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Technology for Learning Spaces

Learning Evolution

Activity-Based Learning

Once upon a time - before mobile technology, before PowerPoint™, before printed books - didactic transmission of information was how knowledge and stories passed from one generation to the next, and how scholars shared their own learning with their students. There was no alternative.

Today, we have many more alternatives for acquiring knowledge than just sitting as an individual in a classroom or lecture theatre, and we also understand that merely acquiring knowledge is not what we want from today's students. Such acquired but unlearnt knowledge might help us to pass an exam, but it doesn't provide the foundations for true understanding that generates deeper and longer lasting knowledge, and that once fully understood can be transferred and applied in other scenarios, providing a basis for successful employment, life-long learning and so much more.

Mobile wireless technology is the enabler for activity-based learning to be successful, but in isolation it's pretty much useless. Mobile technology provides students with instant access from anywhere to their university learning environments, and more information than all the university libraries contain is just a click away. But unless students are taught how to learn so they can research and select information to solve problems, think critically, and work collaboratively, the use of technology that can do wondrous things is compromised.

Effective activity-based learning cannot take place in traditional spaces that only support didactic pedagogies.

Space Revolution

Students - who now see themselves as paying customers of the higher and further education sectors - have new expectations, including a desire to learn in architecturally strong and engaging collaborative spaces - right across the campus. No longer is having just a few of these 'open-day mascots' sufficient. This requires investment in spaces that are Versatile, Intuitive, and Affordable, so that these expensive assets can be fully exploited. Investment in campuses built to benefit student learning - and not to support academics reluctant to develop their teaching professionally - will become a competitive tool that attracts the following generations of learners to your institution.

Digital Capabilities

If students or academics have to focus on how to use the technology instead of it almost invisibly enabling them to achieve the required learning outcomes, then the environment is not sufficiently intuitive and the acquisition of digital capabilities will be compromised. Complex and expensive technology will inhibit use and restrict wider deployment across campuses.

The Digital Classroom Roadshow at the University of Lincoln, January 2017

Kramer VIA - Effective Wireless Technology

Who wants to have different technology experiences in different spaces that only confuse students and staff? Kramer's VIA is available in a small range of solutions which between them are suitable for all the spaces on your campus, not just the digital classroom. A single app connects mobile technology for learning in social spaces, collaborative lecture rooms, libraries, seminar rooms, and more, allowing the sharing of visual information and the full participation of students socially engaged co-creating digital content together.

Versatile **I**ntuitive **A**ffordable

Unity Tables - by Broadstock

Understanding the growing requirement for cost-effective furniture solutions that incorporate technology, thereby enabling universities to deploy more activity-learning spaces across the campus, Broadstock worked with a specialist framework AV integrator and Duncan Peberdy to create Unity. Vibrant colours and high quality mesh chairs are only the start. Screens and technology are securely retained, 3-pin power and USB charging are within everyone's reach, and a HDMI connector provides a back-up direct connection to the screen. Simplifying on-site support has been an important design consideration; access to technology in the mast is secure and cable management is straightforward. These tables also create a professional look and feel from outside a glass wall.

NEC's 'Input Priority' feature can be configured so that any connection to the in-table HDMI socket is automatically shown on screen without the need for any physical switching.

Combining an interactive 1080p UST laser projector mounted above the 100" screen is proving a smart choice for universities and colleges wanting to provide their students with the right-sized high-quality images at a lower cost of acquisition and ownership.

Intuitive writing and presentation surfaces allow collaborative teams to generate and share visual ideas; an essential communication tool for even the most technologically advanced huddle spaces, project rooms and modern collaborative training facilities.

Digital Classroom Roadshow Sponsors

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The Digital Classroom Roadshow was devised by Duncan Peberdy.

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