

Workshop Report

Designing Spaces for Creative Collaboration and Co-Design



Workshop

April 04th 2011

The Designing Spaces for Creative Collaboration and Co-design workshop brought together a multidisciplinary group of designers, designer makers and craftspeople to spend a half day within the shell of the 3rd floor 'art school' space in the Storey Creative Industries Centre, generating design proposals for refurbishment of the space.

The workshop took the form of an exploration, creative reflection and discussion of potential design elements which would allow the area to function as a space for creative community collaboration. The idea is that people from local communities, creative industry professionals, academics, public services and third sector employees can work together in this space to identify the specific challenges facing the communities, and collaborate to propose design solutions.



Designing Spaces for Creative Collaboration and Co-Design

Participants



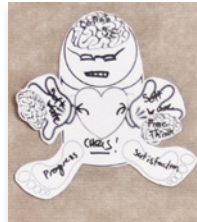
John Angus
Director,
www.storeygallery.org.uk
info@storeygallery.org.uk



Geoff Banks
Managing Director,
www.morban.co.uk
geoff.banks@morban.co.uk



Stuart Bottomley
Director,
www.kendalupholstery.co.uk
info@kendalupholstery.co.uk



Chris Bull
PhD Candidate, HighWire,
Lancaster University
c.bull@lancaster.ac.uk



Ian Childs
Director,
www.iainchildsdesign.com
info@childsandco.co.uk



Tom Clark
Chief Executive,
www.thestorey.co.uk
tom.clark@thestorey.co.uk



Andy Darby
Director,
www.litfest.org
andy.darby@litfest.org



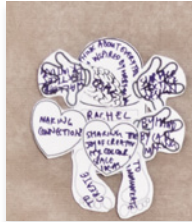
Steve Forshaw
PhD Candidate, HighWire,
Lancaster University
s.foreshaw@lancaster.ac.uk



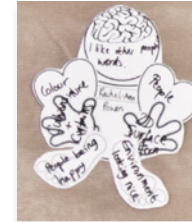
David Guest
Managing Director,
www.workshop-productions.co.uk
mail@workshop-productions.co.uk



Michelle Holt
Director,
www.printedspace.com
michelle@printedspace.com



Rachel Kelly
Director,
www.interactivewallpaper.co.uk
studio@interactivewallpaper.co.uk



Rachel Anne Powers
Textile Designer
powers96@btinternet.com



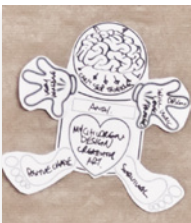
Jenny Roberts
Managing Director,
www.sprocketdc.co.uk
enquiries@sprocketdc.co.uk



David Rose
Design and Marketing,
www.morban.co.uk
david.rose@morban.co.uk



Jenny Rutter
Creative and Digital
Business Development
jennyrutter@blueyonder.co.uk

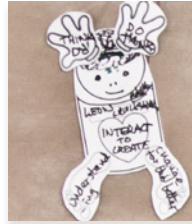


Andy Walmsley
Creative Director,
www.wash-design.co.uk
andy@wash-design.co.uk

Facilitators



Dr Valerie Carr
Research Associate,
ImaginationLancaster
v.carr@lancaster.ac.uk



Dr Leon Cruickshank
Senior Lecturer,
ImaginationLancaster
L.cruickshank@lancaster.ac.uk



Lorenz Herfurth
Research Associate,
ImaginationLancaster
L.herfurth@lancaster.ac.uk



Group Activity: Imagining the Space

Presented with foam board scale models and a range of modelling materials, participants worked together in 3 groups to consider ideas for the design of the third floor space. They were asked to produce proposals that considered flexibility, group project space, display of project materials, storage, sound, lighting, texture, colour, furniture, technology, and overall ambience. The groups produced scale mock-ups of the space using the modelling materials, and a range of proposals which they presented back to each other at the end of the session. There were some interesting ideas which we will now take into consideration in preparing a brief for the refurbishment of the space.









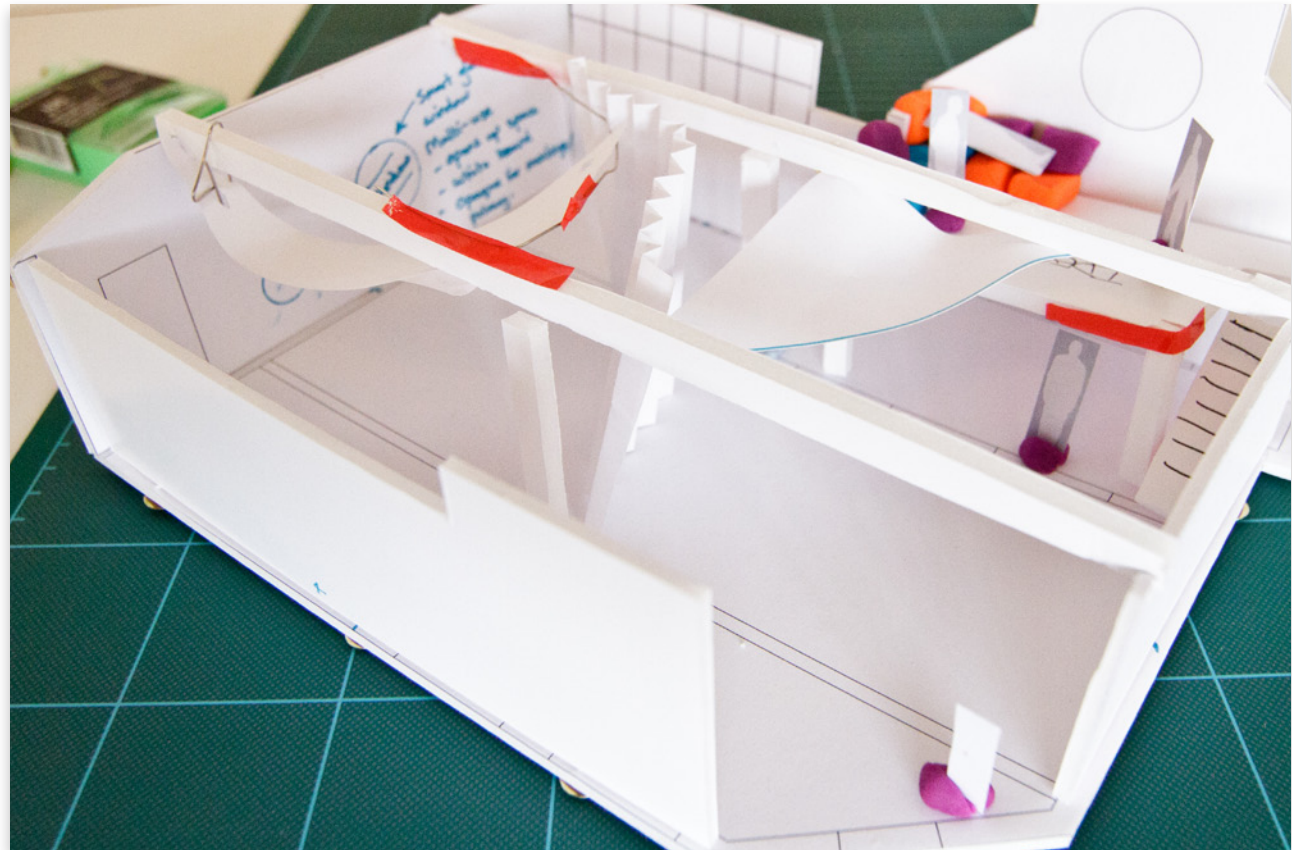


Outcomes: Design Proposals 1-3

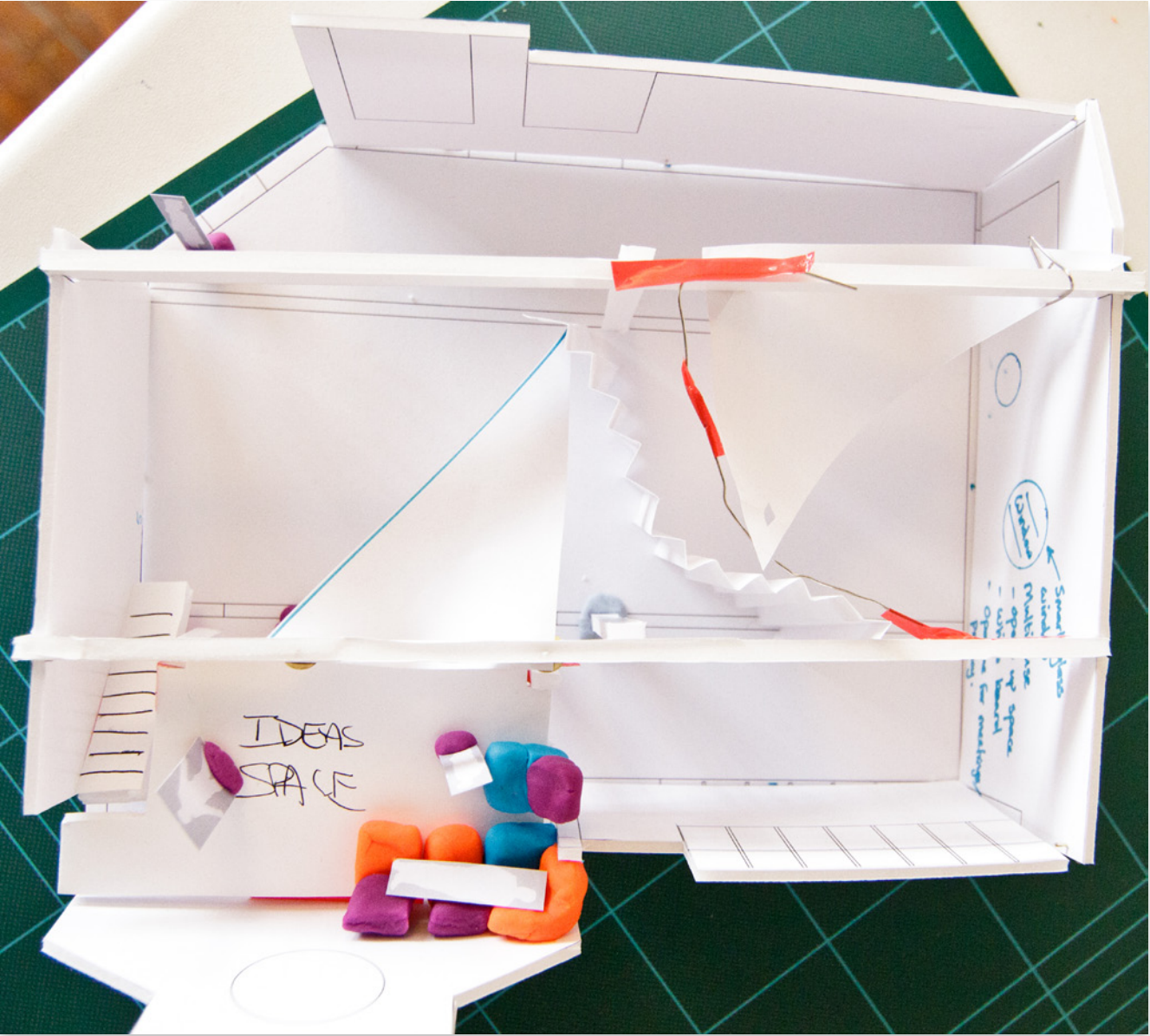


The flexibility and sound reverberations in the space would be addressed through the use of a sail-like curtain system which could be raised or lowered to open up and partition off the space. Movable work tables which could also flip vertical for drawing, presentation and storing away would also enhance flexibility. They suggested a mezzanine area in the double height portion of the space, with a library/study space on top and storage underneath. A coffee area

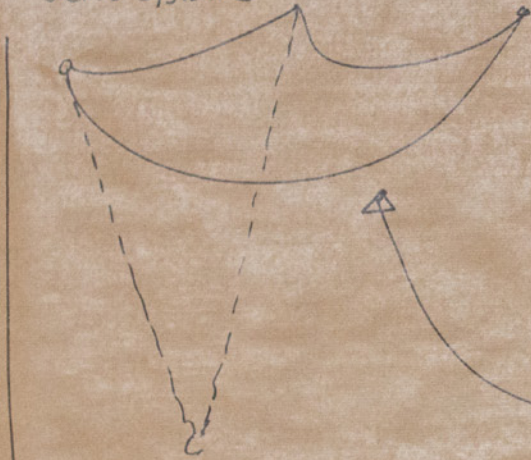
and 'thinking' space would be provided in the entrance corridor, and the adjacent room would be the main presentation/briefing room from which groups could move into the main area to work on projects. LED colour change lighting and different styles of furniture could be used to delineate different zones within the space.



#1

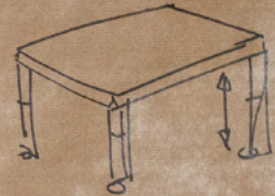


* FLEXIBLE ACOUSTICS CURTAIN SYSTEM



* CURTAIN RAIL SYSTEM FOR FLEXIBILITY.

- ① FLEXIBILITY — CURTAIN SYSTEM, MOUNTABLE TABLES / ADJUSTABLE TABLES, SYSTEM ON WHEELS
- CREATIVE ZONES



- ② GROUP PROJECT SPACE.

- WHITE BOARD / INTERACTIVE TECHNOLOGY
- DRY Wipe PAINT / WALLPAPER

- ③ LIGHT + SOUND

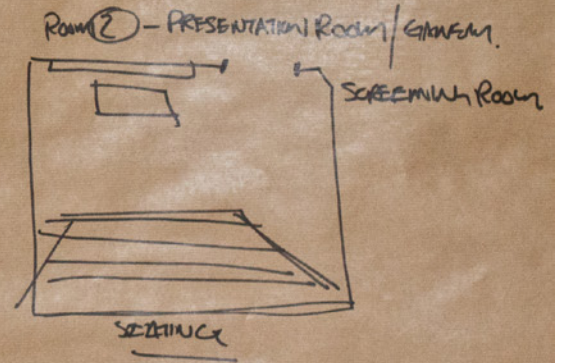
- L.E.D COLOUR CHANGERS & LIGHTING
- COLOR ZONES.

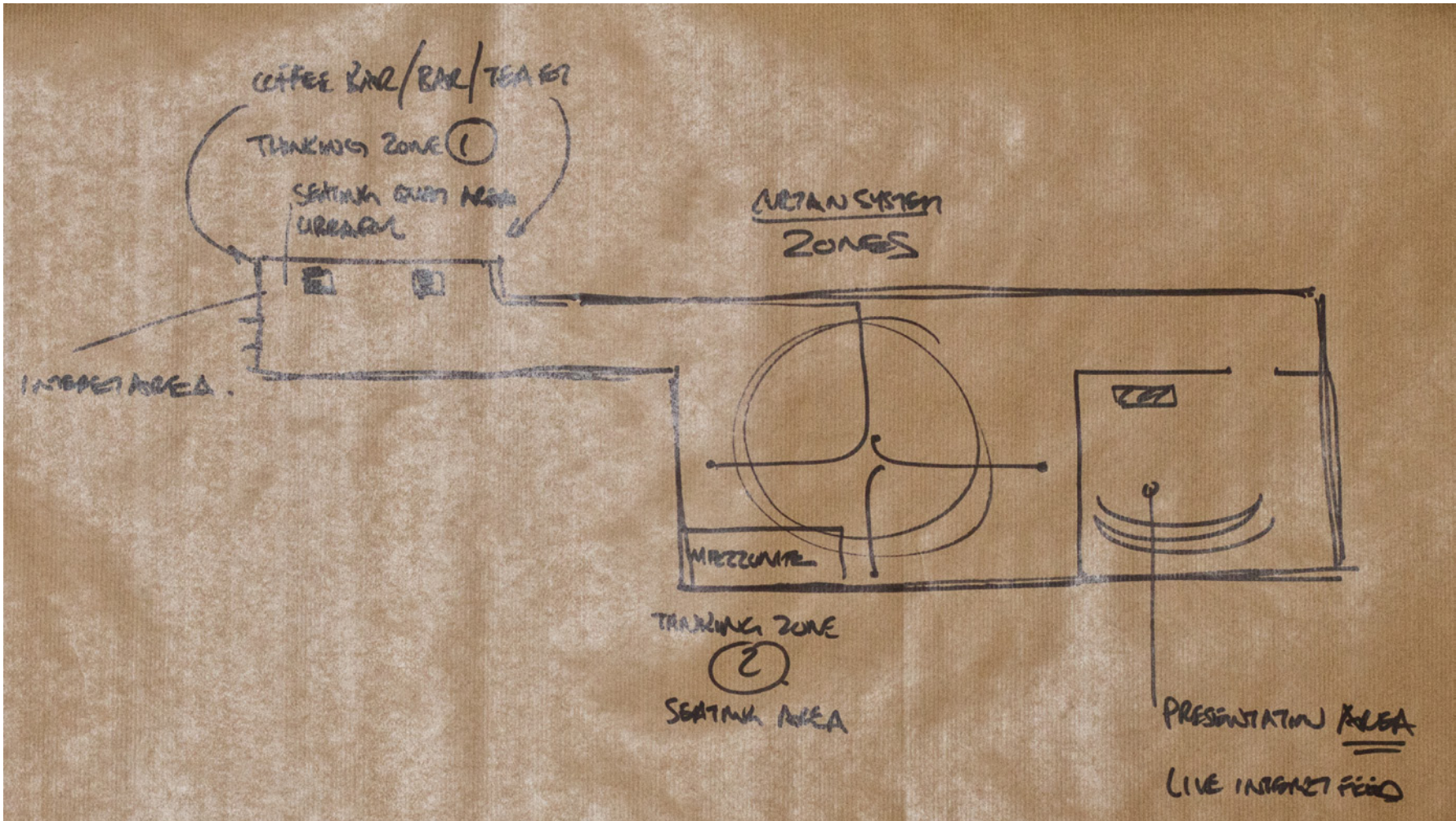
- ④ SOUND - DIVERSE SOUNDS

DIFFERENT FURNITURE FOR DIFFERENT ZONES.

- ⑤ MEZZONING IN WINDOW CORNER.

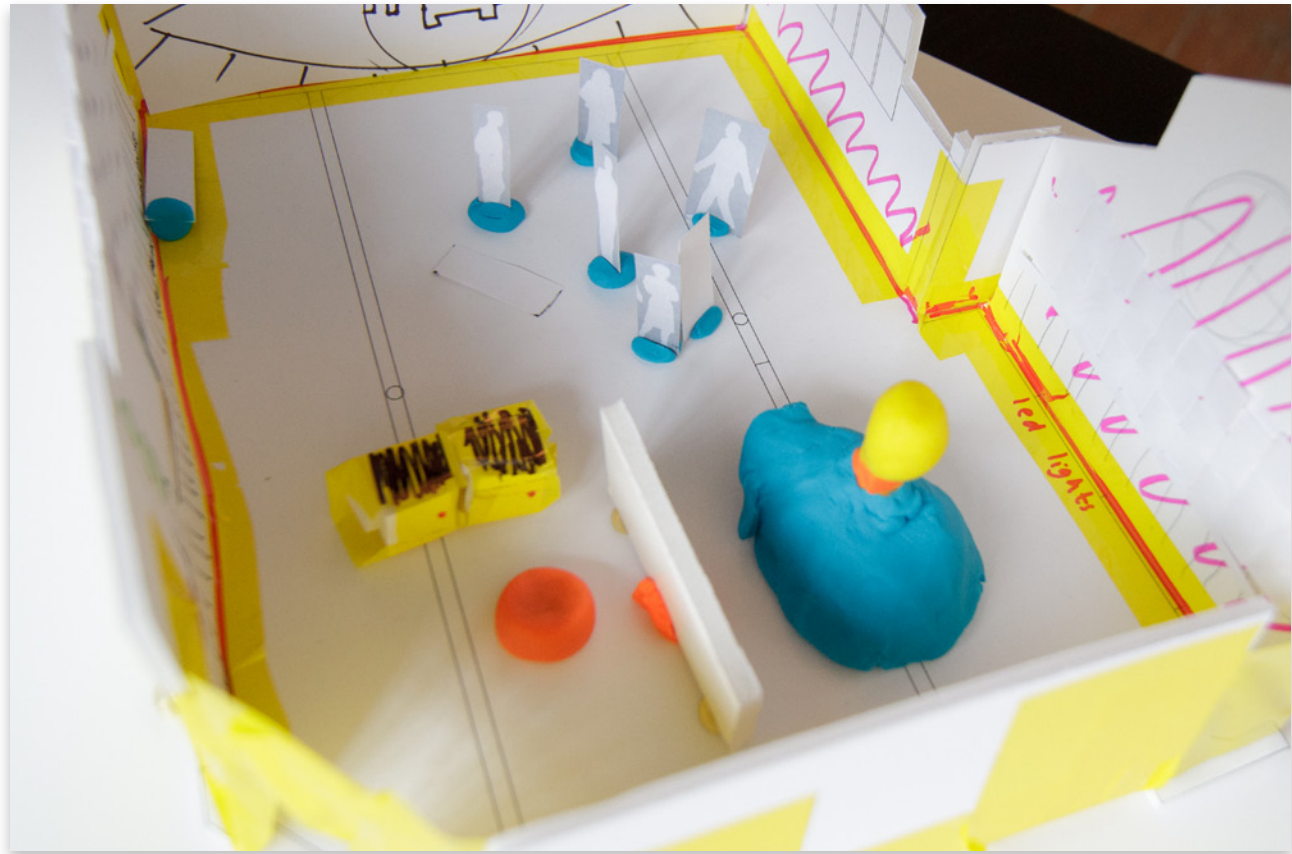
- LIBRARY / AREA
- STUDY
- STORAGE



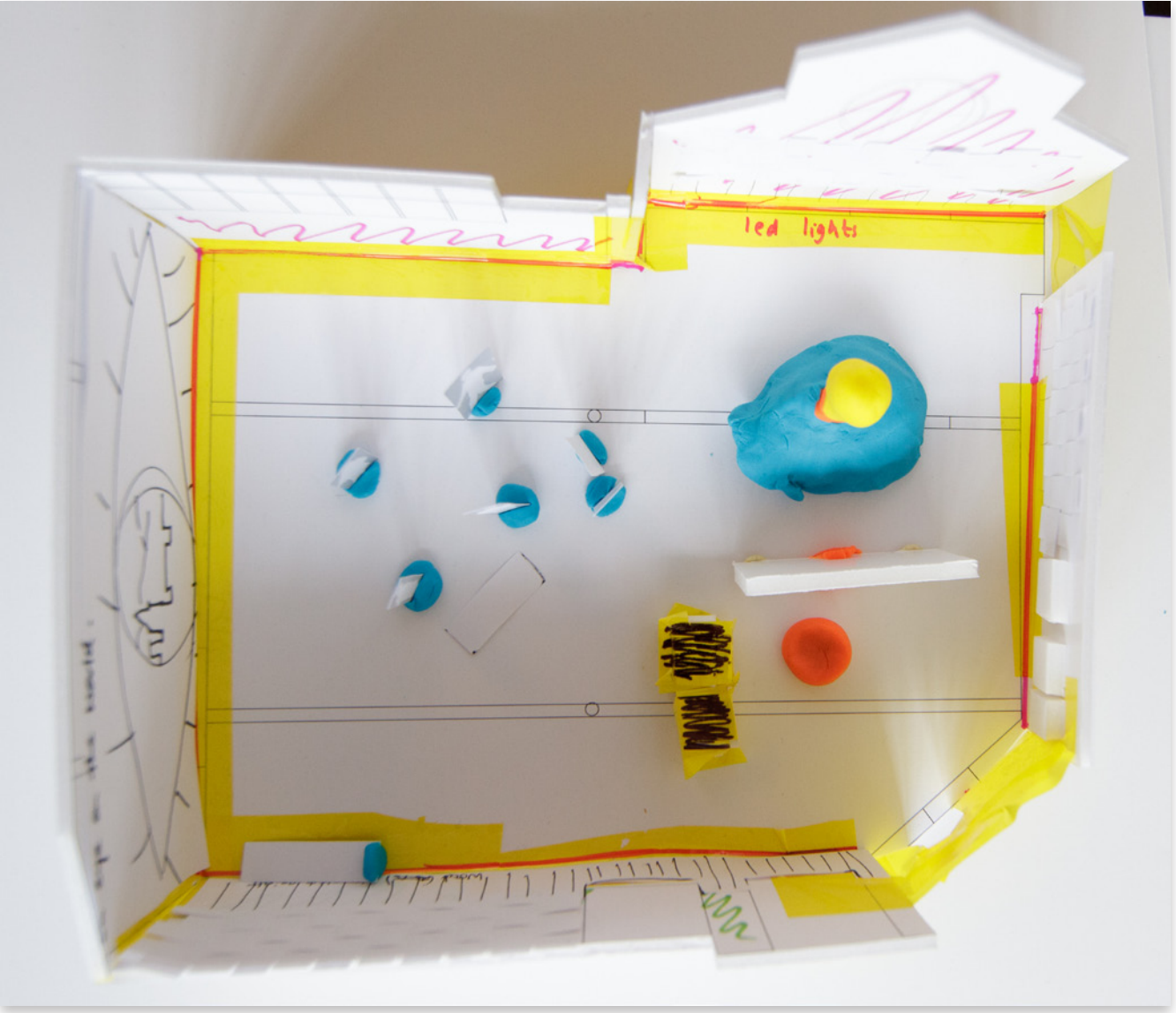


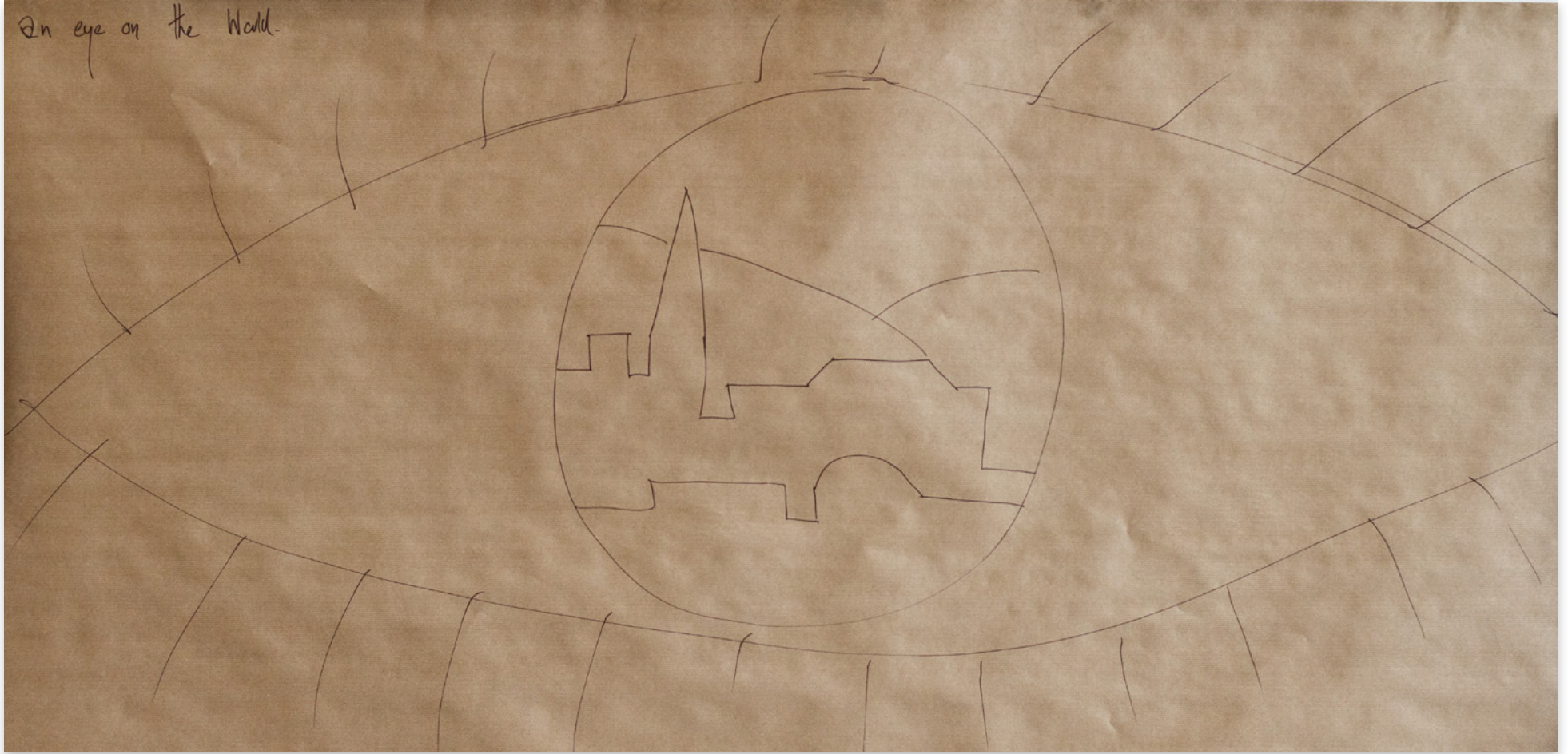
Suggested the use of textured, fabric covered walls to reduce sound resonance in the space, along with movable office height partitions to break up the space. They came up with an idea for a movable seating unit with storage underneath, and thought that an LED lighting system could set the mood for the room, using the colour wheel dial to select appropriate colours. A thought pod with webcam, along the lines of that used in Big Brother, could allow people to

record their thoughts and a mobile (inflatable?) version could be used out in the community to beam the comments of local people onto a screen in the Storey space. One of the walls would offer an 'eye on the world' with a webcam streaming footage from whichever locality the project team were working with.



#2





Room division: pin boards / sound proofing

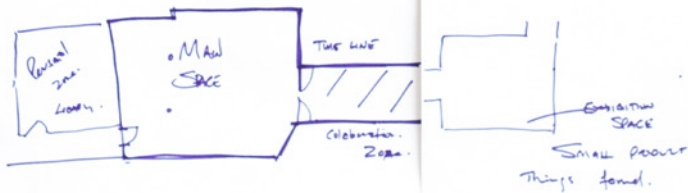
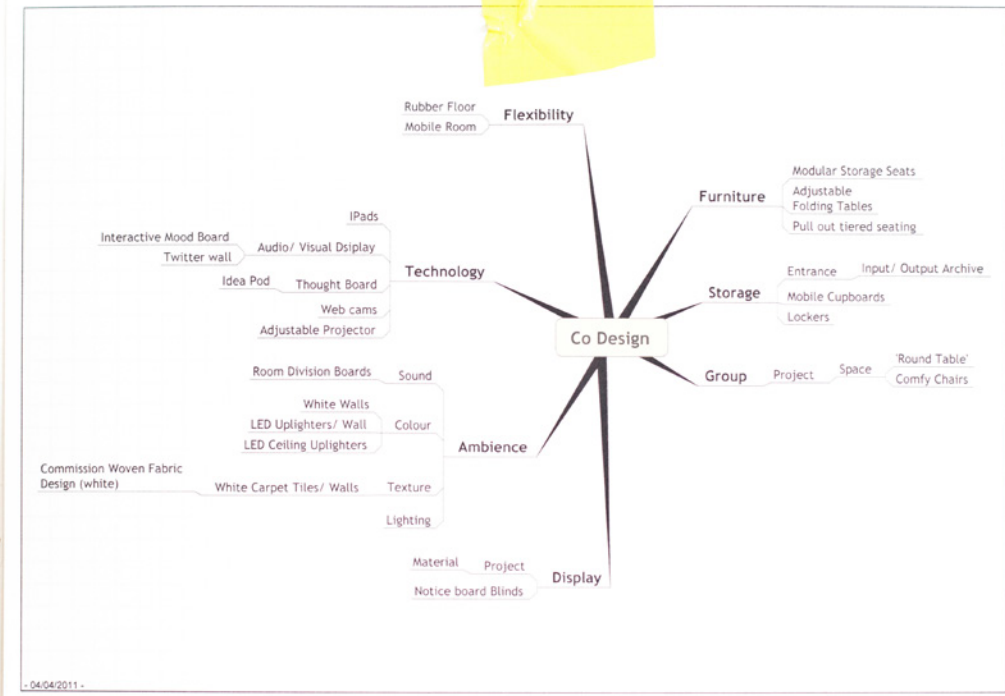
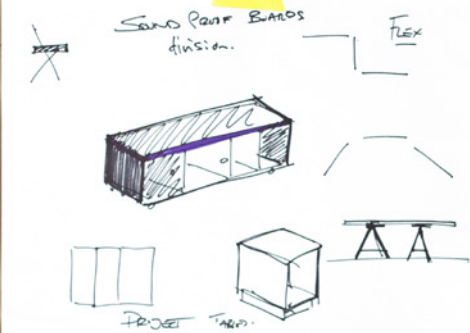
Furniture: mobile
eg. seating with storage on castors.
tables on castors and top folds down.

Storage: Again... mobile

Refreshments: mobile unit

Flooring: Rubber? To absorb sound + reduce friction

White walls. LED uplighters. colour to change the colour/mood of the room.



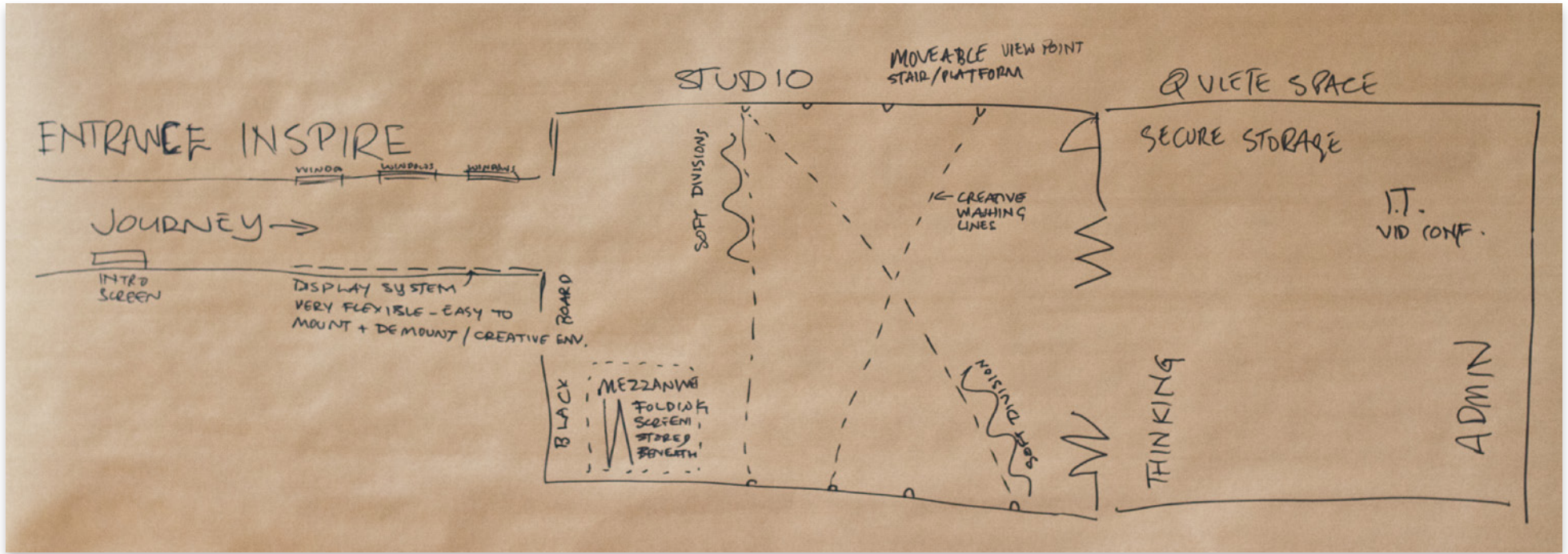
The journey into the space would begin with an entrance corridor which could function either as a space in which to display project outcomes, or as a 'haunted house' with a variety of textures and surprises which could disorient people entering and push them to adopt a different perspective. This group also suggested a mezzanine floor with a series of 'tetris' style screens fitting under it which could be pulled out to act as room dividers. Additional

room partition would be provided by soft screen which could be concertina style. This group suggested that the video conferencing system should be housed in the adjacent space which could also function as a 'quiet zone'. A messy wall, or 'permission to fail' wall would allow groups to display project ideas which hadn't progressed but which could, nevertheless, inspire others.



#3







Acknowledgements

Storey Creative Industries Centre

ImaginationLancaster would like to thank the Storey Creative Industries Centre and particularly Tom Clark for the strong support in planning and delivering this workshop.

Participants

Our thanks go to all the participants who gave up their time to attend the workshop and the valuable contributions they made.





Both this report and the workshop it describes were designed and delivered by ImaginationLancaster, a creative research lab at Lancaster University.

imagination.lancaster.ac.uk

ImaginationLancaster
LICA Building
Lancaster University
Bailrigg, Lancaster
LA1 4YW, UK

© ImaginationLancaster 2011
All rights reserved

