

Campus 2015 - open international architectural design competition

“Väre” designed by **Verstas Architects**

“Väre” is the symbol of a future-oriented multidisciplinary university in the heart of the Otaniemi campus area.



VERSTAS ARCHITECTS

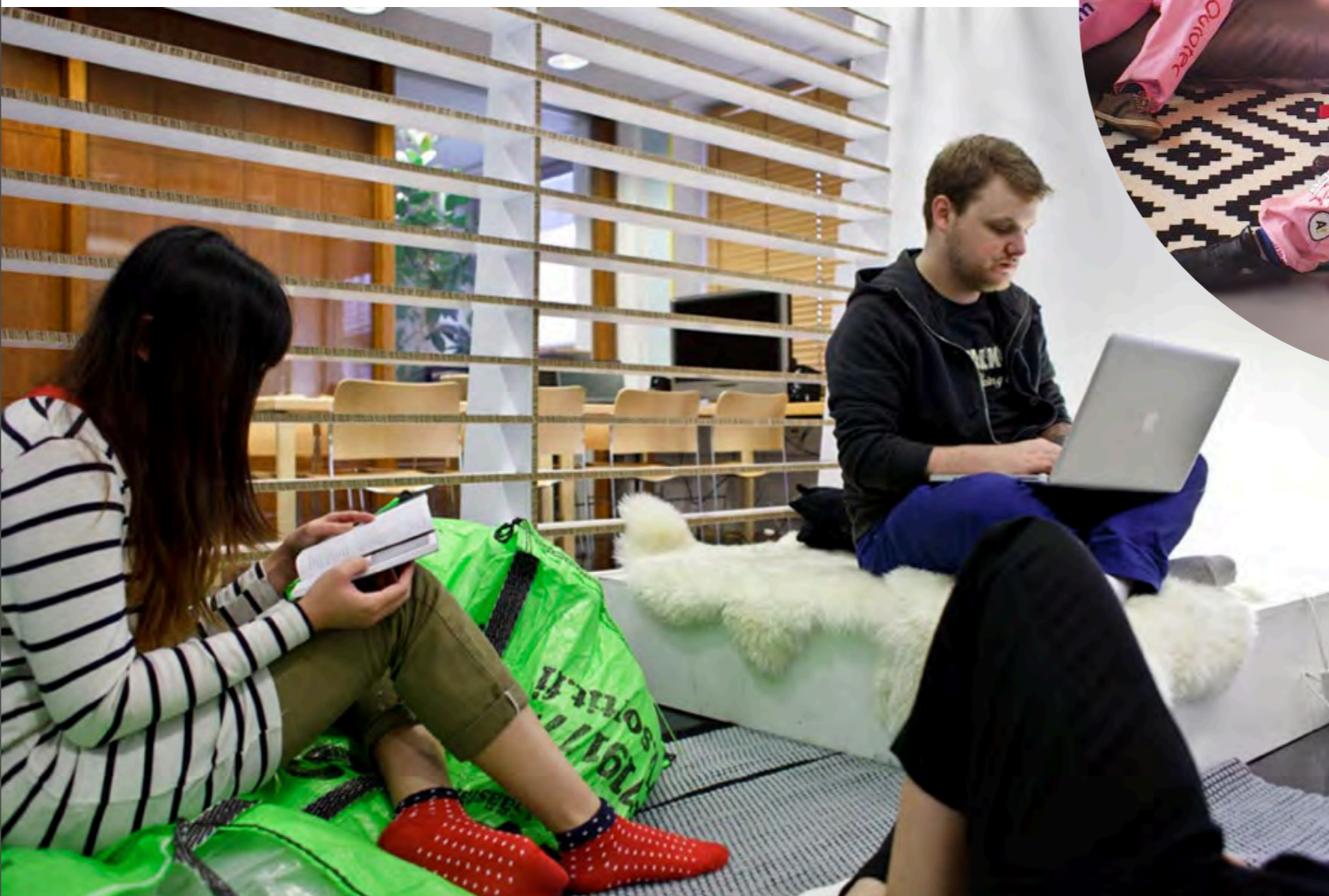


The main entrance, lounge and cafe, exhibition gallery and stage breathe life to the floyer of the ARS building

"Väre" designed by Verstas Architects (Verstas Arkkitehdit Oy)

Creating new learning hubs by & for students

Sundeck, Greenhouse, Living room,... about **20 hubs** so far
-> new hubs in progress



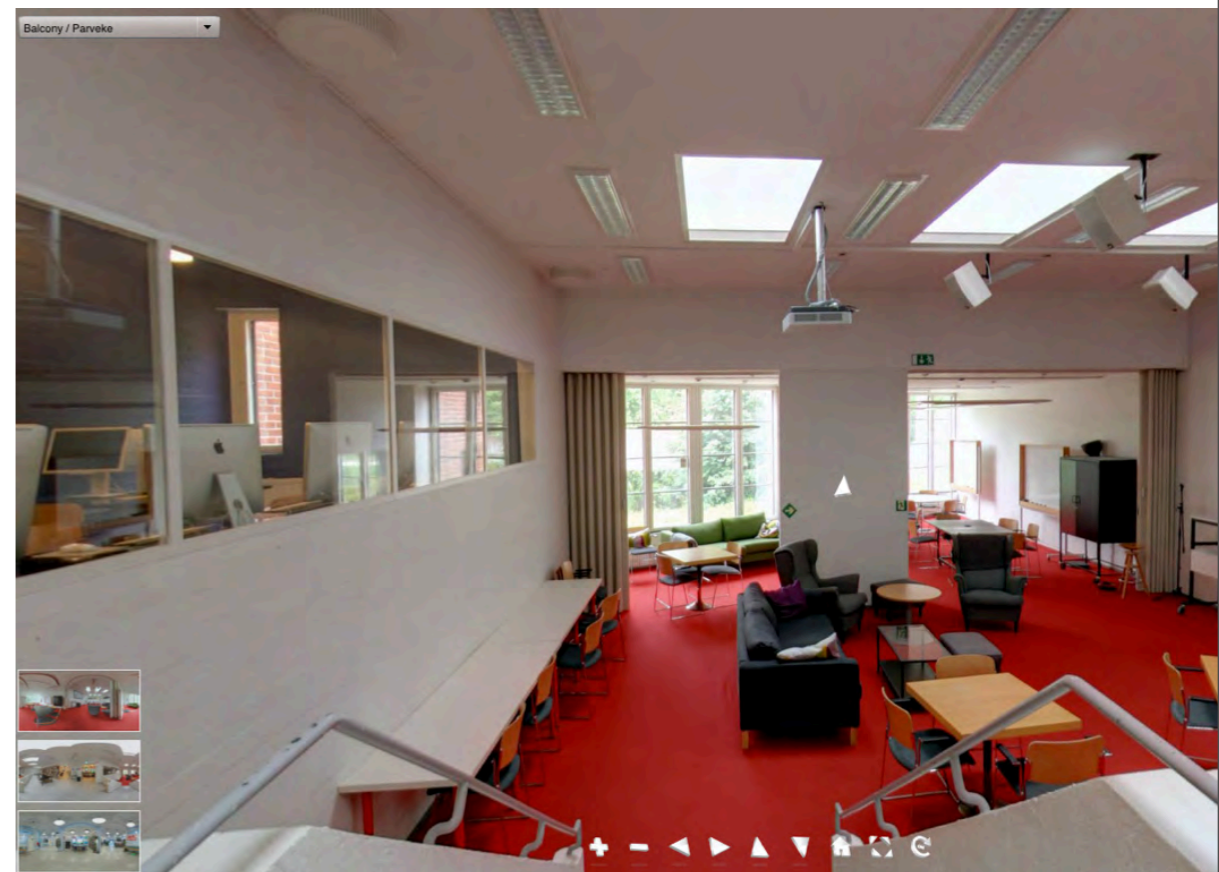
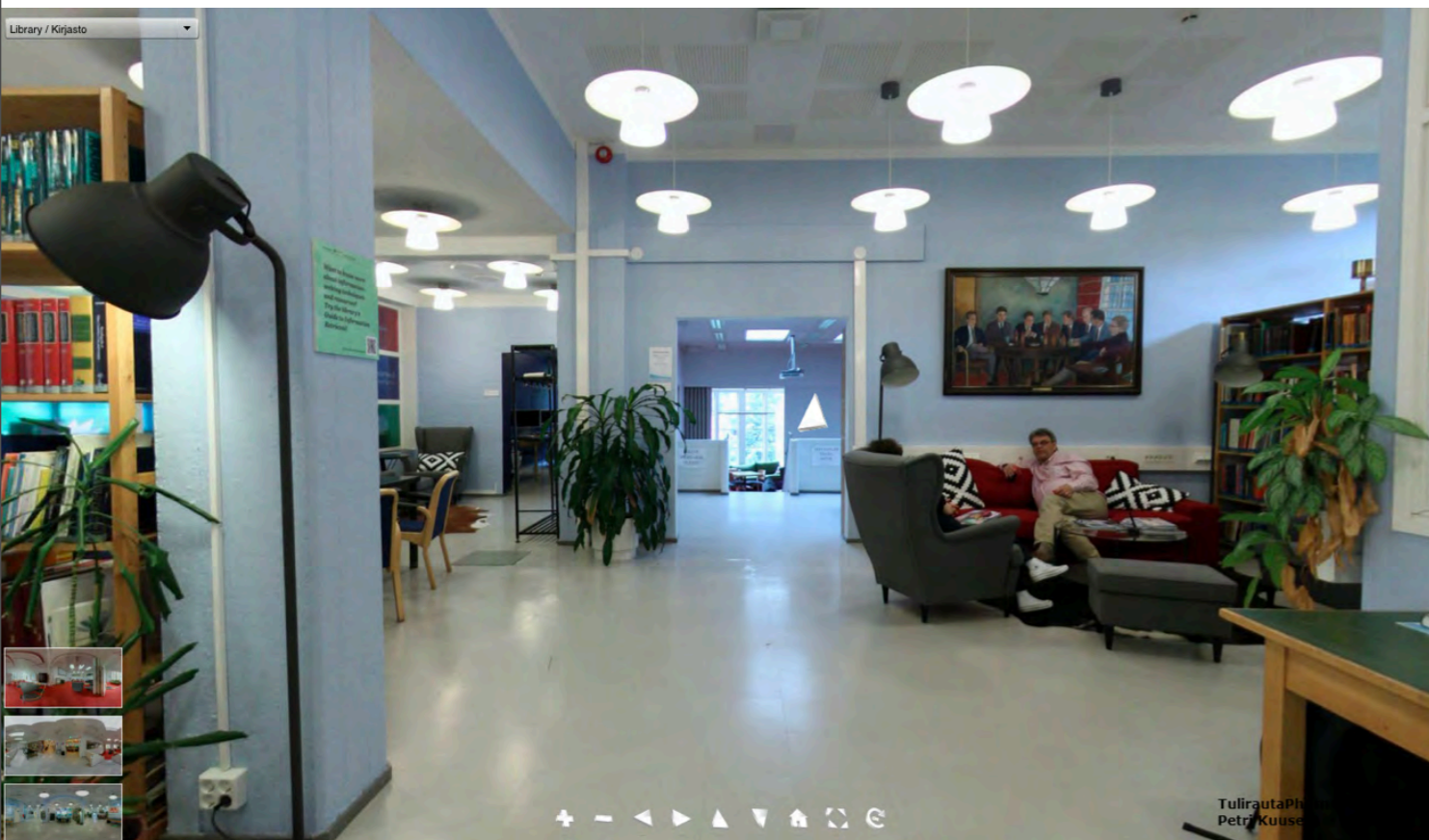
TALK TO SOMEONE



Learning hubs: **Greenhouse**, 2013 (T-talo, SCI, Otaniemi)



kuvat: Heikki Juutilainen



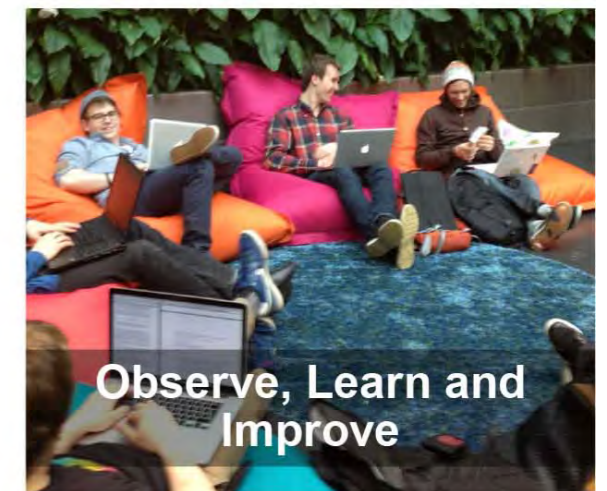
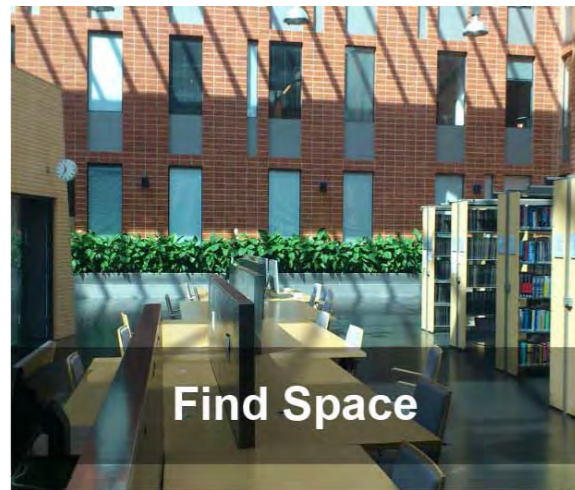
Learning hubs: **Living room**

360° panorama image:
<http://web.lib.aalto.fi/c/p360/livingroom/>



Learning Hub Development Process

Green House, School of Science



Valeria Gryada,
designer, Aalto University Library

**Involving the final users at all stages is the key element to success.
Development process is never finished.**

Urban Mill

<http://urbanmill.org>

Co-working and co-creation space (started 2013) linked right to the Aalto University **Design Factory** and the **Startup Sauna**.

Together these three spaces will act as a physical and social Knowledge Triangle test-bed for the Otaniemi campus and for the whole T3 area (Espoo city)



AVP- spaces

Aalto Venture Programme - <http://avp.aalto.fi>

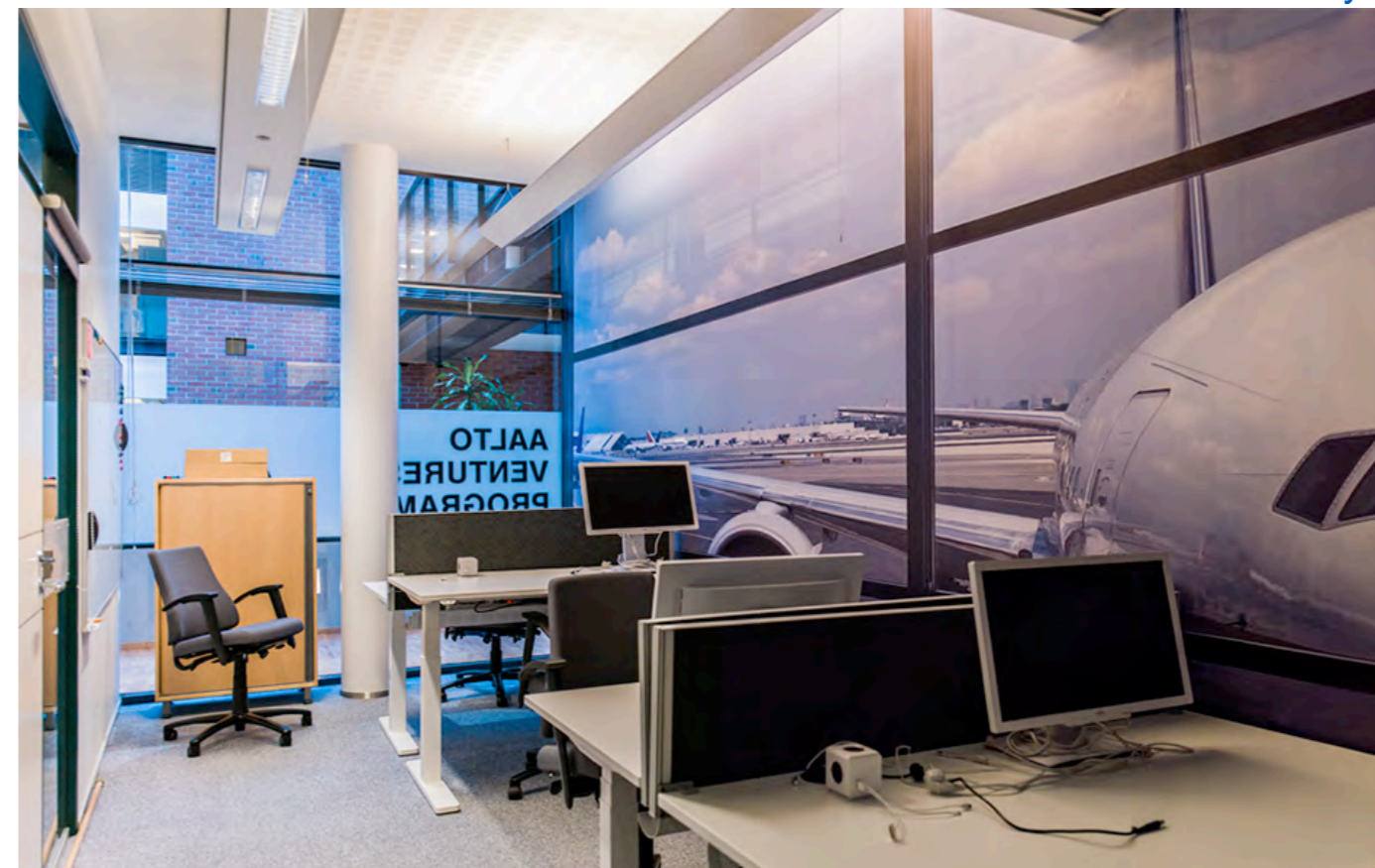
Mouse Lounge

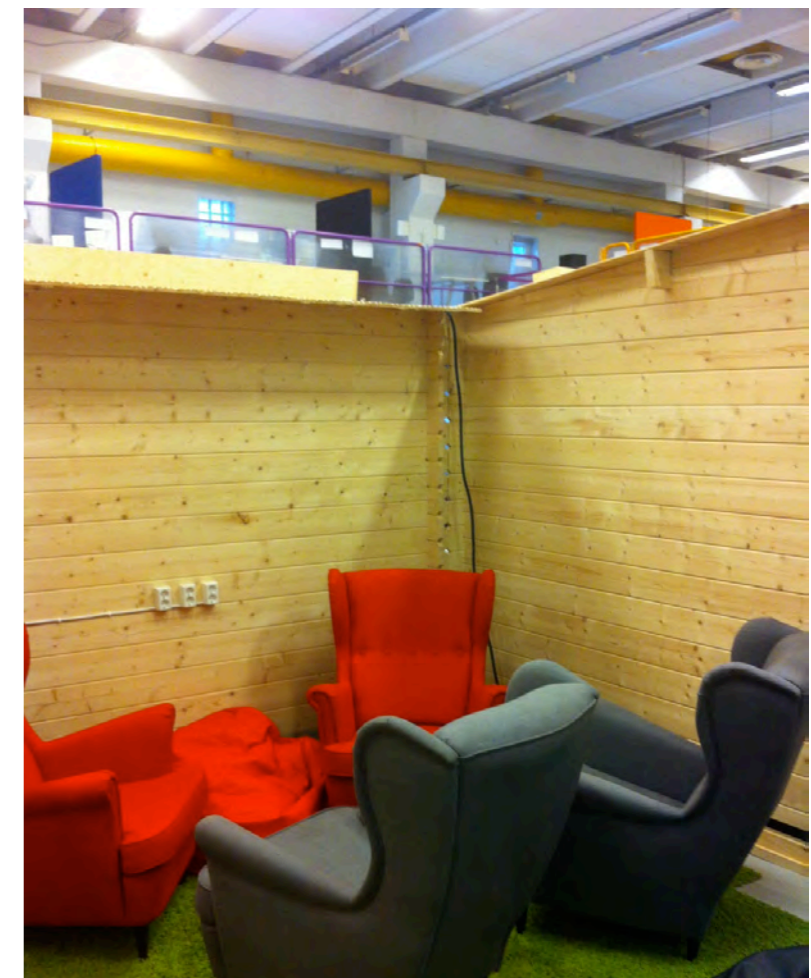
Central Park



Rock

Runway



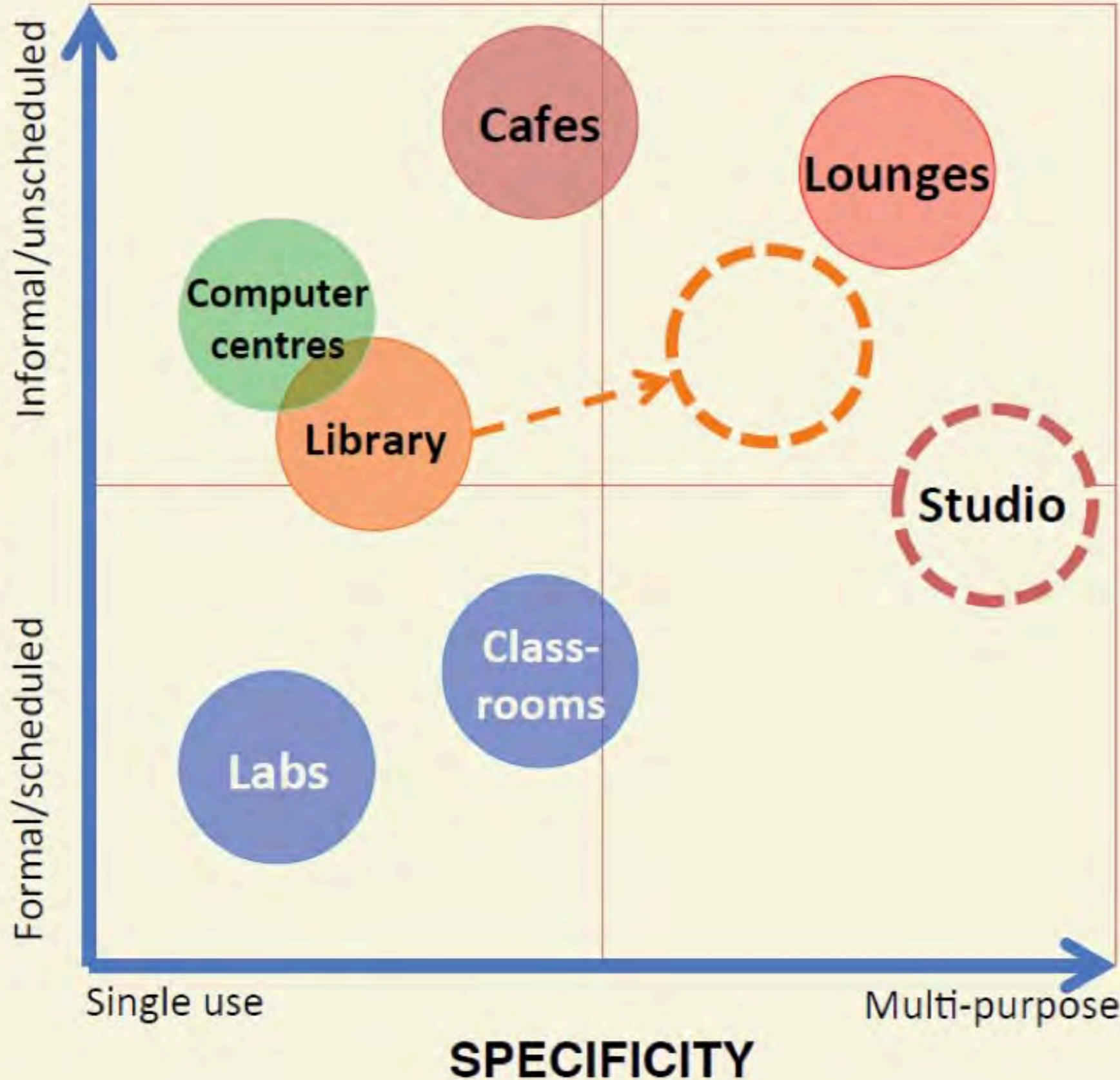


Start-up Sauna- spaces

Co-working space is the meeting point for aspiring entrepreneurs. The 1.500 square meter industry hall is open for everybody to work in – no membership or previous ties to Startup Sauna are required

<http://startupsauna.com>

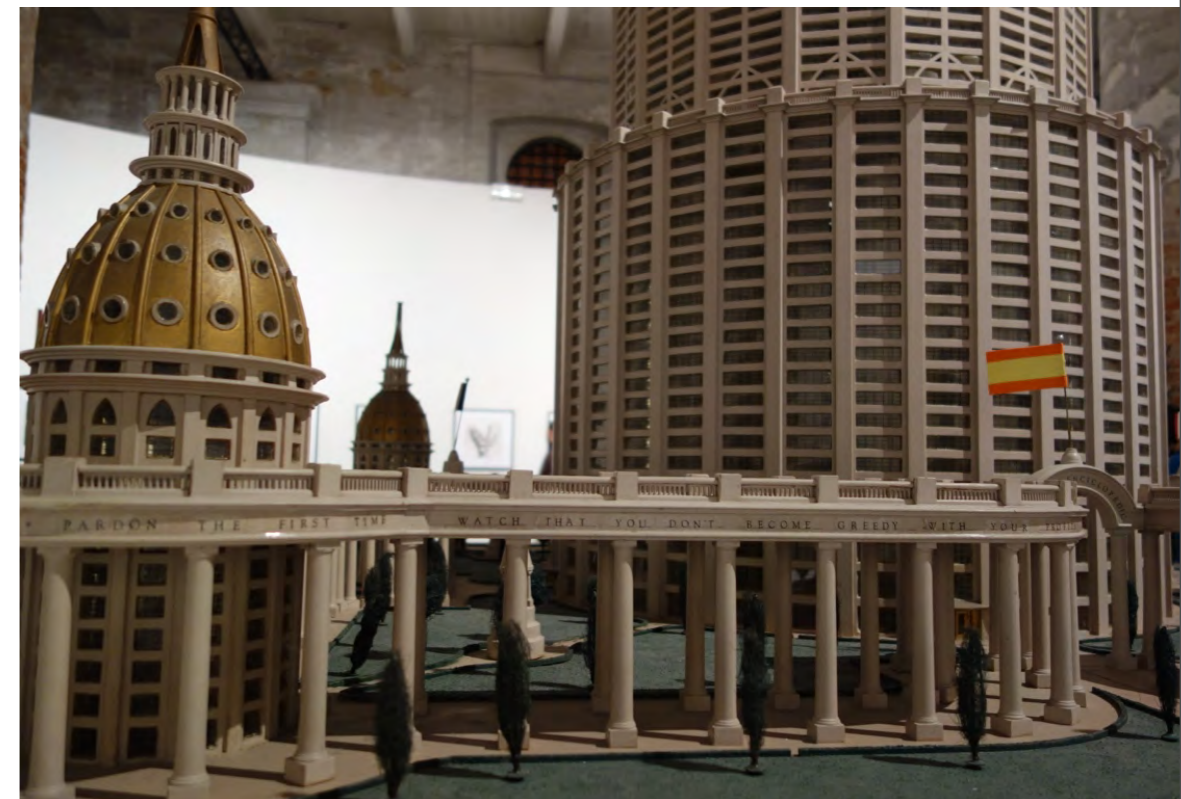
FORMALITY



Learning Landscape Model

http://lib.aalto.fi/fi/current/annual_report/vuosikatsaus_2013.pdf Figure/ Dugdale, S: Space strategies for the new learning landscape, Educase Review, March/ April 2009

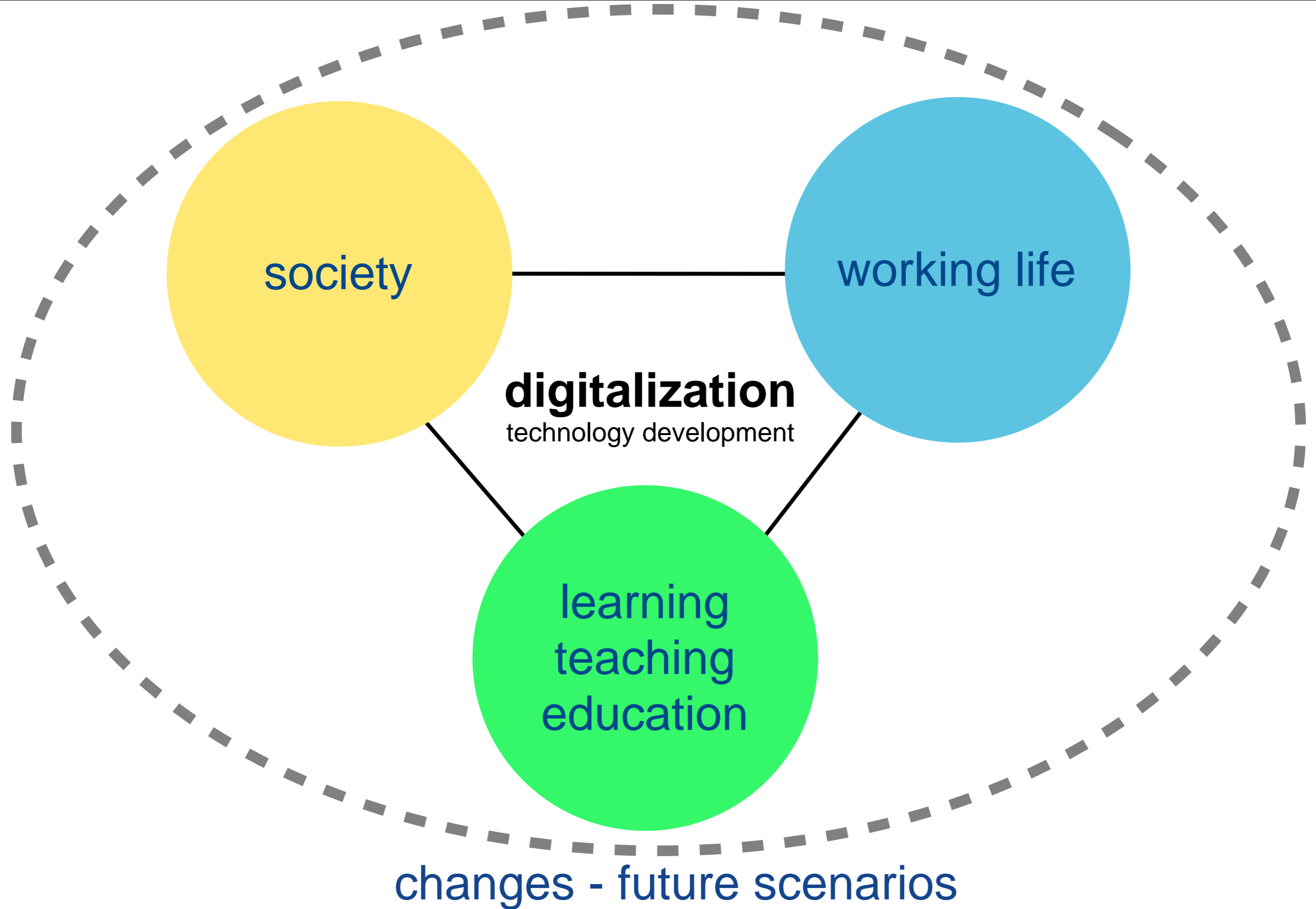
Marino Auriti (1891-1980)
Encyclopedic Palace of the World,
ca. 1950, Venice Biennale 2013 (American Folk Art Museum, NY)





WANG Qingsong: Follow you, 2013

Foundation for digital transformation in learning ?

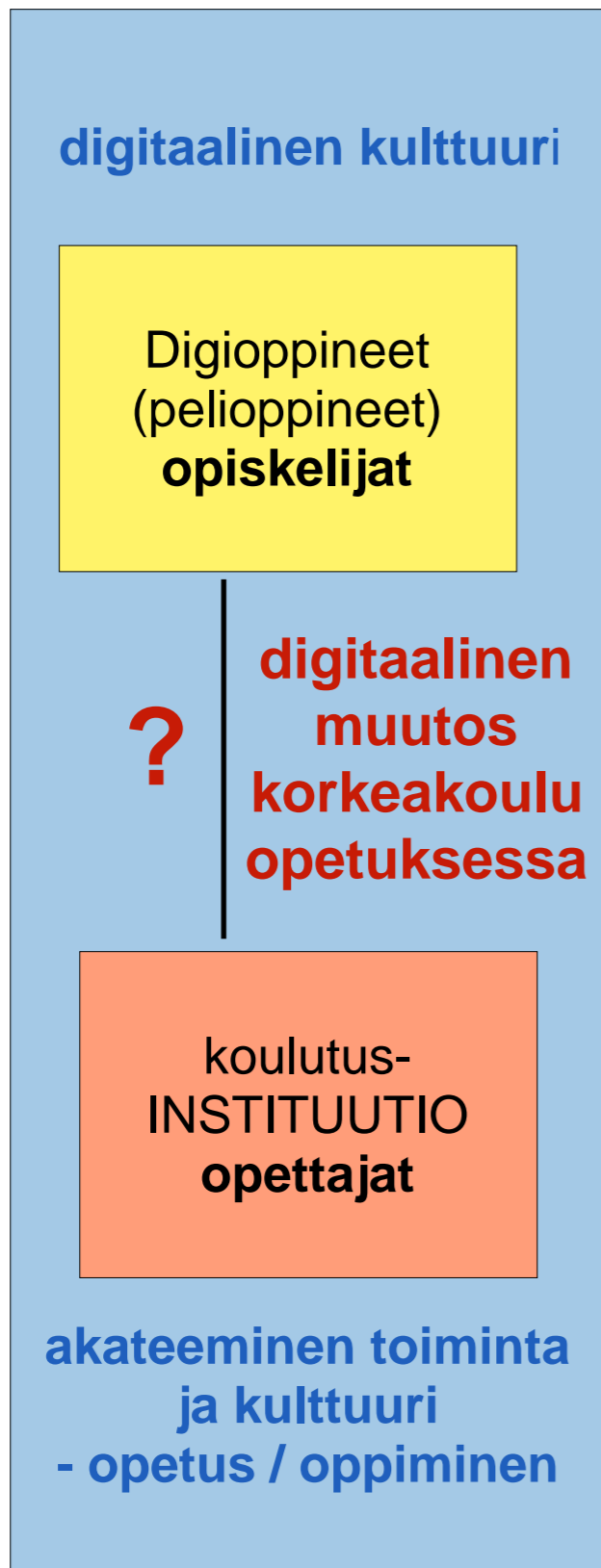


Digitalisaatio - useita samanaikaisia muutoksia



Soveltaen lähdettä: Vesa Ilmarinen, Kai Koskela 2015. *Digitalisaatio - Yritysjohdon käsikirja*

digitaalinen muutos yhteiskunnassa ja työelämässä
• kansalainen, työntekijä, kuluttaja, oppija,...



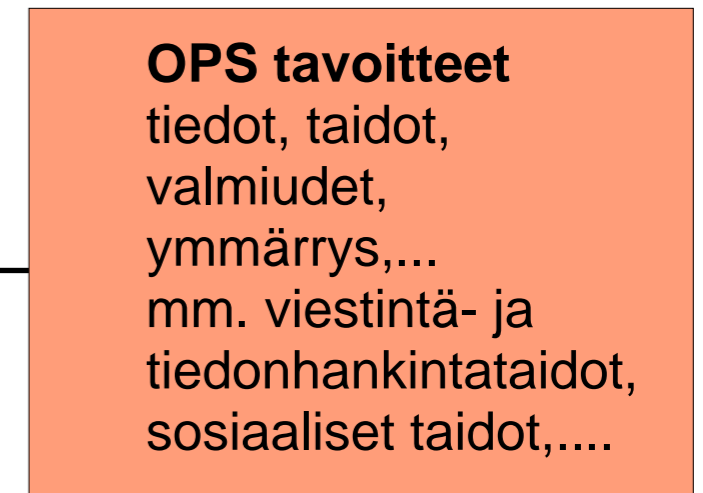
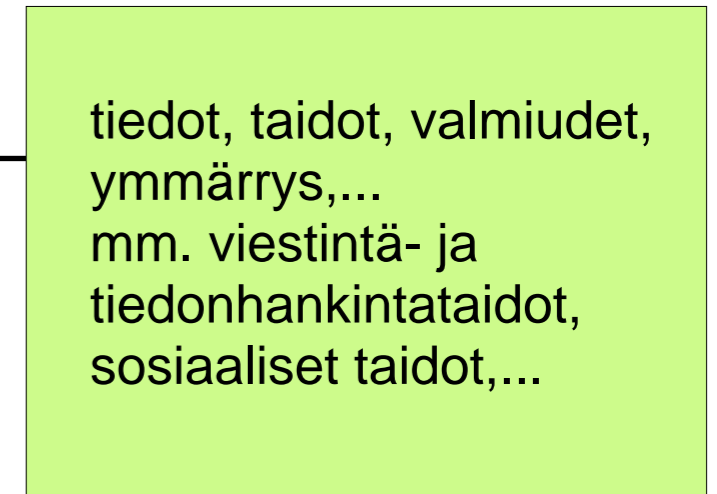
yhteisöllinen tiedon jakaminen ja rakentaminen

- leikki, hauskuus, mashup, intohimo,...



opetus-/oppimismenetelmät

- leikki, hauskuus, luovuus, innovatiivisuus, intohimo...



NMC Horizon Report 2016 - HE edition

TRENDS

SHORT-TERM IMPACT 1-2 ys

- increasing use of blended learning designs
- growing focus on measuring learning

MID-TERM IMPACT 3-4 ys

- redesigning learning spaces
- shift to deeper learning approaches

LONG-TERM IMPACT +5 ys

- advancing cultures of innovation
- rethinking how institutions work

CHALLENGES

SOLVABLE

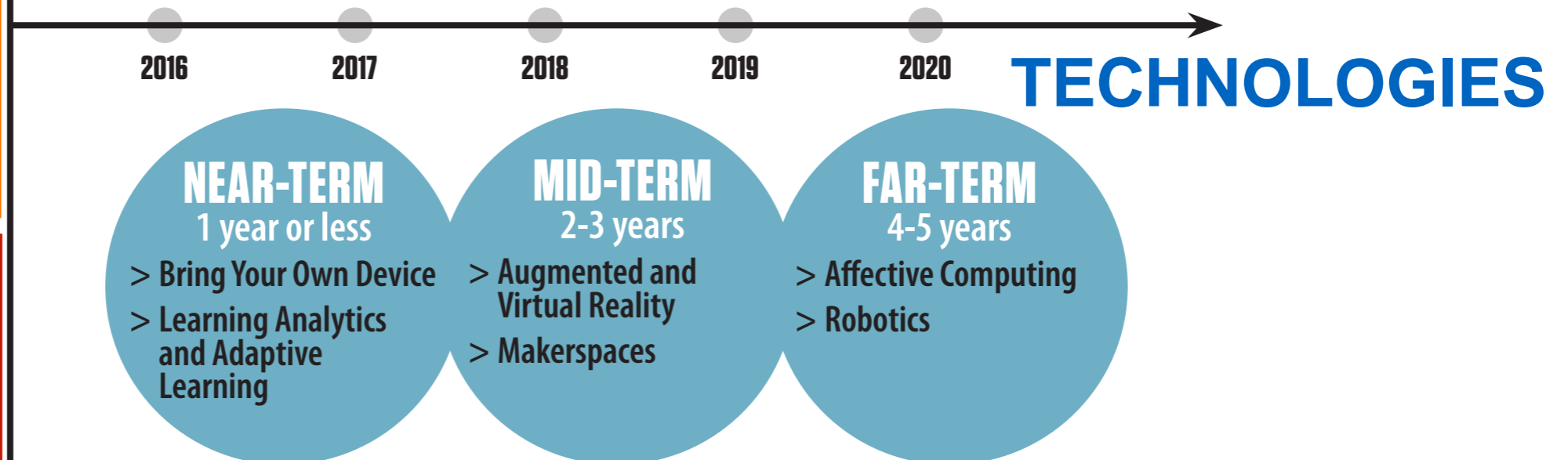
- > Blending Formal and Informal Learning
- > Improving Digital Literacy

DIFFICULT

- > Competing Models of Education
- > Personalizing Learning

WICKED

- > Balancing Our Connected and Unconnected Lives
- > Keeping Education Relevant



<http://cdn.nmc.org/media/2016-nmc-horizon-report-he-EN.pdf>



Lecture Hall K 31.10.2012, photo Jouko Lahtinen

Peer instruction in lecture-based physics class (Jouko Lahtinen, SCI)

- **more interaction**, discussion and spontaneous questions in mass lectures
- **students active role**: peer teaching/ learning, immediate feedback to support learning
- **better motivation**, lectures with more interest, **better results in exams** (when involved in lectures)

} ADDLab

mapping new landscape of digital design

<http://addlab.aalto.fi>

over 100 h open lectures on web



Three of the five days students were covering algorithmic techniques in processing, specifically writing an algorithm that enables agents to react to one another.

1. Q: WHAT DOES 'DIGITAL DESIGN' MEAN TO YOU?

ADD Andrew Witt

ADD Andrew Witt Question 1.mp4 from ADDLAB PLUS

00:58 HD vimeo

enric ruiz-geli question 5.mp4 from ADDLAB PLUS 3 weeks ago

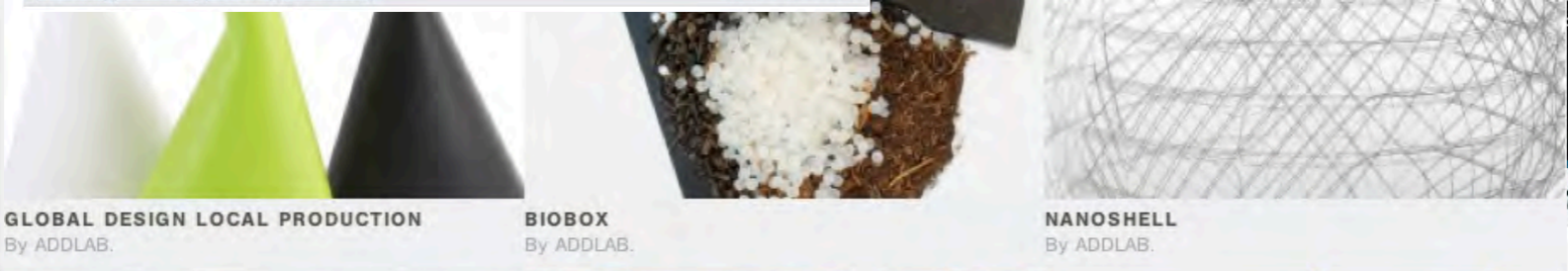
Follow Add to... Stats Download Switch to HTML5 Player



ADD David Erdman

ADD David Erdman Question 1.mp4 from ADDLAB PLUS

01:16 HD vimeo



ADD Michael Speaks

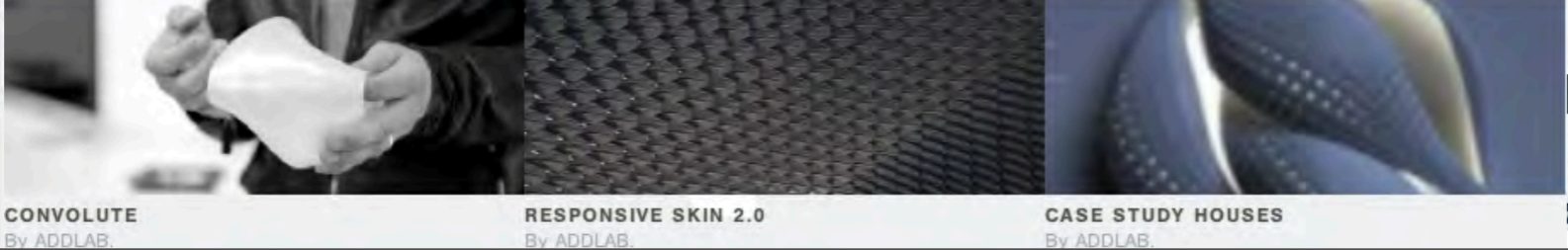
ADD Michael Speaks Question 1.mp4 from ADDLAB PLUS

02:30 HD vimeo



ADD Steven Ma

ADD Steven Ma Question 1.mp4 from ADDLAB PLUS



veo Join Log In Create Watch Upload Search

Hernan Diaz Alonso Question 10.mp4 from ADDLAB PLUS 2 weeks ago

Add to... Stats Download

Lablife 3D laboratory in Second Life in Aalto Archipelago

- new concept for biotechnology and chemistry education

<https://sites.google.com/site/lablife3d/home>



Decarboxylation



RNA -analysis

Kangasniemi & Nordström, December 2012

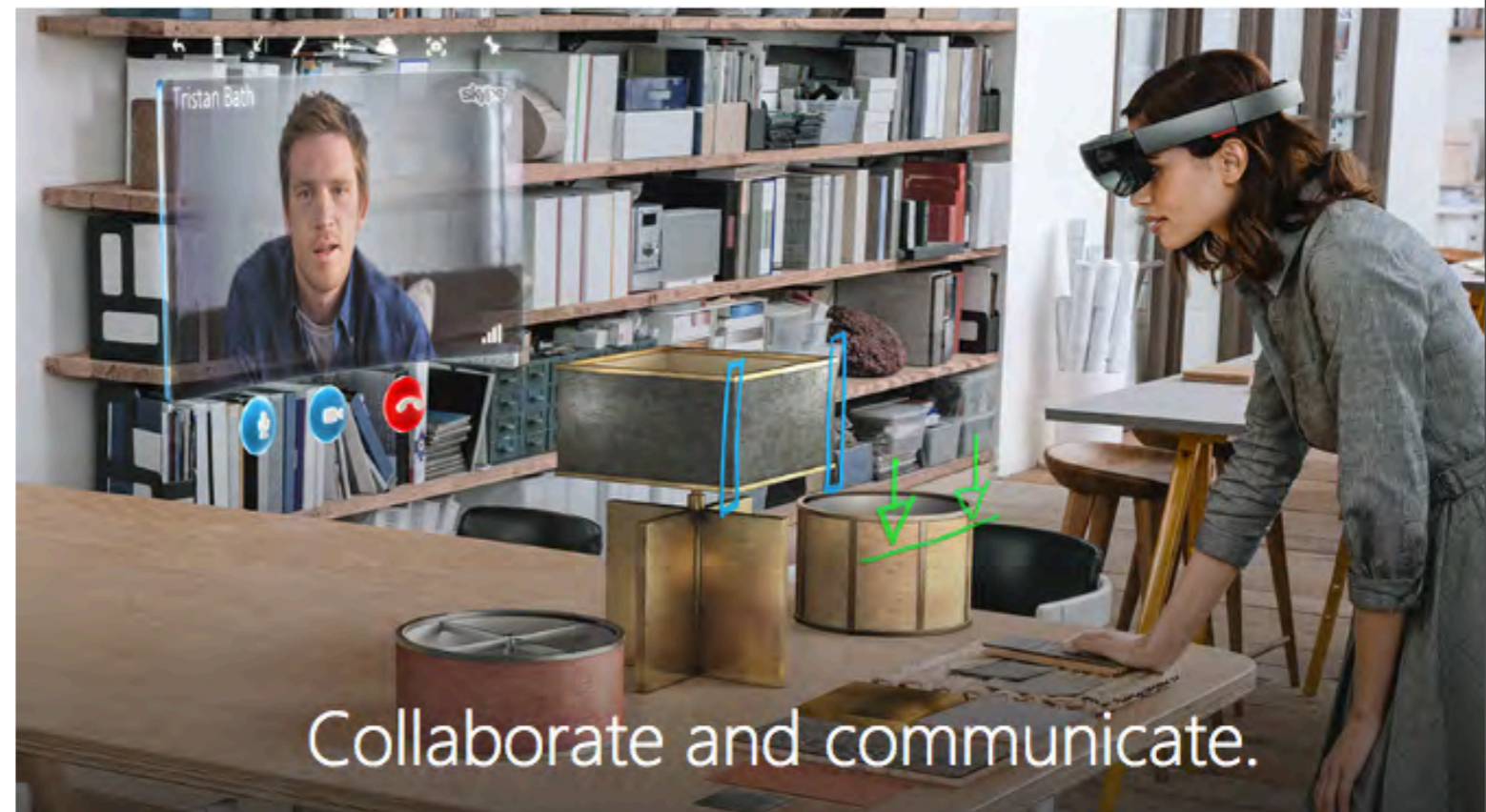


New ways to teach and learn.

It's easier to show than to tell, so do both. With Microsoft HoloLens, friends and colleagues can help you with difficult tasks using HoloNotes in Skype.

They can see your environment as you see it, and from their tablet or PC they can draw instructions that appear as holograms in your world. Get customized, real-time help from someone who can see what you see and hear what you hear.

Virtual Reality (VR)
Augmented Reality (AR)
Mixed Reality (MR)



Collaborate and communicate.

<https://www.microsoft.com/microsoft-hololens/en-us>