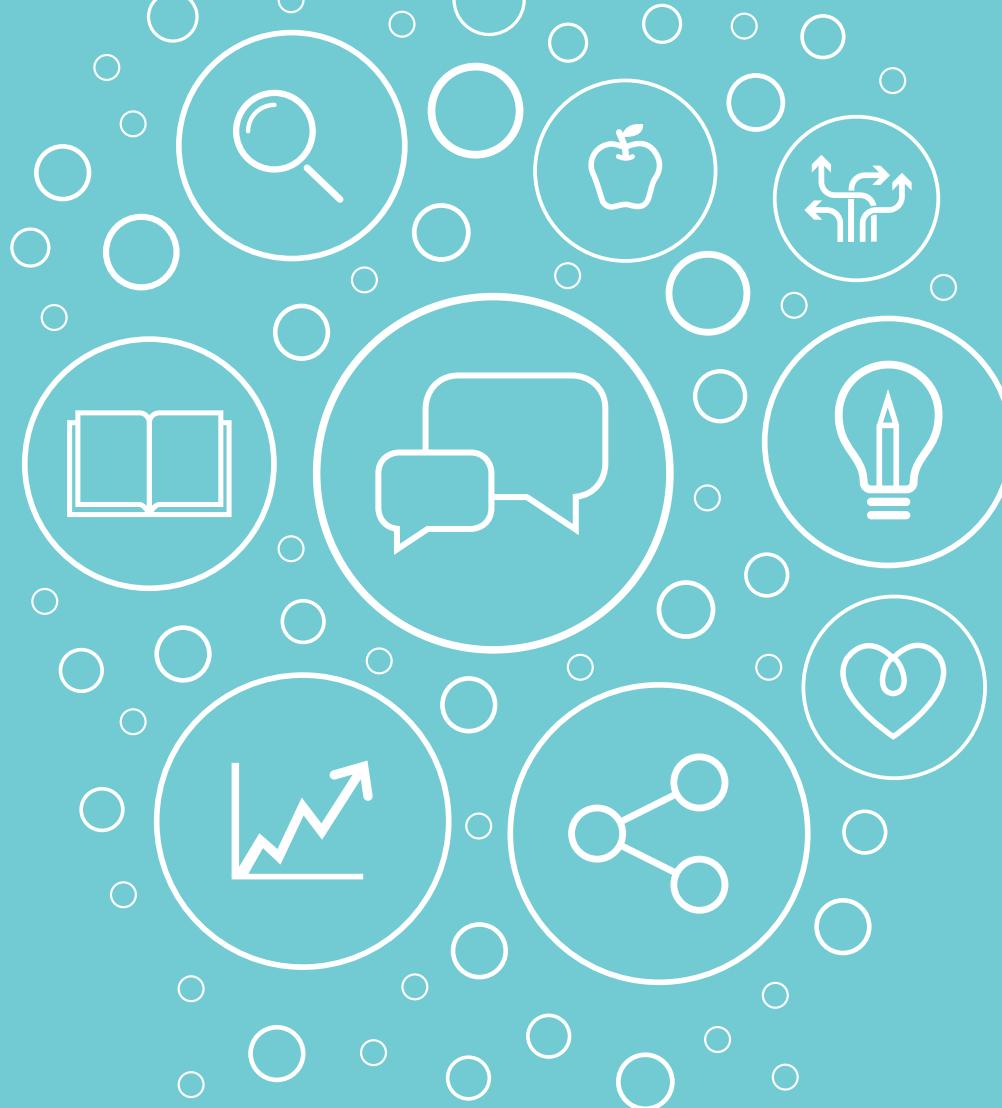


LITTLE



THE IMMERSIVE WORKPLACE

CREATING A TRANS-DISCIPLINARY LEARNING/WORKING ENVIRONMENT

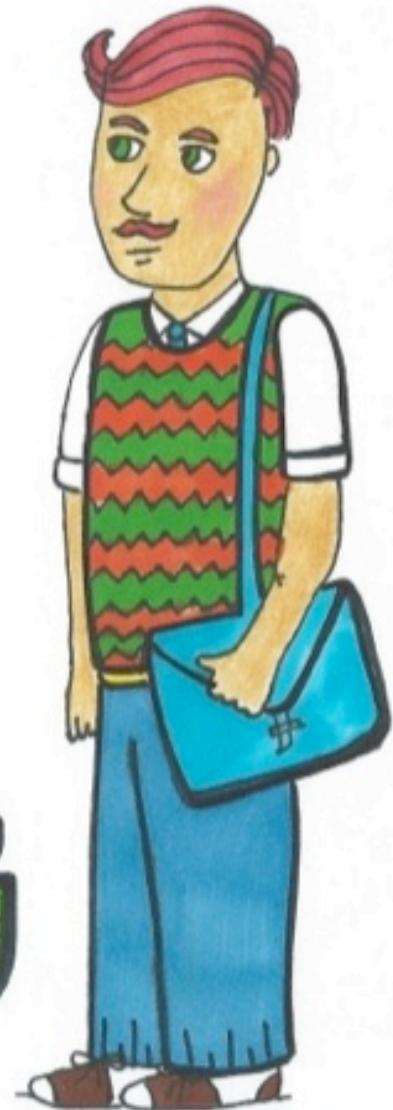
JIM THOMPSON & TOMAS JIMENEZ-ELIAESON

Today's workplace is a **DINOSAUR** in its ability
to accommodate change / needs.



innovation, collaboration, intersection, **IMMERSIVE...**

MORE BUZZWORDS To STOP USING



WORKplace is a red herring



The image captures a modern office environment. In the foreground, a large, light-colored wooden pillar stands prominently. To its right, a vibrant red, modern-style chair is positioned. Further to the right, a massive wall mural features the word "Adobe" in a large, white, textured font. Above the letters "dobe", there is a large, white, stylized arrow pointing upwards and to the left. The background shows a spacious office area with several people working at white desks. The ceiling is exposed, revealing a network of pipes and ductwork, along with blue insulation panels. The floor is covered in a grey carpet.

Adobe





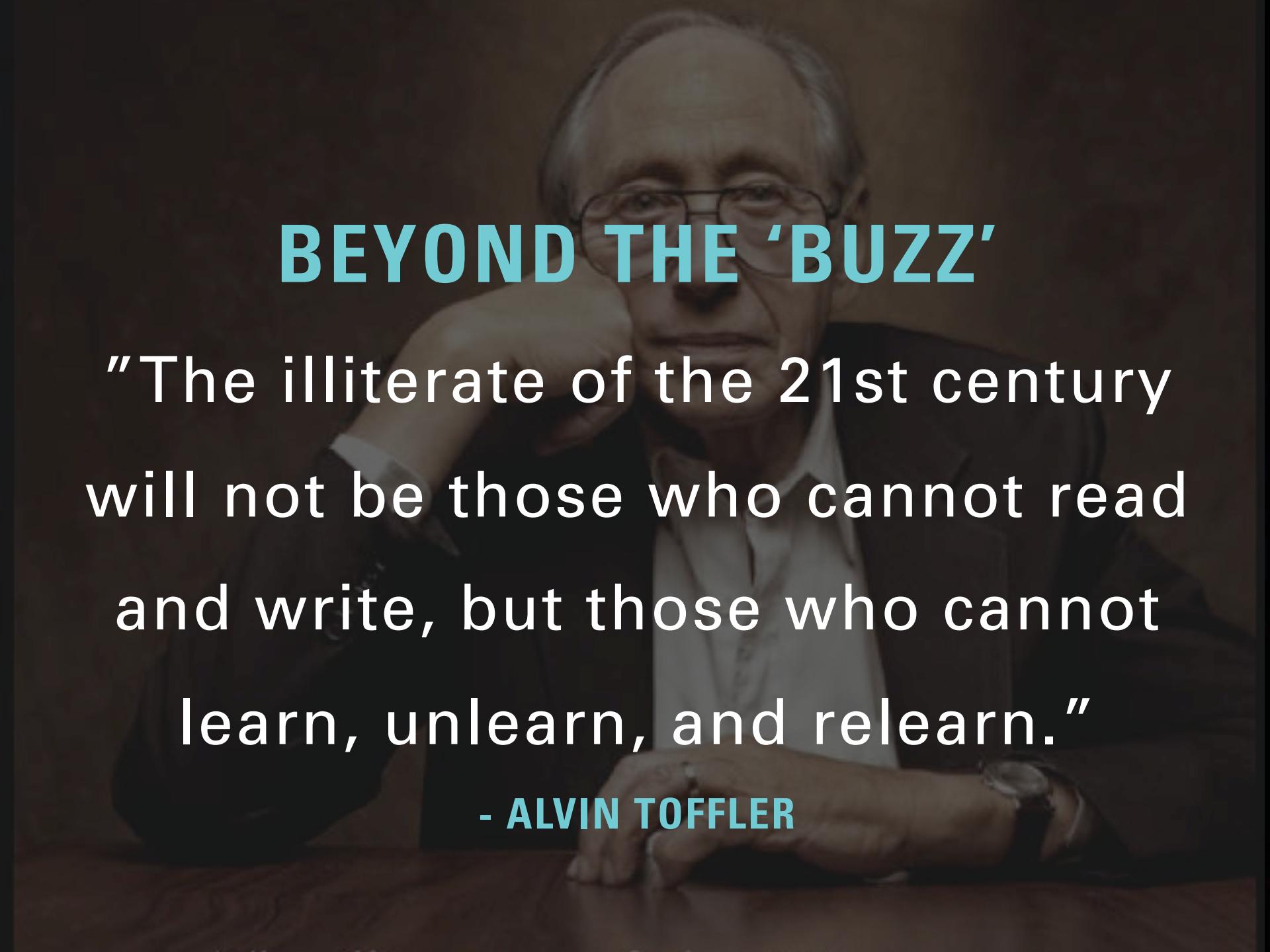






it should be:
**SHARING &
HARNESSING
KNOWLEDGE &
INFORMATION**

...place

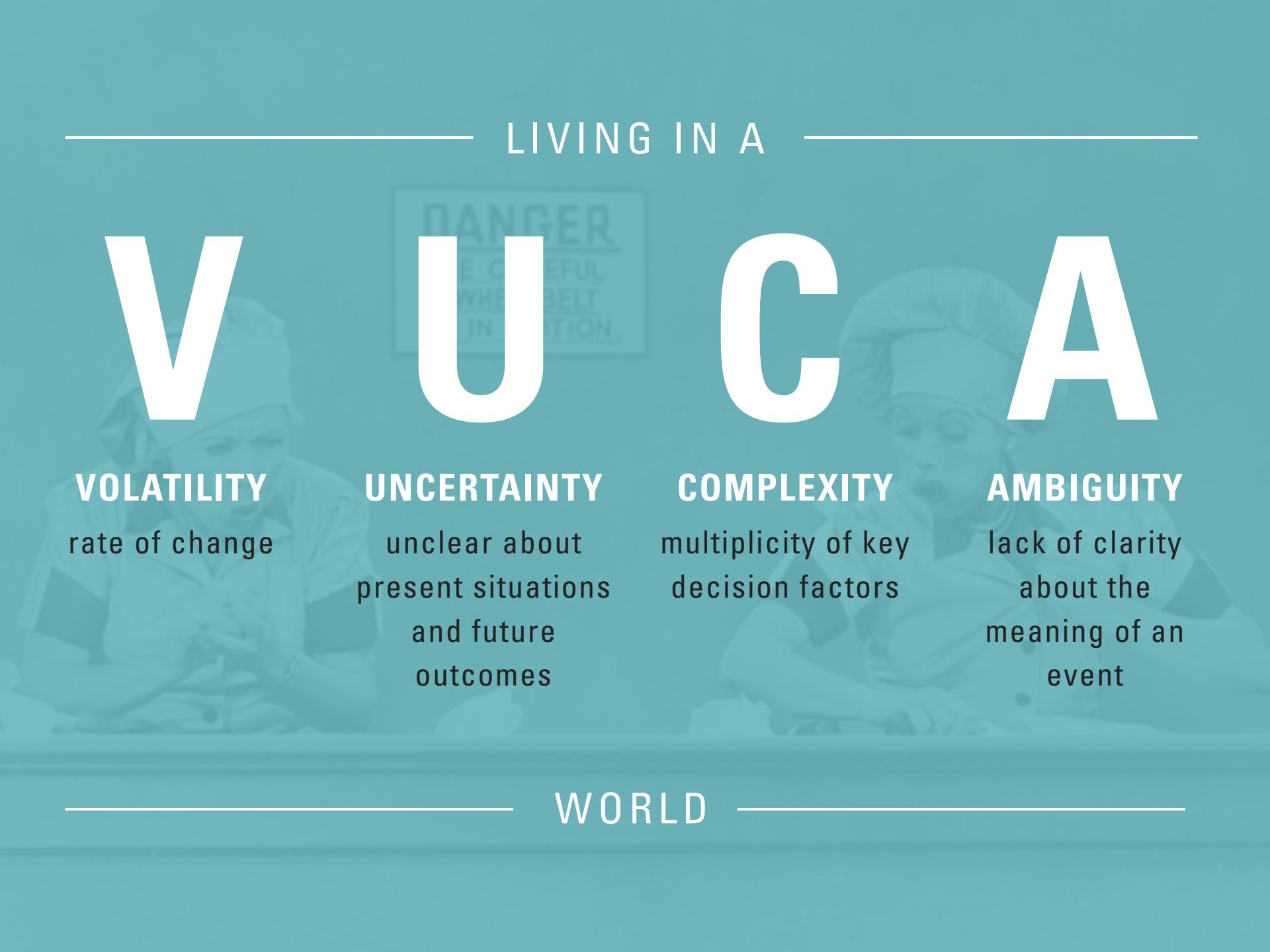
A black and white portrait of Alvin Toffler, an elderly man with glasses, resting his chin on his hand. He is wearing a suit and tie. The background is dark.

BEYOND THE 'BUZZ'

"The illiterate of the 21st century will not be those who cannot read and write, but those who cannot learn, unlearn, and relearn."

- ALVIN TOFFLER

LIVING IN A V U C A

A photograph of a man wearing a hard hat and safety glasses, looking towards the camera. In the background, there is a 'DANGER' sign that reads 'DANGER USE CAREFUL WHEN BELT IN POSITION.'

VOLATILITY

rate of change

UNCERTAINTY

unclear about
present situations
and future
outcomes

COMPLEXITY

multiplicity of key
decision factors

AMBIGUITY

lack of clarity
about the
meaning of an
event

WORLD

what do **COMPANIES** need?

92%

of industrial manufacturing
executives say **innovation**
is important to future
revenue growth

a highly
competitive
world

generate
& implement
ideas/patents

RELENTLESS NEED

TO

LEAD INNOVATION

realized only by having

WORLD-CLASS TALENT

that is highly competent, motivated and engaged

the most innovative companies are
GROWING SIGNIFICANTLY FASTER
than the least innovative

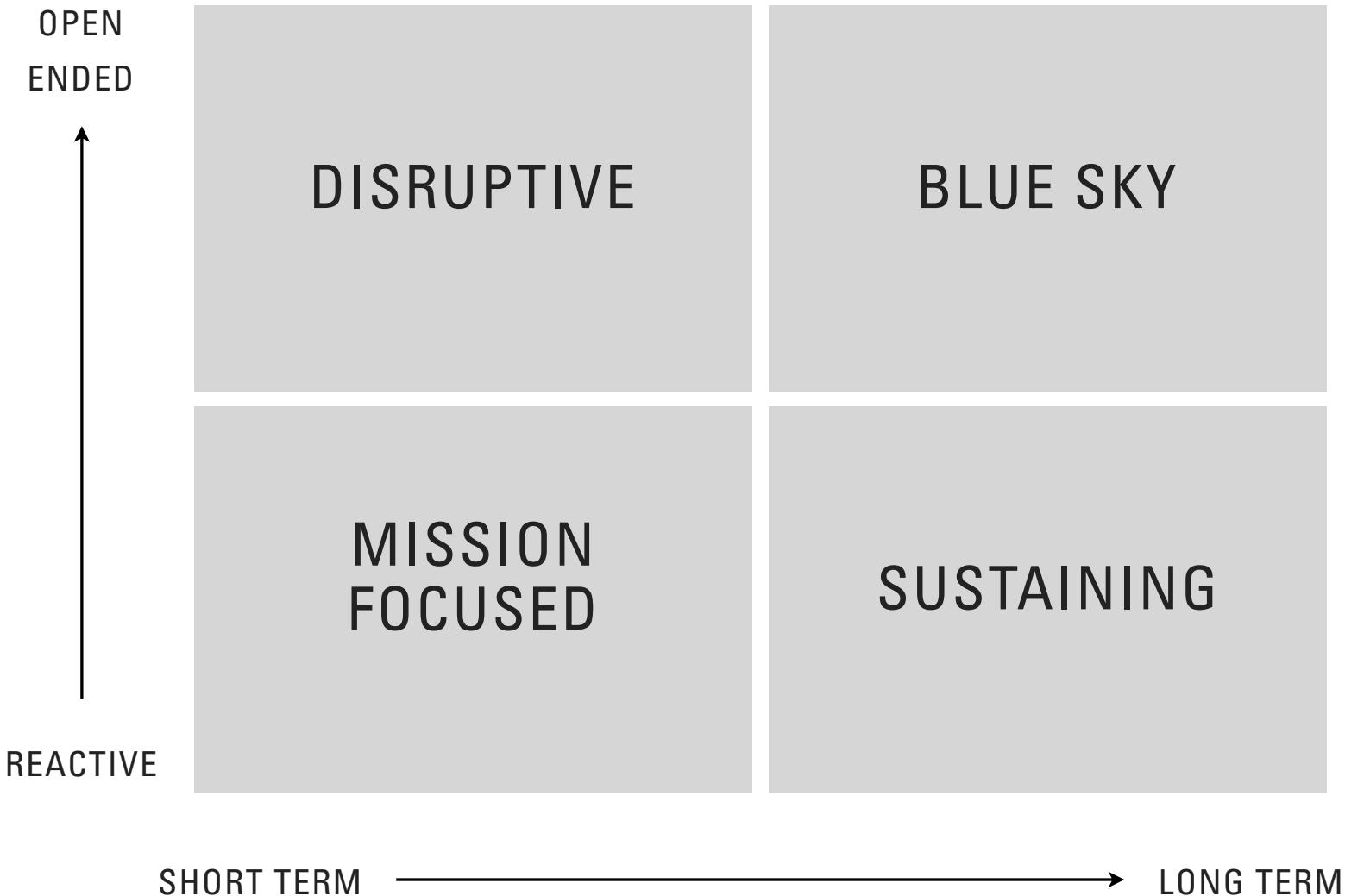


*20% most
innovative companies*
(11.3% year-on-year)



*20% least
innovative companies*
(3.2% year-on-year)

Microsoft's **INNOVATION** Platform



what do **EMPLOYEES** need?

TOP 5 FACTORS

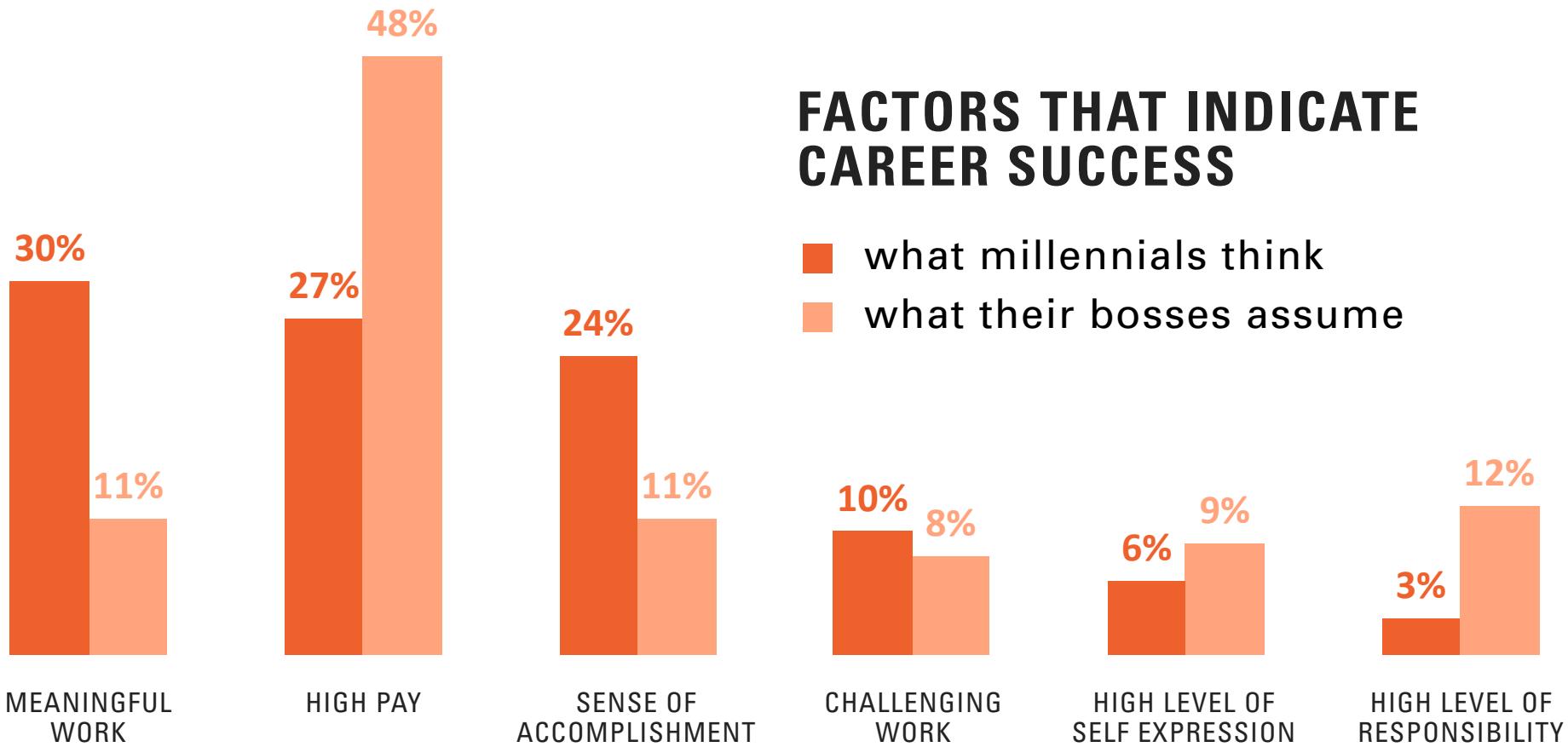
when deciding on a potential employer



success requires more than waging a war to acquire talent;
it requires that they **strategically develop** the talent

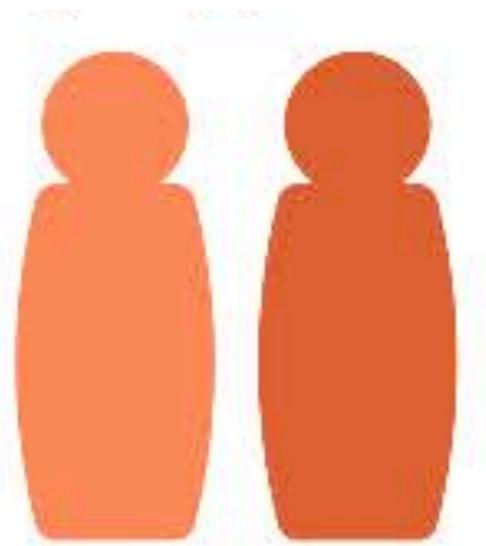
PURPOSEFUL WORK & MEANING

are more important to millennials than pay



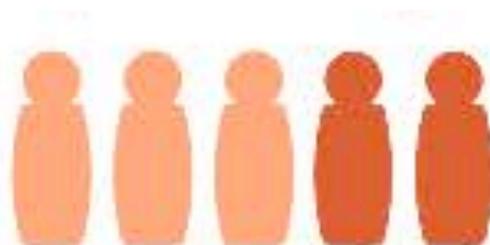
FUTURE WORKFORCE EXPECTATIONS

times are changing...



HALF OF MILLENNIALS

would rather have no job
than one they hate



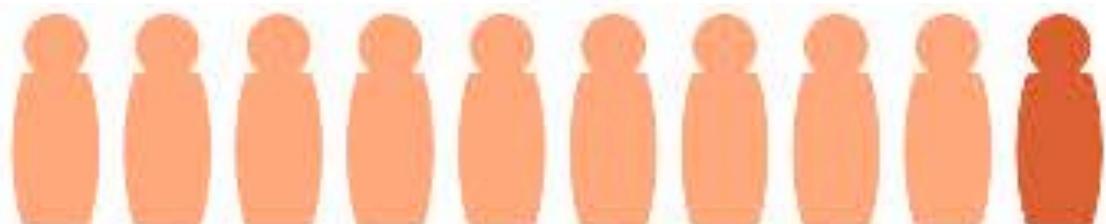
3 OUT OF 5

feel that they will switch jobs
in less than 5 years



4 OUT OF 5

want regular feedback from
their boss



9 OUT OF 10

think they deserve their dream job

FUTURE WORKFORCE EXPECTATIONS

times are changing...



1 OUT OF 4
say they are completely satisfied with their job

FUTURE WORKFORCE EXPECTATIONS

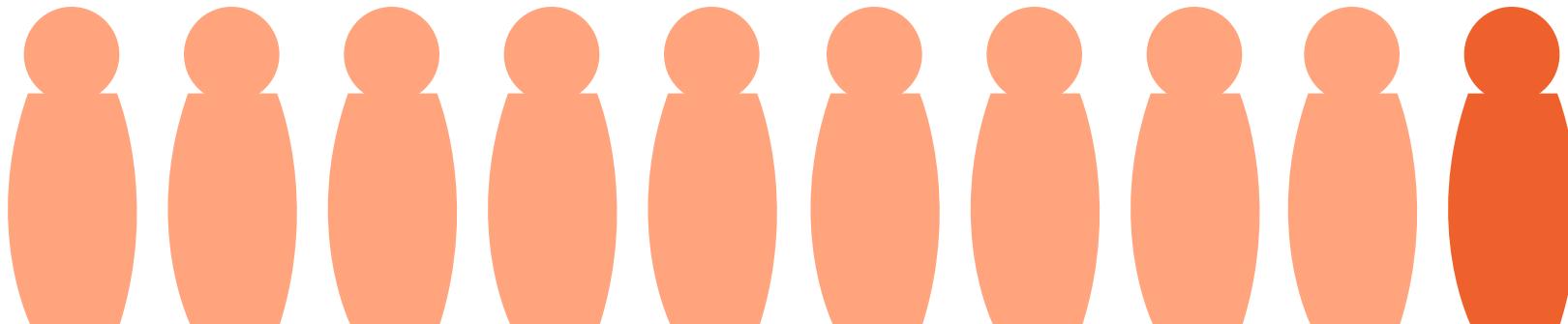
times are changing...

83%

want jobs where
their **CREATIVITY**
is valued

FUTURE WORKFORCE EXPECTATIONS

times are changing...

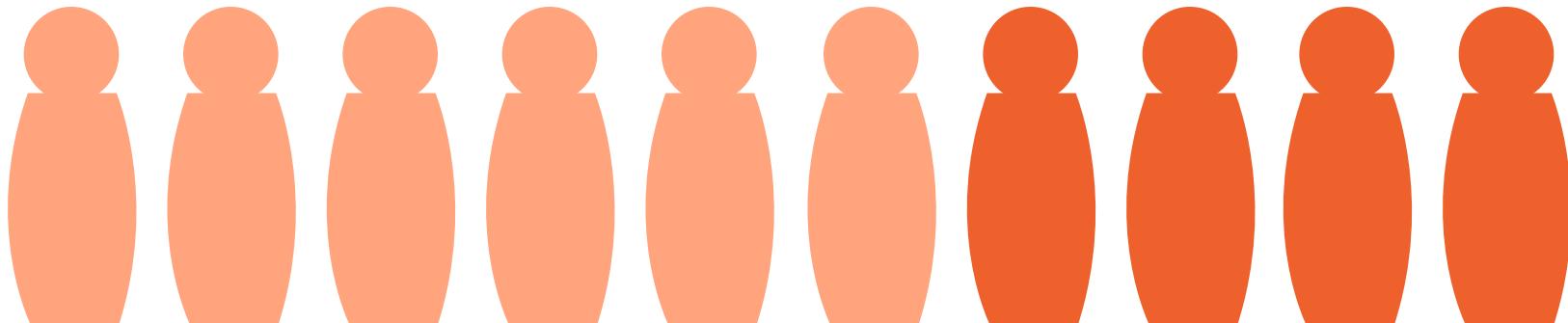


9 OUT OF 10

Want their jobs to offer a social and fun environment, **fewer cubicles and more brainstorms**. And 8 out of 10 think they should be allowed to make their own hours at work.

FUTURE WORKFORCE EXPECTATIONS

times are changing...



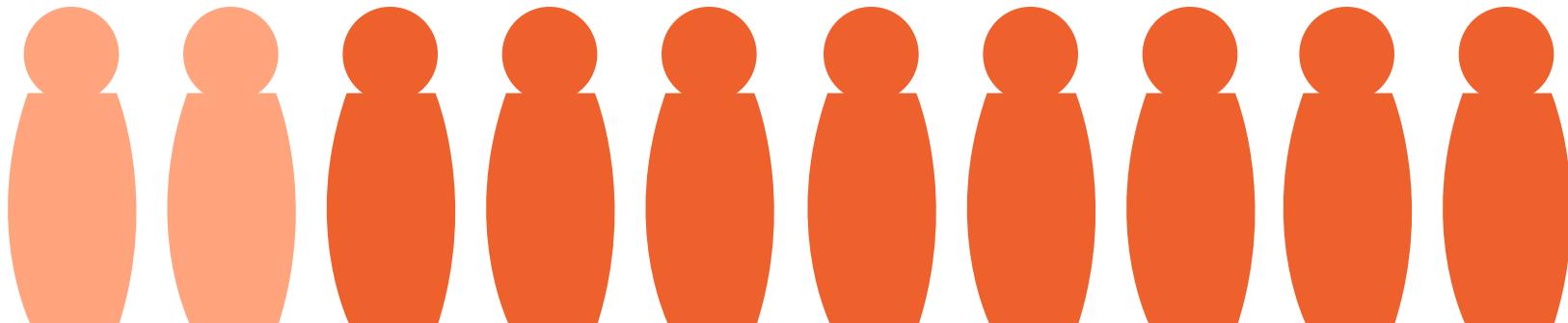
6 OUT OF 10

either want to start a business or have already started one



FUTURE WORKFORCE EXPECTATIONS

times are changing...

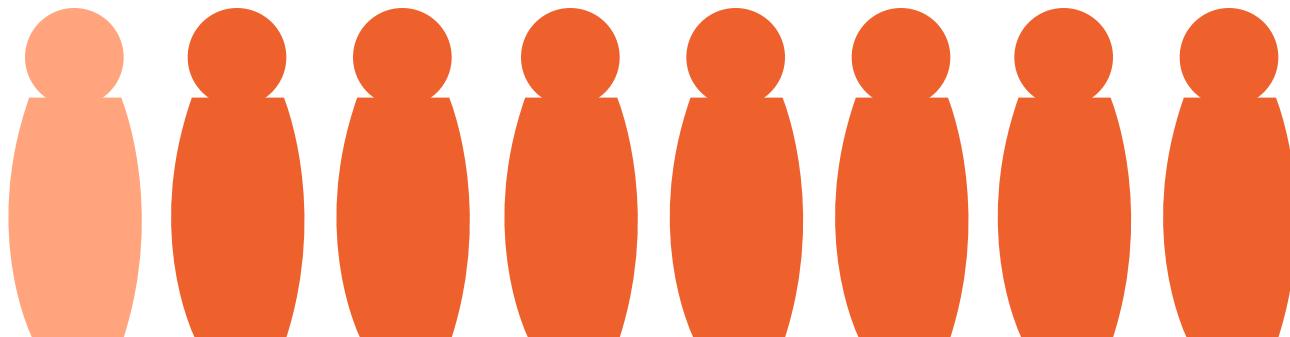


ONLY 2 OUT OF 10

want to be the leader at a large organization

FUTURE WORKFORCE EXPECTATIONS

times are changing...



ONLY 1 OUT OF 8
employees **worldwide** are engaged at work



we must increase

WORKPLACE ENGAGEMENT

the global economy depends on it

A classroom setting with several students at wooden desks, looking down at their workbooks or papers. In the center, a male teacher wearing a red jacket and a white baseball cap is smiling and leaning over a student's desk, providing guidance. The room has colorful decorations on the walls, including a painting of a house and a vase of flowers.

Employees want to
grow their
expertise. They are
DESPERATE TO LEARN



In the future,
human capital will be the
most important kind of capital.

INVESTING IN PEOPLE

is not just a nice to have;
it is imperative for growth,
prosperity and progress.

so, what's **NEXT?**

A photograph of a man and a young boy sitting on a couch. The man is older, wearing a light-colored button-down shirt, and the boy is younger, wearing a plaid shirt. They are both looking down at a tablet device held by the man. The background is a blurred indoor setting.

today's learners are
tomorrow's workers



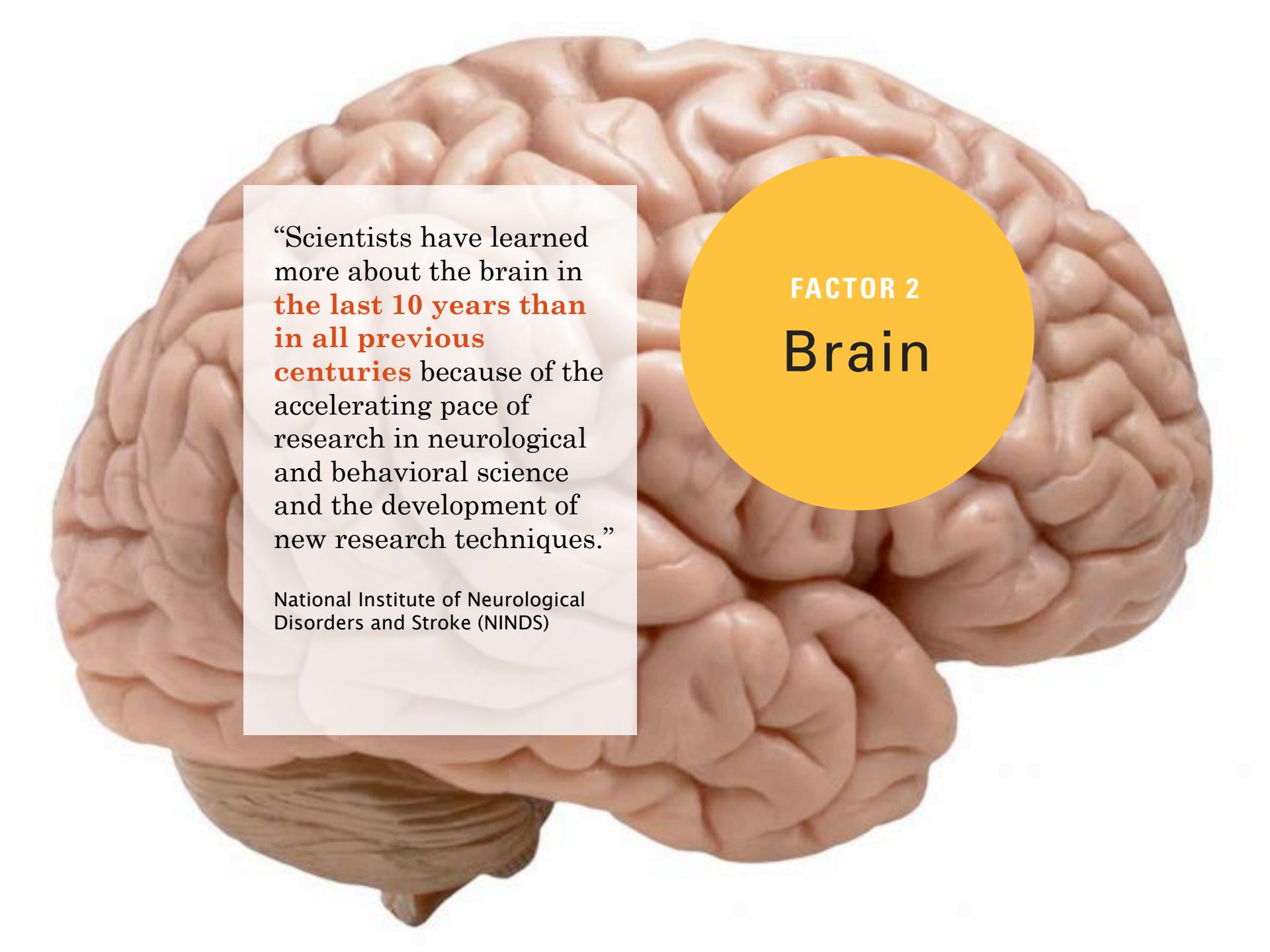
we are entering a

LEARNING REVOLUTION



FACTOR 1

Technology



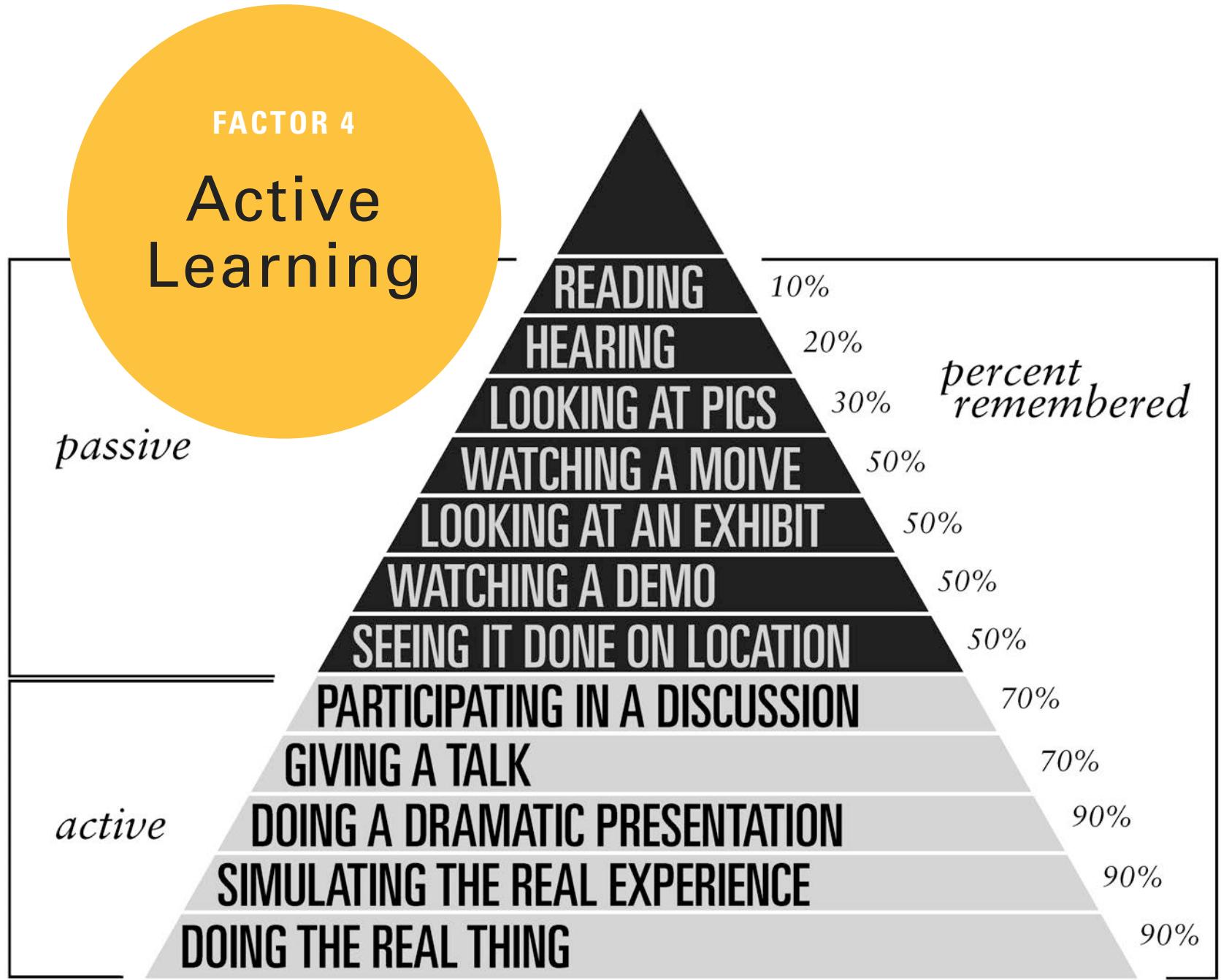
“Scientists have learned more about the brain in **the last 10 years than in all previous centuries** because of the accelerating pace of research in neurological and behavioral science and the development of new research techniques.”

National Institute of Neurological Disorders and Stroke (NINDS)

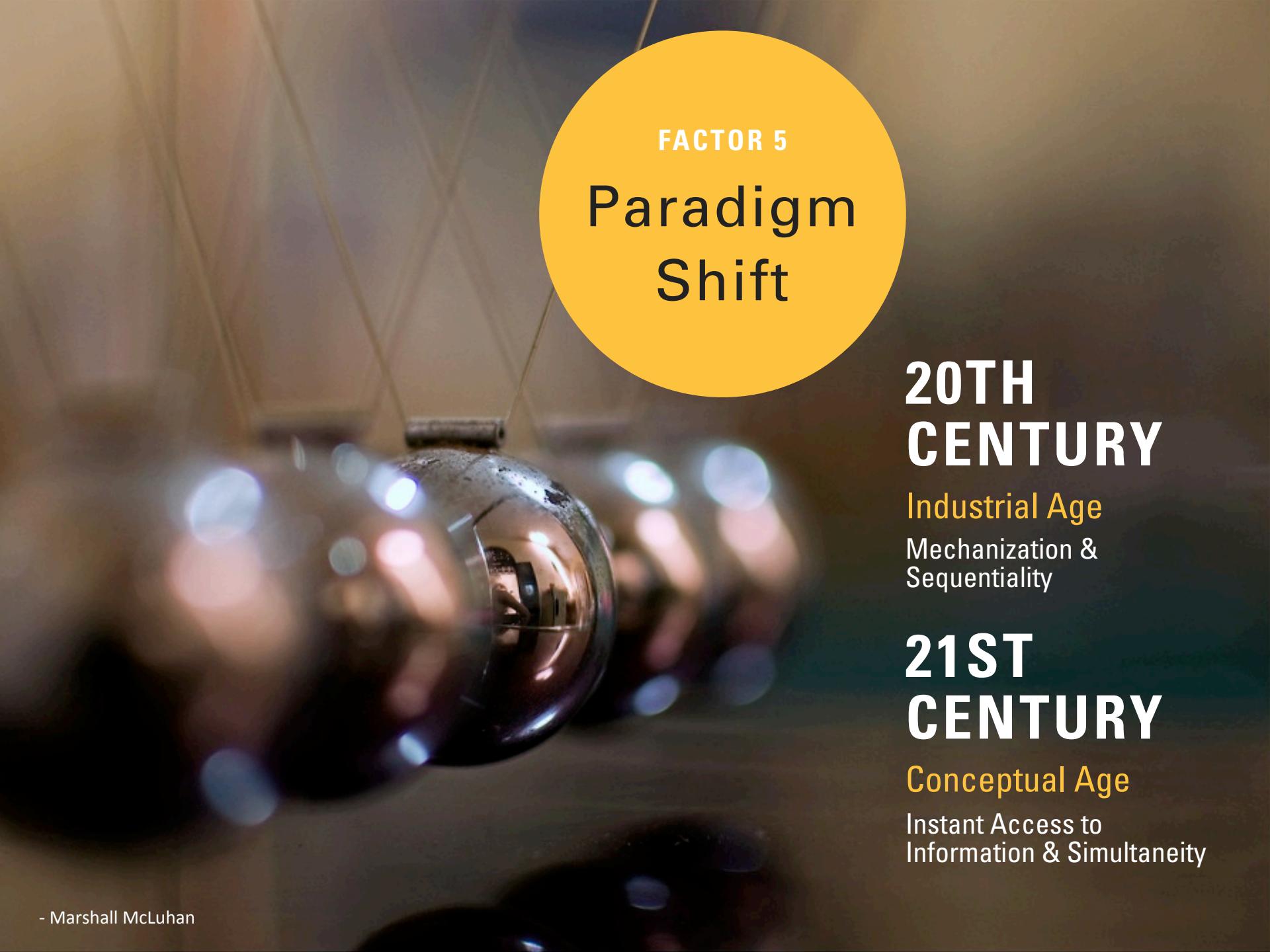
FACTOR 2 Brain



FACTOR 3
Customization



SOURCE - Active Learning - Creating excitement in the classroom. 1991. Bonwell and Eison

The background of the slide is a blurred photograph of a Newton's cradle. The silver-colored metal spheres are suspended by thin wires, and their motion is captured with a slow shutter speed, creating a sense of blur and movement. The background is a warm, golden-brown color.

FACTOR 5

Paradigm Shift

20TH CENTURY

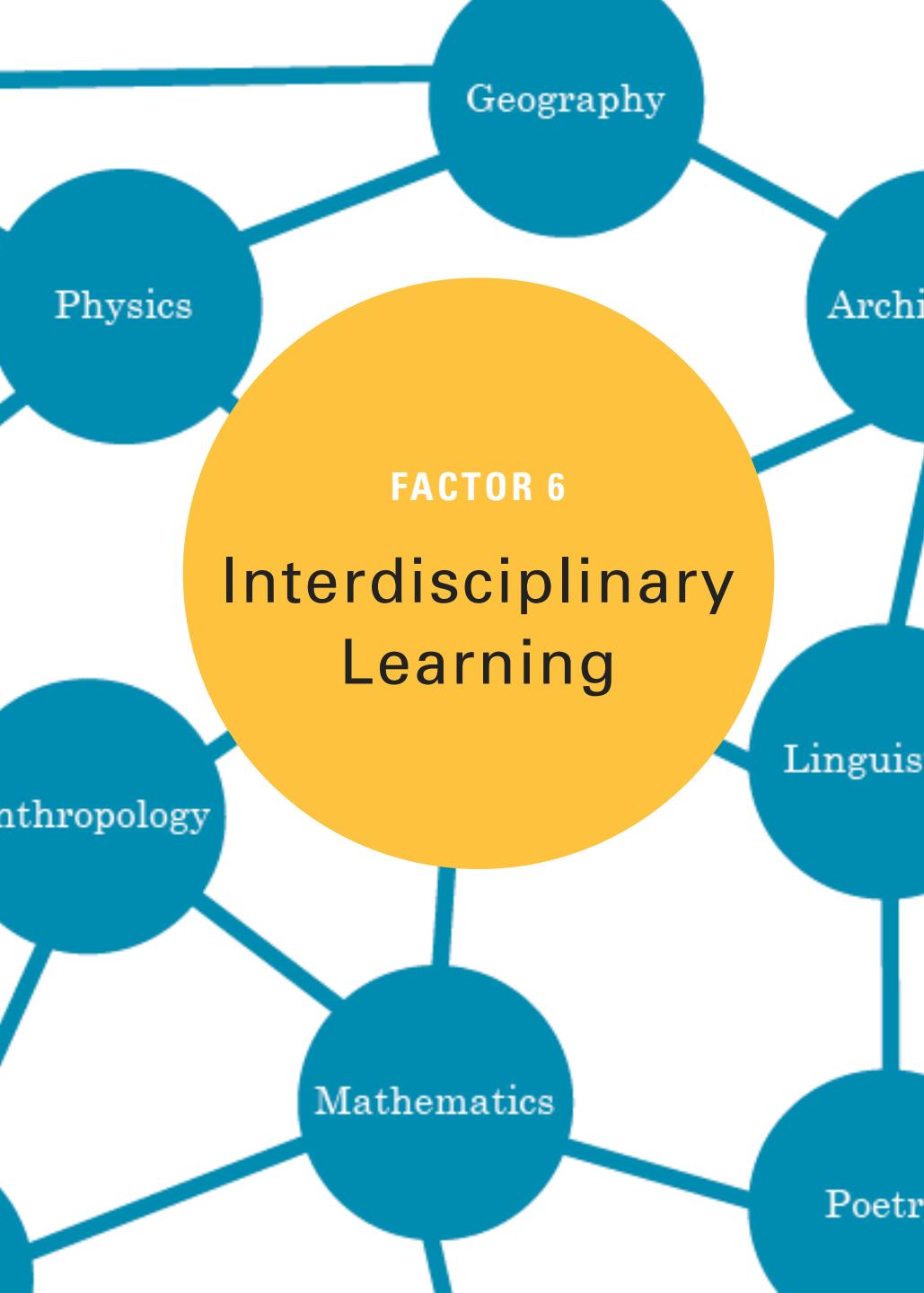
Industrial Age

Mechanization &
Sequentiality

21ST CENTURY

Conceptual Age

Instant Access to
Information & Simultaneity



20TH CENTURY

Linear Learning
1 isolated discipline per hour

21ST CENTURY

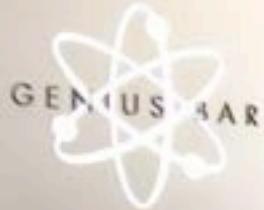
Asynchronous Cross-Disciplinary Learning
Multiple disciplines simultaneously

A photograph showing a group of children and an adult outdoors. They are leaning over a wooden structure, possibly a garden bed or a small bridge, looking down at something on the ground. The setting appears to be a school or community garden. The adult is a man with dark hair and a beard, wearing a dark zip-up jacket over a red shirt.

FACTOR 7

Relevance

learn here. apply there.



FACTOR 8

Redefining the role of the Teacher

guide, inspire, and troubleshoot

Photo credit: Apple Inc.

A photograph of a person looking through a large telescope mounted on a tripod. The scene is set outdoors at night, with a bright light source from behind the telescope creating a silhouette effect. In the background, other people are visible, some wearing high-visibility vests. The overall atmosphere is one of observation and discovery.

*“The problem-solving
process cannot be taught;
it has to be experienced”*

Ben Johnson

FACTOR 9

Experiential Learning



FACTOR 10

A shift in Learning Environments

typologies of

LEARNING • SPACE

① THINK



② CREATE



③ DISCOVER



④ IMPART



⑤ EXCHANGE



typologies of

LEARNING · SPACE

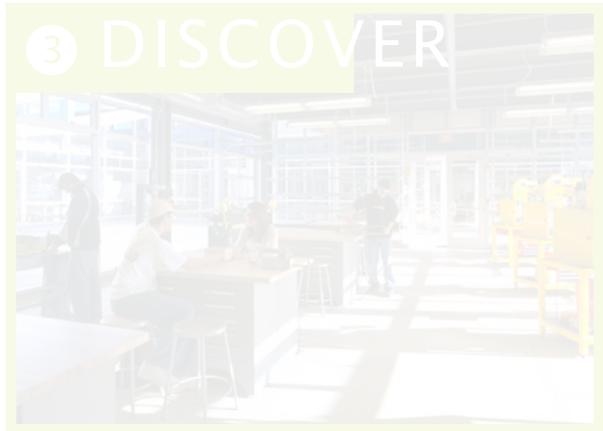
① THINK



② CREATE



③ DISCOVER



④ IMPART



⑤ EXCHANGE



THINK-SCAPE

A Space that **Supports** a “Thinking Curriculum”



THINK-SCAPE

A Space for **Research**



THINK-SCAPE

A Space for Critical Thinking



THINK-SCAPE

A Space for **Assessment**



THINK-SCAPE

A Space for Visual and Audio Recording



THINK-SCAPE

A Space for Individual Distance Learning



Immersive LearningScape



NEIGHBORHOOD

5 teachers / 120 students

Think-scape

Create-scape
Discovery-scape
Impart-scape
Exchange-scape



typologies of

LEARNING · SPACE

① THI



② CREATE



③ DISCO



④ IMPA



⑤ EXCHA



CREATE-SCAPE

A Space for Teamwork



CREATE-SCAPE

A Space for Collaboration



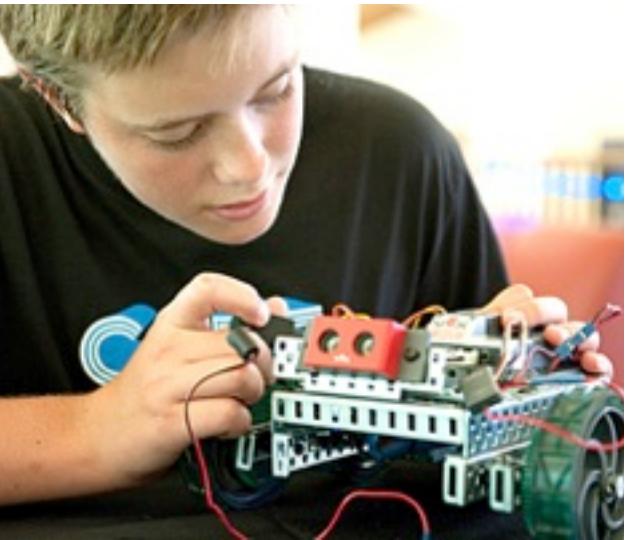
CREATE-SCAPE

A Space that **Supports** Communication

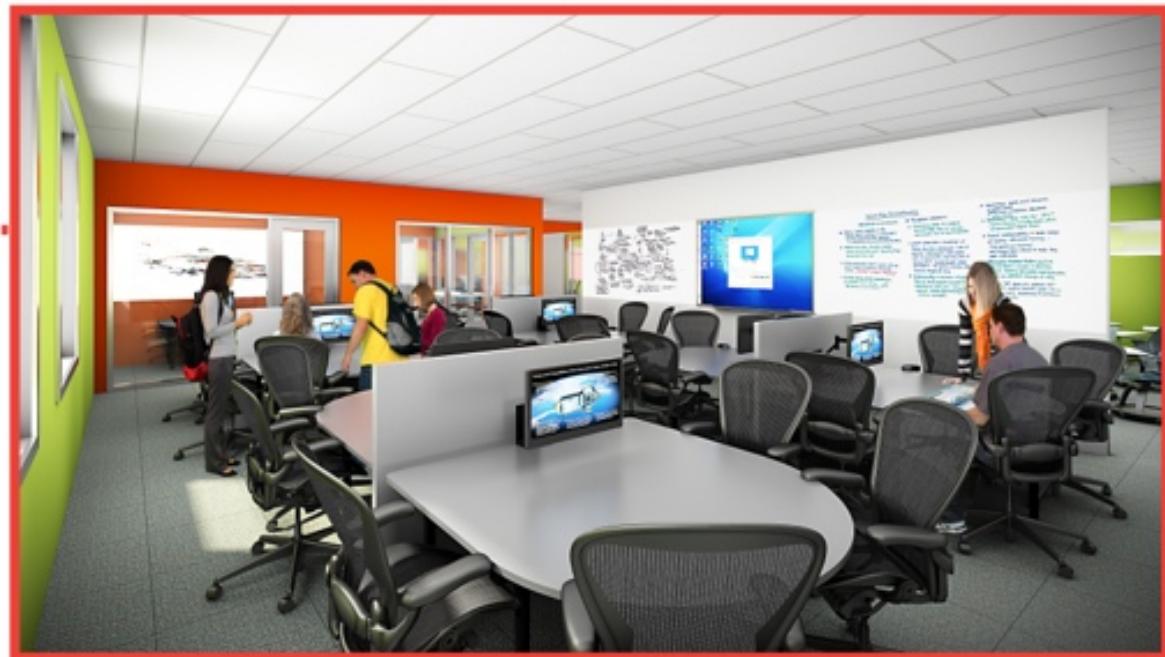


CREATE-SCAPE

A Space that **Supports STEM & STEAM Education**



Immersive LearningScape



NEIGHBORHOOD

5 teachers / 120 students

Think-scape

Create-scape

Discovery-scape

Impart-scape

Exchange-scape

CREATE-SCAPE

Project-Based Learning



typologies of

LEARNING • SPACE

1 THI



2 CRE



3 DISCOVER



4 IMPA



5 EXCHA



DISCOVER-SCAPE

A Space for **Hands On Investigative Learning**



DISCOVER-SCAPE

A Space for Tinkering



DISCOVER-SCAPE

A Space for Production



DISCOVER-SCAPE

A Space for Idea Application



DISCOVER-SCAPE

A Space for Specificity



Immersive LearningScape



NEIGHBORHOOD

5 teachers / 120 students

Think-scape

Create-scape

Discovery-scape

Impart-scape

Exchange-scape

typologies of

LEARNING · SPACE

1 THI



2 CRE



3 DISCO



4 IMPART



5 EXCHA



IMPART-SCAPE

A Space for Sharing



IMPART-SCAPE

A Space for Teaching



IMPART-SCAPE

A Space for Quick Lessons



IMPART-SCAPE

A Space for Group Distance Learning



X-43 Hypersonic Carrier
McDonnell Douglas X-43 used by the
Marine Corps AV-8A used by the
Learjet at the China Lake Naval
Research Laboratory, California.
It is a representative of a jet fighter's
ability to fly at hypersonic speeds.
The X-43 can fly at speeds up to
twice the speed of sound.

H CENTER

Immersive LearningScape



NEIGHBORHOOD

5 teachers / 120 students

Think-scape

Create-scape

Discovery-scape

Impart-scape

Exchange-scape



typologies of

LEARNING · SPACE

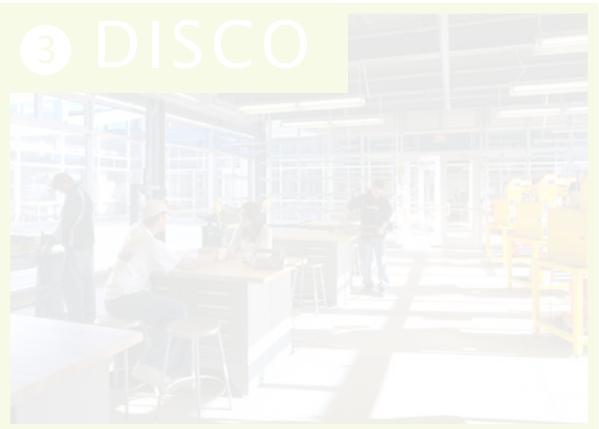
1 THI



2 CRE



3 DISCO



4 IMPA



5 EXCHANGE



EXCHANGE-SCAPE

A Space for Social Learning



EXCHANGE-SCAPE

A Space for Co-Planning & Co-Teaching



EXCHANGE-SCAPE

A Space for Informal Conversation

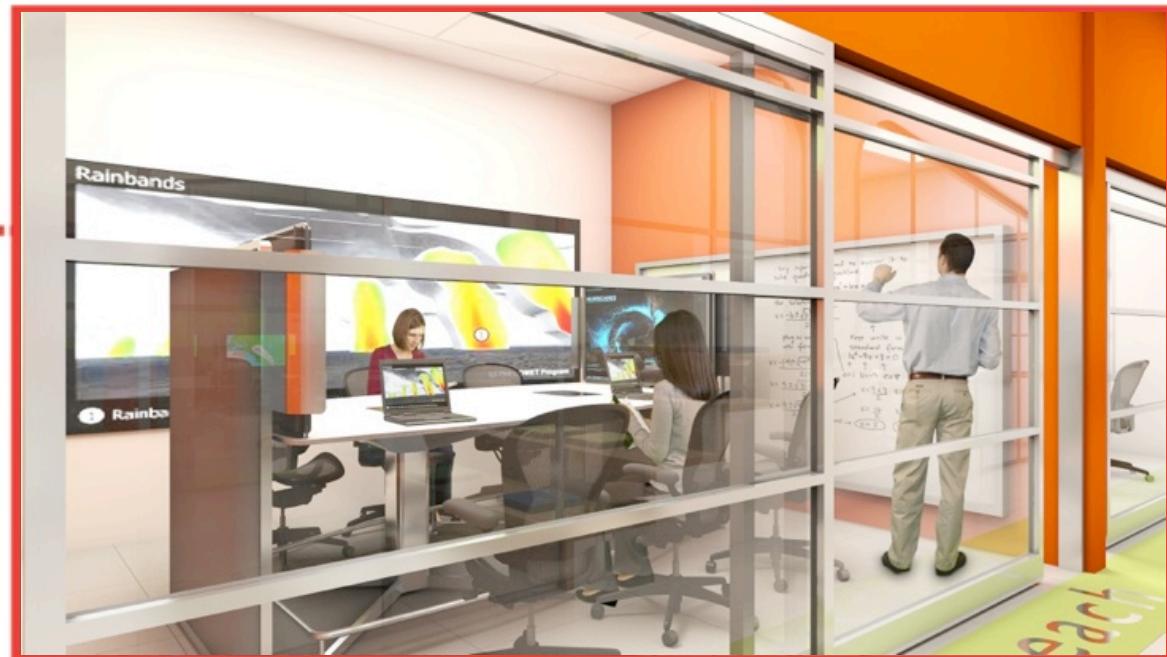


EXCHANGE-SCAPE

A Space for Exhibiting



Immersive LearningScape



NEIGHBORHOOD

5 teachers / 120 students

Think-scape

Create-scape

Discovery-scape

Impart-scape

Exchange-scape



DESIGN THINKING IS

THE SEARCH FOR

a magical balance between,

BUSINESS AND ART;

STRUCTURE AND CHAOS;

INTUITION AND LOGIC;

CONCEPT AND EXECUTION;

playfulness and formality ; AND

CONTROL AND EMPOWERMENT.

—IDRIS MOOTEE

A photograph of a design thinking session. In the foreground, a person in a blue shirt sits on a modern orange and grey bench, looking up at a whiteboard. In the middle ground, a person in an orange shirt stands and writes on a whiteboard. The whiteboards are covered in various diagrams, notes, and sticky notes. The room has a modern, minimalist interior with other benches and a window in the background.

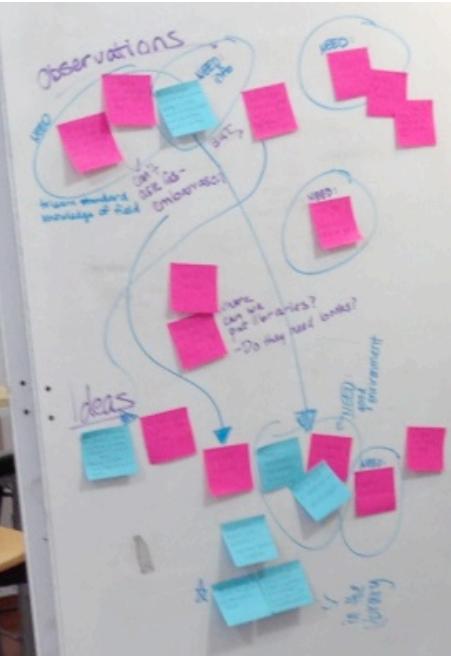
DESIGN THINKING

Stanford's D. School



DESIGN THINKING

Stanford's D. School



How
are you





DESIGN THINKING
Stanford's
D. School

F UNIVERSITIES
TRAINED LECTURES

No "tenure"

QUARTERS
don't
matter

Discover
NEW
THINGS

concept of
"class"
vanishes

liberation

Open-source
forum

EXPERIENCE

1 welcome
2 come back

STANFORD AGE

Manifesto
Revolution

Stanford
=
Forum

A → B
1, 2, 3
Experience +
solution, not
destination

WHAT IF STANFORD IS A PERIOD OF TIME WITH NO PHYSICAL LIMITS?

DESIGN THINKING
Stanford's
D. School

cover
NEW
THINGS

come back

WHAT IF UNIVERSITIES CONSTRAINED LECTURES AND LEARNINGS DOWN TO 7-MINUTE CHUNKS?

UNI PROTECTION

Universities decide to protect
interests with any means ne-

"First they fought over stud-
ies, then they fought over grants, and
now they're fighting over university-backed
entrepreneurs, and even peo-
ple who work at universities. No
wonder that universities are
hiring private military compa-
nies to protect their interests."

- The Wall

DESIGN THINKING
Stanford's
D. School

WHAT IF UNIVERSITIES
STRUCTURED EDUCATION
AROUND OUR LIFESPANS OF
1,000 YEARS?

Evolution

long-term

DESIGN THINKING
Stanford's
D. School



DESIGN THINKING @ THE NUEVA SCHOOL

By asking What do we need next? and using the stages on this chart, design thinkers craft a unique process for each particular project. As students become more mindful of the process they have used on previous projects, they build confidence in their ability to successfully navigate open-ended challenges.

MONITOR TEAM DYNAMICS (SEL)

Building upon Nueva's long history in teaching Social Emotional Learning (SEL), we have made team check-ins an explicit aspects of our Design Thinking process. Students have the opportunity to verbalize their concerns and brainstorm solutions collectively.

MOTIVATE & INSPIRE

Monitoring the motivation of a team and learning how to inspire a team are important qualities of an effective design thinker. If the various stages of the Design Thinking process are visited without an inherent enthusiasm or heightened motivation, the results are likely to be less than innovative. We help build the leadership skills and initiative of our students through our emphasis on this step.

PROJECT MANAGEMENT

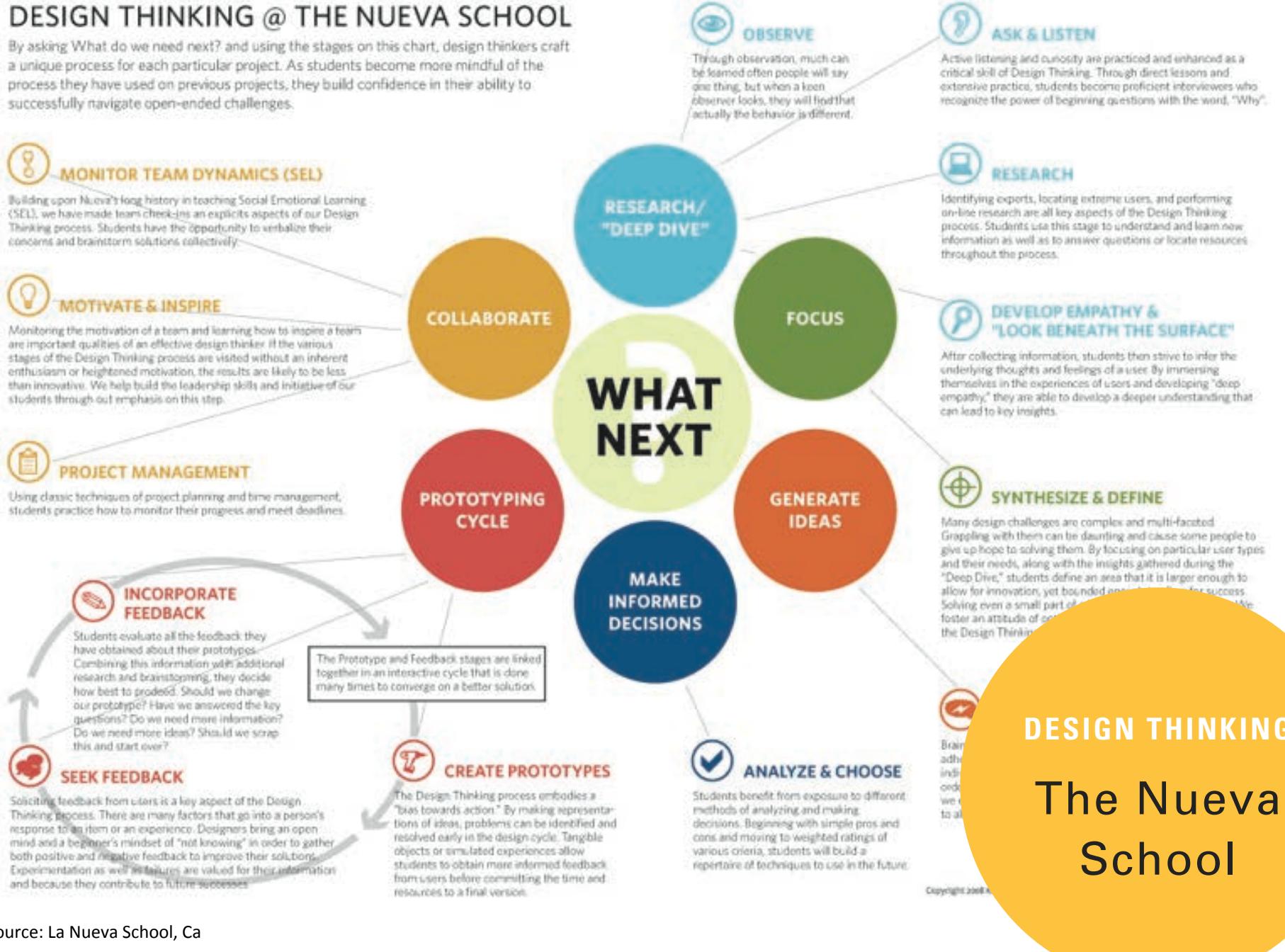
Using classic techniques of project planning and time management, students practice how to monitor their progress and meet deadlines.

INCORPORATE FEEDBACK

Students evaluate all the feedback they have obtained about their prototypes. Combining this information with additional research and brainstorming, they decide how best to proceed. Should we change our prototype? Have we answered the key questions? Do we need more information? Do we need more ideas? Should we start over?

SEEK FEEDBACK

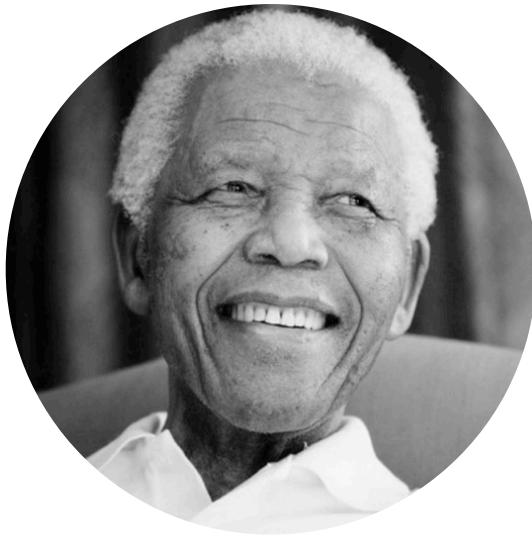
Soliciting feedback from others is a key aspect of the Design Thinking process. There are many factors that go into a person's response to an item or an experience. Designers bring an open mind and a beginner's mindset of "not knowing" in order to gather both positive and negative feedback to improve their solutions. Experimentation as well as failures are valued for their information and because they contribute to future successes.



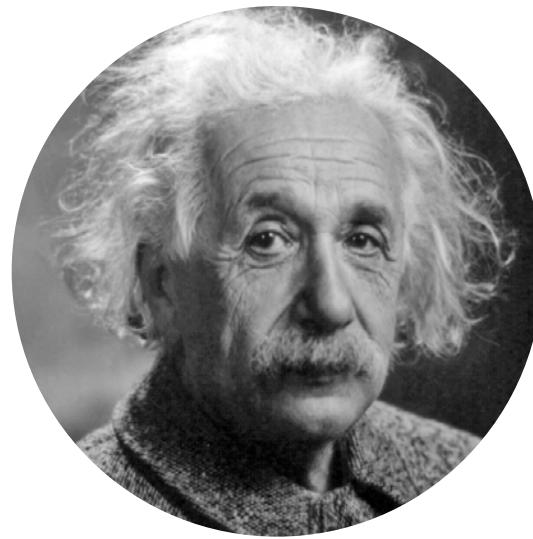


the **ROLE** of learning in the workplace

LIFE-LONG learning experience

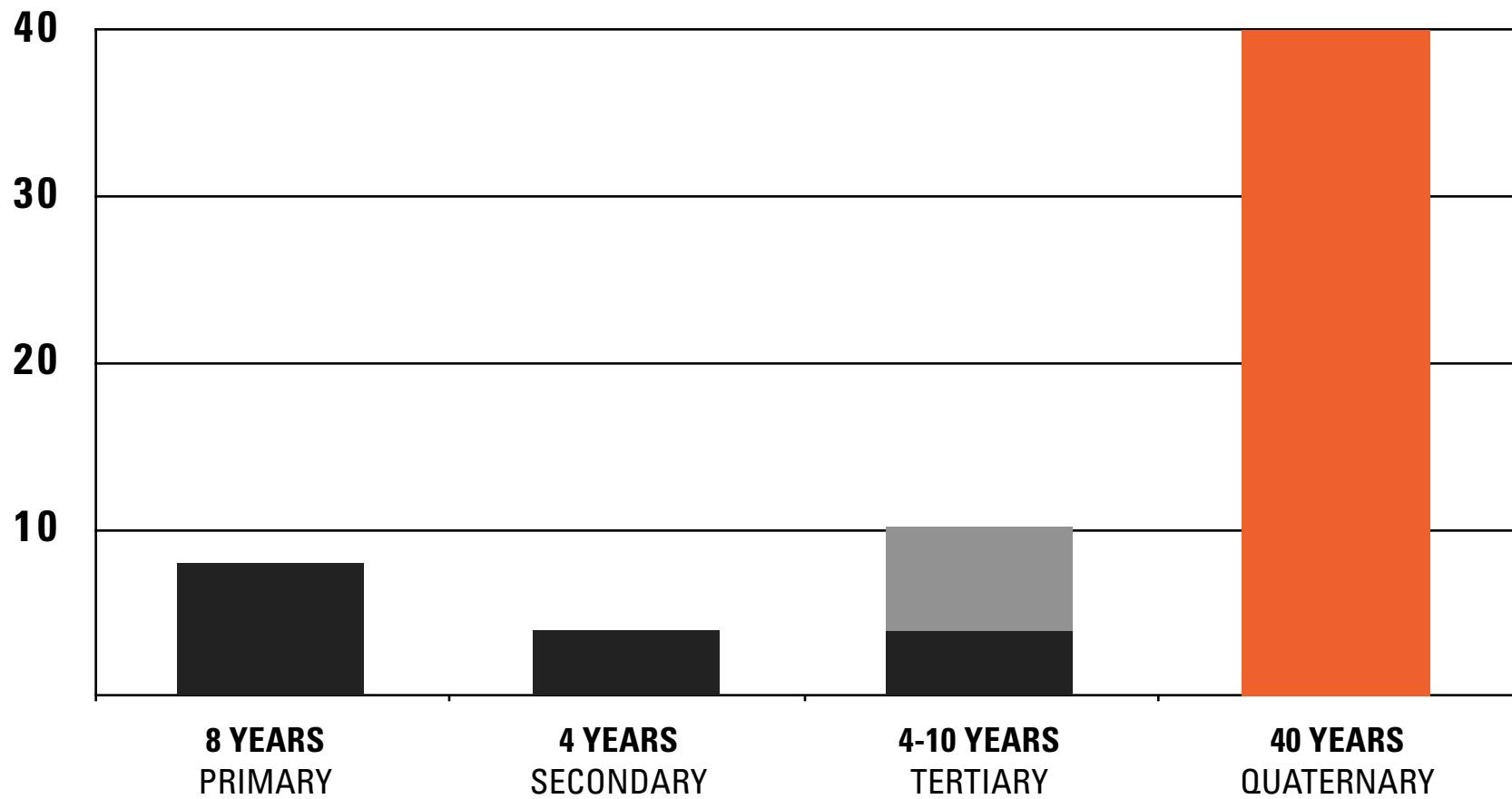


“Education is the most powerful weapon which you can use to change the world.”



“Once you stop learning, you start dying.”

LIFE-**LONG** learning experience

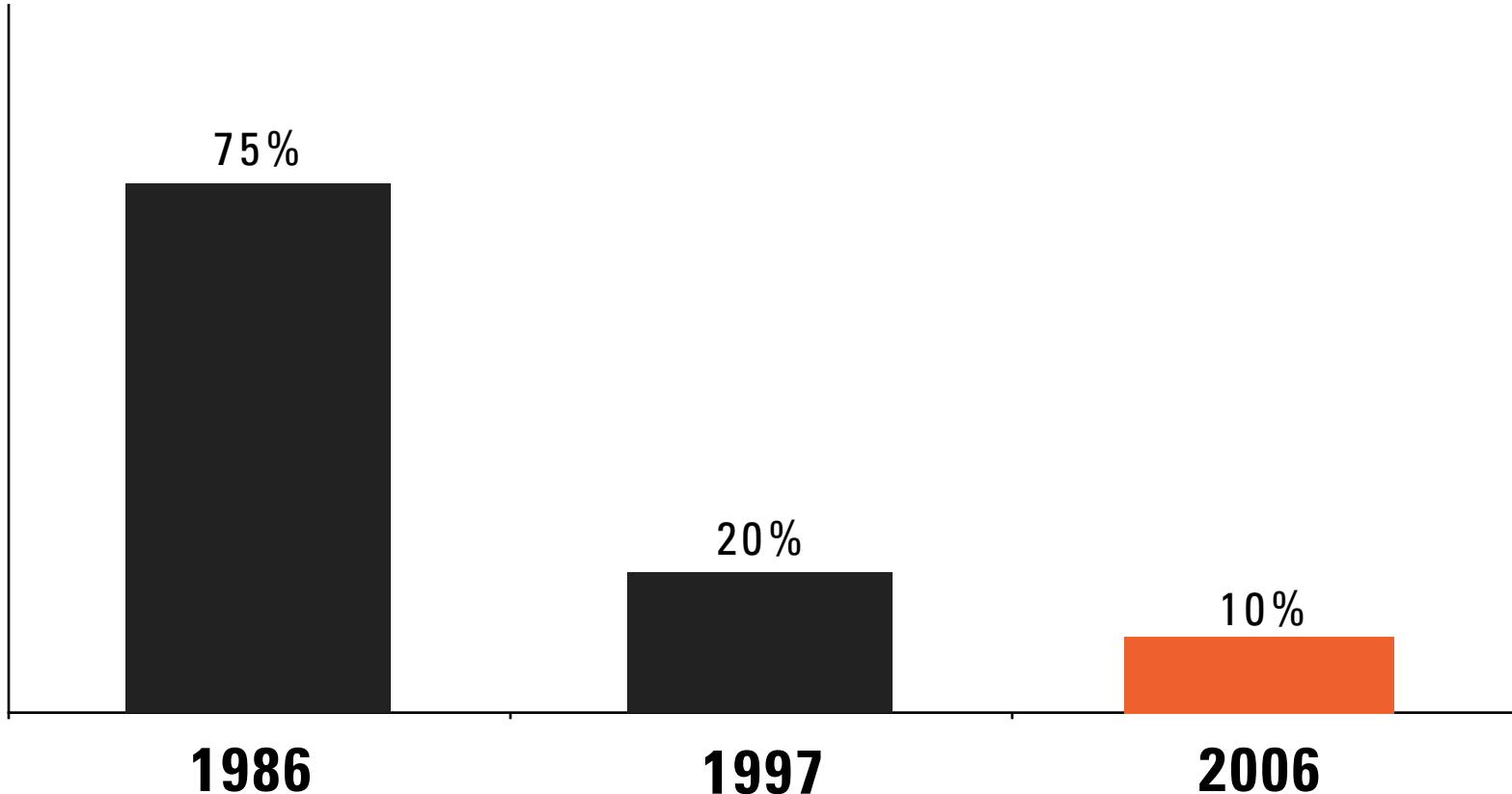


The background image shows a vibrant concert scene. A massive crowd of people is visible, many with their hands raised in the air. Confetti is falling from the ceiling, creating a festive atmosphere. Bright, colorful stage lights illuminate the scene, casting rays of light through the smoke and haze. The overall mood is energetic and celebratory.

IMMERSIVE WORLD

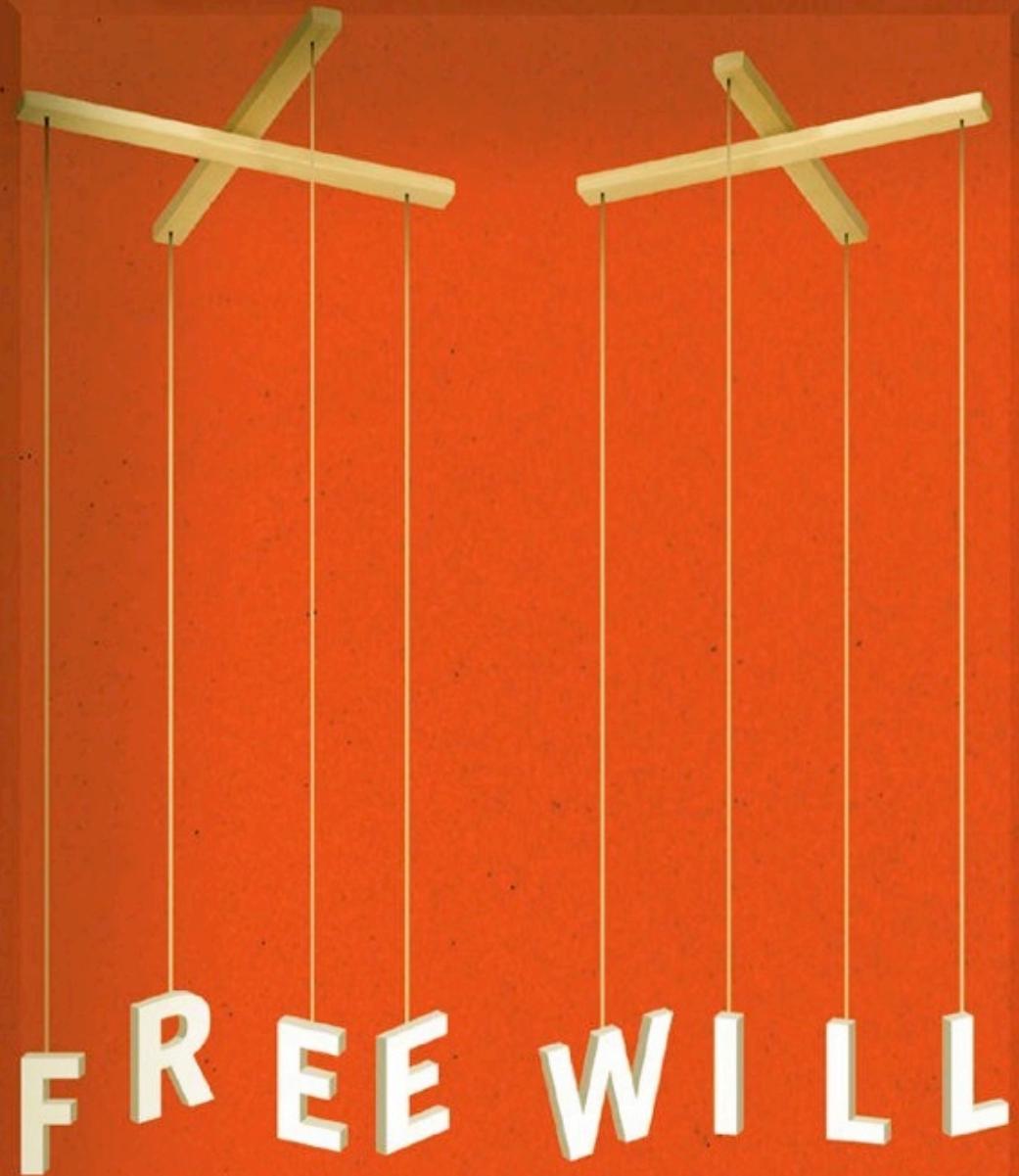
ideas and knowledge
are constantly
surrounding us

% KNOWLEDGE stored in your brain needed to do your job



How do we shift
the mindset from...

PUSHING
KNOWLEDGE TO
PEOPLE
TO
SUPPORTING
PARTICIPATION IN
THEIR PRODUCTIVE
INQUIRY



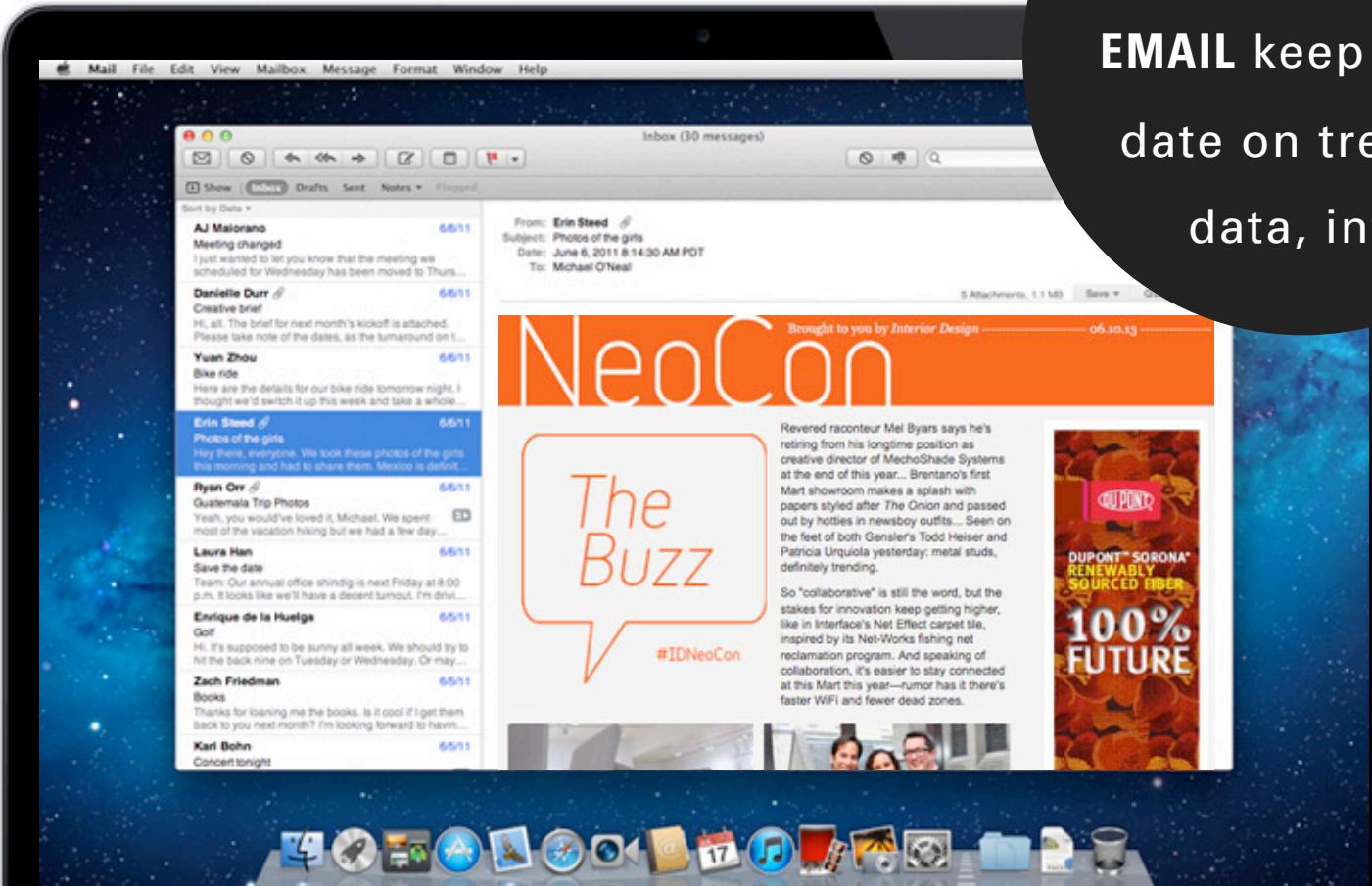
here are the top 5

WAYS PEOPLE LEARN

in the workplace

1

EMAIL keep up to date on trends, data, info



②

SOCIAL INTERACTION
in person
conversations



3

THE INTERNET

info, news, blogs,
research

The image shows a tablet device displaying the homepage of The New York Times. The top navigation bar includes 'SECTIONS' and 'SEARCH' on the left, and 'U.S.', 'INTERNATIONAL', and '中文网' (Chinese) on the right. Below the header, the title 'The New York Times' is prominently displayed. The date 'Friday, June 6, 2014' is shown, along with links for 'Today's Paper' and 'Personalize Your Weather'. A large video thumbnail in the center features a person in a dark shirt with the text 'What will your verse be?'. A small button at the bottom right of the video says 'Click for sound'. Below the video, there is a news article snippet: 'Vodafone Says Governments Can Tap Into Network at Will' by MARK SCOTT, published at 12:57 PM ET. To the right of the video, there is a sidebar for 'The Opinion Pages' with several links to editorials and op-ed pieces. The overall layout is clean and modern, typical of a digital news platform.



4

HANDS ON

doing, making,
creating



MAKER DAY AT MOVELINE

Work schedule is clean, and guaranteed to stay that way. No interviews, no standups, no checkins, nothing. Your time is completely your own.





5

PARTICIPATION

idea-sharing
involvement,
ownership

PIXAR STUDIO SCRUM SESSIONS

Daily morning meetings enable teams to communicate important ideas / problems to the entire crew at once and get candid feedback



All evidence tells us that

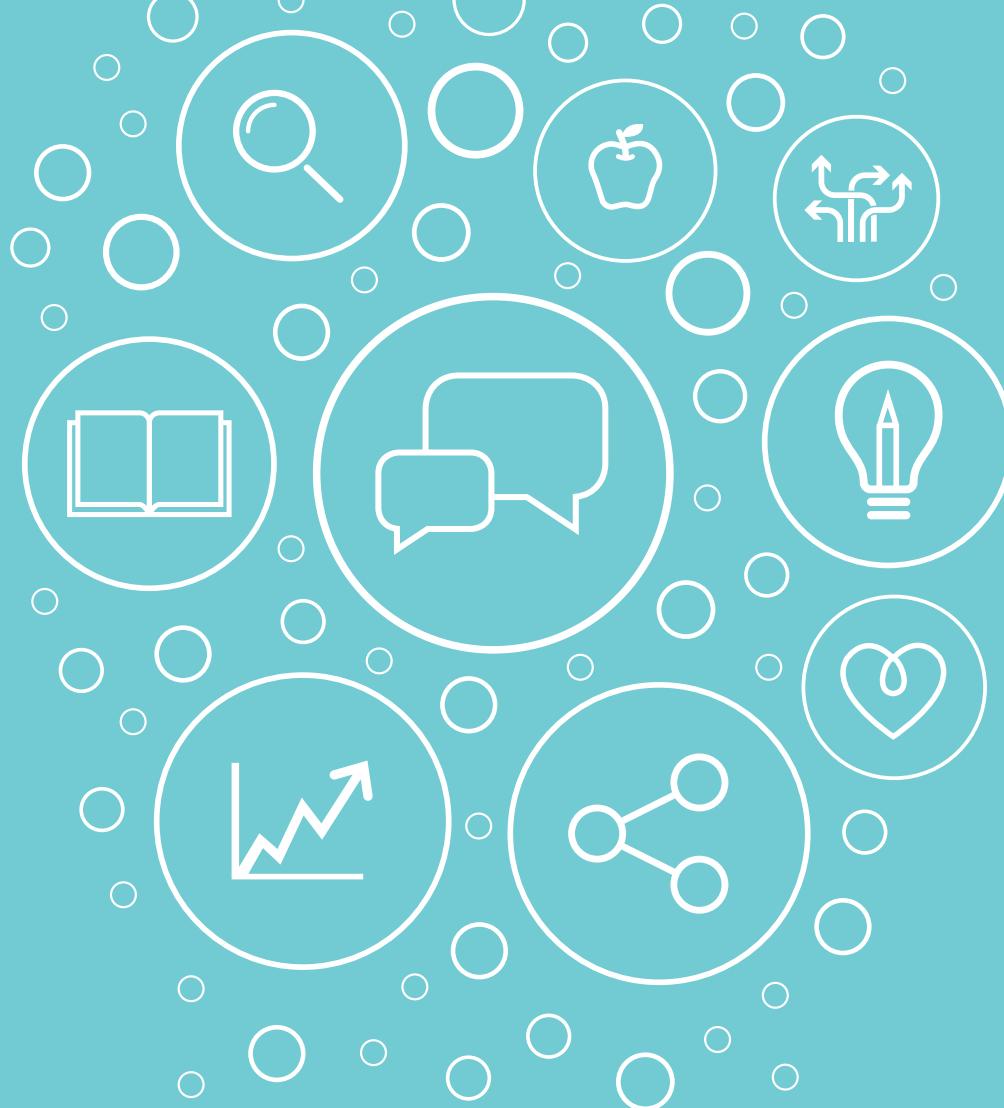
LEARNING

is a

SOCIAL THING

It exists in action.

-LUC GALOPPIN



the **IMMERSIVE** workplace



The Immersive
Workplace will
enable and support
LEARNING

**How are we to
collaborate — LEARN
with each other?**

4.01 THE MOST DANGEROUS EARTH (AND THE MOST BEAUTIFUL) This graph (made in November 2005 by The Opte Project) makes a radical new possibility for knowledge. The project's founder, Barret Ben-Ari, chief technology officer for California-based DigIDefense International, created a software program with the goal of mapping the entire Internet in one day, by a single computer. The information provides an analysis of wasted Internet Protocol (IP) address distribution, and can map the results of natural disasters, war, and terrorism. The latest research shows that the known Internet is growing more than 10 million new, stable nodes each day. The effect is the accumulation of knowledge over the ever-increasing value of engines like Google.



**“EDUCATION IS THE KINDLING OF A FLAME,
NOT THE FILLING OF A VESSEL.”**

– SOCRATES

the **FUTURE** Immersive Workplace will need employees with 21st C. Knowledge Skills

| | |
|---------------------------------|--|
| Anchoring | Staying focused on important tasks while undergoing a deluge of distractions. |
| Anchoring | Managing knowledge flow and extracting important elements. |
| Connecting with each other | Building networks in order to continue to stay current and informed. |
| Being human together | Interacting at a human, not only utilitarian, level...to form social spaces. |
| Creating and deriving meaning | Understanding implications, comprehending meaning and impact. |
| Evaluation and authentication | Determining the value of knowledge... and ensuring authenticity. |
| Altered processes of validation | Validating people and ideas within appropriate context. |
| Critical and creative thinking | Question and dreaming. |
| Pattern recognition | Recognizing patterns and trends. |
| Navigate knowledge landscape | Navigating between repositories, people, technology, and ideas while achieving intended purposes. |
| Acceptance of uncertainty | Balancing what is known with the unknown... to see how existing knowledge relates to what we do not know. |
| Contextualizing | Understanding the prominence of context... seeing continuums...ensuring key contextual issues are not overlooked in context-games. |

A photograph of a large, energetic crowd at a concert or festival. Confetti is falling from the ceiling, and bright stage lights create a festive atmosphere. The crowd is mostly seen from behind, with many hands raised in the air.

Organizations
must learn to
recognize that
**LEARNING HAPPENS
EVERYWHERE AND
ANYWHERE.**



The Immersive Workplace will enable and support **TRANSPARENCY** and **TECHNOLOGY**

Technology is not only changing
the way companies engage with customers, but

**HOW THEY ENGAGE
INTERNALLLY**

-STEVE CRABTREE

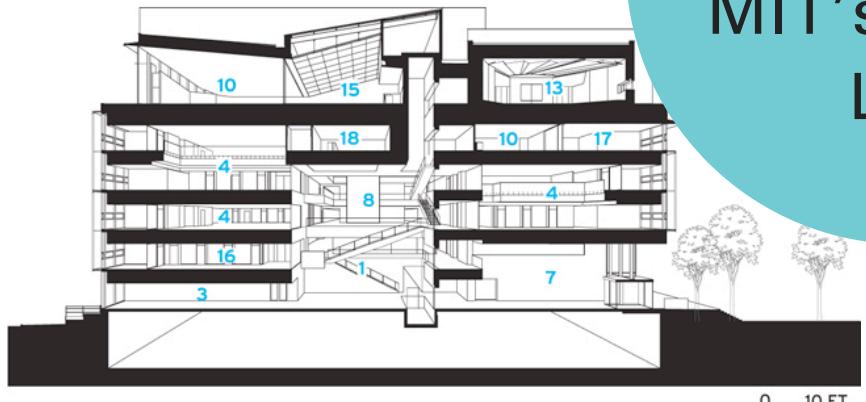
physical environment **BLENDED** with digital world



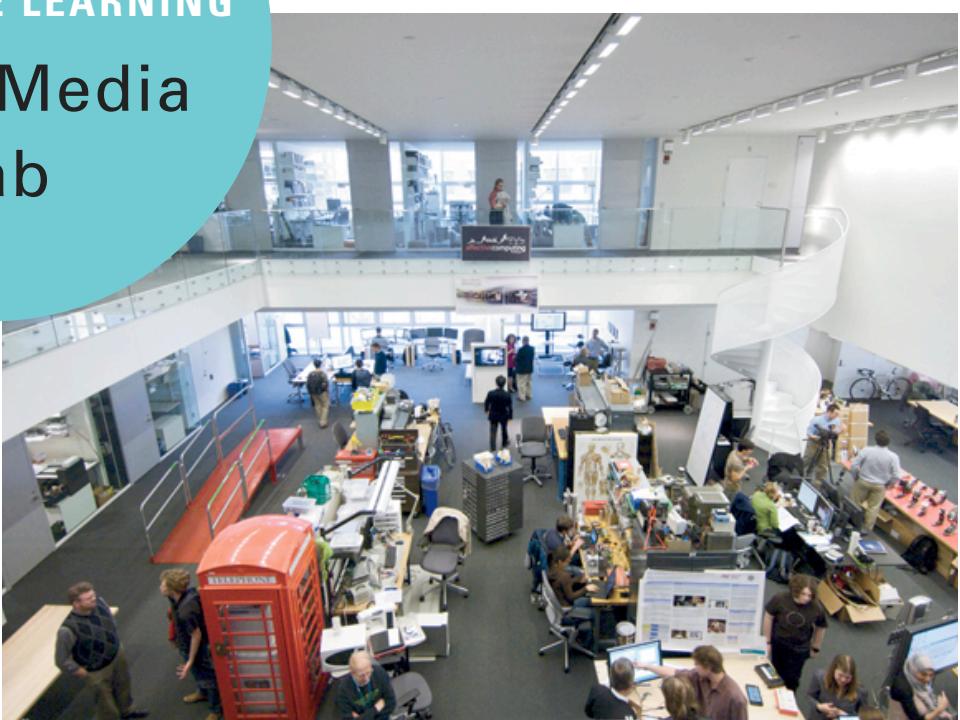


IMMERSIVE WORKPLACE LEARNING

MIT's Media Lab



- | | |
|-----------------------|-----------------------|
| 1 Lower atrium | 10 Conference room |
| 2 West Lobby | 11 Kitchen |
| 3 Gallery | 12 Multipurpose space |
| 4 Research laboratory | 13 Lecture hall |
| 5 Loading dock | 14 Terrace |
| 6 Machine shop | 15 Reception space |
| 7 East lobby/gallery | 16 Administration |
| 8 Upper atrium | 17 Lounge |
| 9 Void | 18 Café |



SOCIAL APPROACH



KNOWLEDGE SHARING



INTERSECTIONAL APPROACH



immersive learning leads to CREATIVITY

3M

— A CULTURE OF SHARING —

55,000 Patents a 1-to-1 ratio to employees

Sharing Among Scientists core tenet of their culture

15% rule pursue speculative new ideas and share

Conceptual Blending, Employee Rotation, Horizontal Sharing inventing new products by transplanting same concepts into different domains,

Tech Forum Event each researcher shares findings with the company

“Flexible Attention Policy” take a walk outside, sit by a sunny window, daydream

Spend 8% of gross revenue on research

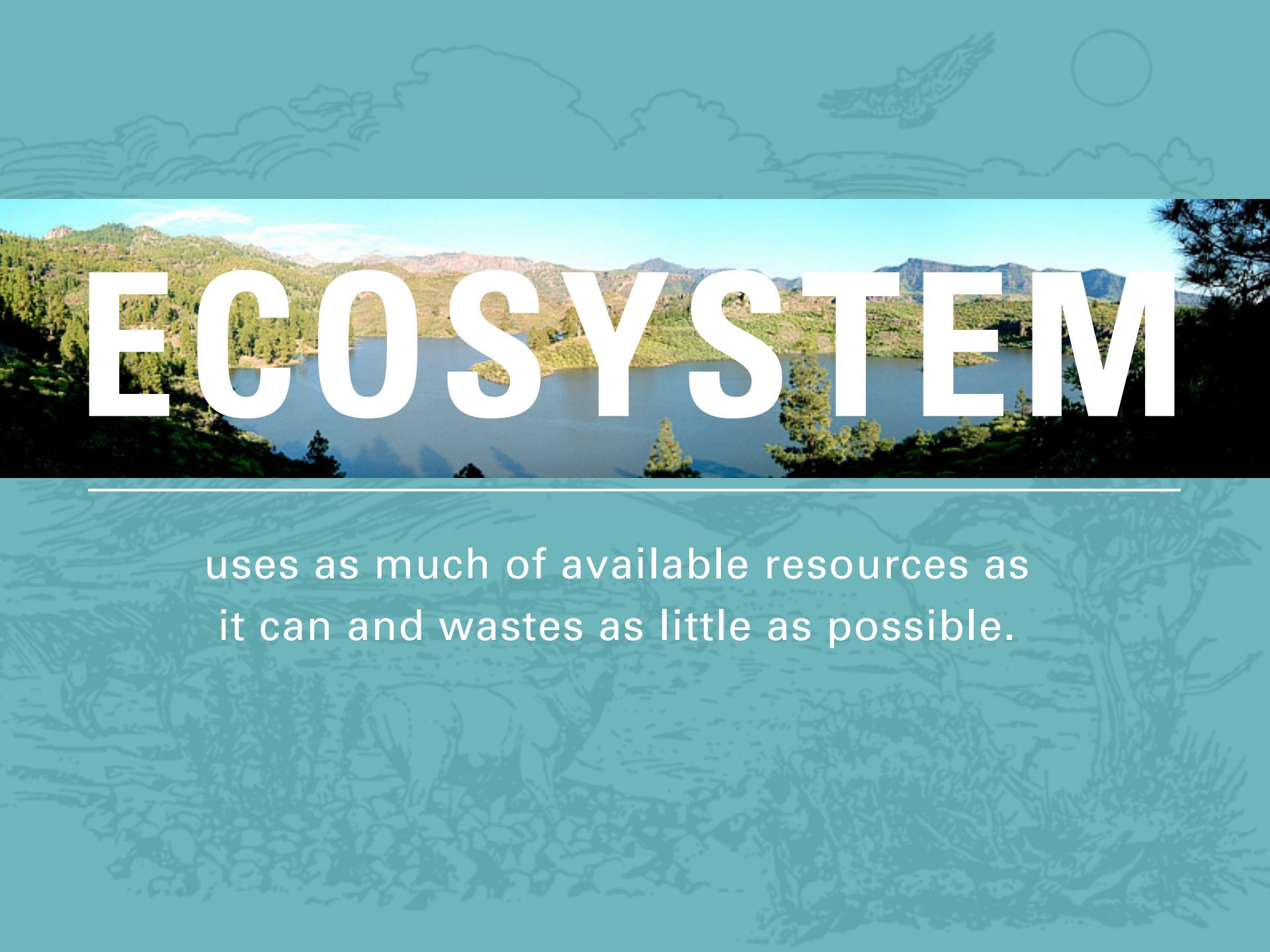


The Immersive Workplace creates an

ECOSYSTEM

of

KNOWLEDGE



ECOSYSTEM

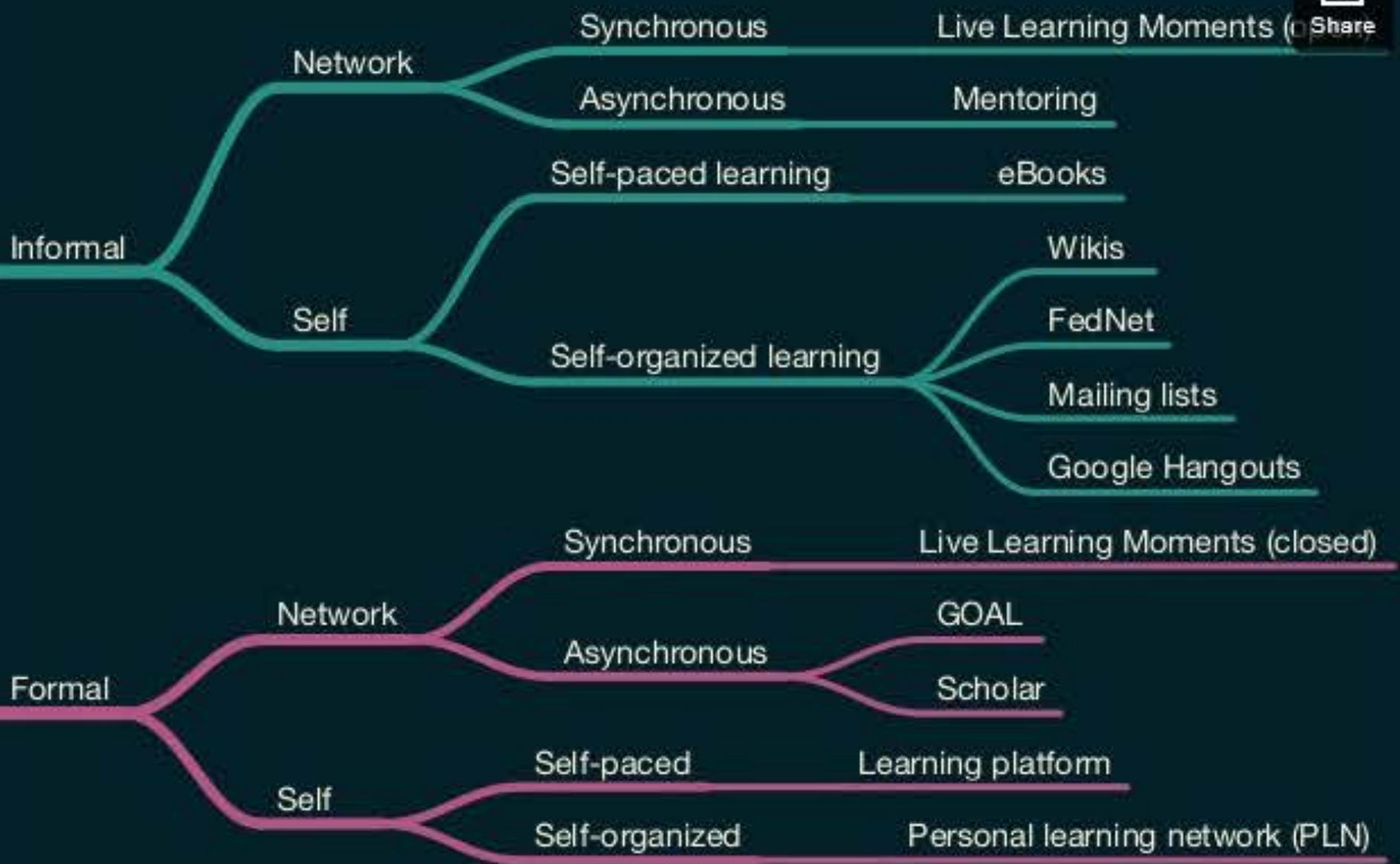
uses as much of available resources as it can and wastes as little as possible.

a LEARNING SYSTEM skeleton





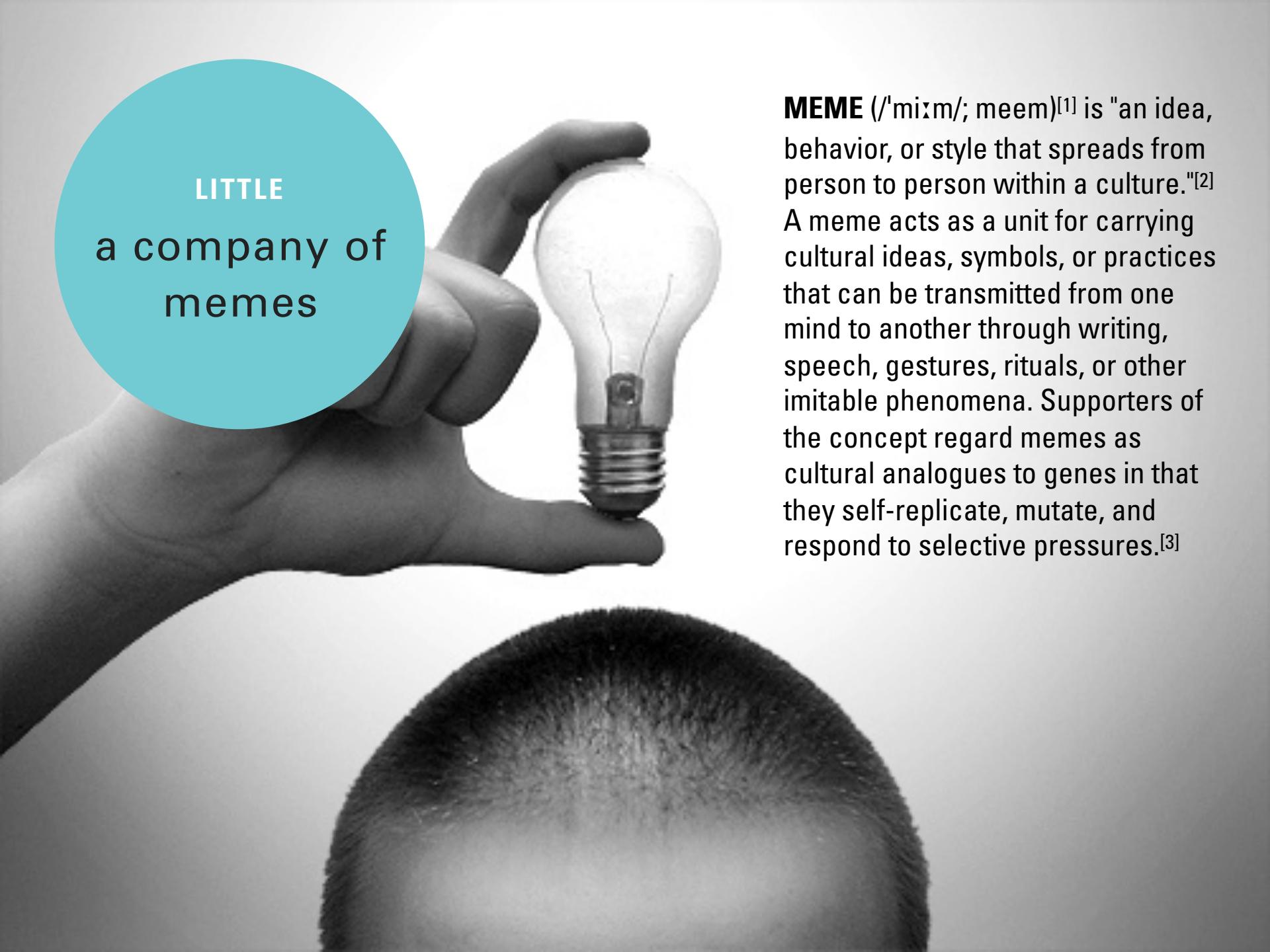
Live Learning Moments (Share)





WHAT WE'RE DOING AT LITTLE

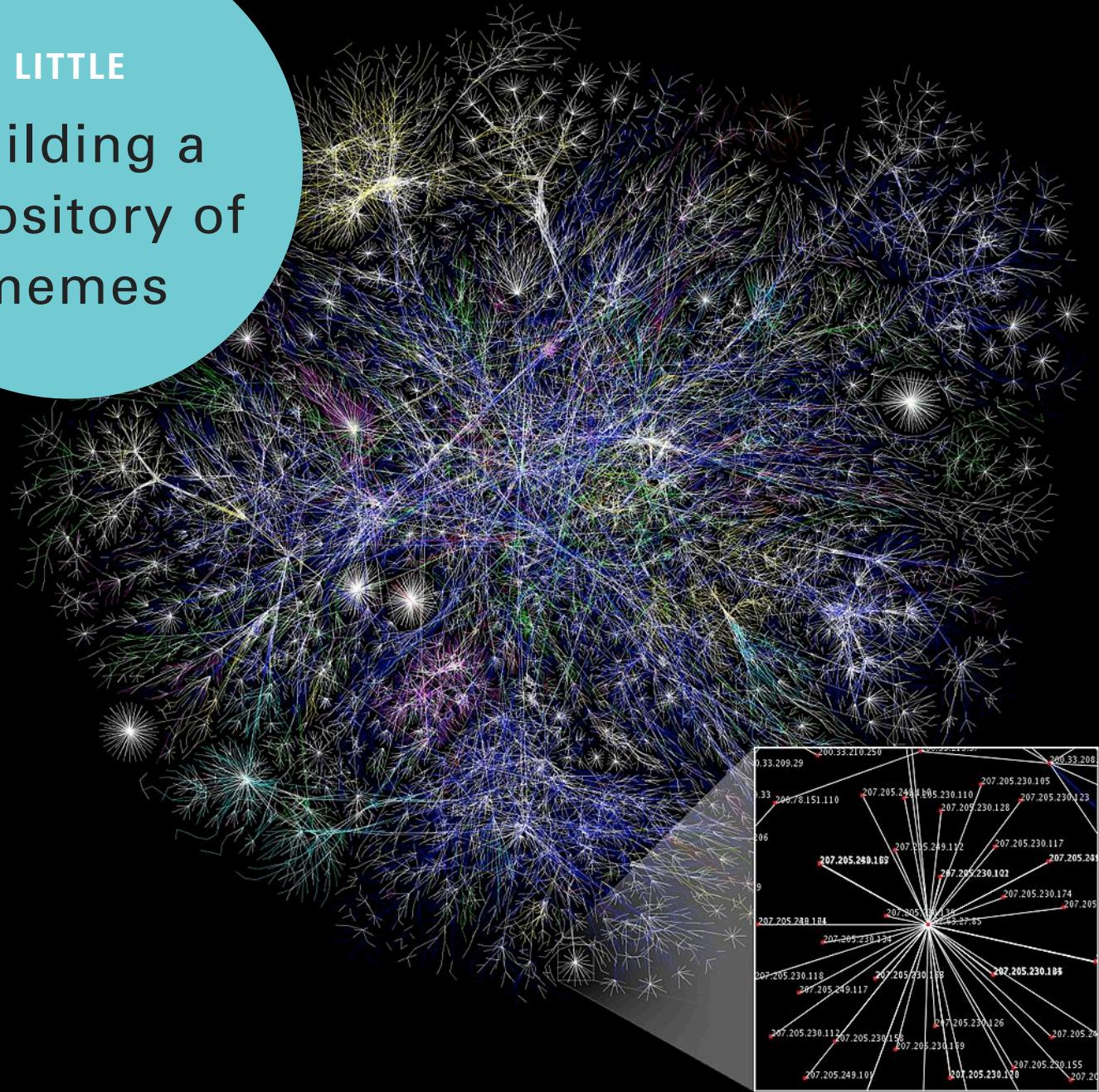
the infancy of an Ecosystem

A black and white photograph showing a close-up of a person's head from the back. A hand is visible on the left side, holding a lit incandescent lightbulb by its glass base. The lightbulb is glowing brightly, casting a soft glow on the person's hair and the surrounding area. The background is plain and light-colored.

LITTLE
a company of
memes

MEME (/ˈmiːm/; meem)^[1] is "an idea, behavior, or style that spreads from person to person within a culture."^[2] A meme acts as a unit for carrying cultural ideas, symbols, or practices that can be transmitted from one mind to another through writing, speech, gestures, rituals, or other imitable phenomena. Supporters of the concept regard memes as cultural analogues to genes in that they self-replicate, mutate, and respond to selective pressures.^[3]

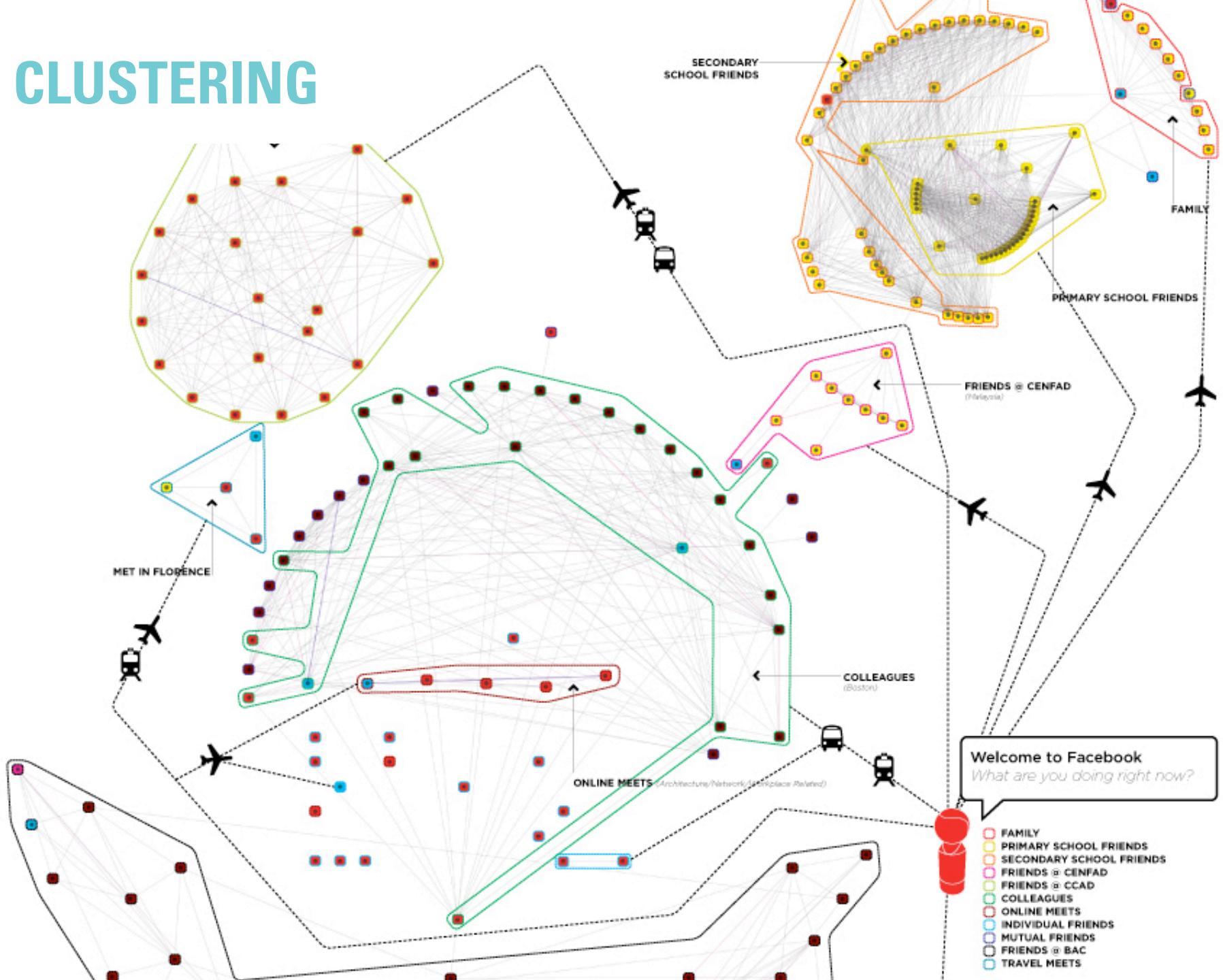
LITTLE
building a
repository of
memes





LITTLE
connecting the
memes

CLUSTERING





LITTLE
visualizing the
memes

VISUAL DATA ANALYSIS

Big Data Illustrated

5 MAIN 'HABITATS' FOR OUR KNOWLEDGE SHARING ECOSYSTEM

KNOWLEDGE AND SKILLS

current and past

COLLABORATION

skills / team / position
matching

BUSINESS DEVELOPMENT

resume / pursuit / client
matching

SCHEDULE

workloads / forecast

THOUGHT LEADERSHIP / PASSION

match passion and thinking
to projects





STEVEN JOHNSON

— WHERE DO GOOD IDEAS COME FROM —

Chance favors
the connected
mind.

THE RESULTS

1. More
Collaborative

2. More
Transdisciplinary
Leverage our Diversity

3. Better
Learning
Environment

4. Transform
into an Idea
Company

5. Talent-
Passion-
Project-Client-
Matching

THE RESULTS

ENGAGED

1. More Collaborative

LEARNING

3. Better Learning Environment

EVOLVING

4. Transform into an Idea Company

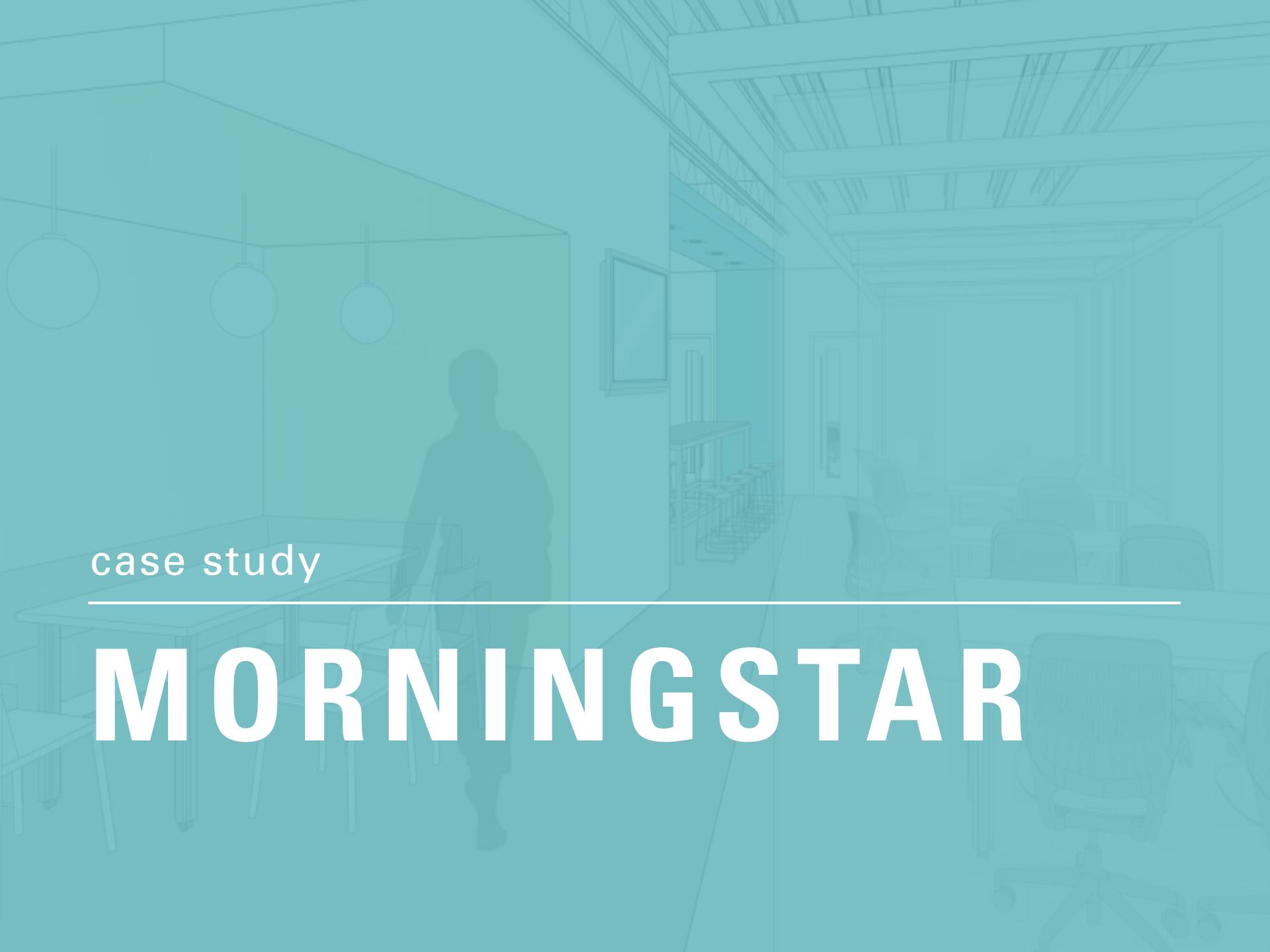
TOGETHER

2. More Transdisciplinary
- Leverage our Diversity

PASSIONATE

5. Talent-Passion-Project-Client-Matching

what Little's **CLIENTS** are doing

The background of the slide is a soft-focus photograph of an office environment. It shows rows of desks with computer monitors, office chairs, and overhead fluorescent lighting fixtures. The overall color palette is cool and professional.

case study

MORNINGSTAR

what we heard

Entrepreneurial
spirit, autonomy to
'run with an idea'

Focus on **quality customer service** at the core

Morningstar University is an opportunity to 'showcase' the **company culture**

Passionate, enthusiastic & **innovative staff**

Space for training up to 20 people, but **flexible** to use for other needs

Contained space for smaller meetings to **relieve demand** on large conference room upstairs

Other possible uses for **flex-space**: exercise, training video filming

Flexibility is key

Need space to **foster collaboration** and idea sharing, as well as focused thinking

Few visitors, but entry sequence needs to be more **intuitive** and better represent the Morningstar brand

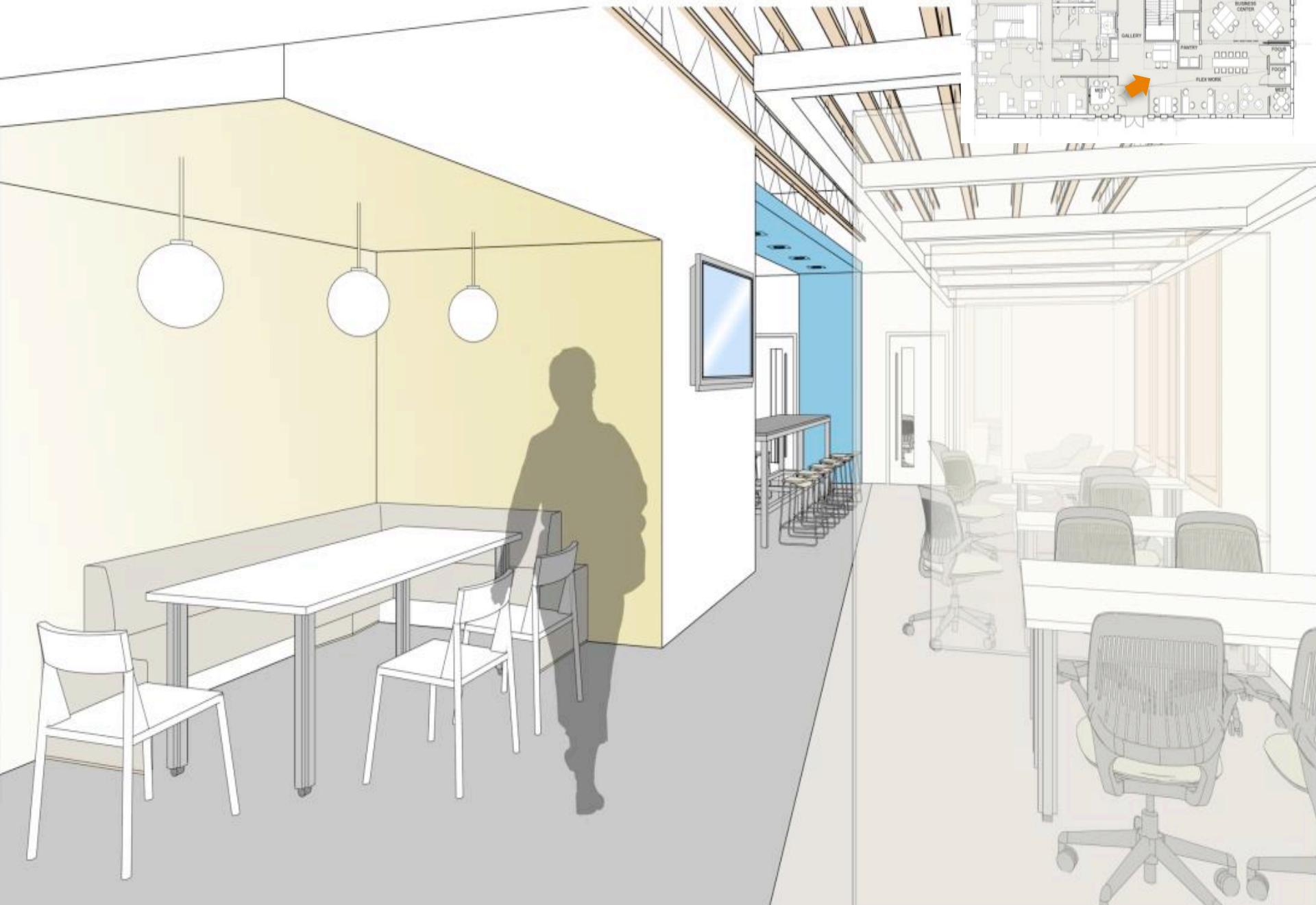
Corporate philosophy supports **giving back to the community**

SCENARIO 3

Break out of the 'BOX'



VIEW FROM ENTRY – FLEX WORK ENVIRONMENT



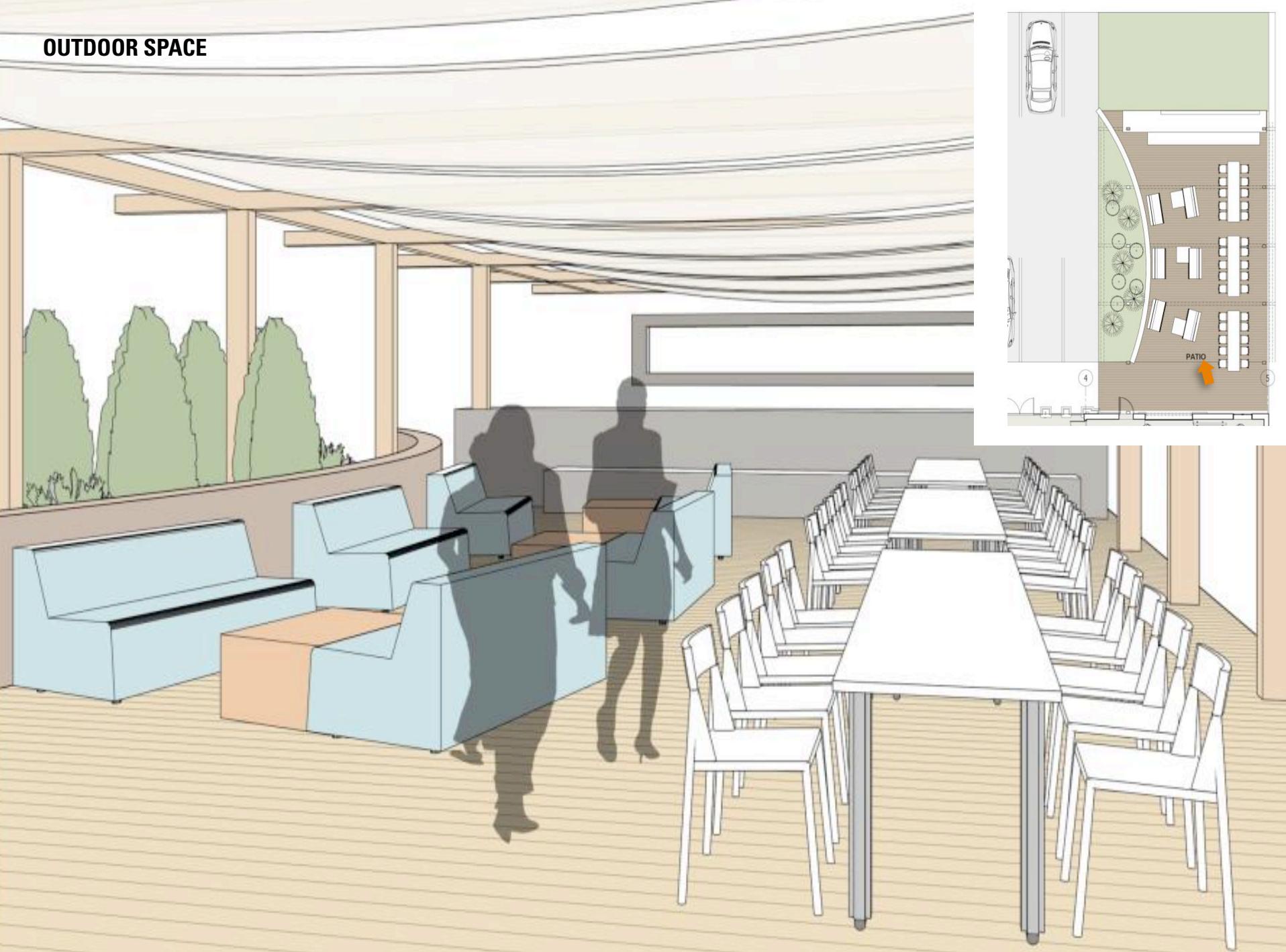
VIEW FROM ENTRY – GALLERY & MEETING ROOM



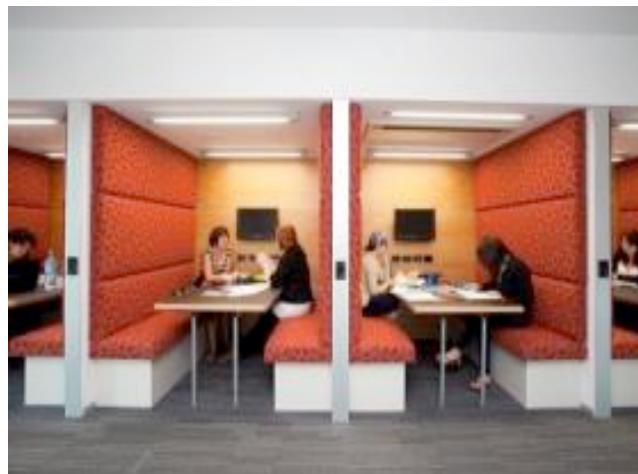
VIEW FROM BUSINESS CENTER



OUTDOOR SPACE



PRECEDENT IMAGERY







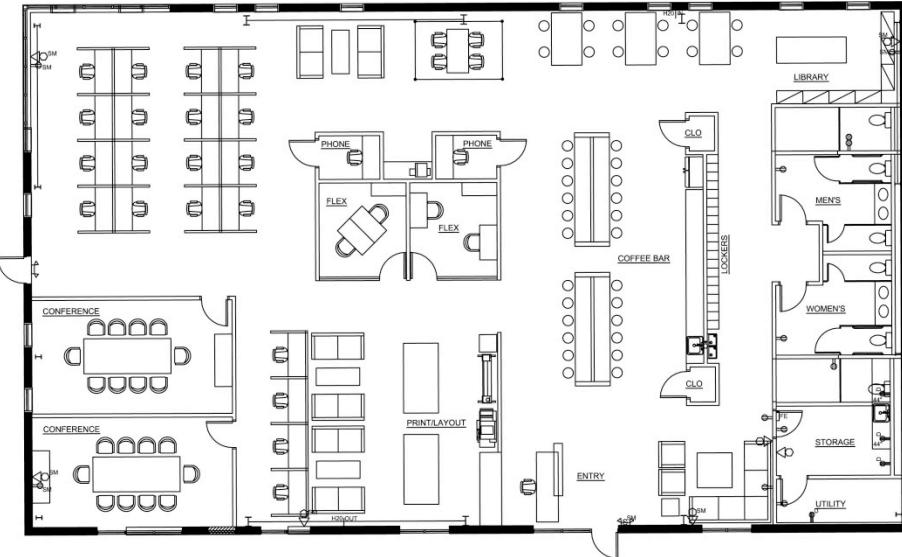
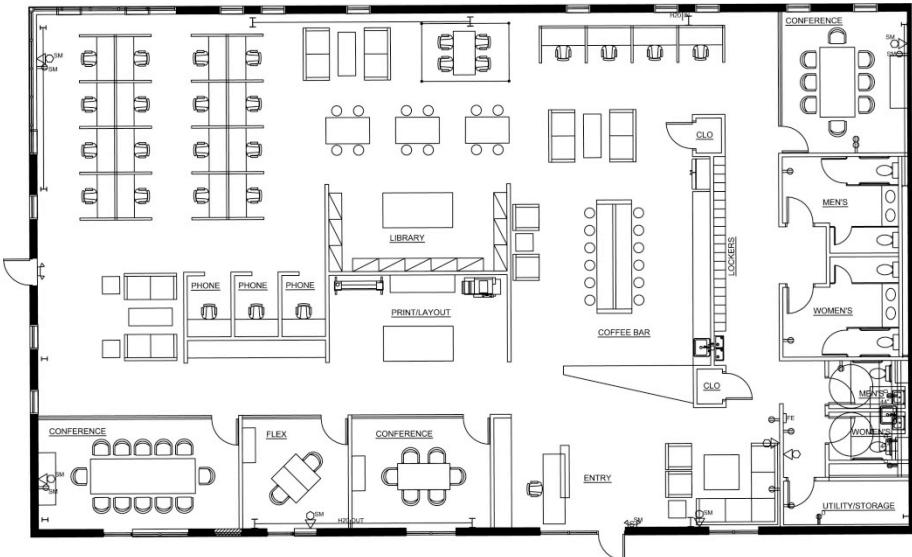
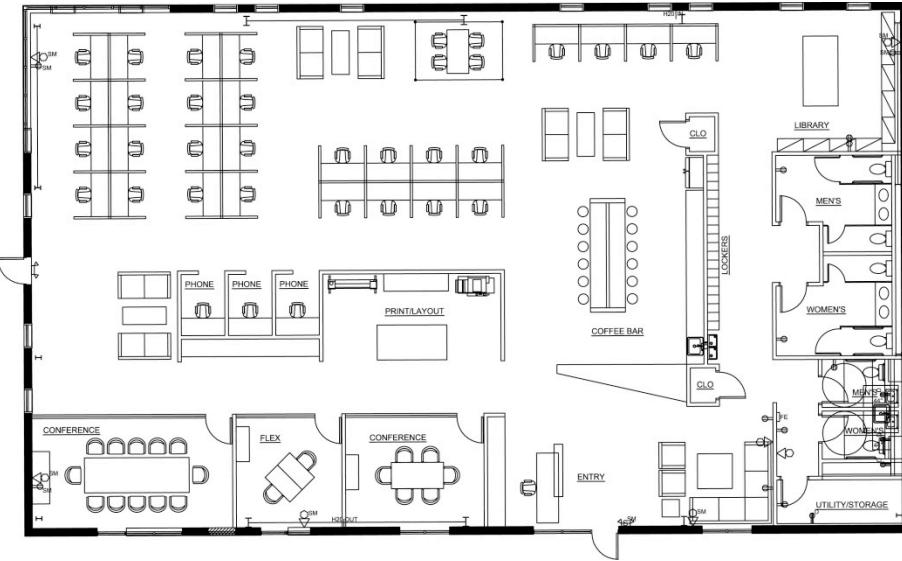
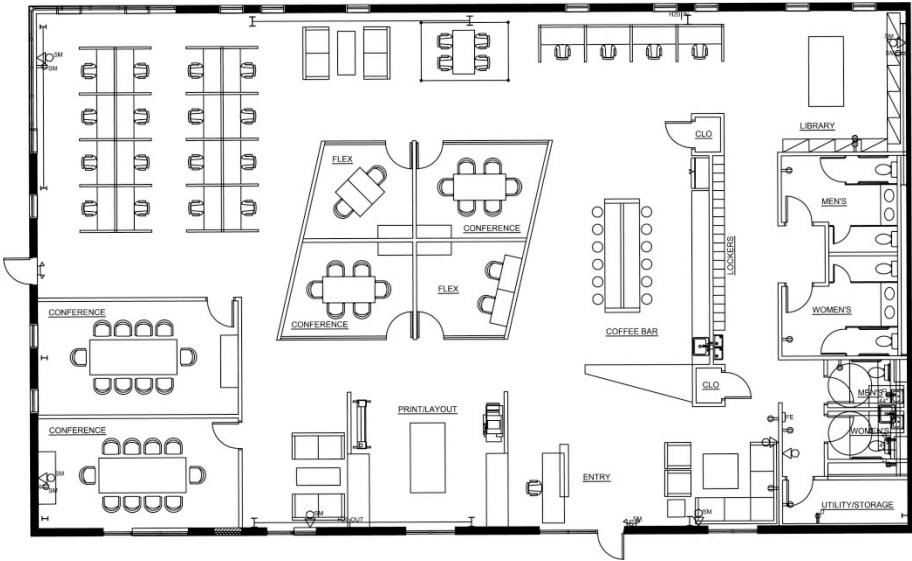
case study

LAUNCH

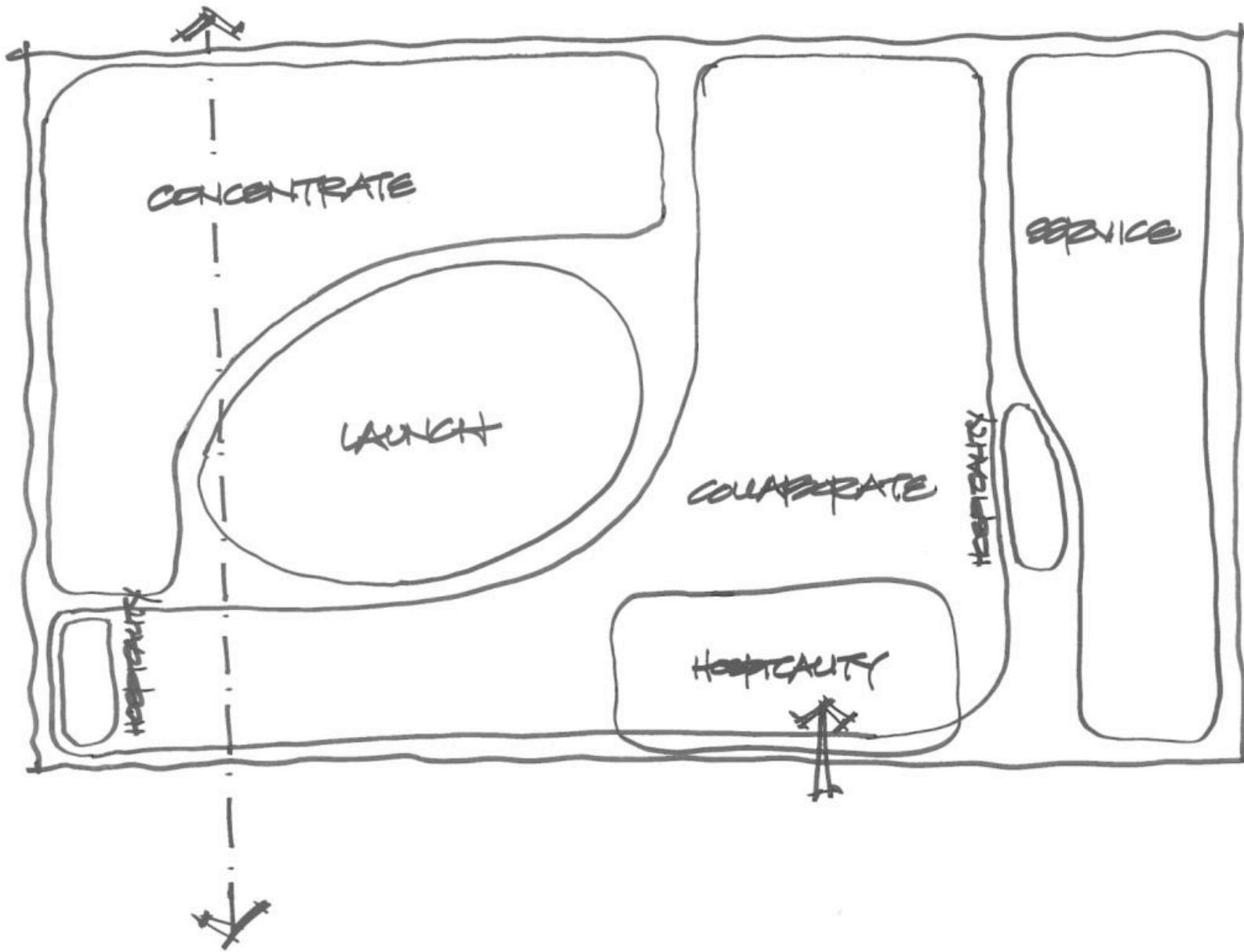
review concept



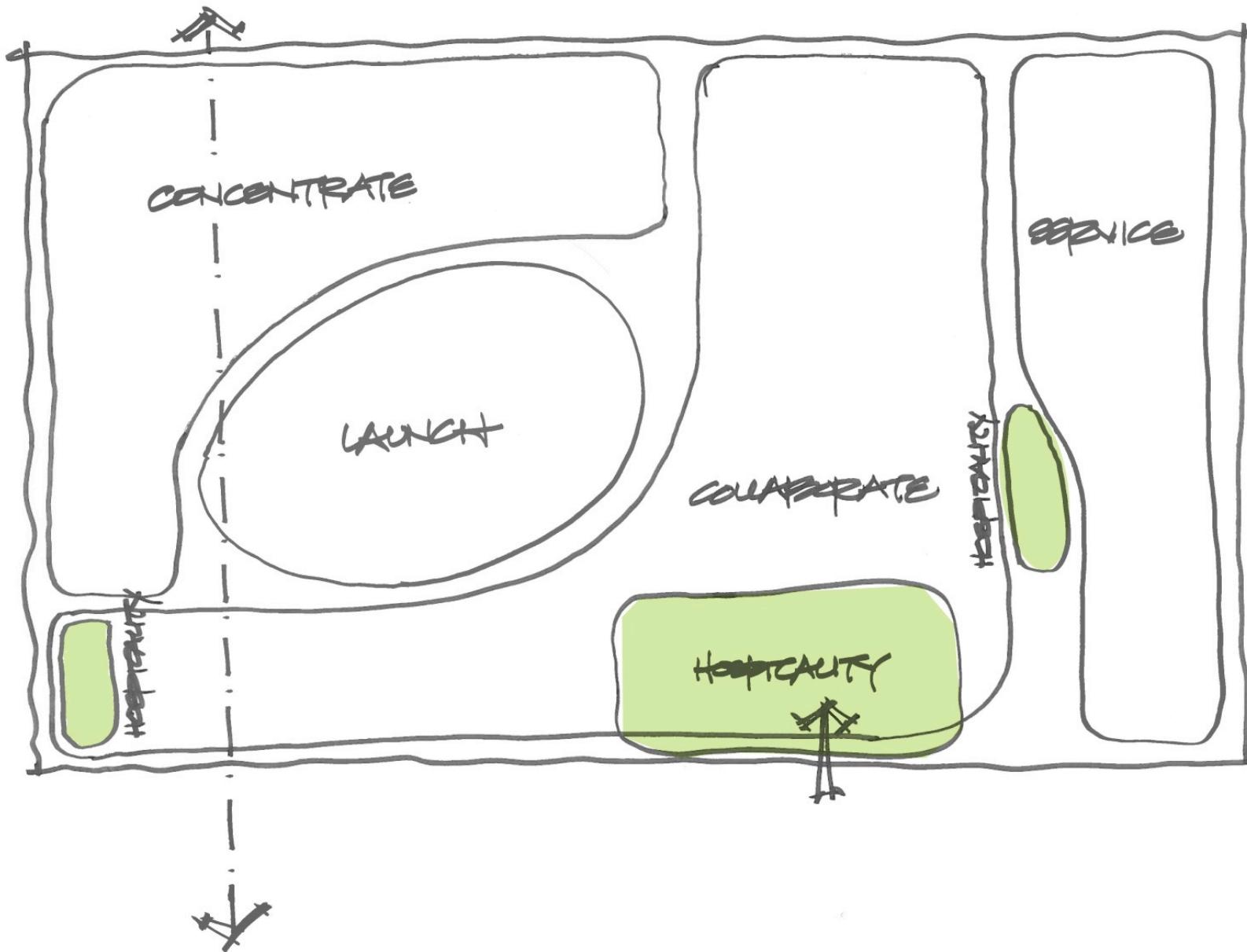
review schematics



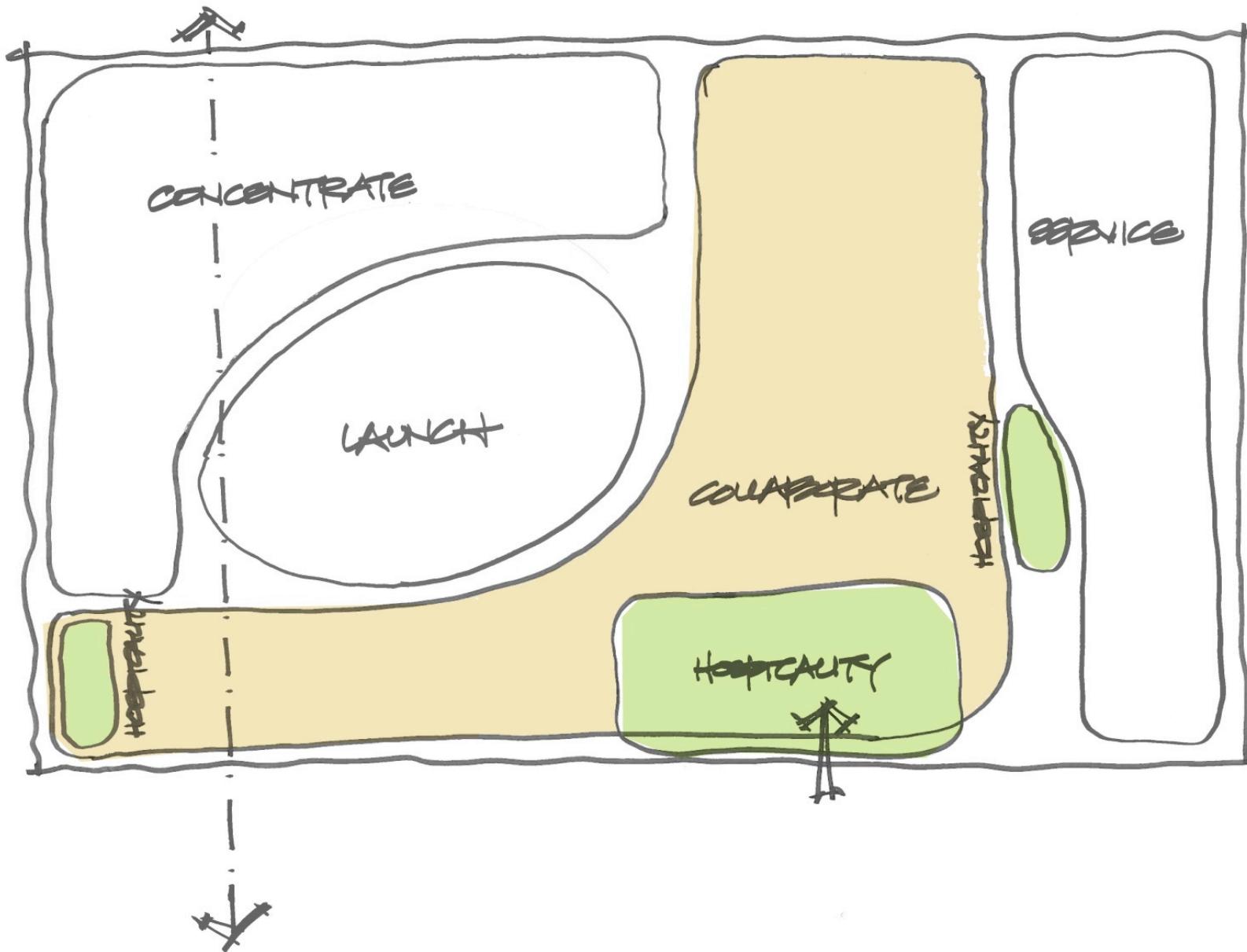
review program



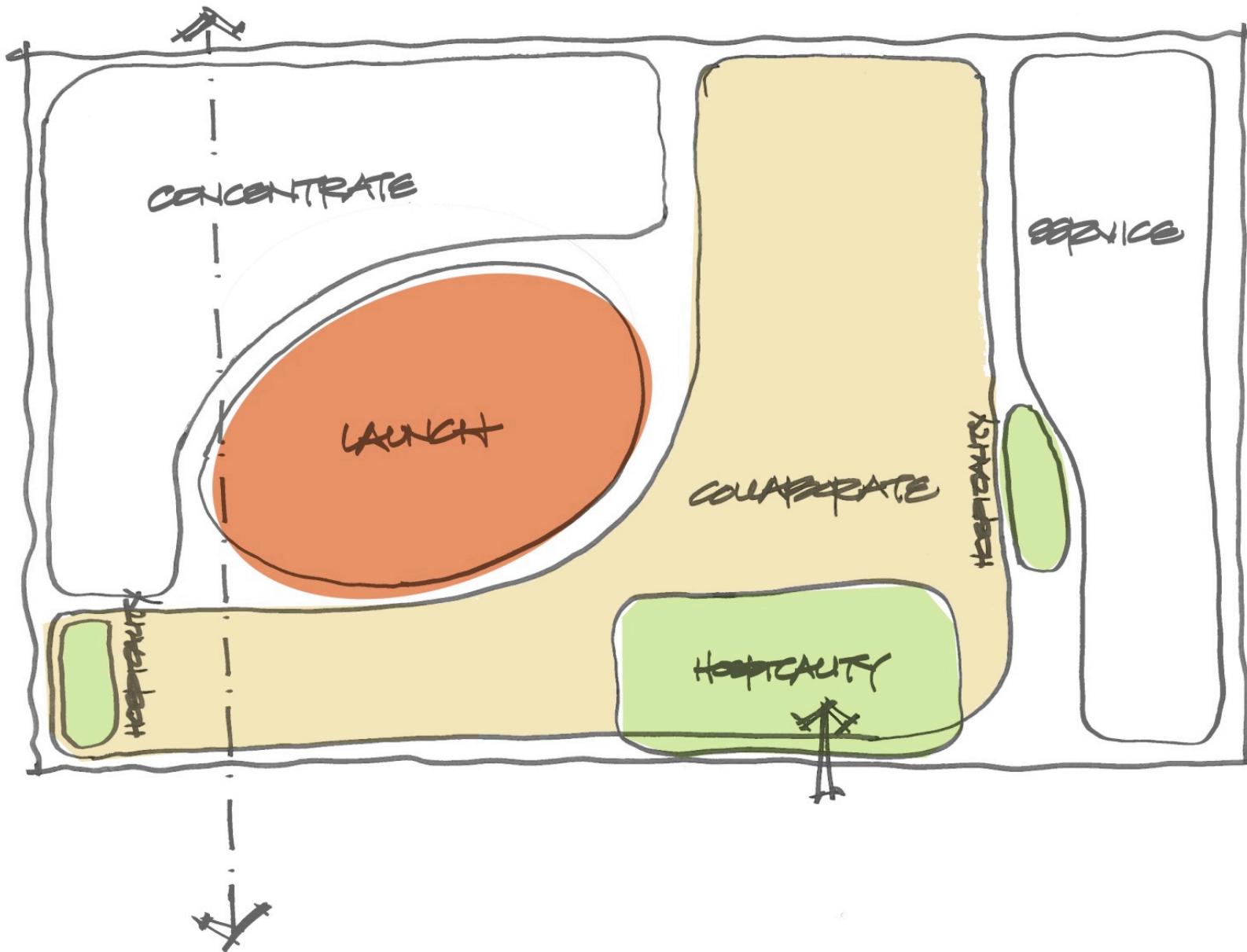
review program



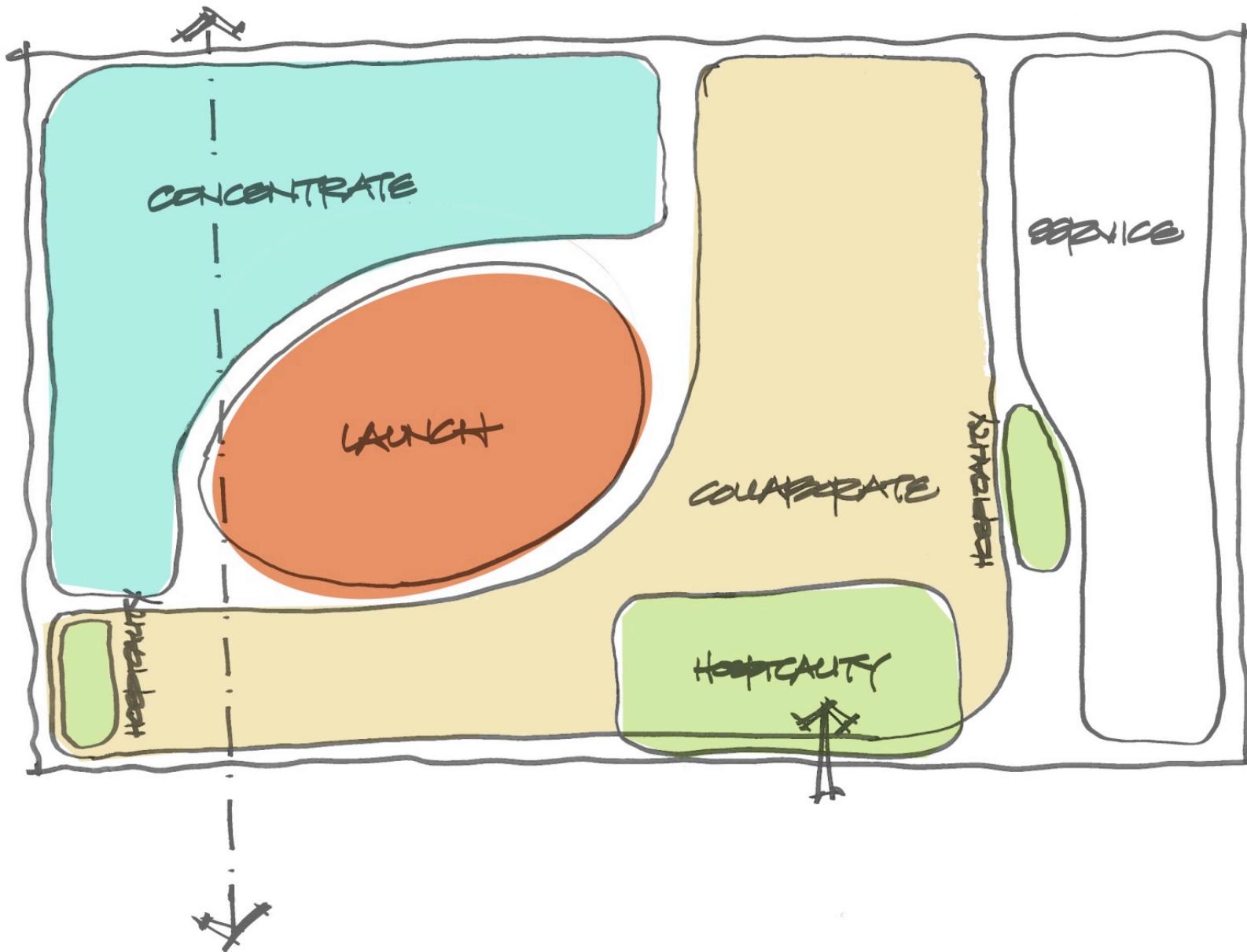
review program



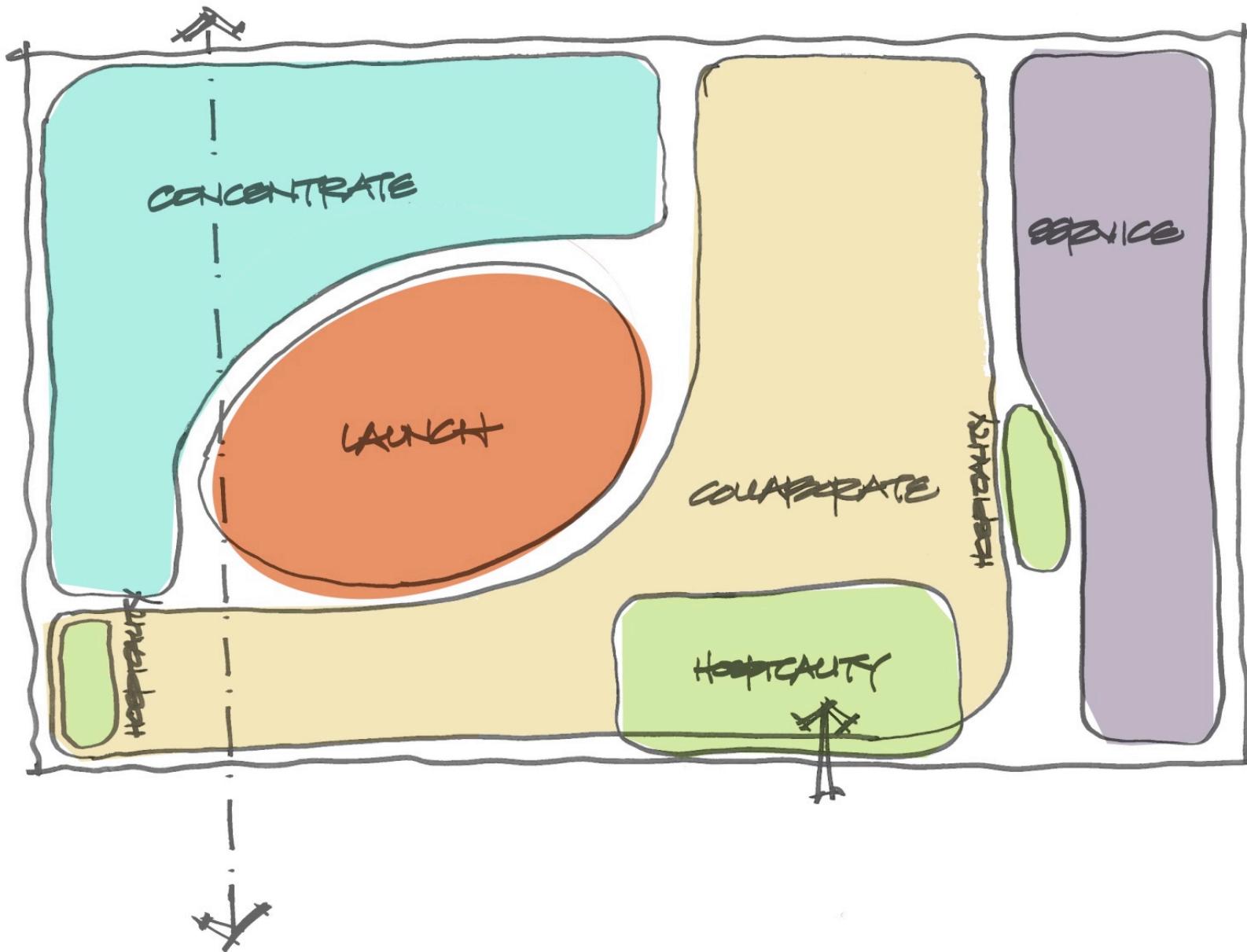
review program



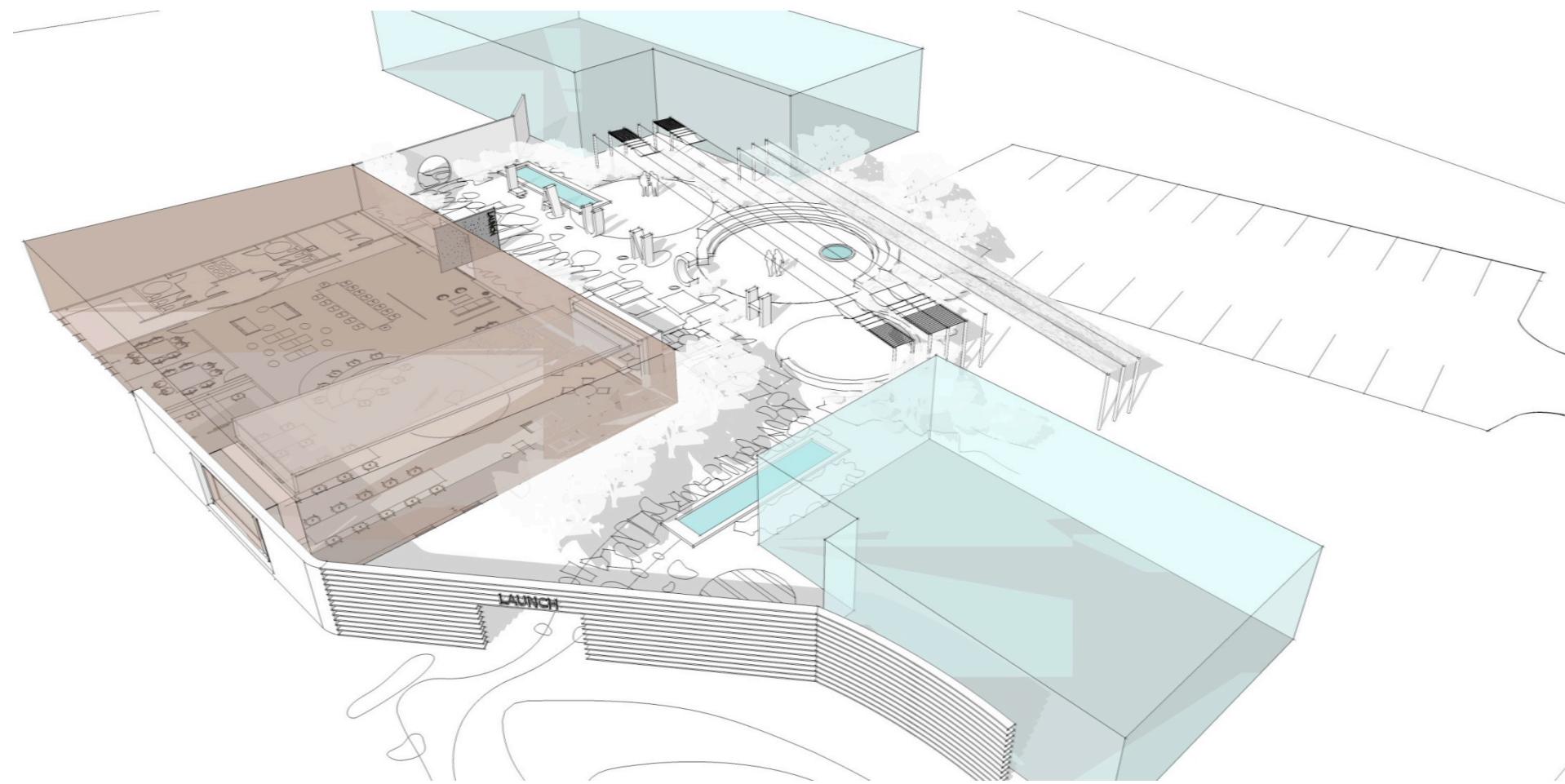
review program



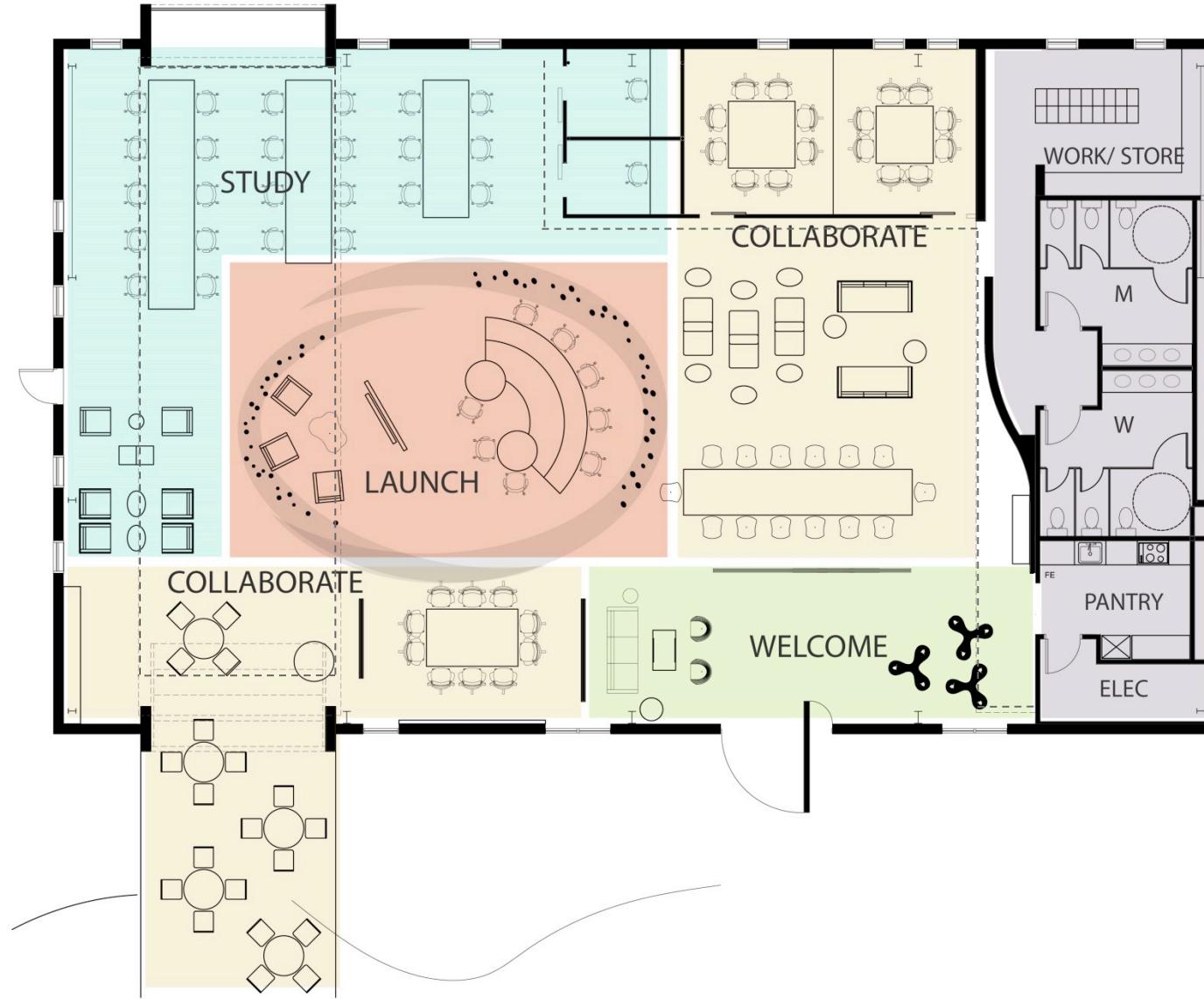
review program



garden overview



approach plan



approach collaborate



art wall



harvest table



pendant lighting

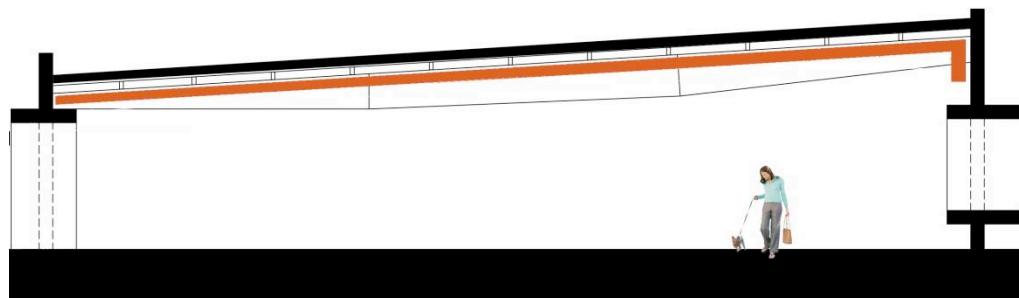
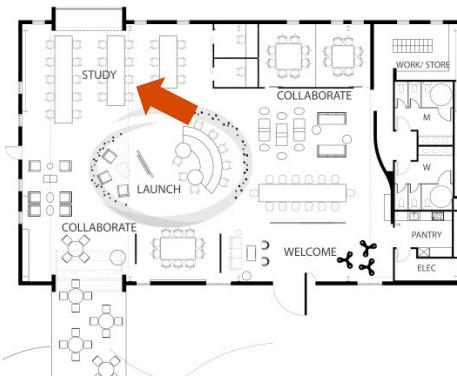


DIRTT wall

approach launch pad

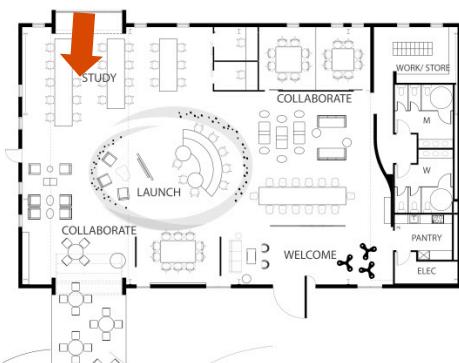


approach study

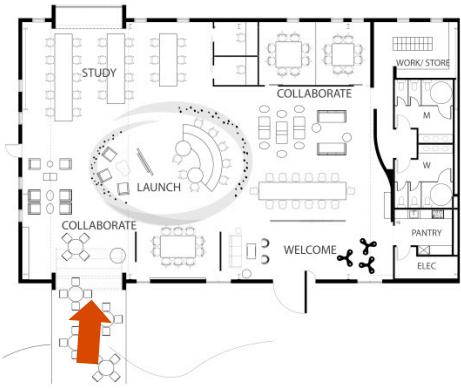


section

approach view to garden



approach view from garden



a real

PARADIGM SHIFT

in

EDUCATION

WORKPLACE

BY MARION BRADY



Change is **INEVITABLE.**

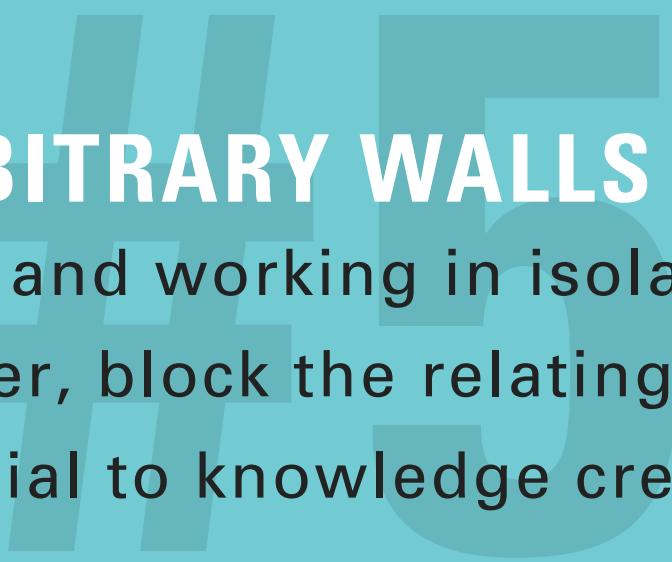


We need to **ADAPT** or die.

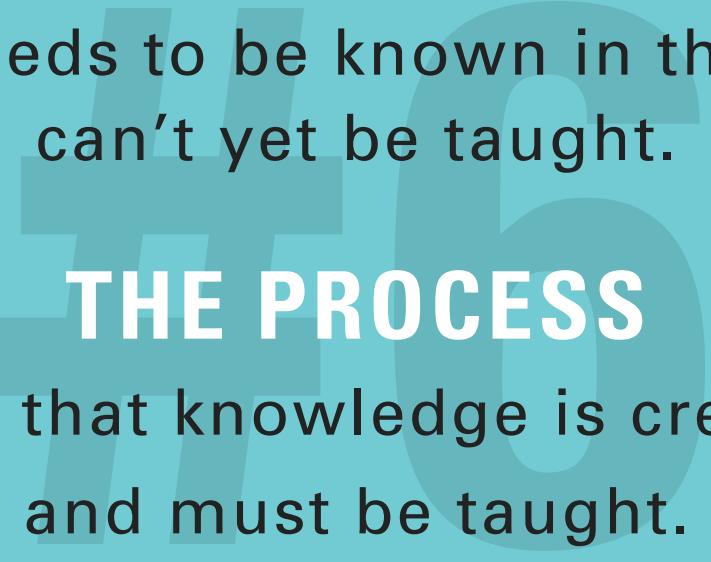


Today's Workplace is dependent on
existing knowledge. The future is about
NEW KNOWLEDGE.

New knowledge is created as
RELATIONSHIPS ARE DISCOVERED
between parts of reality not previously
thought to be related



The **ARBITRARY WALLS** between expertise, and working in isolation from each other, block the relating process essential to knowledge creation.

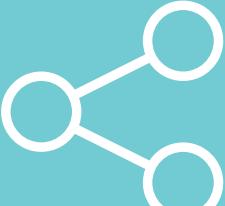
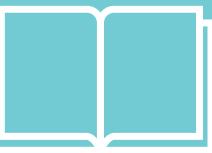


What needs to be known in the future
can't yet be taught.

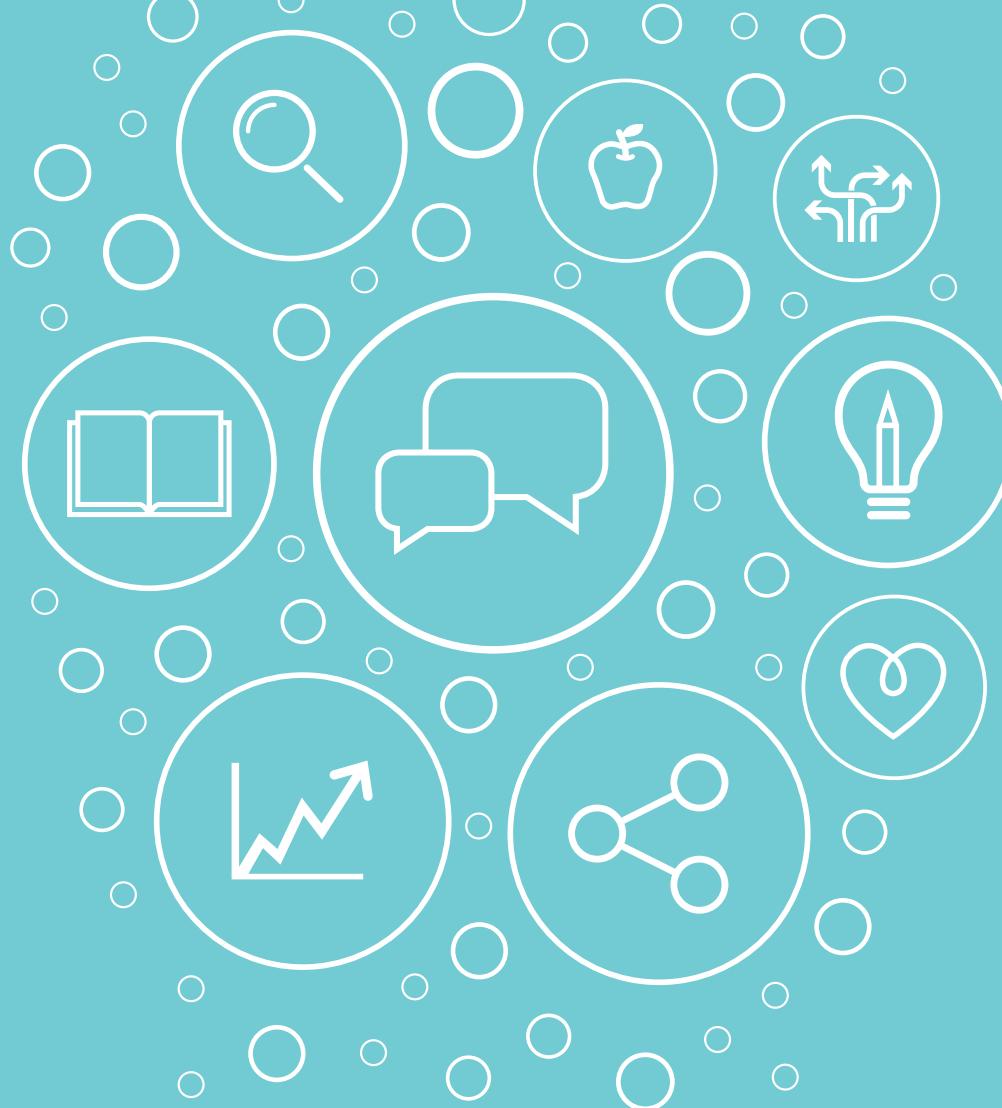
THE PROCESS

by which that knowledge is created can
and must be taught.

Q&A



LITTLE



THE IMMERSIVE WORKPLACE

CREATING A TRANS-DISCIPLINARY LEARNING/WORKING ENVIRONMENT

JIM THOMPSON & TOMAS JIMENEZ-ELIAESON