This is just a draft.

It is an attempt to articulate core concepts and to initiate conversation about the future of Newman Library.

Your feedback will help us improve the plan.
IMAGINE
Spring & Summer 2012

DEFINE
Fall 2012 & Spring 2013

CHANGE
Begins Summer 2013
PROCESS TIMELINE

**Conceptual Draft #1**
Designed for Library Employees
Use focus groups, interviews, observational studies, & other data to identify user needs.

**Conceptual Draft #2**
Designed for campus-wide conversation
Share openly and gather additional feedback. Refine the concepts.

**Conceptual Draft #3**
Designed for campus-wide conversation
Share final set of design plans and address remaining issues.

**IMAGINE**
Spring & Summer 2012

**REFINE**
Fall 2012

**DEFINE**
Spring 2013
THE SECOND FLOOR RENOVATION WILL DEVELOP IN SEVERAL PHASES.
GUIDING CHARACTERISTICS FOR THE SECOND FLOOR

This concept needs to be developed further.

- Undergraduate-focused
- Productivity-minded
- Task-varied
- Culturally-nourishing
- Technology-rich
- Collaboration-heavy
- Expertise-enabled
DESIGN PRINCIPLES FOR THE SECOND FLOOR

This concept needs to be developed further.

• Stimulate & inspire individual and group work/study.
• Allow users to control the environment.
• Support diverse needs.
• Accommodate flexibility.
• Support mentoring & expertise services.
CRITICAL SUCCESS FACTORS FOR THE SECOND FLOOR

This concept needs to be developed further.

- Encourages collaboration.
- Is critical to students perception of successful learning (a preferred destination).
- Fosters partnerships with the Virginia Tech academic community.
- Supports diverse study/work modes.
THEMES WE ARE ADDRESSING ON THE SECOND FLOOR

This concept needs to be developed further.

• Increase the amount of study/work space.
• Create a dynamic mixture of areas that foster a wide range of experiences, from quiet individual work to active group collaboration.
• Expand technology capabilities.
• Enhance instructional setting.
• Develop an environment for 21st century teaching and learning.
A PLACE THAT SUPPORTS THE FULL KNOWLEDGE CONSTRUCTION PROCESS.
HOW THE DESIGNERS DEFINE IT: **STEELCASE**
Six characteristics of space that are essential to creating successful learning environments:

1. SOCIAL
2. ADAPTABLE
3. STIMULATING
4. HEALTHFUL
5. RESOURCEFUL
6. SUSTAINABLE

HOW THE DESIGNERS DEFINE IT: HERMAN MILLER
OVERVIEW OF SPACES

These metaphors are only intended to illustrate the core concept. This is just a draft that will be further developed.

The images in the following slides are only intended to capture the spirit and context of the desired environment.
VIBE: meet & greet, waiting to get started.
MOOD: welcomed, excited, anticipation.

Individuals and small groups.
Comfortable, temporary location. Digital kiosk to plan library experience.
WORKSPACES

VILLAGES
Very open

NEIGHBORHOODS
Semi-open

CONDOS
Enclosed, fixed

LODGES
Enclosed, semi-flexible
VIBE: peripatetic, nomadic, decompress, brainstorming.
MOOD: recharging, refreshing, rebooting.

Groups or individuals.
Soft-seating, flexible, customizable, bring your own tech/tools.
**VIBE**: sharing, community, growing.

**MOOD**: focused but open, stimulated.

Defined group space but open to conversation / stimuli.
Personal space w/ some awareness & collaboration w/ neighbors.
**VIBE**: meeting space, intense effort, making progress.

**MOOD**: special, focused, determined.

Well-defined group rooms, glass windows, necessary tools. Reservable, tech provided, prime location, rehearsal.
VIBE: togetherness, sharing, extending.

MOOD: focused yet not constricted, encouraged, intentional.

Defined group space, mobile furnishings that can adapt to activity. Extension of classroom, TA’ s, special projects, rehearsal, retreat.
WORKSPACES

- **VILLAGES**
  - Very open

- **NEIGHBORHOODS**
  - Semi-open

- **CONDOS**
  - Enclosed, fixed

- **LODGES**
  - Enclosed, semi-flexible
The marketplace is the most transformative of the proposed concepts. The idea is to bring together many academic support services in one place. This space would operate like an open-air market where students can get several types of assistance. The “vendors,” or support personnel, could also mingle, teach, share, and support each other.

**POTENTIAL CORE PARTNERS**
Writing Center, CommLab, InnovationSpace, Laboratory for Interdisciplinary Statistical Analysis (LISA)

**OTHER PARTNERS**
Language support, data and GIS services, advising, tutoring, and ePortfolio
VIBE: energizing, active, synergy, open, guidance.
MOOD: helpful, mind-expanding, inspiring, sense of accomplishment.

Individual or group, an intersection of expertise and tools. Place to get support for a wide variety of academic needs.
THE MARKETPLACE SUPPORTS MANY KINDS OF INTERACTIONS:

- Soft Seating
- Shared Counter Space
- Desks
- Tables
- Small Rooms

*When the marketplace is not in use (after hours) it becomes open study/work space for students.*
WORKSPACES

TOOL SHOP
High-end computers & specialized software

KNOWLEDGE PARK
Basic computers and basic software

ZEN GARDEN
Bring your own technology.
VIBE: creativity, task-oriented, building.
MOOD: focused, connected, expressive.

Individuals or pairs (with experts nearby).
High-end computers and software for media, ideas into products.
**VIBE**: productivity, advancing, task-oriented, building the idea.

**MOOD**: semi-quiet, focused, accomplished, formulating, hands-on.

Individual or pairs, defined space & tools, close proximity.

High-tech, goal oriented, transforming concepts to ideas.
**VIBE**: reflection, semi-quiet, subdued, absorbing the concept.

**MOOD**: very focused, getting things done, accomplished.

Well-defined personal workspace for individual work. Thought-oriented. Bring your own technology/tools.
WORKSPACES

TOOL SHOP
High-end computers & specialized software

KNOWLEDGE PARK
Basic computers and basic software

REFLECTING POOL
Bring your own technology.
**VIBE**: team, open, modern, cooperative, support the idea.

**MOOD**: inspiring, sharing.

Space that supports individuals & group cooperation. Supports mixture of employees; different units/ideas united.
OTHER CONSIDERATIONS
We want to include displays of art and cultural artifacts throughout the second floor. This will be a combination of digital screens, gallery space, and display cases.

Exhibits will include a blend of student output, faculty research, and library materials.
Possibilities of self-service laptop borrowing via Hokie Passport and pin code.

Distribution stations throughout the building.

Includes power cords and other gadgets, such as iPads or eBook Readers.

Free “rental” for patrons; fined if late.
Predictions are that films/movies will migrate to streaming-only.

In the meantime, perhaps we could migrate DVDs into a self-service model.

Free “rentals” for patrons; fined if late
COLLECTIONS TO CONSIDER FOR THE SECOND FLOOR

- Reference Stacks
- Newspapers
- Current Periodicals
- Popular Fiction/Non-Fiction
- DVDs
NAVIGATION SYSTEM
Plan your visit and interact with space

Directory
- GPS – where am I?

- Room Availability
- Laptop Availability
- Computer Availability

- Reserve Room
- Make Appointment
- Group Tools

How to (print, scan, etc)
- Research Tutorials
- News & Events
- Ask

Mobile App
- Web Page
- Kiosks
- Interactive Digital Signs