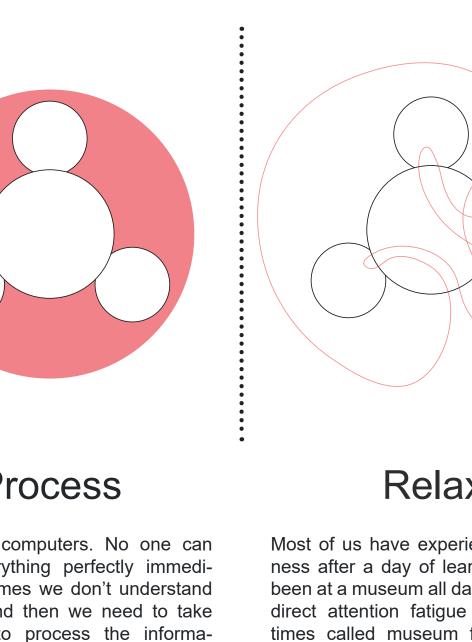
Newfound knowledge is expected to be shared





The transition and freedom between types of learning are what make the DEX hub special. The DEX hub provides one building in (and on) which the student can switch between the multiple types of learning (but also relaxing and processing). Therefore throughout the design process, a lot of attention has been put into creating a building that allows you to follow your path. Regardless of this being linear or random.

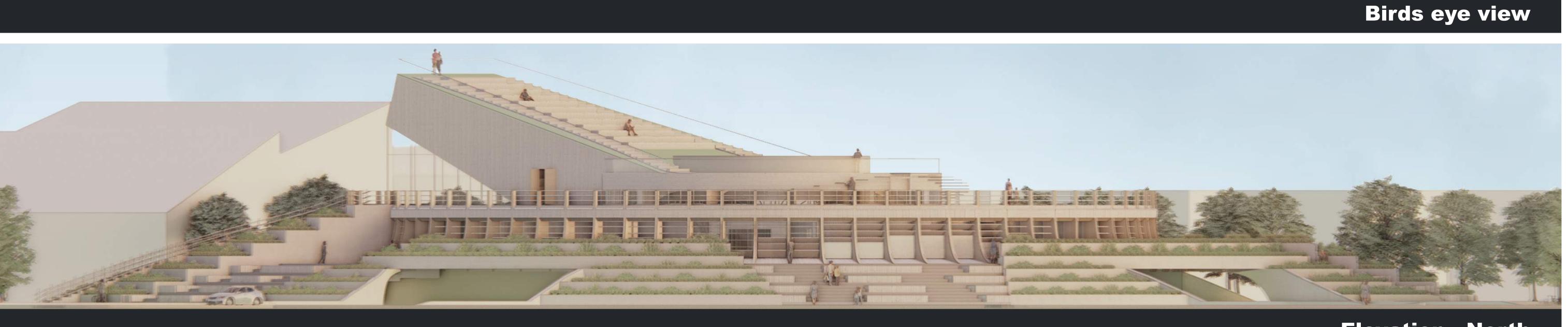
We are not computers. No one can process after a day of learning or having been at a museum all day. This is called direct attention fatigue (DAF), sometimes called museum fatigue. Taking time to process can be very beneficial to how fast and how well we process the information that we gained into knowledge. Therefore the DEX hub has been designed to contain multiple places to retreat to and process the information in your own way at your speed.

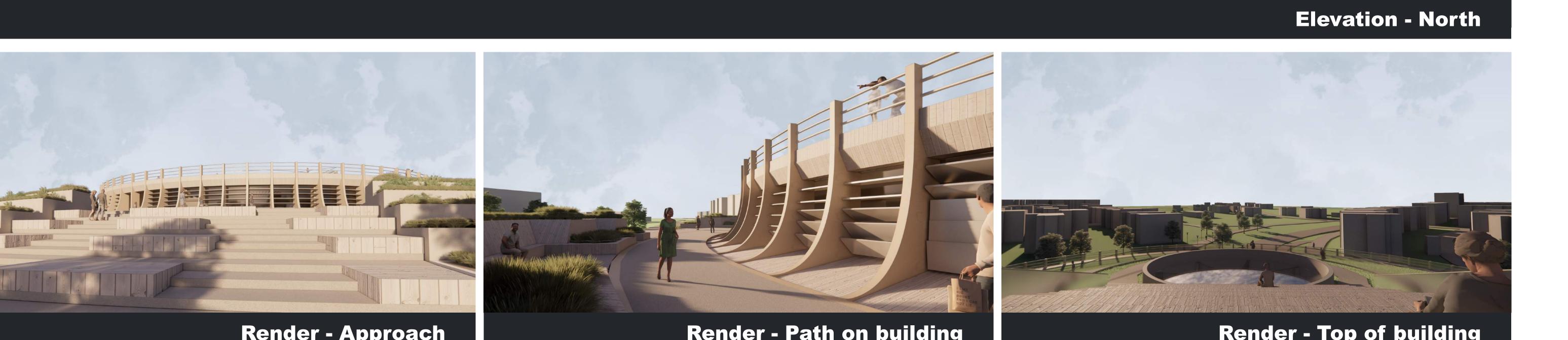


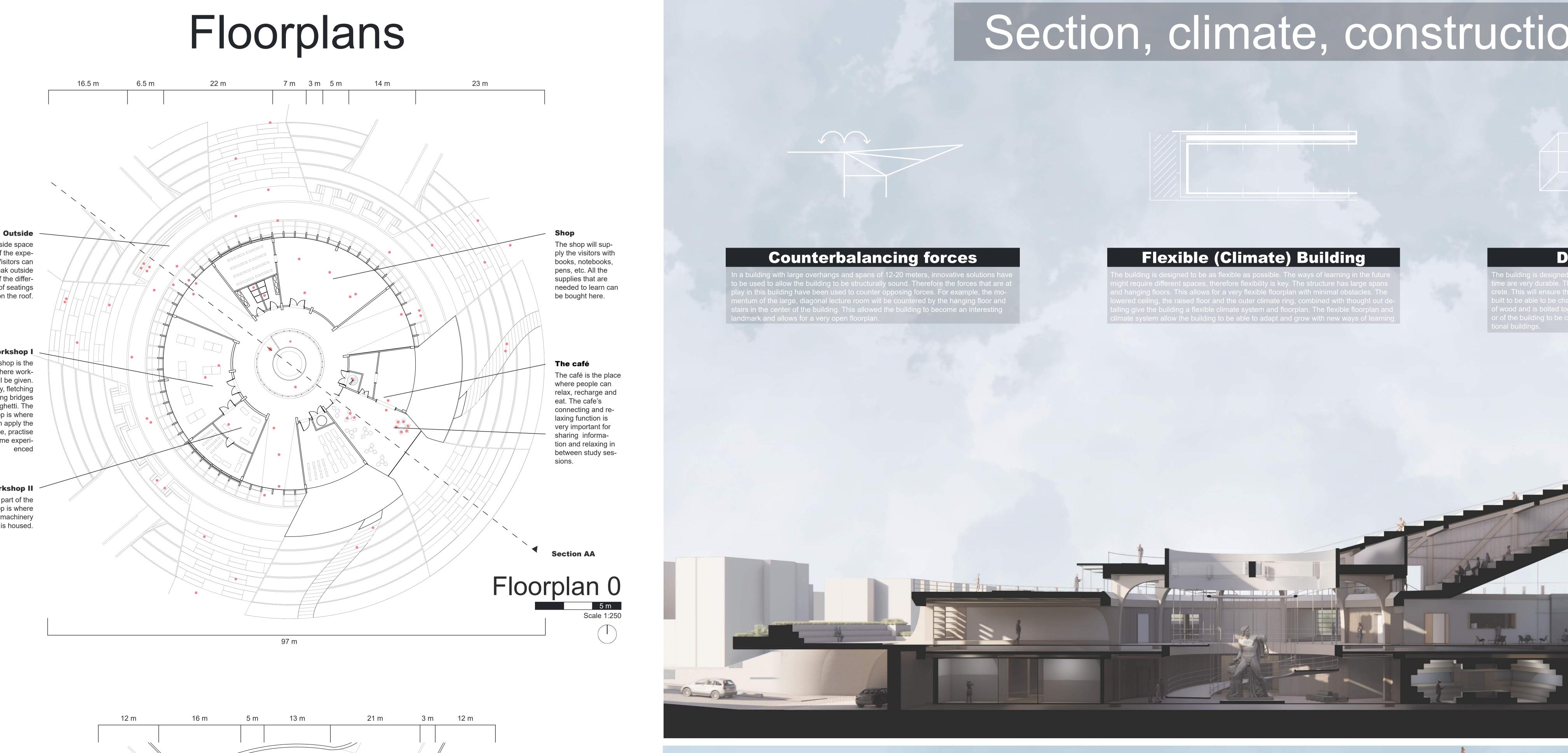
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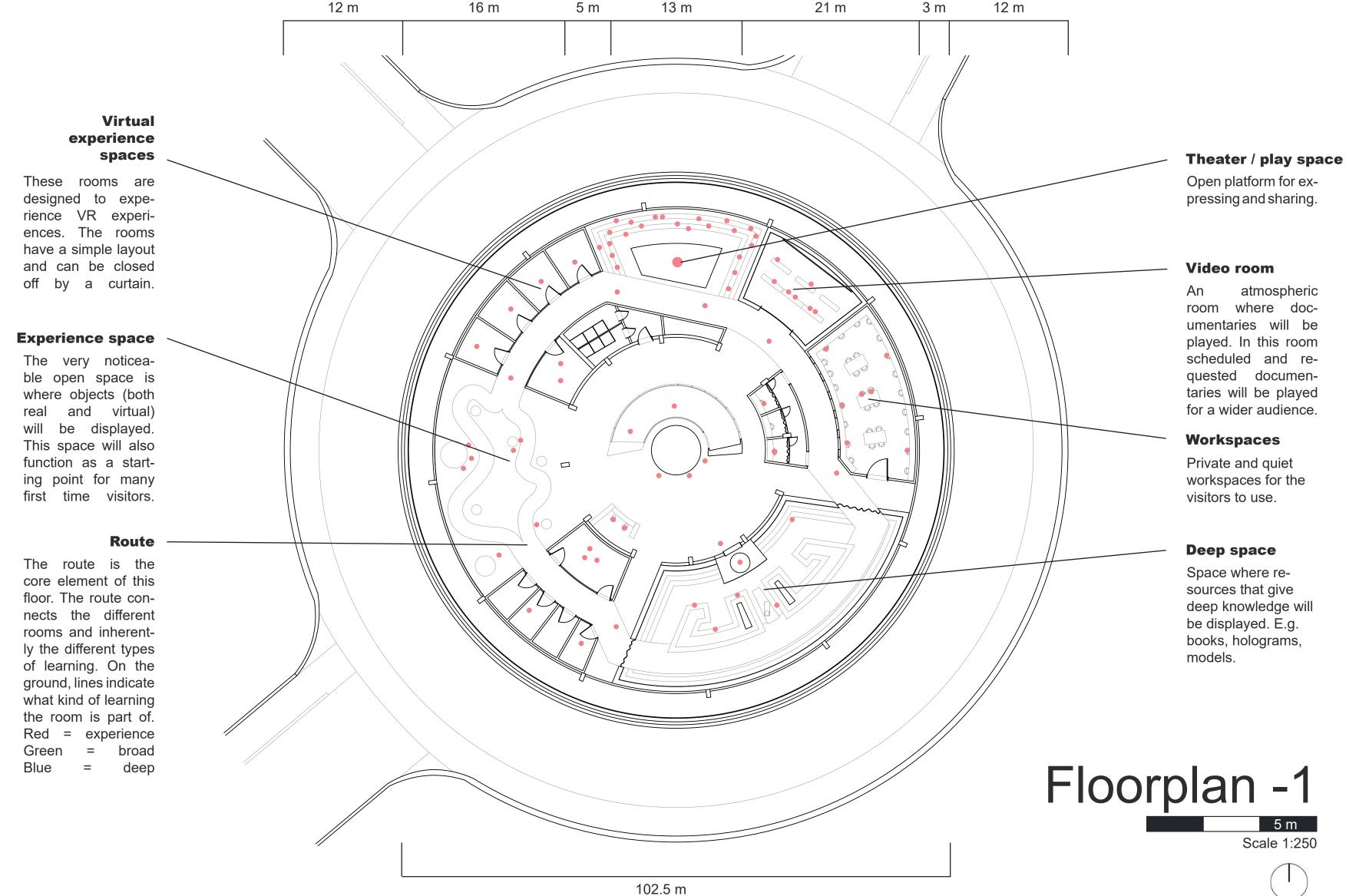
everyone

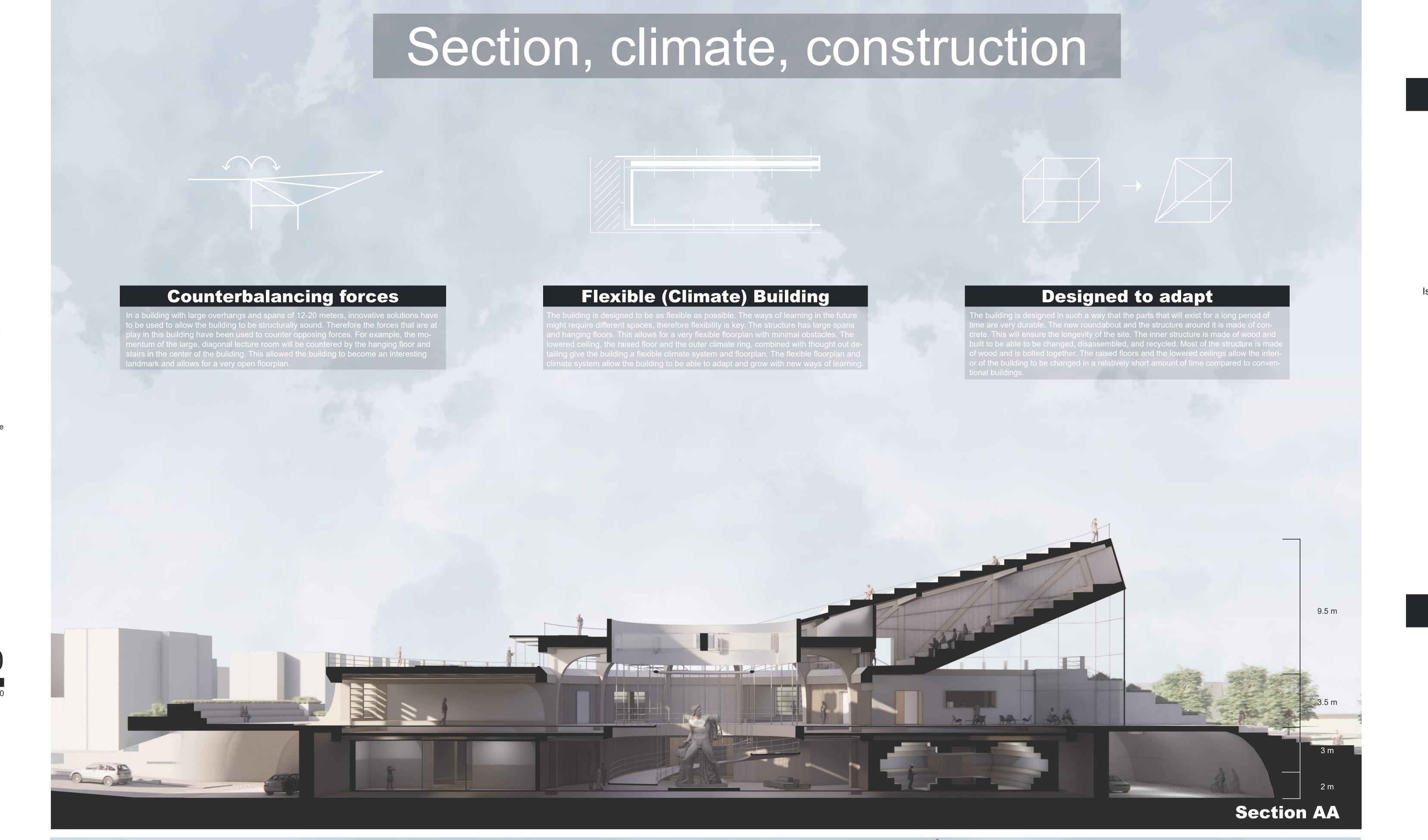


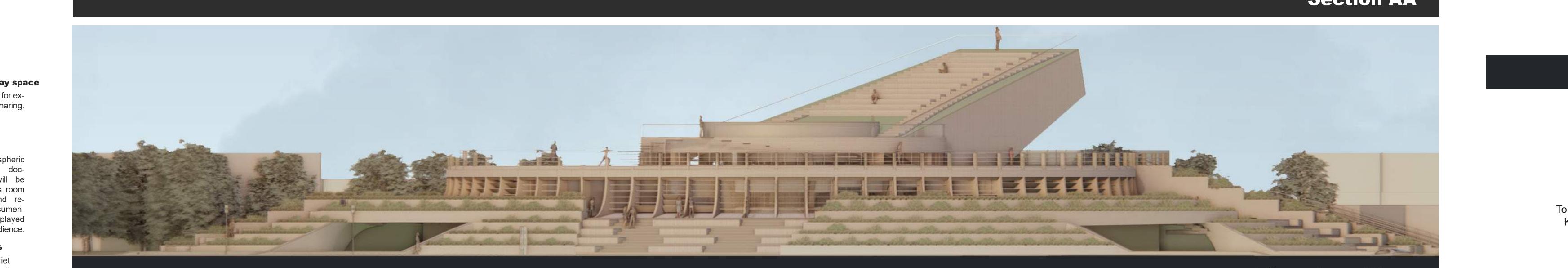


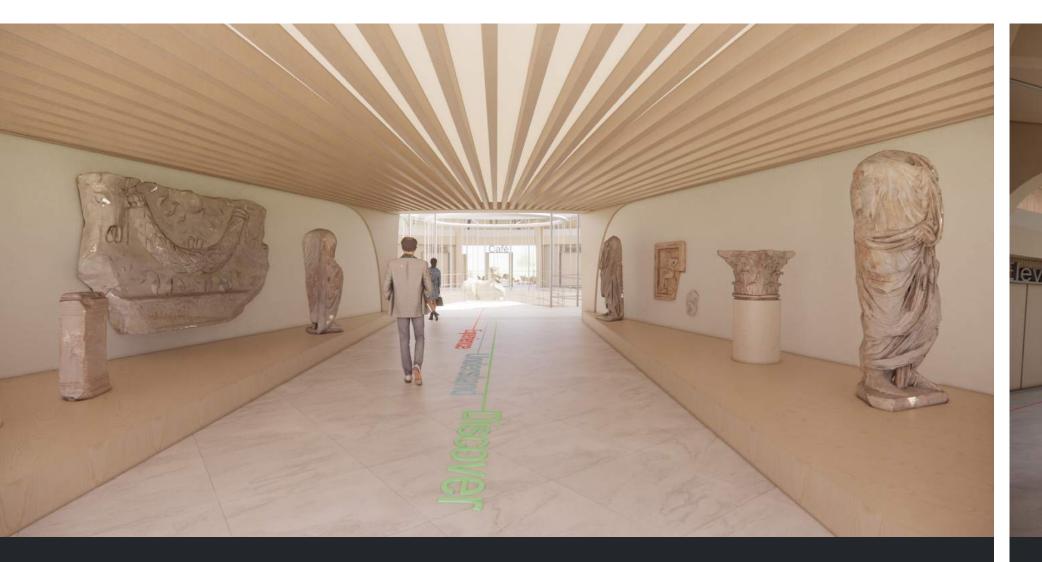


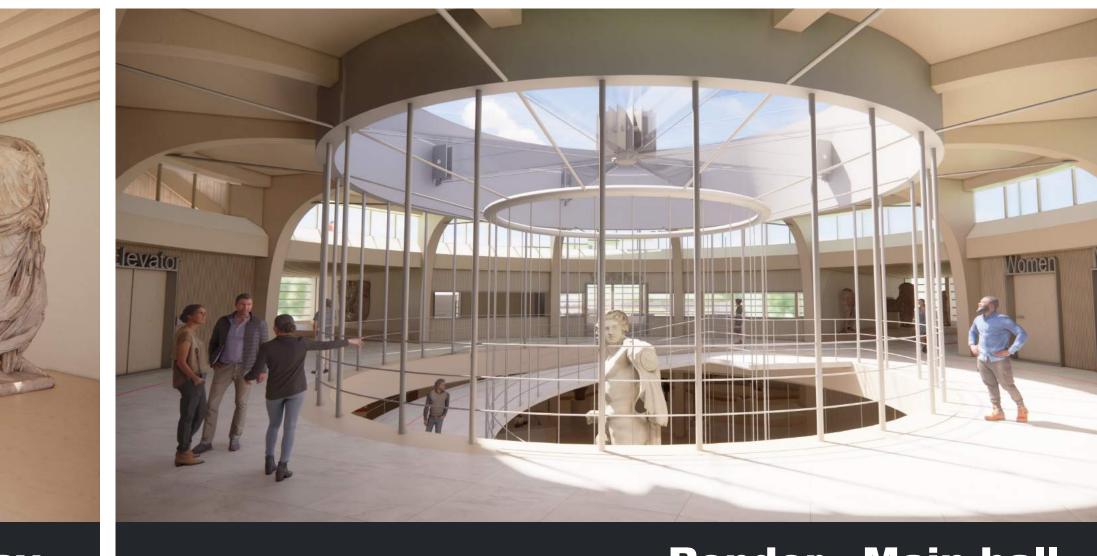


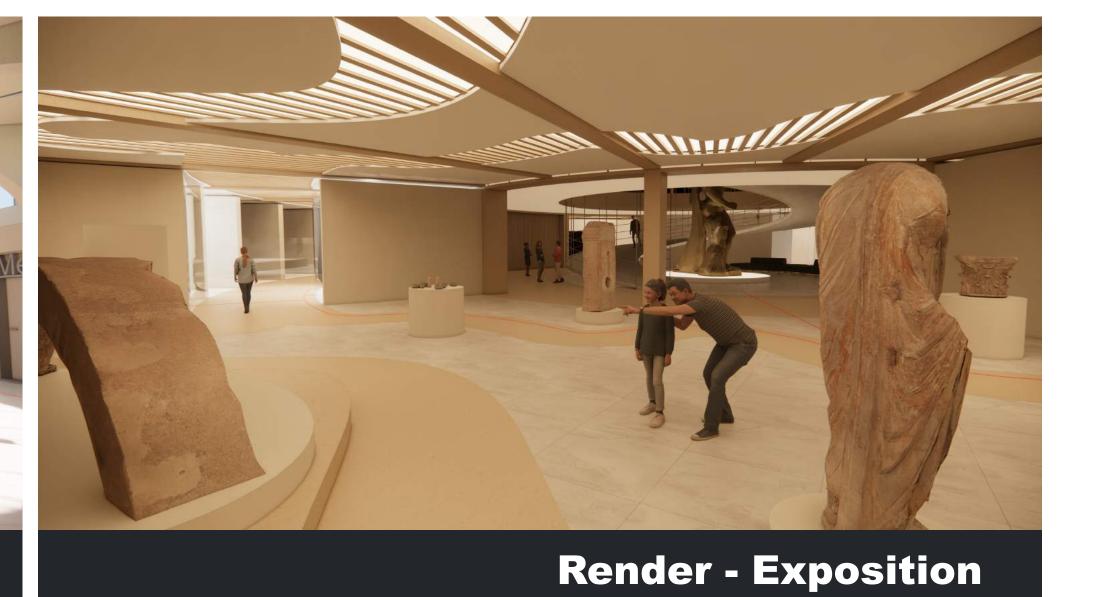












Details

