

I2T Dimensions of Teamwork

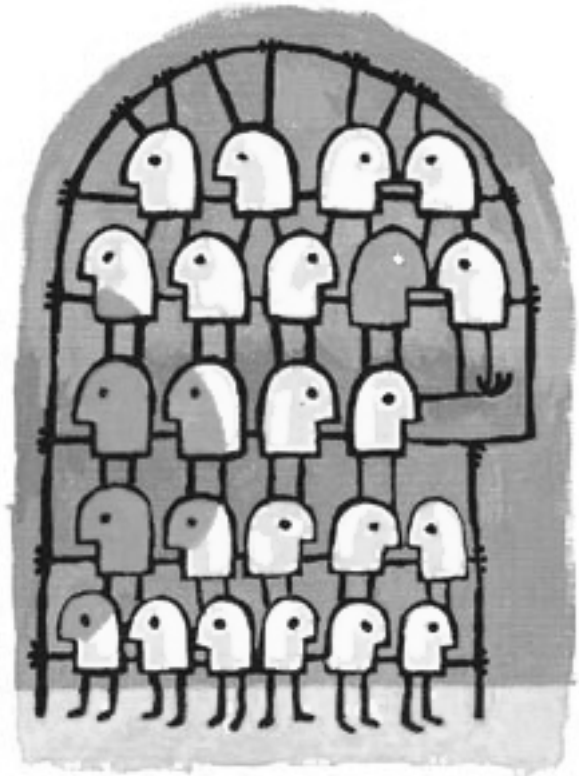
Activity study

LEARNING OBJECTIVES

- to understand the spatial requirements and potentials for team work / team play from looking at successful examples
- to develop understanding of ergonomics using metric measurements
- to develop competency in finding, analyzing and communicating architectural information

QUESTIONS

- What activities are most essential to a temporary team live/work module? For these activities, how should space accommodate the human body?
- How can a small environment support private activities as well as group awareness & interaction?
- How can electronic sensors and interactive devices improve the team unit?



DESCRIPTION

Discover how a modular suite can accommodate the diverse needs of a small work group: group and individual thinking, production, relaxation, recreation, sleeping, cooking & eating, washing

Each pair or group will look at a particular theme with individual selecting a different building type precedent in which to study the theme.

Themes

Group awareness and privacy
Virtual community
Relaxing
Playing
Modular design
Responsive environments
Sustainability
Boundaries
Mobile & wearable
other?

Building types

Hotels
Non-traditional offices (hoteling)
Mobile workplaces (rail, submarine, ship, plane)
Live/work lofts
Situation team rooms
Spas
Incubators
Recreation Centers
Entertainment
Camps

1. **Find** and document at least three relevant examples of a well-designed interior tailored to a small group or individual, including one example on campus and at least one example from a periodical.
2. **Compare** the three examples through poched plan & section drawings (1:100 or 1:50) with consistent graphics. Work digitally or xerox to scale and softline trace.
3. **Develop** the strongest example (most innovative or most appropriate) with explanatory diagrams and perspective images.
4. **Explain** what made you select the example, critical requirements and dimensions for an activity (scale figures or storyboard), and annotate crucial dimensions.
5. **Present** the analysis on two or more 11 x 17 format pages PDF format (collaged in Photoshop / Illustrator or xeroxed, manually compiled and scanned as one).

SCHEDULE

- Mon. Jan. 6: Project handout: discuss topics & examples, start search & sketchbook
Wed. Jan. 8: Bring examples, plans & sections xeroxed to scale
Fri. Jan 10: Draft of analysis
Mon. Jan. 13: Revised analysis posted to website

RESOURCES

Shrage, Michael, Shared Minds: [The New Technologies of Collaboration](#)

Office 21 [project for redefining workplace possibilities]
<http://www.office21.de>

Herman Miller Workplace Research
<http://www.hermanmiller.com/CDA/research/0,1253,c75,00.html>

Steelcase Workplace Research [includes collaboration and privacy studies]
http://www.steelcase.com/servlet/ToolsInsightsServlet?ACTION=2&SEC_ID=3

Philips Design's Visionary Projects [conceptual tools for enhancing community]
<http://www.design.philips.com/portfolio/visionary/index.html>

Interaction Design at the Royal College of Art [creative ideas for digital interaction]
<http://www.crd.rca.ac.uk/>

Tangible Media at MIT Media Lab [physical objects as natural computer interfaces]
<http://tangible.media.mit.edu/>

Norbert Streitz' iLand and Future Office Dynamics consortium [furnishings & media wall]
<http://www.darmstadt.gmd.de/ambiente/i-land.html>

REQUIREMENTS subject to revision

- sketchbook: 10 minutes a day recording delight
- website with research uploaded to Darkwing or Gladstone account
 - <http://gladstone.uoregon.edu/~login/arch484w03>
 - <http://darkwing.uoregon.edu/~login/arch584w03>