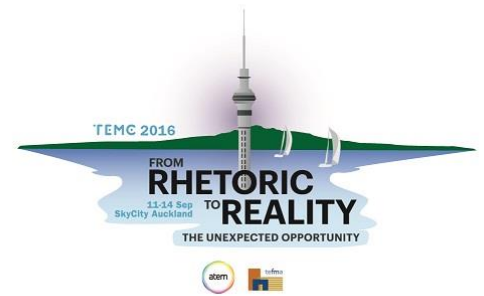


Concurrent Session L
Wednesday 14 September 2016
1:55pm – 2:45pm



Session 3

Activity Based Working for HDRs: An Experiment in Community

Amelia Anderberg, Dr John Holm

University of Technology Sydney, SocioDesign

Amelia has 15 years' experience in space planning. She joined UTS in 2013 where her role encompasses optimising space design and usage and campus planning. Prior to this Amelia worked in corporate property, including as Design and Construction Leader for Ernst and Young in South East Asia and Property Portfolio Manager for Singtel Optus across Australia.

John is a sociologist who works with the tertiary education sector to deliver built outcomes that support operational requirements and cultural aspirations. He works specifically to create places that foster and support effective communities of practice.

He has considerable experience briefing and evaluating next generation learning spaces across Australia. He has worked on several iconic projects that have sought to explore the intersection of place and technology to support learning outcomes. He has also conducted several post-occupancy evaluations on innovative learning spaces that have contributed to deeper understanding of how students use learning spaces.

The perpetual challenge for Space Managers in universities is to find appropriate space, usually at short notice, within the existing footprint of the Faculty or discipline that is adding another 2, 3, 5 or more people. This is particularly true when institutions are growing rapidly like UTS is.

The Activity Based Environment for Higher Degree Research Students (ABE HDR) project is a response to one of these kinds of challenges. The project needed to accommodate rapid growth in HDR numbers, and so started exploring the opportunities within the existing footprint to do so. The project however wanted to go further and to break away from the traditional provision to HDRs, which was typically a workstation either in a shared office or open environment, to provide an environment that fundamentally supported them both from a spatial perspective but also in terms of creating a vibrant and supportive community.

The project looked closely at the Activity Based Working model found in many corporate environments – looked at the Rhetoric – and realised that to work for HDR students that the Reality would need to be somewhat different. The Opportunity was to create a bespoke Activity Based Environment that aligned to the functional and social needs of HDRs. This environment has been delivered in Q1 2016. This presentation outlines the thinking behind the design, the consultation with students and staff in developing that design, and the feedback and lessons learnt as part of an early post occupancy review of the space.

