

Leveraging the Total Cost of Ownership



CRITICAL DECISIONS DESIGNING
THE NEXT GENERATION OF EDUCATIONAL FACILITIES

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Learning Objectives

1. Understanding that today's decisions are not the "commodities" of yesteryear. All decisions can impact future operating and capital budgets.
1. Observe examples of disruptive design techniques to acquire valuable information when constructing the next generations of facilities supporting unlimited pedagogy in three-dimensional form.
1. Explore the utilization of simplicity into the baseline of all environments increasing usefulness in the support of a multitude of teaching and learning styles. "Simplicity" equates to Multi-functional.
1. Observe instances where more effective people appear to be a driving force commanding the success of a product for the widest range of stakeholders.



421 AD H20



300 Years



Who, What, When, Why and lastly How



My Journey

\$ The Bottom Line \$



The Next Generation



How Can We Change How People Think?

- TRADITIONAL
- HISTORIC
- EDUCATIONAL
- INFLUENTIAL
- TRAUMATIC



Joplin



Dr. Lanoue



EDUCATION





Aliens



Catalyst Change



Checking Boxes



Commodity



4 Topics

- **Disruptive design Techniques**
- **Simplicity**
- **Untethered Technology**
- **Environments of Choice**



WHAT WILL BE THE KEY ATTRIBUTES OF AN EDUCATIONAL ENVIRONMENT?

EMPOWERS CHOICE, FOCUS ON IL
PERMITS C&R PROFESSIONAL DEVELOPMENT
ENCOURGES FACILITATION
ENABLES UNLIMITED PEDAGOGY
DEMONSTRATES DEFINING PRINCIPLES



Defining Principles

- 1. **Change** the Environment
 - 2. **Reduce** the Clutter
 - 3. Integrate Untethered and **Transparent** Technology
 - 4. **Respond** to Multiple Learning and Teaching Styles
 - 5. Develop **Mobility**
 - 6. Create Adaptable, **Agile** and Recoverable Tools
 - 7. Design **Multi-Functional** Tools
 - 8. Create Fun, Inviting and **Engaging** Environments
-



Leave Your Baggage at the Door



We Don't Know What We Don't Know



Analyze Multiple Teaching & Learning Strategies

PROCESS

We designed and Tested a tremendous amount of new systems, processes and tools.





Change Vocabulary



Change the Environment

CHANGE IS A PROCESS NOT AN EVENT





CHANGE MUST BE NURTURED



Next Generation?



Support Differentiation?



Flexible or Agile?



Encourage Facilitation?



1893 Horace Mann School For the Deaf Miss Fuller and her Class AH Folsom Boston Public Library

21st Century



Prototype



Trillium Creek Primary School, West Linn-Wilsonville School District West Linn, Oregon DOWA-IBI Architects

TCO A Holistic Design Approach



iPad



Disruptive design Techniques can
Help us Acquire
Valuable Information

**When Constructing the “Next”
Generations of Facilities**

Be the Champion, Be the Designer



Disconnect



L.O.L.



Personal Space



Proxemics



Stop Designing For Us



Simplicity

Can

Increase Usefulness

**In Support of A Magnitude of
Teaching & Learning Styles**



Reduce

Reduce

Reduce

Simplify

Simplify

Simplify



Reduce the Clutter



What do we need

Create Systematic & Purposeful Storage Solutions



GRADE LEVEL STORAGE



Design Multi-Functional Tools, TCO

As a response to numerous guiding principles to streamline the learning environments by creating a reduction of the amount furnishings and equipment, the *critical need* for creating tools that are multi-functional becomes *paramount*.

Another benefit gained from a multi-functional set of tools is the ability of stakeholders to **do more with less**; supporting the principle to reduce clutter.





Differentiation



Recoverable



Multifunctional



Agile

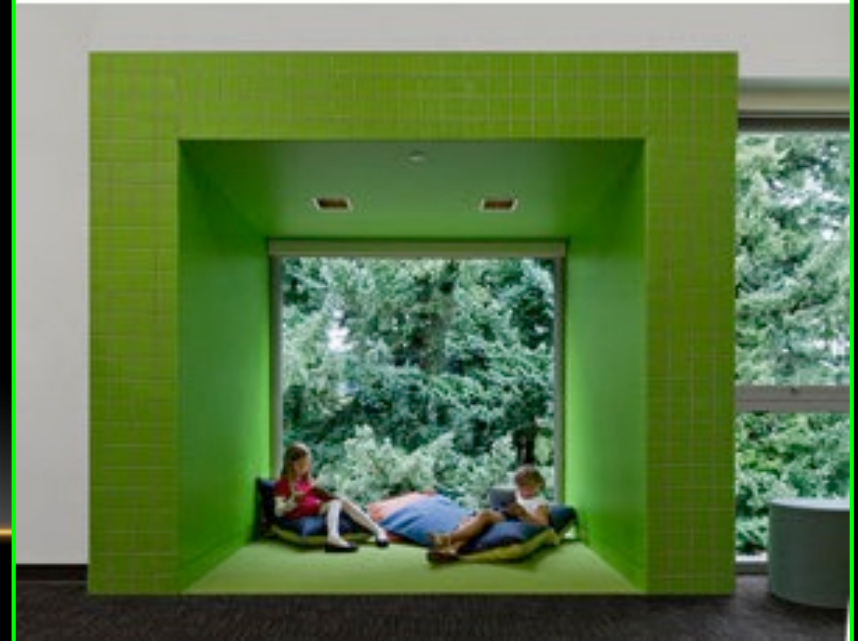


Integrating
Untethered Technology
Can Encourage
Facilitation



IS IT ABOUT MORE TECHNOLOGY?

TRANSPARENT AND UNTETHERED TECHNOLOGY





Simple and Easy to Use



Transitional Period



Transitional Period



Transitional Period



Creation Of
Environments of Choice
Can Provide
Opportunities of 100% Engagement
Even in Moments of Disruption



WHEN YOU READ A BOOK...



EMPOWERING CHOICE

Diverse, Familiar, Agile, intuitive





Diversity



We re-allocated hundreds of thousands of dollars of savings from technology to other systems such as operable walls and mobile furnishings.



TRANSPARENT

963
\$ 3,530

\$ 3,399,390

\$ 1,800,000

\$ 1,599,390

**Classroom Refresh Project
Budget, Previous Model**

Total Budget

Project Cost

Savings

- Refresh, Bulbs, Maintenance
- Non Proprietary

SAMPLE PROJECT

Our Results

We reduced technology expenditures by <35%

While increasing the functionality of the technology systems

And introducing new learning tools

And providing unprecedented opportunities for professional development.

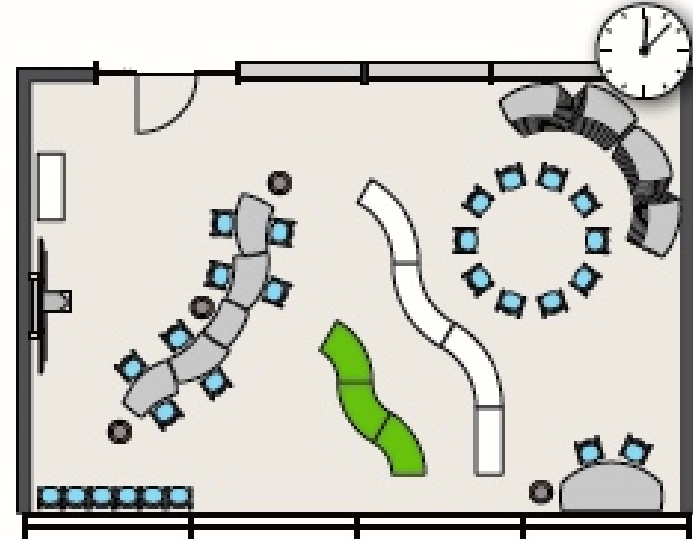
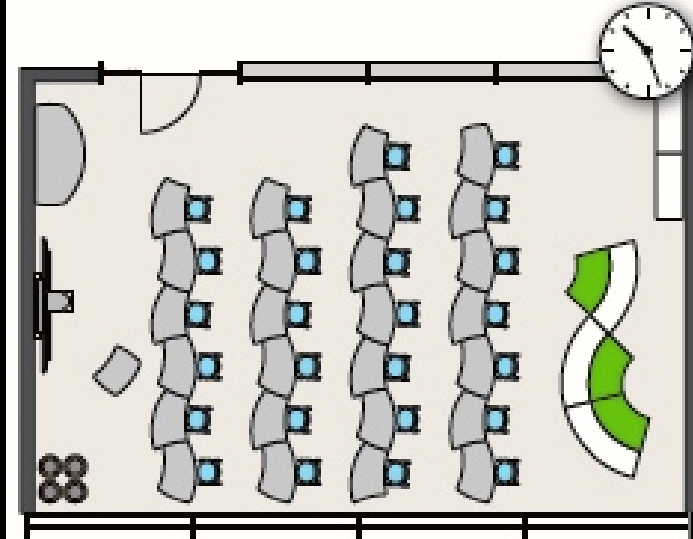
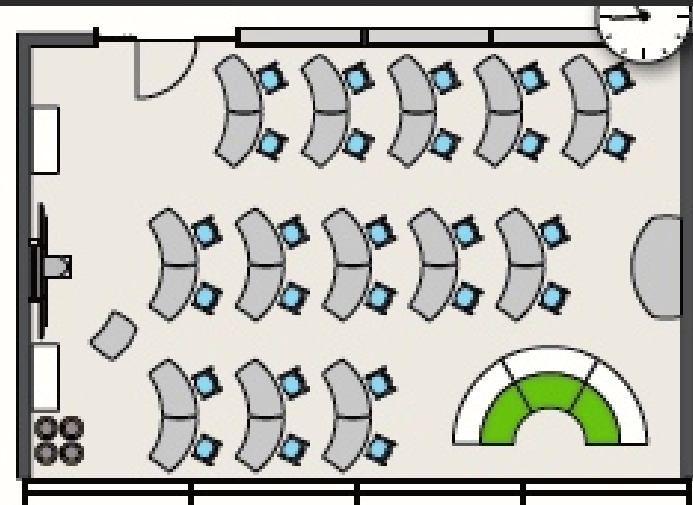
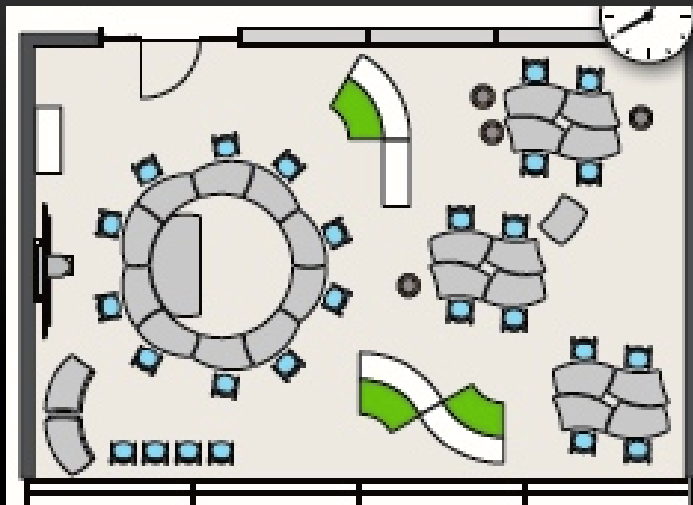


Summer Cleaning

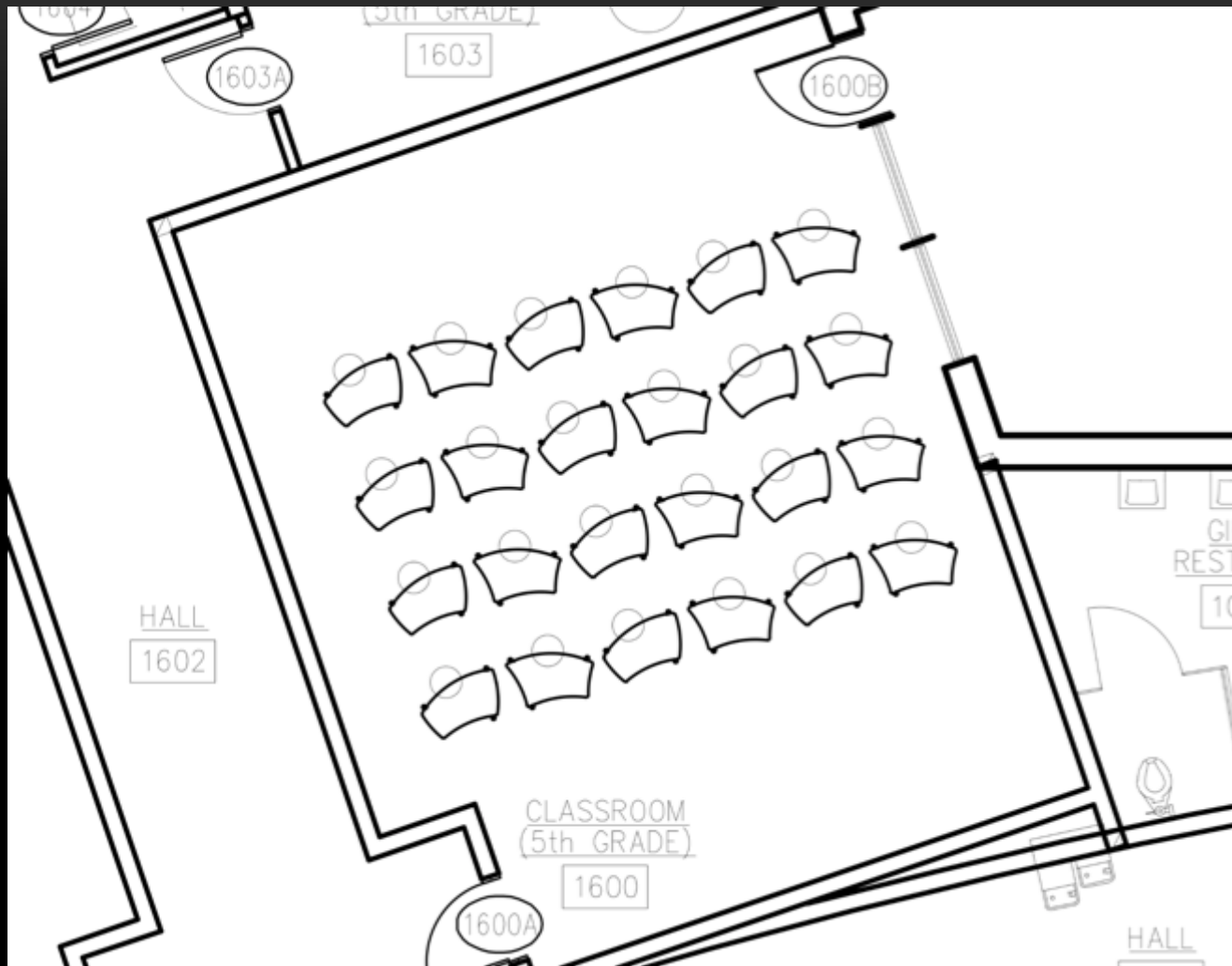
Design



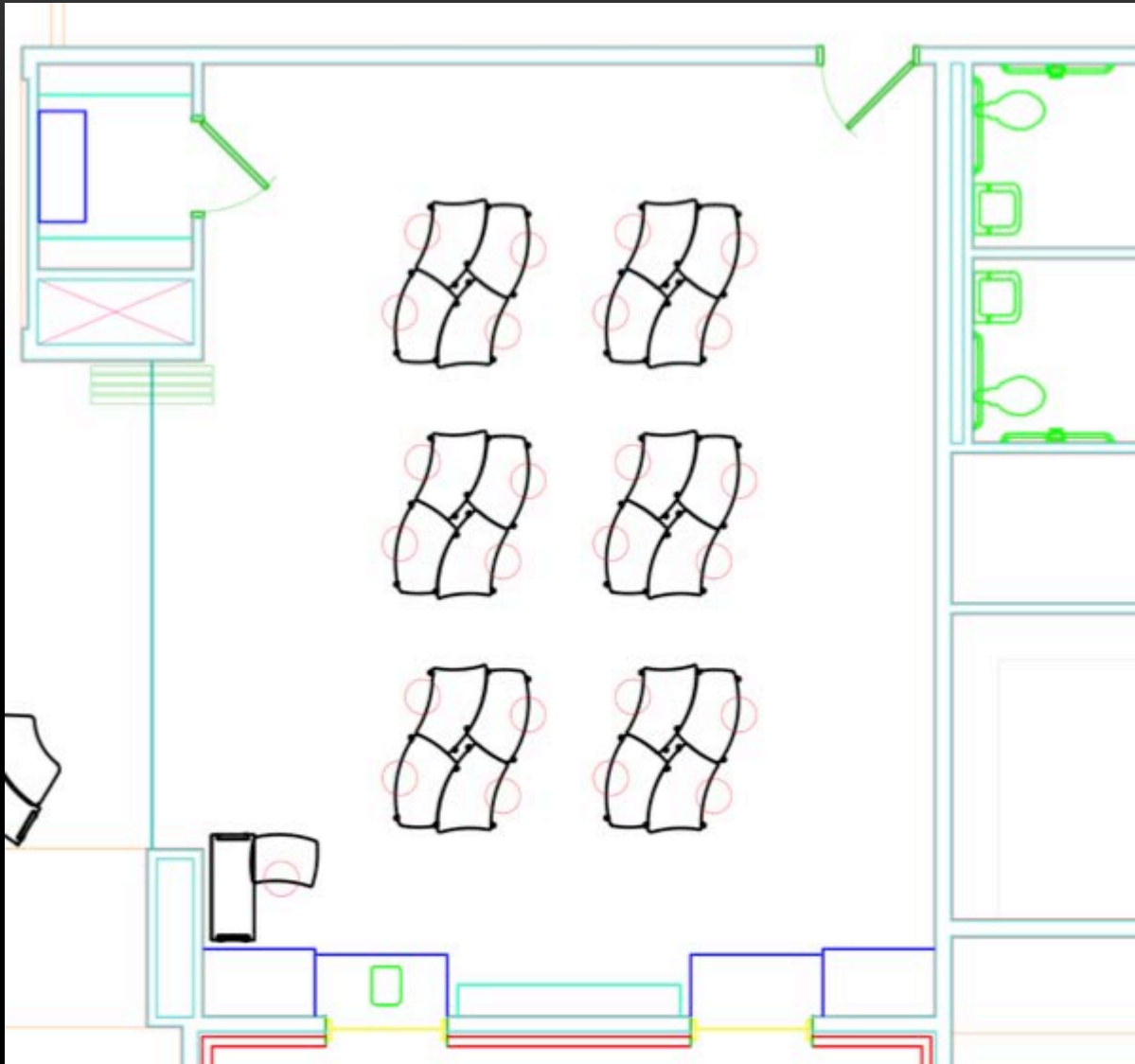
Cost of Ownership



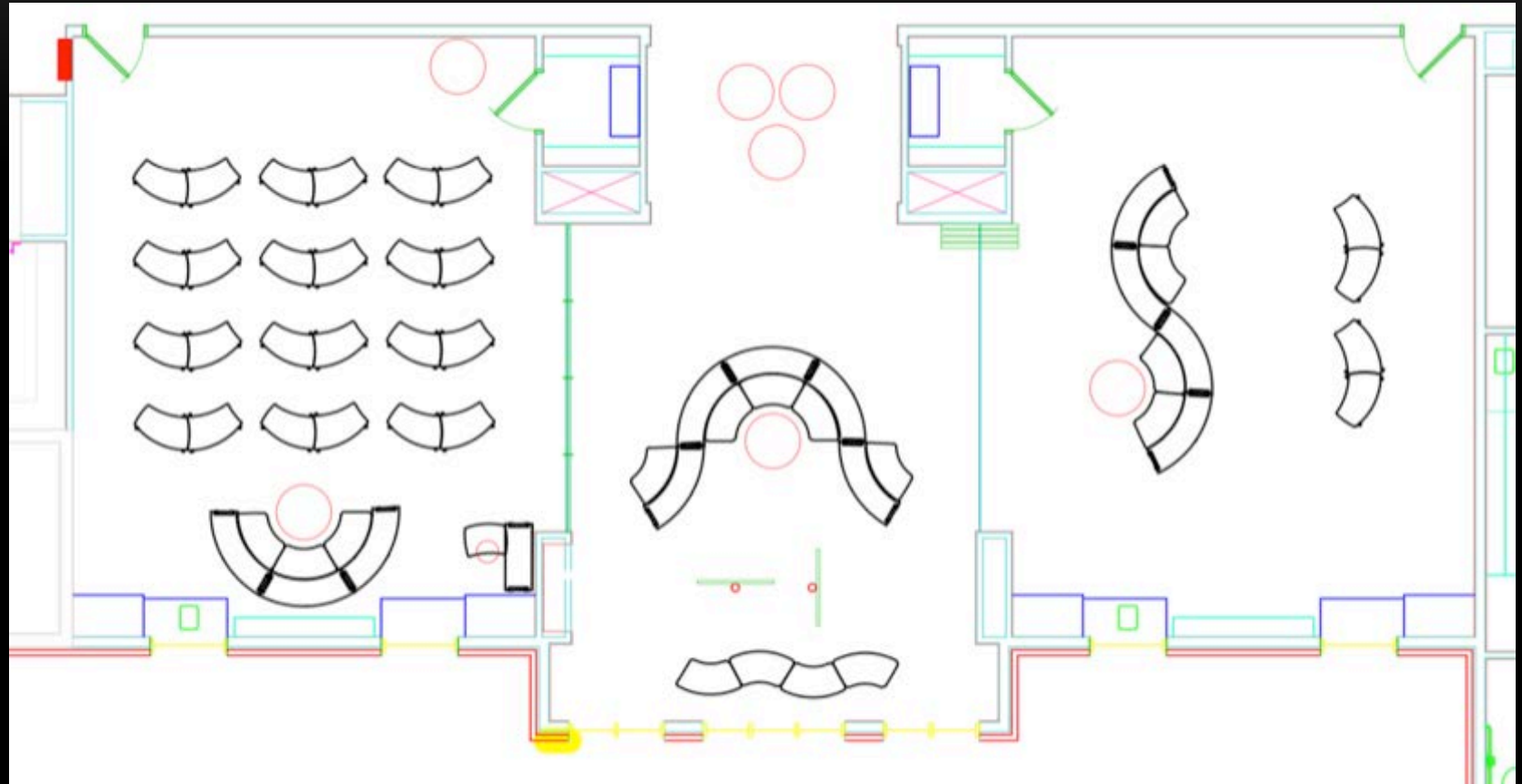
26 Positions in 748 SF



Transitional Period



Transitional Period



Plan of 3 Conjoining Classrooms



Our Results



What We learned



Agile

WHAT WE LEARNED



Map
of the
United States













Created Environments



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