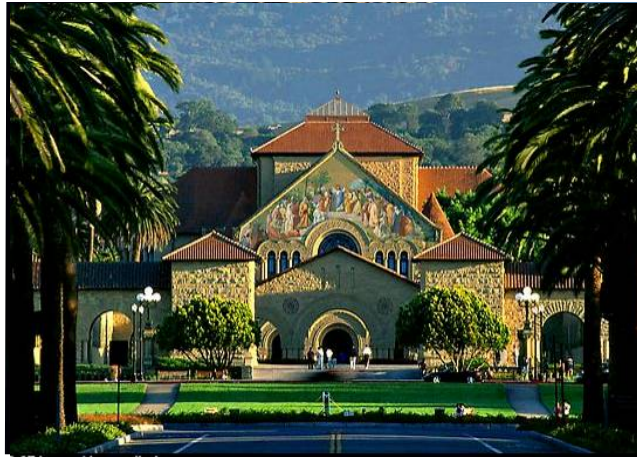


PERKINS
+ WILL

Next generation
learning environments
that inspire learning
and discovery



2006 WISCAPE Conference



Higher Education Today and Tomorrow
Madison, WI

09.26.06

Introduction



Jeff Stebar,
AIA, LEED
Principal
Perkins+Will



Jeff Ziebarth,
AIA, LEED
Principal
Perkins+Will



DIRECTION AND DIMENSION

Higher Education: Today and Tomorrow



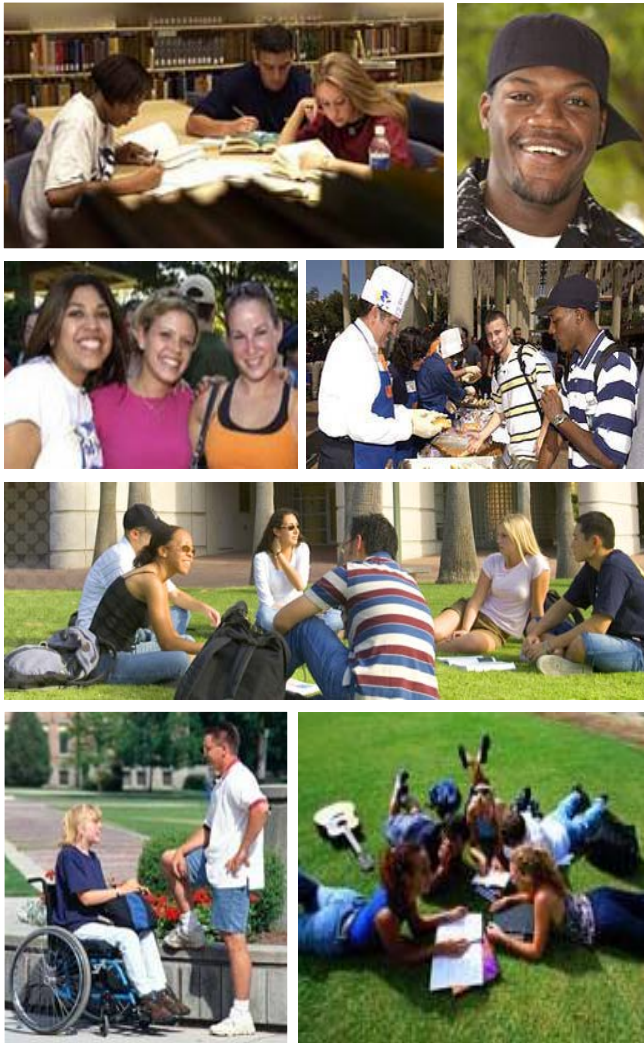
1. Higher Education *Today*
2. Signs of the Times
 - Demographics
 - Globalization
 - Information Technology
 - Key Trends
 - Changes to Curriculum
3. Today and Tomorrow
 - Future in Higher Education
 - Changes to the Institution
 - Future of Physical Environment
4. Campus and Community
5. Project Example



1.

Higher Education *Today*

Higher Education: Today



Students of 2006:

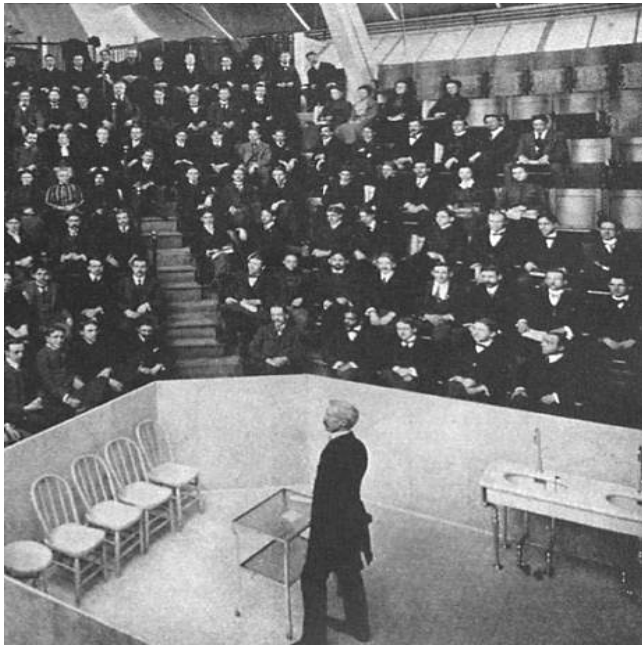
Live 24/7 Lifestyle

- Retail Savvy
- Techno Natives
- Expect User-friendly Everything
- On the Run / One-stop or No-stop Service
- Multi-tasking / Multi-media
- No Traditional Meal Periods

Instant & Constant Communication

- Across the World vs. Across the Hall
- Want Information Now
- Seeking Balance thru Activities
- Seeking Community, Involvement & Leadership Opportunities

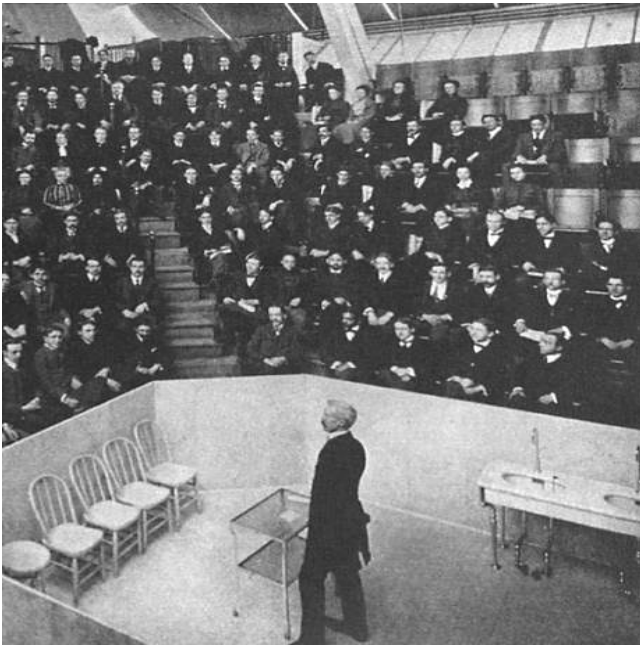
Higher Education: Today



Today's students...

- The Soviet Union has never existed.
- They have grown up getting lost in "big boxes."
- "Google" has always been a verb.
- "Madden" has always been a game, not a Superbowl-winning coach.
- They have rarely mailed anything using a stamp.
- They have always preferred going out in groups as opposed to dating.
- There has always been a pyramid

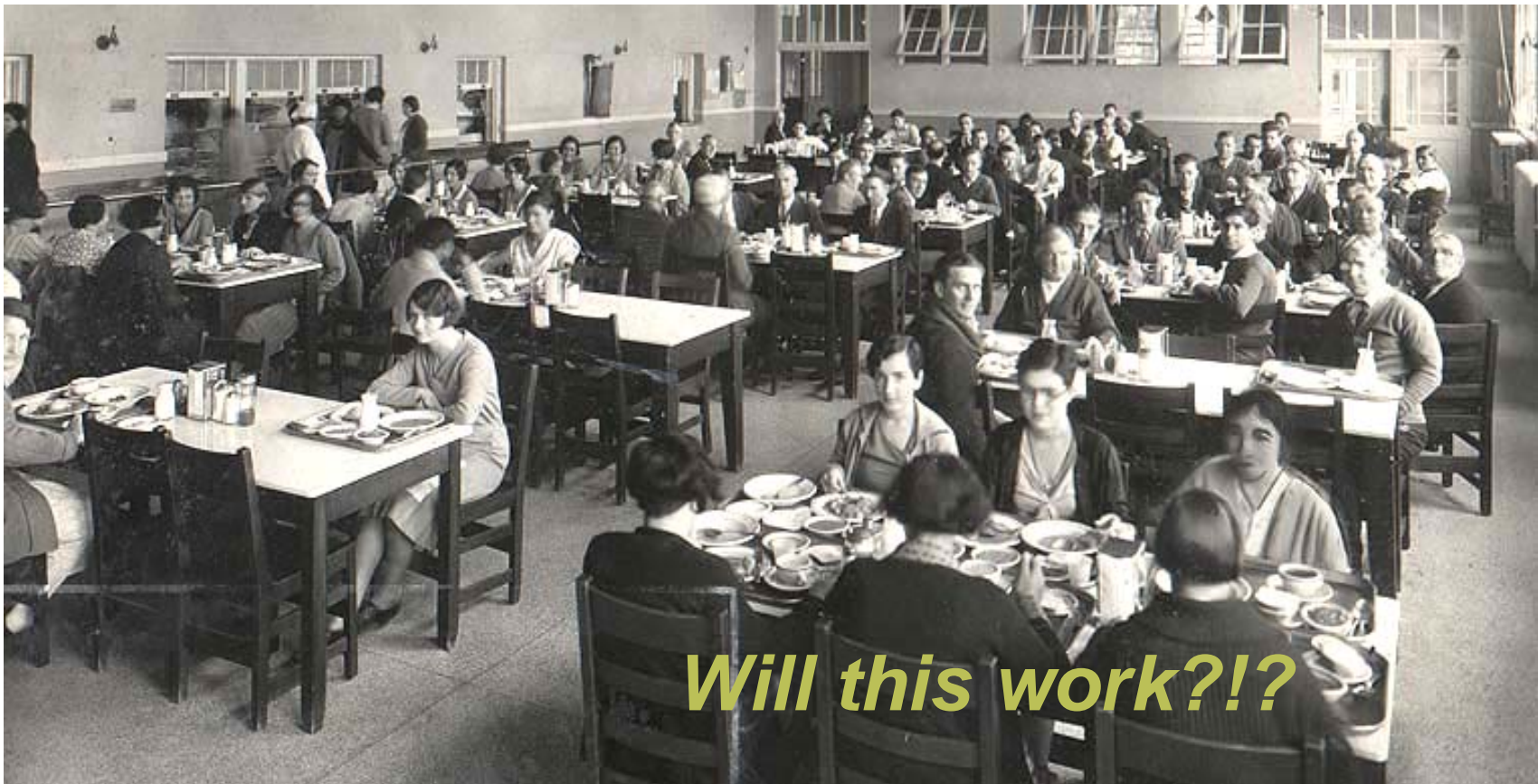
Higher Education: Today



Today's students...

- Acura, Lexus, and Infiniti have always been luxury cars of choice.
- Professional athletes have always competed in the Olympics.
- They don't remember when "cut and paste" involved scissors.
- Starbucks has always been around the corner.
- Michael Jackson has always been bad, and greed has always been good.

Higher Education : Today



Higher Education : Today



Higher Education: Today



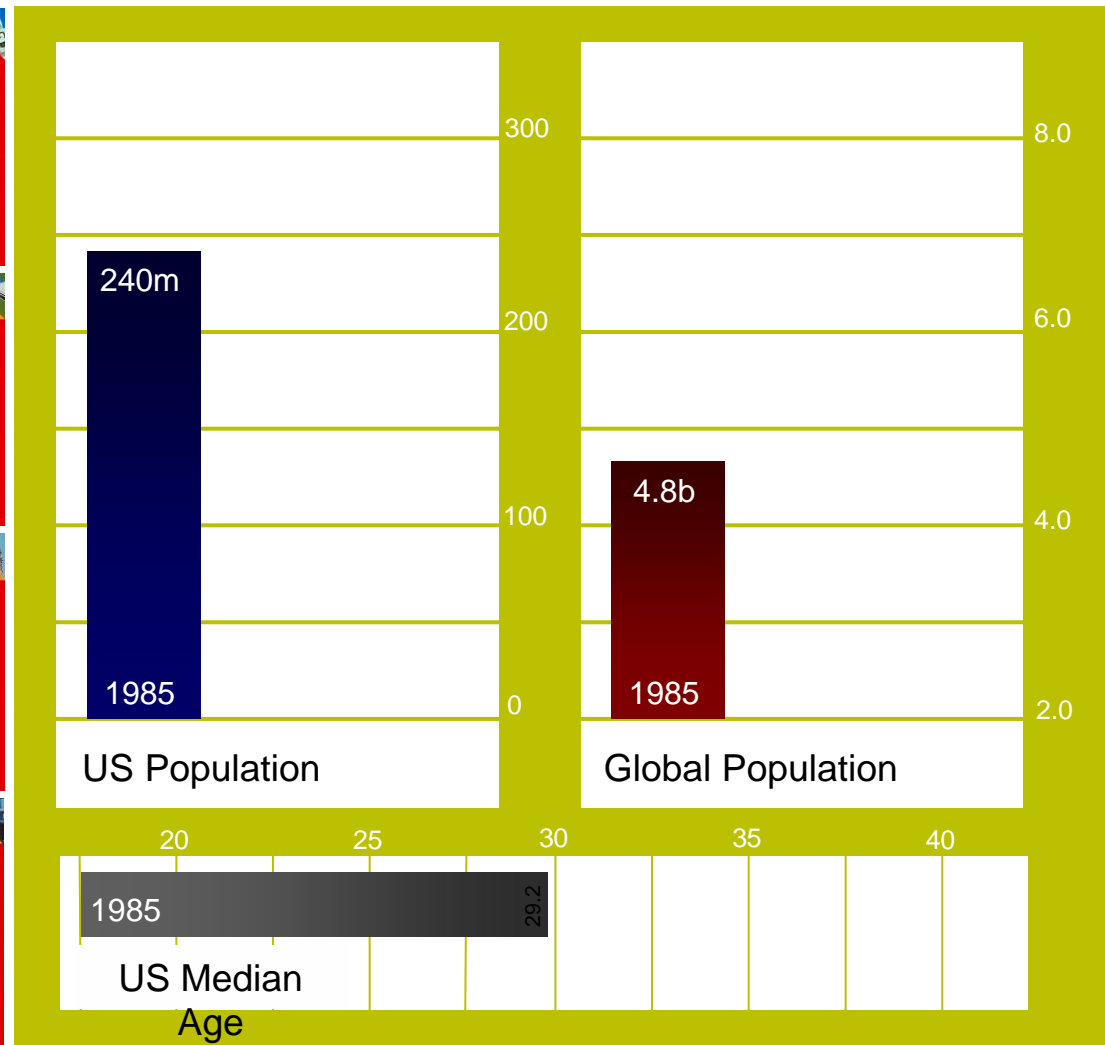
What does the next generation college student look like today?

Let's look at the class of 2025.....

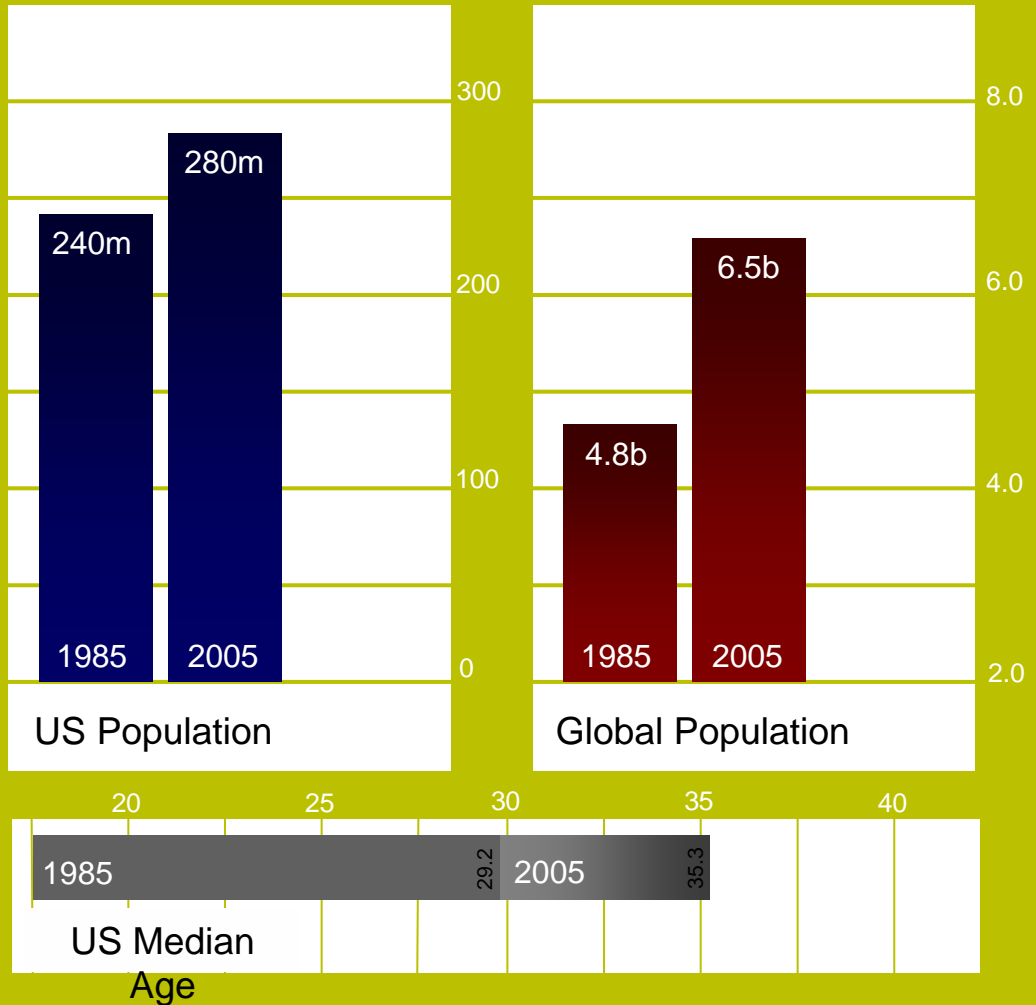
2. Signs of the Times



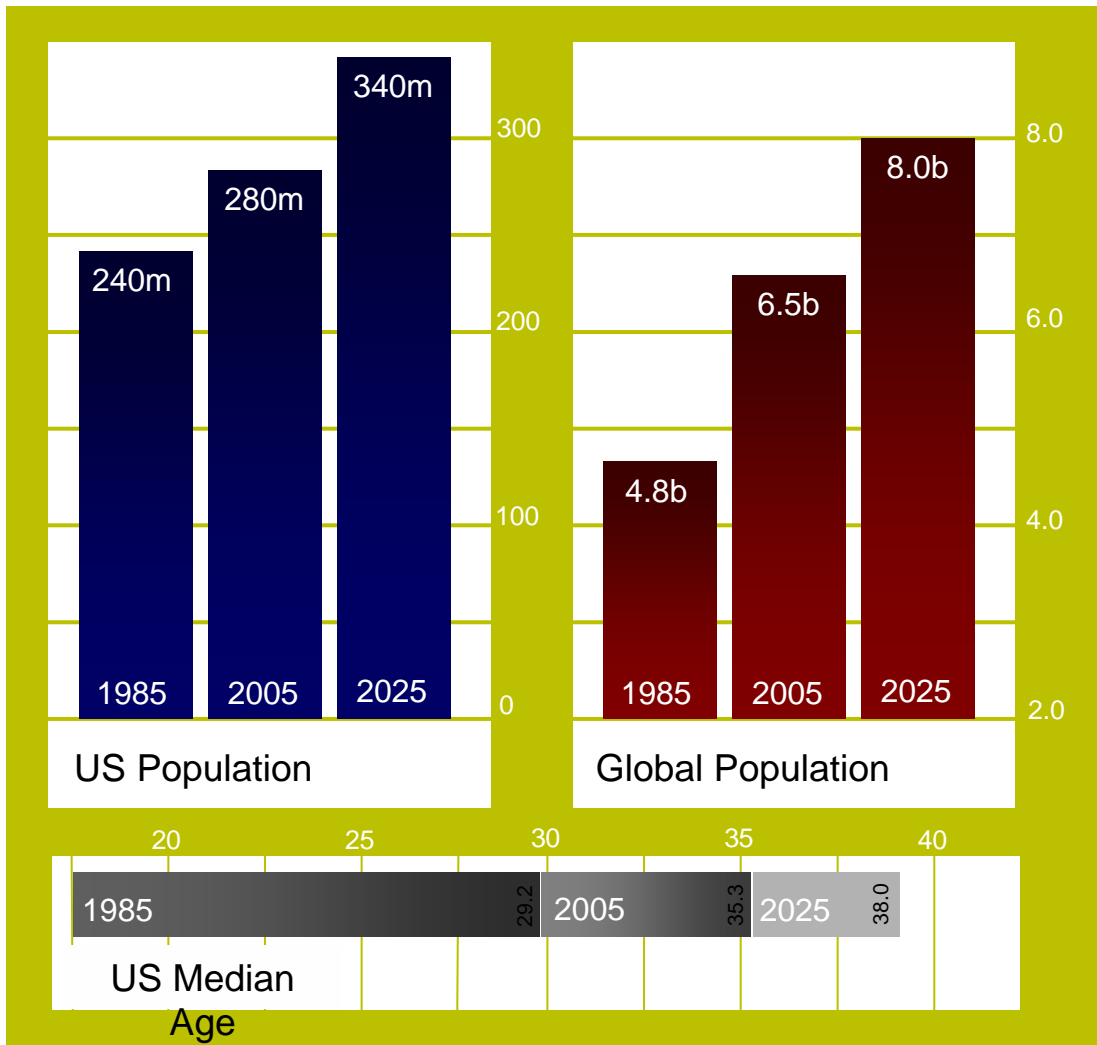
Signs of the Times



Signs of the Times



Signs of the Times



Signs of the Times



Demographics

Demand for Access to HE

- High School Graduates:
 - 1980 56%,
 - 2005 67%
- High School Class Growth:
 - 20% 1996 - 2005
 - 16% 2006 - 2015
- Higher Education Faculty Growth
 - 16% by 2015
- Average 4-year degree
 - 5+ years
- More students with families

US Bureau of Labor Statistics / National Center for Education Statistics

James Morrison, "U.S. Higher Education in Transition", On the Horizon, 11(1), p. 6-10, 2003,

Signs of the Times



Demographics

Age:

- US by 2010:
 - 43% of Adults > age 50
 - 50% HE students > age 21
- Adult Education Programs:
 - 1995: 76 million
 - 2005: 103 million

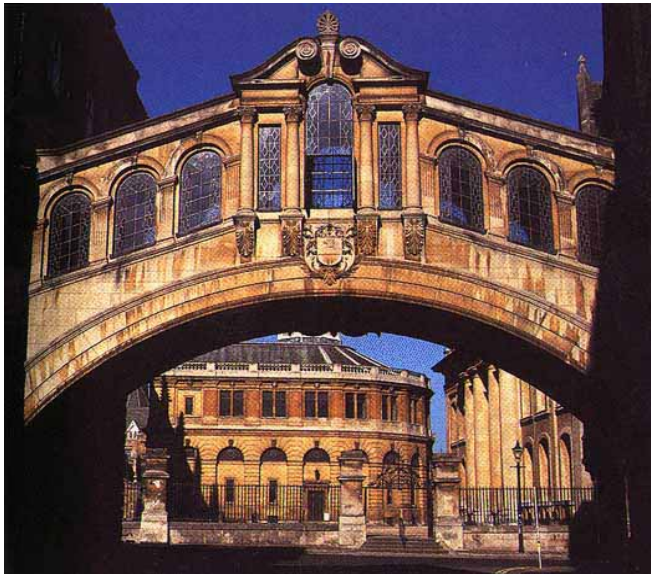
HE Faculty:

- 20% will retire by 2010
 - New Talent
 - Increased IT demands

American Demographics, 2001 / National Center for Education Statistics

James Morrison, "U.S. Higher Education in Transition", On the Horizon, 11(1), p. 6-10, 2003,

Signs of the Times



Globalization

Economic Impact:

World's largest 100 economies:

- 49 are countries
- *51 are multi-national corporations*

Wolfe, "Countries Still Rule the World", Financial Times 2002

Organizational Downsizing

- Outsourcing / Off-shoring
- Virtual Companies
- *Constant Need for Retraining*
 - *75% of workforce will need retraining just to stay qualified*
- *Job-hopping / Career-hopping*

American Society for Training and Development; Marklein, "Colleges Not Prepared to Serve Older Learners", USA Today, 11.17.97

Signs of the Times



Information Technology

The Techno-native Generation

Combined forces redefine HE

- Universal accessibility
- Social Computing
 - Virtual collaboration vs. face-to-face meetings
 - Working at distance, online conferences, etc.

*Separation of knowledge
from the institution*

Signs of the Times

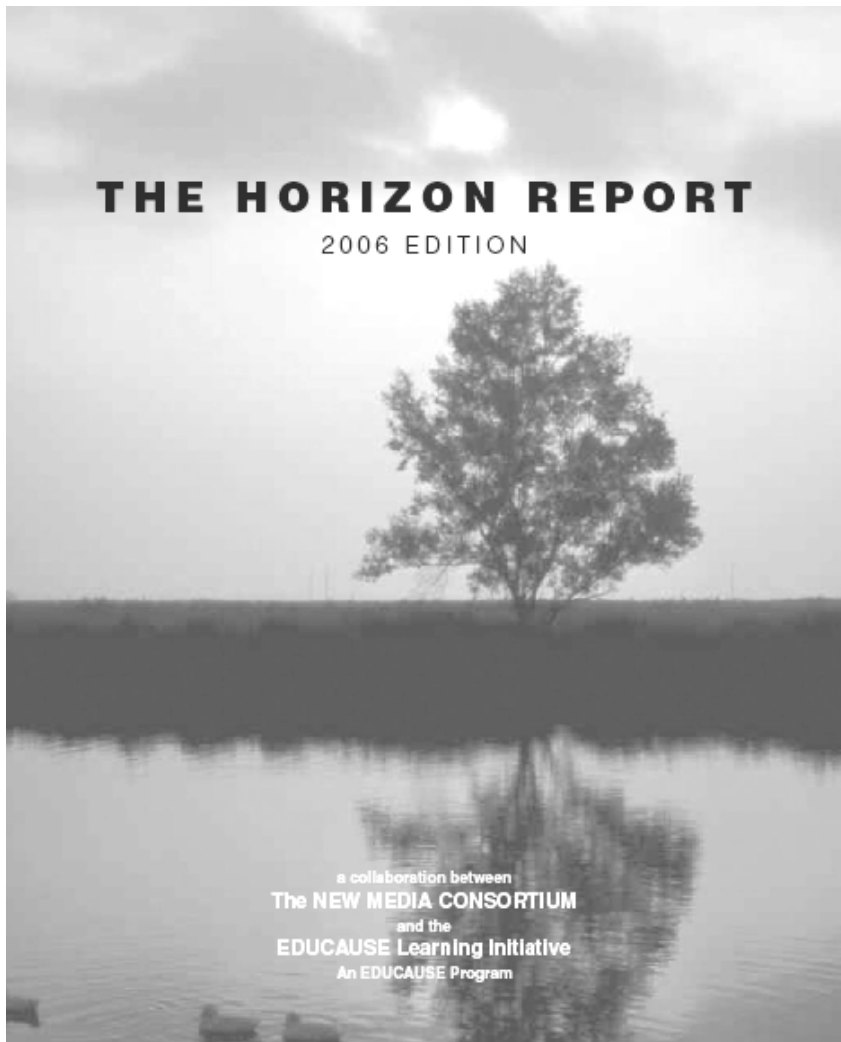


Information Technology The Techno-native Generation

- Internet Allows Educators
 - Center learning around student
 - Use authentic data (real experience)
 - Focus on strengths of individuals
 - Make lifelong learning a reality
- The Bookless Campus
 - E-libraries
 - 24 / 7 Reference Desks
- Flexible Calendars
 - University of Phoenix
 - Begins classes every two weeks

James Morrison, "U.S. Higher Education in Transition", *On the Horizon*, 11(1), p. 6-10, 2003,

Signs of the Times



Key Trends:

Knowledge Creation & Social Computing Tools

- Collaboration at a distance
- Attending online conference
- Contribute to a project wiki

Mobile & Personal Technology

- Delivery platforms
 - Cell phones, mp3, PDA's
- Personal Broadcasting
 - Podcasting, vlogging, blogging

Expectation of Individualized Services & Experiences

- Personalized content & services

Collaboration Seen as Critical

- Intra & Inter-institutional activities

New Media Consortium & EDUCAUSE Learning Initiative, "The Horizon Report", 2006 Edition

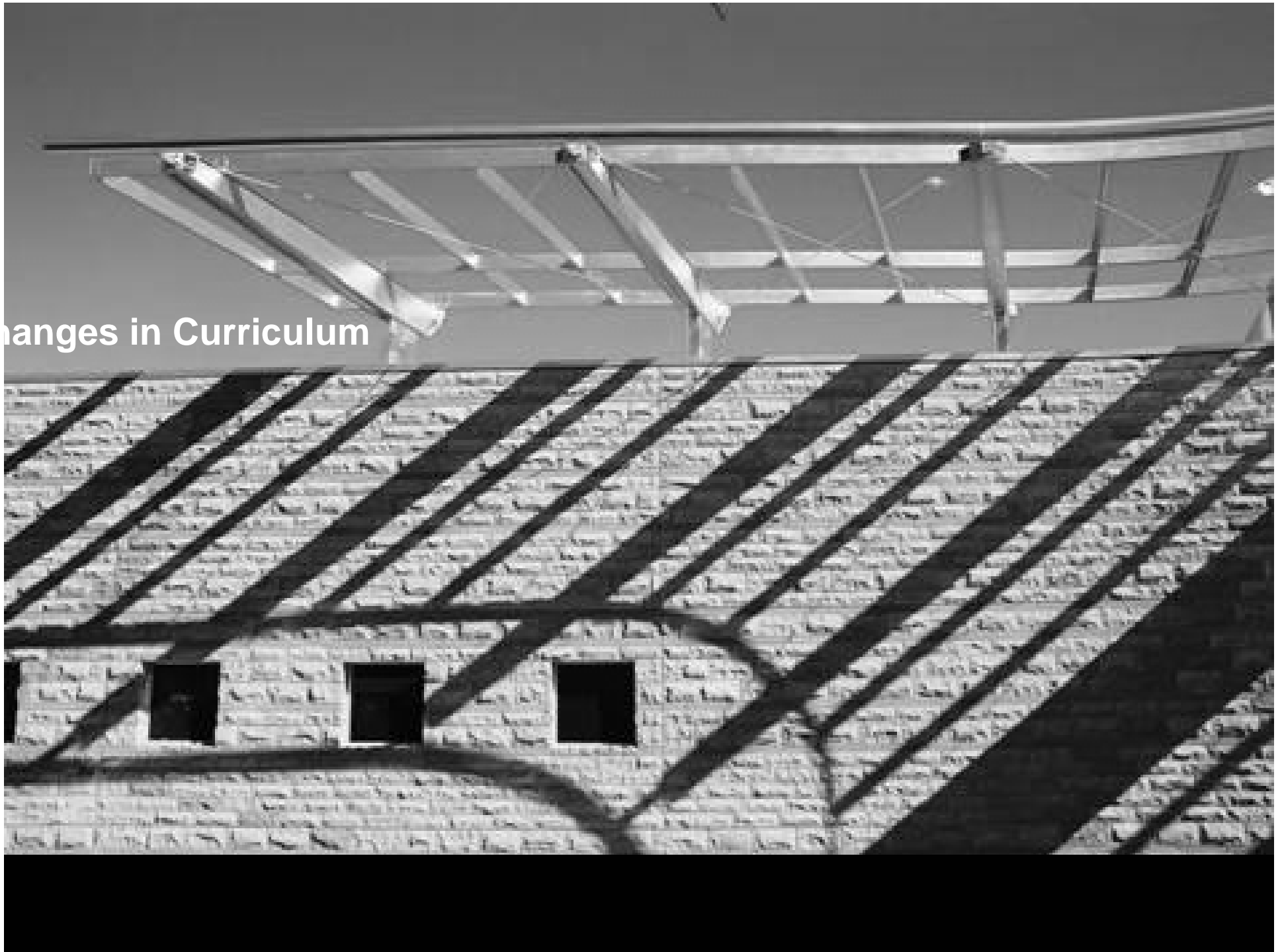
Signs of the Times



- Rio Salado College (AZ) 2001:
 - *Continuous Enrollment*
 - *Classes begin every two weeks*
Morrison, J. & Twigg, C., The Technology Source, May/June 2001
- University of Illinois on Line:
 - Established to compete with online Universities
- Cisco's in-house training
 - \$1800 v. \$120 / worker on-line
"Virtual Classroom is the Future" Sunday Times, April 29, 2001
- Brigham Young University 2005:
 - Online courses for *on-campus* freshman
- *"Corporate training and distance learning will wipe out many of the 700 MBA programs that issue 100,000 MBA's each year"*
D. Jones, Dean of University of Chicago School of Business (USA Today, May 23, 2000)

James Morrison, "U.S. Higher Education in Transition", On the Horizon, 11(1), p. 6-10, 2003,

Changes in Curriculum



Changes to Curriculum



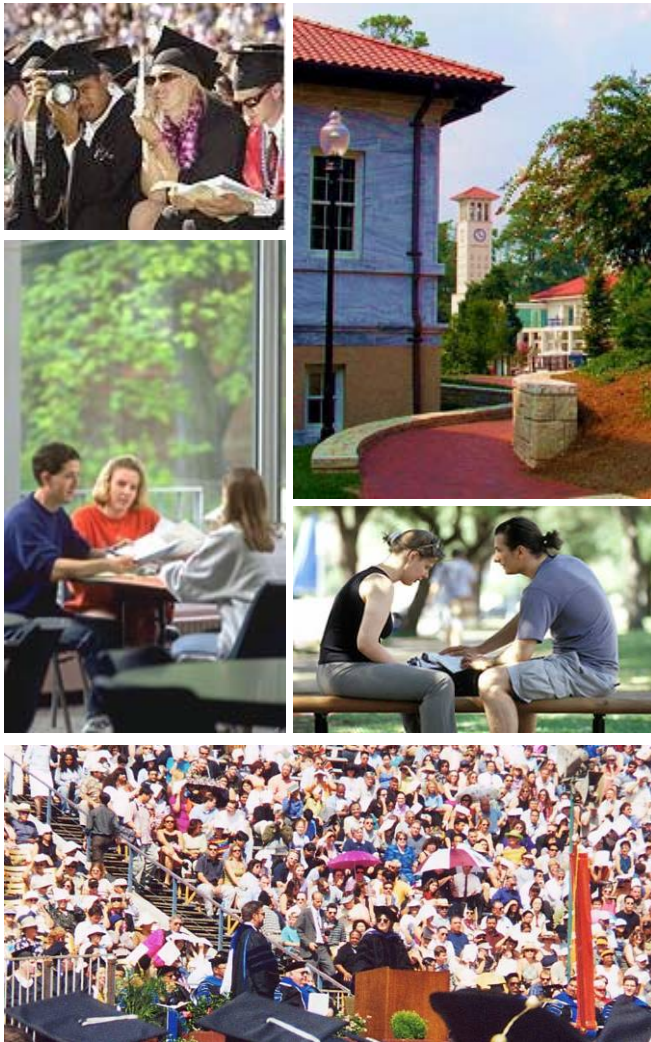
Deconstruction of Traditional Patterns

- Epistemological
 - Taking apart subject matter
- Chronological
 - Taking apart 4-year programs
- Topographical
 - Taking apart of single university model

Modularization of curriculum

- “A Credit Culture”
- Education as a “Kit of Parts”
- More student-oriented
 - Assemble custom degree programs
 - Ease of transferability
- Respond to needs of business

Changes to Curriculum



Key Skills Movement: AKA.

- Transferable Skills
- Cross-curricular Skills
- Core Skills

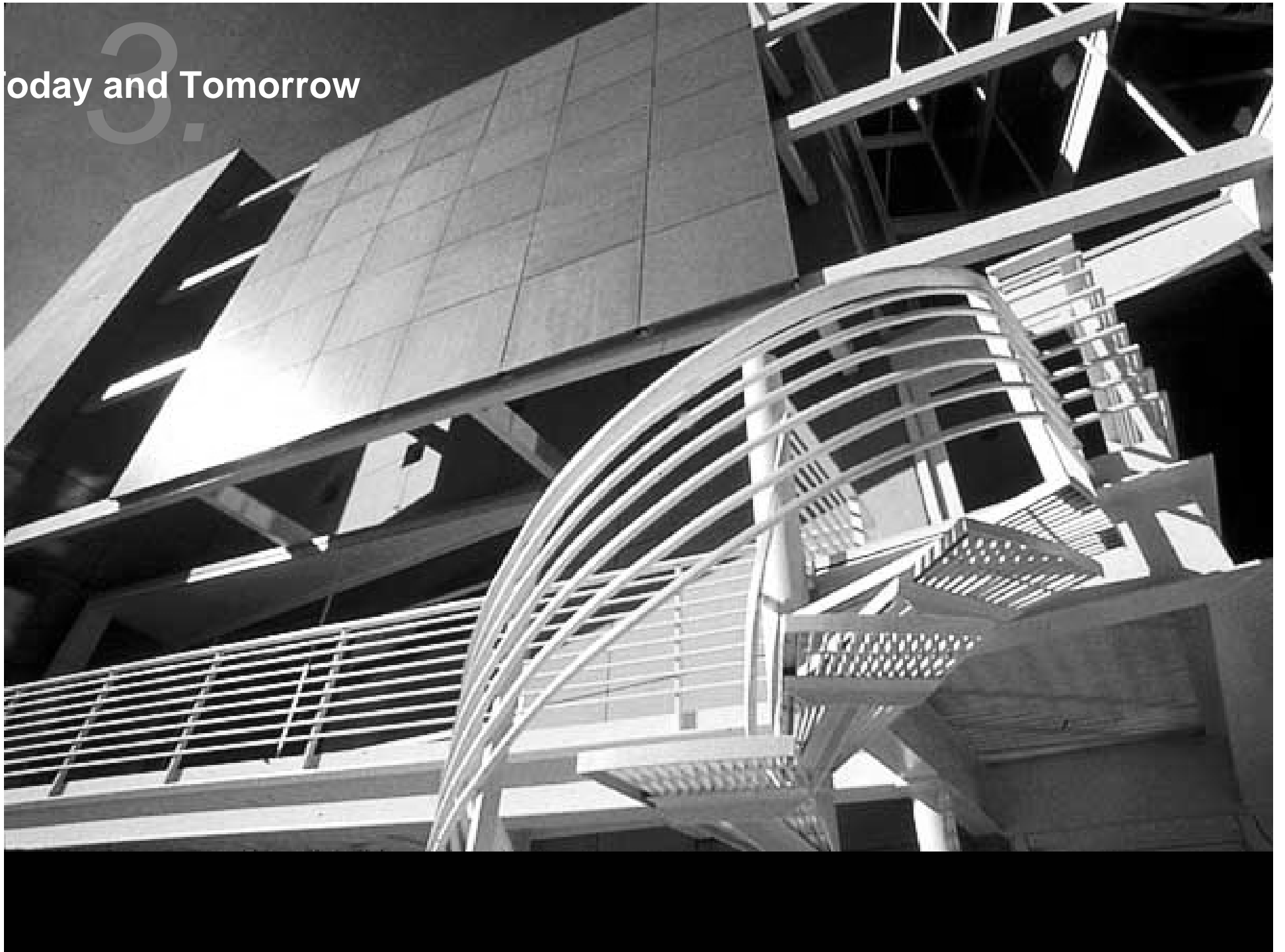
All studies focus on:

- Problem Solving
- Critical Thinking
- Communications
- Information Technology
- Collaboration / Team work

Societal needs v. Individual needs

- Economic development / Liberal arts
- Best delivery methods?
- Knowing “that” v. Knowing “how”

3. Today and Tomorrow



Today and Tomorrow

Past Paradigm:

- Higher Education
 - Teacher directed
 - Class / common age
- Measurement: (*input based*)
 - Credit hours / Seat time
 - Grades / testing
 - Time as constant / learning as variable
 - Degrees / class rank
 - Academic calendar
- Term: Tightly Defined
 - Semester / Quarters
- Knowledge
 - Owned by institution

Future Paradigm:

- Higher Education
 - Learner directed
 - Ability / Multi-age group
- Measurement: (*outcome based*)
 - Competency / performance
 - Outcomes / demonstration
 - Learning as constant / time as variable
 - Competencies / skills
 - Lifelong learning
- Term: Wide Open
 - 24 / 7 / 365
- Knowledge
 - Accessible to everyone

Today and Tomorrow

Past Paradigm:

- Instructor:
 - Lecture (*stand and deliver*)
 - Content Provider
 - Lecture based / large groups
- Faculty Role: Actor
 - Professors
 - Tenure at institution
 - Lecturer
- Student Role:
 - Empty Vessel / Sponge
 - Subordinates / Individuals
 - Labs
- Brand Identity
 - Prestige of institution

Future Paradigm:

- Instructors:
 - Projects (*hybrid*)
 - Designer of learning experience
 - Self directed / individualized
- Faculty Role: Director
 - Targeted Specialists
 - Independent professional
 - Facilitator
- Student Role:
 - Knowledge Creator
 - Junior Colleagues / Teams
 - Apprenticeships
- Brand Identity

James Morrison, "U.S. Higher Education in Transition", *On the Horizon*, 11(1), p. 6-10, 2003
 Morton Egol, New Horizons, "The Future of Higher Education", *Educause Review*, July/August 2006, p. 72 - 3
 Arthur E. Levine, "The Future of Colleges: 9 Inevitable Changes", *The Chronicle Review*, October 27, 2000

Today and Tomorrow

Past Paradigm:

- Facilities:
 - “Brick” universities
 - Formal lecture halls
- Technology: Tool
- Libraries:
 - Stacks / Books
- State Funded
 - Defined campuses
- Education Providers:
 - Traditional colleges & universities
 - Non-profits

Future Paradigm:

- Facilities:
 - “Click” universities
 - Flexible learning environments
- Technology: Enabler
- Libraries:
 - Starbucks / Laptops
- Enterprises
 - Universal access
- Education Providers:
 - Companies, libraries, museums, etc.
 - For-profits
 - New brand names & hierarchy
 - Mobility / transfers

James Morrison, “U.S. Higher Education in Transition”, *On the Horizon*, 11(1), p. 6-10, 2003
 Morton Egol, New Horizons, “The Future of Higher Education”, *Educause Review*, July/August 2006, p. 72 - 3
 Arthur E. Levine, “The Future of Colleges: 9 Inevitable Changes”, *The Chronicle Review*, October 27, 2000

Today and Tomorrow

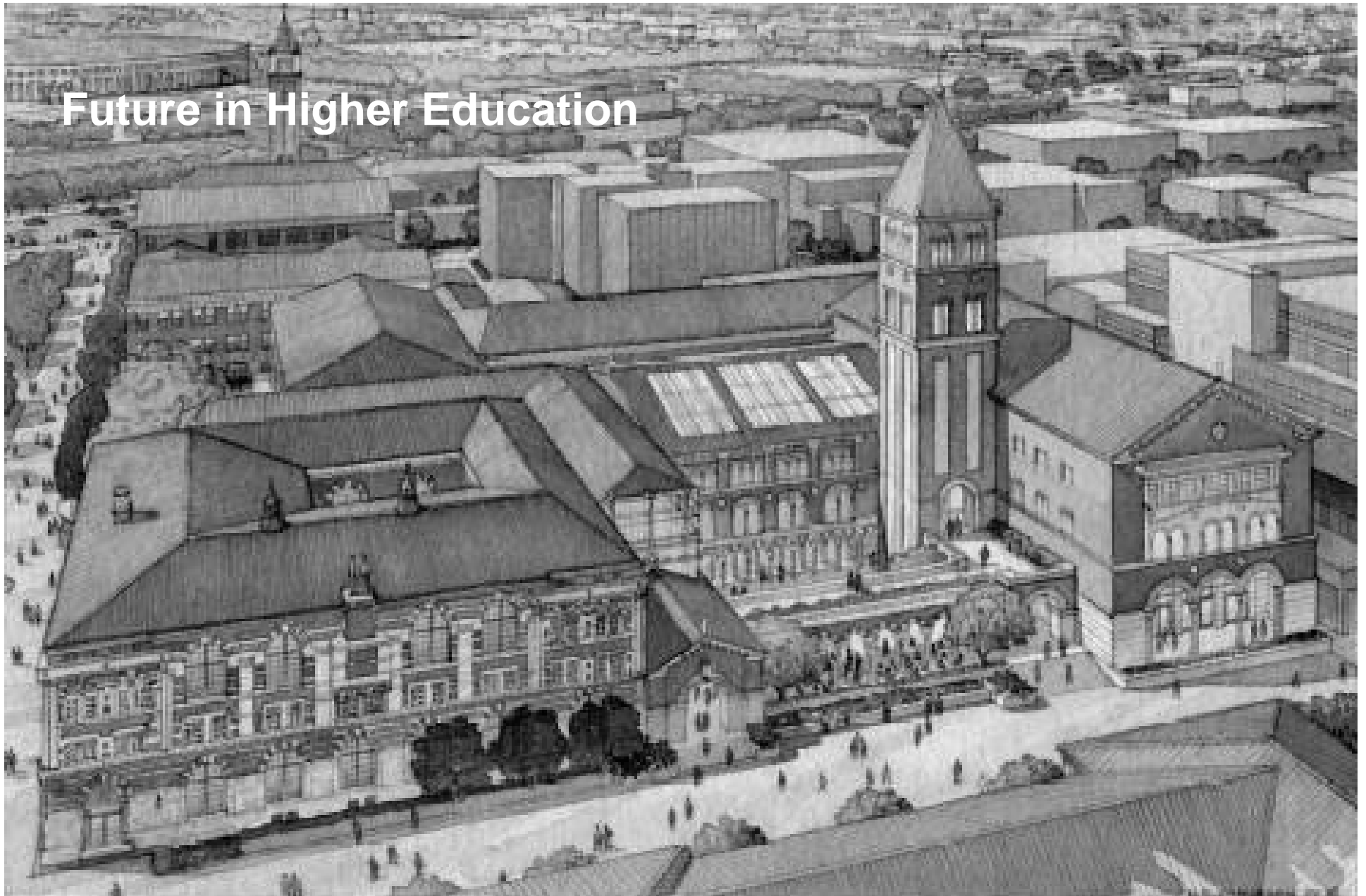
Past Paradigm:

- Standards
 - Recognized degrees
 - Accreditation agencies
- Money
 - Government to institution
 - Academic freedom
- Curriculum
 - Transmission of knowledge
 - Linear pattern
 - Book-based delivery

Future Paradigm:

- Standards
 - Educational passport
 - Government bureaus
- Money
 - Government to students
 - Market driven
- Curriculum
 - Support distillation, analysis, ordering and manipulation
 - Layering of content
 - Multi-media formats
 - Customized by individual learners

Future in Higher Education



Future in Higher Education



Campus & Academic Life

Blending of programs

- Academic
- Recreation / Wellness
- Student Services
- Housing

Variety of activities:

- Study
- Work
- Play

On-line communities

- Myspace.com / facebook.com
- Open access wiki

Personal relationships through co-curricular activities

Future in Higher Education



Campus & Academic Life

More flexibility

- Drawing range of people to one space

One size will *NOT* fit all

- “Shotgun” v. “Rifle”
- Targeted subgroups

Imitate post-college life-style

Support students with life skills

- Time management
- Leadership / Service opportunities

Engagement through Activities

- Face-to-face Interaction



anges to the Institution

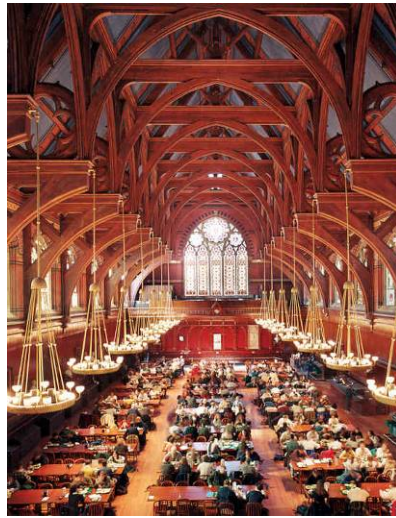
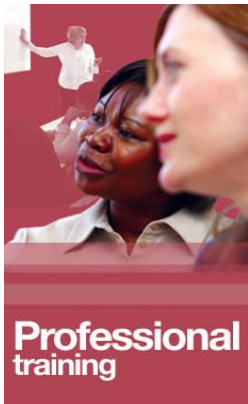
Changes to the Institution



Campus Environment:

- Mix of “Brick” and “Click”
- Identity of the place
 - Multiple campuses
 - Distance learning / Franchising
 - Extending HE into life / work
 - Work-based learning / retraining
 - Work place as laboratory
- Universal access
 - Face-to-face contact “optional”
 - Trips to library “rare”
 - Universal access
 - Irrelevance of distance

Changes to the Institution



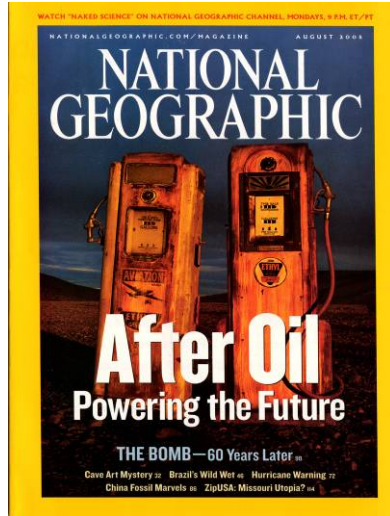
Campus Environment:

- Identity of time
 - Undefined academic year
 - 9:00am – 5:00pm?
 - Weekend seminars / Year-round sections
- Identity of scholar community
 - Multiple sites
 - Part-time / short-term / specialized staff
 - Public / private partnerships
 - Global connections
 - Independent faculty
- Identity of student community
 - Larger, non-resident, and more diffuse

David Bridges, Cambridge Journal of Education, Vol. 30, No. 1, 2000,



Changes to the Institution



Being Sustainable

Net-positive Environmental Impact

- Energy generators
- Water purifiers
- Environmentally neutral
- Cradle to cradle
- Construction Methods

Quality of Life

- Higher quality spaces & healthier environments
- Individual controls
- Daylight
- Organic foods
- Fitness lifestyle

Changes to the Institution



Operational Issues:

Sustainable Design Impact:

- Central Plant vs. Dispersed systems
- Disposal vs. Recycling
- Capital Cost vs. Operational Costs
- Facility Focus vs. Quality of Life
- Individual Buildings vs. Ecosystems

Finance Impact:

- State funding vs. University as Enterprise
- Student Fees vs. Self-generation of Revenue
- Tuition Funding vs. Research



Future of the Physical Environment

Future of the Physical Environment



Campus Facilities: Living Learning

- Student life & academic life united
- Dispersing social support spaces
 - Food services
 - Student services
 - Recreation / Fitness
- Smaller “Communities”

Campus & Community

- Separate vs. Connection
- University as Steward of Regional Economies

Future of the Physical Environment

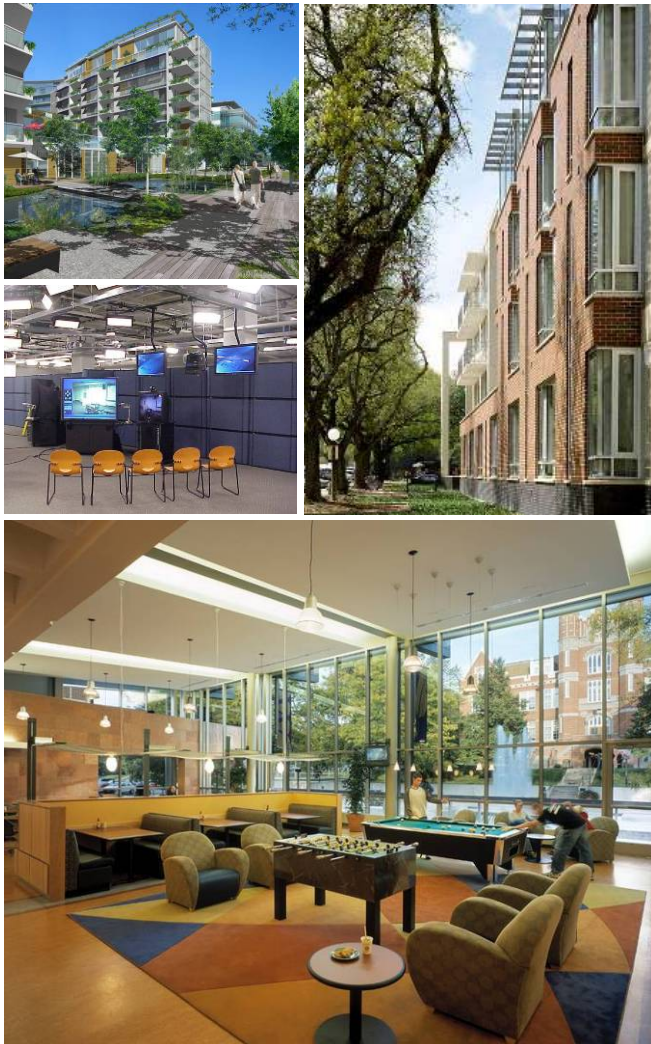


Campus Facilities:

Idea incubators

- Multi-function
- “Branded” image
 - Recruiting & retention
 - Contribute to a sense of place
- Promote Enterprise
 - Creative income sources
 - Self-generation of revenues

Future of the Physical Environment



Campus Facilities:

Merging of Programs and Needs

- Libraries and Classroom
- Unions / Recreation / Wellness Centers
- Integrated Living / Learning Centers
- Senior / Retirement Housing
- Condominiums Housing
- Non / Multi-disciplinary Facilities
- Unions and Libraries
- Retail and Academic Complexes

Future of the Physical Environment



Campus Facilities:

- Campus Focus vs. Community Focus
- Bigger vs. Better
- Individual Facilities vs. Hybrids
- Ballrooms vs. Smaller Meeting
- Lecture Halls vs. Flexible Learning Environments
- Computer Labs vs. Wi-fi
- Study Carrels vs. Group Study Rooms

Future of the Physical Environment

Link Facilities & Strategic Plan

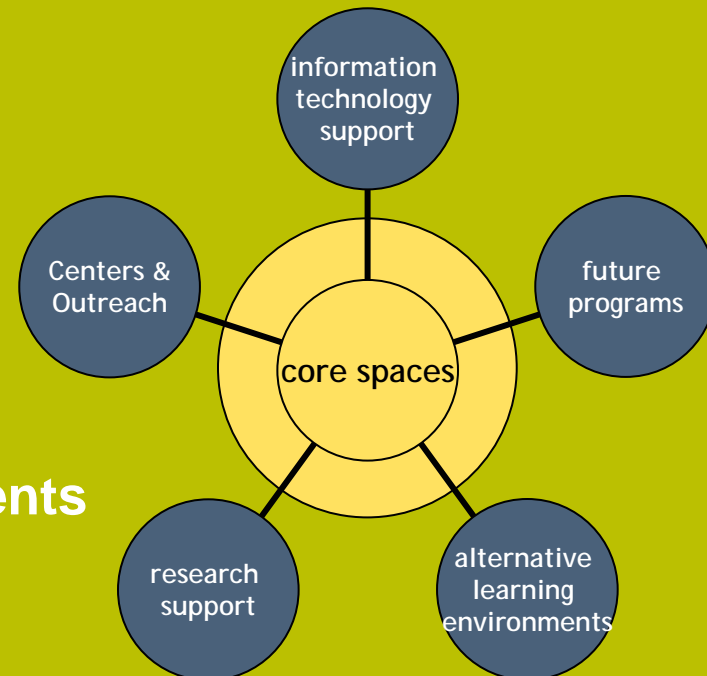
- Reinforce Brand Message and Identity
- Enhance Recruitment and Retention
- Support New Initiatives
- Enable Administrative Restructuring
- Encourage Community Interaction and Support
- Support Outreach Activities



Future of the Physical Environment

Plan for change

- Planning parameters change
- Space needs change 20-25% as mission/vision evolves
- Space utilization changes
- Information technology investments require timing evaluation



Our research indicates a 20% change in space use within a 5 year period

Future of the Physical Environment



What won't change...

- Welcoming & comfortable feel
- Traditional campus "place"
- Individualized services
- Places to "chill"
- Casual interaction
- Home away from home
- Residential colleges as a half-way house between childhood and adulthood

Rich Steele, Director of Campus Center,
Georgia Tech

- Bricks and mortar expression of how we treat our students

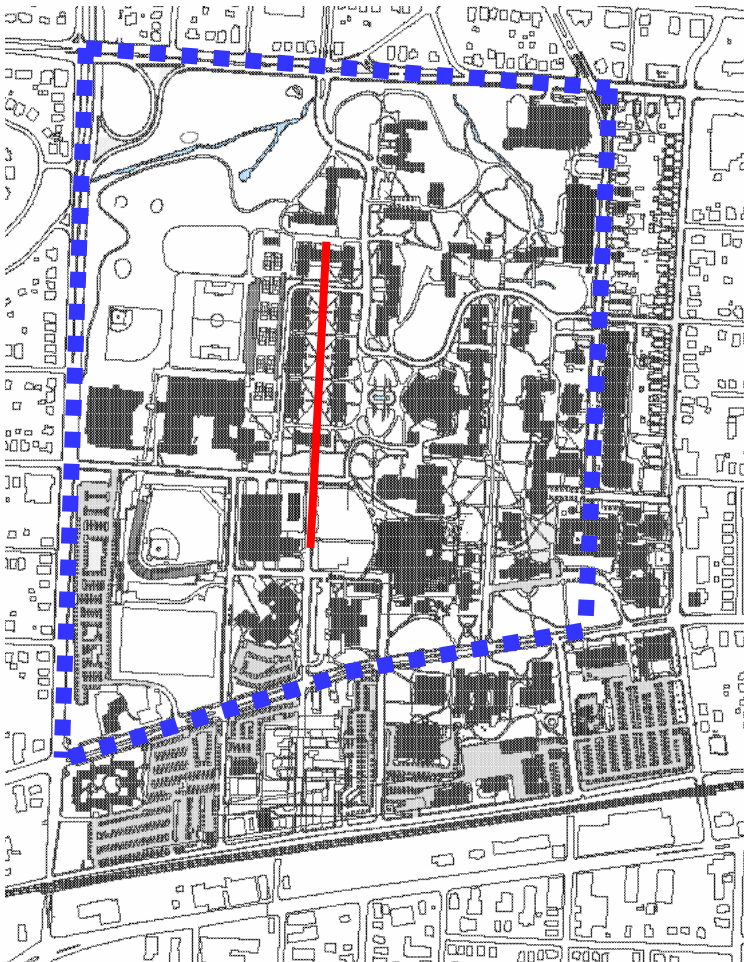
Carolyn Farley, Director of University Center,
UNC Wilmington



4.

Campus and the Community

Campus and the Community

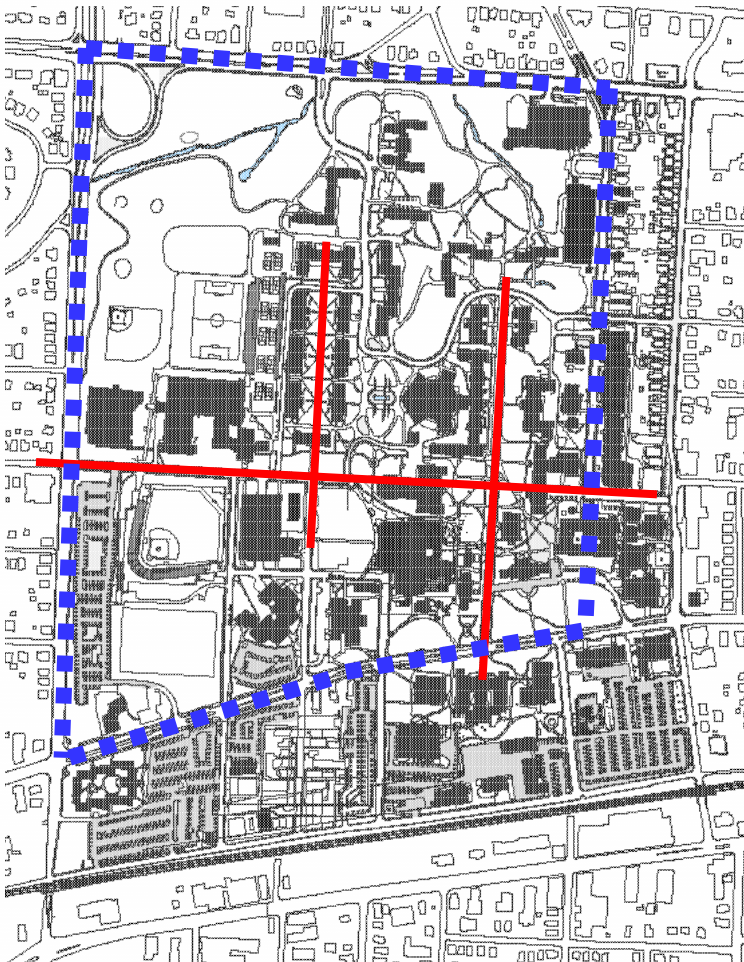


Traditional Pattern:

Campus with Edges
Facilities by Discipline
One Size Fit All
Structured
Hierarchical
Town v. Gown



Campus and the Community

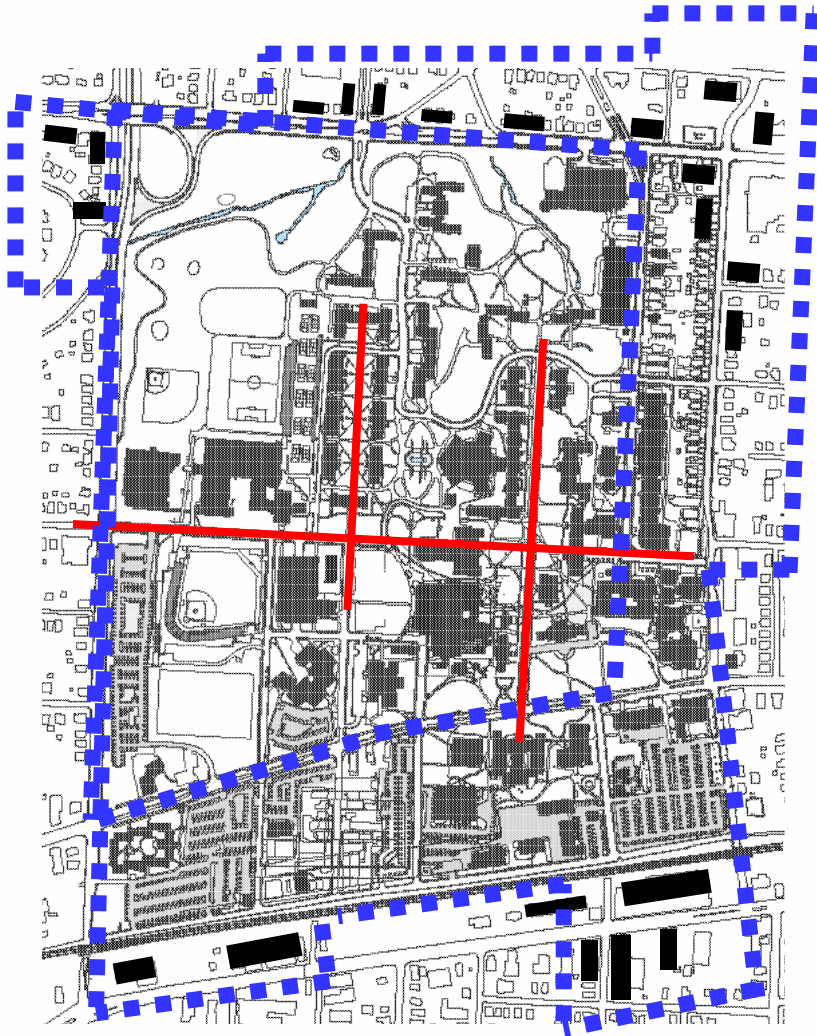


Traditional Expansion:

Campus Pushing to the Edge
Facilities for Collaboration
Acknowledge the Community
Less Structured
Non-hierarchical
Town meets Gown



Campus and the Community



Future Expansion:

Community Joining Campus

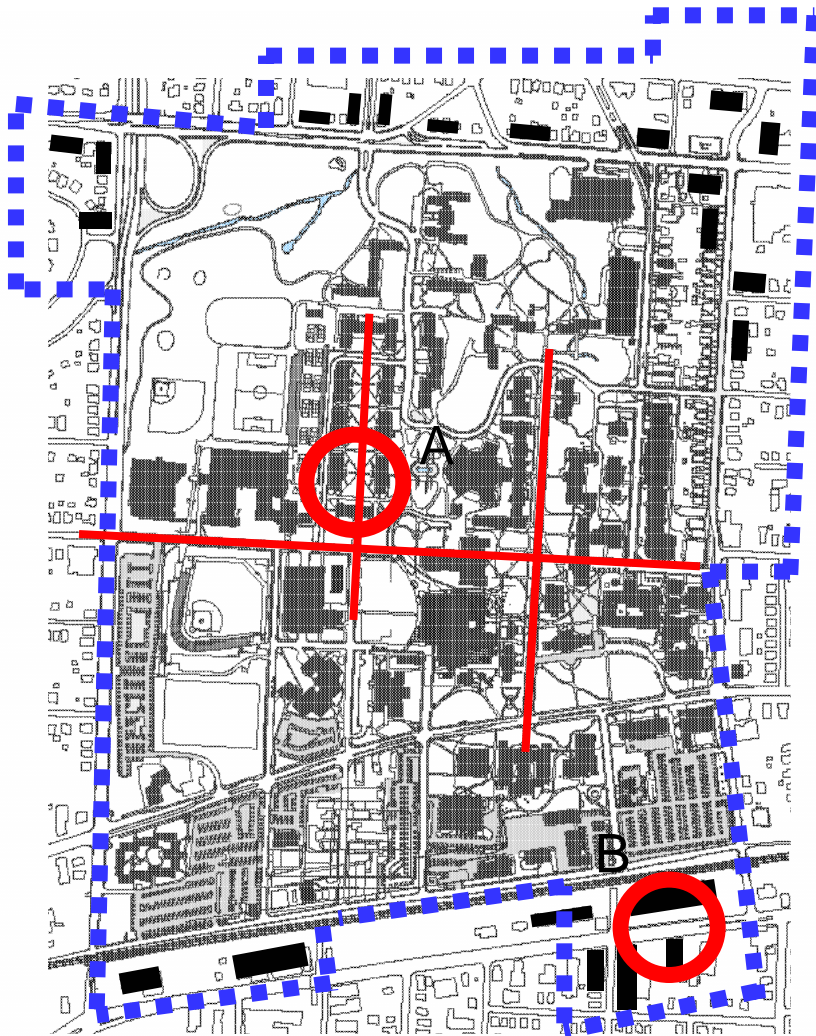
Campus Outreaching to
Community

Town = Gown

The edges are blurring.....



Campus and the Community



Common Motivations

Economic Viability

- A: Support Academic Mission
- B: Enhanced Revenues

Leadership Development

- A: Quality Teaching / Research
- B: Stability and Profit

Brand Identity

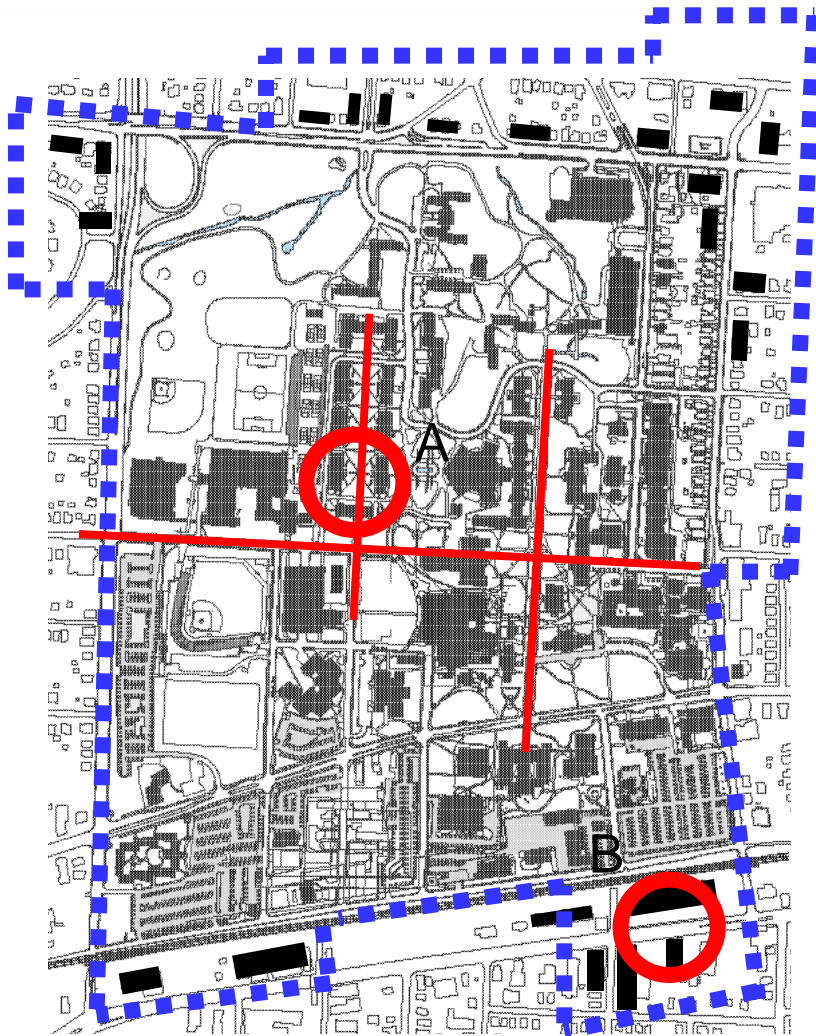
- A: Recruitment and Endowment
- B: Market Share and Image

Client Management

- A: Students and patrons
- B: Customers and investors

*Success: Intellectual development,
prestige, economic stability,
societal contribution*

Campus and the Community



Characteristics

A - Core Buildings (Intellect)

- Learning Environments
- Interdisciplinary and Modular
- Adaptable (not just flexible)
- Non-Assigned
- Non-Specialized Programs
- Academic and Social

B - Edge Buildings (Enterprise)

- Revenue Generators
- Linking Academics & Economics
- Adaptable, Modular, Interdisciplinary
- Academic, Social, Research
- Access to Intellectual Capital

5. Project Example



Stanford University – Clark Center



Programmatic Contents

- 245,000 GSF Learning and Research Facility
- Link between Campuses

Stanford University – Clark Center



Programmatic Contents

- Multiple 'Tenants'
 - School of Humanities
 - School of Sciences
 - School of Engineering
 - School of Medicine
- 'Ad hoc' space assignments

Stanford University – Clark Center



Programmatic Contents

- Cross Disciplinary Teaching and Research
- Strategically placed shared resource areas

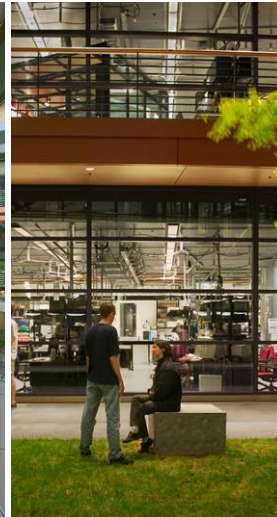
Stanford University – Clark Center



Programmatic Contents

- Wet and Dry Spaces
- Classrooms
- Coffee Bars / Social Spaces

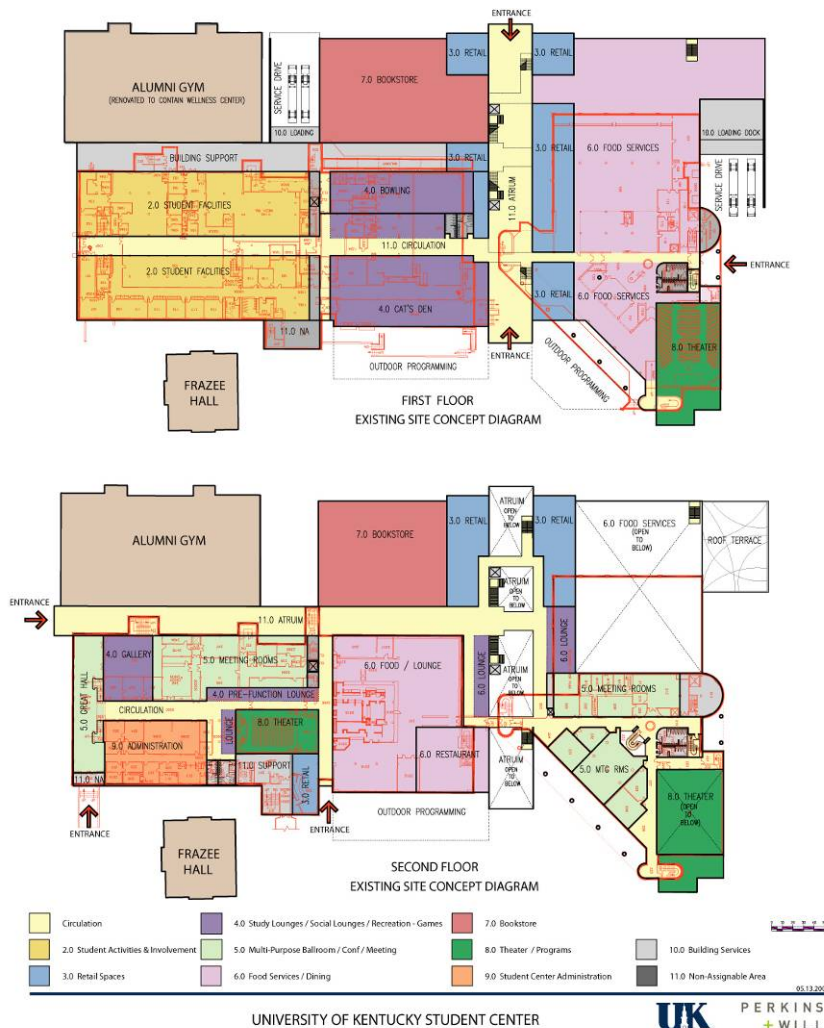
Stanford University – Clark Center



Programmatic Contents

- Strategically placed interaction areas
- Restaurants
- Outdoor Instructional Spaces

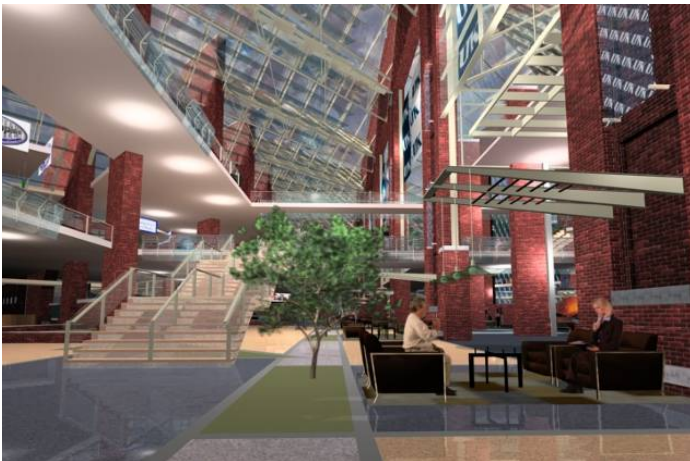
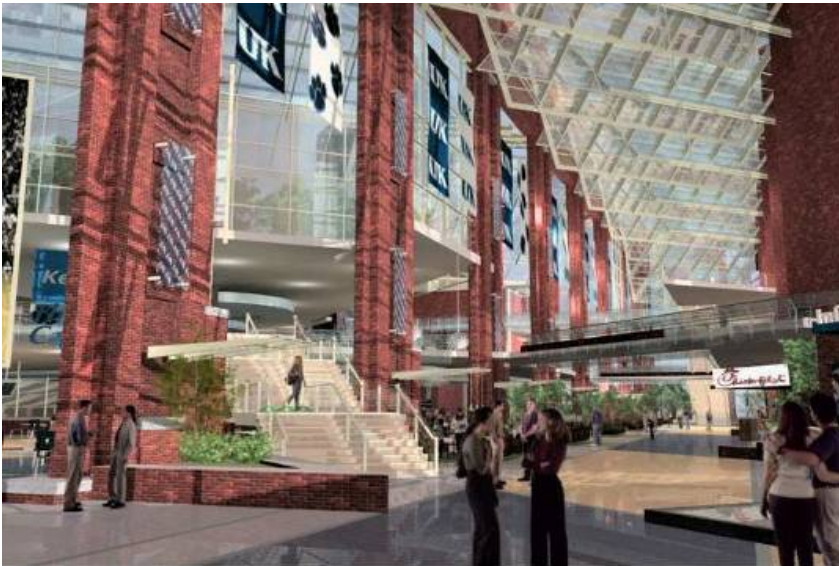
University of Kentucky – Student Center



Programmatic Contents

- Campus & Community Access
 - Restaurants
 - Retail
 - Fitness
 - Entertainment
- Wellness Center
- Drive-thru Student Services
- University Hotel

University of Kentucky – Student Center



Programmatic Contents

- Campus & Community Access
 - Restaurants
 - Retail
 - Fitness
 - Entertainment
- Wellness Center
- Drive-thru Student Services
- University Hotel

University of Kentucky – Student Center



Programmatic Contents

- Linkage between
 - Lexington College Town Plan
 - UK Campus Plan
- Programs serve campus & community
- Campus Entry

Contact Information

Jeff.Stebar@perkinswill.com Jeff.Ziebarth@perkinswill.com



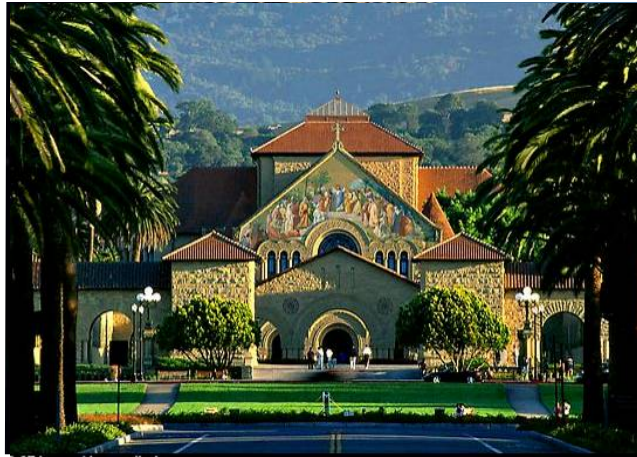
Jeff Stebar,
AIA, LEED
Principal
Perkins+Will

Jeff Ziebarth,
AIA, LEED
Principal
Perkins+Will

Panel Discussion

PERKINS
+ WILL

Next generation
learning environments
that inspire learning
and discovery



2006 WISCAPE Conference



Higher Education Today and Tomorrow
Madison, WI

09.26.06