Learning Space Principles

William & Mary "learning environments" are broadly inclusive of classrooms, labs, studios, libraries, and study spaces.

Multiple Modalities
Learning environments should support multiple learning modalities such as lecture, discussion, breakout groups & discipline specific activities (dance, art, theater, etc.)

Idea Sharing
Learning environments should have ample writing surfaces and display screens to allow for seamless sharing of ideas and information

Supportive Environment
Learning environments should be comfortable spaces, support well-being and provide diverse seating options

Foster Interaction
Faculty and students should be able to interact easily and naturally, before, during, and after class

Ease of Movement
Faculty and students should be able to move easily throughout the entire learning space

Informal Learning
Formal learning spaces should be complemented by adjacent informal learning area for breakout sessions or after class discussion

Integrated Technology
Technology should be integrated to support learning activities; unify digital and physical learning environments

Universal Design
Prioritize universal design and accessibility to better address learning variability

Shared & Interdisciplinary
Learning spaces should support shared use and interdisciplinary activity

Managed Centrally
General purpose classrooms should be centrally managed, with departmental assignment of specialized learning spaces

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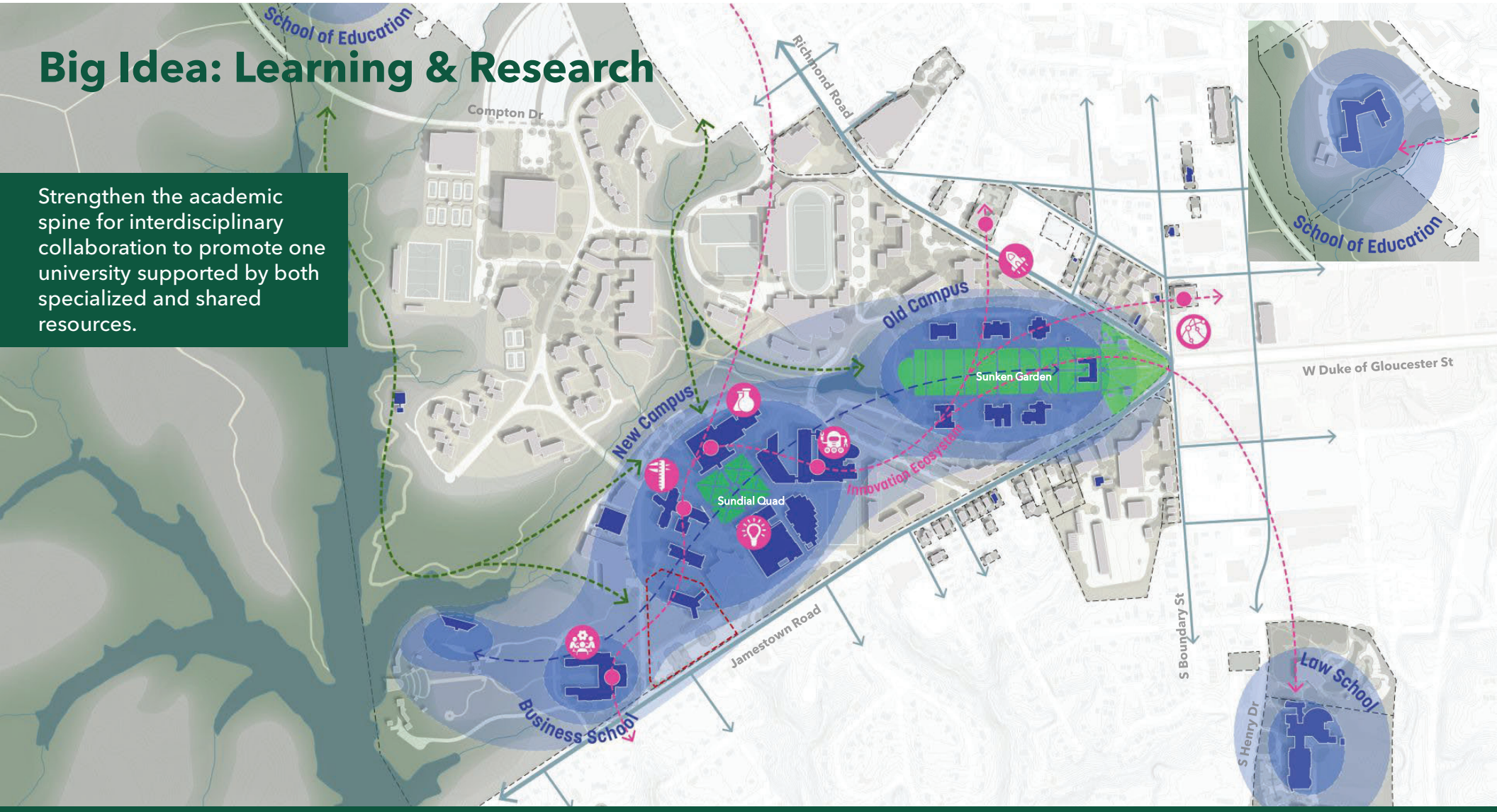
Existing Conditions

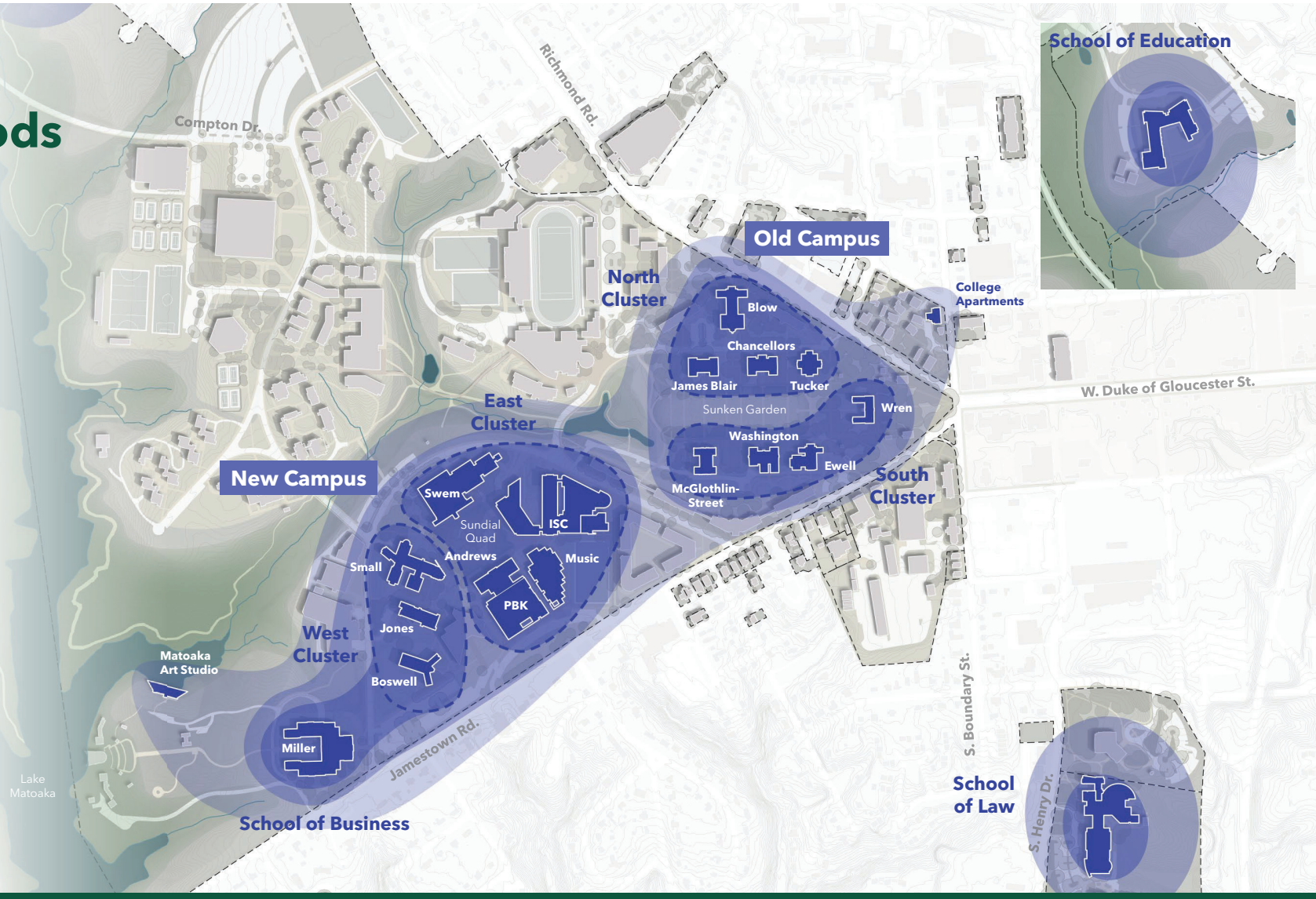
Big Idea: Learning & Research

Strengthen the academic spine for interdisciplinary collaboration to promote one university supported by both specialized and shared resources.



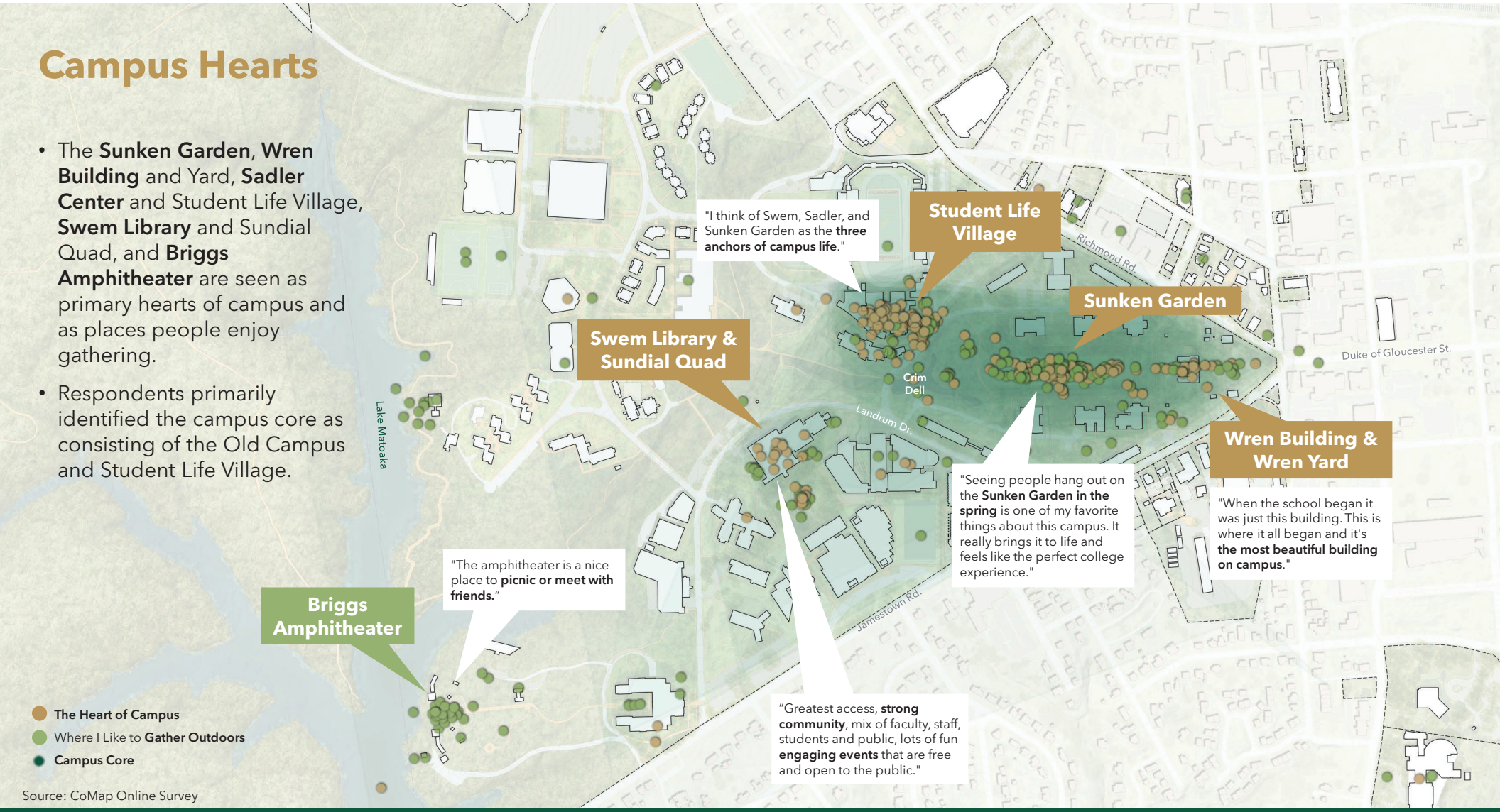
Instructional Neighborhoods

- Academic buildings are concentrated in the neighborhoods of **Old Campus and New Campus**.
- We break these neighborhoods down into **clusters** to optimize the distribution of classroom sizes within a **five-minute walking radius**.



Campus Hearts

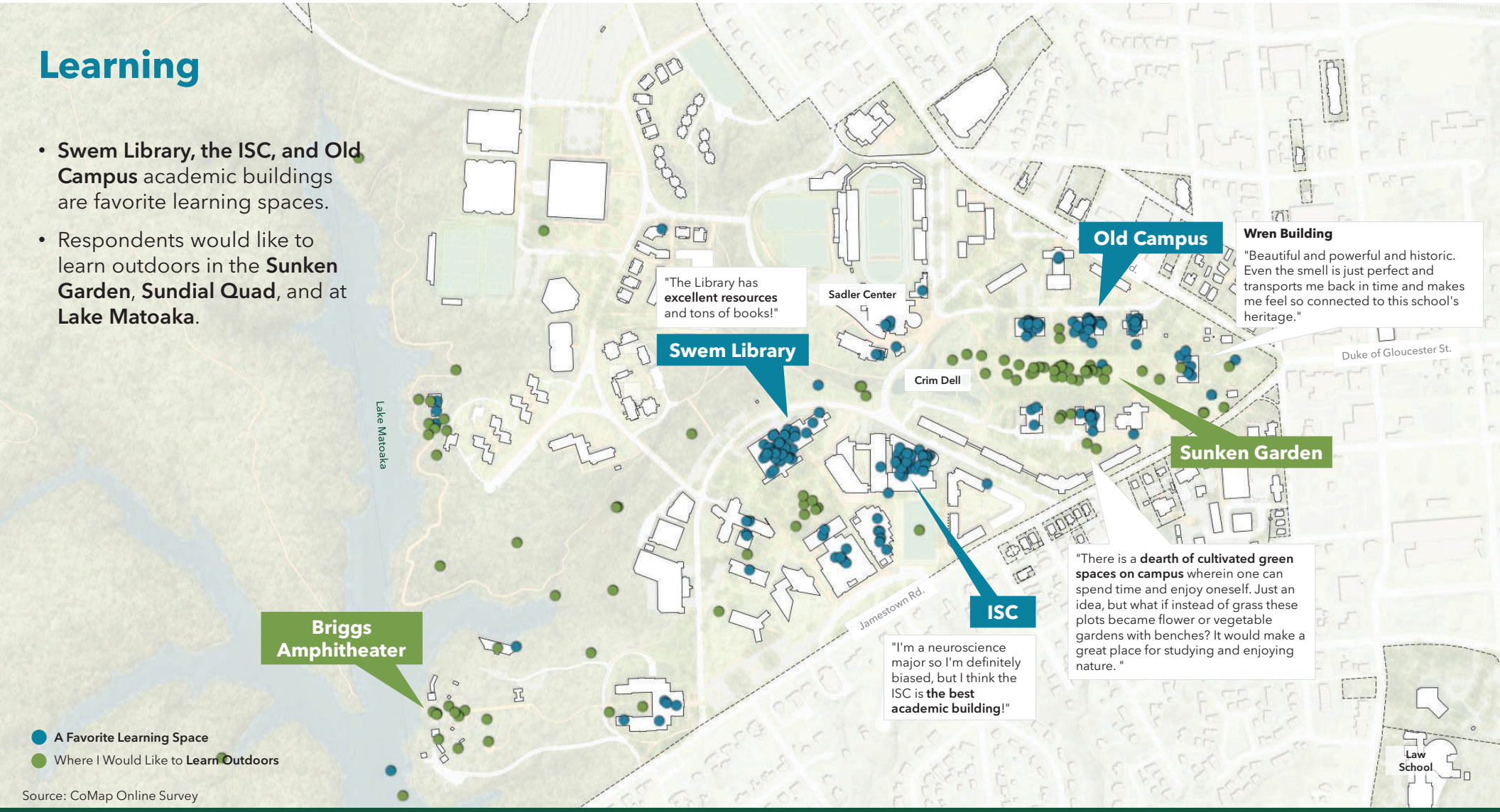
- The **Sunken Garden**, **Wren Building** and Yard, **Sadler Center** and Student Life Village, **Swem Library** and Sundial Quad, and **Briggs Amphitheater** are seen as primary hearts of campus and as places people enjoy gathering.
- Respondents primarily identified the campus core as consisting of the Old Campus and Student Life Village.



Source: CoMap Online Survey

Learning

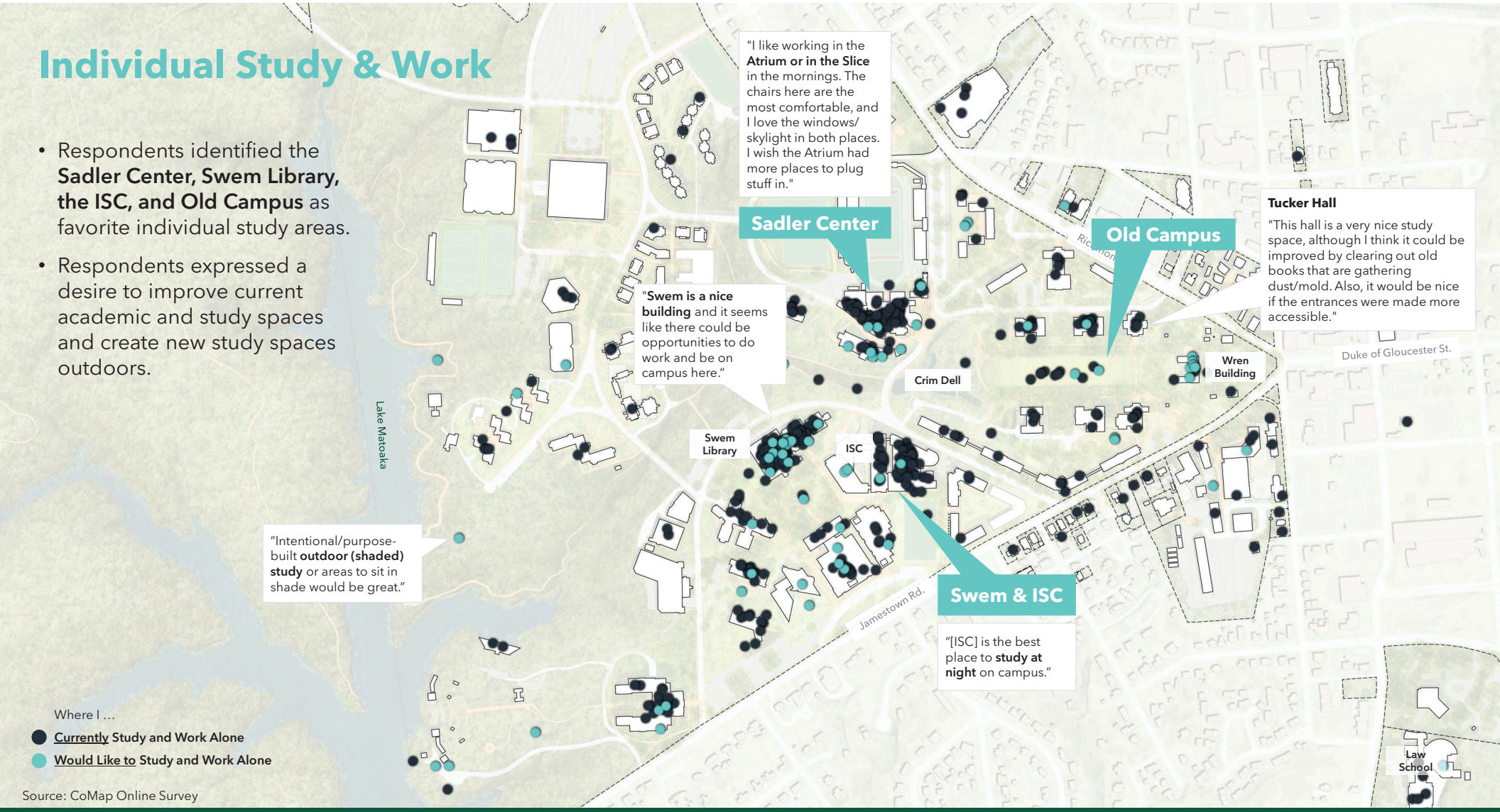
- **Swem Library, the ISC, and Old Campus** academic buildings are favorite learning spaces.
- Respondents would like to learn outdoors in the **Sunken Garden**, **Sundial Quad**, and at **Lake Matoaka**.



Source: CoMap Online Survey

Individual Study & Work

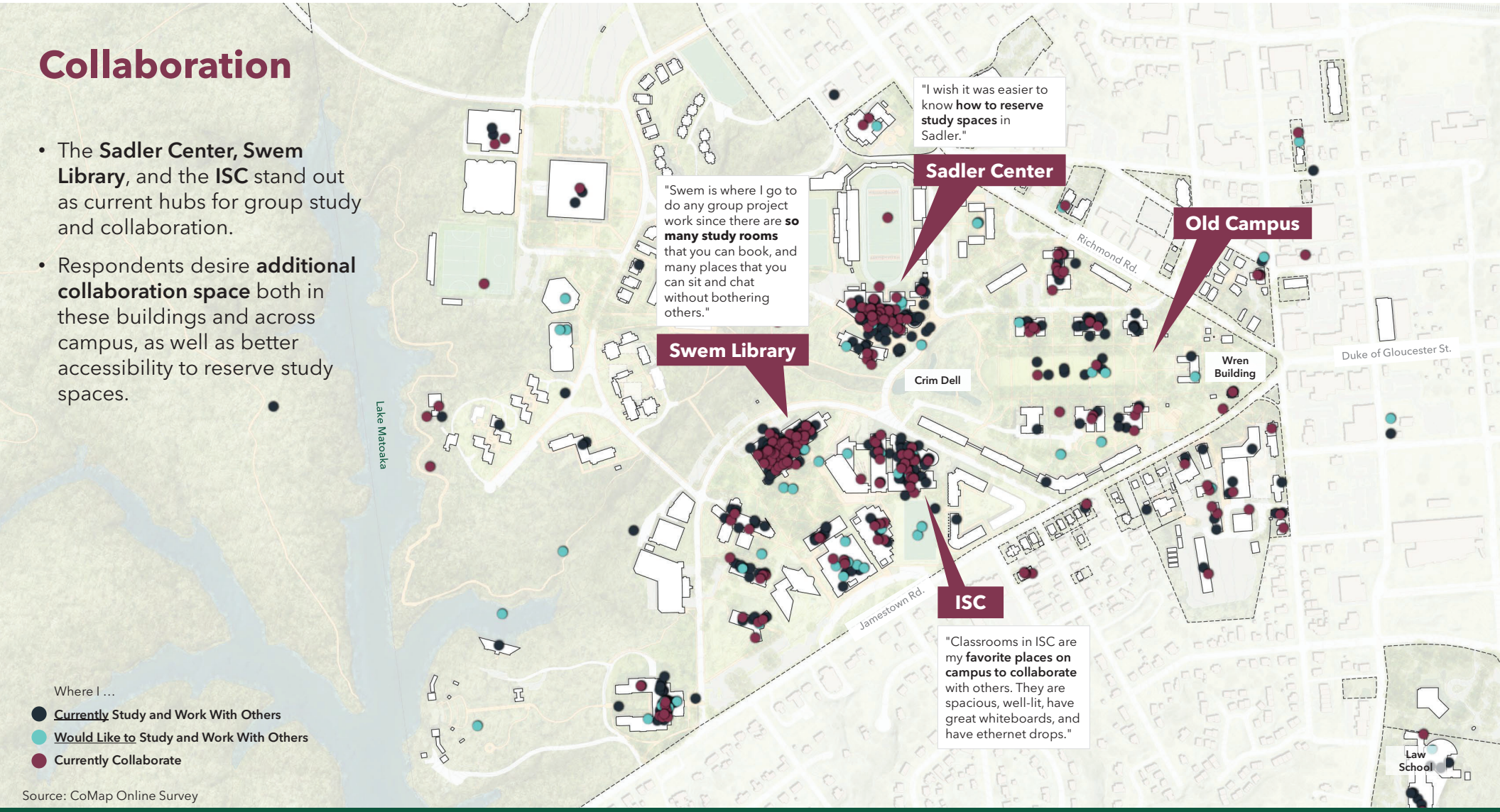
- Respondents identified the **Sadler Center, Swem Library, the ISC, and Old Campus** as favorite individual study areas.
- Respondents expressed a desire to improve current academic and study spaces and create new study spaces outdoors.



Source: CoMap Online Survey

Collaboration

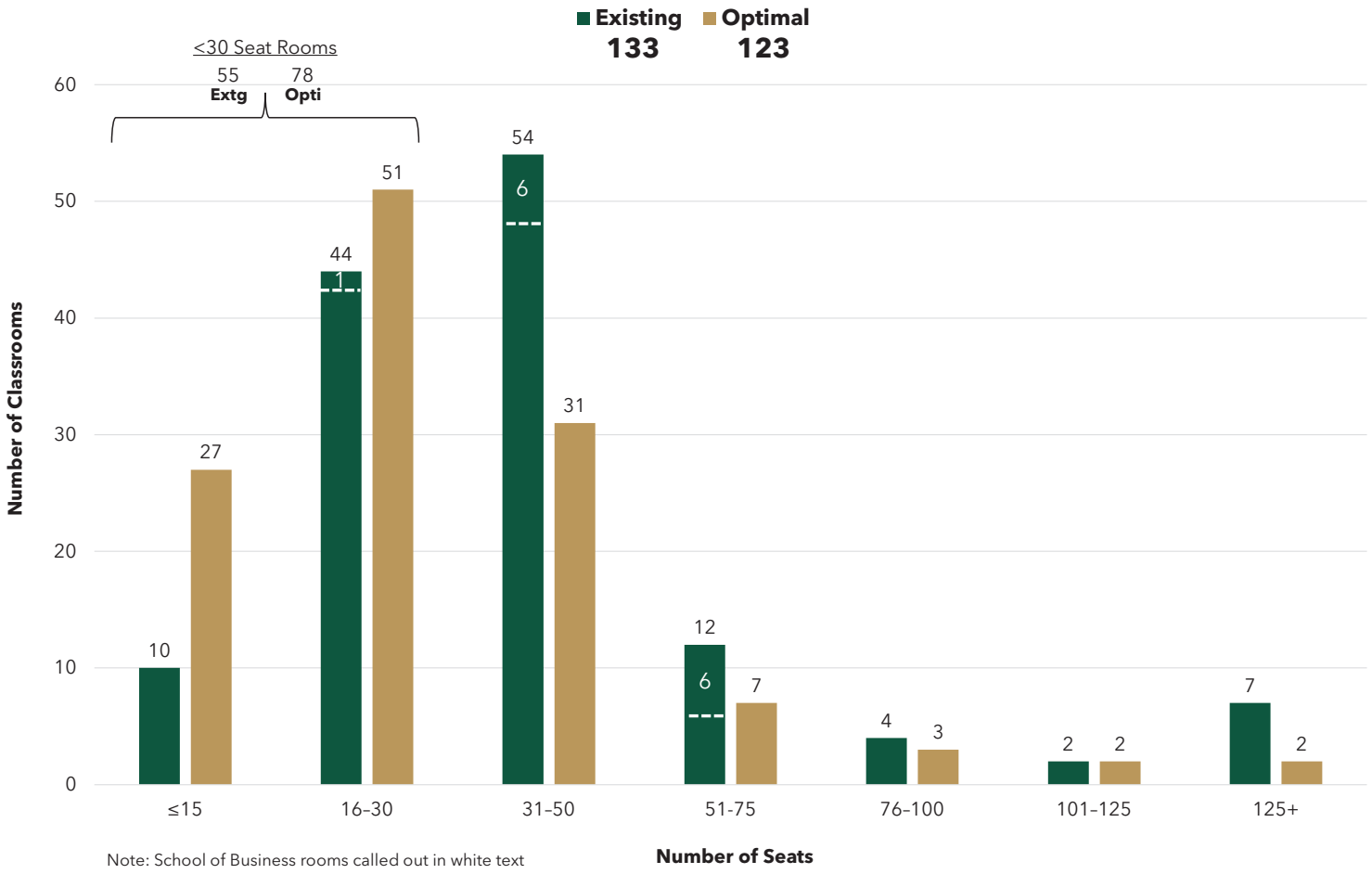
- The **Sadler Center, Swem Library**, and the **ISC** stand out as current hubs for group study and collaboration.
- Respondents desire **additional collaboration space** both in these buildings and across campus, as well as better accessibility to reserve study spaces.



Source: CoMap Online Survey

Classroom Optimization

- Classrooms in the schools of **Law and Education are excluded** due to class change/travel time
- Classrooms that will come online in **ISC IV are included as 'Existing'**
- Current **deficit of ~20 smaller rooms** (≤30) and a surplus in almost all the larger room brackets



Note: School of Business rooms called out in white text