

Innovation Pattern

Collection of settings to help users understand the past, present, and future of the organization, to encourage brainstorming, and to help people convert ideas into reality.

It's about stimulating the creation of a shared mind to build trust and increase innovation.

Work Process Pattern

Collection of settings to help visitors orient themselves and prepare for activities, to support project teamwork, and to make presentations to a variety of audiences.

It's about improving, sharing, and delivering information.

Training Center

Formal training center and presentation space.

Getaway

Getaway space used for stress release.

Arena Back Stage

Project team space.

Cyber Forum

Technology equipped gathering space.

Work Process Neighborhood

Collection of areas that support individuals while enhancing the work process dynamic.

Community Courtyard

Getaway space for idea sharing.

Idea Alley

In-depth organizational memory.

Innovation Neighborhood

Collection of areas that support individuals while enhancing the innovation dynamic.

Team Lab

Team's working lab.

Oasis

Transitional zone to rejuvenate.

Idea Incubator

Idea incubator.

Rendezvous

Rendezvous point.

Kickstart Cafe

Inspirational cafe for sharing ideas and experiences.

Info Center

Informative reception area.

Display Way

Information-lined circulation space.

Welcome Center

Welcoming space.

Library Cafe

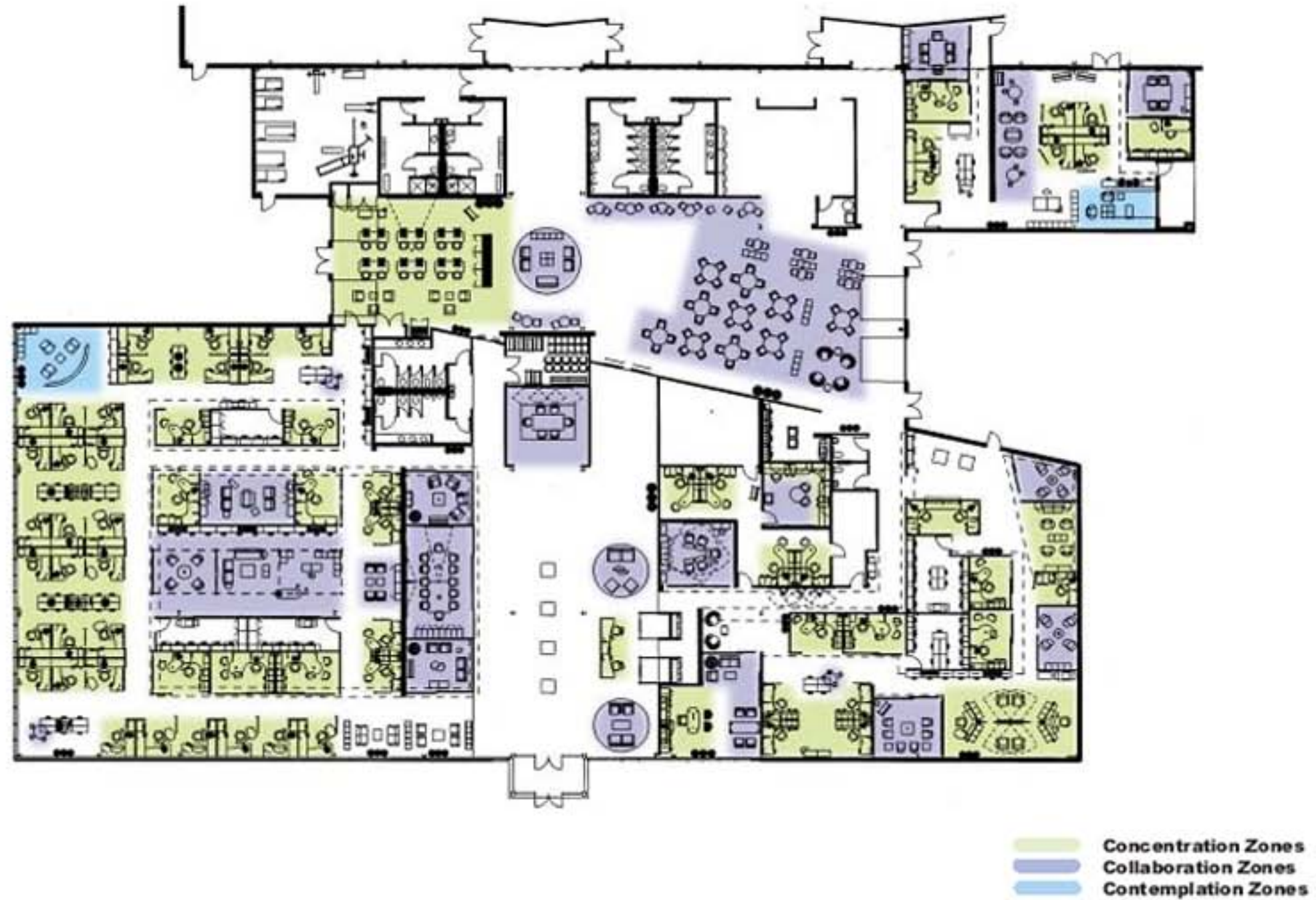
Library like lounge with physical and virtual resources.



Concentration, Contemplation, Collaboration

Work Process Needs:

- Support work states: concentration, collaboration and contemplation, and transitions between them.
- Support for multi-tasking.
- Support for diverse needs of collaborative work.
- Control levels of availability, interruption, distraction.
- Control over privacy, environment, and technology.
- Ability to access/use tools, information, and resources anywhere.



Getaway

Big Idea

Getaway space for stress release

Description

Common area designed for people to have fun and release stress as appropriate to corporate culture. It is a place of desire that helps to balance the worklife equation and understands that work can be done through informal interaction.

Arena Back Stage

Big Idea

Project team space

Description

Project team space that encourages brainstorming and idea generation. Informal and self contained, this space supports quick shifts in activities, provides a view of team work process, and expresses team image. Concept prototyping is encouraged. It is part of a complete, large project arena designed to enable collaborative content creation and presentation.

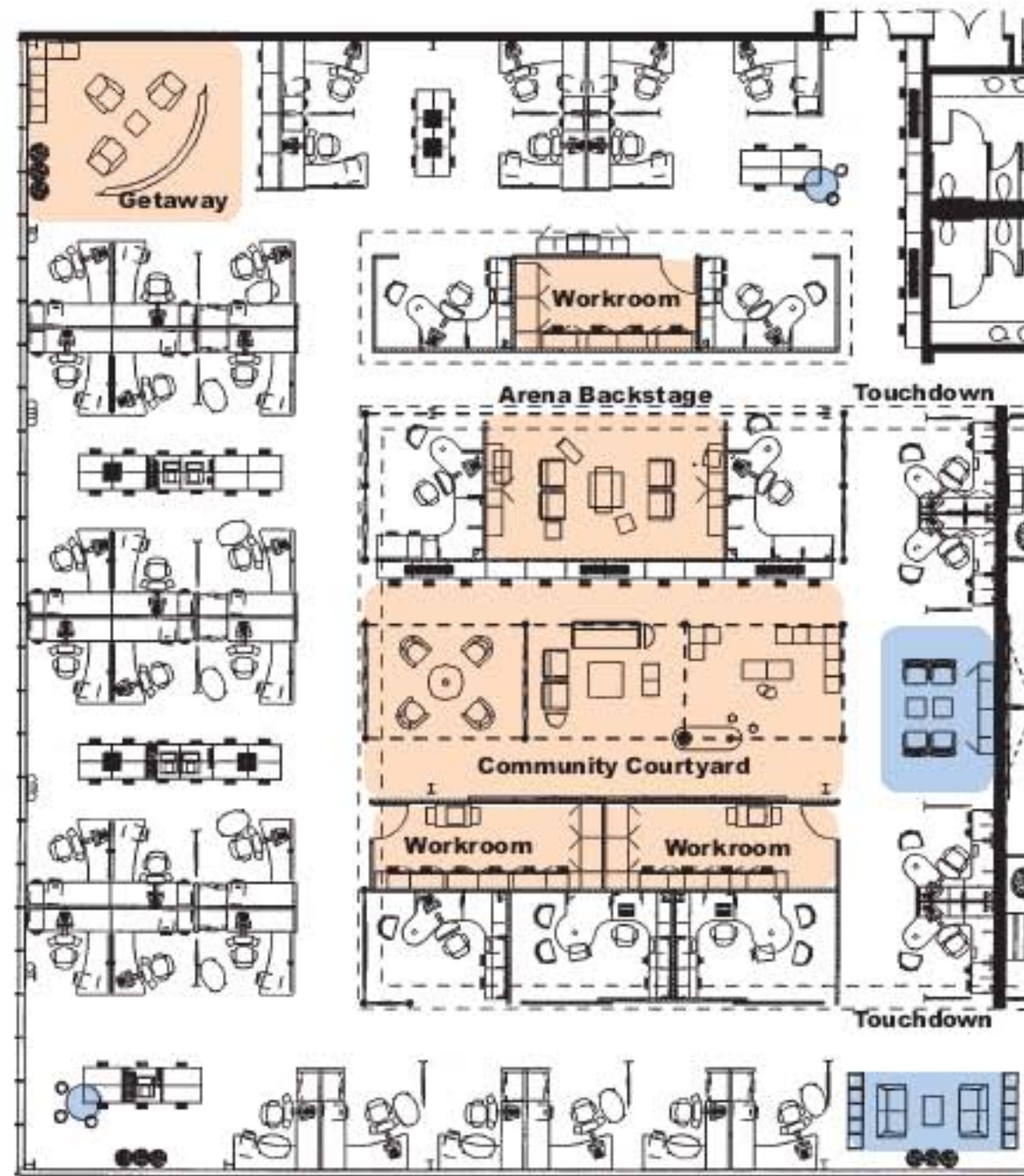
Community Courtyard

Big Idea

Getaway space for idea sharing

Description

The common or shared space of a neighborhood designed to support informal interaction. It is primarily a getaway zone that uses the metaphor of an "idea tree" on which users can post ideas for review and feedback.



Getaway

A variety of playful activities act as a fun magnet and draw users to the space.

Comfortable seating with a view to the outside provides an area for rest and relaxation in a contemplative environment.

Toys are provided as a means to stimulate new ideas.

Arena Back Stage

Huddleboards & Worktool Rail allow for capture & layering of team information.

Mobile furniture allows for spontaneous teaming.

Project carts for project storage.

Easy access to plug and play connections.

Mobile computer carts accommodate larger PC's and keep workspaces free to move.

Community Courtyard

Huddleboards & Worktool Rail allow for display of information important to residents.

Informal seating areas for impromptu conversations.

Storage boxes accommodate print materials.

Power/data can be accessed from Post & Beam & Migrations.



- Innovation Settings
- Work Process Settings
- Communication Settings
- Learning Settings

Cyber Forum

Big Idea

Formal, high-tech presentation space

Description

Technology-intensive space for collaborative interactive group work such as formal multimedia presentations and meetings. Space enables sharing of work at various stages from "in progress" to completion.

Welcome Center

Big Idea

Productive welcoming space.

Description

Space for welcoming, accommodating, and orienting visitors to the organization. This first pivotal stop along a primary path reflects the corporate culture and stresses hospitality.

Conference Room

Big Idea

Formal customer presentations.

Description

Space for communicating corporate image & brand identity to customers.

Trading Post

Big Idea

Supply shed

Description

Space to find, exchange and store furniture and tools required for knowledge work.



Cyber Forum

Cyber Forum contains technology not found in elsewhere in company.

Technology (Polyvision Webster, CopyCam, projection and control systems) allow real-time development and sharing of information.

Huddleboards & Worktool Rail allow for layering of information.

Welcome Center

Receptionist greets visitors and creates a warm and welcoming atmosphere.

Company logo and signage greet visitors and introduces them to the company image and culture.

Beverage service area promotes hospitality.

Info Wizard informs employees and visitors alike.

Conference Room

High image furniture conveys company design heritage.

Flatscreens run looped presentations to communicate company and brand identity.

Trading Post

Inventory of Huddleboard carts for project and team use.

Mobile computer carts are stored here between formal training sessions.

- Innovation Settings
- Work Process Settings
- Communication Settings
- Learning Settings

Info Center

Big Idea

HR reception area

Description

Welcoming space where visitors can access information and complete paperwork before interviews and meetings.

Display Way

Big Idea

Information lined circulation space

Description

Thoroughfare between neighborhoods and group spaces, lined with interactive displays that invite individuals and teams to post and respond to information as they pass through. A place to demonstrate success, document performance, and describe works in progress

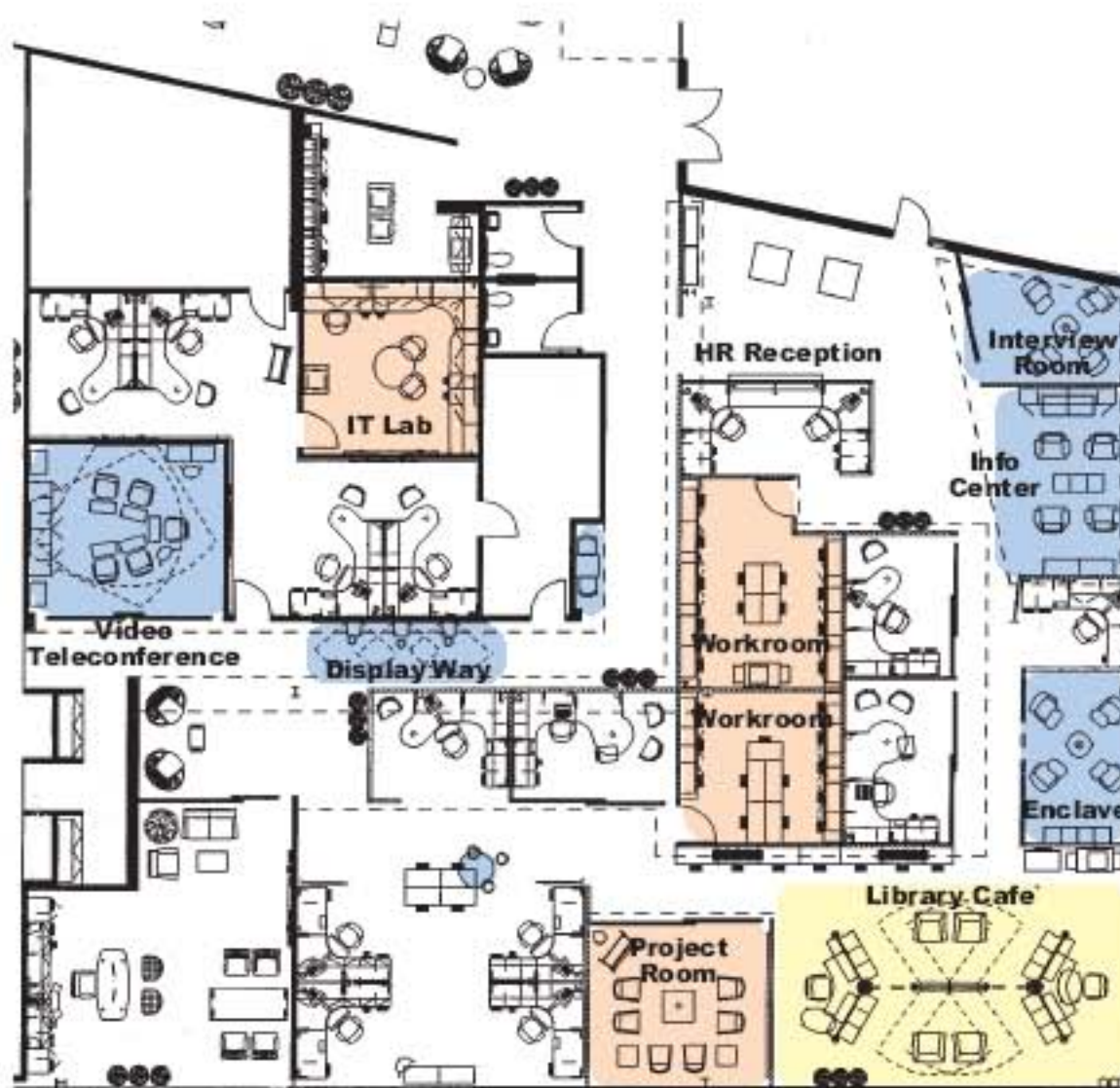
Library Cafe

Big Idea

Library-like lounge with physical and virtual resources.

Description

Resource rich space where employees are encouraged to expand their knowledge by research and data gathering and informal social interaction.



Info Center

Comfortable seating provides an area where applicants can relax before appointments.

Company brochures and other information is readily available for visitors.

Display Way

Flatscreens broadcast information into circulation zone.

Wireless keyboards allow for feedback and deeper dives into information.

Stitz stools allow for 'perching' @ technology shelf.

Slatwall supports Galelei shelf for ergonomically positioned flatscreens.

Library Cafe

Comfortable seating in a variety of postures provides break from stress areas.

Touchdown stations allow employees and visitors to stay in touch.

Shepper boxes organize books and magazines.

Multimedia displays create an information immersive environment that enables high impact learning.

- Innovation Settings
- Work Process Settings
- Communication Settings
- Learning Settings

Idea Alley

Big Idea

In depth organizational memory

Description

Research zone that offers comprehensive view of past and present work, as well as future visions through text, drawings and artifacts.

Team Lab

Big Idea

Team's working lab

Description

Private, user controlled workshop like space to enable collaborative teamwork in the building of prototypes and testing of ideas.

Oasis

Big Idea

Transitional zone to rejuvenate

Description

Space for individuals and team to reason, reflect, and rejuvenate. People come here to get in and out of flow.

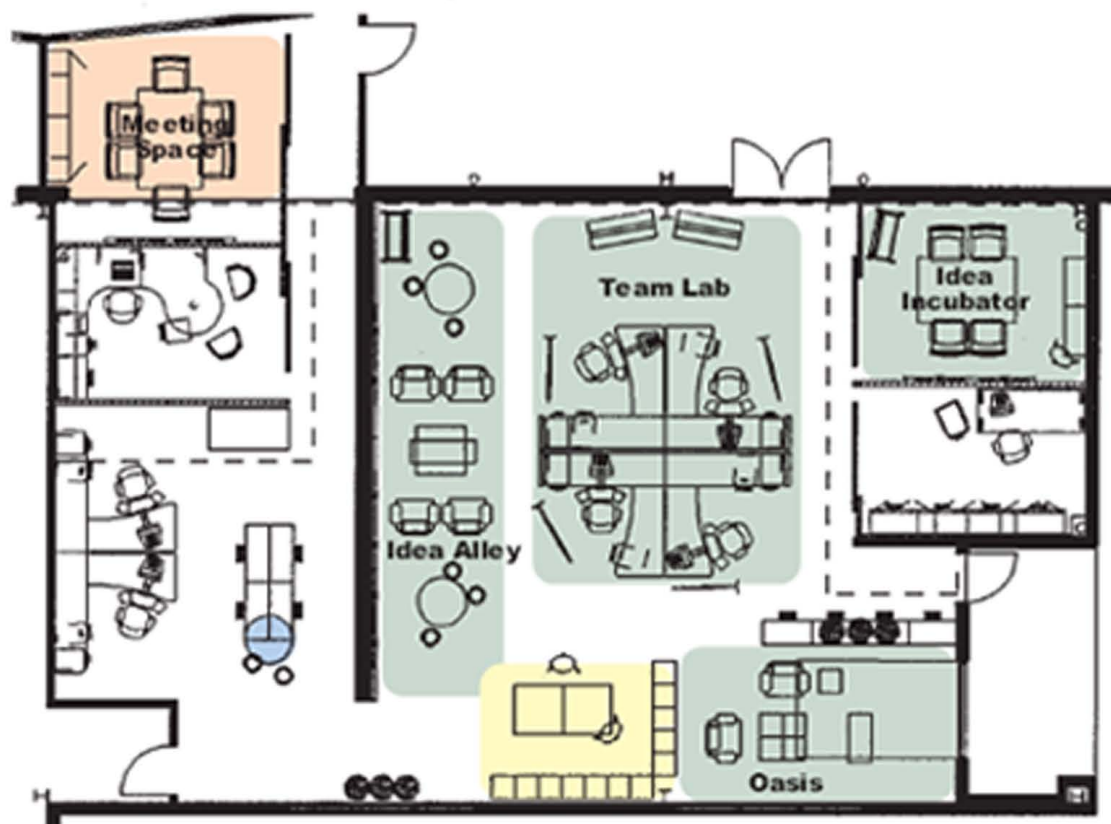
Idea Incubator

Big Idea

Idea Incubator

Description

Private, secure, team space that enables group "flow" and idea generation. It allows group to work without being interrupted, inhibited by criticism, or risking failure.



Idea Alley

Artifacts are displayed on shelving or mobile carts.

Lounge & tall tables support range of postures.

Huddleboards & Worktool Rail allow for display and capture of fresh thoughts.

Team Lab

Mobile easels allow for capturing evaluations and alternatives of prototypes.

Individuals workspaces are embedded within lab space for access to information and team members.

Oasis

View outdoors provides soothing point of focus.

Shepper boxes used for storing games, markers and other supplies.

Idea Incubator

Huddleboards & Worktool Rail allow for display and capture of information.

Being located deep within the organization maintains security and confidentiality.

Power & data access provided in tabletop for access to information on network.

- Innovation Settings
- Work Process Settings
- Communication Settings
- Learning Settings

Training Center

Big Idea

Formal training center and presentation space

Description

Formal learning space where employees and visitors exchange knowledge through seminars, presentations, and workshops. It also encourages knowledge transfer through informal social interaction and learning-by-doing experiences.

Rendezvous

Big Idea

Rendezvous point

Description

Space "in between" locations that acts as a landmark for planned and unplanned encounters and exchanges.

Kickstart Cafe

Big Idea

Inspirational cafe for sharing ideas and experiences.

Description

Idea repository that acts as a source of inspiration; contains past work and artifacts as well as new work and many information sources. Brainstorming is encouraged, as is spontaneous sharing of thoughts and ideas.

Training Center

Mobile furniture can be reconfigured to accommodate a variety of layouts.

Mobile easels to provide and post information.

Storage units accommodate bags and briefcases for participants.

Room Booker facilitates scheduling.

Plug and play capabilities at all tables.

Worktool rail & Huddleboards allow for capturing and layering of information.

Large scale multi media wall allows for digital layering of information.

Rendezvous

Comfortable tables & chairs are provided to encourage individuals to socialize, leverage informal interactions and make connections.

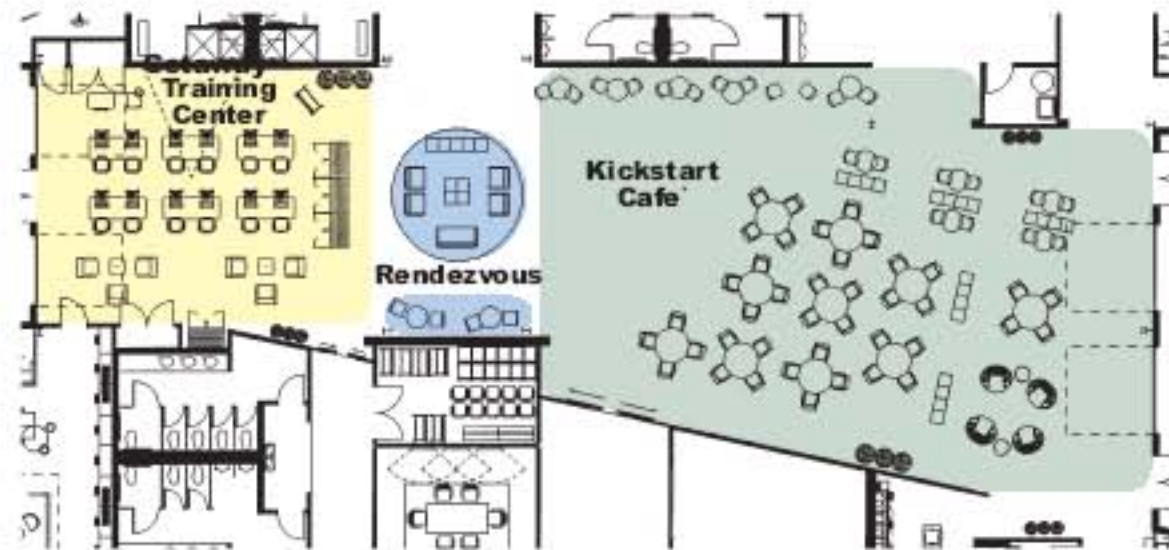
Space is visible from major paths anticipating social interactions.

Shelper boxes store a variety of reading and gaming materials.

Kickstart Cafe

Variety of furnishings support range of postural preferences.

Multimedia display for company meetings and access to internet on a grand scale.



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