

DESIGN: Linking Architecture and Education and Understanding Urban Living

CREATIVE THINKING

There is now a place for architecture and education to come together to plan, design and build, and use new Learning Environments.

-Rickey Johnson



Holistic Goals of Educational Facility Design

Goal of Education:

Reaching the whole learner

- Body (Physical Learning)
- Mind (Cognitive Learning)
- Spirit (Emotional Learning)

Goal of Architecture (Vitruvius):

Designing the whole building

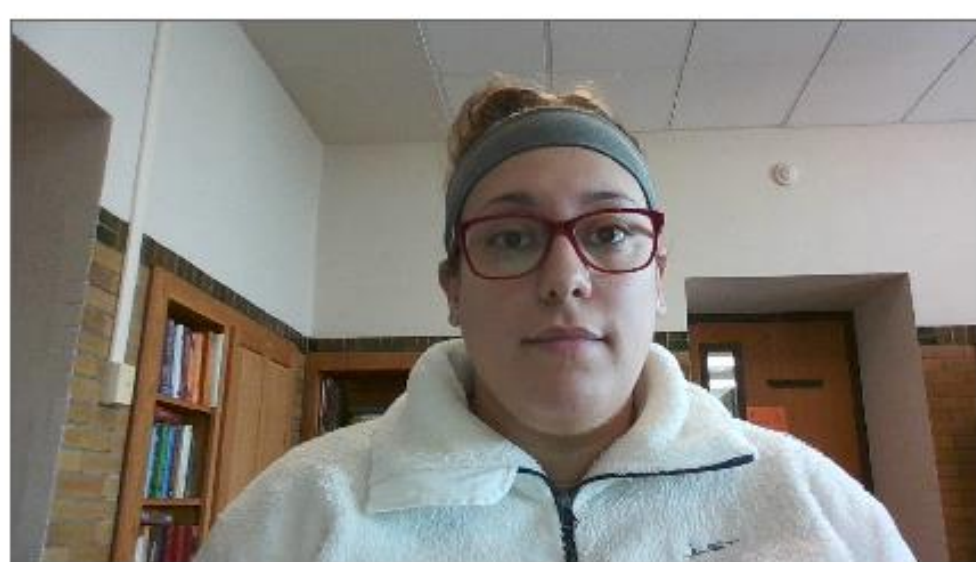
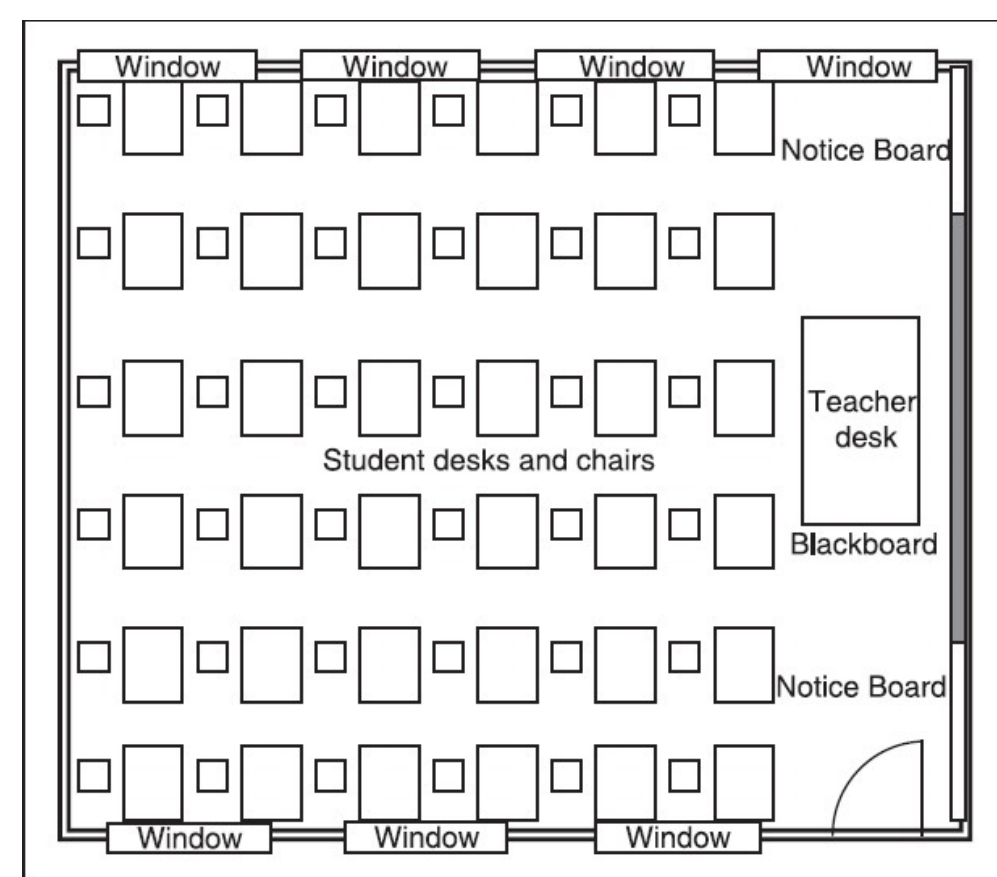
- Firmness (structure)
- Commodity (function)
- Delight (Beauty)



Computers are making there way into the classroom because of the simple fact that they are more effective

THE FLIPPED CLASSROOM

We are in the digital era. Which means more technology so this classroom setup is getting to be less effective than in the past. - Jacinda Nielson

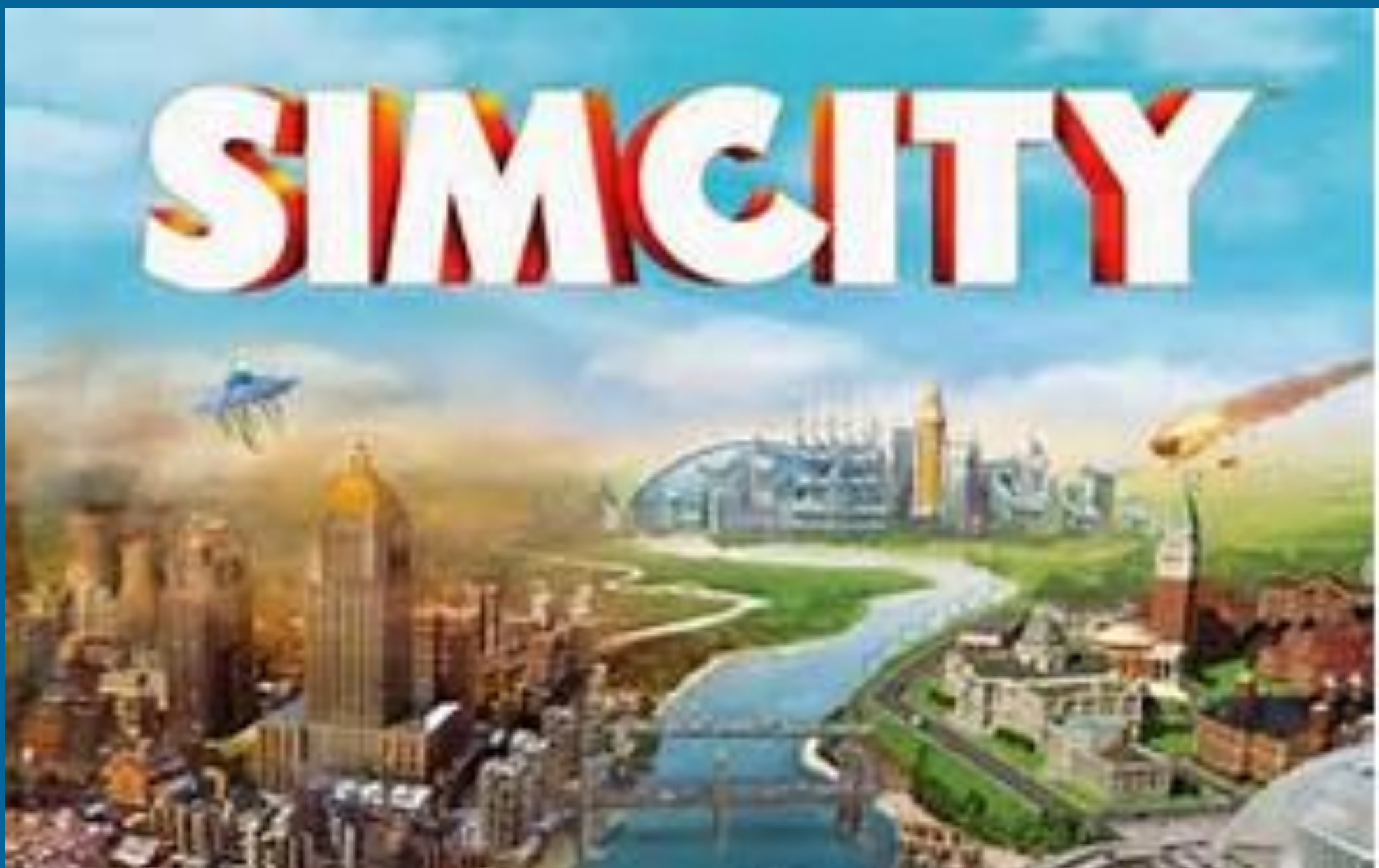


- Ink2Go is a screen annotation and recording software'
- This is tool is used towards flip classrooms.
- Flipped classroom is where lectures are heard at home (multiple times if needed) and homework elements(exercises, discussions, projects) are the focus in class.
- The shape and structure of the classroom itself must also change in keeping with this new style of instruction

SIM CITY: UNDERSTANDING URBAN LIVING: SIM CITIES

TAWANA WILLIAMS

- Promotes student to engage in systemic change that impacts sustainability. (Changes society, not just personal behavior).
 - Engages civil conversation that promotes effective decision making.
 - Encourages self-reflection and personal development of voice for self for solving societal changes.
 - Promotes creative visioning for a sustainable future
- 54% of the world live in urban areas. At current rates we expect there to be nearly 70% by 2050, another 2.5 billion to some urban populations.
 - The type of growth that we expect in the future presents staggering demands.
 - Maintaining a running city of these sizes are challenging.
 - Sim City present possibility of sustainable mega cities. player is given the task of founding and developing a city, while maintaining the happiness and health of the citizens and keeping a stable budget.



- Design & Planning
- Ecosystem Health
- Food Systems & Agriculture
- Lifestyles & Consumption
- Cycles & Systems
- Water & Watersheds
- Social & Environmental Footprint
- Pollution & Waste
- Social & Environmental Well Being
- Climate Change