



# THE ROLE OF TECHNOLOGY IN A SPACE MASTER PLAN

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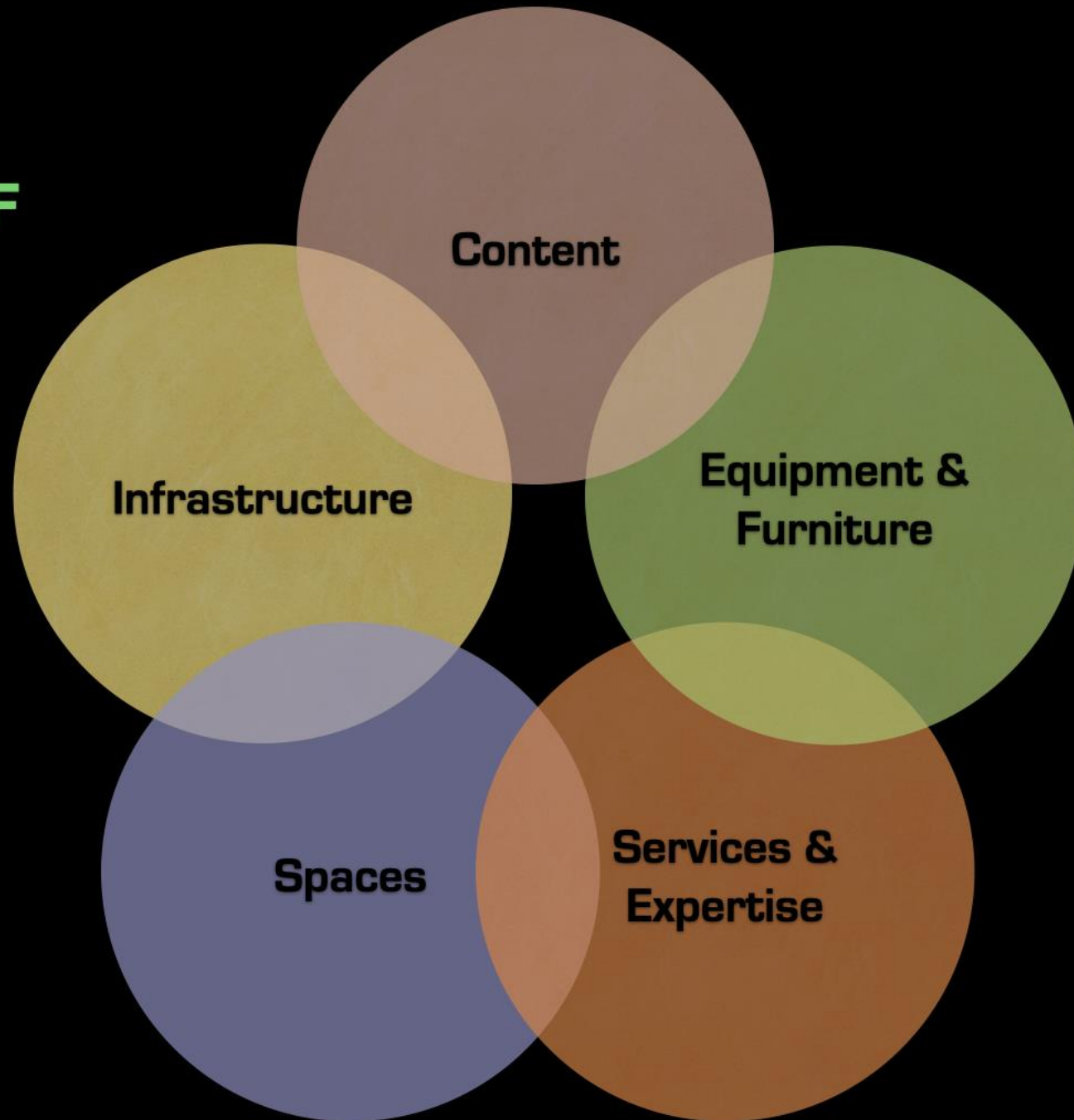
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**IMAGINE A SPACE TWO MONTHS FROM OPENING...**



**TECHNOLOGY  
PERSPECTIVE:  
INTEGRATION OF  
VISION TO  
FUNCTION**



**STORIES & EXPERIENCES**

**SERVICES**

**FLEXIBLE**

**TECHNOLOGY**

(the bridge)

**ADAPTABLE**

**RESPONSIVE**

**SUSTAINABLE**

**INFRASTRUCTURE**

**WALLS, FLOORS,  
CONDUIT, CABLES,  
DUCTS, PLUGS**



**RESPONSIVE & USABLE**

**FLEXIBLE & ADAPTABLE**

**SUSTAINABLE, MAINTAINABLE, SUPPORTABLE**

**computation**

**XR/  
simulation**

**media**

**big data**

**TECHNOLOGY  
TRENDS & TOOLS**

**gaming**

**animation &  
modeling**

**making &  
production**

**visualization**

RESPONSIVE & USABLE

FLEXIBLE & ADAPTABLE

SUSTAINABLE, MAINTAINABLE, SUPPORTABLE

## TYPES OF SPACES

**commodity**



**specialized**



**advanced**



**experimental**

group studies

media production

black box

tech sandbox

seminar / instruction

presentation practice

white box

reading room

maker space

visualization

XR

**RESPONSIVE & USABLE**

**FLEXIBLE & ADAPTABLE**

**SUSTAINABLE, MAINTAINABLE, SUPPORTABLE**

move from

**TYPES OF SPACES**



**NEIGHBORHOODS**

**PARTNERS**

space designers  
AV designers  
IT specialists  
engineers

**PRINCIPLES**

adjacencies  
patterns of use  
growth & change  
configurability

**RESPONSIVE & USABLE**

**FLEXIBLE & ADAPTABLE**

**SUSTAINABLE, MAINTAINABLE, SUPPORTABLE**

**pathways**

**cables**

**conduit**

**raceways**

**J-hooks**

**networks**

**wired**

**wireless**

**bandwidth**

**density**

**traffic**

**power  
handling**

**outlets**

**floor boxes**

**raised floor**

**ceiling**

**wireless**

**structures**

**walls**

**floors**

**ceilings**

**INFRASTRUCTURE**

**HEAT**

**people**

**equipment**

**support**

**setup**

**just-in-time**

**maintenance...**

**the technologists' goal:  
ELEGANT INTEGRATION  
with the plan for  
services & spaces**

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**BE A PRAGMATIC  
FUTURIST (not a prophet)**

**CONTINUALLY SCAN THE  
LANDSCAPE**

**“BE THE PERSON” IN THE SPACE  
....it's all in the details....**

**THINK LIKE A CABLE,  
A PLUG, A PROTOCOL**

**DESIGN FOR THE HEAT,  
AND EVER AGAIN HEAT...**

**BUILD SANDBOXES**

# **IMPORTANCE OF TECHNOLOGY IN A SPACE MASTER PLAN**

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**Why have technology present in your early planning?**



**A master plan can live for 10 to 15 years...  
Technology will go through sea changes...**



**Provide a roadmap for future designers & implementers**



**Purpose?**

**Design infrastructure that's adaptable to whatever comes**