THE IMMERSIVE LEARNINGSCAPE 2.0
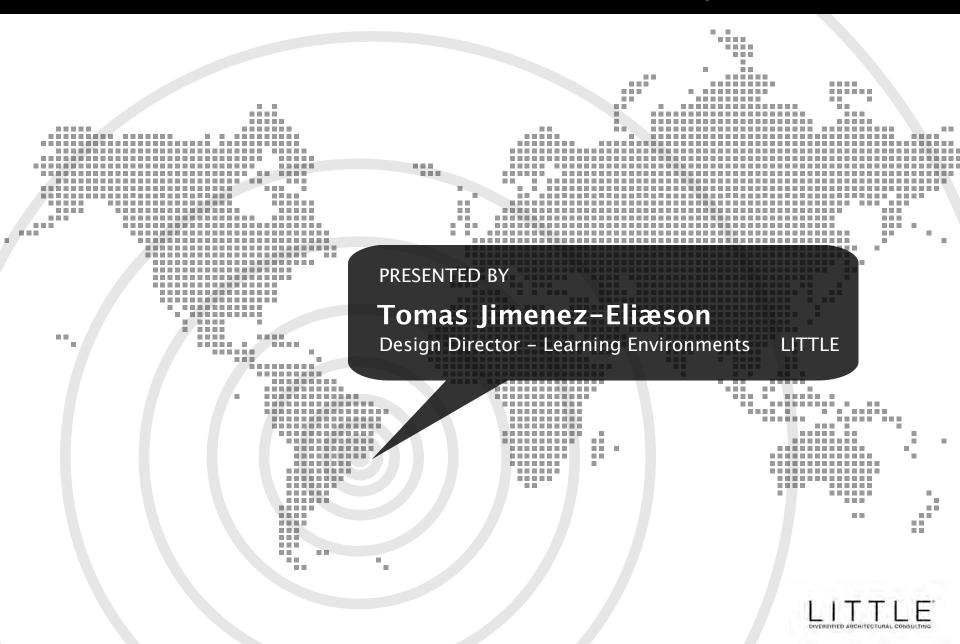
A Pattern Language for the Design of
the Learning Revolution Environments

LITTLE
DIVERSIFIED ARCHITECTURAL CONSULTING

PRESENTED BY

Tomas Jimenez–Eliæson
Design Director – Learning Environments   LITTLE
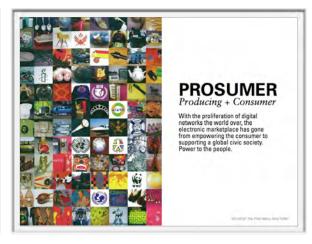
LITTLE
DIVERSIFIED ARCHITECTURAL CONSULTING

Learning Objectives

1. "Sign of the Times" in Education

2. We have entered a Learning Revolution.....

3. A Pattern Language for Creating Immersive Learning Environments

4. Case Studies

The Immersive LearningScape 1.0 Recap
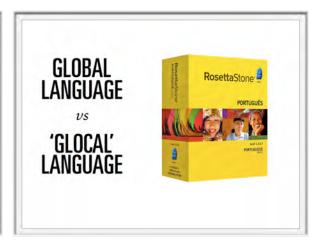
1 **Student Discontent**

2 **Changing Technology**

3 **Empowered Individuals**

4 **Teaching Dilemmas**

5 **A Customizable World**

6 **Global Equalization**

QUESTIONS

QUESTIONS

Is our current education making us competitive in the global marketplace?

QUESTIONS

What skills will be needed to excel as we further move into the 3rd millennium?
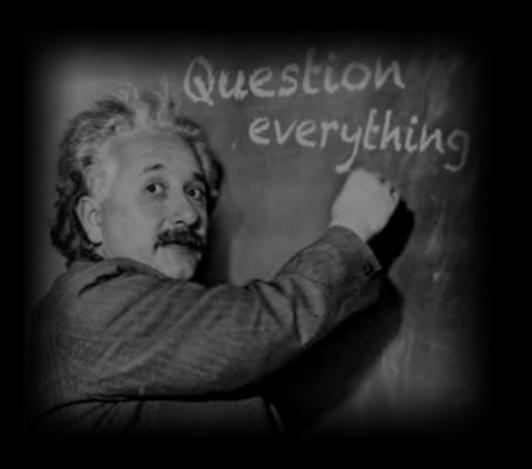
QUESTIONS

What will
their jobs
be like?

10 JOBS THAT DID NOT EXIST 10 YEARS AGO

1. App Developers (Creative Tech)

2. Market research Data Miner (Library science – Info gathering/summarizing)

3. Millennial Generational Expert (Social Networks)

4. Social Media Manger (Social Networks)

5. Chief Listening Officer (Social Spy)

6. Cloud Computing Services (Data Storage and Sharing)

7. Elder Care (Health and Communication – Baby Boomers)

8. Sustainability Expert (Global Warming / Green Economy)

9. User Experience Design (Right Brain thinking)

10. Academic and Admissions Consultant (Education and Access)

"10 jobs that did not exist 10 years ago" FORBES MAGAZINE

QUESTIONS

Are learning spaces adequate to acquire the needed 21st century skills?

QUESTIONS

How do you create the ultimate inquisitive learning environment?

QUESTIONS

How might we enable a learning environment for creative and innovative thinking?

QUESTIONS

As acquiring content becomes more automated, and teamwork across disciplines becomes critical to a creative, conceptual, and innovation society, what kinds of learning spaces promote trans-disciplinarily collaboration?

Why are we teaching in the same spaces as we did in the 19th Century?

Given the increasing introduction of technology in the classroom, what will be the role of the teacher?

SIGN OF THE TIMES

As the world flattens, education will heighten.

19th
COUNTRIES
— vs —
COUNTRIES

20th
CORPORATIONS
— vs —
CORPORATIONS
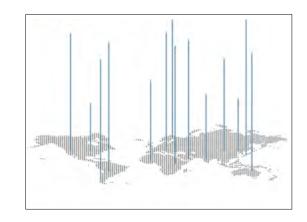
21st
INDIVIDUALS
— vs —
INDIVIDUALS

As the world becomes increasingly flat,

As the world becomes increasingly flat, education is heightened
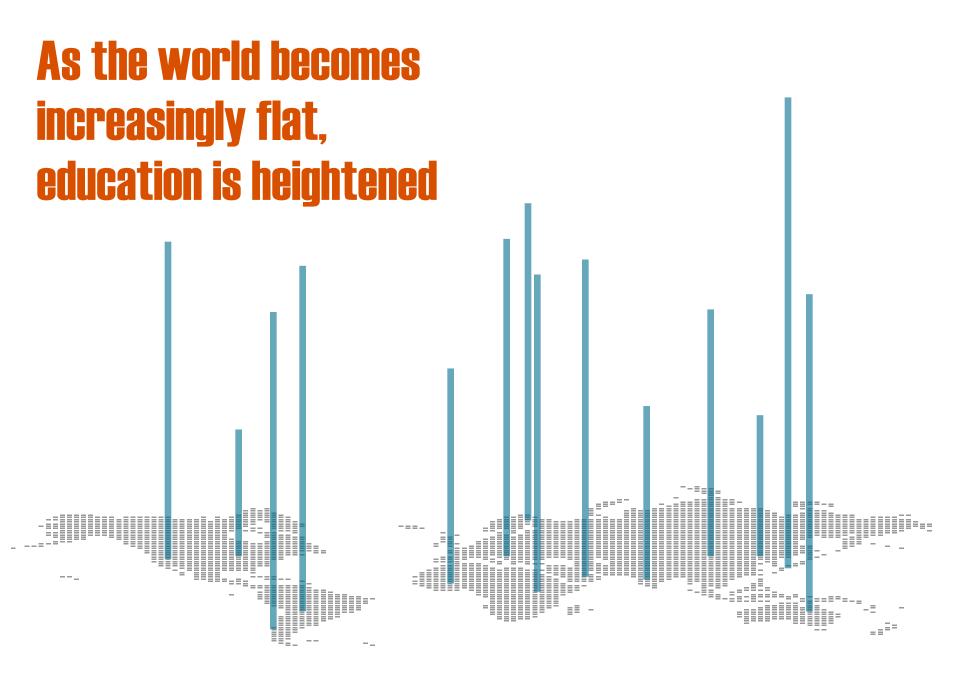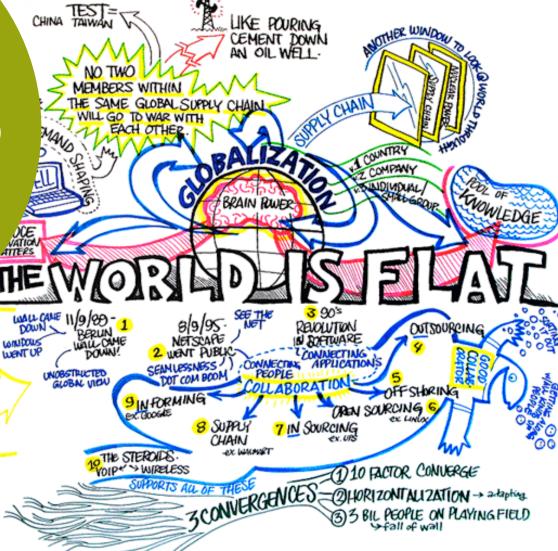
COMPLEX CHALLENGES IN A GLOBAL WORLD

Multi–disciplinary teams needed to solve complex challenges

Thomas L. Friedman on The Charlie Rose Show discussing his book, "The World is Flat" • 04.05.05
graphic facilitation by Brandy Agerbeck • Loosetooth.com

How do we prepare
students for jobs
that don't yet exist?

What are the skills they will need?

21st CENTURY SKILLS

Problem Solving

Critical Thinking

Technology-savviness

Leadership skills

Communication Skills

Collaboration Skills

Global Knowledge

Languages

Interdisciplinary skills

Creative Skills

21st CENTURY SKILLS (as per employers' needs)

Concepts in Science & Tech (82%)

Teamwork (76%)

Real world / hands on experience (73%)

Communication Skills (73%)

Critical Thinking / Analytical (72%)

Global Issues / Developments (72%)

Locate / Organize / Evaluate Info (70%)

Creative Thinking / Innovation (70%)

Solve Complex Problems (64%)

Work with Numbers / Statistics (60%)

Global Cultures / Languages (53%)

SOURCE - *What Employers are looking for in college graduates Survey by Association of American Colleges & Universities - 2007*

AGES } AGRICULTURAL → INDUSTRIAL → INFORMATION → CONCEPTUAL

19   20   21

WAKE-UP CALL   PEP-TALK

MBA | MFA

HIGH TOUCH | HIGH CONCEPT

* NOT ENOUGH ANYMORE:
FUNCTION
ARGUMENT
FOCUS
LOGIC
SERIOUSNESS
ACCUMULATION

THE SIX SENSES!

KEEP A NOTEBOOK

C ONTRAST
R EPETITION
A LIGNMENT
P ROXIMITY

CONTROL

SEQUENTIAL
TEXT
DETAILS
(ANALYSIS)

SIMULTANEOUS
CONTEXT
BIG PICTURE
(SYNTHESIS)

DESIGN

WE'RE JUST CAVEMEN WITH BRIEFCASES

L

R

STORY

THE ANDROGYNOUS MIND

YOU MUST ASK YRSELF THESE 3 QUESTIONS

SYMPHONY

LEARN TO DRAW / COLLAGE

ABUNDANCE
? IS WHAT I'M OFFERING IN DEMAND?

EMPATHY

FACIAL EXPRESSIONS
ACTING

ASIA
? WILL SOMEONE OVERSEAS DO IT CHEAPER?

PLAY

HA! HA!   CAPTIONS   JOKES...

LEFT   RIGHT

MEANING

THANKS

AUTOMATION
? CAN A COMPUTER DO IT FASTER?

LABYRINTHS

A WHOLE NEW MIND
...((BY DAN PINK))...

WE'RE ALL IN THE ART BIZ.

NOTES BY AUSTINKLEON.COM

25

STUDENT VOICES

on engagement

I'M BORED 99 PERCENT OF THE TIME.

– California

SCHOOL IS REALLY, REALLY BORING.

– Virginia

The 21st-Century Digital Learner, by Marc Prensky. EDUTOPIA. http://www.edutopia.org/ikid-digital-learner-technology-2008

ENGAGE US MORE.
– Texas

The 21st-Century Digital Learner, by Marc Prensky. EDUTOPIA. http://www.edutopia.org/ikid-digital-learner-technology-2008
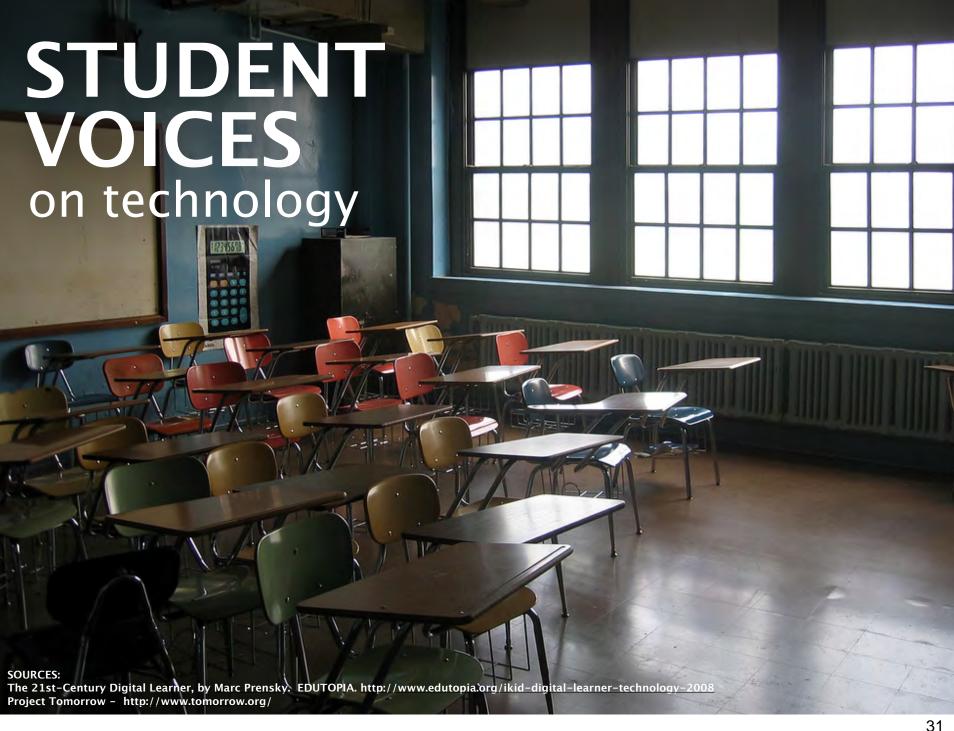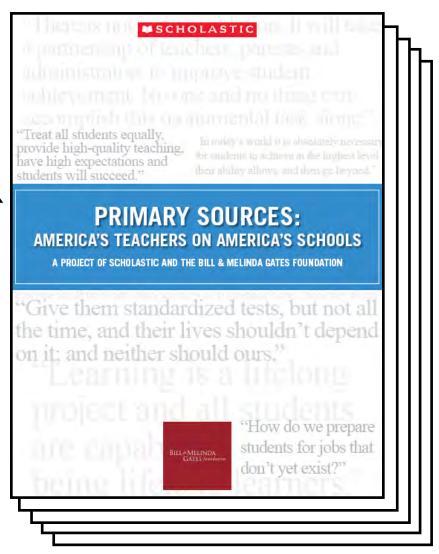
POINTLESS.
I'M ENGAGED IN TWO OUT OF MY SEVEN CLASSES.

– Florida

STUDENT VOICES
on technology

You think of technology as a **tool**. We think of it as a **foundation** -- it's at the basis of everything we do.

SOURCES:
The 21st-Century Digital Learner, by Marc Prensky. EDUTOPIA. http://www.edutopia.org/ikid-digital-learner-technology-2008
Project Tomorrow - http://www.tomorrow.org/

TEACHER VOICES
on innovation

Teachers recognize that it is essential for instruction to be **tailored** to individual students' skills and interests

SOURCE: SCHOLASTIC –Teachers in America Survey.

90% of teachers say that **differentiated** assignments are absolutely essential

SOURCE: SCHOLASTIC –Teachers in America Survey.

81% of teachers say that **up–to date information–based technology**, that is well integrated into the classroom, is **absolutely essential**

SOURCE: SCHOLASTIC –Teachers in America Survey.

WHY AREN'T STUDENTS PREPARED FOR COLLEGE?

Overall, teachers ranked "**Lack of motivation**" as the #1 reason

	TOTAL	ES	MS	HS
Lack of participation in CP	2%	2%	2%	3%
Poor reading and comm. skills	19%	20%	17%	15%
Lack of critical thinking skills	17%	18%	16%	17%
Lack of encouragement	27%	34%	22%	15%
Lack of motivation	**34%**	**25%**	**43%**	**49%**
Not sure	1%	1%	0%	1%

We are entering a

LEARNING REVOLUTION

FACTOR 1

Technology

"Scientists have learned more about the brain in **the last 10 years than in all previous centuries** because of the accelerating pace of research in neurological and behavioral science and the development of new research techniques."

National Institute of Neurological Disorders and Stroke (NINDS)

FACTOR 2
Brain

FACTOR 3

Customization

FACTOR 4
Active Learning

passive

READING — *10%*
HEARING — *20%*
LOOKING AT PICS — *30%*
WATCHING A MOIVE — *50%*
LOOKING AT AN EXHIBIT — *50%*
WATCHING A DEMO — *50%*
SEEING IT DONE ON LOCATION — *50%*

percent remembered

active

PARTICIPATING IN A DISCUSSION — *70%*
GIVING A TALK — *70%*
DOING A DRAMATIC PRESENTATION — *90%*
SIMULATING THE REAL EXPERIENCE — *90%*
DOING THE REAL THING — *90%*

SOURCE - *Active Learning - Creating excitement in the classroom.* 1991. Bonwell and Eison

43

FACTOR 5

Paradigm Shift

20th Century
Mechanization & Sequentiality

21st Century
Instant Access to Information & Simultaneity

Marshall McLuhan

FACTOR 6

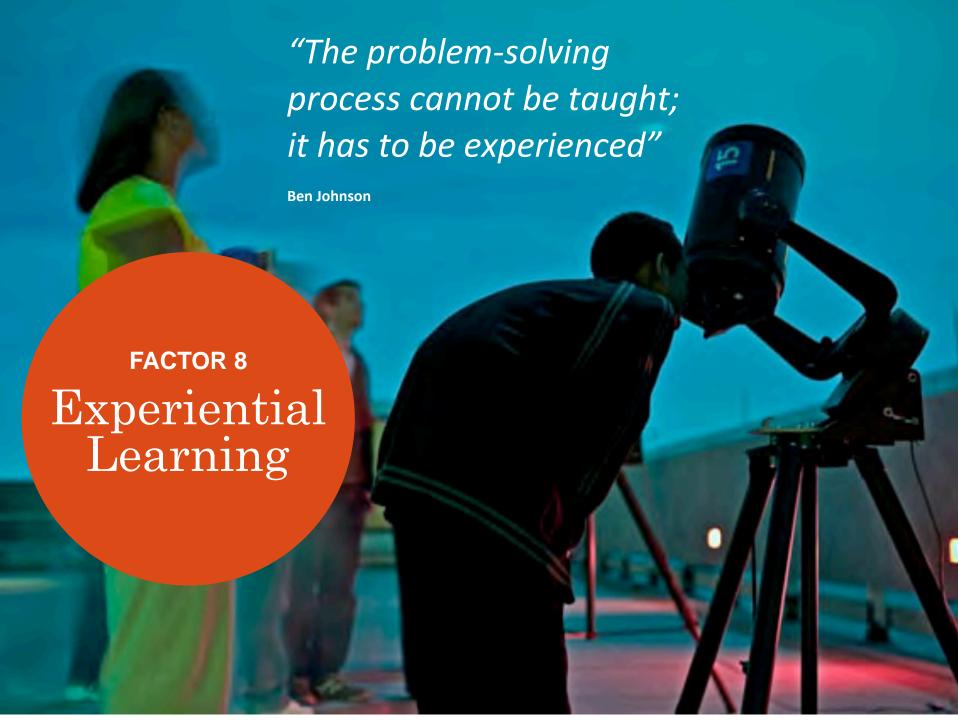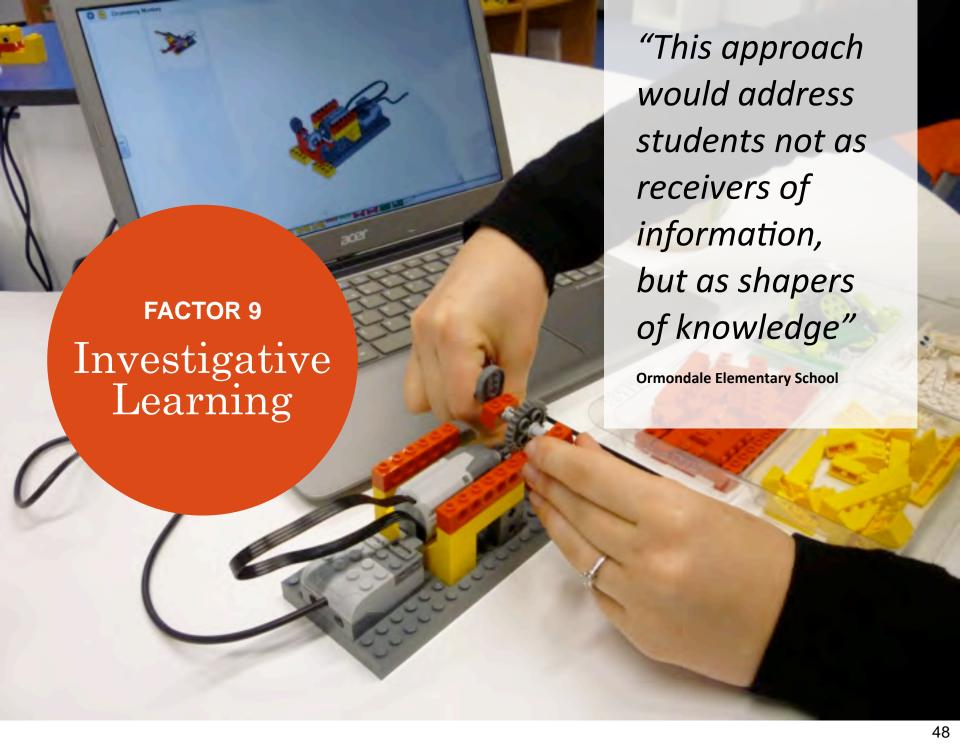Interdisciplinary Learning

20th Century

Linear Learning =
1 isolated discipline per hour

21st Century

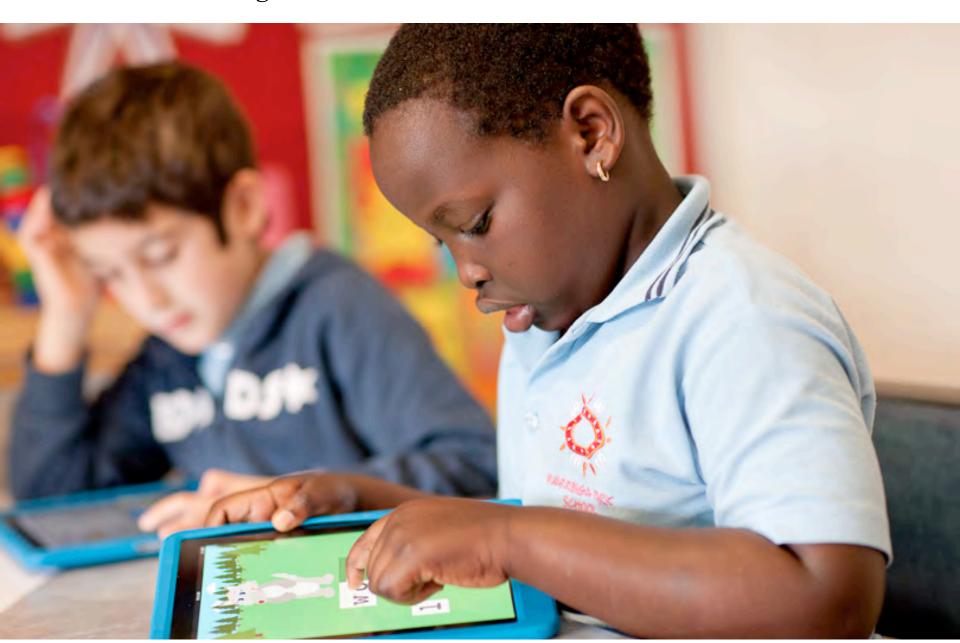**Asynchronous Cross-Disciplinary Learning =**
Multiple disciplines simultaneously

FACTOR 7
Relevance

learn here. apply there

"The problem-solving process cannot be taught; it has to be experienced"

Ben Johnson

FACTOR 8

Experiential Learning

FACTOR 9
Investigative
Learning

"This approach would address students not as receivers of information, but as shapers of knowledge"

Ormondale Elementary School

FACTOR 10

Redefining the role of the Teacher

guide, inspire, and troubleshoot

TECHNOLOGY

Teamwork Technology

PERCEPTIVE PIXEL

Augmented Reality Technology

1-to-1 learning
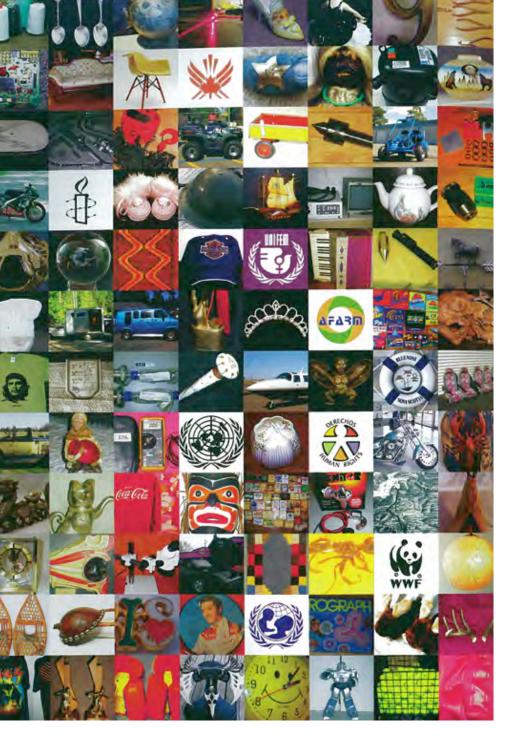
Teacher 1-to-1 supervision

Flipped Classroom

WHAT IS THE FLIPPED CLASSROOM?

The flipped classroom inverts traditional teaching methods, delivering instruction online outside of class and moving "homework" into the classroom.
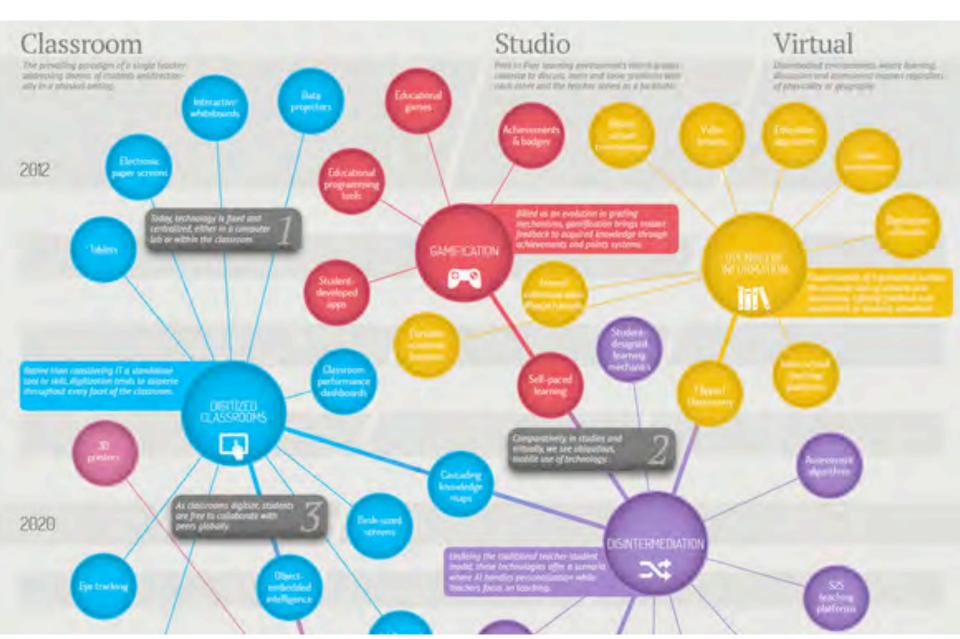
THE INVERSION

The Traditional Classroom
Teacher's Role: Sage on the Stage

LECTURE TODAY

Homework
Reading and questions due tomorrow

The Flipped Classroom
Teacher's Role: Guide on the Side

ACTIVITY TODAY

WATCH lecture online tonight!

Technology

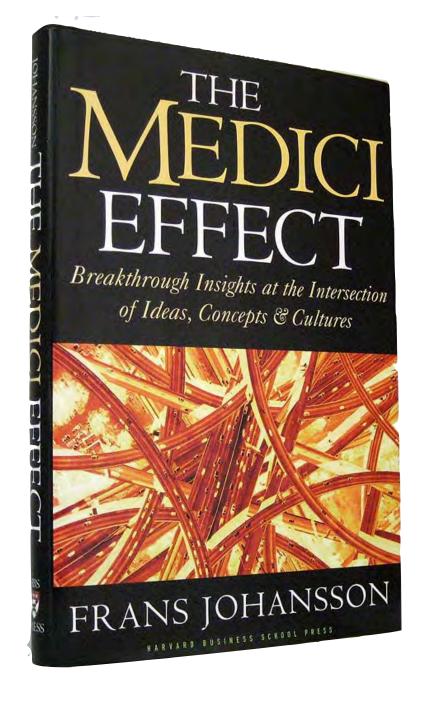# Prosumer = Producing + Consumer

With the proliferation of digital networks the world over, the electronic marketplace has gone from empowering the consumer to supporting a global civic society. Power to the people.

SOURCE: The Third Wave, Alvin Toffler

Technology / Learning Environment Relationship

INTERSECTIONAL IDEAS

FOR AN

INTERSECTIONAL WORLD

THE MEDICI EFFECT

Breakthrough Insights at the Intersection of Ideas, Concepts & Cultures

FRANS JOHANSSON

HARVARD BUSINESS SCHOOL PRESS

INTERSECTION

— AND —

INNOVATION

Diverse teams create far more ideas than homogenous teams

POST-WAR

BELL LABS

INNOVATION

Older management was demoted, younger management given new titles, and, most importantly, every research group was interdisciplinary: chemists mingled with physicists who chatted with metallurgists who lunched with engineers. Every building in the New Jersey campus was interconnected and no one was allowed to shut their door.
This was the beginning of a newly innovative time.

Bell Labs: A Hive of Invention

A selection of its most important innovations in the decades leading up to the breakup of its parent company, AT&T, in 1984, and how they helped lead to some of the latest technologies.

PHONES

SPACE

INTERNET

MUSIC

CELLPHONES

RADIO

TELEVISION

1920s

1925 First high-fidelity sound recording The reproducible sound range is extended by more than an octave at each end of the scale.

1925 Fax service First commercially successful facsimile or telephotography system in the U.S.; an early data network.

1927 Negative feedback amplifier Cuts distortion in long-distance telephony; also aids development of radio and high-fidelity amplifiers.

1927 First long-distance television transmission Live television images of Herbert Hoover are sent via phone lines from Washington to New York.

This building, on West Street in Manhattan, became the home of Bell Labs in 1925.

1930s

1932 Radio astronomy Earliest detection of radio noise coming from the center of the Milky Way galaxy.

1932 Wide-range audio reproduction A speaker system is divided into three bands using bass woofers, midrange horns and tweeters.

1933 First transmission of stereo sound A symphony concert is broadcast live over telephone lines from Philadelphia to Washington.

1937 First electronic speech synthesizer Recreates human speech.

1939 First binary digital computer Mathematical operations performed in binary form, using on-off relays. It took 30 seconds to determine the quotient of two eight-digit numbers.

1940s

1940 First long-distance computing Remote operation of a computer, at Bell Labs in New York, by a teletypewriter in New Hampshire.

1946 First commercial mobile phone service At most, three subscribers per city could make calls at one time; each caller's phone apparatus weighed almost 80 pounds.

1947 The transistor A landmark invention. Replaced vacuum tubes and mechanical relays; transformed electronics.

1947 Cellular telephone technology A Bell Labs paper was the first to propose a network of small interlocking cell sites tracking users as they move, passing their calls from one site to another without dropping the connection.

1948 Information theory Calculates maximum capacity for any communications system and shows how to send digital messages essentially error-free. Enabled data compression and cryptography.

The Murray Hill, N.J., buildings opened in 1941.

1950s

1951 Direct-distance dialing No operator necessary for long-distance calls.

1954 Solar cells First use of the sun's energy to create a practical level of electricity.

1956 First transatlantic telephone cable Designed and implemented by Bell Labs; could carry up to 36 simultaneous calls.

1957 Digitized music First demonstrations of digitized and computer-synthesized music.

1958 The laser "Light Amplification by Stimulated Emission of Radiation" was described in a Bell Labs paper. It is crucial for communications, surgical and DVD technologies.

Bell Labs opened in Holmdel, N.J., in 1962. It was vacated in 2007.

1960s

1960-62 First communications satellites Echo is first to reflect a voice signal from coast to coast; Telstar I shows an orbiting relay can amplify and resend multiple phone and TV transmissions.

1962 Digital transmission, switching First digital transmission of multiple voice signals.

1962 Paging system Bellboy pager is introduced at the Seattle World's Fair.

1963 Touch-tone telephone Enables voice mail and call centers.

1965 Evidence of the Big Bang Discovery of cosmic background radiation from beyond the Milky Way.

1969 Charge-coupled device A solid-state chip that transforms patterns of light into information. Vital to digital cameras, high-definition television, medical endoscopes and video conferencing.

1970s and '80s

1969-72 UNIX operating system and C programming language Makes large-scale networking of varied computing systems, and the Internet, practical.

1976 Fiber-optic network The first test of Bell Labs' experimental lightwave communication system begins in Atlanta. Information is carried by pulses of light.

1978 First commercial cellular network Installed by Bell Labs in Chicago.

1979 Digital signal processor An essential component of cellphones, modems, PCs and video game systems.

1980 Digital cellular phone Better sound quality, greater channel capacity, lower cost.

1982 Fractional quantum hall effect Discovery of a new state of subatomic matter that wins the Nobel Prize.

BILL MARSH/THE NEW YORK TIMES

Source: Alcatel-Lucent

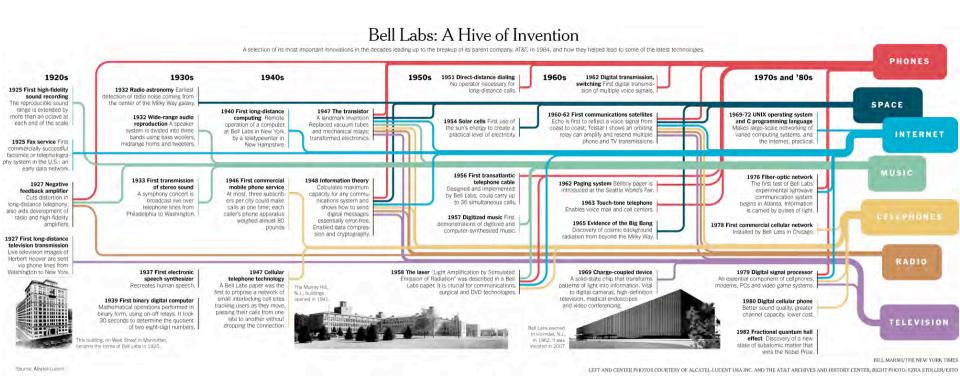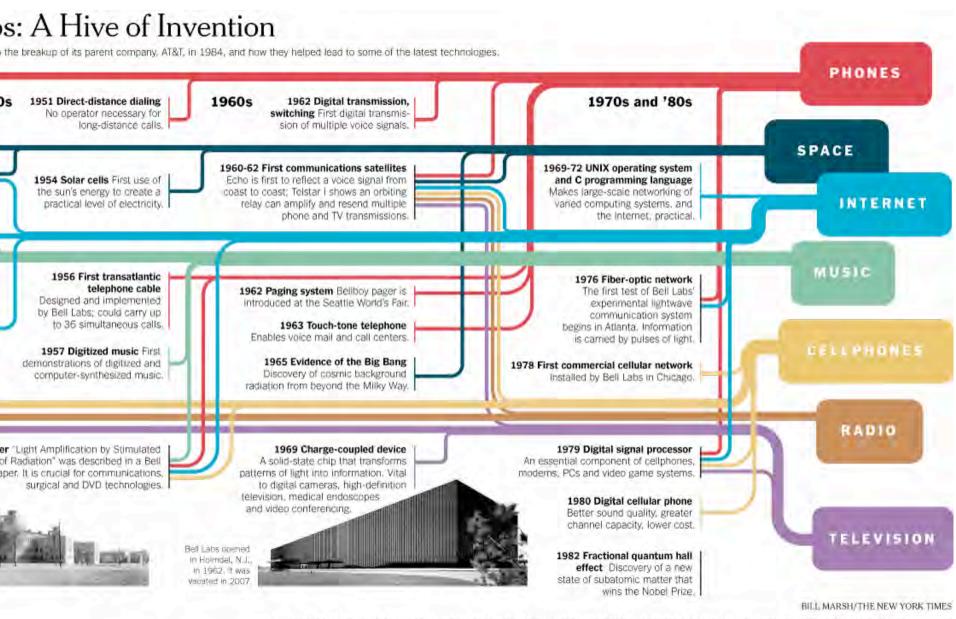LEFT AND CENTER PHOTOS COURTESY OF ALCATEL-LUCENT USA INC. AND THE AT&T ARCHIVES AND HISTORY CENTER; RIGHT PHOTO: EZRA STOLLER/ESTO

63

the breakup of its parent company, AT&T, in 1984, and how they helped lead to some of the latest technologies.

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Doctors and Nascar

Interdisciplinary thinking for solving challenges

Volvo and Locusts

Volvo and Locusts

3M

55,000 Patents a 1-to-1 ratio to employees

Sharing Among Scientists core tenet of their culture, **15% rule** pursue speculative new ideas and share with the group, **Conceptual Blending**, **Employee Rotation**, **Horizontal Sharing** inventing new products by transplanting same concepts into different domains, **Tech Forum Event** each researcher shares findings with the company

"Flexible Attention Policy" take a walk outside, sit by a sunny window, daydream

Spend 8% of gross revenue on research

**HOW CAN WE CREATE
A LEARNING ENVIRONMENT
THAT SUPPORTS A
CULTURE OF INNOVATION ?**

8 IMMERSIVE LEARNINGSCAPE PATTERNS

the learning revolution's impact
on educational environments

Pattern 1: Sketch-Scape

Sharing Knowledge

Cross-Pollination of Ideas
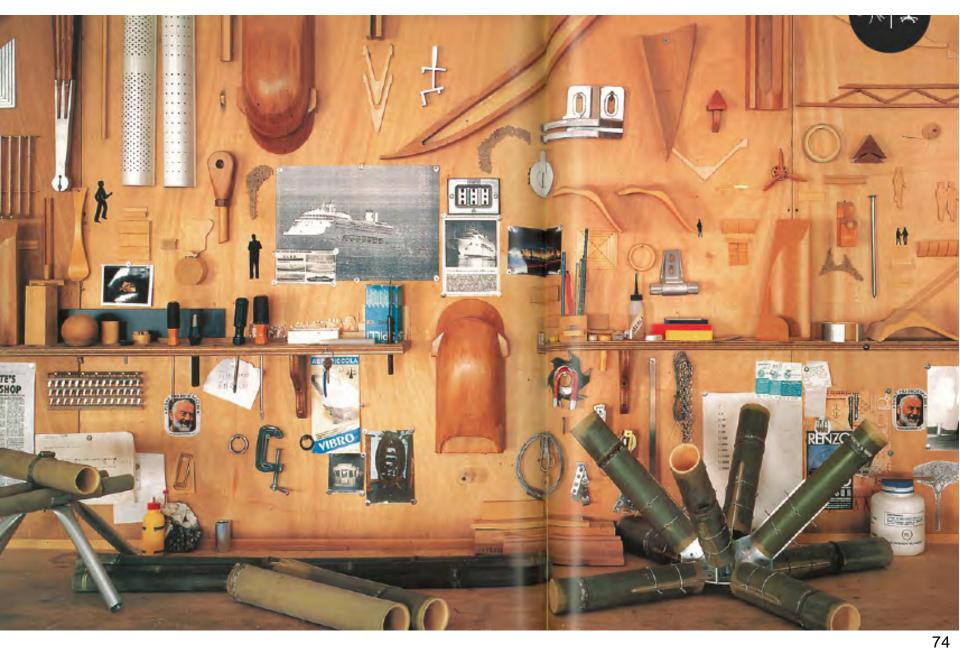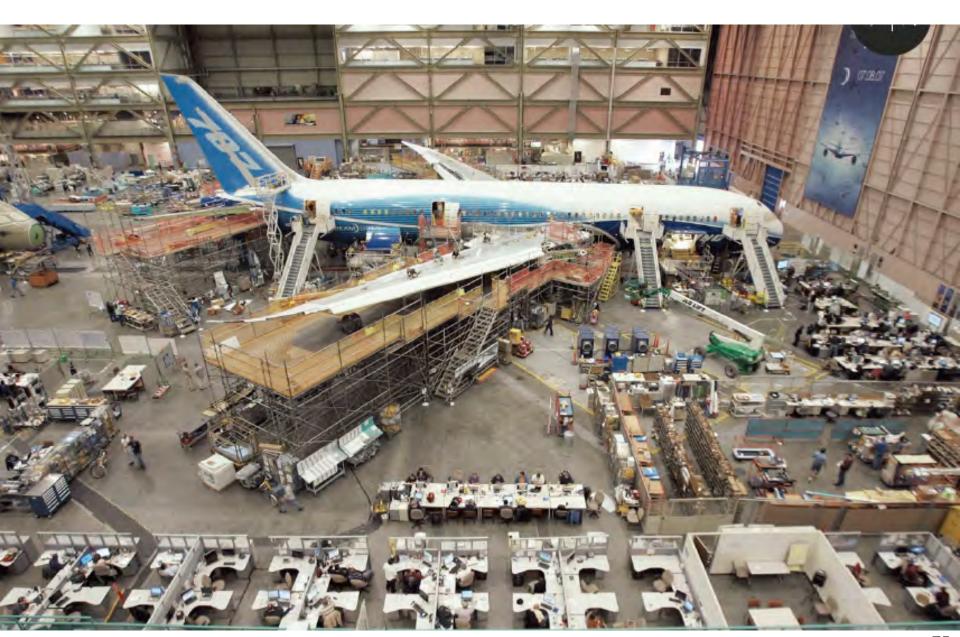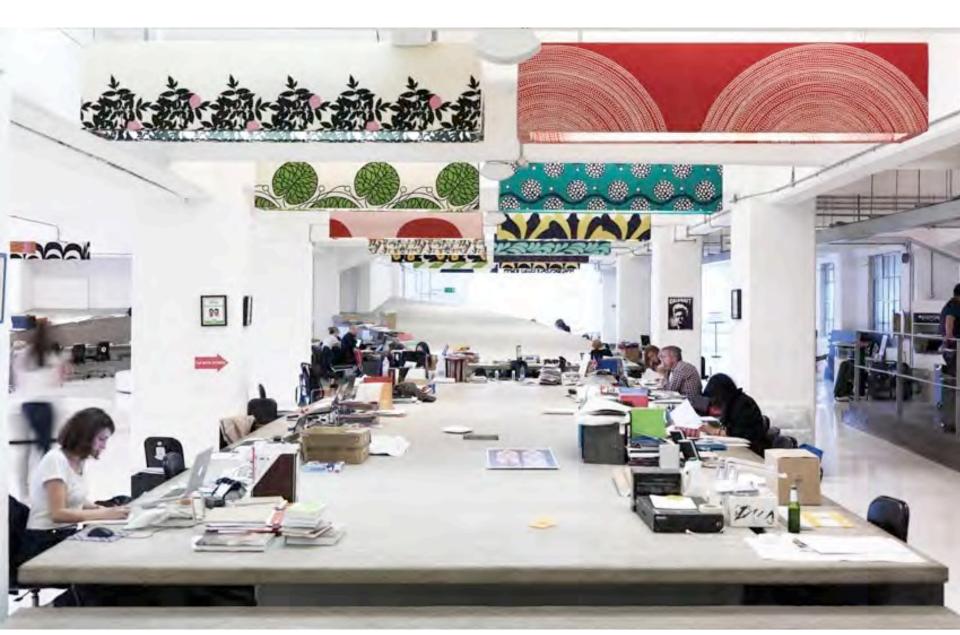
Creative Space

Relevance of Knowledge

Collaboration

Fun-scape

Flexibility
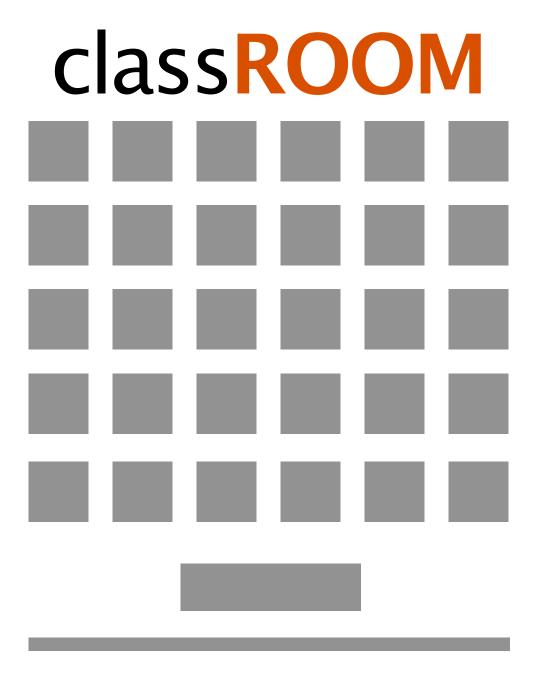
Active & Engaging Tools

methodologies of
TEACHING

typologies of
LEARNING

vs.

methodologies of
TEACHING vs. typologies of **LEARNING**

classROOM
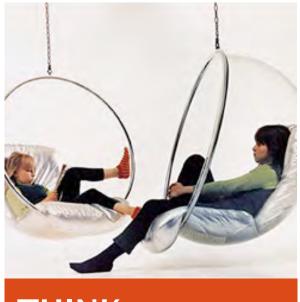
vs.learningSCAPE

typologies of
LEARNING – space

typologies of

LEARNING-SPACE

THINK

CREATE

DISCOVER

IMPART

EXCHANGE

typologies of

LEARNING–SPACE

THINK

CREATE

DISCOVER

IMPART
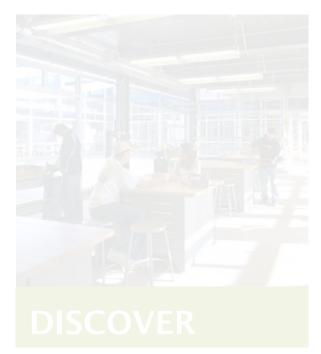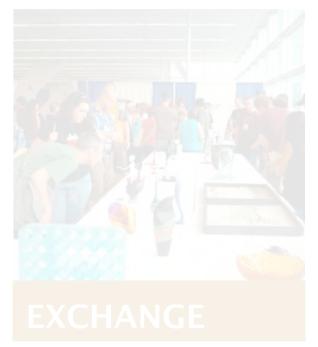
EXCHANGE
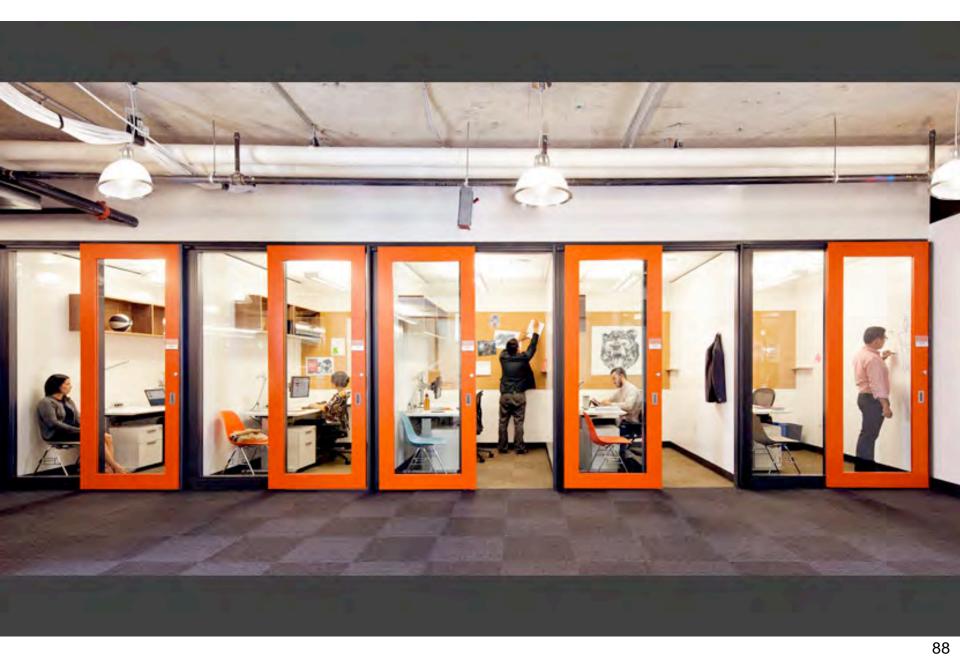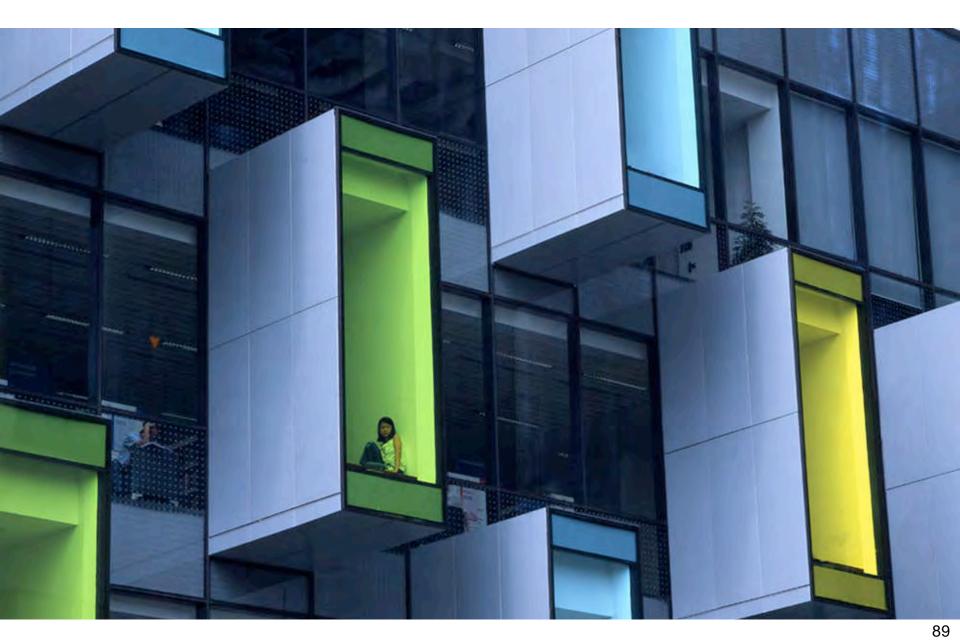
A Space that Supports a "Thinking Curriculum"
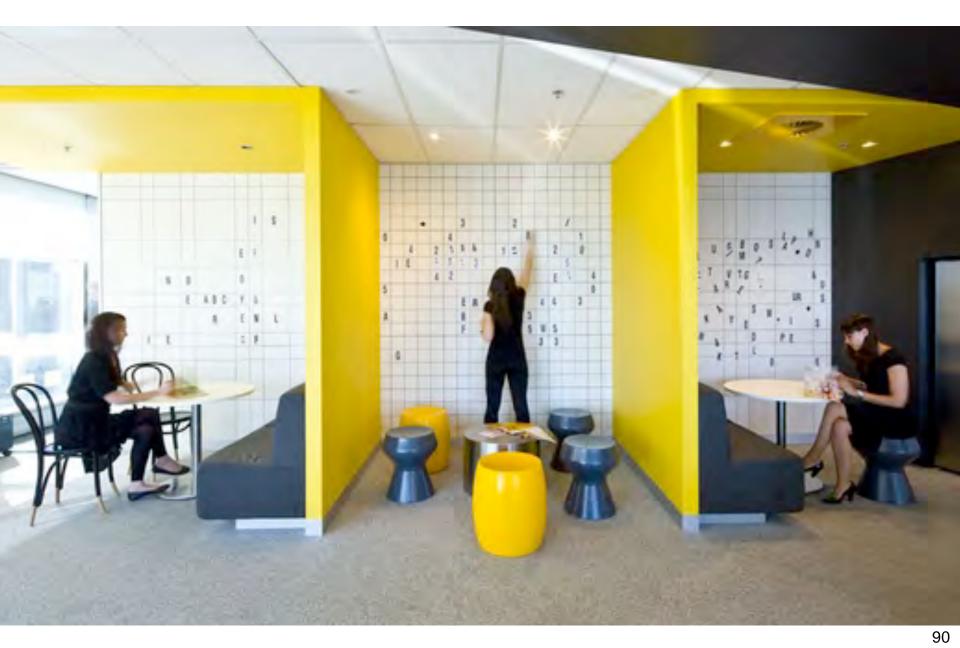
A Space for Research
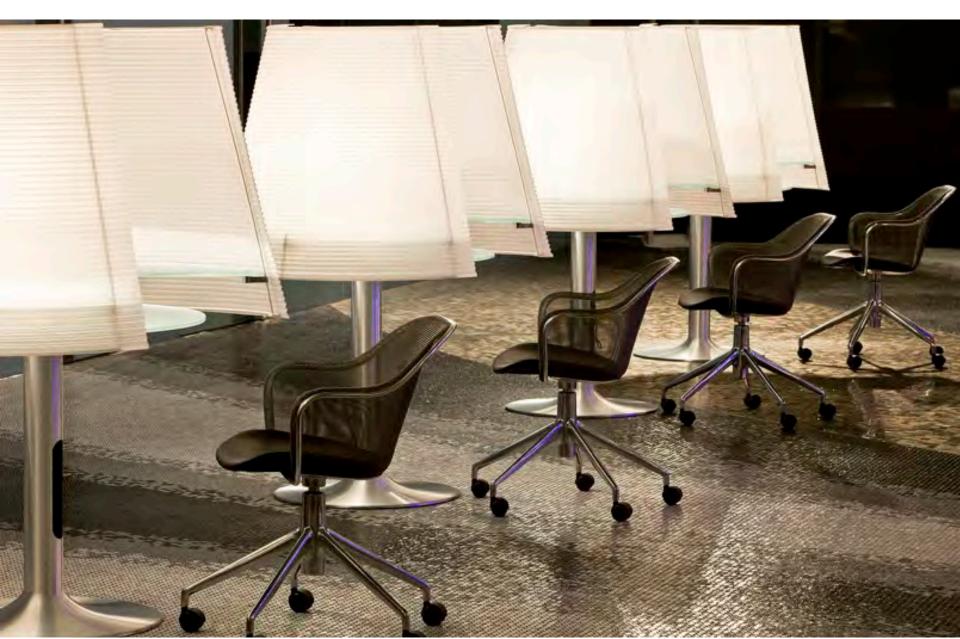
A Space for Contemplation

A Space for Critical Thinking

A Space for Assessment
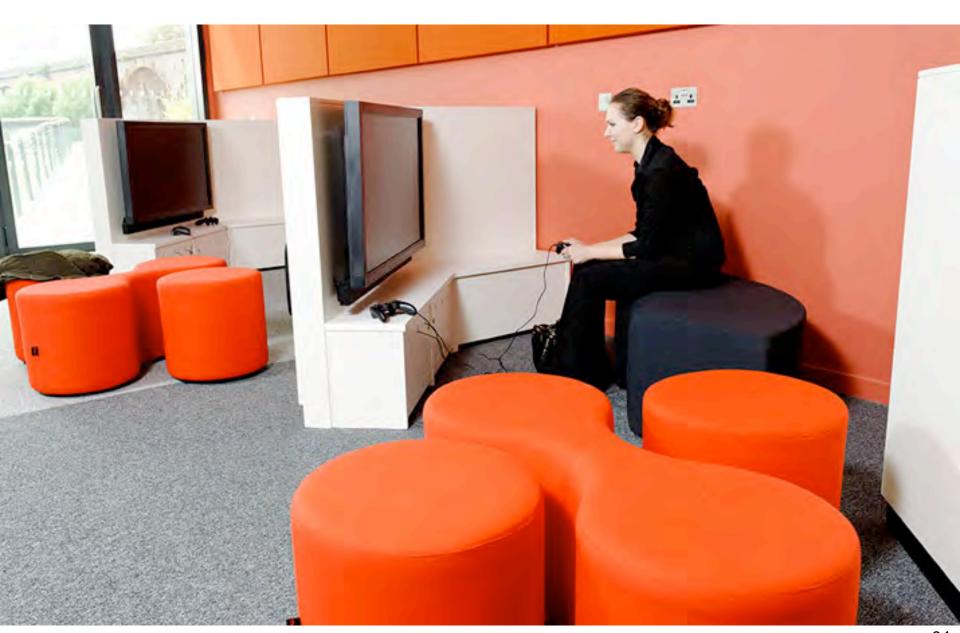
A Space for Organizing Your Thoughts

A Space for Visual and Audio Recording

Think-Scape

A Space for Individual Distance Learning

typologies of

LEARNING–SPACE

THINK

CREATE

DISCOVER

IMPART
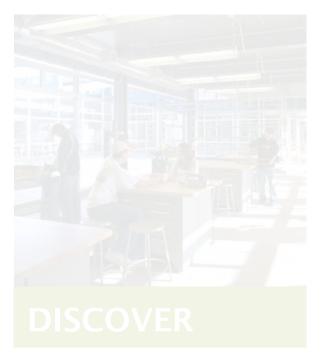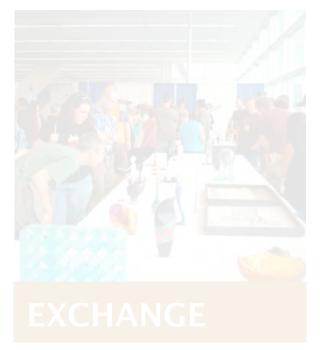
EXCHANGE

A Space for Teamwork

A Space for Collaboration
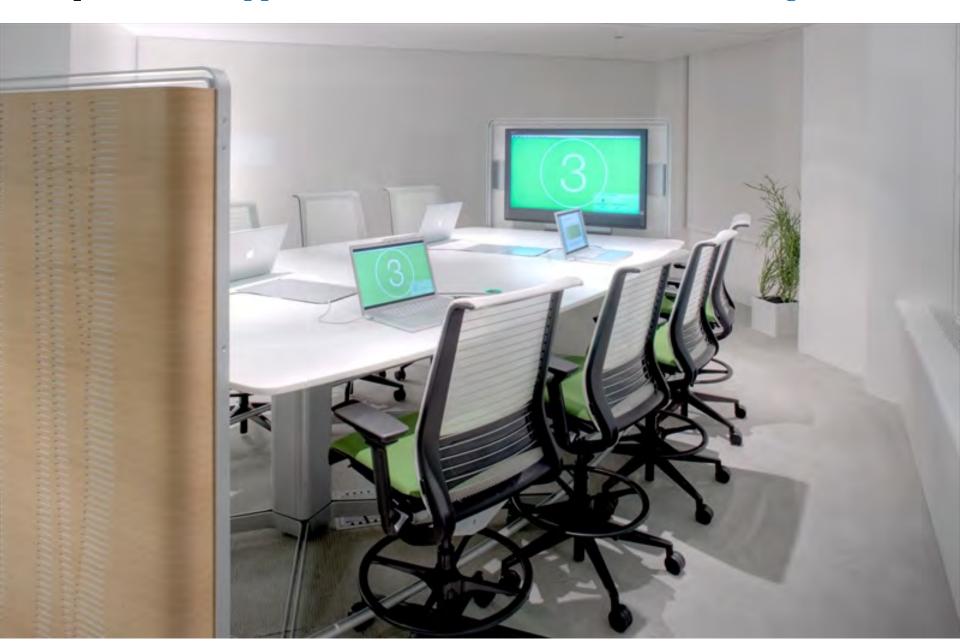
A Space that Supports Communication

A Space that Records Ideas

A Space that Supports Cross-Cultural Distance Learning
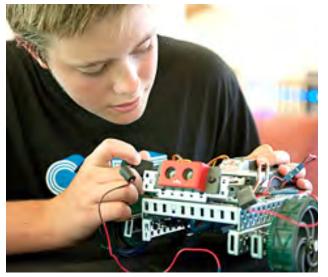
A Space that Supports STEM & STEAM Education

Case Study Sarasota's Classroom of Tomorrow
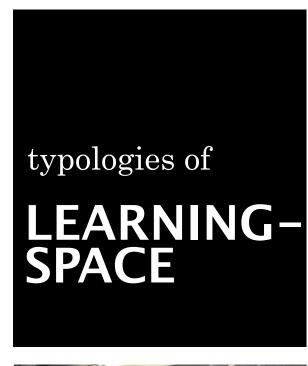
Case Study Sarasota's Classroom of Tomorrow

Content Purpose: Identify the structure and describe the physical characteristics of the Sun

Language Purpose: Use the scientific terms corona, chromosphere, convection zone, radiation zone, core, sunspots, solar flares and prominences, to describe the structure of the Sun

PGW Outcome: With your group members help create and label a model that identifies the Sun's structure and properties

A Space that Supports Project-Based Learning

typologies of

LEARNING-
SPACE

THINK

CREATE

DISCOVER

IMPART
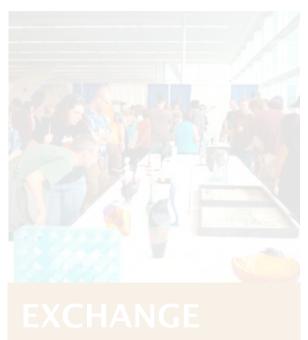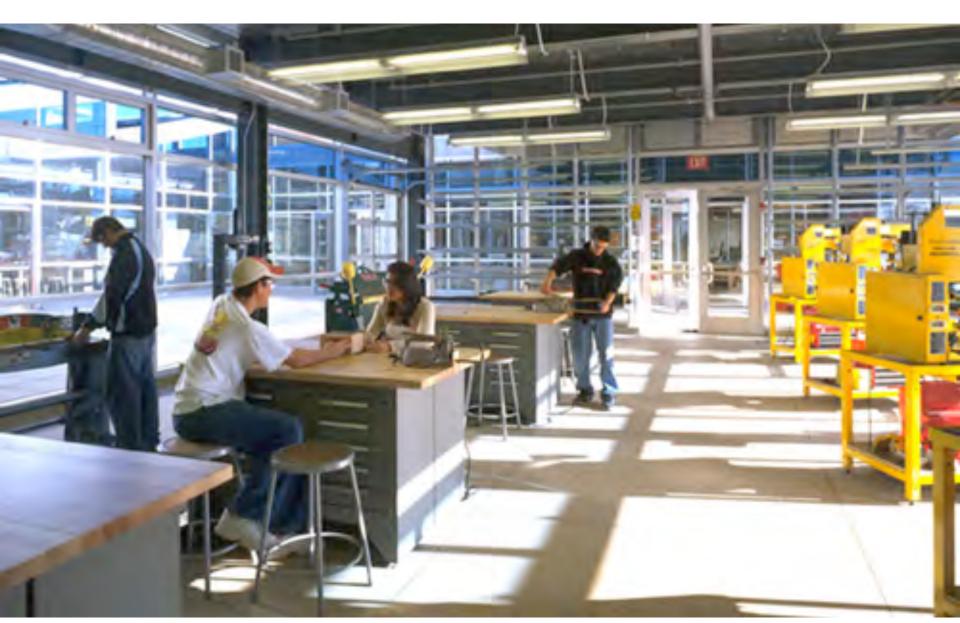
EXCHANGE

A Space for Hands On Investigative Learning

A Space for Tinkering

A Space for Production

A Space for Failure
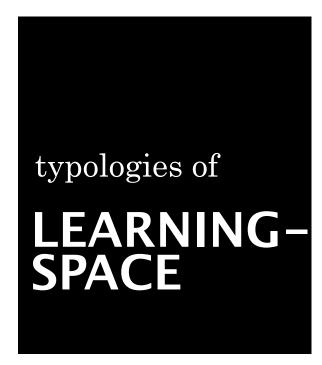
A Space for Idea Application

A Space for Specificity

typologies of
LEARNING–SPACE

THINK

CREATE

DISCOVER

IMPART

EXCHANGE
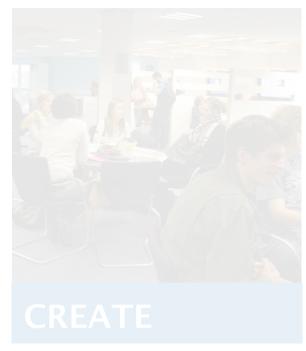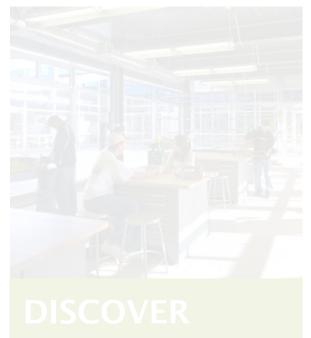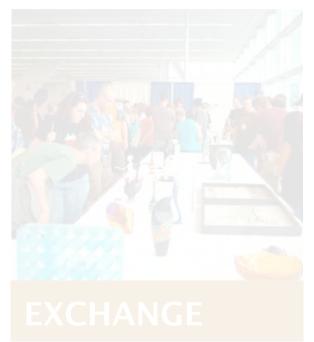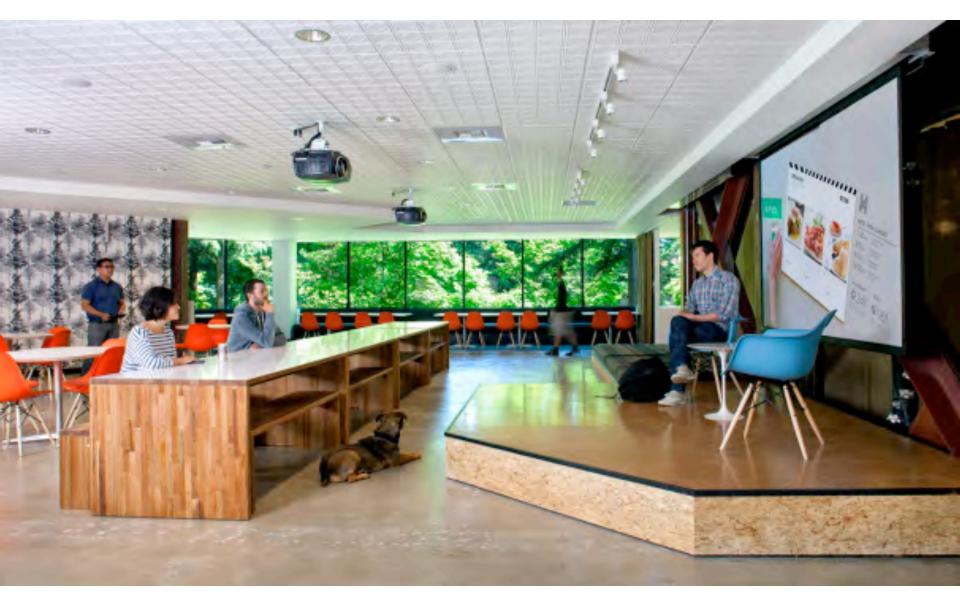
A Space for Sharing

A Space for Teaching
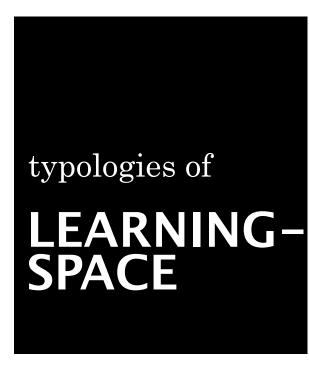
A Space for Quick Lessons

A Space for Distance Learning

typologies of

LEARNING–SPACE

THINK

CREATE

DISCOVER

IMPART

EXCHANGE

A Space for Social Learning

A Space for Co-Teaching

A Space for Interactions

A Space for Informal Conversation

A Space for Serendipity

A Space for Exhibiting

LEARNING OBJECTIVE #4

CASE STUDIES

- Re-Thinking the **Knowledge Community**
- Organic Change
- The Building as a Teaching Tool

Re-thinking the knowledge community

IMMERSIVE – MEDIUM SCALE – LOW IMPACT – APPLICABILITY TO ALL SCHOOLS
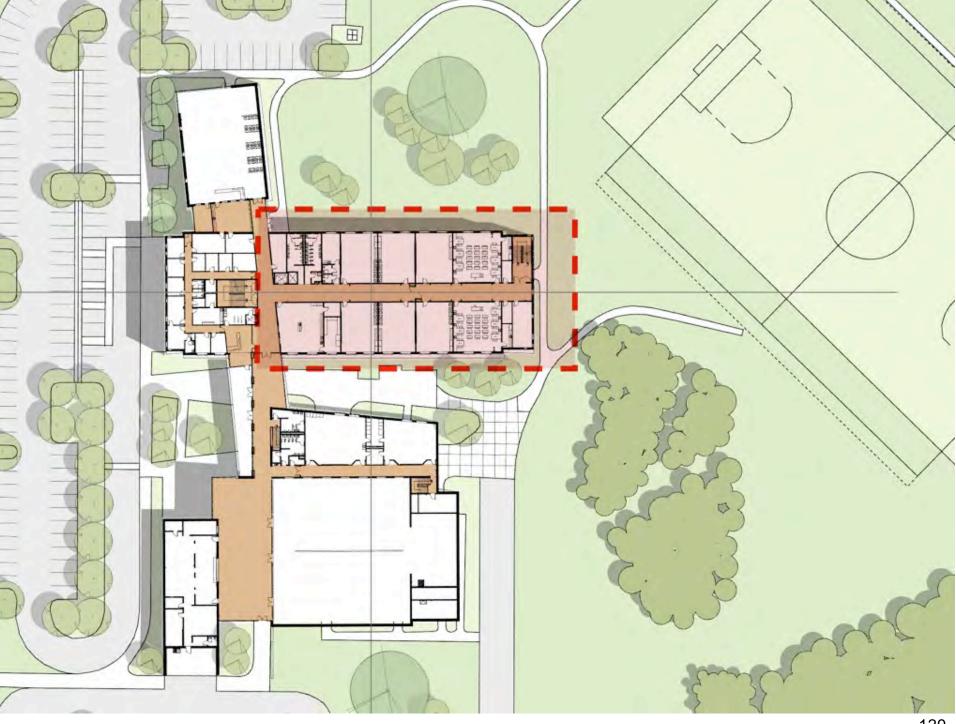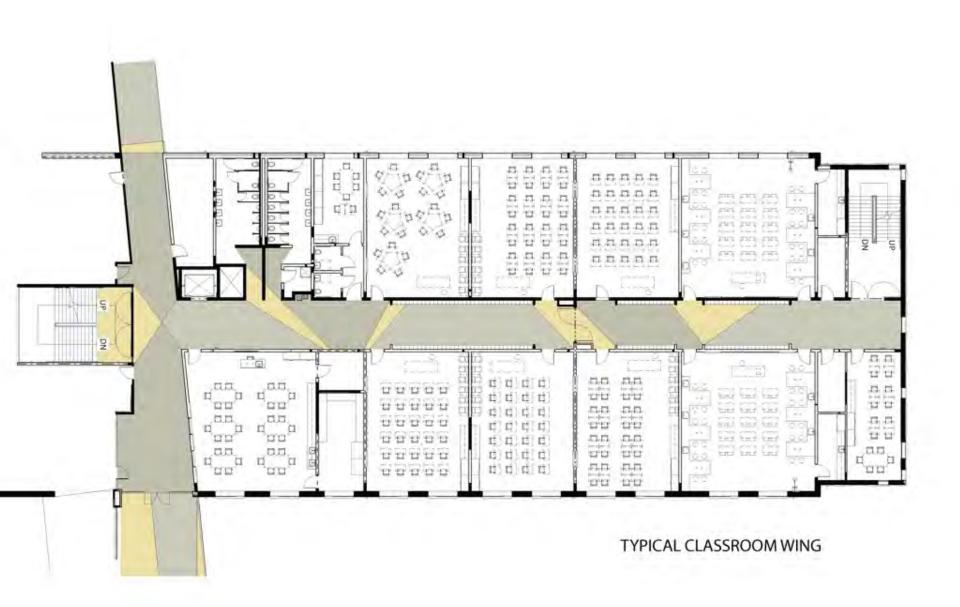
Re:Thinking
The Classroom Wing

PILOT MOUNTAIN MIDDLE SCHOOL, Pilot Mountain, NC

TYPICAL CLASSROOM WING

ITEEA Recommendations

INTERNATIONAL TECHNOLOGY AND ENGINEERING EDUCATORS ASSOCIATION

"The current mainstream school facility models restrict the teaching of science, math, technology and engineering subjects to individual rooms designed around isolated topics/disciplines.
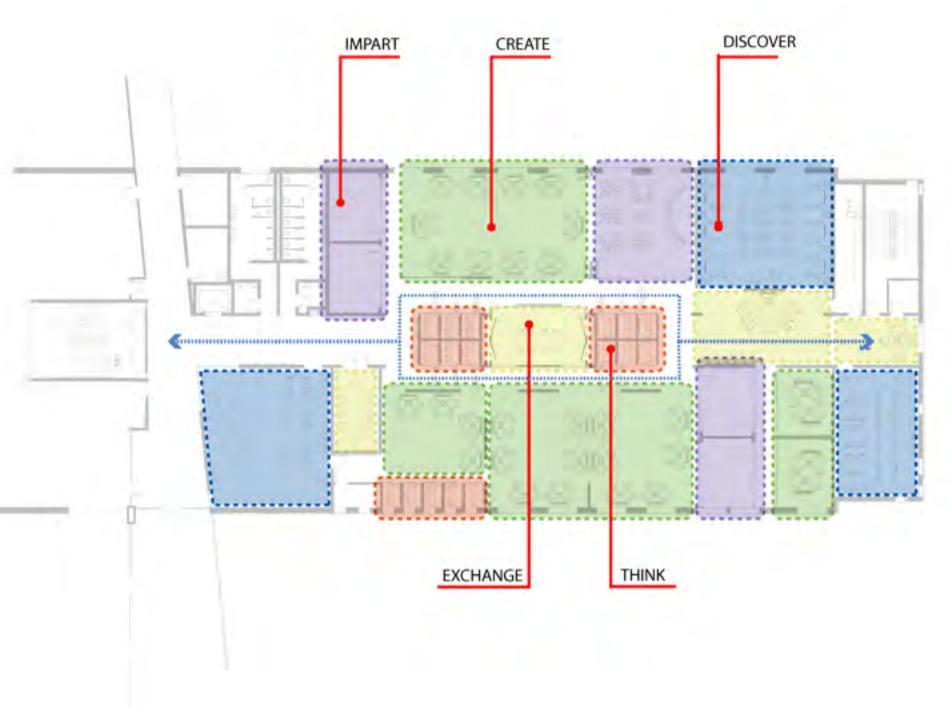
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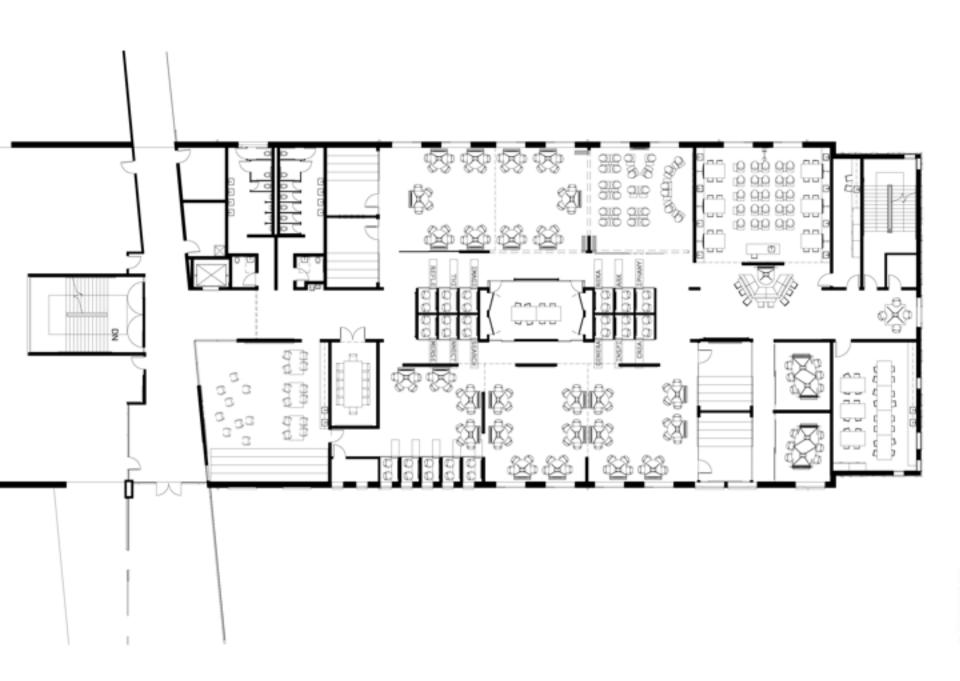
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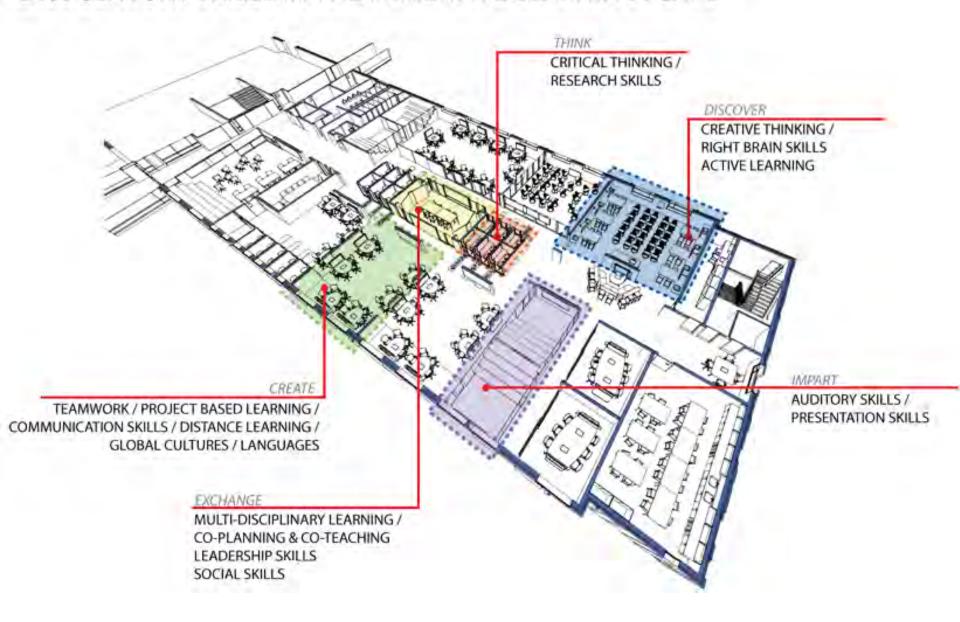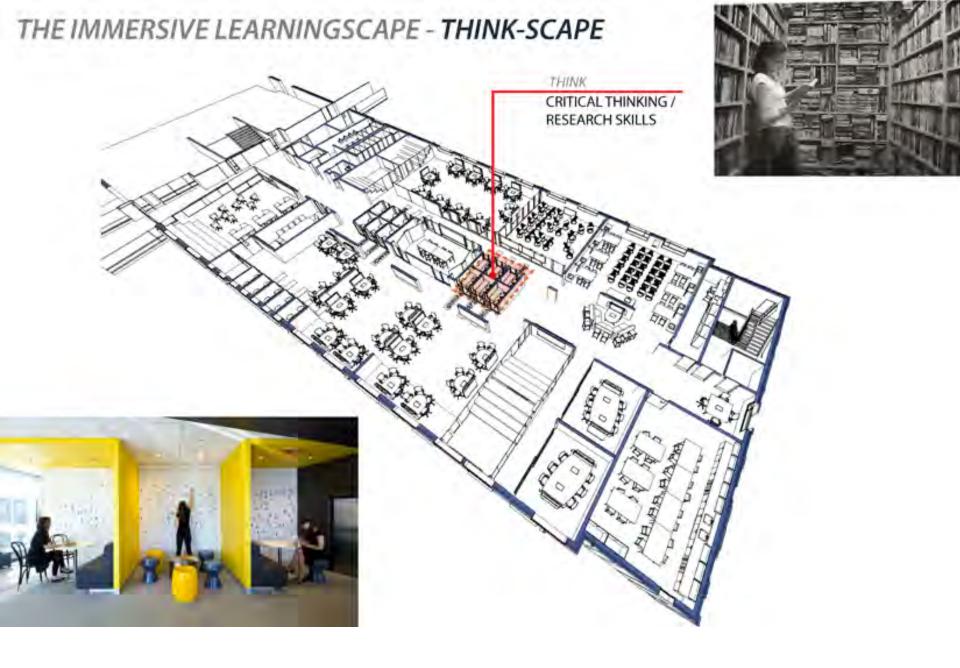ITEEA (International Technology and Engineering Educators Association) report, a May 3, 2011

TEACHERS @ CLASSROOMS

132

STUDENTS @ CLASSROOMS

133

IMPART   CREATE   DISCOVER

EXCHANGE   THINK

134

21st CENTURY SKILLS IN THE IMMERSIVE LEARNINGSCAPE

THINK
CRITICAL THINKING /
RESEARCH SKILLS

DISCOVER
CREATIVE THINKING /
RIGHT BRAIN SKILLS
ACTIVE LEARNING

IMPART
AUDITORY SKILLS /
PRESENTATION SKILLS

CREATE
TEAMWORK / PROJECT BASED LEARNING /
COMMUNICATION SKILLS / DISTANCE LEARNING /
GLOBAL CULTURES / LANGUAGES

EXCHANGE
MULTI-DISCIPLINARY LEARNING /
CO-PLANNING & CO-TEACHING
LEADERSHIP SKILLS
SOCIAL SKILLS

THE IMMERSIVE LEARNINGSCAPE - *THINK-SCAPE*

THINK
CRITICAL THINKING /
RESEARCH SKILLS

THE IMMERSIVE LEARNINGSCAPE - *CREATE-SCAPE*

CREATE

TEAMWORK / PROJECT BASED LEARNING /
COMMUNICATION SKILLS / DISTANCE LEARNING /
GLOBAL CULTURES / LANGUAGES

THE IMMERSIVE LEARNINGSCAPE - *DISCOVER-SCAPE*

DISCOVER
CREATIVE THINKING /
RIGHT BRAIN SKILLS
ACTIVE LEARNING

THE IMMERSIVE LEARNINGSCAPE - *IMPART-SCAPE*

IMPART
AUDITORY SKILLS /
PRESENTATION SKILLS

THE IMMERSIVE LEARNINGSCAPE - *EXCHANGE-SCAPE*

EXCHANGE

MULTI-DISCIPLINARY LEARNING /
CO-PLANNING & CO-TEACHING
LEADERSHIP SKILLS
SOCIAL SKILLS
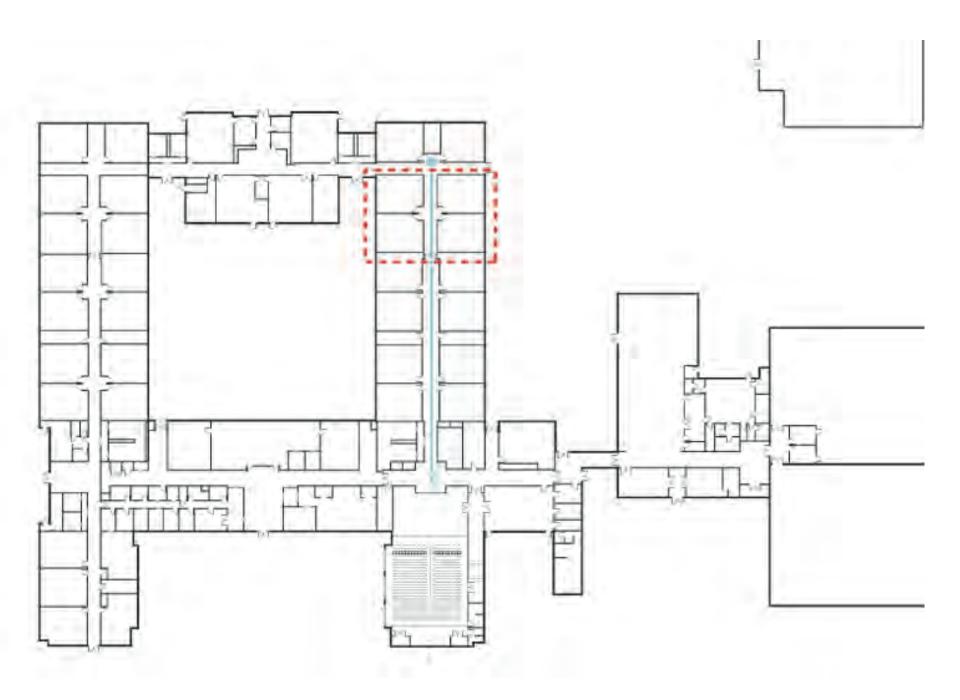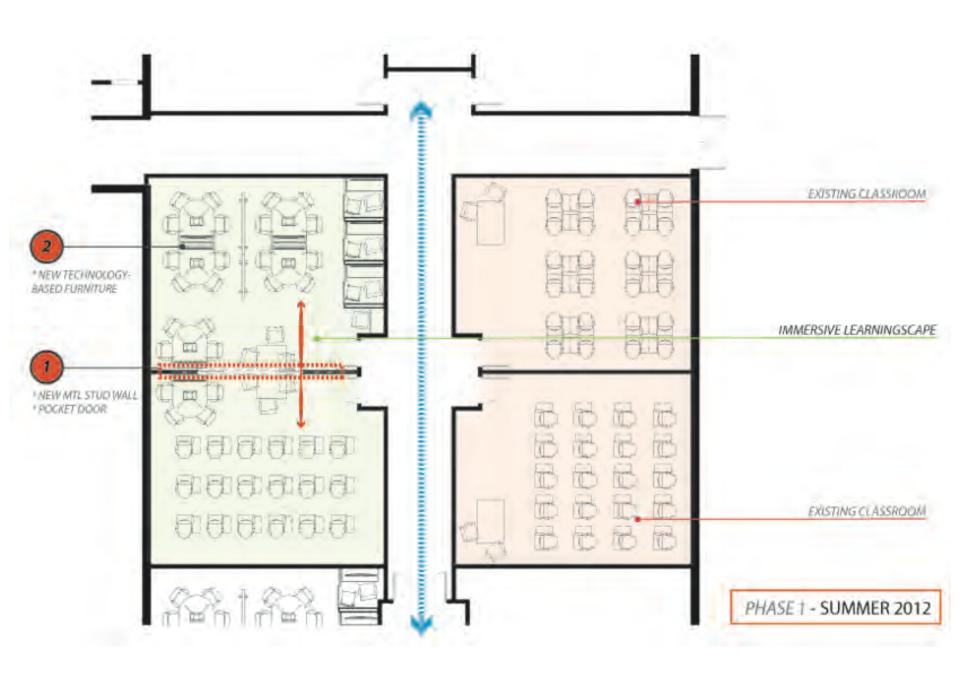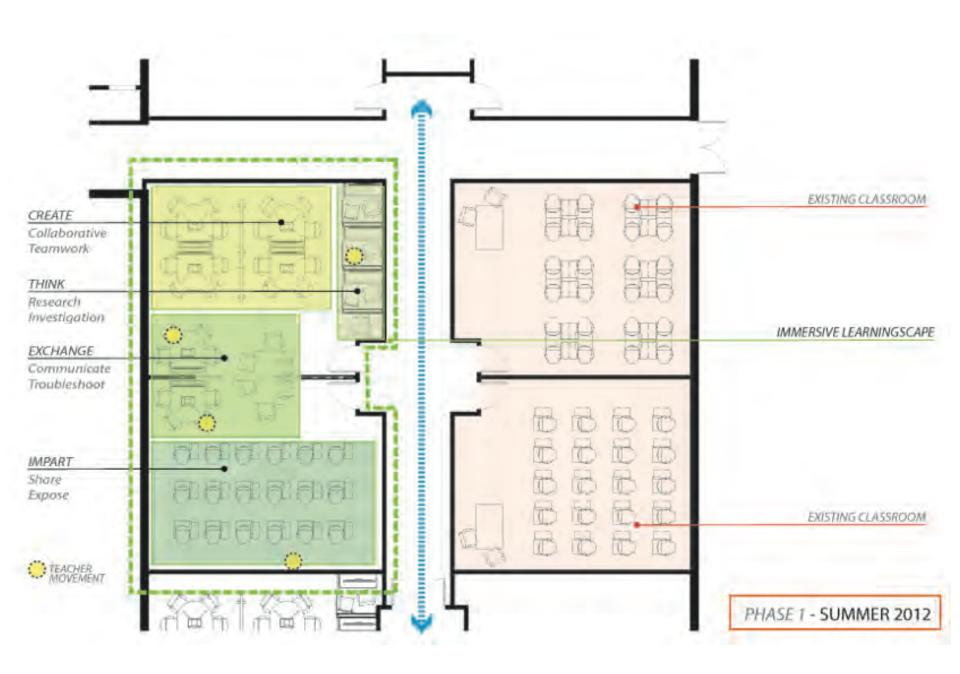
Click below for the Immersive LearningScape video:

Cannon School
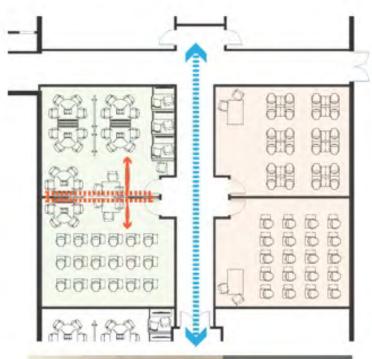
Immersive LearningScape
Incremental Immersive Change

IMMERSIVE – SMALL SCALE – LOW IMPACT – APPLICABILITY TO ALL SCHOOLS

2

* NEW TECHNOLOGY-
BASED FURNITURE

1

* NEW MTL STUD WALL
* POCKET DOOR

EXISTING CLASSROOM

IMMERSIVE LEARNINGSCAPE

EXISTING CLASSROOM

PHASE 1 - SUMMER 2012

145

CREATE
Collaborative
Teamwork

THINK
Research
Investigation

EXCHANGE
Communicate
Troubleshoot

IMPART
Share
Expose

TEACHER
MOVEMENT

EXISTING CLASSROOM

IMMERSIVE LEARNINGSCAPE

EXISTING CLASSROOM

PHASE 1 - SUMMER 2012

146

IMMERSIVE LEARNINGSCAPE

CREATE
Collaborative
Teamwork

THINK
Research
Investigation

IMPART
Share
Expose

3

* NEW MTL STUD WALL
* FOLDING GLASS DOOR

EXCHANGE
Communicate
Troubleshoot

4

* NEW TECHNOLOGY
BASED FURNITURE

TEACHER
MOVEMENT

PHASE 2 - **SUMMER 2013**

IMMERSIVE LEARNINGSCAPE

CREATE
Collaborative
Teamwork

THINK
Research
Investigation

IMPART
Share
Expose

EXCHANGE
Communicate
Troubleshoot

ALTERNATIVE LAYOUT

PHASE 2 - SUMMER 2013

149

4
* NEW DOOR - ACCESS TO OUTDOOR LEARNING

4
* NEW TECHNOLOGY-BASED FURNITURE

5
* NEW CORRIDOR
* NEW EXTERIOR WALL

6
* NEW MTL STUD WALL
* FOLDING GLASS DOOR

7
NEW PAIR OF DOORS

8
REMOVE WALLS

NEIGHBORHOOD PLAN
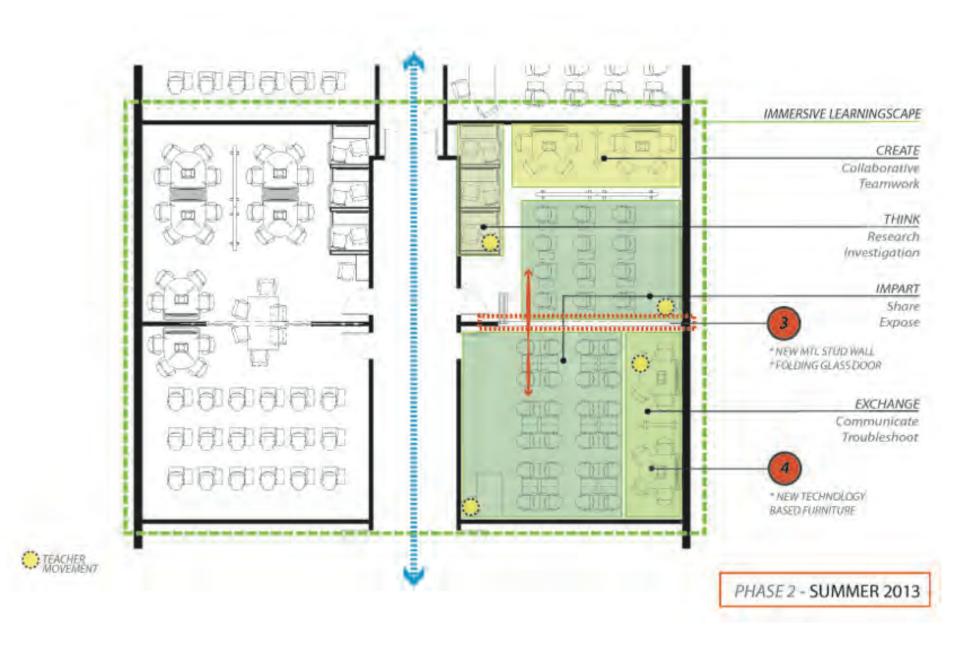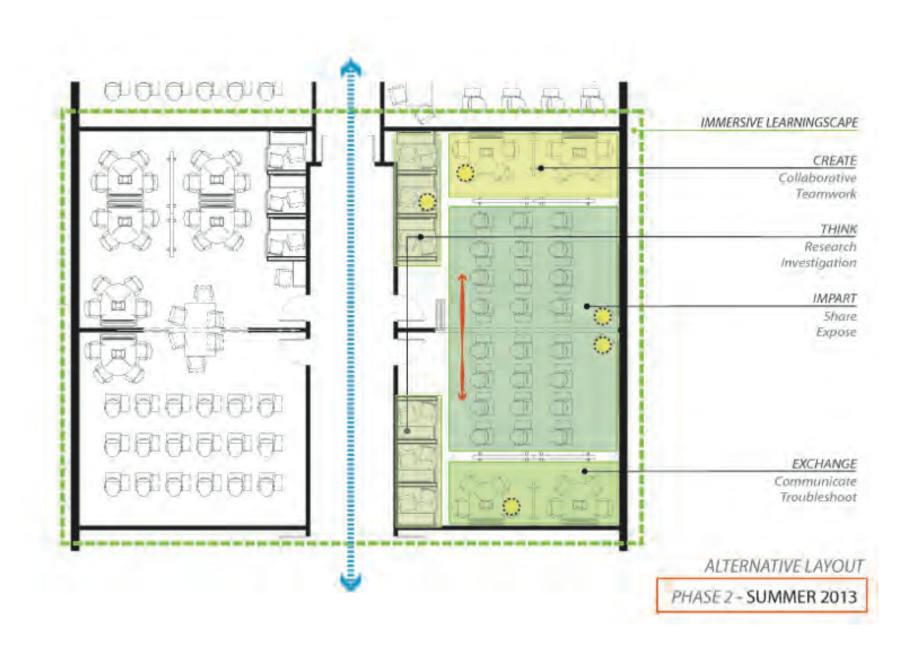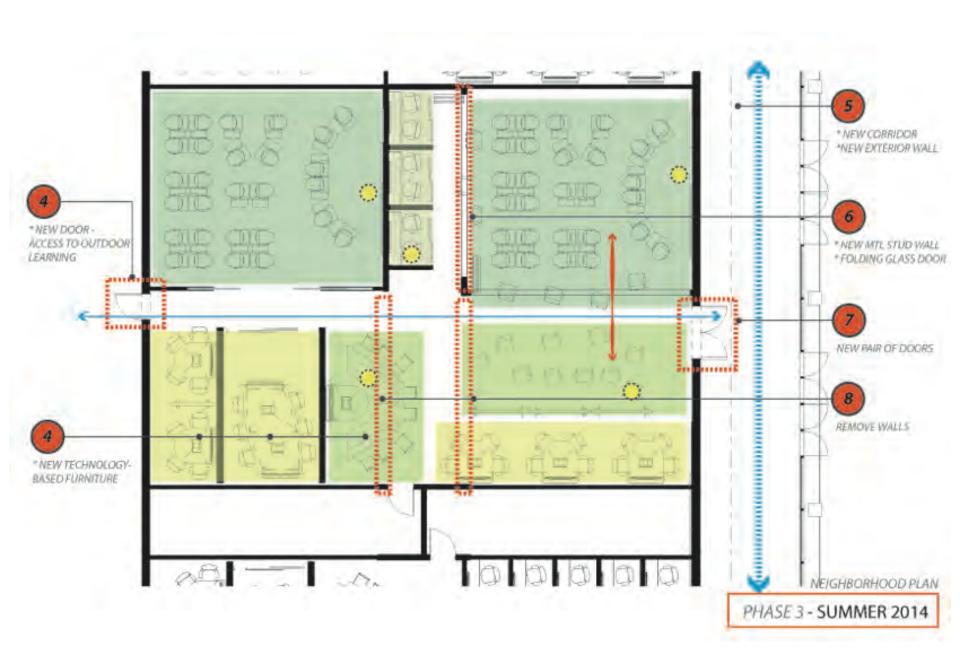
PHASE 3 - SUMMER 2014

150

1

2

3

4

Greenville STEM Middle School

Immersive LearningScape
The Building as a Teaching Tool

ITEEA Recommendations

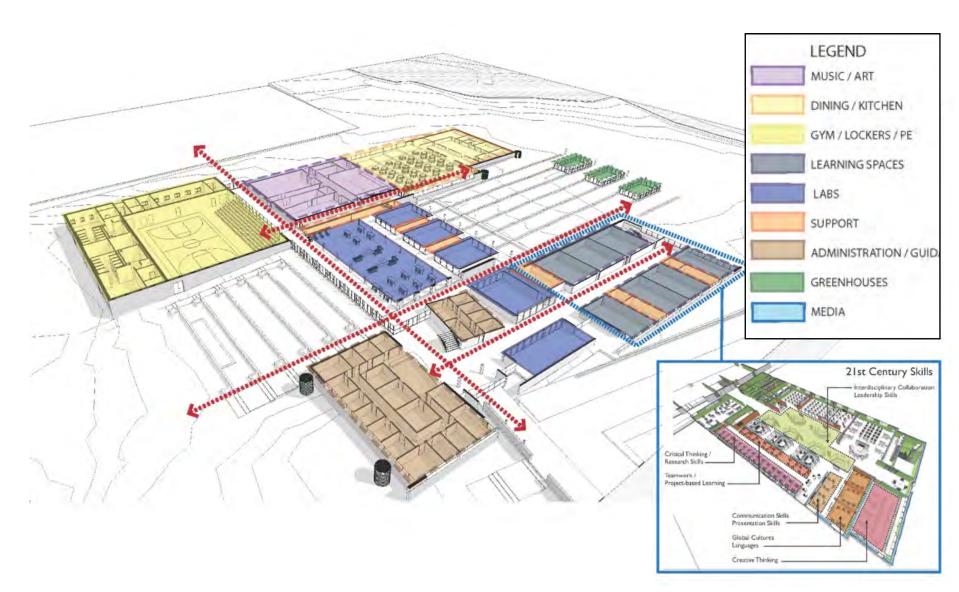## INTERNATIONAL TECHNOLOGY AND ENGINEERING EDUCATORS ASSOCIATION

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Floor Plans Level 1

LEGEND

MUSIC / ART

DINING / KITCHEN

GYM / LOCKERS / PE

LEARNING SPACES

LABS

SUPPORT

ADMINISTRATION / GUID

GREENHOUSES

MEDIA

21st Century Skills

Interdisciplinary Collaboration
Leadership Skills

Critical Thinking /
Research Skills

Teamwork /
Project-based Learning

Communication Skills
Presentation Skills

Global Cultures
Languages

Creative Thinking

Building as Teaching Tool

NATURAL SCIENCES

Constructed wetlands
Planting
water flow / quality

GEOTHERMAL

Piping & Flow
Physiscs
Geology
Thermal Transfer

ENVIRONMENTAL SCIENCES

Rainwater harvesting
Resource Managment
Water and Policy

AGRONOMIC SCIENCES

Horticulture Garden
Planting
Biology
Water Flow

Building as Teaching Tool

PHOTOVOLTAICS
Chemistry (Light to Electricity)
Social Studies (Energy Types and Policy)
Earth Science (Solar Radiation / Astronomy)
113 KwH System

GREEN ROOF
Insulation
Heat Island
Biology
Water Quality

WIND TURBINES
Fluid Dynamics
Geography
Metereology

DAYLIGHTING
Electric light
Candela
Day vs. Artificial
Heat through lighting
Direct vs. Indirect
Shadow/Shade (Art)

Building as Teaching Tool

INDOOR AIR QUALITY SYSTEMS

Volumes
Air filtration
Dessicant Wheels
Humidity & Dew Points
Materials (recycling, toxics, history,
high-pollutants, legislation)

WASTE SYSTEMS

Recycling
Reuse
Direction of waste from landfill
Grey Water
Black Water

MECHANICAL SYSTEMS

Air Flow
CO2 Sensors
Energy Recovery
Motors (spinning)
Conductors vs. Insulators
Water to Air
Heat Transfer
Piping and Colors

Rendering at Exploratorium

THE FUTURE

OF

INNOVATION

"The dogmas of the quiet past, are inadequate to the stormy present. The occasion is piled high with difficulty, and we must rise -- with the occasion.

As our case is new, so we must think anew, and act anew. We must disenthrall ourselves, and then we shall save our country"

Abraham Lincoln

STEVEN JOHNSON

WHERE DO GOOD IDEAS COME FROM

Chance favors
the connected
mind.

PRESENTED BY

Tomas Jimenez–Eliaeson

Little, Design Director

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LITTLE
DIVERSIFIED ARCHITECTURAL CONSULTING