

# AI<sup>2</sup> CENTER at UF

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## Project 2

### Strategic Goals of the New Center

In its latest step to promote artificial intelligence (AI) and data science as well as integrate AI across the curriculum, the University of Florida created an Artificial Intelligence Academic Initiative Center.

The new Artificial Intelligence Academic Initiative Center will be the campus focal point for academic activity at the university related to AI and data science.

The new center, led by Associate Provost for Strategic Initiatives David Reed, will be the campus focal point for academic activity at the University related to AI and data science. This includes the coordination and development of programs and certificates; the identification of opportunities for faculty and students to engage with AI; the co-organization of seminars and conferences; the development of an AI Scholars program; and partnerships with UF's Career Connections Center, the Florida College System and private industry that will promote an AI-ready workforce and help businesses integrate AI into their current processes. From: <https://news.ufl.edu/2022/03/uf-announces-ai-academic-initiative-center/>

## Design Drivers

### 1. BRANDED ENVIRONMENT

A branded environment is a space that an organization designs to reflect its mission, values, and aesthetics. This space essentially takes your brand, brings it to life, and invites visitors to step inside. The AI<sup>2</sup> Center's new space should support a creative learning and work culture that supports innovative problem solving and should build upon their stated mission, values, and aesthetics established through their website and established brand strategy guidelines:

<https://brandcenter.ufl.edu/ai-brand-strategy/>

### 2. ACTIVE LEARNING

The AI<sup>2</sup> Center at UF values the integration of three key elements for a successful learning environment: pedagogy, technology and space. Teaching methods are evolving to include group work, individual work, and traditional lectures. Additionally, it's become critical to support peer to peer learning. It's critical for classrooms to adapt to a variety of teaching formats and student learning preferences without taking away valuable class time to reconfigure the space. Technology must support the pedagogy used in the classroom as a means to really engage students. The new classroom spaces within this project must adequately combine these three elements by being flexible and fluid enough to support the diversity of content, different modalities of interaction, and shared ownership of the classroom discourse.

### 3. BLENDED LEARNING

As new technologies emerge and information is increasingly available online, the AI<sup>2</sup> Center at UF supports a blended learning model of education. Students are often asked to review lectures online and class time is spent on more constructivist learning practices, such as group work, class discussion and peer-to-peer learning. Students may also be asked to review online content in class before working on group projects. All new classroom and in-between learning spaces must support

this new method of learning, as well as incorporate flexibility to evolve along with technology and learning models.

#### 4. SUPPORTS RHYTHM OF LEARNING, WORKING, and PLAYING

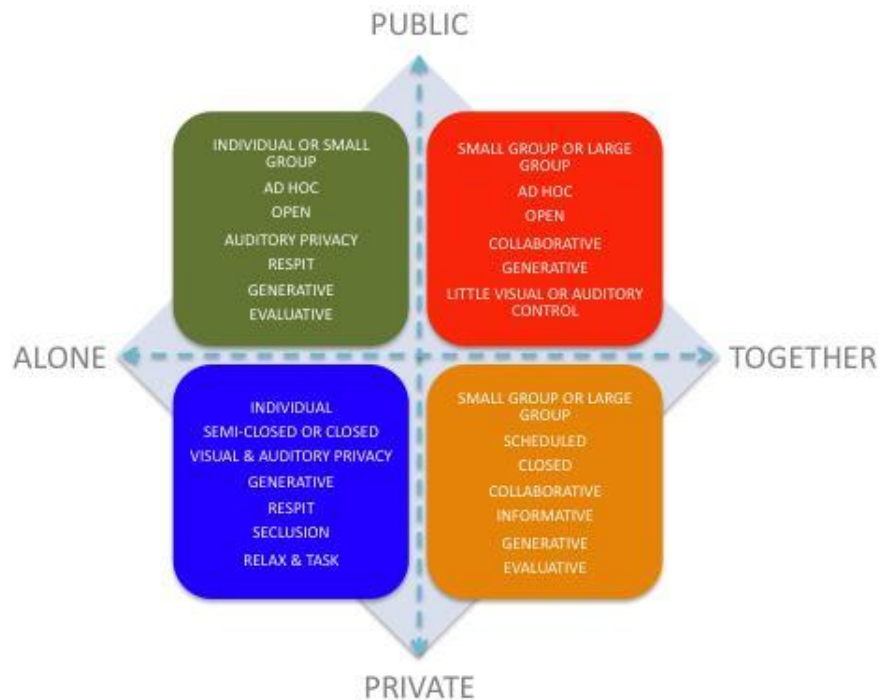
Education is an ongoing, organic process that changes as the needs of the student and the work at hand evolve. It is critical that the classrooms support quick transitions between learning modes, while also supporting digital and analog tools for the active engagement students. During non-class hours, learning spaces should transition to support social study, group projects, community events, etc. Learning happens everywhere and to effectively achieve the goals for this new learning environment, the design team must understand the rhythm of learning throughout the class, the day, the term and the year. How to successfully combine learning, working, and playing under the same roof is vital to the success of this project. How do we combine classrooms, a professional workplace, and informal interaction all under one roof? What types of hybrid spaces can support this?

#### 5. WELLBEING

Addressing wellbeing in a holistic way is an important driver for this project by ensuring that the emotional, cognitive and physical needs of UF employees, students and faculty are addressed. It is important to offer a palette of postures throughout the new environment to allow users to stand, sit and walk throughout the day. Additionally, in our era of cognitive overload, providing an area (digital or analog) for people to offload information and make their work visible is important. Finally, it will be critical to create an environment that supports positive emotions and allows people to be most productive, collaborative, and creative.

#### 6. PALETTE OF PLACE

It's important to create a range of settings based on the best environment for an individual's current needs while considering adjacencies, privacy needs and collaboration within the space. There is a needed level of autonomy for individuals and groups to determine how and where they learn/work best. Therefore, provide a balance of private/alone, public/alone, public/together and private/together environments throughout.



## Programmatic Needs

### Employee Workspaces

\* Resident Private Offices (x3), Resident Open Workstations (x5), Touchdown Workspaces (x20)

- Center Director, (1 Resident Private Office)
- Associate Center Director, (1 Resident Private Office)
- Director of Communications and Marketing, (1 Resident Private Office)
- Project Manager, Educational Programming, (1 Resident Open Workstation)
- Career Connections Specialist (1 Resident Open Workstation)
- IT, Web, Video Production Specialist (1 Resident Open Workstation)
- Data Analyst (1 Resident Open Workstation)
- Administrative Assistant (1 Resident Open Workstation)
- Student Interns (30 to 40 Nomadic workers, need 20 Touch Down workspaces)

### Future Growth / Flex Workspace

\* Non-Territorial Private Offices (x2), Non-Territorial Resident Workstations (x3)

- Provide two additional non-territorial private offices and three non-territorial resident workstations for flexible use and future growth.

**Large Collaborative Meeting Zone** For large groups of up to 20 people to support Creative Brainstorming sessions and workshops. Space should allow for presentation/discussion among all 20 participants but also support the formation of 5 collaborative groups of 4 people each. Separate white-board surfaces must be supplied for each of the 5 groups. Provide displays for screen sharing, collaboration, presentation, and video conferencing.

**Small Collaborative Meeting Rooms (qty. 2):** For smaller groups up to 8 people. Provide displays for screen sharing, collaboration, and presentation.

**Persuasion / Idea Gallery:** This multifunctional gallery space will be used to get visiting stakeholders out of the “conference room” and on their feet to showcase UF AI projects and initiatives in very immersive and innovative ways. This space should not only showcase past projects but also function as an informal zone for welcoming visitors, pitching new projects, and showcasing current ideas. Adjacency to formal meeting

### Large Classroom (qty. 1)

Create active learning environment that drives student engagement within a large-scale classroom. Provide diverse offerings of analog and digital tools, mobility, palette of posture and choice and control. Supports a minimum of 50 students. Acoustics must be taken into consideration for this space.

### Active Learning Classrooms (Minimum qty. 2)

Create active learning environments that drive student engagement and support blended learning. (1) regular Active Learning Classrooms and (1) Active Distance Learning Classroom with HDVC camera that acts as the main classroom for satellite locations to connect into the live class. Provide diverse offerings of analog and digital tools, mobility, palette of posture and choice and control.

Supports 25-30 students each. Must be able to break into teams of the same size within classroom. Acoustics must be taken into consideration for this space.

### **WorkCafe: In-between Learning / Working Space**

Must support individuals and groups. Can consider a range of open, shielded and closed spaces. A palette of posture should be available for short- and long-term stays. Areas to include are: spaces outside of classrooms for instructor and student mentoring, touchdown spaces for individuals and one-on-one conversations, including a variety of setting types for 1-4 people.

Incorporate a range of settings to support individual focused work and collaborative small groups. Maximizing real estate, this area works hard during peak social hours as well as supporting individual and group work.

**Breakout and Support Spaces:** (Non-territorial spaces. May be separated, combined, or overlap other zones)

- Informal community zones
- Private focus zones / Enclaves
- Spaces to recharge creative batteries
- Food and beverage support for students, client workshops and staff
- Mail/copy/print/production
- Personal storage area for students, faculty, staff and guests
- Personal discussion zones

### **Video Recording / Production Suite**

To support the development of remote teaching content and materials. Requires green screen, video camera, microphones, sound mixing, lighting, computer workstation, lightboard, etc. To fully understand the requirements please reference the existing video production suite at UF CITT (click bottom left video tour): <https://citt.ufl.edu/services/video-production/citt-highlights/>  
Also some sample outputs of learning materials: <https://citt.ufl.edu/services/video-production/>

### **Core Stair**

The AI<sup>2</sup> Center works closely with UF's Informatics Institute. Design and locate an open stairway to connect the 2<sup>nd</sup> and 3<sup>rd</sup> floors of the CISE building to facilitate interaction and cross-pollination between the units. For the purposes of this exercise assume that the UF Informatics Institute will be located in a new space on the third floor (outside the scope of your project).

### **Maximize Visibility and Presence from the Outside the Space**

Every effort should be made to increase the visual presence of the new center from the exterior of the building and the walkways between the CISE Building and Marston Library.

## Final Deliverables

- Executive Summary / Client Leave Behind (annotations should communicate evidence-based design)
- Rendered Floor Plan at 1/8"=1'-0" scale (**Labeled and keyed!!!!!!!!!!!!**)
- Rendered Annotated Isometric Views of typical workstation solutions
- RCP at 1/8" = 1'-0" scale (photos of fixtures in lighting legend)
- Rendered Perspectives (as required to show key spaces)
  - Entry
  - Idea Gallery / Persuasion Space
  - Workspaces
  - Open Office Space
  - Active Learning Classrooms
  - Work Café / Informal Community Zones
  - Private Focus Zones
  - Spaces to Recharge Creative Batteries
- Clearly communicated wayfinding strategy
- All Materials and Finishes (appropriate samples, labeled and keyed)
- All Furnishings, fixtures, and accessories
- Process Work should be integrated into final presentation
- All final digital files saved as a PDF/Powerpoint and saved to Canvas
- You will also be responsible for delivering a formal presentation to the client at the end of the semester.