

Future Learning Environments - Finnish Insights

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Agenda

- Research background
- Definitions
- Some Aalto Campus Insights
- Case InnoOmnia
- Conclusions



Future Learning Environments

OPTILA-project (2011-2014)

Spaces and services for learning and new knowledge creation

VISION

University campus is
an open, inspiring and attractive
interdisciplinary and international
meeting arena
where new knowledge
is created and learned effectively,
and
where knowledge is quickly
utilized
in improving competitiveness, new
business and well being.



Goal of the project

The goal of the project is to investigate how to get benefit out of the current international reputation in educational achievements and how to develop the world class learning environments aligned with the latest educational knowledge and creative ways of learning.

The case studies aim to increase understanding how new learning theories effect to traditional learning environments.

The aim is to increase the business potential to export the learning environments which have been supporting the success in PISA measurements.

Future Learning Environments

University Properties of Finland

Transforming spaces, places and services as learning and new knowledge creation arenas

Future Learning and User Needs ,

Design Solutions and Usability,

Social Responsibility and Energy Efficiency

Partnership and Management

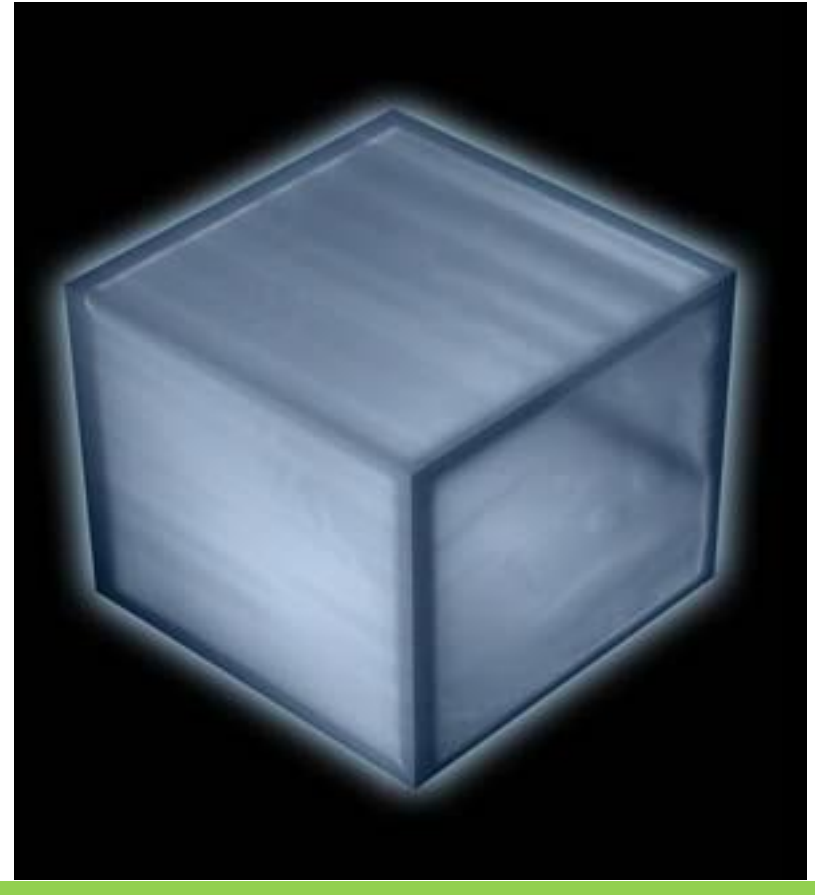
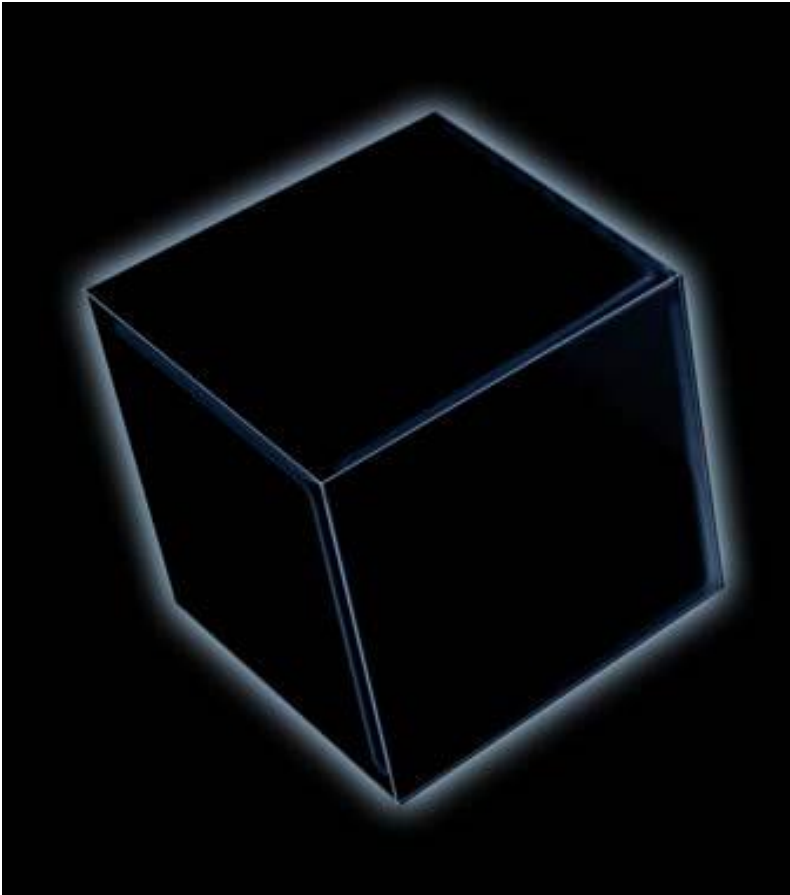
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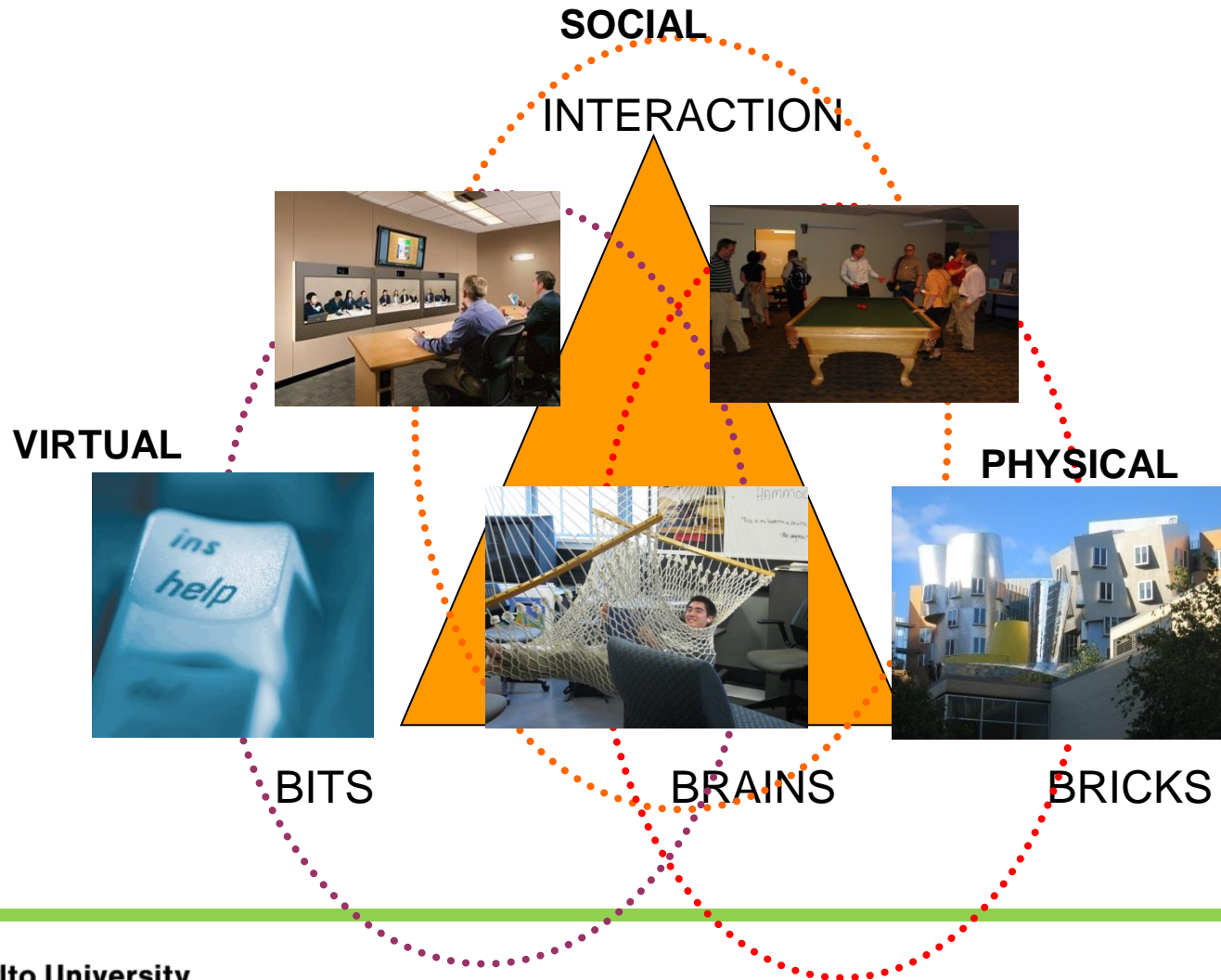


Tila Space

Paikka Place



Physical, virtual and social places



Learning in a diversity of settings within new learning landscapes

Knowledge exchange



City



Advice



Transfer Knowledge



Social

Learning spaces



Study



Teach



Skills



Work

Lifestyle facilities



Catering



Sports/Health



Residential



Retail

Utilisation rate in general



Typical school space
utilisation = 16%



Typical university space
utilisation = 15–20%

Future campus: Three directions, six scenarios

1. ATTEMPTING TO MAINTAIN THE STATUS QUO

Scenario
1.a: "Bureaucratic
School Systems
Continue"

Scenario 1.b
"Teacher exodus -
The 'meltdown
scenario'"

2. RE-SCHOOLING

Scenario 2.a
"Schools as Core
Social Centers"
Scenario

2.b "Schools as
Focused Learning
Organisations"

3. DE-SCHOOLING

Scenario 3.a
"Learning Networks
and the Network
Society"
Scenario

3.b "Extending the
Market Model"

Future scenarios: Aalto Campus Vision

Our Students:

Creating a world-class student learning experience that engages and offers freedom of choice requires that **we bring undergraduates together on a single site.**

Our Faculty and Staff:

*Co-location enables **connections between researchers** that stimulate the **production and sharing of new knowledge.***

Unified
campus

Our Economy:

Aalto's investment priority will always be **our people – not walls**. Therefore, even as we develop, expenditure on campus facilities should stay around the same level as today. This requires that we **focus resources and share facilities.**

Our Community:

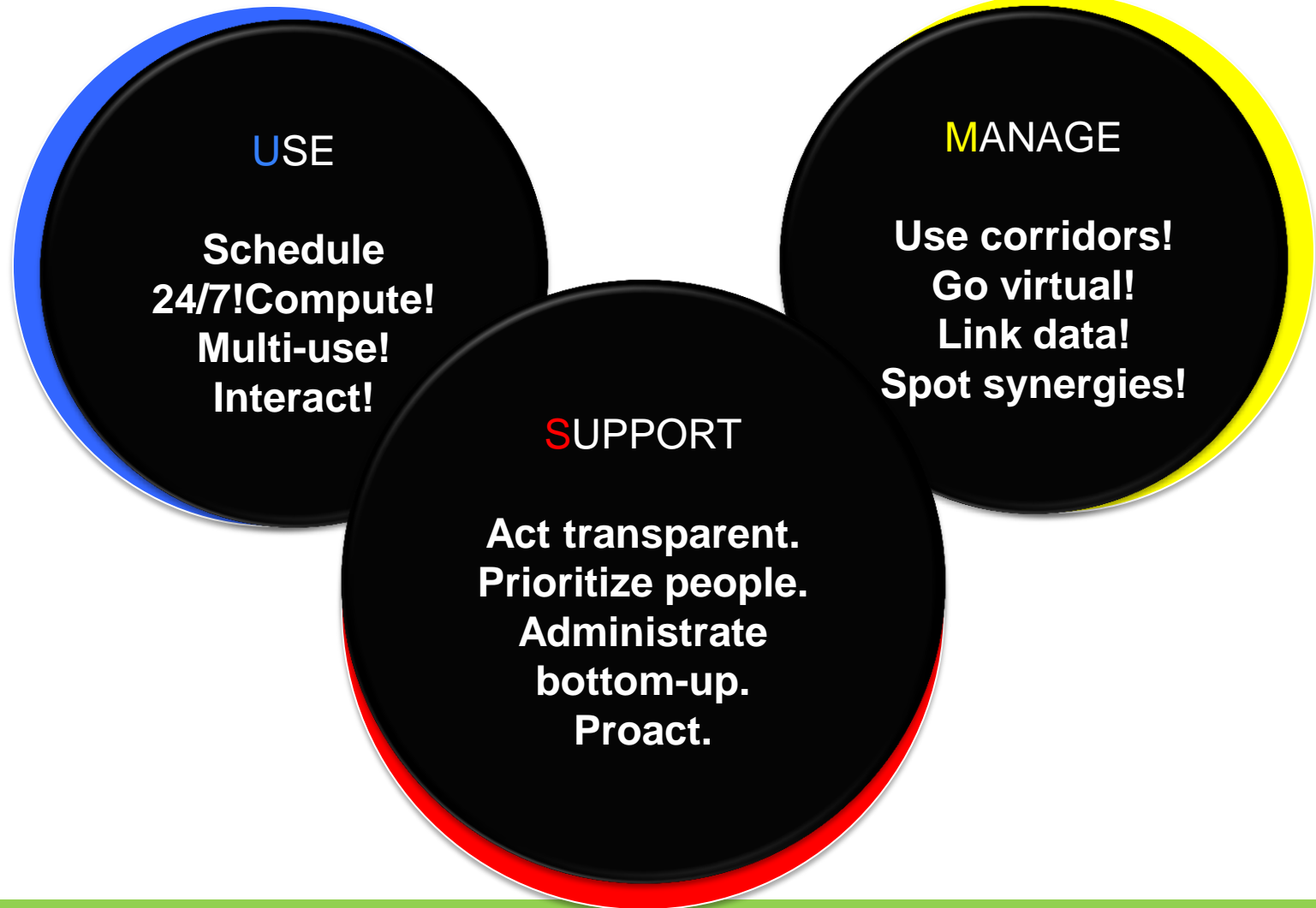
*Interactions with society are supported through **an open and vibrant centralized campus** that provides **opportunities for people** with different backgrounds and interests **to meet.***

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Identified challenges



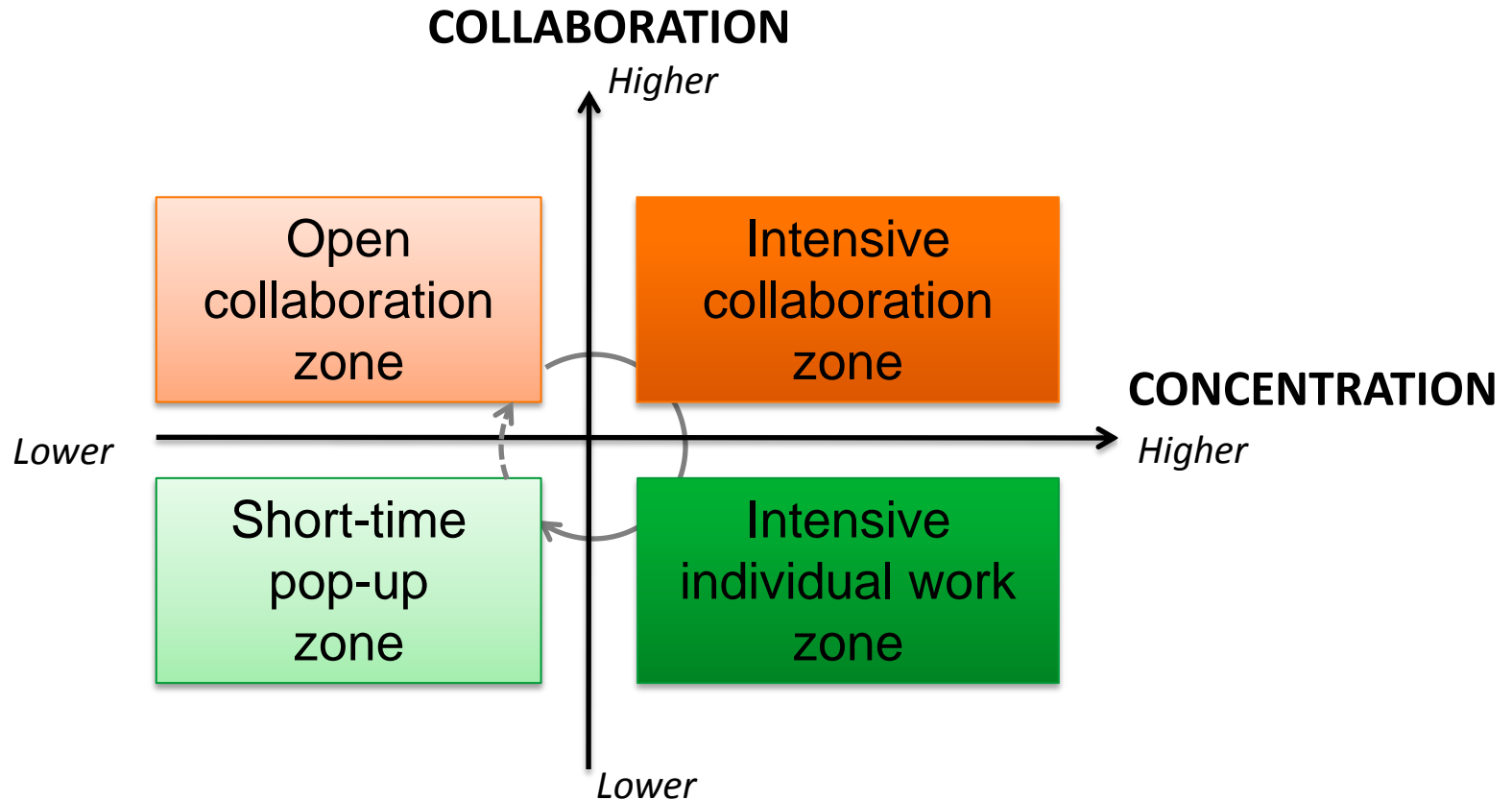
Aalto University

Vision

Examples

Todo →

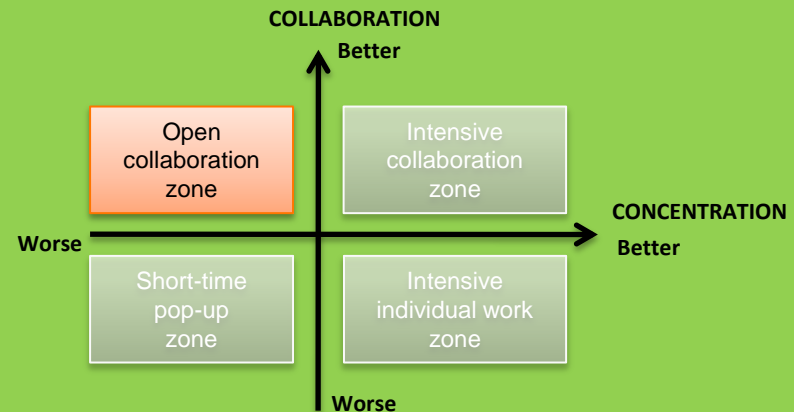
Understanding learning environments



Open collaboration zone

- Interplay area, culture hub

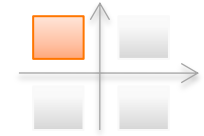
“To meet and greet”



“the best setting for transcending traditional boundaries in research and art”

”To meet and greet”

How to facilitate?

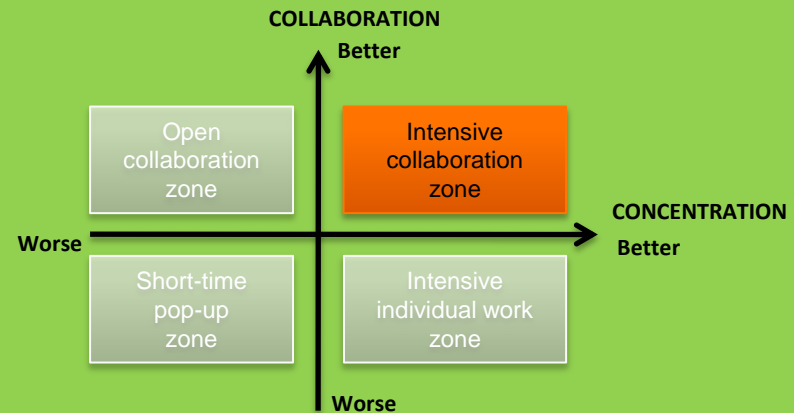


Space type % of the total space resources NIA	Sub space types	Aalto University	Design Factory
Open spaces and passages	Corridors, entries, halls, lobbies, waiting areas	19	17
Student spaces	Cafes, restaurants, student union, student clubs	3	1

- Can be facilitated in a myriad of ways – what is the action, what is the purpose?

Intensive collaboration zone: - Learning venue, open studio

“To collaborate”

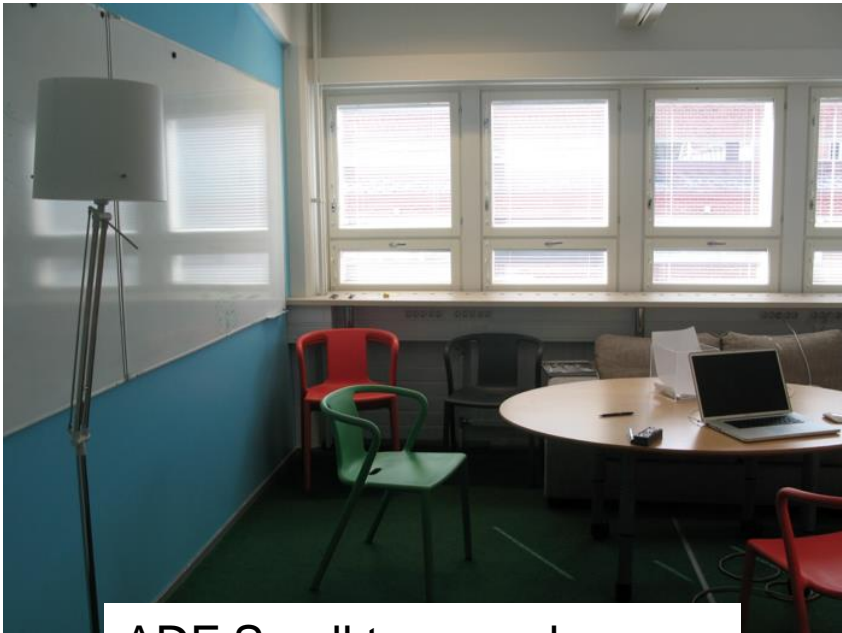


“rich connections supporting open innovation and social interaction”

Flexibility



“Collaboration”



ADF Small teamwork rooms



Otakaari 5, Riihi
classroom



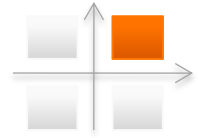
ADF “new lecture halls”











Otakaari 5, classroom H302

”To collaborate”

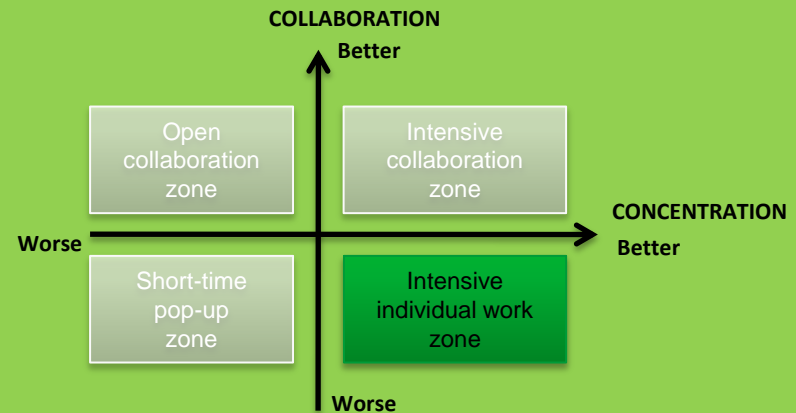
Examples of potential facilities to be 'synergized'



	Elo & Lume	Finance	Civil and Environmental Engineering	Design Factory
Systemization				
Recreation				

Intensive individual work zone - Research platform

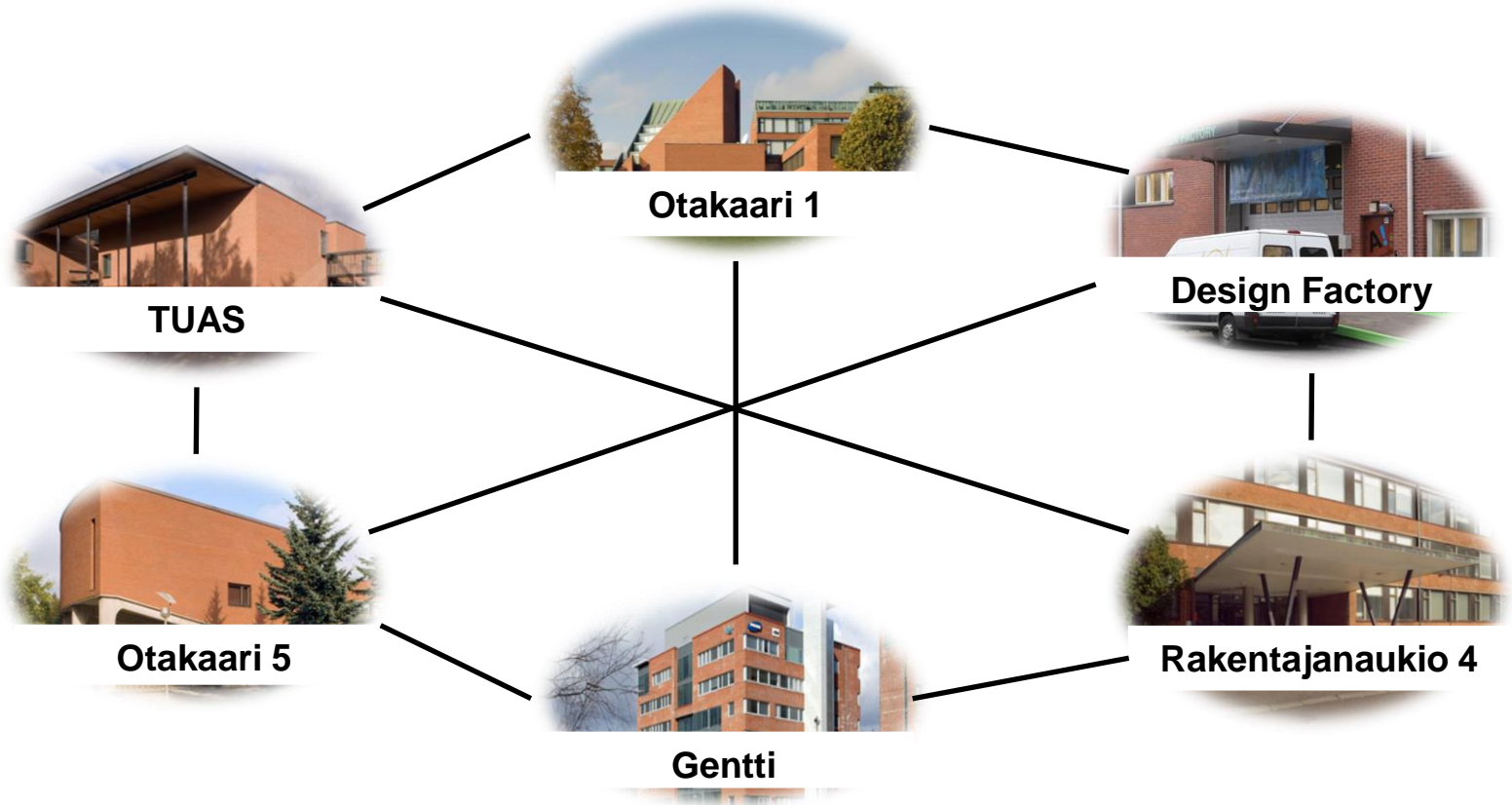
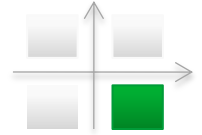
“Heads down time”



“a multidisciplinary learning environment and freedom of choice”

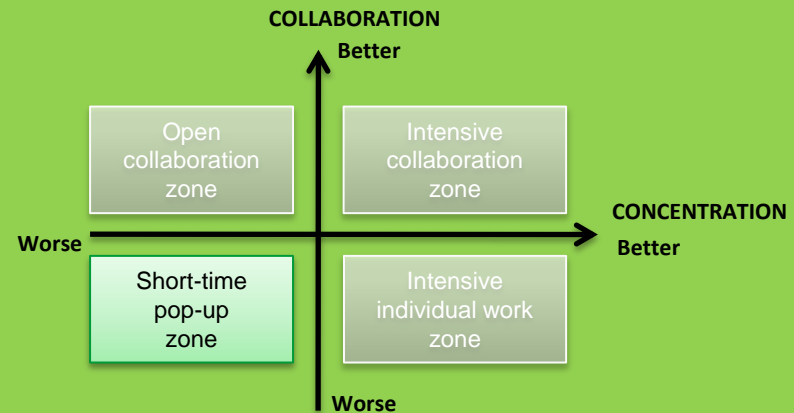
“Heads down”

Satisfaction measures examples



Short-time pop-up zone: - Mural remixed (gallery)

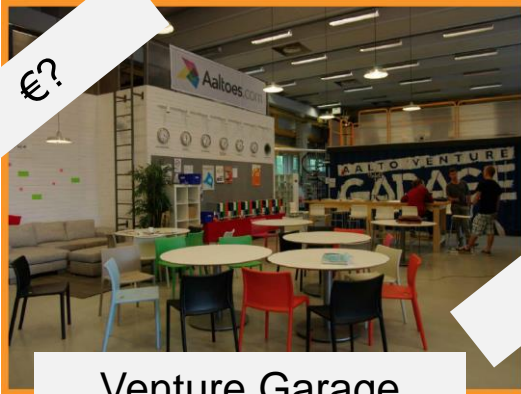
“Transitory spaces”



”efficient use of limited resources and
a lower environmental impact”

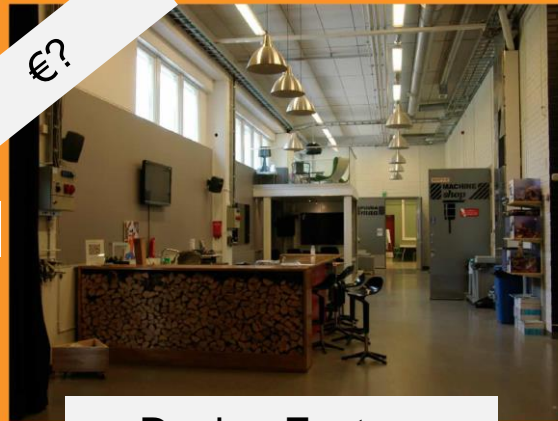


Experimental pilot projects and their stories mapped in Aalto campus



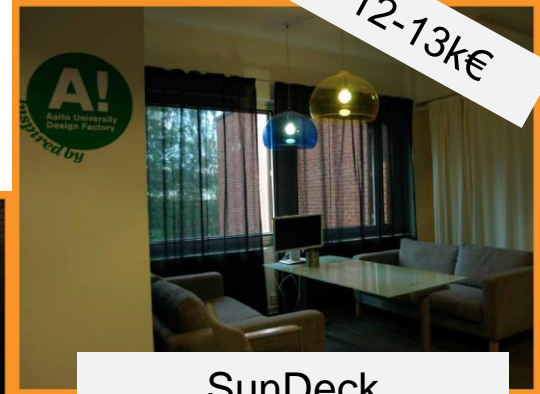
€?

Venture Garage



€?

Design Factory



12-13k€

SunDeck



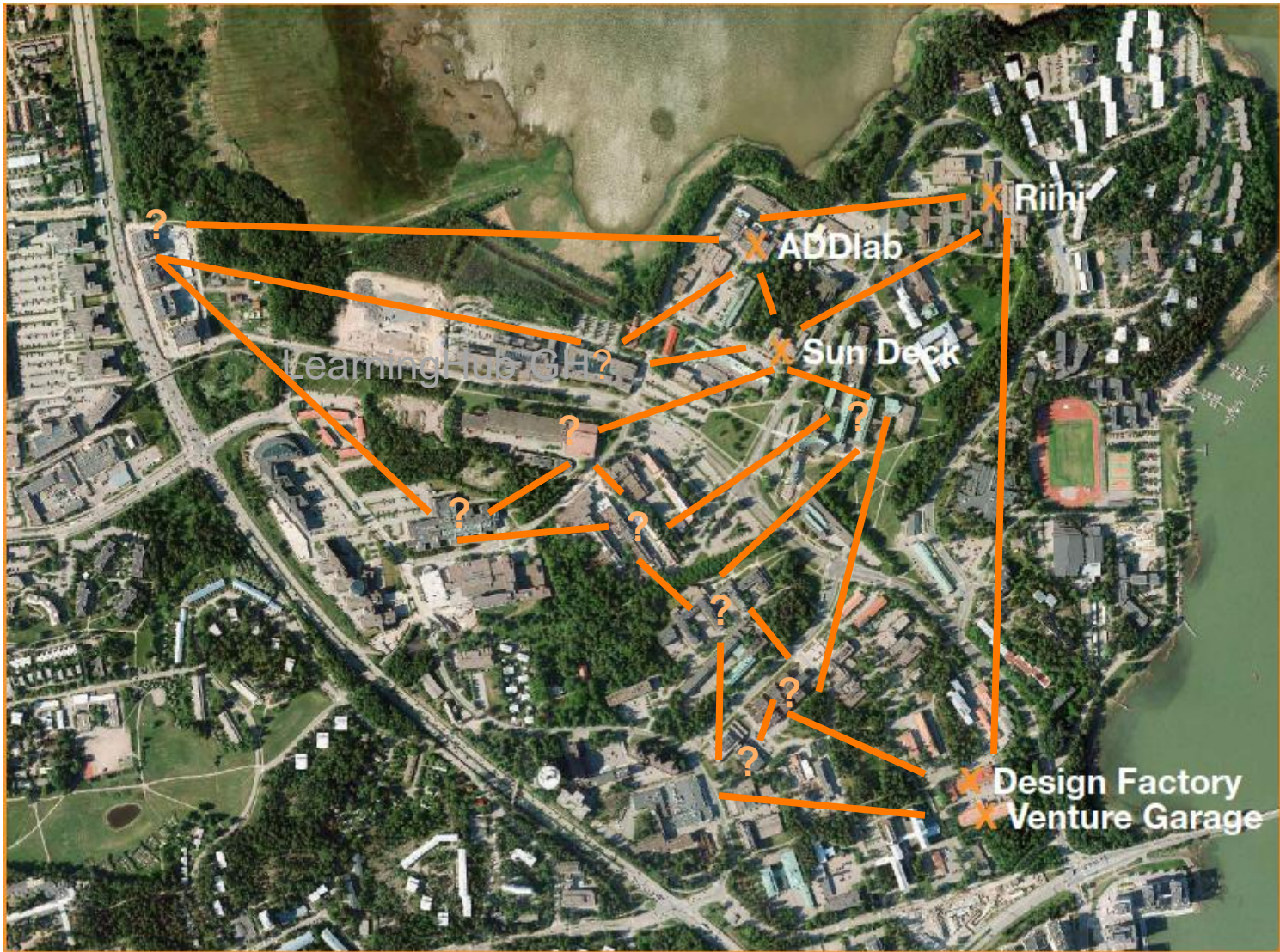
€?

ADDlab



150 k€

Riihi



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InnoOmnia - welcome



Guidance



EcoDesign shop



Curriculum and spaces



Lobby



Upstairs



Meeting place



Meeting place



Kitchen and cafe



Meeting rooms



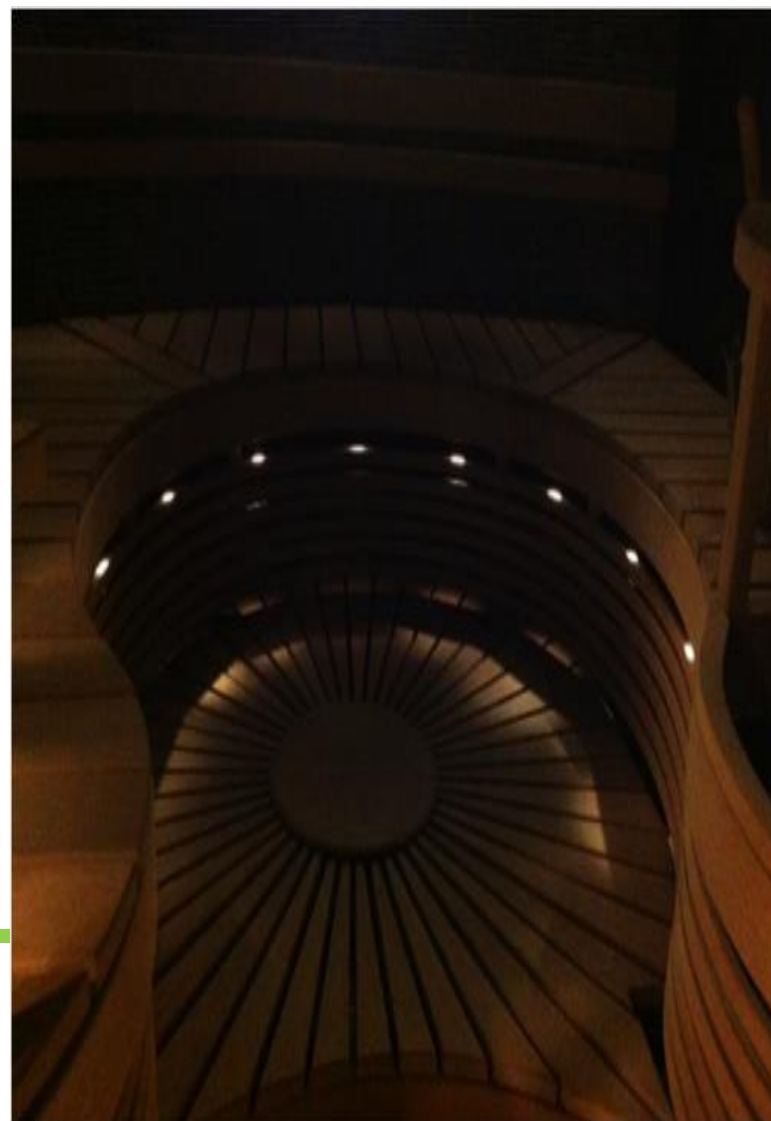
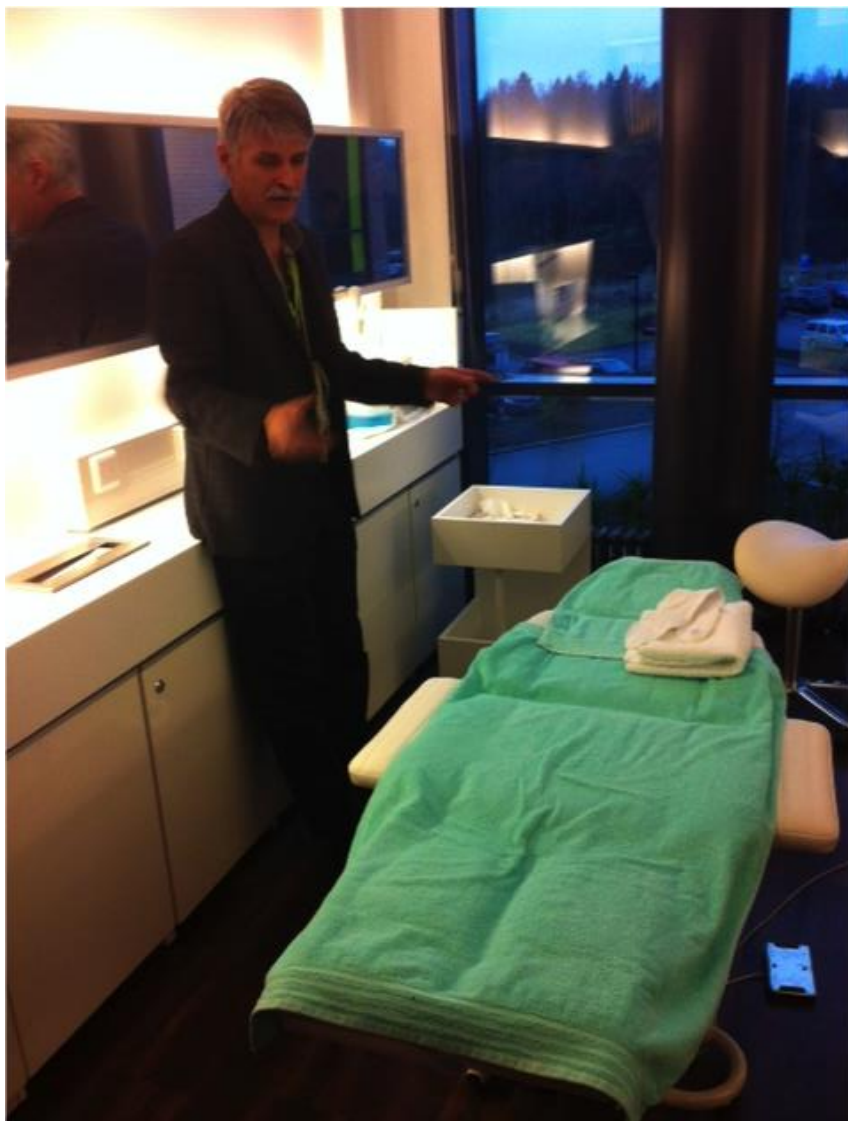
Heads down working



Workshops



Wellness center



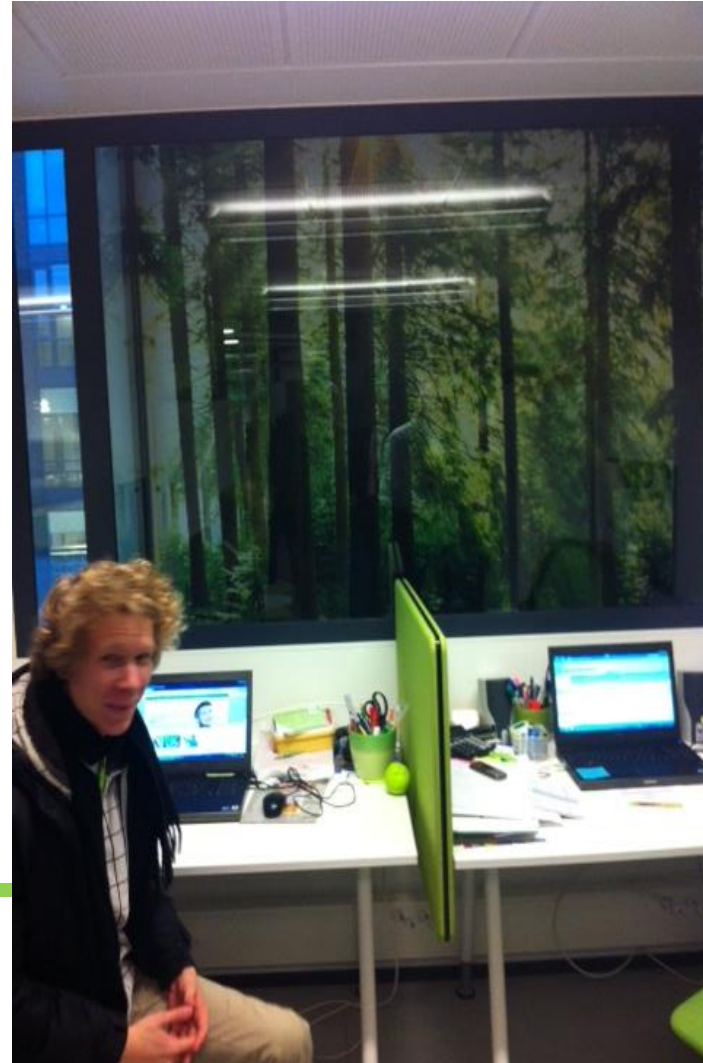
Spa



Restaurant



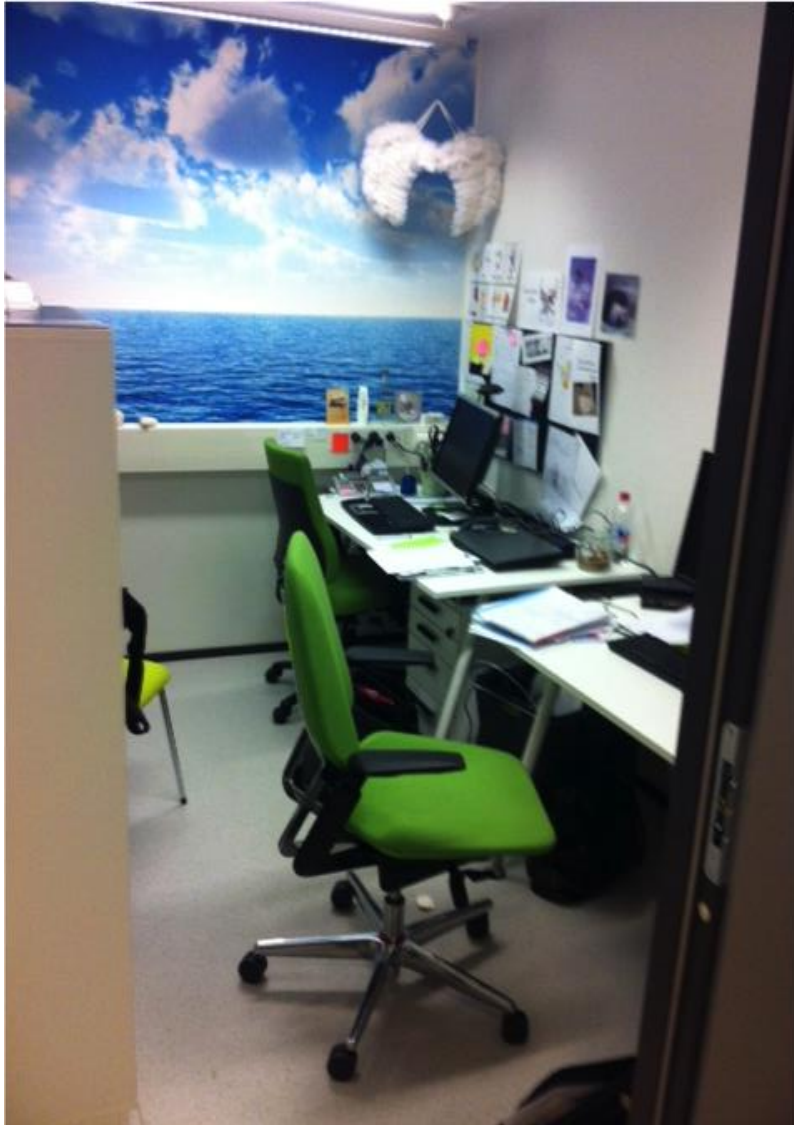
Shared officeroom



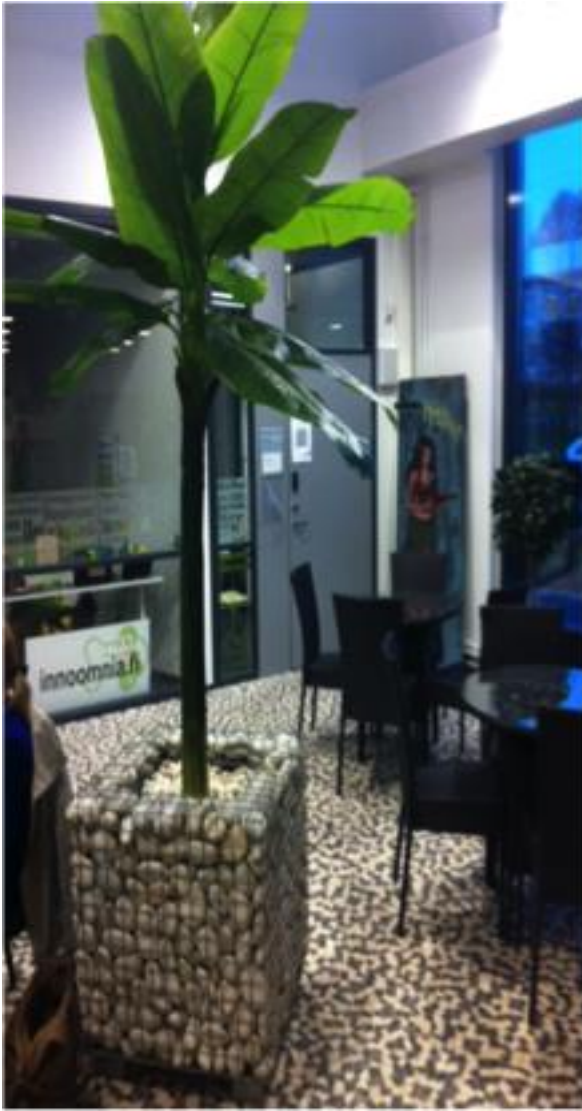
Rest



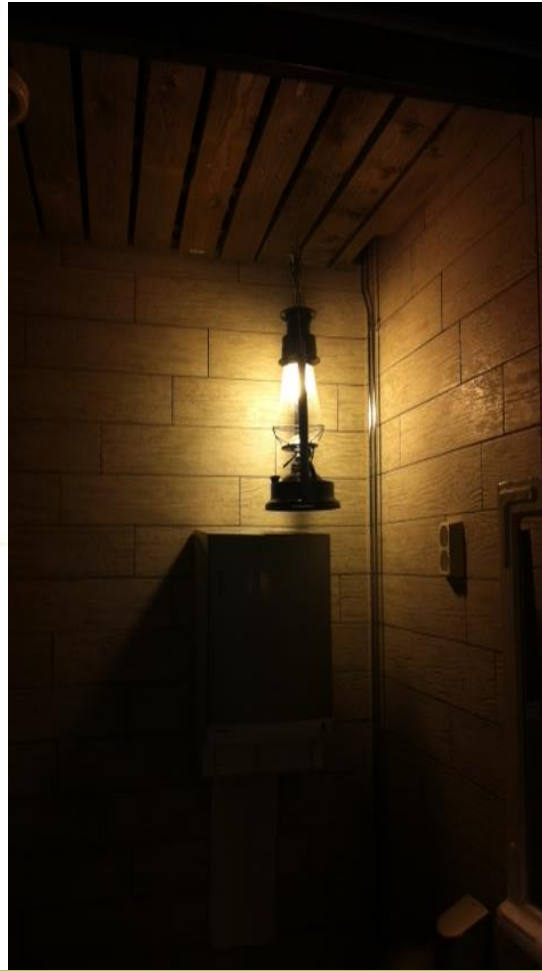
Shared office room



Plants



Toilets



Agenda

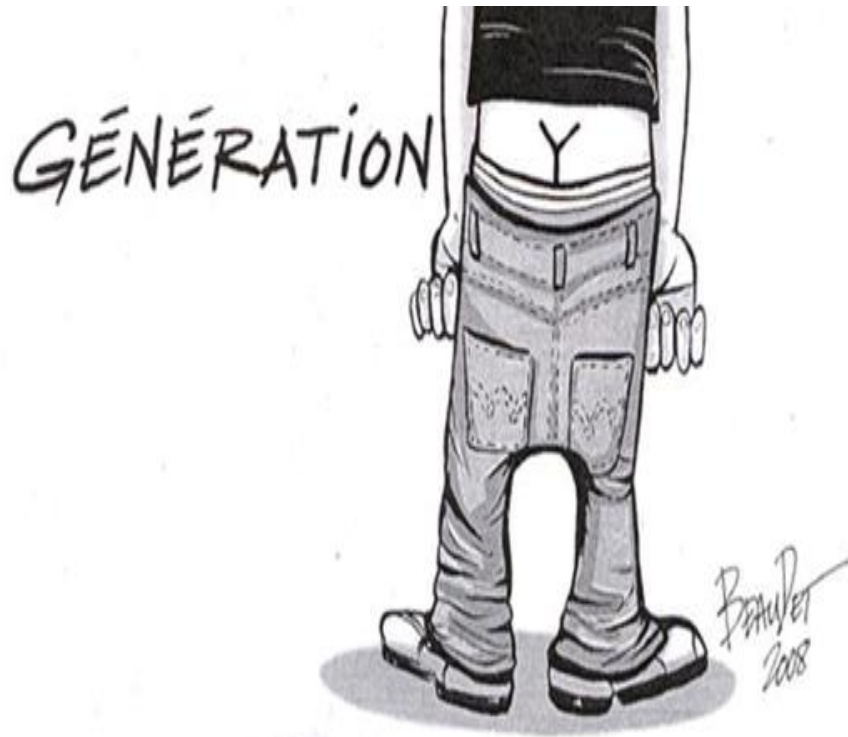
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<http://www.rolighetsteorin.se/pianotrappan>

User groups



D139

Male Muslim Prayer Room

Ladies Prayer Room



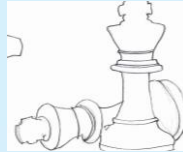
Place management

Managing
the university campus

Information to support real estate decisions

STRATEGIC
Policy makers

Strategic goals



Satisfaction
Use and Place mix



Users
FUNCTIONAL

ersity

Alexandra den Heijer

Managing the university campus (Den Heijer, 2011)

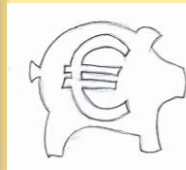
Space management

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Information to support real estate decisions



ECONOMIC
Controller



*Resources
Profits*



*Sqm, location,
Building
performance*

Technical management
PHYSICAL

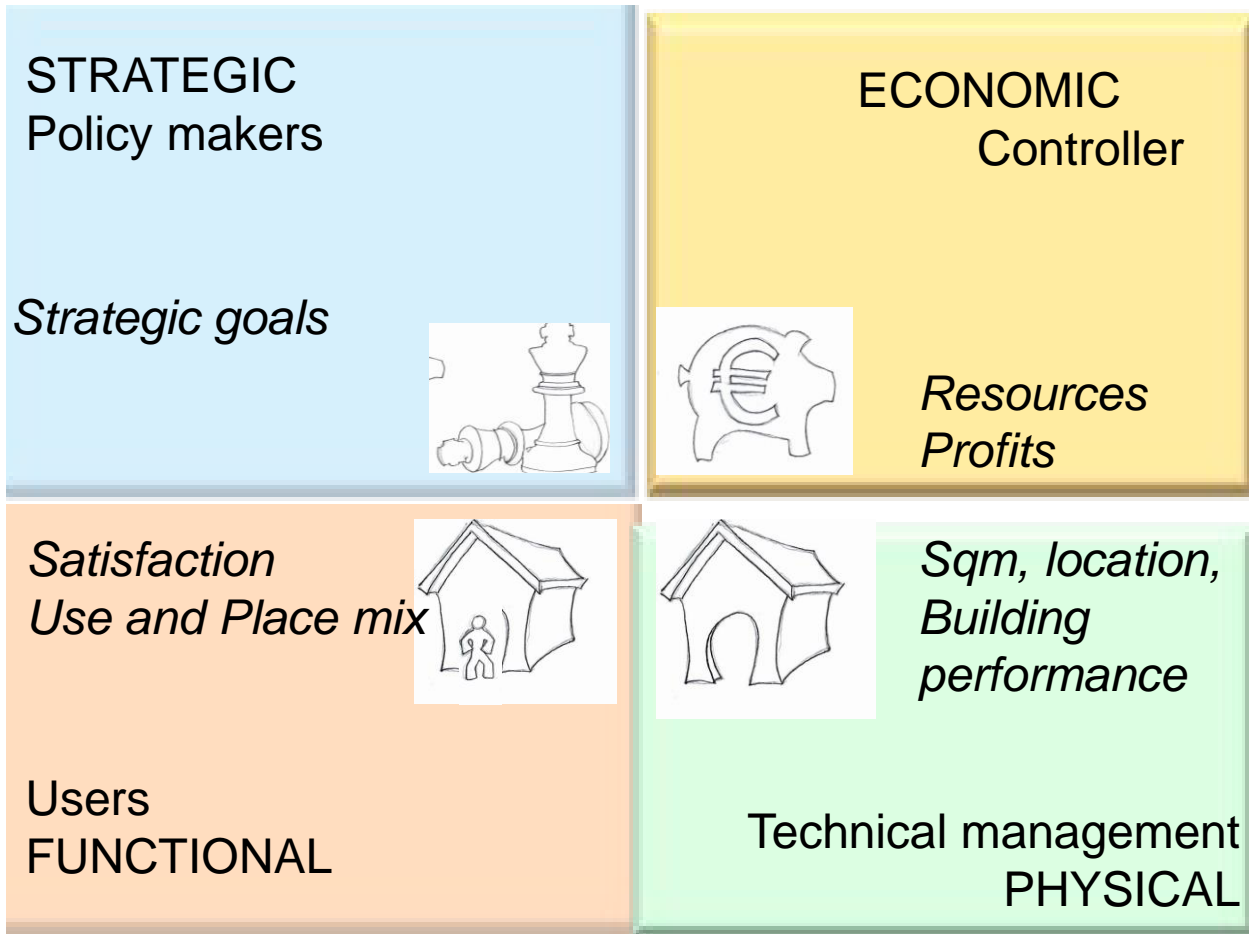
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Managing the university campus (Den Heijer, 2011)

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Managing
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Information to support real estate decisions



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Alexandra den Heijer

Managing the university campus (Den Heijer, 2011)

A black ceramic mug is the central focus, resting on a light-colored wooden table. The mug has the text "Yes, you may hug me!" printed on it in a white, sans-serif font. The background is a blurred office or meeting space. Several people are seated around a round wooden table in the distance, some working on laptops. The room features modern decor, including a purple circular sign on the left wall and a red heart-shaped light fixture in the background. The lighting is soft and indoor.

Yes,
you may hug me!



Thank You!
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