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UNIVERSITY OF  
TECHNOLOGY

# The Hawthorn Project Hub

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# Background

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Final Year Experience - major capstone projects

- In 2009, at Hawthorn alone, approximately 2200 students will be engaged in final year projects, 89 units, and four faculties
- More than half of those will be working in groups
- A quarter working with external partners

# Needs analysis

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- Group project experiences study

  - Second most common choice

  - Considered most important

  - Travel and schedules

- Digital Learning Initiative outcomes

  - “...a physical place which utilises technology and which, through innovative application, provides some form of campus heart.”*

  - Rob Lawrence, Digital Learning Initiative Report

- Where?

# Proposal

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# Proposal

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## ■ What students do

- Team meetings, brainstorming and general collaboration
- Small group peer reviews and cross-group collaboration
- Project development including writing and multimedia work
- Presentations including inter and intra group rehearsal and review
- Individual and informal social study
- Meetings and presentations with external partners or clients
- Web conferencing and events

## ■ An independent learning space

## ■ A professional commons

# Proposal

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- Design group

- Facilities and Services
- Final Year Experience team
- Library
- Architect (DL Design Group)

- Reference group

- Educational Coordinators (4), project unit coordinators (7) and students (4) from Hawthorn faculties
- By: Group circulation, email, feedback requests, meetings

- Faculty academic groups, student groups, corporate groups

# The Hawthorn Project Hub



- Creativity
- Interaction
- Reflection
- Action
- communication

## ■ Primary zone concepts

- Creative
- Social
- Focus



# The Hawthorn Project Hub



## Focus spaces

Meeting rooms, boardrooms, computer hall  
Networked screens, conference tables, PC's

## Creative spaces

Wall length whiteboards  
Relaxed tables and chairs  
Storage and standing/sitting boundaries

## Social spaces

Soft flexible seating, low chairs  
Wall-size pinboards, projection screen

## Gallery walls and exhibition spaces

### Booths (quiet places)

Transitional tables (in access area)  
Docking station (for plugging in)

# The Hawthorn Project Hub



## Access

Via library 'late lab' 24/7 - student swipecards  
Lecturers and clients - by invitation

## Security

4 cameras, alarmed exits

## Networks and power

Every space has multiple hardwired  
Additional wireless stations

## Ventilation/lighting

New plant required

# Managing the space, where next

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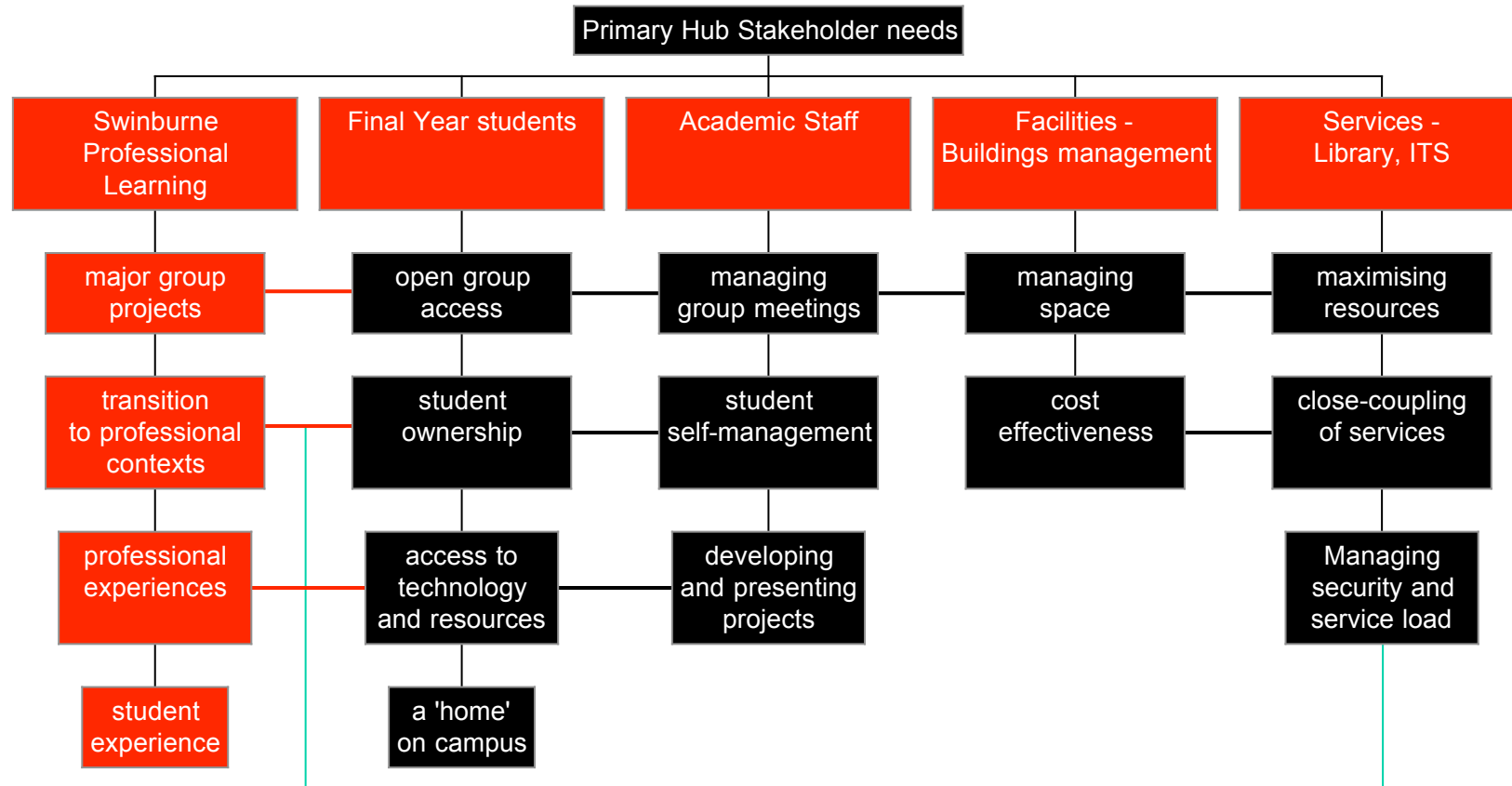
- Hub management committee
- Student representation
- Student committees?
- Integration into the curriculum?
- Ongoing reference groups?
- Student leadership and engagement?

# Evaluation cycles

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- Needs analysis
  - Curriculum
  - Student need
  - Potential
- Pre and post design evaluation
  - Ongoing reference group
  - Hub management committee
- Upcoming
  - Post-occupancy
  - Pre-design

# Evaluations - stakeholder needs



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# Thank you

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