HOW DO YOU CREATE A PHYSICAL ENVIRONMENT AND INDOOR CLIMATE THAT BEST SUPPORTS IT’S PLACE-SPECIFIC FUNCTIONS, ACTIVITIES AND NEEDS ON A DAY-TO-DAY BASIS?

E2C WORKSHOP CREATIVE BRIEF

UNIVERSITY OF CINCINNATI - DAAP
CATS - CINCINNATI ARTS & TECHNOLOGY STUDIOS
WORKSHOP AGENDA
CREATING A LIVING LAB

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CATS PROFILE
CINCINNATI ARTS AND TECHNOLOGY STUDIOS

The Cincinnati Arts & Technology Studios, a 501 (c) entity, was developed in 2003 and patterned after the Manchester Bidwell Center in Pittsburgh, founded by social entrepreneur Bill Strickland.

CATS helps 400 students per year earn fine arts or elective credits needed to graduate on time. At no cost to the students and their families, we re-engage students in learning, through the proven transformative power of arts-based experiences. An average 93% of CATS students graduate, year after year.

CATS offers five studio courses, designed to meet Ohio Department of Education visual arts standards, to high school juniors, seniors, and overage underclassmen. The students work alongside artists from the community in a guild model, earning credits toward graduation.

We also offer a rigorous workforce development program, Bridging the Gap, through which we help graduating seniors launch successful careers.

These results increase the prosperity of at-risk young people, their current and future families and, thereby, our neighborhoods and community.

OUR VISION
Transform at-risk teens into self-sufficient adults through learning that lasts a lifetime.

OUR MISSION
• Unlock self-worth and potential of at-risk teens through the transformative power of art, a first-class environment and a character-building culture.
• Equip at-risk teens with skills, credentials and pathways to employment.
• Nurture at-risk teens through high school and into sustainable success.

CORE VALUES
• Respect, dignity and worth
• Integrity
• Inclusion
• Accountability
• Consistency
CAT's On-Site Living Lab investigates user activity, experiences, and movement patterns within the school in all stages of occupancy.

Through mixed-methods research and innovative technology solutions, the Lab gathers useful data - building a deep understanding of everyday life within the built environment. This data is visualized and made available for direct use in order to optimize both design and use.

All participants in the E2C workshop will get an introduction to these methods and tools, while contributing to the research and design of the future studios and home of CATS during our important INVESTIGATION phase.

**RETURN ON INVESTMENT**

- Optimization of current operation
- Optimization of future building review and implementation
- More functional future of environment
- Prevention of construction errors and related costs
- Linking existing and new data
- Time saving by gathering knowledge in log

**SOCIAL RETURN ON INVESTMENT**

- Optimized use of building
- Increased satisfaction
- Lower stress level among students and employees
- Optimized indoor climate
- Less sick days
- Better learning among the students
CATS ON-SITE LIVING LAB
CREATIVE BRIEF - SPACE EVALUATION PROCESS

DEFINING
- Develop Goals
- Focus of Living Lab

ONBOARDING
- User and Stakeholder Engagement

UNDERSTANDING
- On-Site Analysis
- User Needs Analysis

INVESTIGATING
- Data Driven Collection, Evaluation and Analysis

E2C
- Workshop
- Affordances Lecture
- Design Thinking “Evaluation”

VISUALIZING
- Co-Created Design Masterplan for Future Facility

EXECUTION
- Site Selection
- Building Design
Each team in the workshop will investigate the CATS facility through a design thinking workshop. Representatives from CATS (including current students) will provide an introduction to the specific focus in each group - and then become an opportunity for direct user engagement with a key stakeholder for students and professionals.

On the day of the workshop - you will be divided into different groups each with a specific PROJECT FOCUS. Along with your documentation materials - you will have instructions along with the key questions and opportunities for the end of the workshop.

Along with contributing to the future of CATS, participants will gain a better understanding of evaluation methods such as the POE (a tool now used worldwide that was heavily developed through innovative work at UC+DAAP), while designing a school of the future.
When discussing the future of educational spaces - they are often thought of in the very distant future. But education is changing today - technology and expanded knowledge of the learning process have already evolved the classroom.

**CURRENT “FUTURE” CHANGES**

1. The layout of the classroom will change immensely.
2. Virtual and augmented reality will change the educational landscape.
3. Flexible assignments will accommodate multiple learning styles.
4. MOOCs and other online learning options will impact secondary education.
5. What else..?

Technology will certainly be a major factor in how education in the future differs from education today. However, it won’t be the only influence.

**KEY QUESTIONS**

- What is the current behavioral profile of your selected space?
- How can you improve the experience of all users in the learning environment?
- Where are renovation / physical improvement areas that could improve the room?
- What is the “classroom of the future” for this space?
  - *In a perfect world - what would be the design, function, activity, programs, and technology be to make this a perfectly tuned support for the learning environment?*

**OPPORTUNITIES**

POE - Post Occupancy Evaluation (Room-Specific)

A. Review the Existing Data / Findings w/ Student Researcher

B. Dialogue and Document the observations from the group regarding the environmental qualities of the space (ie, wall color, furniture, daylight, function, location, adjacency, etc.)
  - *Document can be done in hand notes/post-its, diagrams, sketches, images.*

C. Document the Personas - SPECIFIC Users of the Space

D. Re-Design / Renovate the Current Classroom
  - Furniture, Layout, Programming, Use-Type, Etc.
  - Suggestions for Additional Use-Types

E. Design the “Classroom of the Future”
  - *With the your specified room - design the perfect set-up for it’s use-type.*
  - *Include Architecture, Furniture, Layout, Color, Signage, Technology, Equipment, Artwork - build the recipe for the optimized space and learning environment.*
For many schools - the environment itself is something that is often overlooked. Not at CATS - direct from our founder’s mission - CATS understands the environment’s impact on how children feel about attending school in the first place - and this is a major influence in them continuing to further their education. School design is at the center of a child’s education and plays a massive part in the running costs of a school and its ability to inspire.

Image a school built specifically to support the students, teachers, staff and visitors of CATS - full of daylight, breathable materials, natural vegetation, agility and technology. This wouldn’t just help teach core subjects but would ensure positive mental health and wellbeing opportunities for every user.

**FOCUS AREAS**

- What is the activity-based function of the current facility?
- How could the use, program, function, design, etc - be changed to improve the current environment?
- Where would you modify the current organization set-up, adjacency, flow to best optimized its current functions?
- What would the CATS of the Future look like in a new facility, building, set-up?

**OPPORTUNITIES**

**POE - Post Occupancy Evaluation (Room-Specific)**

A. Review the Existing Data / Findings w/ Student Researcher

B. Dialogue and Document the observations from the group regarding the environmental qualities of the space (ie, wall color, furniture, daylight, function, location, adjacency, etc.  
   - *Document can be done in hand notes/post-its, diagrams, sketches, images.*

C. Document the Personas - TYPICAL Users of the Space

D. Re-Design / Renovate the School Space
   - *Furniture, Layout, Programming, Use-Type, Etc.*
   - *Suggestions for Additional Use-Types*

E. Design the “School of the Future”
   - *Include Architecture, Furniture, Layout, Color, Signage, Technology, Equipment, Artwork - build the recipe for the optimized space and learning environment.*
The CATS LAB will be CATS’s fully-accessible mobile outreach space. It will enable CATS to showcase the making of art, reach at-risk youth in their respective communities, attend a wide range of events, and attract activity in the form of potential future students and investors to CATS’ main site.

GOALS

The goal of the CATS LAB is to create an adaptable, mobile space that can travel across the Greater Cincinnati area, Ohio, and surrounding states - extending the reach of CATS to offer more opportunities for students in the region. The CATS LAB can be transformed into an educational space, a gallery or a workshop area, and provides opportunities for creating location- and activity-specific programming allowing the community to meet, investigate, exhibit, learn and co-create.

THE LIVING LAB WILL

Build knowledge and understanding of how our physical and cultural surroundings shape our activity opportunities through a series of methods derived from environmental psychology and design research

- Observation, tracking, activity mapping
- Flow and activity analysis
- Research dissemination

Empower participants to manipulate their environment to build a better relationship between space and everyday life

- Understand how small physical changes that can have a significant impact
- Engage students in activity based programming

Co-create architectural visions for the participant’s communities

- Engage students in co-creating activity opportunities in their own community
- Exhibit projects in the Lab for the community + at CATS for the student body

DELIVERABLES

POE - Post Occupancy Evaluation (Room-Specific)

A. Review the Existing Data / Findings w/ Student Researcher

B. Dialogue and Document the observations from the group regarding the environmental qualities of the space (ie, wall color, furniture, daylight, function, location, adjacency, etc.)
   - Document can be done in hand notes/post-its, diagrams, sketches, images.

C. Document the Personas - Specific Users of the Space

D. Design the “DEPLOYABLE LIVING LAB”.
   - Include Architecture, Furniture, Layout, Color, Signage, Technology, Equipment, Artwork - build the recipe for the optimized space and learning environment.