The Sky is the Limit:
A Learning Space for Innovation

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A Learning Space for Innovation

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College Overview

- Located at the Northeast between New York and Boston.
- South central part of Connecticut, servicing 18 surrounding towns.
- 4th smallest college among the 12 community colleges in Connecticut.
- 2900 full and part-time students (credit)
- 70+ degree/certificate programs – Associate Degree
- Students’ average age: 26
Learning Space Overview
Project Background

• In Spring 2015, MxCC received a fund from the Connecticut Board of Regions to build 21st Century Classrooms.
• Phase I, 66K, remodeled a classroom as a prototype.
• Phase II, 327K to build innovated classrooms based on the Phase I prototype.
• The fund should be used in building something innovative, but not just remodeling classrooms with fresh paint, new computers, and new furniture.
• Instructional Technology Advisory team decided to solicit proposals from academic departments and student support services.
• The initial proposal was done by the student support services team.
Design Process – Initial Proposal

• A design team – academic support staff
  • Director of Educational Technology – lead
  • Director of Library Services
  • Coordinator of Academic Success Center
  • Student Retention Specialist

• Researched the literatures of knowledge commons, one button studio, and state-of-the-art technology in education.

• Director of Educational Technology drafted a proposal of knowledge commons and met with the college librarian specialized in emerging technology to refine the proposal.

• The team members met and finalized the proposal.
Design Concepts

• Knowledge commons - information, data, and content are collectively owned and managed by a community of users, particularly over the Internet.

• Goals of the learning space
  • Engage students to work in small groups for presentations and media productions to facilitate active learning and collaborative learning.
  • Provide faculty with facilities to develop pedagogically sound instructions and involve student service staff for collaborative projects.
  • Provide virtual orientation, training, tutoring, and academic support services for online and Meriden students.
  • Provide students, faculty, and staff an opportunity to explore emerging technology and promote training in metaliteracy.
  • Serve as a vehicle for college recruitment and outreach as well as community engagement by providing virtual presentations and hosting web conferences to potential college populations.
Learning Space – Initial Floor Plan
Design Process - Refinement

• The proposal was presented to the Instructional Technology Advisory Group.

• Instructional Technology Advisory Group
  • Faculty from major disciplines, English, Math, Technology, Communications, and Business.
  • Academic Directors
  • Dean of administration
  • Dean of Academic Affairs
  • Director of Educational Technology – Chair
  • Director of Information Technology
  • Director of Library Services
  • Director of Academic Success Center
  • Retention Specialist
  • Media Specialist

• The Instructional Technology Advisory Group approved the proposal and refined the proposal in the aspects of goals/missions.
Design Process - Consultants

Dean of Administration brought in consultants from Red Thread.

1. Visited the area in the college library where the learning space would be built.

2. Drafted a floor plan and sent it to college for feedbacks.

3. The draft plan was reviewed by the academic support staff members and feedbacks were provided.
   1. Director of Educational Technology – Overall Functions
   2. Director of Library Services - space
   3. Director of Information Technology – technology and networking
   4. Dean of Administration – cost
Design Process – Final Plan

• Consultants contacted the relevant personnel during finalization of the design plan.
  1. Director of Educational Technology – Overall Functions
  2. Director of Library Services - space
  3. Director of Information Technology – technology and networking
  4. Dean of Administration – cost

• Final design plan with the list of equipment and furniture was presented to the Dean of Administration.

• Dean of Administration drafted the final proposal with the construction plan and presented to the system 21st Century Classroom team.
The Floor Chart
The Area Rendering
Learning Space – Large Rooms

- Group meetings for brain storming and presentations
- Video recording
- Up to 15 people
Learning Space – Large Rooms

- Crestron Touch-IT Interactive PC and Display System -65 Inch
- Crestron Interactive PC/Laptop Controller
- VGA and HDMI Laptop connection jacks
- Extron Video Recording Control Unit
- Wall Mounted Panasonic Camera/Mic
- Two Ceiling Microphones
- Wi-Fi

- Ten Steelcase small white boards
- Wall Mounted white board with markers and an eraser
- SMART kapp Board
- Ten chairs
- Three sofa seats for five people
- Four mobile tables
- One laptop stand
- Desk Phone
Learning Space – Medium Rooms

- Small group meetings for brain storming or presentations
- Video taping
- Video conferencing
- Up to 4 people
Learning Space – Medium Rooms

- Wall Mounted LG Display System – 40-inch
- Connecting cables up to 4 PC or Mac laptops
- Extron Video Recording Control Unit
- Wall Mounted Panasonic Camera with Mic
- Ethernet cable for wired network
- White wall with markers and an eraser
- Four chairs
- Two sofa seats
- Desk Phone
- Wi-Fi
Learning Space – Small Rooms

• Video conferencing
• Video production
• Media production
• Up to 2 people
Learning Space – Small Rooms

- PC Computer/Mac
- ClearOne Chat160 Speaker & Microphone
- Logitech Web Camera with Mic for Skype, WebEx Video Conference
- LED Dimmer Light
- VGA and HDMI Laptop connection jacks
- Ethernet cable for wired network
- Two Chairs
- SMART kapp Board
- Desk Phone
- Wi-Fi
User Experience - Usage

- All rooms were in use starting Fall 2017.
- When the rooms are not booked, walk-in users are welcomed.
- During the semester, the rooms are very popular
  - Committee/club meetings
  - Small study groups
  - Small groups for projects
  - Small classes
21st Century Classroom Survey

• What type of user are you?
• Check the rooms you have used:
• What did you use the classroom for?
• What features do you like the most in the room?
• Is there anything we could do better to enhance your experience in the 21st Century Classroom?
• Do you have any suggestions to improve the scheduling process?
User Experience – 21st Century Classroom Survey

What type of user are you?
Answered: 52  Skipped: 11

<table>
<thead>
<tr>
<th>USER TYPE</th>
<th>RESPONSES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Student</td>
<td>46.15%</td>
</tr>
<tr>
<td>Faculty</td>
<td>36.54%</td>
</tr>
<tr>
<td>Staff</td>
<td>21.15%</td>
</tr>
</tbody>
</table>

Total Respondents: 52
User Experience Survey

Check the rooms you have used: (refer to http://mxcc.edu/learning-commons/pegasus-green for details in the Chapman rooms)

Answered: 50   Skipped: 13

- Snow 413A/B
- Snow 500
- Chapman 708A
- Chapman 708B
- Chapman 709A
- Chapman 709B
- Chapman 709C
- Chapman 709D
User Experience Survey

What did you use the classroom for? Check all that apply.

- Group presentation
- Group study
- Meeting
- Class
- Club
- Audio/Video creation
- Presentation creation
- Tutoring
- Other (please specify)

Answered: 50  Skipped: 13
User Experience Survey

What features do you like the most in the room? Check all that apply.

Answered: 50    Skipped: 13

- Technology
- Layout
- Furniture
- Availability
- Overall comfort
- Other (Please specify)
User Experience Survey & Future Improvement

• Is there anything we could do better to enhance your experience in the 21st Century Classroom?
  • Adding more chairs in the two large rooms.
  • Improving audio quality in the large rooms.
  • Adding an additional computer in the small rooms.
  • Making more marketing of the different types of things you can do in the rooms – examples of innovative projects and use.
  • Providing communications of best practices.
  • Building more rooms that accommodate typical class sizes of 25-35 students.
  • Reserving all rooms via the event management system.
Future Improvement

• Marketing the learning space.
• Making room reservation easy.
• Providing more training to students, faculty, and staff
• Promoting best practices.
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