Making Noise in the Library: Designing a Student Learning Environment to Support a Liberal Education

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Lee Van Orsdel & Ellen Schendel
Grand Valley State University
students
shopping malls
books
assignments:
Work in teams
Multiple outputs:
  Research
  Written paper
  Graphic product
  Oral presentation
Multiple software competencies
LEAP: Liberal Education and America's Promise

Essential Learning Outcomes

Intellectual and Practical Skills
Personal and Social Responsibility
Integrative and applied learning

From the AAC&U: http://www.aacu.org/leap/vision.cfm
Think critically
(make rational and informed choices)

practiced on the job
learned in college
Discern quality of information (Google vs. licensed databases)

practiced on the job

learned in college
Communicate
with coherence, poise and skill

- **written**
- **spoken**
- **with data/media**

*practiced on the job*
*learned in college*
Use technology effectively

practiced on the job

learned in college
Work effectively in groups

practiced on the job

learned in college
After class, where do they go?
shopping mall
everything in one place
consumer chooses
contagious energy
serendipity
“Ultimately, the success of a shopping mall is grounded in a profound level of insight into the shopper’s experience and into removing every barrier between the customer and the merchandise.”  Al Taubman
Taubman’s take on malls:

Break threshold resistance
Everything adds to the experience
Break threshold resistance

design concepts
visually compelling: make it cool
flip the model: generate buzz/encourage noise
showcase their energy
make it theirs
blend intellectual and social

Saltire Centre at Caledonian University, Glasgow, Scotland

design concepts
learning support system seamless & obvious
low threshold of entry
Knowledge Market

Research
Create

Write
Collaborate

Speak
Compute
library peer coaches

writing consultants from Fred Meijer Center for Writing & Michigan Authors

presentation consultants from new speech center

IT “help” desk for technology-related issues
serendipitous learning (Learning Alcove)
real-time intellectual feedback
creative spaces (Invention Center)
Everything adds to the experience

design concepts
Café

Rendering for GVSU Mary Idema Pew Library by SHW Group, Architects
“paper clip” exhibition space

Rendering for GVSU Mary Idema Pew Library by SHW Group, Architects
embedded natural air garden

Rendering for GVSU Mary Idema Pew Library by SHW Group, Architects
ubiquitous interactive media
furniture supports group activities

Saltire Centre at Caledonian University, Glasgow, Scotland
furniture nurtures quiet, solitary work
furniture surprises and gives students permission to own their environment
technology supports group work...
....and group learning
What about the books?
books

100,000 books

10,000 sq ft
books

150,000 in open stacks
600,000 in vault onsite
Questions?
Comments?