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Keynote Address Slides Philip Parsons, Sasaki Associates pparsons@sasaki.com, 617-923-7312

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Notes have been added for clarification. Follow-up questions and discussion are always welcome.





The Redesign Alliance

Third Annual Conference

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5 A S A K I

Structure

The challenge
What we have to work with
How learning has changed
Where learning happens
What we can do with what we have
Where to start

Challenge

- More cost-effective learning
- Improving the learning and teaching environment with increasingly limited resources
- What this means:
 - More learning per square foot
 - More teaching per square foot
 - Identifying and exploiting where learning best happens
- Importance of not going backwards in a recession
- Not more space but different space



MIT Stata Center, Frank Gehry, architect

Course Redesign Context

Five Principles

- Redesign the whole course.
- Encourage active learning
- Provide students with individualized assistance
- Build in ongoing assessment and prompt (automated) feedback
- Ensure sufficient time on task and monitor student progress

Six Models

- Supplemental
- Replacement
- **Emporium**
- **Fully Online**
- Buffet
- Linked workshop



http://web.mit.edu/edtech/casestudies/teal.html

...and speaking of money...

We should be thinking about learning per square foot, not square feet per FTSE student

Seeing the whole campus (the whole system) as a classroom reveals:

- Limitations of net-to-gross concepts of building efficiency; unassignable space is often the most important in building a learning community
- State funding mechanisms often obstruct the development of the smart campus
- Compartmentalized concepts of efficiency lead to inefficiencies
- Locus of decision-making for facilities investment can prevent properly targeted investment

Costs and space

	1973	2004	Growth
Average Space per Student (gsf) (SCUP – 2004 figure is estimate)	300	880	295%
Average size of American home (gsf) (NPR)	1,500	2,349	157%



- Facilities arms race: colleges and universities completed \$15 billion worth of building in 2006
- Tripling of space per student on some campuses
- Emphasis on marketing or learning?
- Cost of a classroom ca. \$150 per student per course

What we have to work with

- Space allocation systems
- Seventies buildings
- Massive expansion of square footage in past decade
- Lack of improvement to existing buildings
 - Cost of technology has taken money from investment in space
- Classrooms
- Lecture halls
- Seminar rooms
- Labs
 - Computer labs
 - Science, engineering, other labs
- Libraries
- Offices
- Student centers
- Rec centers
- **Dormitories**



How space is used

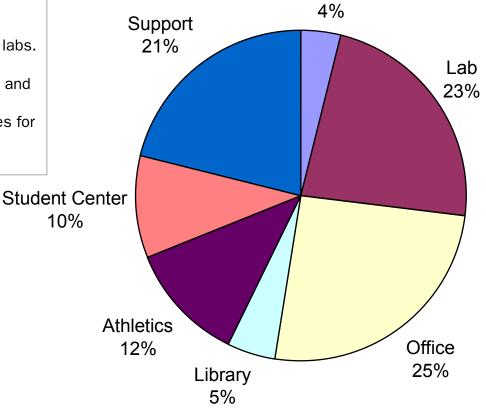
Research Institutions

Class

Support includes parking garages, which are a major feature on campuses of research institutions.

Labs include research labs.

Student center, office, and library space offers significant opportunities for rethinking the learning environment



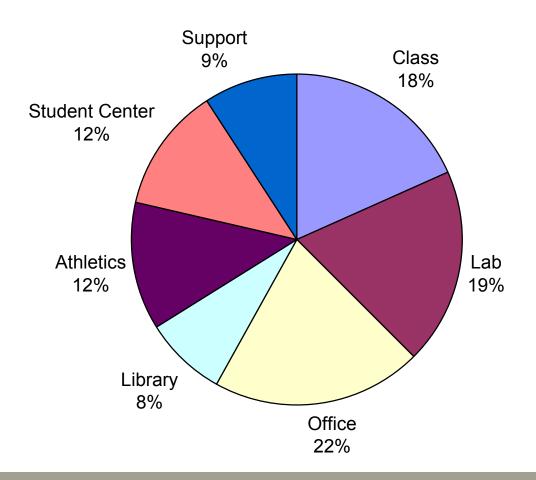
Data from approx. 80 institutions in Sasaki database.

The learning environment is clearly much more than classrooms, and we need to look beyond the classroom is we are to meet the needs of course redesign.

We need smart campuses, not just smart classrooms

How space is used

Community Colleges



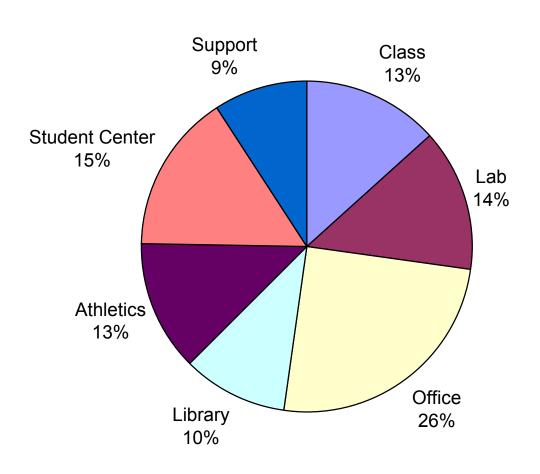
Community colleges tend to have a lot less flexibility in space use than research universities.

Rethinking labs and lab use, and rethinking the library are probably the best areas to review.

Student centers in community colleges also need to be thought of a work areas or study areas, as well as social spaces.

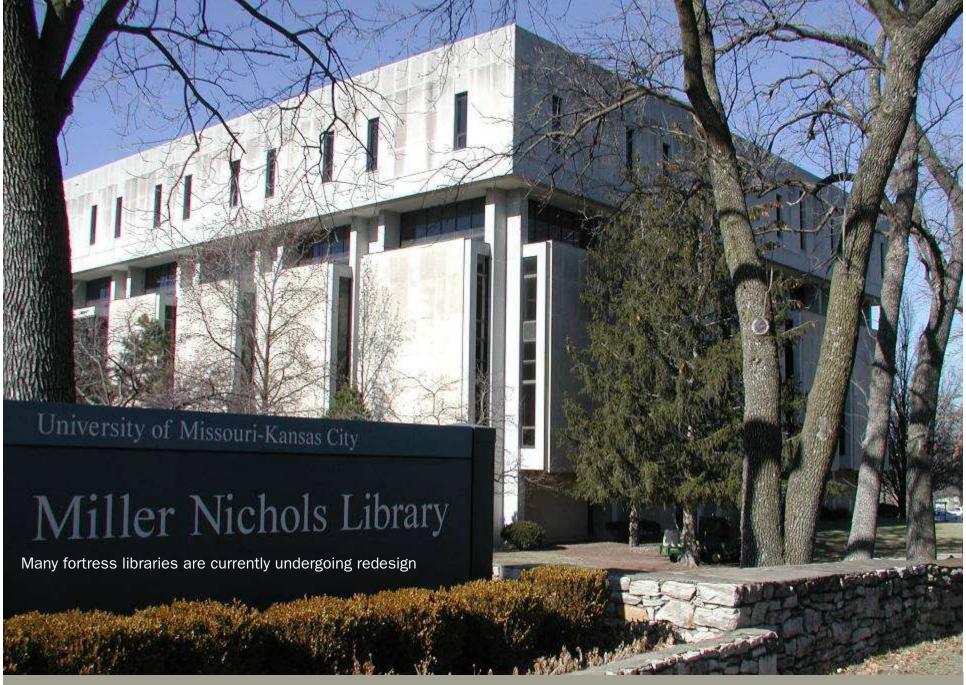
How space is used

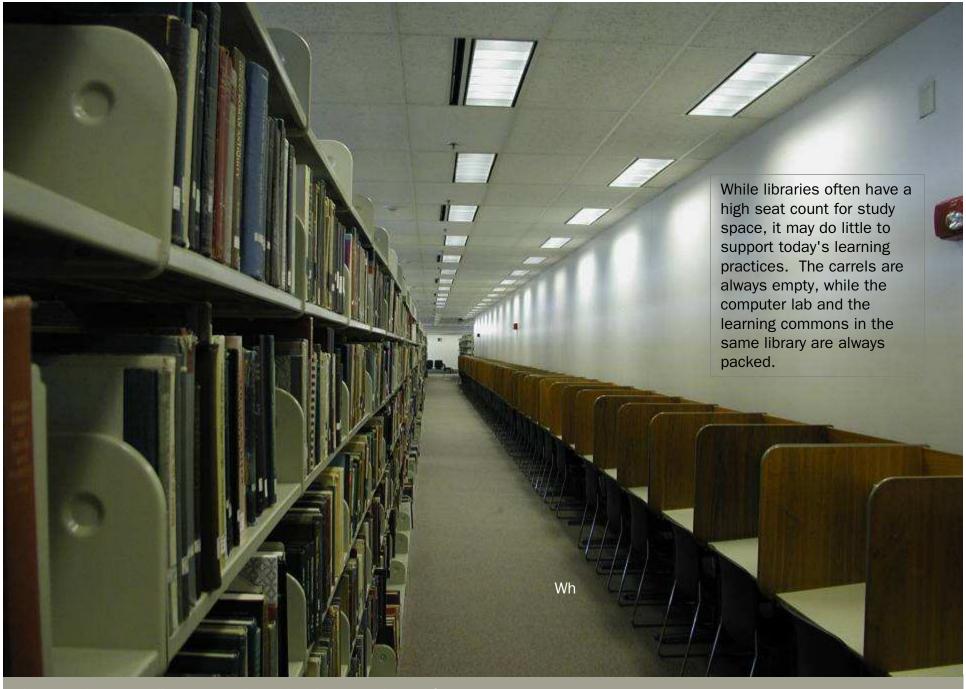
Universities



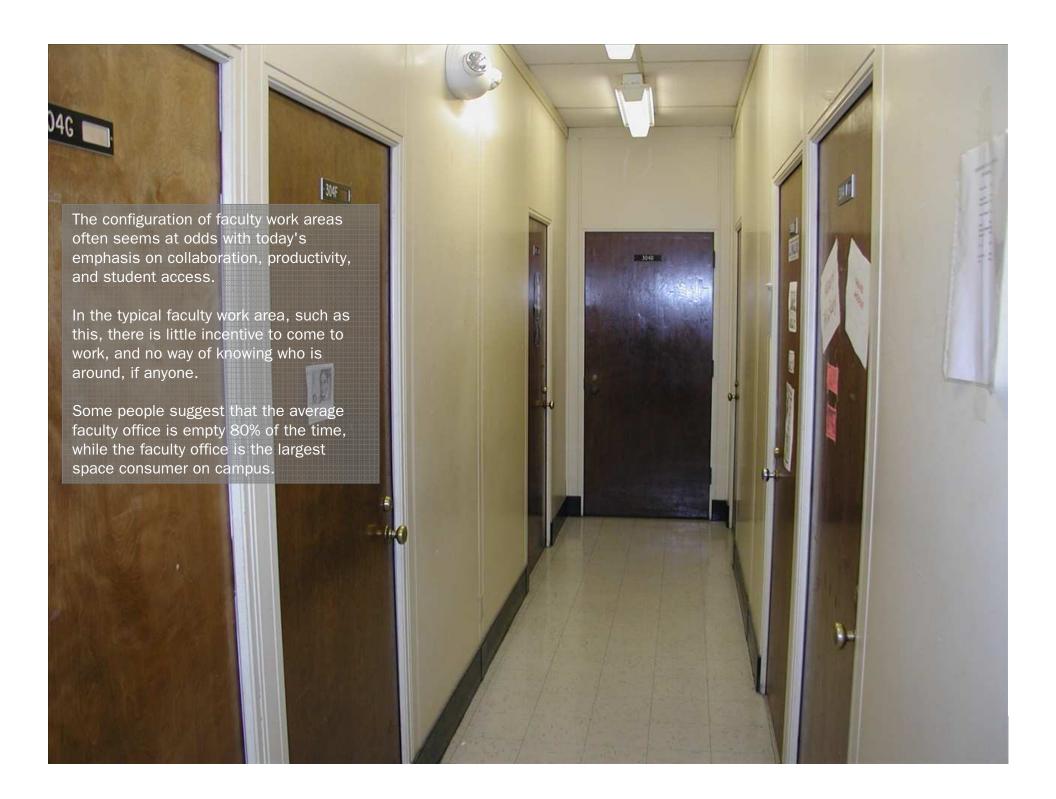
Four year institutions have much more flexibility than community colleges, and tend to have built a large amount of student support space in the past 10—15 years. Rethinking the library, office and student center areas could yield real improvements to the learning environment.













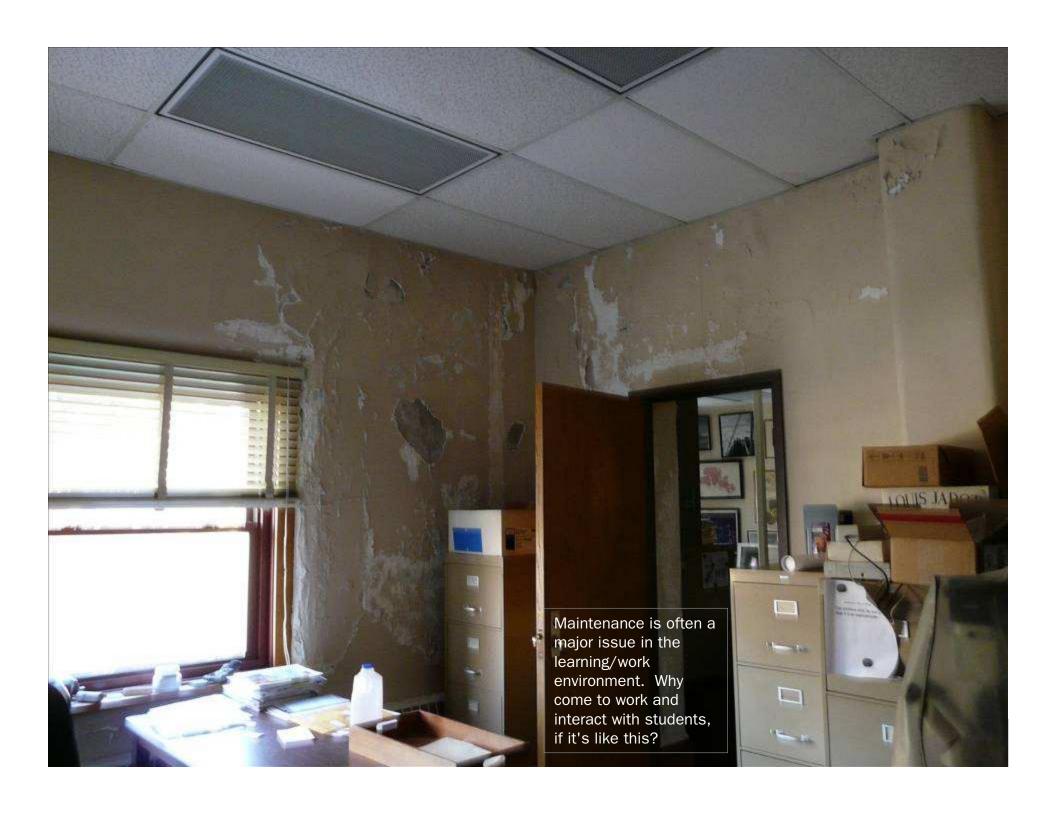


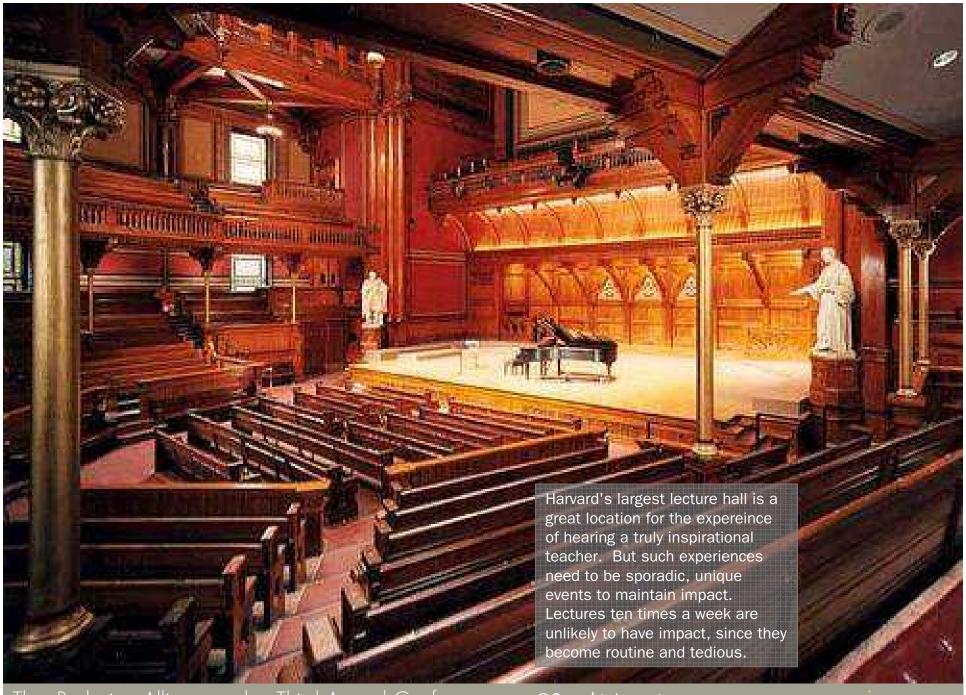
Circulation space (hallways) is where the opportunities for interaction and spontaneous conversation are greatest, but typically these spaces are cramped and depressive.

Creating environments that are energizing rather than depressive needs to be an important focus in course redesign. My hunch is that energy level has a lot to do with success in learning.









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SASAKI

THE GREENING OF HIGHER ED

COLLEGE SUSTAINABILITY REPORT CARD FINDINGS

- The percentage of schools with green building policies increased from 48% to 69% from 2006 to 2007
- The number of schools committed to reducing carbon emissions tripled from 14% to 50% from 2006 to 2007
- Endowment investments in renewable energy funds more than tripled from 9% to 31% from 2006 to 2007
- 42% of campuses have hybrid or electric vehicles
- More than 1 in 3 schools have full-time staff dedicated to sustainability
- Schools are tackling complex environmental problems with cross-disciplinary research, preparing students to think collaboratively





Source: Sustainable Endowments Institute, College Sustainability Report Card 2008. Statistics are on the colleges and universities with the 200 largest endowments in the United States and Canada

THE GREENING OF HIGHER ED

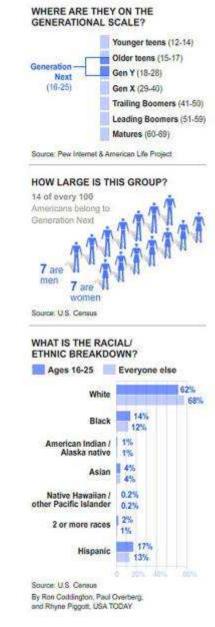
The greenest new building is no new building!

For most institutions, what we need is not more buildings but better buildings. We need to create an energized work environment, that incorporates the best principles of sustainability.

The "triple bottom line" approach sustainability includes social and economic issues, as well as environmental issues, and is consequently well aligned with the course redesign agenda.

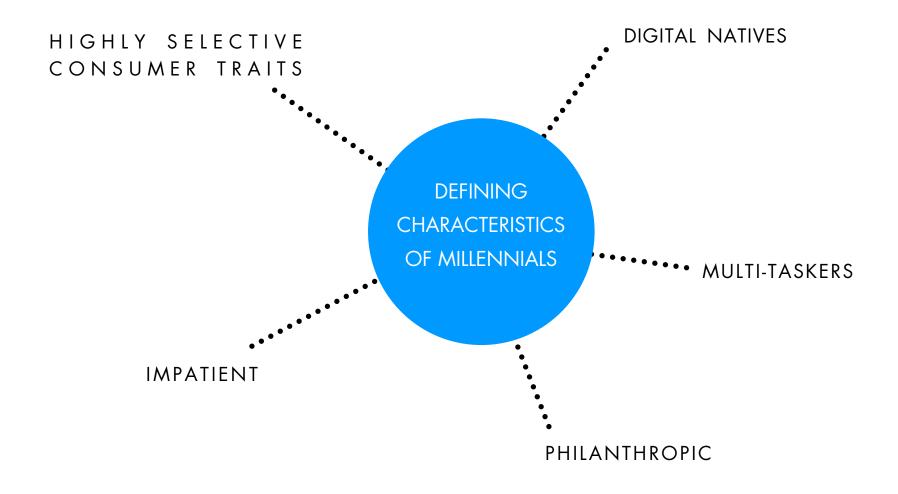
DEMOGRAPHICS

- New generation of students → Millennials
- Born between 1982 1994
- The second largest generation in US history (second only to baby boomers)
- Over half of millennials are of voting age
- Millennials will be attending colleges and universities through 2017
- The single largest birth year was 1990, with the largest cohort entering college in 2008



Source: NJIT, Sweeney

DEMOGRAPHICS



Source: NJIT, Sweeney

NEW LEARNING STYLES

Peer-to-peer learning
Collaborative
Value engagement and experience
Visual and kinetic
Experiential learning
Service learning

NEW LEARNING ENVIRONMENTS

Flexible learning spaces
Self-directed learning spaces
Informal learning spaces
Interdisciplinary spaces
Multi-purpose spaces
Learning commons
Virtual spaces

TRANSFORMING

LEARNING SPACES

Light Visibility Informality











Trends Informal Learning











Trends Informal Learning

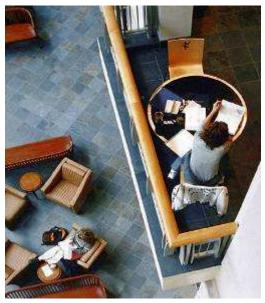






SELF-DIRECTED LEARNING SPACES

- Modeled after corporate research centers
- Quiet contemplative spaces as well as social spaces
- Separate project rooms adjacent to classrooms



St. Olaf College, Northfield MN



University of North Carolina, Chapel Hill NC



Putnam, Norwood MA

INFORMAL LEARNING SPACES

- Group projects and group study are critical for active roles in a collaborative world
- Group study occurs in and out of classrooms, libraries, residence halls and informal study areas
- Informal spaces emerging as key demonstration spaces
- Repurposing of circulation space to promote learning



Drexel University, Philadelphia PA



UOIT, Ontario



MIT, Cambridge MA



Olin College, Needham MA

INTERDISCIPLINARY SPACES - MIT STATA CENTER

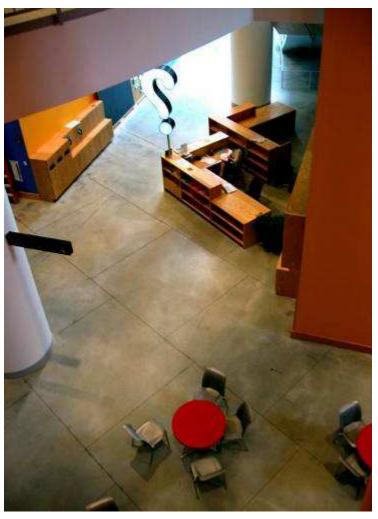
Programs

- Computer science
- Information / intelligence sciences
- Linguistics
- Philosophy

Spaces

- Flexible research facilities
- Classrooms
- Auditorium
- Social spaces
- Fitness facilities
- Childcare center





ROLE OF THE LIBRARY

- Information Commons → Digital Commons
- Increasingly caters to collaborative learning
- Repurposing of desktop computer labs
- New library elements include:
 - Social spaces
 - Informal spaces
 - Teaching spaces / smart classrooms
 - Group study spaces
 - Collaboration spaces
 - Technology centers
 - Coffee shops and cafes



Washington University, St Louis MO



UOIT, Oshawa Ontario

VIRTUAL SPACES

- Increased reliance on online course management systems, data sharing, instant messaging and virtual learning environments for instructional purposes
- Second Life: Real time educational gaming environment
 - Types of spaces
 - Classrooms
 - Amphitheaters
 - Libraries and Art Galleries
 - Social Spaces
 - Visitor and Resource Centers
 - Over 8 million Second Life accounts created since 2003
 - Over 170 educational institutions had accounts as of 2007, including MIT, Harvard, NYU and Stanford



Campus Tour



Amphitheater



Art Gallery at Ohio University

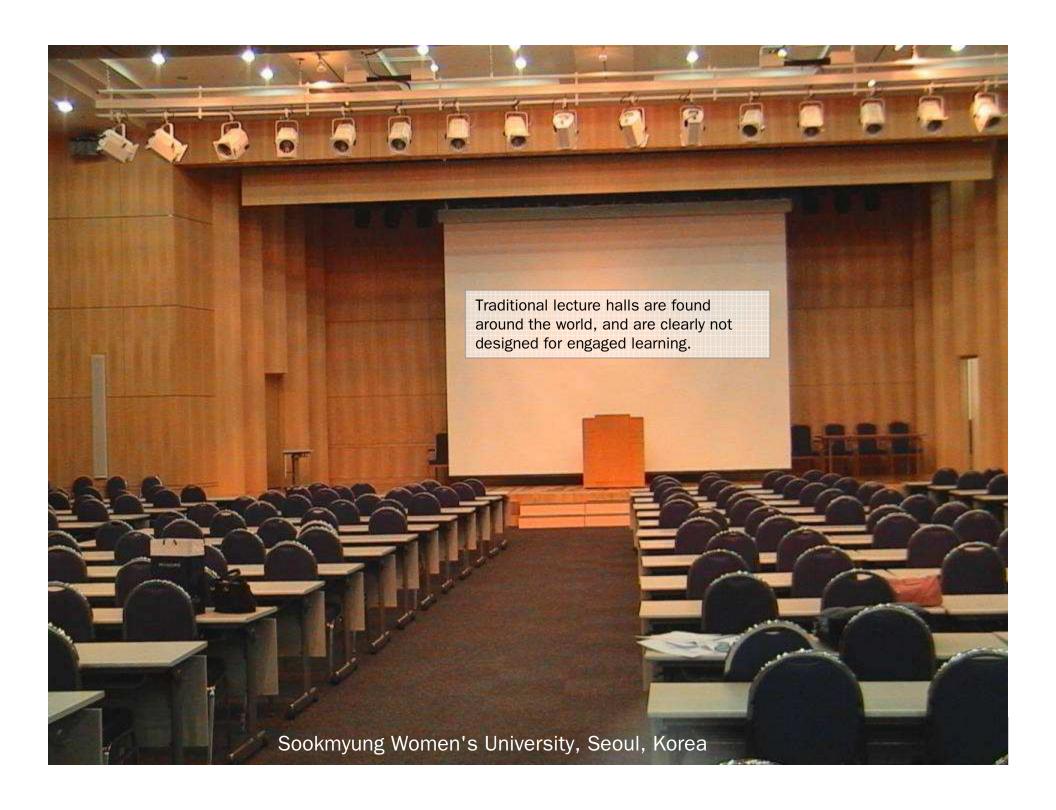
Seven principles of learning

- 1. Learning is fundamentally social.
- 2. Learning is integrated into the life of communities.
- 3. Learning is an act of participation.
- 4. Knowing depends on engagement in practice.
- 5. Engagement is inseparable from empowerment.
- 6. Failure to learn is the result of exclusion from participation.
- 7. People are natural lifelong learners.

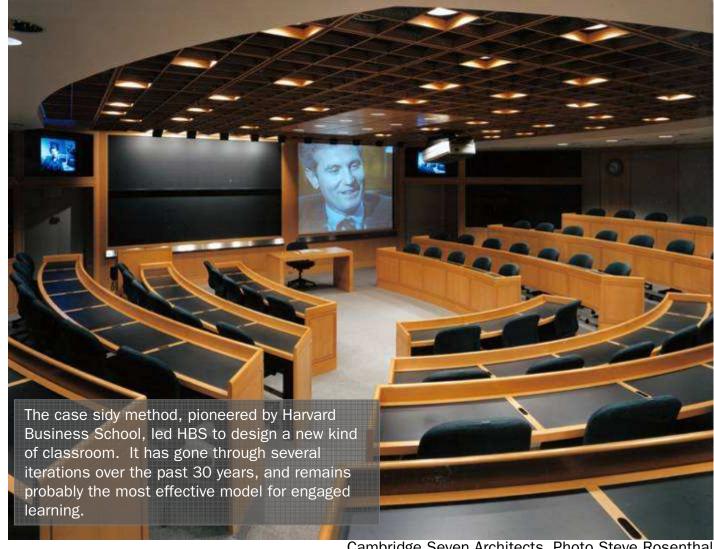


Institute for Research on Learning @1999

Quoted from Institute for Research on Learning



Harvard Business School



Cambridge Seven Architects, Photo Steve Rosenthal



Students and their notebooks at The Missouri School of Journalism

Dialogue or Monologue

Discomfort
Over heating
Bad lighting
Invisible fellow-students
Limited work surfaces

Ease of movement & flexibility for the instructor

Easy formation of groups
Encouragement of dialog
Adequate writing surfaces
Fix setup combines order and flexibility
Improved lighting



Smart or not-so-smart









Smart Classrooms

'Learning spaces of the 21st century need to foster discovery, innovation and scholarship, and not simply contain them.'

Malcolm Brown and Phillip Long, Learning Spaces











Classroom or call center?



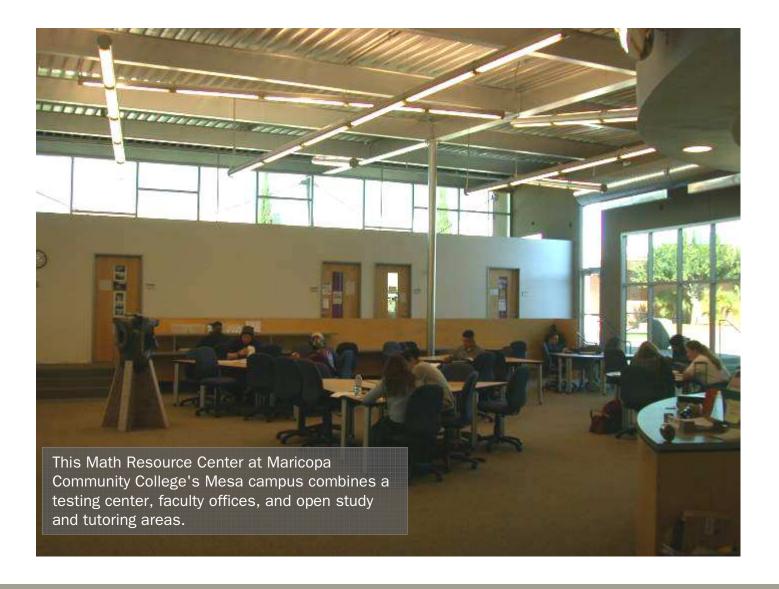
Learning Centers



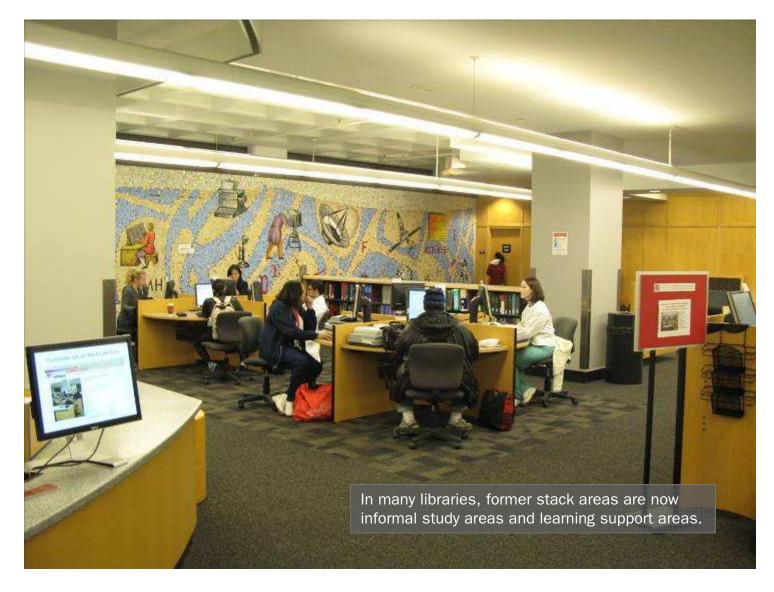
Learning Centers



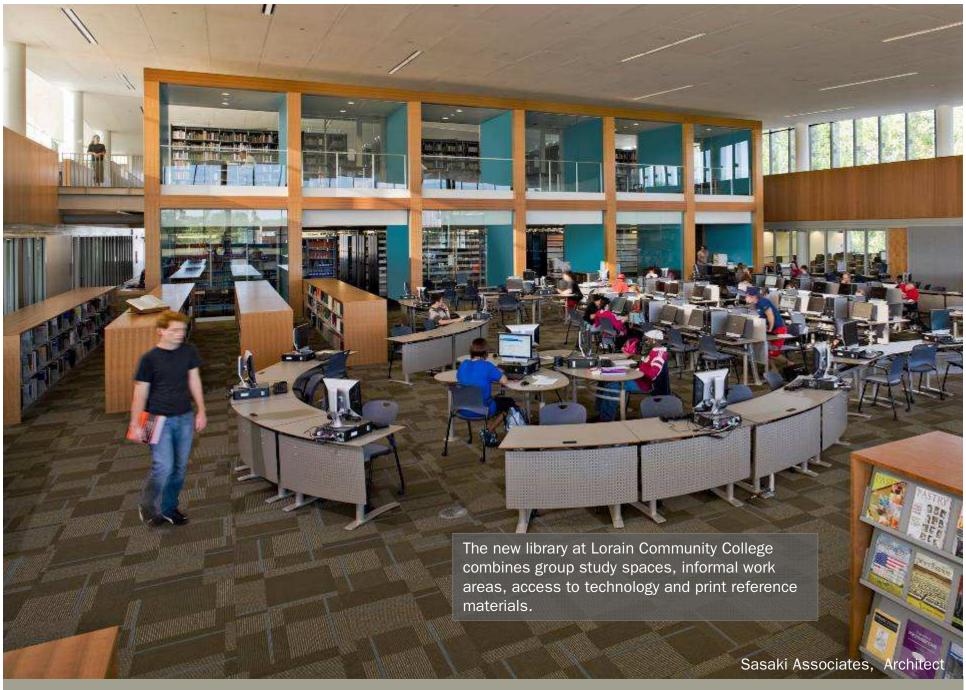
Math resource center



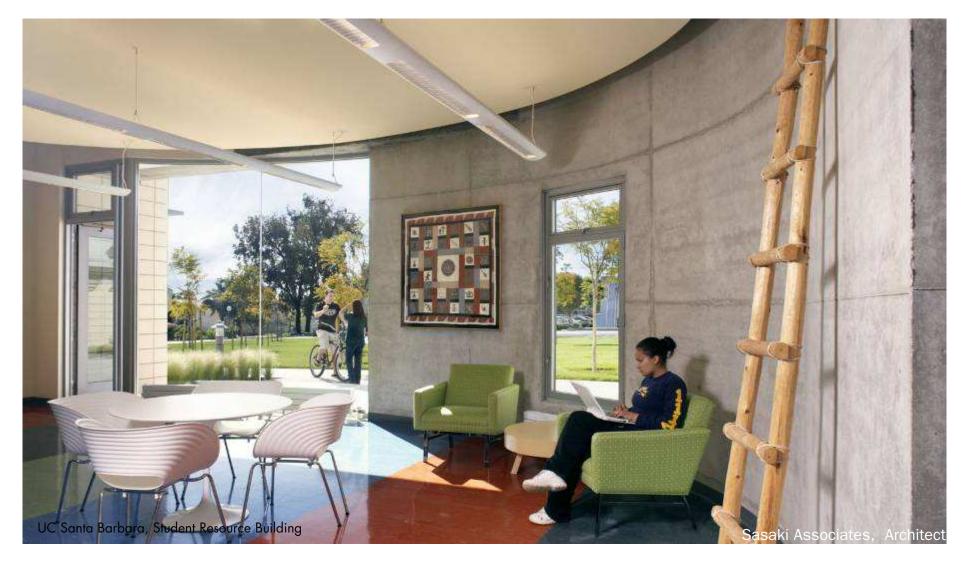
Libraries

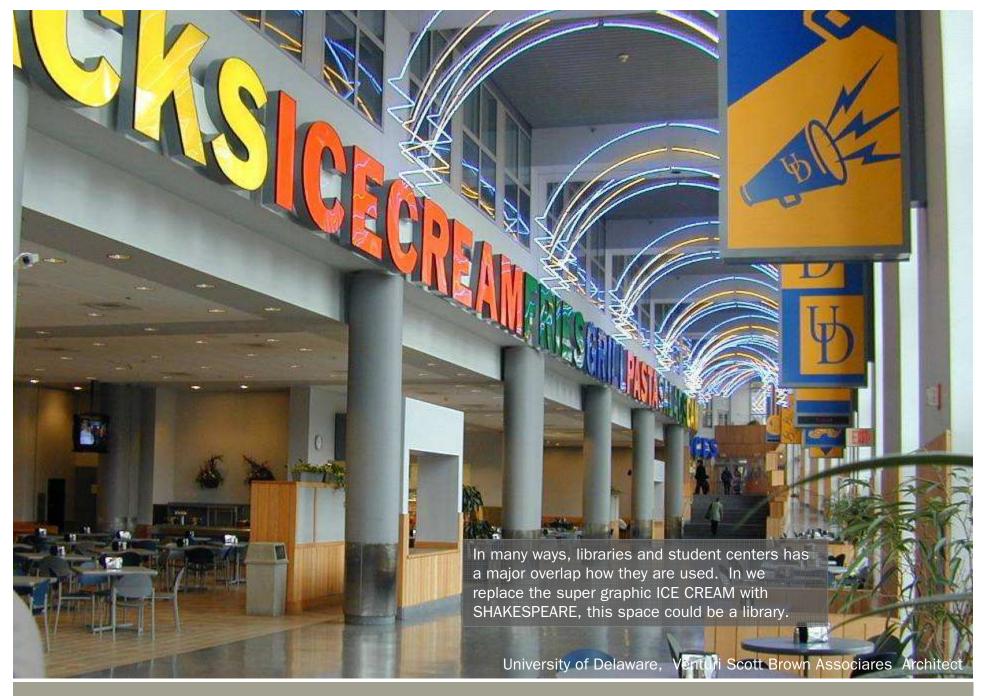




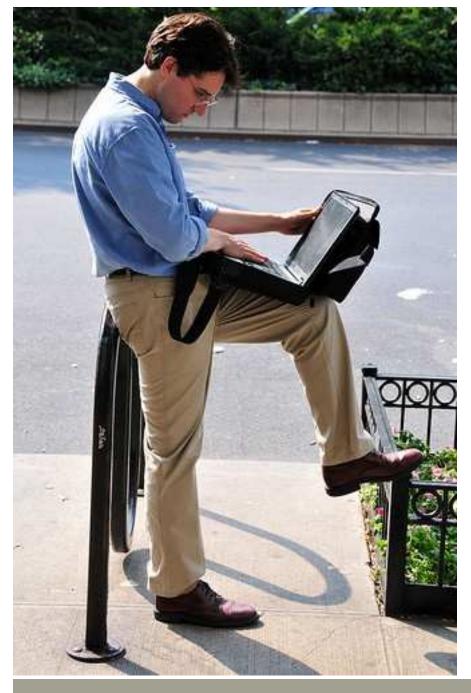


Student Centers



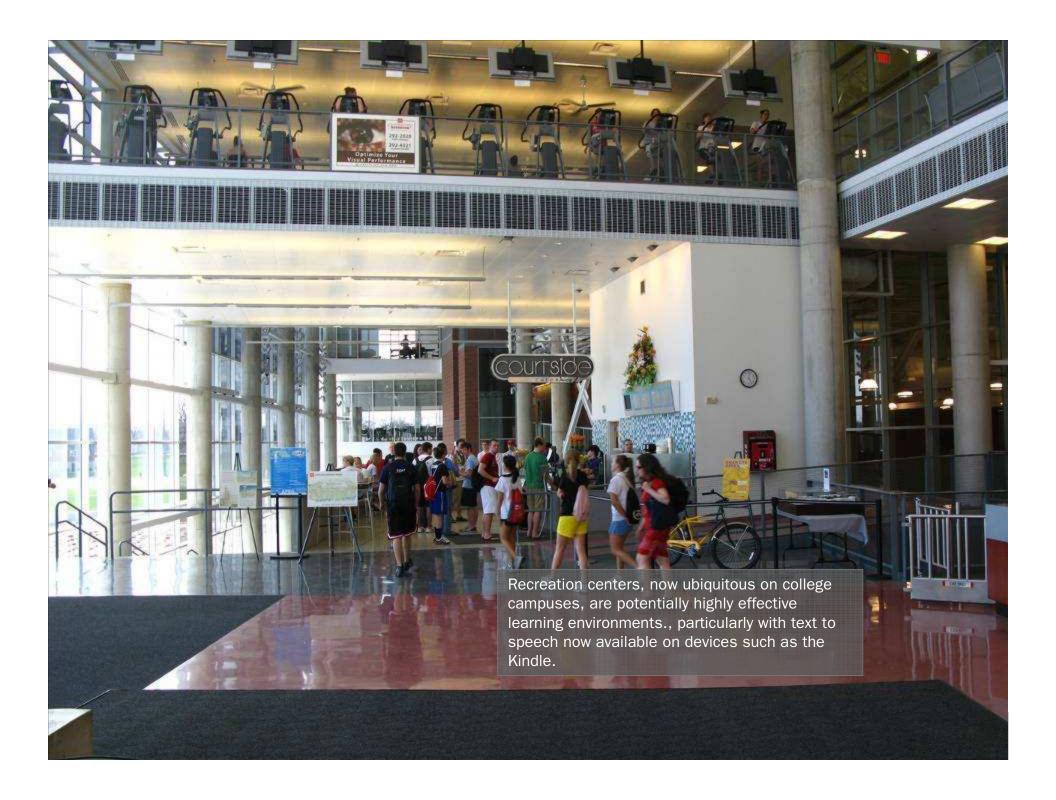




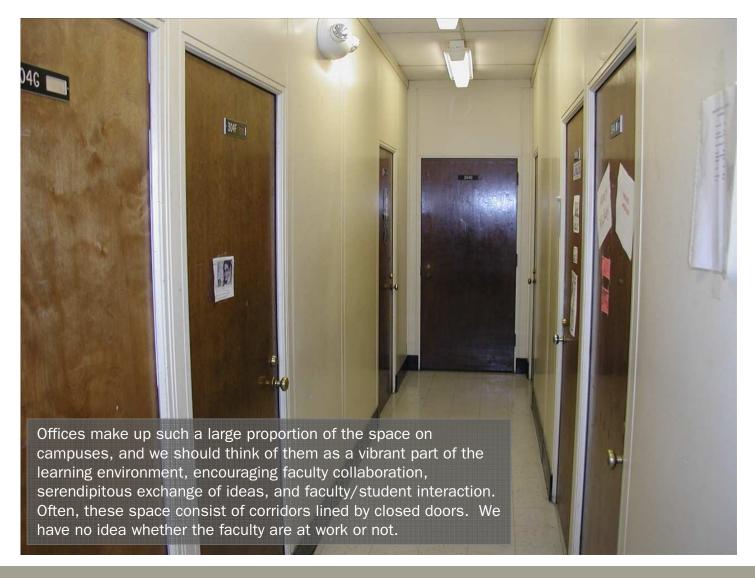


Learning Happens Everywhere





The workplace

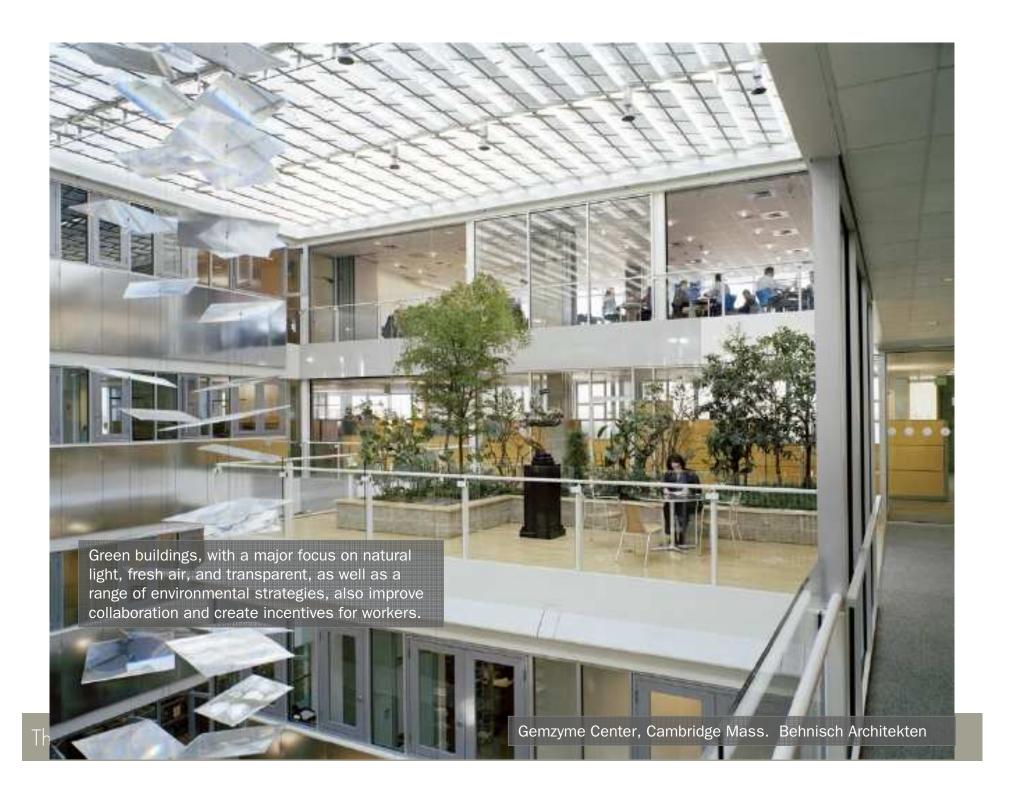


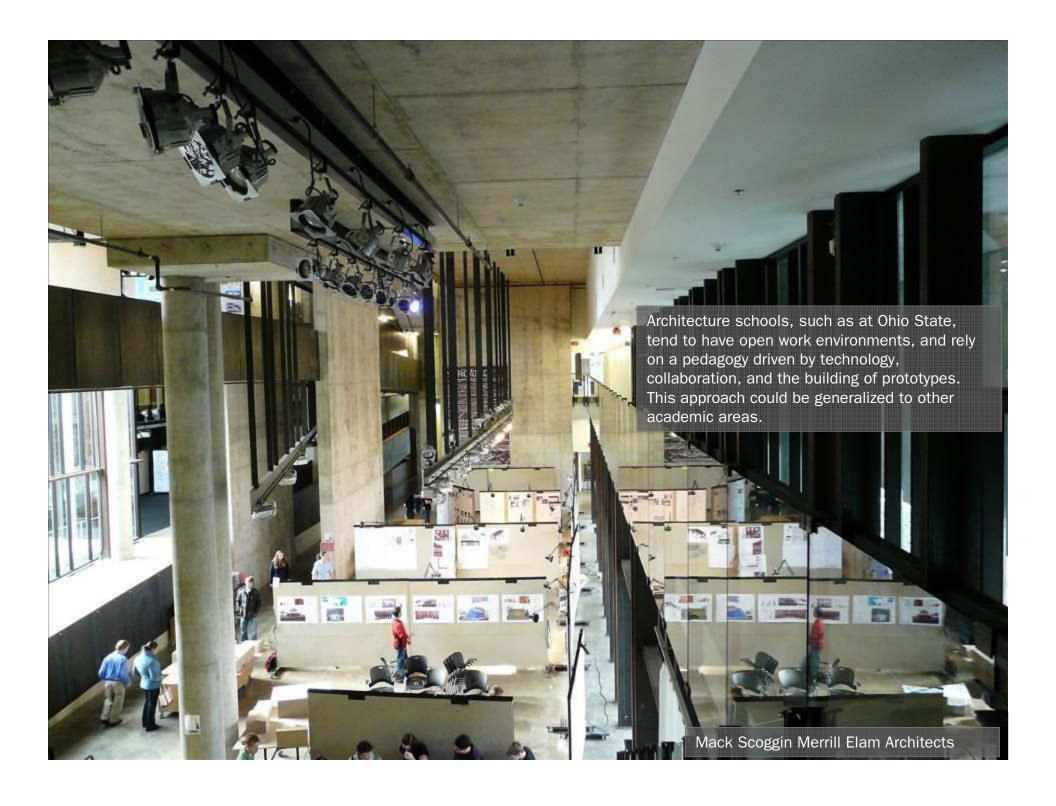
LEARNING FROM THE PRIVATE SECTOR



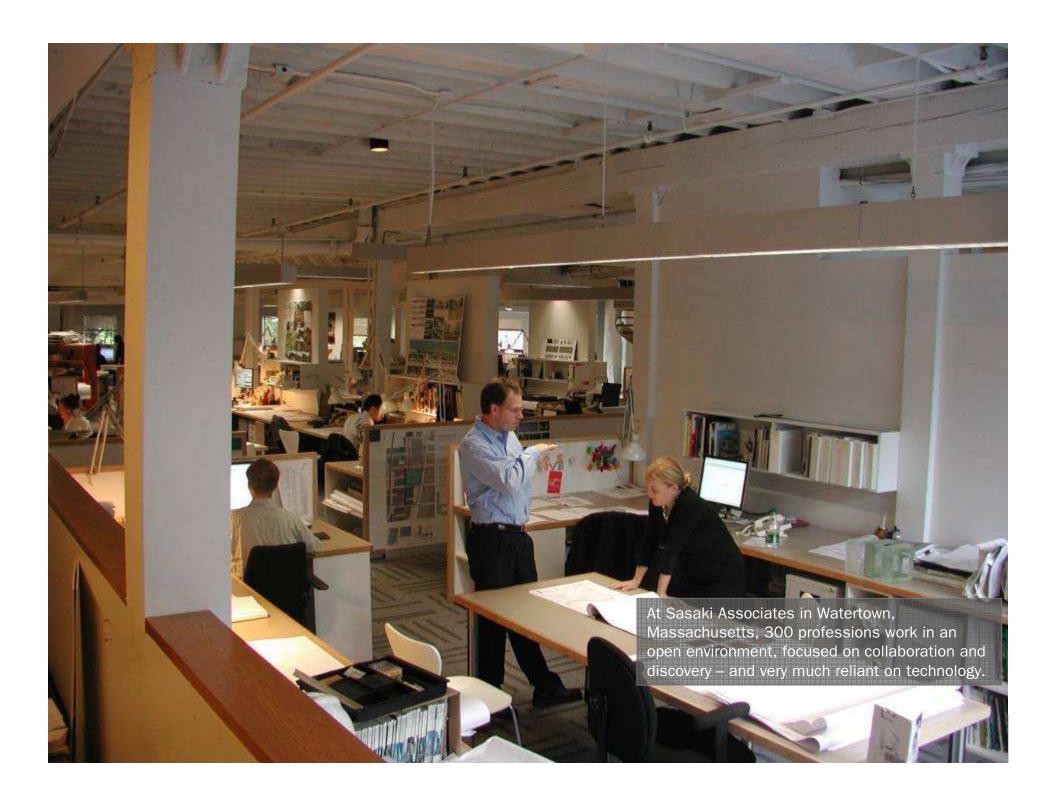
LEARNING FROM THE PRIVATE











Principles

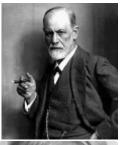
- Focus place-based learning on the primacy of interaction: faculty/student, student/student, faculty/faculty
- Provide centralized resources for learning, to complement distributed resources
- Offer comprehensive student services
- Create a work-oriented place-based community
- Make the campus a cherished resource, a real destination, rather than a perfunctory experience, for commuter students
- Allow less frequent visits to campus to become more meaningful (and reduce carbon footprint!)

Ideas – for new and existing

- Build hybrid buildings don't silo your spaces
- Design for student demographics
- Design for how students actually live and work
- Invest in technology outside the classroom
- Build an environment where coming to work is a pleasure
- End the tyranny pf "net to gross"
- Bring in daylight and fresh air
- Expand the use of what you have:
 - Faculty office areas
 - Student centers
 - Dining halls
 - Rec centers
 - Coffee houses
 - Dormitories
 - Libraries
- Create interaction spaces in classroom buildings
- Refurnish classrooms introduce flexibility, increase sf per student
- Use community resources

People

- Sigmund Freud
 - Love and work are the cornerstones of our humanness"
- John Dewey
 - "Education is a social process"
- Roger Schank
 - "Learning should be one third looking at a computer, one third working in a group, and one third making something"
- John Seely Brown
 - The Social Life of Information
- Carol Twigg
 - "People are getting over their infatuation with technology and are starting to think more seriously about how it can be used to make a real difference in student learning"









How to start

- Complete a comprehensive assessment of your campus as a learning environment
 - Faculty work areas
 - Library
 - Student center
 - Residence halls
 - Rec center
 - Classrooms and labs
- How well does it support your vision of course redesign?
- Reward those who redesign with physical improvements to support their vision