

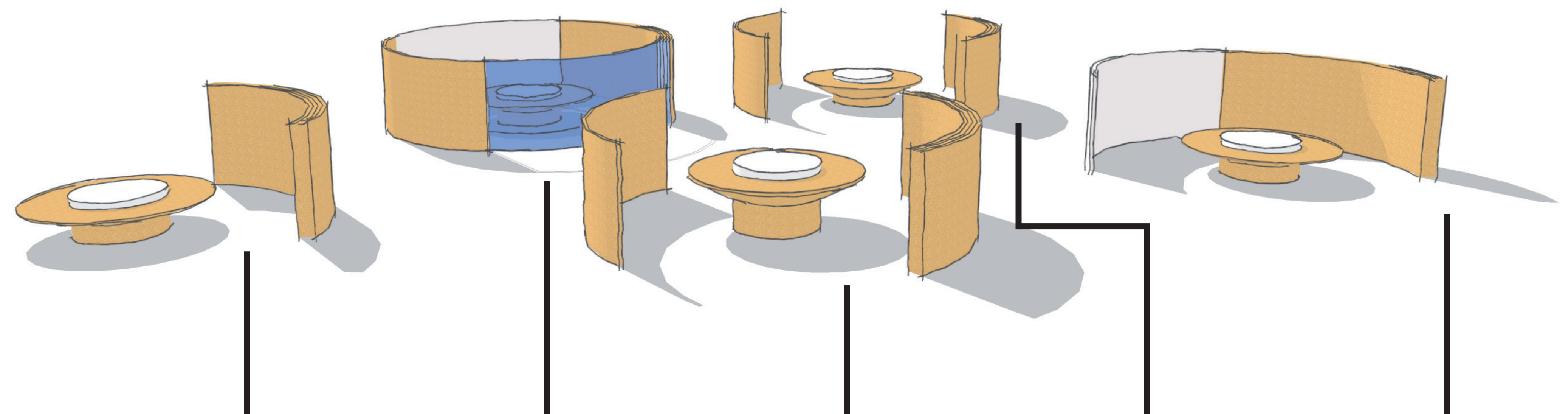
# REALM

The faculty of IDE hosts a lot of students, from which many participate in various group projects. There is a lack of suitable group work spaces. This project investigates how newly designed spaces could accommodate group work in the coming years. A literature study is done to determine what the new learning culture consists of and what it means for the design of future learning spaces. Then iterative user studies are performed to identify key elements in group work dynamics and the influence of space on group work effectiveness. These studies provide a series of insights and demands that are then incorporated into the design process.

REALM, the final concept, addresses these insights by being a flexible and adaptable setup. With a round design it puts every member of the group at the same level. REALM has a passive state which it blends in with the main hall of IDE, in form and multifunctionality. It also has an active state: a facilitator function that mimics a human facilitator in providing the group with time management and directions during specific phases of the project. These programs can be selected and created via an application accessible through smart device or computer.

REALM not only provides the faculty of IDE with additional group work spaces, but it also fills the gap of a lot of group projects and the absence of an (experienced) human facilitator within the group. Future development could go a step further and implement a greater immersive experience by adjusting the dimensions of the space, the lighting intensity and noise level. The final user study suggests that spatial properties does influence the effectiveness of certain tasks performed by a group. Also direct sunlight and fresh air contribute to longevity of group effectiveness.

This project aims to provide the reader with additional insights on the importance of learning space design and what it can actively do for the effectiveness of group projects within design education.



## EXHIBITION MODE

The exhibition mode shows the panels all hidden away in the main body, creating an open space. Still allowing posters to be put up or a video played. The table in front can be adjusted in height and act as a display stand.

## DECISION MODE

This mode addresses the closed circle in which the group can work, but also the possibility of activating the facilitator functionality for a creative session for instance.

## COFFEE MODE

This mode is the standard setup when not reserved. The space has a high table for active discussions and some short term working. It could also function as public space, where posters could be hung.

## WORK MODE

This mode is the basic set-up of chairs and the table on sitting height. Two panels can be used to hang stuff or draw on. It is also an open space with not much confinement.

## CREA(C)TIVE MODE

The space can be freely adjusted to the needs of groups that work individually or together or everything in between. Most of the work is sat down. But walking around and drawing on the walls is encouraged. Teachers can easily walk by and participate.

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**A learning space to support group based learning for design education at IDE.**

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