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.

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<th>Themes</th>
<th>Building types</th>
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<td>Group awareness and privacy</td>
<td>Hotels</td>
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<td>Virtual community</td>
<td>Non-traditional offices (hoteling)</td>
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<td>Relaxing</td>
<td>Mobile workplaces (rail, submarine, ship, plane)</td>
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<td>Playing</td>
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<td>Modular design</td>
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<td>Mobile &amp; wearable</td>
<td>Entertainment</td>
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<td>other?</td>
<td>Camps</td>
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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]

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