



**WHAT IF?**



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Collaborators Ariel Garcia, Mike Sinclair, and Ben Zickmund were prompted to research the University Library at IUPUI in order to find opportunities and create conceptual solutions for these opportunities. After conducting primary research from stakeholders and users of the University Library, we came up with this challenge statement: How might we create a more engaging University Library for contemporary students? The following concepts are the solutions that were implemented to achieve this challenge.

# SURVEY PHASE

What do you use the University Library for?

The first method conducted consisted of various surveys asking?

Do you use the University Library?

What do you believe makes the University Library different from other libraries?

How would you make the University Library more engaging?

Do you use online recourses?

If you don't use the University Library, where do you use recourses?

From these questions we gathered that students from only a select number of schools use the University library, and they mostly use it to study and use the computers. Most students who don't use the library use online recourses at a different location to get their information.

NO

THE IUPUI LIBRARY

YES

What do you use the library for?

Vertical stack of sticky notes on the left side of the board, including pink, light green, yellow, and light pink notes.

LIBERAL ARTS

Fairbanks (Public Health)

Kelly (Business)

PHYSICAL EDUCATION & TOURISM MANAGEMENT

Informatics

Engineering + Technology

SOCIAL WORK

SCIENCE

LIT III

II

IIII

II

III

IIII

IIII

II

IIII

IA  
Online Classes  
Online Homeworks  
Extra study  
Play Rooms  
Study  
Books  
Computer

Environment, has printers & study rooms

go more  
study room  
- research  
- 3rd floor lounge  
- references

- study on 4th floor  
- online database

Good atmosphere  
STUDYHUB + WEBSITES

Study/Research  
- study

WORK ON GROUP PROJECT  
- use online data  
- study rooms (great, i core)

for meetings  
To use computer  
Study for exam

What need to print quickly or if I leave my computer at Home.

Get caught up on homework  
- Focus on work

Study for exam

Computers at the concourse

- capstone projects  
- writing center  
- use computers  
- study

Place to work quietly

It is helpful.  
It's awesome!  
Good study location

For studying  
To study  
- technology  
- group work  
- visit 1x a week  
- online database  
- study room

Studying & casual reading

To study, work, and socialize

Good quiet of books + compu.

- focus/study  
- group projects

Study rooms, research  
- computers

Honors College  
- Computer  
- Printing

# IDEATION PHASE

After gathering information from our surveys, we realized that the library has an outdated system of helping students learn.

The research method we conducted was an ideation session in which we ask participants the question "What helps you learn?" and asked them to build it with Play dough. This was a fun and relaxing way to get them to think about what helps them learn. By doing this, we gathered information that lead us to come up with solutions that could make the library more engaging for students in a contemporary world.



# Chrome

A group area where  
People can talk to study.

Exercise science



Major: Elementary  
Education

# Rose

"Environment  
like the C.R.C  
(Circular Resource  
Center)

# **SYNTHESIS** PHASE

After conducting our research methods, we synthesized all of the data collected and categorized our findings. We divided the content into the following categories: physical resources, technology, music food, and space. Then we broke down sub-categories: auditory, kinesthetic, and special. We used this as our framework to implement conceptual solutions.

# KINESTHETIC

Observatory  
Greenhouse  
Espinoza Room  
Audacity



FOOD SUSTAIN ability

Fantasy Learning (Reinforced)

WOODY METAL SHOP

MOCK WORK Environments

Budget + Learning Project + materials + ...

APP Rooms

Materials Rooms (also material room building)

Music Lessons (Singing Instruments)

Auto repair + modification shop.

Ceramic + Wine Studio

Music major practice space w/ audience opt.

RECORD SHARING

Library wide radio stations

Genre Rooms

LIVE PERFORMANCE ROOM

Professional Mixing ROOM

PLAY + POETRY "LIVE"

Record Day

Sound proof Study.

Debate room

Sound Proof Booths.

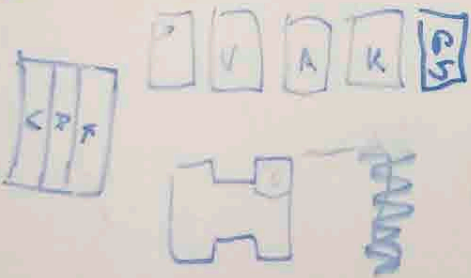
TED TALKS INNOVATION SPACE

PROCESS  
• INTERVIEW  
• IDEATION  
• SYNTHESIS  
• CONVERGE

Snack Reward System

Recycling Classes

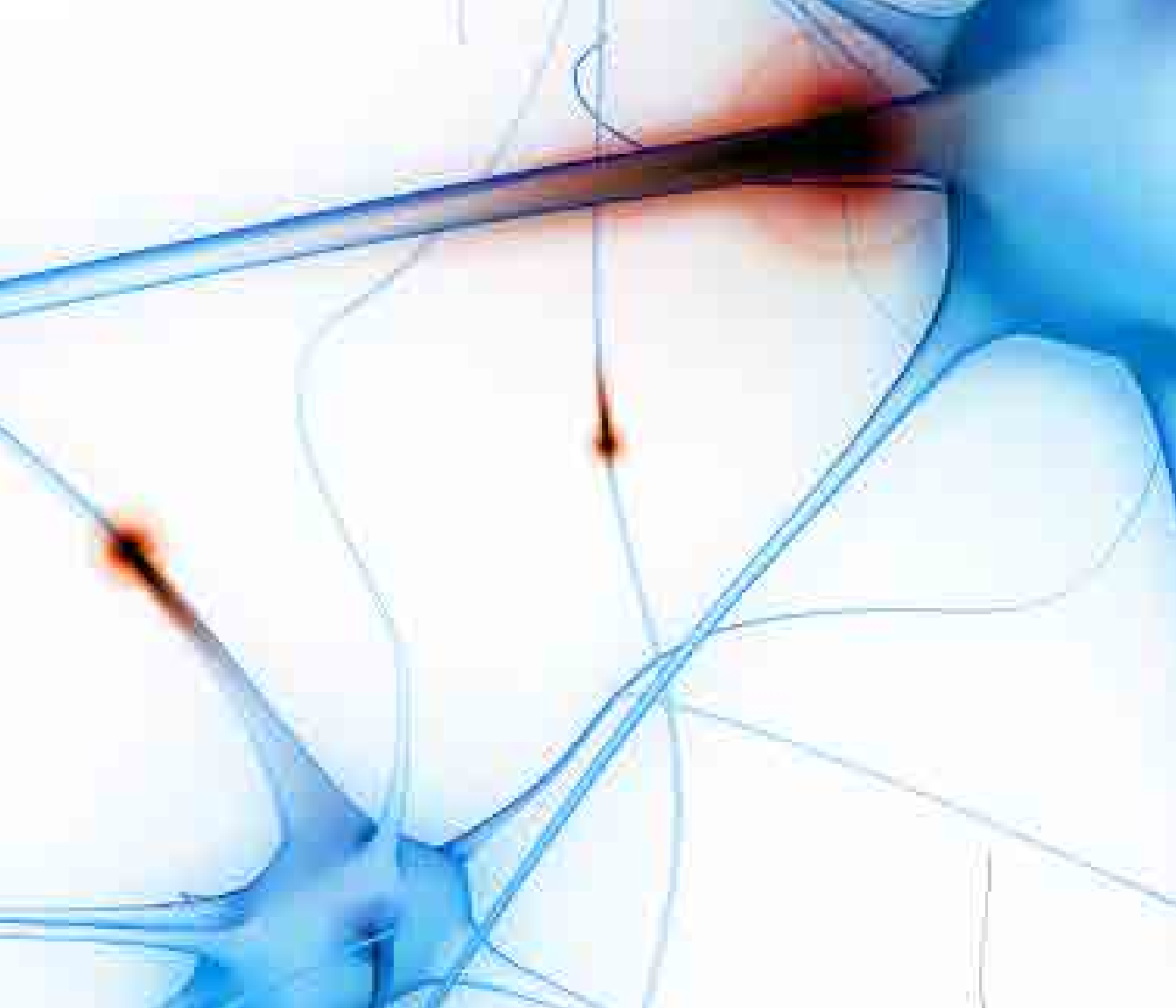
Crowd Source Problem Solving.



Talking h of wis

GRAP WI

Crowd Source Problem Solving.





# **KINESTHETIC** LEARNING

In kinesthetic learning, the “hands-on” learning, students learn by doing. Kinesthetic learners typically would rather demonstrate rather than explain new material.





# UNIVERSITY LIBRARY GREENHOUSE

The purpose of the University Library Greenhouse is to encourage students to learn about personal sustainability through healthy eating. Part of the IUPUI Principals of Undergraduate Learning is to for students to enhance their personal lives and to operate with civility in a complex world.

This is where IUPUI students can come to plant herbs and produce, and prepare healthy meals with them when fully ripe. Students are free to revisit the progress of their planted goods as they please.







## HOW IT PROMOTES **LEARNING**

This space promotes learning by encouraging self sustainability. This is a good way for students to learn how to take care of themselves in a healthy way.

## HOW IT **FUNCTIONS**

The green house can be used as an in-facilitated, hands-on learning experience, but there are also programs in place for students who like to be guided through the process of gardening as well as cooking.

## **ASSETS**

### **Gardening Materials**

Seeds, potting soil, fluorescent lights

### **Storage**

Lockers, storage closets

### **Food Preparation**

Cutting boards, knives





EXPERIMENTAL  
**LEARNING**  
SPACE

## HOW IT PROMOTES **LEARNING**

Students feel free to brainstorm with materials here encourages collaboration. The “nonjudgmental” atmosphere encourages innovative thinking.

## HOW IT **FUNCTIONS**

Students are encouraged to make mistakes and get all ideas out in the open. They can build off what others have left behind, or start from scratch.



## **ASSETS**

### **Craft Materials**

Markers, paint, scissors, yarn, paper

### **Ceramic Studio**

prayer paint machines, buffers, stencils

### **Wood Shop**

Retractable walls for reserved spaces

### **Collaboration tables**

Tables and chairs



AUTO REPAIR  
& MODIFICATION  
SHOP

# HOW IT PROMOTES **LEARNING** **ASSETS**

The auto repair and modification shop encourages self sufficiency in students by enabling them to solve their own problems.

## HOW IT **FUNCTIONS**

Students bring in vehicles that need repairs or modifications, and learn from full-time professionals how to do it themselves.



### **Repair Tools**

Jacks, wrenches, power tools

### **Modification Tools**

Spray paint machines, buffers, stencils

### **Dividing Walls**

Retractable walls for reserved spaces

### **Trained Professionals**

Technician instructors





COLLABORATIVE  
**LEARNING**  
SPACE

## HOW IT PROMOTES **LEARNING**

This space promotes team building, and a basic understanding of knowledge from various disciplines and majors.

## HOW IT **FUNCTIONS**

Students within a group bring in materials to work on a project in a public space where other students can participate in the process.



## **ASSETS**

### **Science Lab Tables**

Bunsen burner, sink, preparation surface

### **Dental and Medical Furniture**

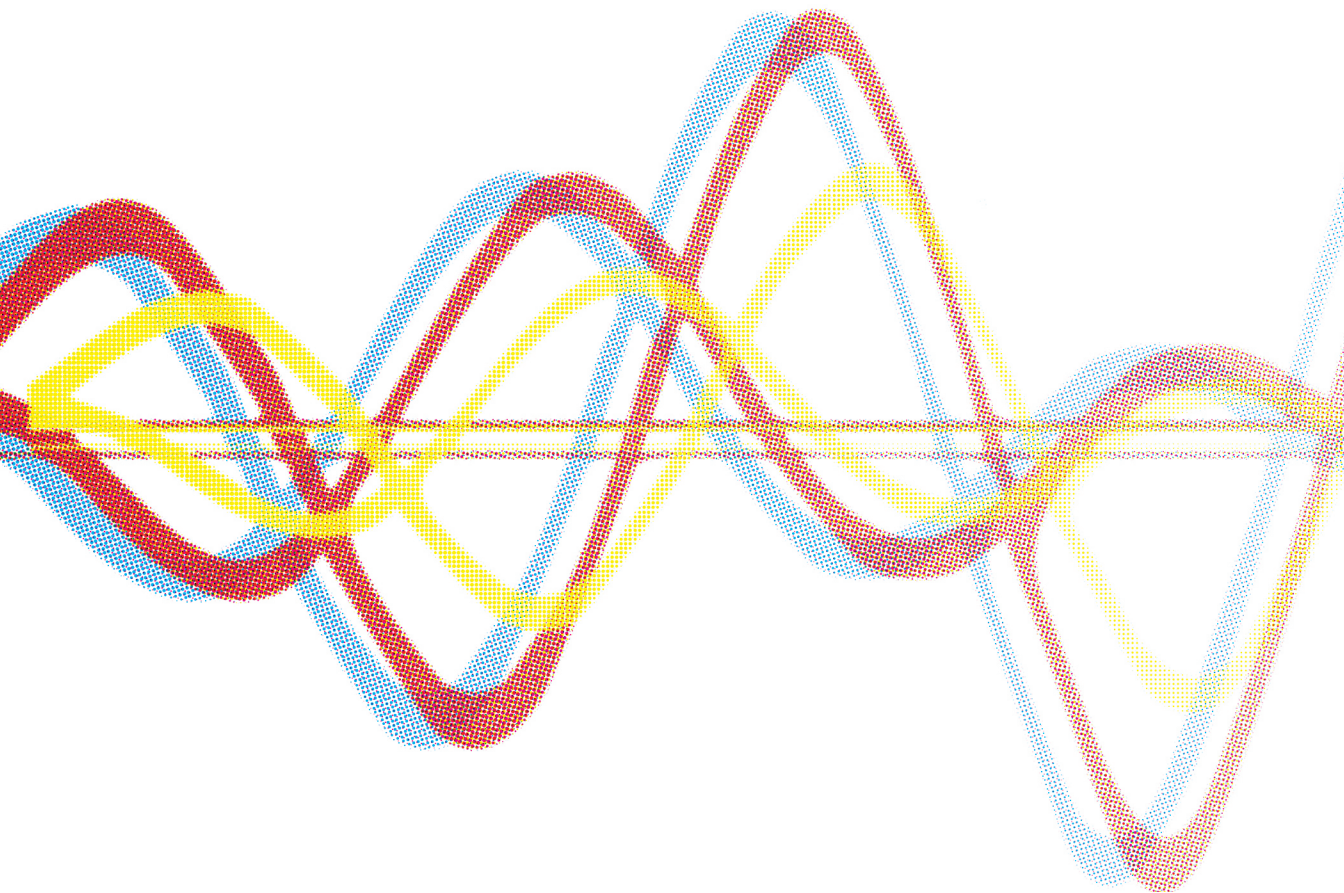
Dental chairs and medical tables

### **Storage Space**

Storage closets and lockers

### **Standard Furniture**

Fold-able tables and chairs







# AUDITORY **LEARNING**

An auditory learner depends on hearing and speaking as a main way of learning.



Yota



YOTA  
"CULTURE"

YOTA  
"6YB"

YOTA  
"CULTURE"

YOTA  
"CULTURE"

YOTA  
"CULTURE"



OUR CULTURE



THE YOTA  
BYTE  
TAXI  
RIDE

? 4 ?  
? 4 ?



QUALITY



ENTERTAINMENT



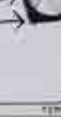
YOTA  
"PROJECT"



YOTA  
YOUNG  
INNOVATIVE  
FAST  
CREATIVE

M.I.P

Project





# Debate Center

cultural  
**DEBATE ROOM**

The Cultural Debate Room would function as a place that students could come together to address some of the key issues in the world and in their chosen field of study.

Comfortable, spacious, and full of dry erase boards, this room would give any student to voice their own opinions on some of the things that make the world go around.

Staffed by one one of IUPUI's very own peer-facilitators, the Cultural Debate Room will be space of constructive discussion and learning!





## HOW IT PROMOTES **LEARNING**

The Cultural Debate Room will function as an auditory learning experience through the vocalization of many different opinions from many different backgrounds among the student body. This diverse spread of understandings, will provide students with unique comprehension of world events and cultural shifts that are occurring locally, nationally, and worldwide. This will catalyze new conversation, and ultimately new solutions to the problems of today and tomorrow.

## HOW IT **FUNCTIONS**

This facility would be an open platform room where students could pose questions on nearly every wall surface in the room. There would be a peer-facilitator staffed in the room to initiate conversation among groups of students that would not normally interact.

There would also be space for comfortable listening and studying. This space would also be utilized for daily debate sessions that would be open to any and all.

## **ASSETS**

### **Materials**

Dry erase boards,  
Comfortable seating,  
Television

### **Staff**

Peer-Facilitators

### **Discussions**

Daily structured  
discussions (filmed for  
internet display)





auditory  
**EXPLORATION**

# HOW IT PROMOTES LEARNING

This space would promote the exploration of sound in a learning situation. Through figuring out which music provides a student with the best studying environment, how to play instruments, or just looking for a completely silent space to concentrate.

# HOW IT FUNCTIONS

This space would be multi-function rooms. Rooms where music can be played freely, or not at all. Also a place to explore or practice the art of music.



# ASSETS

## Materials

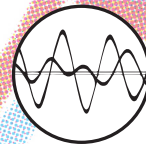
Musical instruments  
(in some rooms),  
Speakers,  
Sound-proofing

## Staff

Audio Technician,  
Music teachers

## Types of Rooms

Sound booths,  
Genre rooms,  
Instrument  
exploration rooms,  
silent rooms.





performance  
**COFFEE HOUSE**



## HOW IT PROMOTES **LEARNING**

A coffee house has long been a place where college students could come and study. This facility combines that with the option for performance pieces. Students can study with a cup of coffee or listen to someone practicing a speech, music piece, or poetry for one of their classes.

## HOW IT **FUNCTIONS**

It would function as a coffee house, only with more emphasis on the performances. This would expose students to more vocal ways of learning and studying.



## **ASSETS**

### **Coffee House**

Coffee for late night study sessions,  
Comfortable seating,  
Stage

### **Events**

Poetry recitations,  
Music major recitals,  
Small plays,  
Speech practice night





library  
**RADIO STATION**

## HOW IT PROMOTES **LEARNING**

The IUPUI Library Radio would be a college radio station that played relevant music, but also informed students about the things happening on campus. This will keep the students more informed and allow for them to experience new learning through campus interaction.

## HOW IT **FUNCTIONS**

It would be student run, by students who are majoring in music studies. The station would also play music that could be good to listen to for studying.



## **ASSETS**

### **Radio**

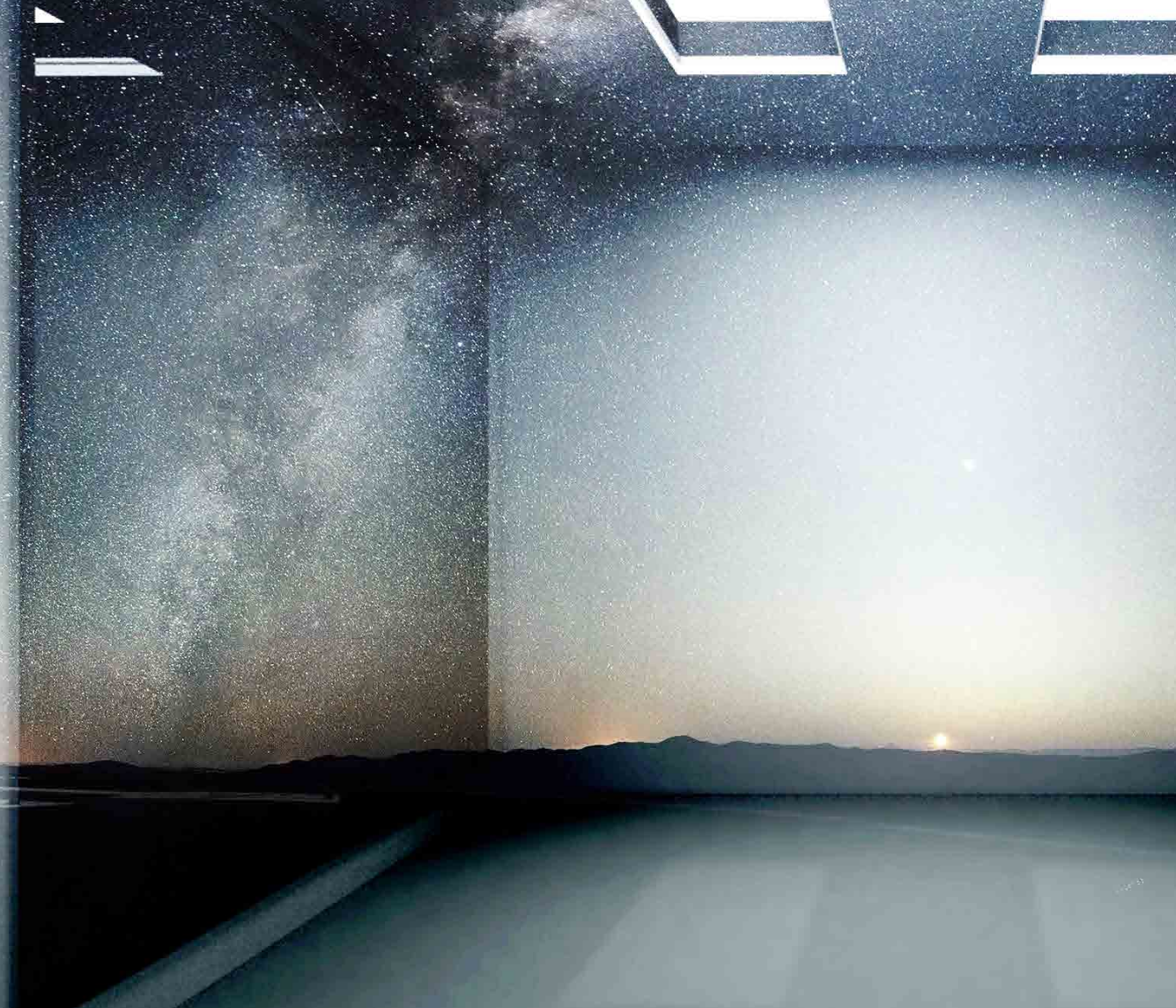
Provides students with notification,  
Music,  
Valuable experience  
for those that work it





# SPATIAL LEARNING

Spatial learners utilize their vision to acquire knowledge and develop skill-sets.



## HOW DO STUDENTS LEARN VISUALLY?

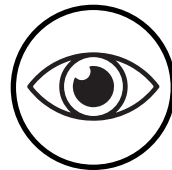
Visual learning helps students clarify their thoughts. Students see how ideas are connected and realize how information can be grouped and organized. With visual learning, new concepts are more thoroughly and easily understood when they are linked to prior knowledge.

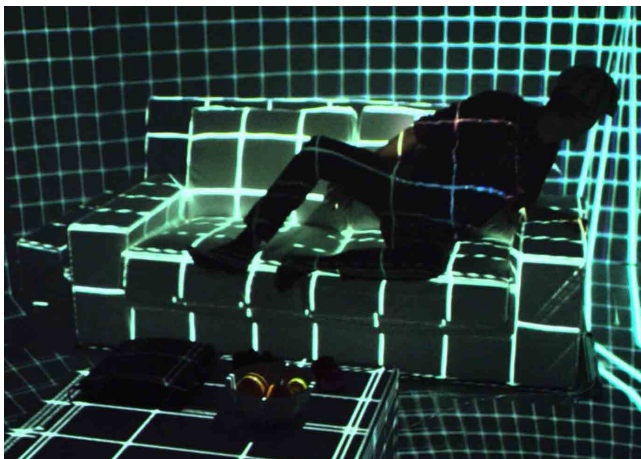
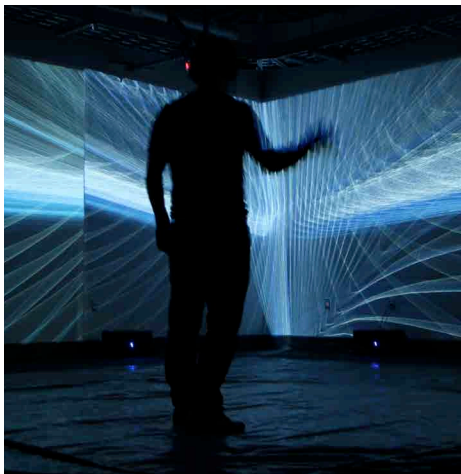
The immersion room epitomizes the concept of learning visually. It is the ultimate student getaway, as well as the ultimate teaching tool. Utilizing projection mapping technology, users of the room could take a vacation, or they may decide to explore the human circulatory system.

The possibilities are truly infinite when the walls are just illusions.



immersion  
**ROOM**







## HOW IT PROMOTES **LEARNING**

By allowing students to immerse themselves in alternate realities, they will develop a first-hand account of the visual sensations those environments provide.

## HOW IT **FUNCTIONS**

The students will have a control deck to develop their environment.



### **ALTERNATE REALITIES**

Historical to other-worldly, the room will create destinations.



### **IMMERSIVE PRESENTATIONS**

The rooms would provide students with the opportunity to present like never before.



### **MEDITATION SPACE**

The rooms would provide students with the chance to take a break from a scholarly environment.



# wisdom KIOSK

The Wisdom Kiosk is a multipurpose touchscreen. It offers students simplified access to information and resources. The wisdom kiosk also has internet browsing, printing resources, and a complete IUPUI mapping system

# HOW IT PROMOTES **LEARNING**

The kiosk will allow students to visually access information quickly. It will be more accessible than the desktops in the library, Since the user won't be sitting, they will do what they need to an move on, freeing up the device for the next person.

# HOW IT **FUNCTIONS**

Large touchscreen interface will intuitively allow students to access information while on the go. Simply press a finger to the screen and find what you need.



## **PRINTING RESOURCE**

Used to connect and print anywhere in the library.



## **INTERACTIVE MAP**

Intuitive map of the library and IUPUI



## **PASSIVE ADVERT MODE**

Used to promote IUPUI events when not in use.



## **INTER- CONNECTIVITY**

To devices, the cloud, internet, help desk, and the IUPUI intranet.



24/7 film  
**WALL**

Constant film projection wall, centralized within the library with innovative and inspiring content.

# HOW IT PROMOTES **LEARNING**

The film wall will expose students to all different types of media, like classic films, documentaries, art-cinema, indie films, and award winners.

# HOW IT **FUNCTIONS**

Programing will be defined through the different interests of the schools, with each having equal input on what plays. Films, shows, clips, and displays will be shown throughout the day



## **FILM EXPOSURE**

Students will see films and shows they might never know about otherwise.



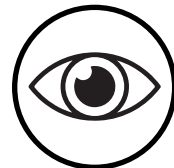
## **WI-FI AUDIO**

All audio will be accessible to students via live-stream.



## **EVENTS**

Screenings would be hosted to foster discussion and interaction.





painting  
**RENTAL**

Service provided by the library offering students the opportunity to rent artwork created by Herron students as well as local artists.

# HOW IT PROMOTES **LEARNING**

Offering students the chance to take a painting home in the formative years of college will help them develop a love and understanding of arts and expression, through art and expression. For students creating art, this will be one of their first chances to have their work appreciated.

# HOW IT **FUNCTIONS**

The library will display painting throughout its facility, with hang-tags for students to pull if they wish to rent the painting. At the end of each semester, students will need to return the painting.



## **FINE ART APPRECIATION**

Taking the art home will give students more time to reflect on artistic purpose.



## **STUDENT WORK EXPOSURE**

Student artists will have an outlet and demand for their works.



## **IDEAS & CULTURE**

Students will be exposed to new ideas and culture through the



