Innovation: Serving the Studio

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Overview

Learning Community Case Study

Collaboration
Studio
Library
Creation
Service
Overview

Design Problem

Frustration
Engagement
Design
Build
Overview

Kiosk

Praxis
Concept to Adoption
Innovative Service
If they build it, they will come
A student-designed library

In the fall of 2007, I was working on a proposal for a January-term course entitled "Library as Place." I wanted students to have a sense of the cultural, historical, and social roles libraries play and to think about how space and place shape those roles. I also hoped to have students consider the library's role as a "third place" (not home, not work) and the library as a learning commons. January term, a four-week term in which students are immersed in one subject, is an ideal time for experiential learning.

Knowing this, I wanted to go beyond readings and reflection papers. I mentioned this to my colleague and asked for her advice. She suggested that I ask the students to redesign the library. Brilliant! I loved the idea too much to let my practical side ("But you only have a month!") rule my thinking.

Planning the course
In preparation for the course, I gathered readings on library design, "green" building, and accessibility. I lined up architects, a library design consultant, the college's physical plant director, the college archivist, and library staff as guest speakers. I planned a tour of a nearby university library.

At the registration deadline approached, I suspected art majors, bibliophiles, and those with a casual interest in architecture might be interested in the class. I couldn't have been more wrong.

Ten students registered for the course—not a single art major among them. Instead, they were business majors, one biology major, one health exercise science major, and one education major. A few were undecided. Furthermore, they were primarily sophomore students, joined by two first-year students and two seniors.

Curious, I asked them on the first day of class to tell me what drew them to this course. Their responses? "I would like to learn how to use libraries more effectively." "I never really enjoyed spending time at the library so I thought I could take this course and eventually accept the library as a functioning place in my life." "Libraries are good."

I later discovered that most of them knew one another. In fact, I had two sets of roommates in the course and two couples who were dating. I'm guessing that was probably the most significant factor in their decision to take the course!

I had my work cut out for me.

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Problem

Review

Mutual Pressures
Limited Space & Budgets
New Technologies
Innovative Learning Experiences
Study
Reprogram

Space
Service
Precedent
Participatory Design
Defining Design Problem

Questions

How does the Library assist or impede the academic success of the program?

How does it assist or impede your success as an instructor in this program?
Design Process
Mock-up

30x30x30:
Architect’s Workstation of the Future
Local Schools Competition
AIA Annual Convention 2012
Design Process

From Mock-up to Prototype

pilot project to explore sustainability issues applied to library service & studio education
Design Process

Prototype

30x3000x30:
Sustainability Challenge
Changing Practices
Architectural Education
Academic Libraries
Design Process

Prototype

Where will print library resources be in studio?

What features will assist the architecture student, professor, and librarian in accomplishing academic tasks?
Design Process

Deliverables

Kiosk will distribute library material and services throughout studio spaces as a tool for the embedded librarian.
Design Process

Fisayo Alade ‘13

Design prototype with professor
Order + receive parts + supplies
Adaptively re-use furniture
Construct kiosks
Complete all work by Fall ‘11
Award = $1500
Design Process

Reused Furniture

Periodical Cabinets
Butcher Block Table Tops
Design Process

Testing the Design

1 graduate class
1 undergraduate class
Periodic feedback
Formal review at end of semester
Design Process

Design Flaws

Weight

Casters
Design Process

Design Flaws

Too wide

Unwieldy
Design Process

Graduate Studio

ARCH600
Design Process

Undergraduate Class

ARCH225
Design Process

Review

Better served studio learning & teaching needs

Demand increased beyond supply
Prototype to Service

Fabrication

4 Studio Kiosks

Funded by School
Prototype to Service

Fabrication

4 Library Kiosks

Funded by Library
So,
What About Adaptive Re-use?

Fear not! Library furniture is modular!
Thank you for listening!

Questions: pcossard@umd.edu