

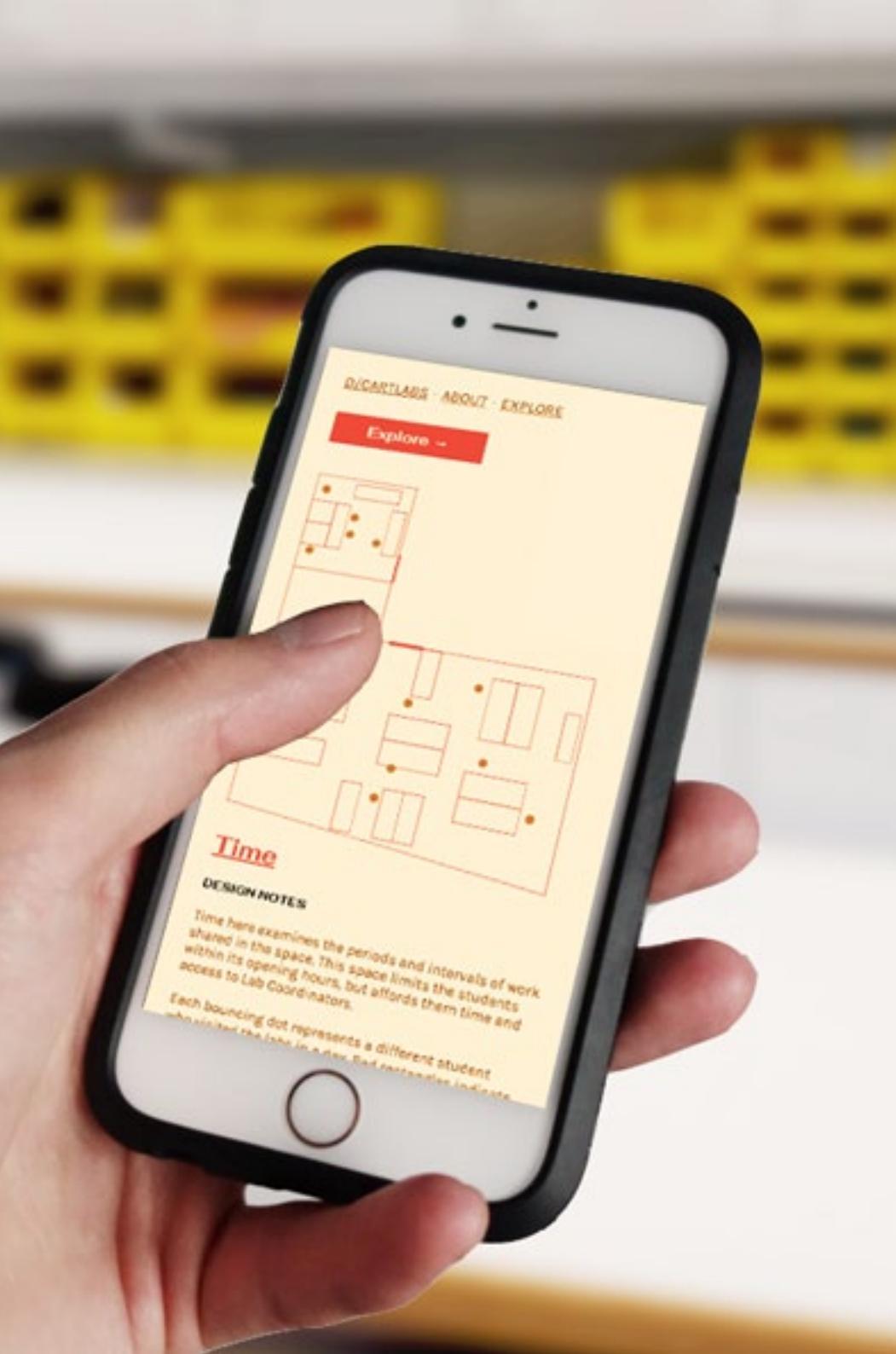
*alexandria  
alcancia  
shaw*

# *D/CART Labs*

Field Research  
Data Visualization  
User Experience Design  
User Interface Design  
Web Development

2019

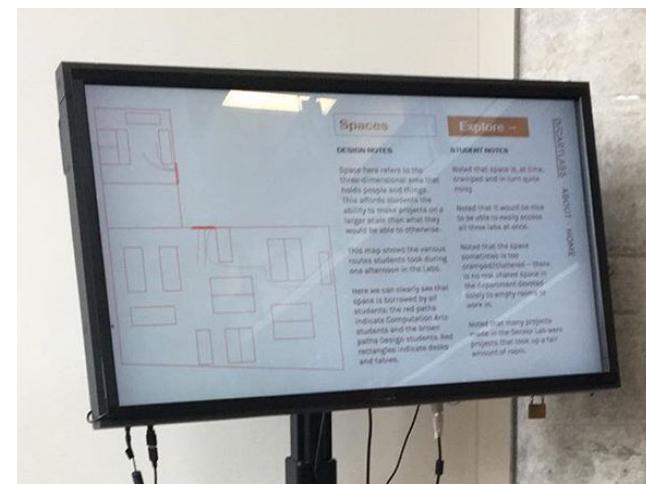
[alcanciashaw.com/dcartlabs](http://alcanciashaw.com/dcartlabs)



**D/CART Labs** is a web investigation into the question “What is shared / borrowed in program spaces? (Why? How?)” In the Design and Computation Arts department (D/CART), students primarily share three labs: The Computation Lab, The Sensor Lab and the Visual Communication Lab. This project examined what was shared in five facets: first, the shared physical space of the rooms, the knowledge sharing, the tools on loan, the resources available and finally the time restrictions on the rooms. Suggestions were listened to from both the staff and students of these spaces, and represented with time-based animations.

Designed for:

- 1      Mobile  
Optimized for iPhone 6, 7 and 8
- 2      46" PQ Labs G4+ Interactive Touch Screen,  
Panasonic LCD screen BDL4645E,  
1920 x 1080 resolution



**D/CART Labs 2**

*D/CART Labs*

# *The Brief & Overview*

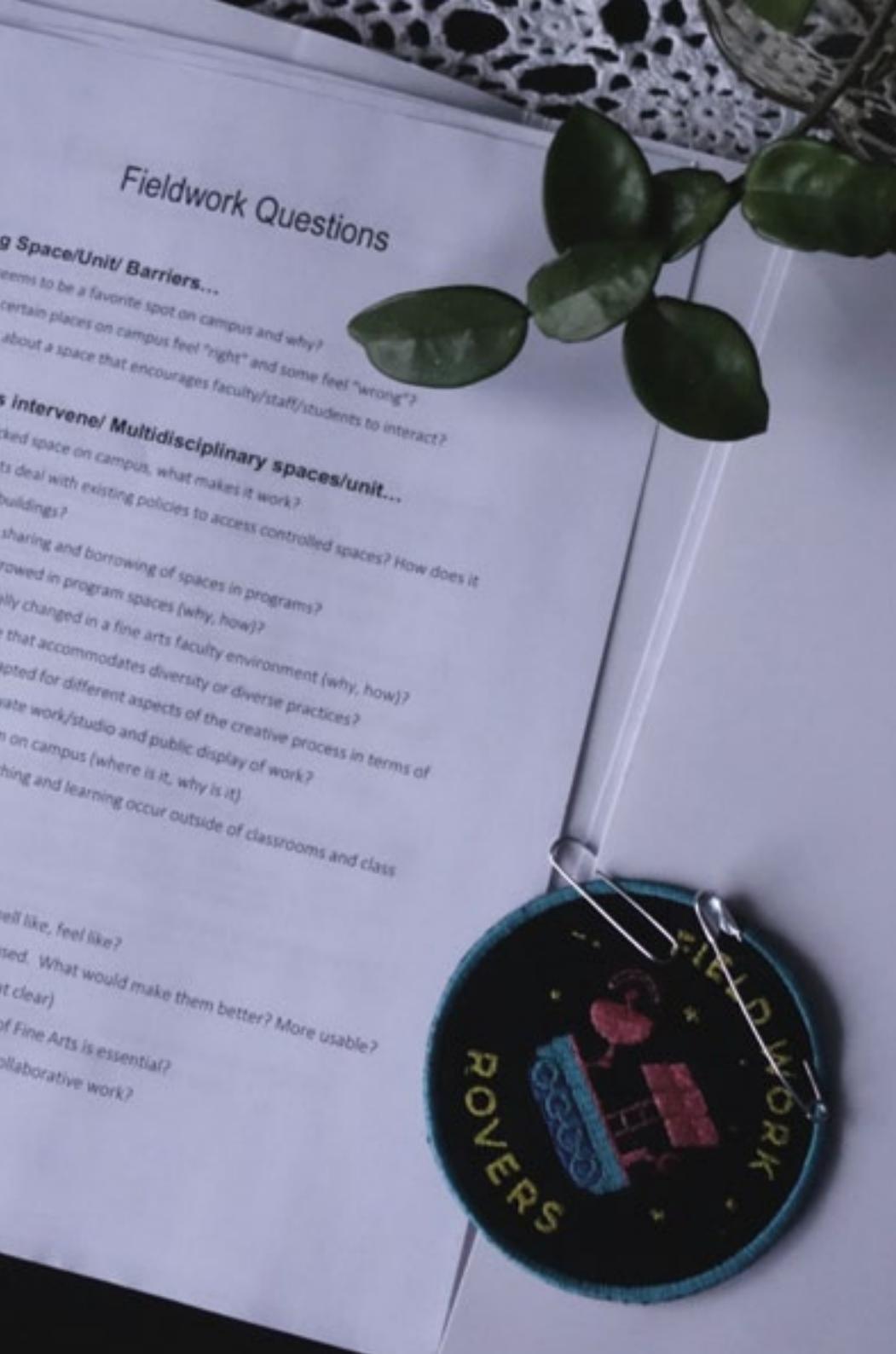


## Future Space Planning

D/CART Labs is part of the larger future space planning requirements of the various departments at Concordia University. This project, known as the Rovers Project, specifically tried to answer various questions about space and how the Concordia Fine Arts department uses and requires it.

The tasks of this project were:

- 1     To comb the Faculty to gather data about space needs
- 2     To focus on specific questions and spatial problematics arising from consultations to develop case study analyses
- 3     To respond to and communicate publicly “findings” from the field using a variety of fine arts methodologies



## The Rovers Project

This project was led by MFA student Breanna Shanahan with input from Faculty mentors and architects Ana Maria Llanos of Diamond Schmitt Architects and Dominique Dumont from Concordia Facilities Management.

The compiled questions were offered to the Rovers, a group of twelve students from the Concordia Fine Arts department.

Each student was prompted to respond to a question from a list of precomplied questions from the project leaders. These questions, always concerning the question of space, were a departure point for analyzing the department.

Students were then prompted to spend time roaming the department and report back with a project as a response. This served two purposes:

- 1 It allowed directly for student input
- 2 It broke away from traditional printed reports and essays created by third-party evaluators

## D/CART Labs

I chose to focus on the question:

“What is shared / borrowed in program spaces (why, how)?”

I chose this question specifically because of the nature of the space I wanted to focus on, the Design and Computation Arts Labs. These labs are not only shared spaces but also

This concept of sharing and borrowing was also an interesting starting point for me because of the nature of sharing and borrowing: by nature the term brings up thoughts of generosity, community and sustainability.

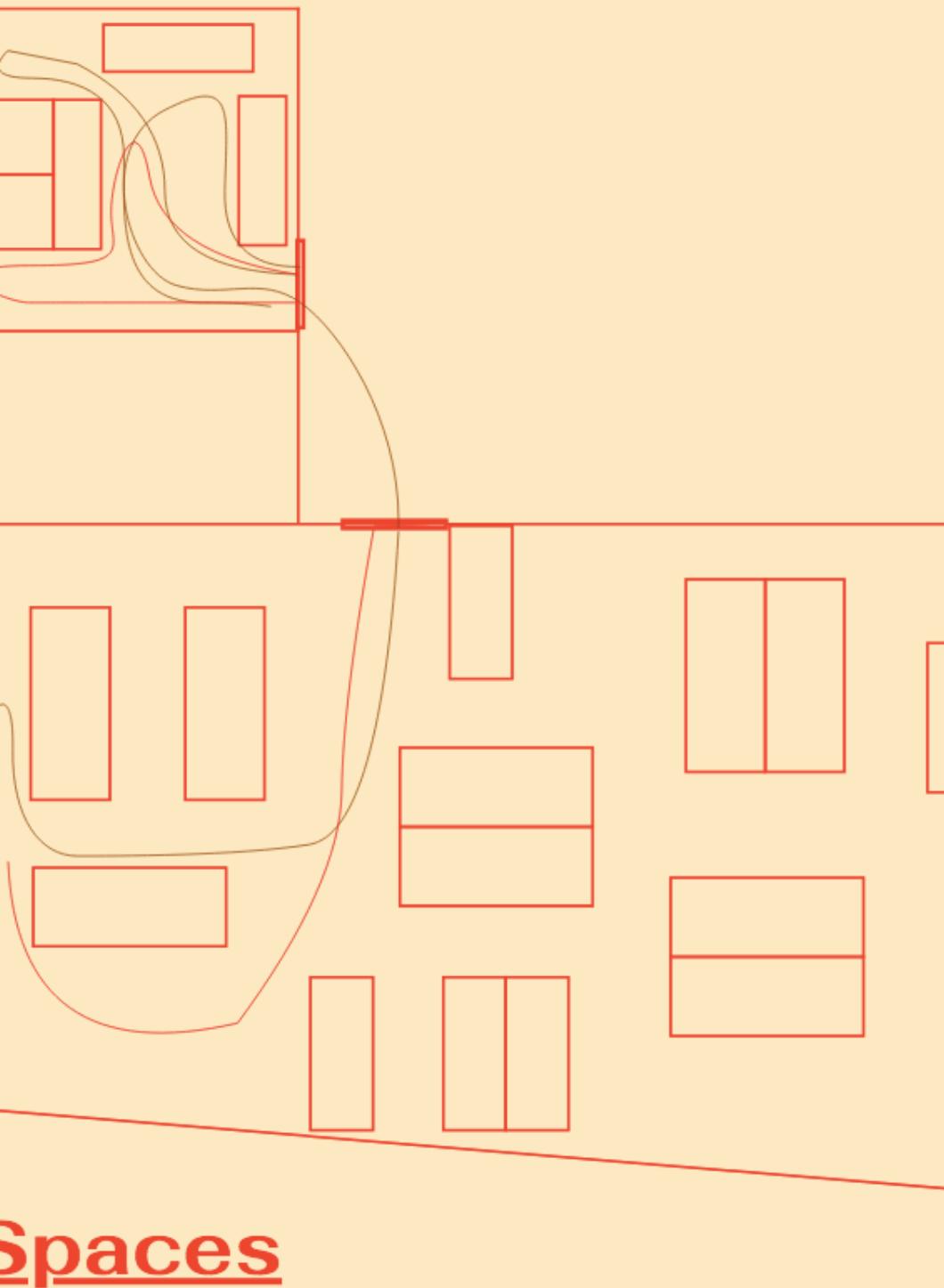
However, it immediately brought to mind a larger question: with what concepts can we evaluate how something is shared or borrowed?

I came up with a framework of five concepts to guide my evaluation:

- 1 Physical Space  
Space here refers to the three-dimensional area that holds people and things.
- 2 Knowledge  
Knowledge here discusses the sharing of information.
- 3 Tools  
Tools in this context refer to physical items that are used to modify materials.
- 4 Resources  
Resources are things in the design program that can be consulted or borrowed for extended periods of time.
- 5 Time  
Time here examines the periods and intervals of work shared in the space.

**What is shared / borrowed in  
program spaces (why, how)?**

*D/CART Labs 6*



This prompted me to design a website that visualizes the current Lab spaces available to the Design and Computation Arts students, and to present them in an accessible way.

I decided to design a website that could be accessed both during the Vernissage (through a Touch Screen) and in the Lab (through a cellphone / tablet / laptop).

# Timeline

January - February 2019

20 Project Begins	21	22	23	24	25 Initial Brief	26
27 Surveying	28 Individual Meeting	29 Field Research	30 Field Research	31 Field Research	1 Project Check-In	2
3 Brainstorming	4 Brainstorming	5	6 Paper Mockups	7 Digital Mockups	8 Project Check-In	9 Interactive Mockups
10 Web Development	11 Web Development	12 Web Development	13 Web Development	14 Installation Day	15 Presentation / Vernissage	16 Documentation

# Tools



## Field Research

- Photography
- User Interviews (Students and Staff)
- Note Taking

## Web Design

- Paper Mockups
- Digital Mockups (Sketch)
- User Testing

## Web Development

- HTML
- CSS
- Javascript (Animate.JS)
- Designing for Touchscreens
- Designing for Mobile

*D/CART Labs*

# *Field Research*

## Floorplan of EV-7

Field Research began by getting to know the space both through experience and through research.

The Labs itself were somewhat familiar to me, but by having the chance to see them in person and really understand how they were used by students was insightful.

I then spoke to Dominique Dumont, the architect from Concordia Facilities Management, and she gave me insight into how the original building was designed.

She told me that since both programs were relatively new, the department did not have as much data or know what exactly the students needed.

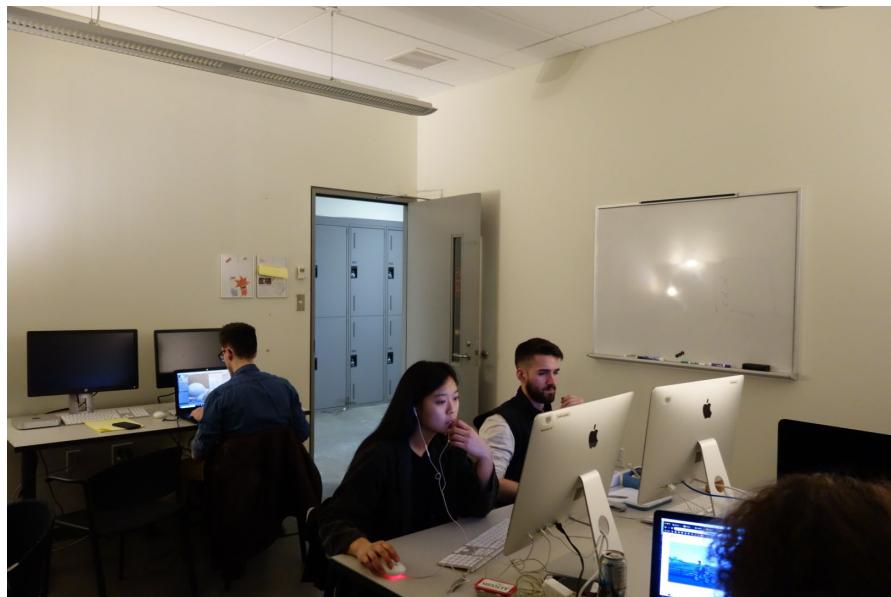
Therefore, the original spaces incorporated the D/CART Labs within the building floorplan, rather than designing the building floorplan around the specific needs of the building.

The floorplan of the 7th floor of the Engineering and Visual Arts building of the Sir George Williams Campus of Concordia University may be seen on the left.



# Computation Lab

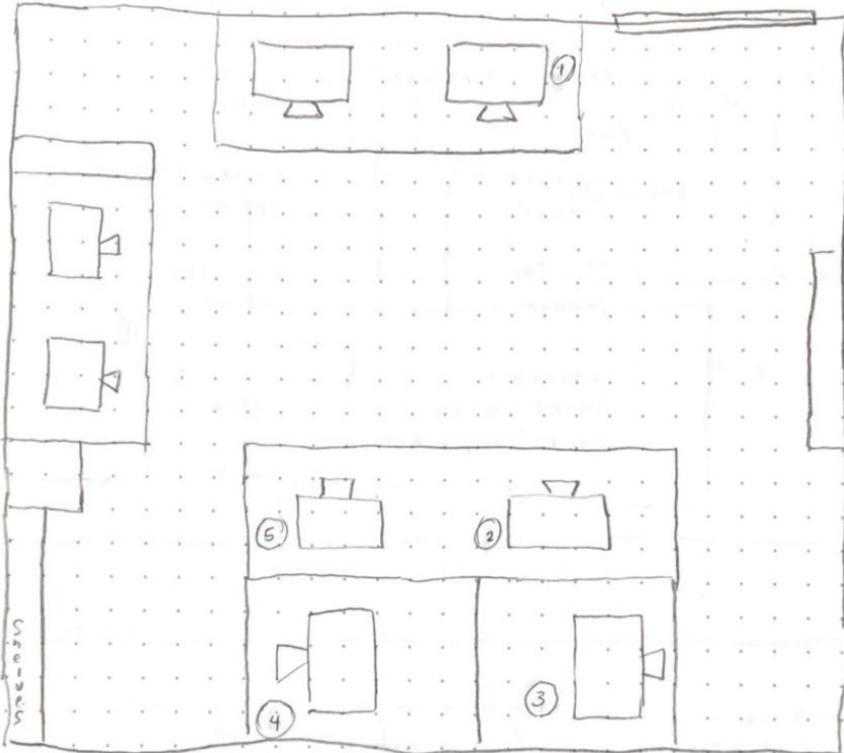
## EV 7.760



The Computation Lab assists students on all computing based projects. It offers a variety of resources, including workshops, hosting group study sessions and one on one project help with the Lab Coordinator.

# Computation Lab Field Research Notes

COMPUTATION LAB - WEDNESDAY 2PM - 4PM



LAB COORDINATORS → most important ressource

"Why are there so many spaces with computers in them?"

"Bureau en gros mentalité"

WEDNESDAY 2PM - 4PM				
	SIMLE	OPT	TIME	PROJECT
①		O	2:00 -	WEB SINGLE
②		C	2:00 -	PROJECT STATEMENT COMPUTERS SABINE
③		C	2:00 -	JAVASCRIPT SINGLE
④		C+	2:00 -	CS STUFF CS
⑤	IMCA		2:05 - 2:30	CONCORDIA GRANT WRITING
				→ 2nd, 5 help each other.

Notes from the Wednesday note taking session in the Computation Lab.

# Sensor / VC Lab

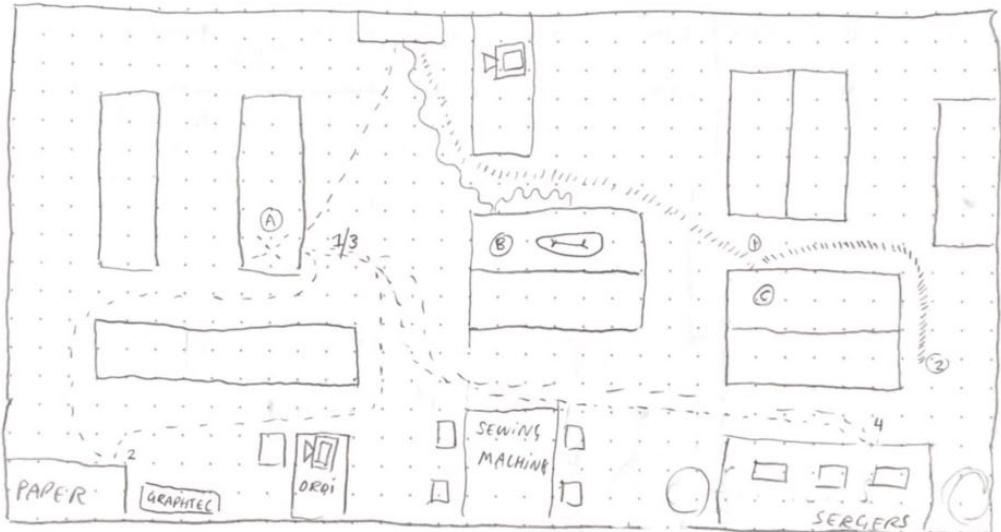
## EV 7.765



The Sensor Lab / VC Lab offers help on projects in physical computing and visual communication. It offers a variety of resources, including workshops, hosting group study sessions and one on one project help with the Lab Coordinator.

# Sensor Lab Field Research Notes

SENSOR LAB : WEDNESDAY, 12PM - 3PM



- \* soft, surfaces lab (martin racine, pk class, tangible)  
they need the resources, but they aren't fully trained
- \* people need to work - but they don't always need help!

WEDNESDAY, 12PM - 2PM			
STYLE	PPT	TIME	PROJECT
(A)	D	12PM - 1PM	PRINT PROJECT
(B)	~w~	12PM - 2PM	PAPER/PRINT PROJECT
(C)	~~~~	1:30 - 2PM	FELT DIGITAL
			PAPER CUTTER, SERGER IRON SENSORS /POWER SOURCE FELT, ? FABRIC

Notes from the Wednesday note taking session in the Sensor Lab.

*D/CART Labs*

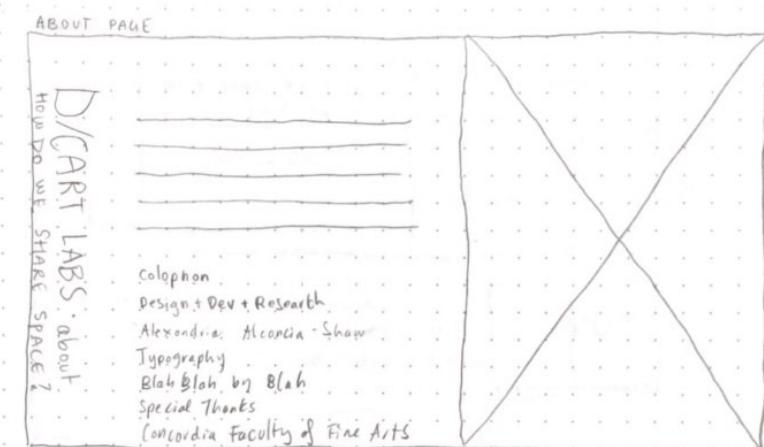
# *Web Design & Development*

# Paper Mockups V.1

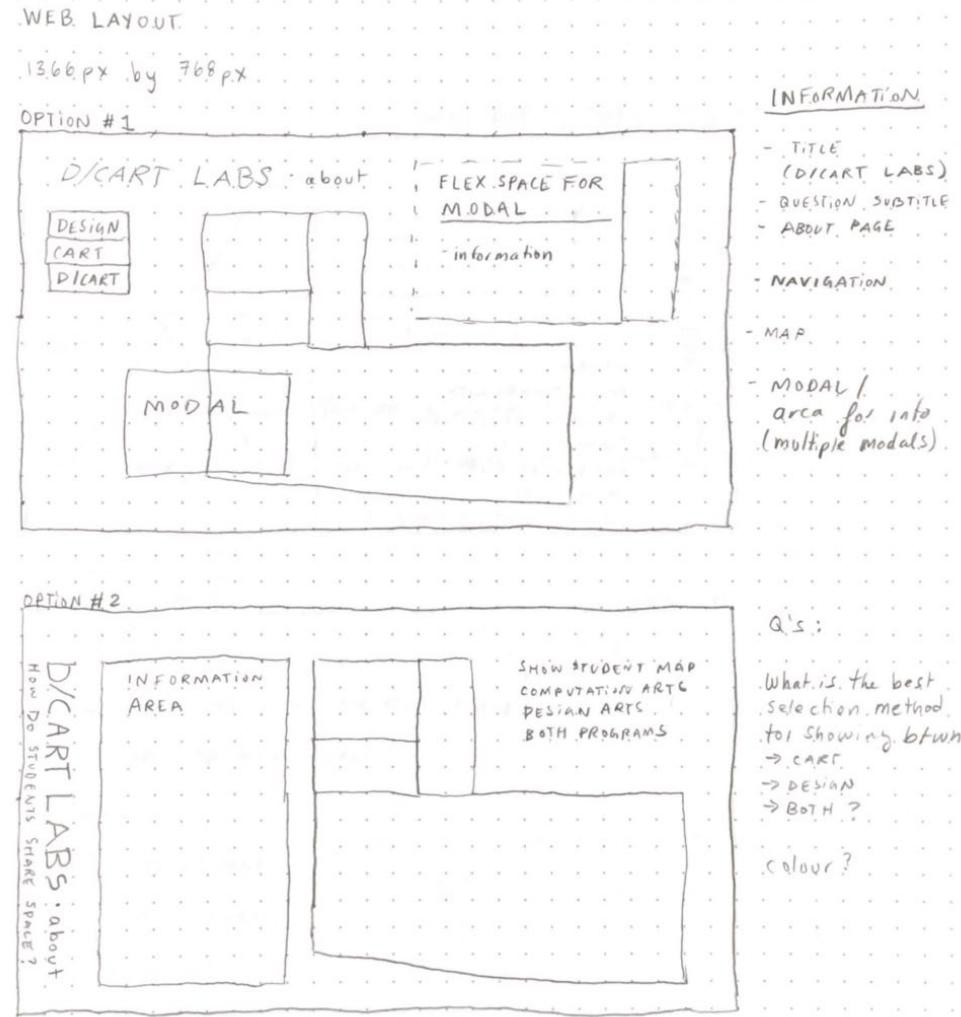
After looking at all my research notes, I decided on the format of the website. I knew that I wanted to use the original floorplan of the Labs as a starting point.

I had originally planned on framing the mockups to show how each department (Design VS Computation Arts) uses the space, but through all of my field research I realized it would be best to separate the data visualization based on category.

I had also originally imagined modals to appear over certain areas of the map. However, in my research it became clear to me that it was more important to show how people interact in the spaces and less about the shared and borrowed objects within the space. This knowledge and information took precedent over everything else.

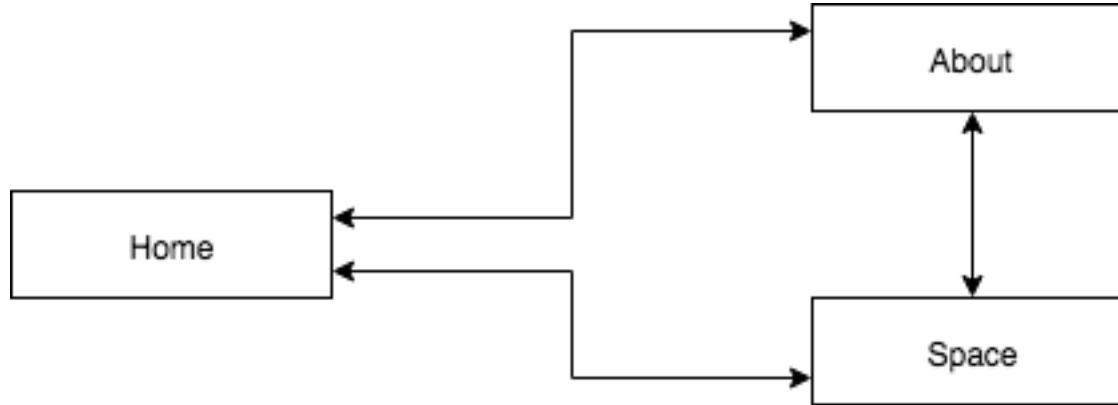


Original mockup for the “About Page”



Original mockups for the “Categories” Page

## Site Map V.1



It was still vital to me to consider how the users would navigate the website. At first I imagined a single page where the user would see the entire Lab space at once, with modals popping up on the side of the screen when the user clicked on an element, and buttons to select the view the user wanted to see.

The first proposed version of the site would have contained essentially three sections:

- 1 Home  
Where the user would learn the basics about the project and enter the space component
- 2 About  
Where the user would learn more about this project, for example by reading this Process PDF
- 3 Space  
Where the bulk of the action would happen: where the user could view and ponder the data visualization

# User Interface V.1

The version one user interface therefore relied heavily on buttons and toggles, which were eventually replaced with a whole page navigational menu.

Some aspects from this stage were still important and stayed relevant, notably using words and language to guide the navigation process. Words, while longer to read and taking up more screen real estate, are not vague like symbols which can be easily misinterpreted.

The colour scheme also stayed the same, using earthy warm tones to denote knowledge and light, and reds and burgundys taking inspiration from Concordia's logotype and school colours.



## BUTTON QUESTION

### BUTTONS

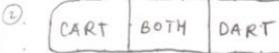


PROS:

CONS:

- subway looking dudes (Hey, NYC!)

### SLIDER



PROS: - might be clearer that one is always to be selected

CONS: - ambiguity with "CART" and "DART", not to mention "both"

### WORDS

- ③ SHOW MAP  
COMPUTATION ARTS  
DESIGN ARTS  
BOTH PROGRAMS

PROS: - zero ambiguity, very clear language.

CONS: - takes up more space.

### ALT. WORDS

- ④ SHOW STUDENT MAP  
COMPUTATION ARTS  
DESIGN ARTS  
BOTH PROGRAMS

### COLOUR SCHEME

↳ DIFFERENT either OVERLAY colours or BCKGRND colours for each map

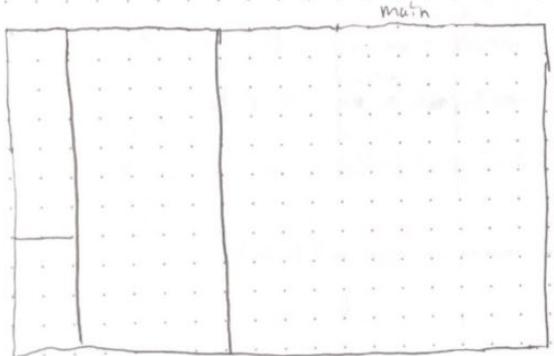
RED # FF3300

BROWN # 994F03

ORANGE # CC7114

BG # FFE9C1

PROPORTIONS



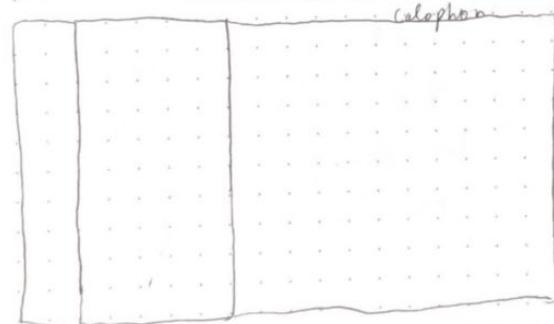
SPACE : dotted lines

KNOWLEDGE : interactions

TOOLS : tools

RESOURCES : things to use

TIME : linear moving (?)



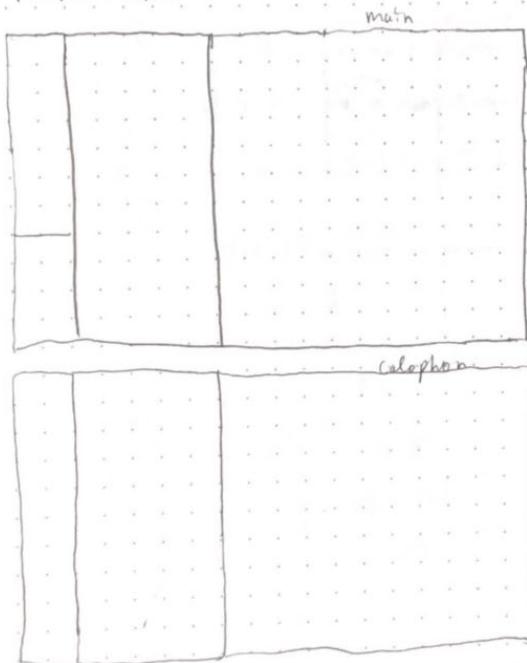
## Paper Mockups V.2

The original user interface therefore relied heavily on buttons and toggles, which were eventually replaced with a whole page navigational menu.

Some aspects from this stage were still important and stayed relevant, notably using words and language to guide the navigation process. Words, while longer to read and taking up more screen real estate, are not vague like symbols which can be easily misinterpreted.

The colour scheme also stayed the same, using earthy warm tones to denote knowledge and light, and reds and burgundys taking inspiration from Concordia's logotype and school colours.

PROPORTIONS



SPACE : dotted lines

KNOWLEDGE : interactions

TOOLS : tools

RESOURCES : things to use

TIME : linear moving (?)

## User Interface V.2

The second version of the user interface really relied on thinking about the five key evaluation concepts (space, knowledge, tools, resources and time) and how they could be used to navigate the space.

This is also the stage where I started to think about typefaces.

For titles and subtitles, I chose Fahkwang Bold, developed by the Thai foundry Cadson Demak. This typeface is really wide, and I thought that when considering space it would be nice to choose a font that took up abnormally more space than perennial Helvetica.

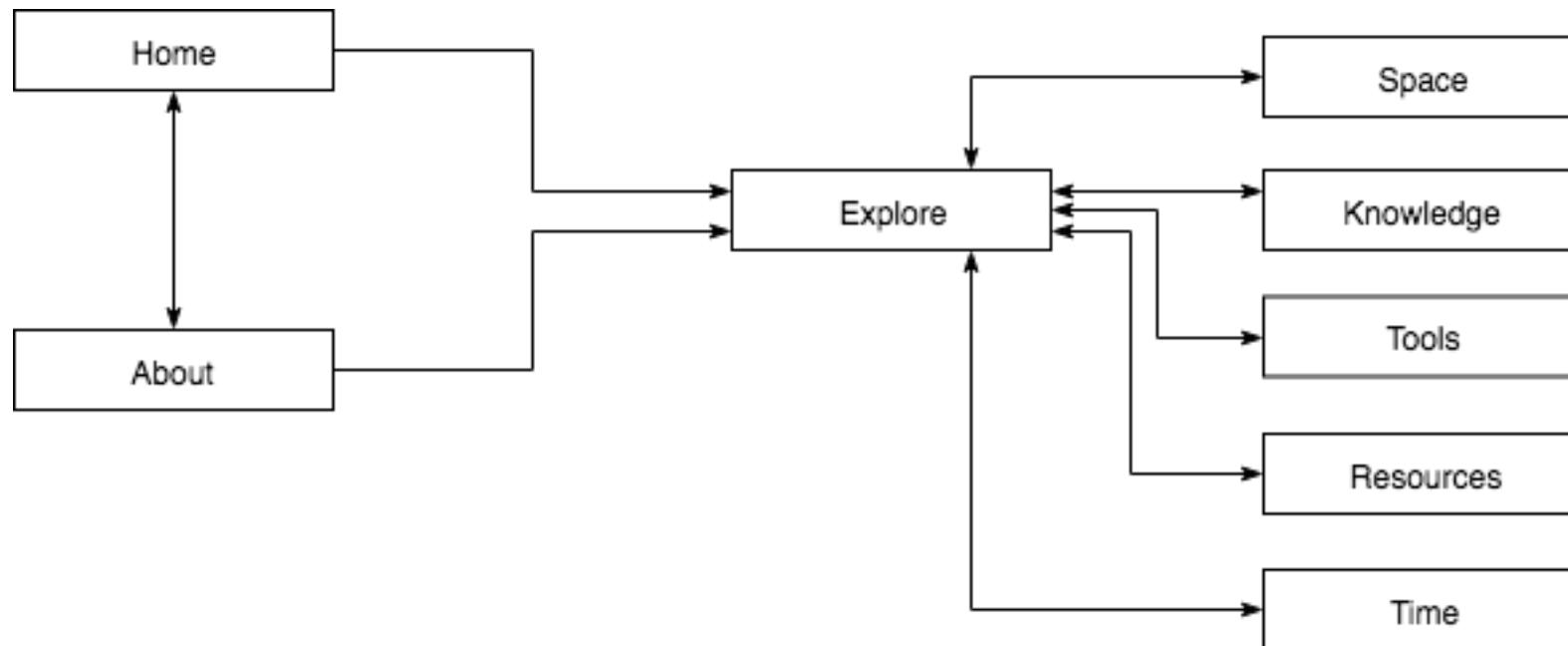
For body text, I chose Karla Regular, developed by Jonny Pinhorn. This type pairs nicely with Fahkwang Bold because it is still wide enough to complement and be harmonious with the title type.

# D/CART Labs Fahkwang Bold

# D/CART Labs Karla Regular

## Site Map V.2

Once it became clear to me that the concepts would drive the project, I decided on five separate pages that show five different types of data visualization. They would all link from the text based navigation page, aptly named “Explore”.



# Digital Mockups

**D/CART LABS**

What is shared / borrowed in program spaces (why, how)?

Things that have been shared / borrowed in the design and computation arts program spaces can be broken down into five categories: space, knowledge, tools, resources, and time.

Explore these borrowed items by selecting one from the list below.

CATEGORIES  
SPACE  
KNOWLEDGE  
TOOLS  
RESOURCES  
TIME

EV 7/760

EV 7/765

**D/CART LABS**

SPACE

Spaces have been broken down by the paths that the students took in the lab over several given days.

Click on a path to understand how often ground was covered.

CATEGORIES  
SPACE  
KNOWLEDGE  
TOOLS  
RESOURCES  
TIME

EV 7/760

**D/CART LABS**

Colophon

Design, Development & Research  
ALEXANDRIA ALCANIA-SHAW

Typography  
Rubik by  
Fahkwang by

Funding provided by  
CONCORDIA FACULTY OF FINE ARTS  
FACILITIES AND PLANNING

HOME

ABOUT

**D/CART LABS**

TOOLS

Spaces have been broken down by the paths that the students took in the lab over several given days.

Click on a path to understand how often ground was covered.

CATEGORIES  
SPACE  
KNOWLEDGE  
TOOLS  
RESOURCES  
TIME

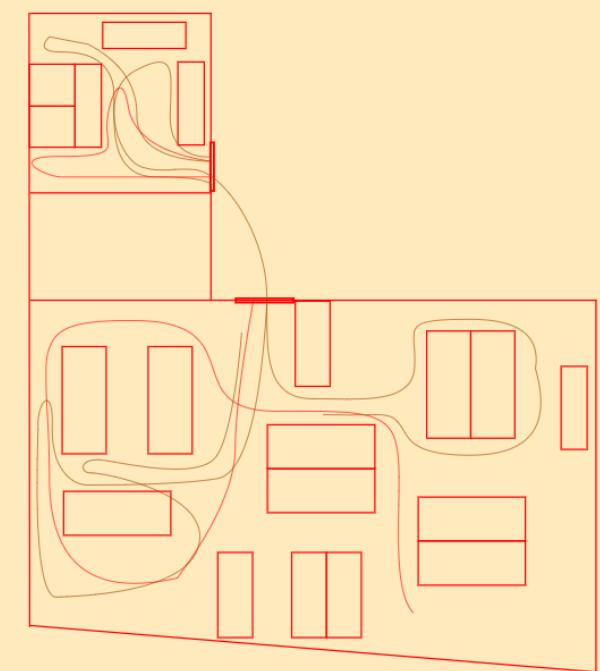
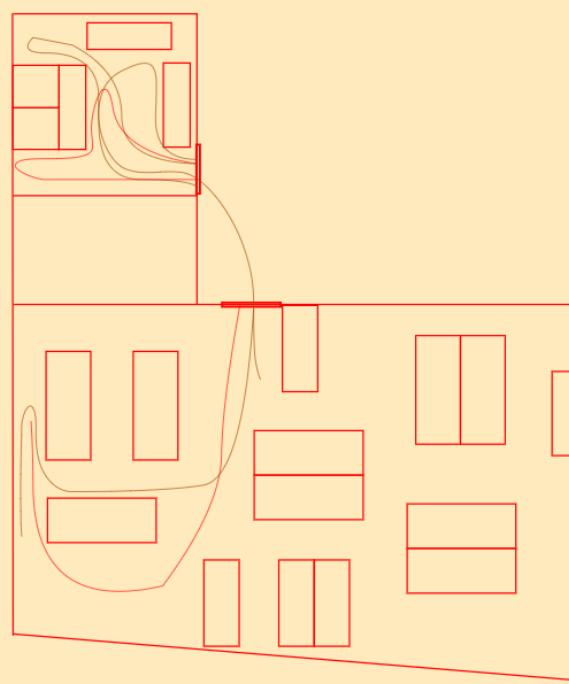
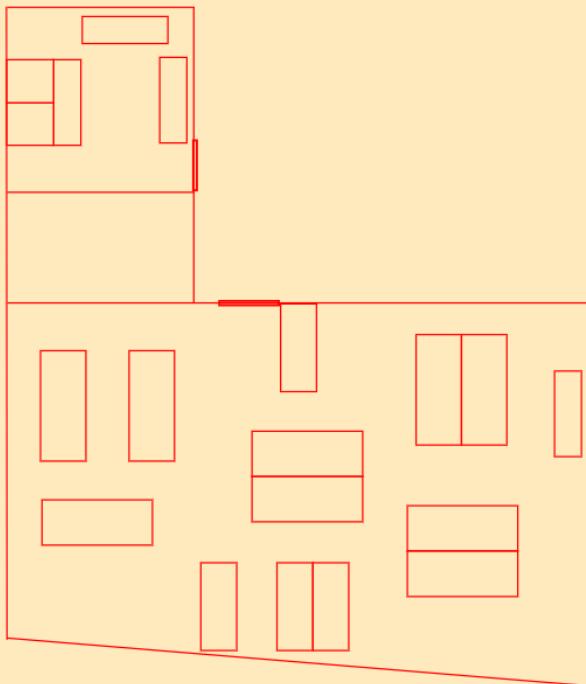
Most popular

The use of tools really varied from person to person.  
Blah blah blah.

EV 7/760

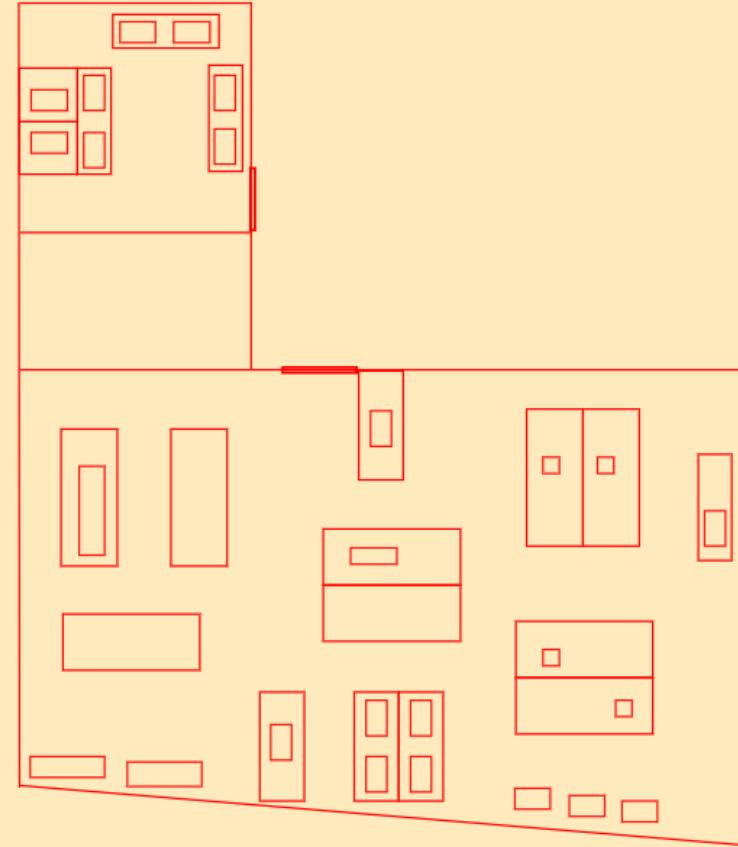
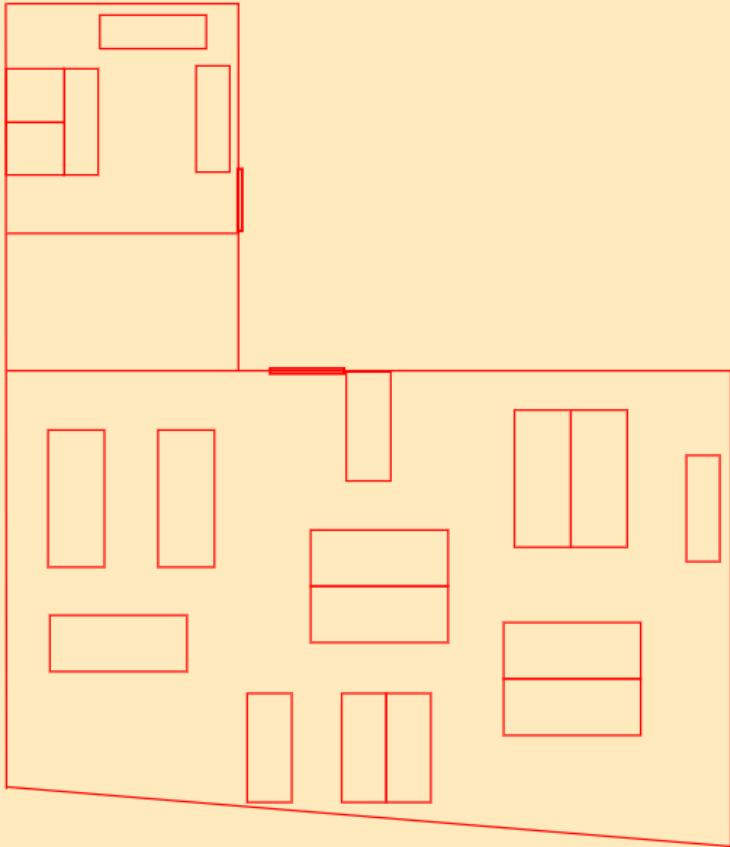
These digital mockups were my first pass through at putting my ideas on paper into practice. Immediately, I knew there were some things that I needed to program to have a better sense of how they worked: notably the data visualization portions of the website, as well as better contextualizing the project.

## Data Visualization



Data visualization was key to bringing this project together. Here we see the “Space” concept being explored - these paths follow the movement of students over the course of one afternoon. These paths help contextualize the space by explaining how the students navigate the space and perhaps give insight on how to make it more ergonomic.

## Data Visualization



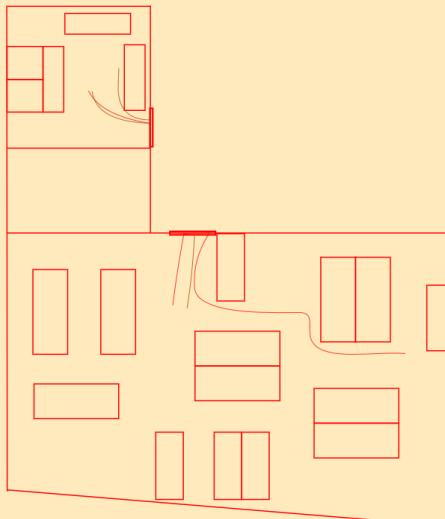
Here is another example of data visualization - here the various tools of the “Tools” section are seen coming on and off screen. These tools help contextualize the space and show how much of the space is devoted to tools, to collaboration spaces and work spaces.

# Website V.1

## SPACE KNOWLEDGE TOOLS RESOURCES TIME



D/CARTLABS · ABOUT · HOME



D/CARTLABS · ABOUT · HOME

### Spaces

Explore →

#### DESIGN NOTES

Space here refers to the three-dimensional area that holds people and things. This affords students the ability to make projects on a larger scale than what they would be able to otherwise.

This map shows the various routes students took during one afternoon in the Labs.

Here we can clearly see that space is borrowed by all students: the red paths indicate Computation Arts students and the brown paths Design students. Red rectangles indicate desks and tables.

#### STUDENT NOTES

Noted that space is, at time, cramped and in turn quite noisy.

Noted that it would be nice to be able to easily access all three labs at once.

Noted that the space sometimes is too cramped/cluttered -- there is no real shared space in the department devoted solely to empty rooms to work in.

Noted that many projects made in the Sensor Lab were projects that took up a fair amount of room.

D/CARTLABS · ABOUT · HOME

## What is shared / borrowed in program spaces (why, how)?

This website examines what is shared / borrowed in program spaces, specifically the three Design and Computation Arts Labs:

- Computation Lab
- Sensor Lab
- Visual Communication Lab

These shared items can be broken down into five categories:

- Space
- Knowledge
- Tools
- Resources
- Time

These five categories are represented on a map of the 7th floor, to better understand its use and interactions.

Explore →

D/CARTLABS · ABOUT · HOME

This first version of the website helped display more information more readily to users. It also took advantage of the data visualization components, however during user testing some elements were clearly not user friendly.

# Website V.2

# SPACE

# KNOWLEDGE

# TOOLS

# RESOURCES

# TIME

---

**D/CART  
LABS**

**Concordia  
University**

**EV 7.760**

**EV 7.765**

**Colophon**

Design, Development & Research  
Assessment & Evaluation

**Typography**

Book Design  
Exhibition Field  
Poster  
Graphic Design  
Photography  
Illustration  
Digital Media  
Design  
Visual Thinking

**Services Provided By**

Design Assessment  
Design of Learning Areas and  
Learning Environments

**About**

EV CART LABS is a web investigation into the design and development of learning environments. It is a research project in the field of Design and Computation Arts. Research questions include: How can we share these labs? The Computation Lab is a shared resource for students in the Faculty of Fine Arts. The Design and Computation Lab focuses on creating a shared resource for the Design and Computation Lab on campus. This project examined what was possible in terms of the resources available, the shared physical spaces of the rooms, the shared equipment and software available, the resources available and funding available to support the rooms.

Suggestions were elicited from the staff and students of these spaces and the results were used with other basic annotations.

## Explore →

# Spaces

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- Time

These five categories are represented on a map of the 7th floor of the Concordia EV Building to better understand its use and interactions.

[Explore →](#)

This second version of the website addresses many of the issues the first version had. In the next few slides, I will discuss the changes made after usability testing.

## Homepage

# What is shared / borrowed in program spaces (why, how)?

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D/CARTLABS · ABOUT · HOME

[Explore →](#)

Before

During usability testing, users were not clear exactly on how to use the website. The bright red button vs the “ghost” button was a clear improvement, and users immediately better understood that was the intended starting point.

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[Explore →](#)

After

D/CARTLABS · ABOUT · EXPLORE

[Explore →](#)

## Navigation

SPACE  
KNOWLEDGE  
TOOLS  
RESOURCES  
TIME

D/CARTLABS · ABOUT · HOME

Before

During usability testing, users were unsure of where they were located on a page. With the new modifications, not only can users see which page they are on currently, but they can also clearly see the potential page to surf to clearly indicated in red.

SPACE  
KNOWLEDGE  
• TOOLS  
RESOURCES  
TIME

D/CARTLABS · ABOUT · EXPLORE

After

# Category

The 'Before' version of the website features a large floor plan of a building with various rooms and paths. Overlaid on the floor plan are several red and brown lines representing student movement routes. To the right of the floor plan are two columns of text: 'DESIGN NOTES' and 'STUDENT NOTES'. Below these notes is a navigation bar with links to 'D/CARTLABS', 'ABOUT', and 'HOME'. At the top right is a red 'Explore →' button.

**Spaces**

**DESIGN NOTES**

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**Explore →**

**D/CARTLABS · ABOUT · HOME**

Before

The 'After' version of the website has a similar layout to the 'Before' version, featuring a floor plan with red and brown movement routes. The 'DESIGN NOTES' and 'STUDENT NOTES' sections are identical to the 'Before' version. The navigation bar at the bottom is also the same. However, the 'Explore →' button at the top right has been replaced by a red 'Explore' button with a white arrow icon.

**Spaces**

**DESIGN NOTES**

Space here refers to the three-dimensional area that holds people and things. This affords students the ability to make projects on a larger scale than what they would be able to otherwise.

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**Explore** →

**D/CART LABS · ABOUT · EXPLORE**

After

During usability testing, users were unsure how to return to the navigational menu. While the “Spaces” title brought symmetry, some users thought it was infact a button. This was changed by making the call to action Explore button mimic the first button they used. That way the user has already learned the function of this button and can best understand how to return to the navigation menu.

# About



Before

This page was greatly improved by adding a proper “about” section, which allowed users to properly understand the origins of this project. From a UI Standpoint, it also featured bold text to match the style of the homepage, and makes the website even faster to load due to the fact that no images were used in the making of this website.

D/CARTLABS · ABOUT · HOME

**Colophon**  
Design, Development & Research  
Alexandria Alcancia-Shaw  
  
**Typography**  
Karla Regular  
Fahkwang Bold

D/CARTLABS · ABOUT

# D/CART LABS

## Concordia University

### EV 7.760

### EV 7.765

**Colophon**  
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**Funding Provided By**  
Concordia Faculty of Fine Arts and Space Planning

**About**  
D/CART LABS is a web investigation into the question “What is shared / borrowed in program spaces? (Why? How?)”  
In the Design and Computation Arts department, students primarily share three labs: The Computation Lab, The Sensor Lab and the Visual Communication Lab. The Computation Lab focuses on screen-based media, the Sensor Lab on electronics and the VC lab on print media.  
This project examined what was shared in five facets: first, the shared physical space of the rooms, the knowledge sharing, the tools on loan, the resources available and finally the time restrictions on the rooms.  
Suggestions were listened to from both the staff and students of these spaces, and represented with time-based animations.

After

# Mobile Version

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## What is shared / borrowed in program spaces (why, how)?

This website examines what is shared / borrowed in program spaces, specifically the three Design and Computation Arts Labs:

- Computation Lab
- Sensor Lab
- Visual Communication Lab

These shared items can be broken down into five categories:

- Space
- Knowledge
- Tools
- Resources
- Time

These five categories are represented on a map of the 7th floor of the Concordia EV Building to better understand its use and interactions.

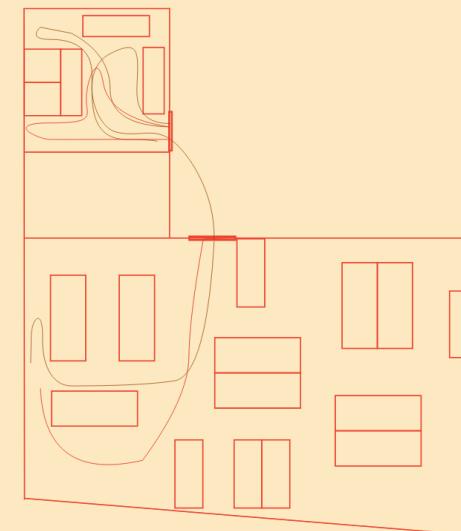
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## • SPACE KNOWLEDGE TOOLS RESOURCES TIME

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### Spaces

#### DESIGN NOTES

Space here refers to the three-dimensional area that holds people and things. This affords students the ability to make projects on a larger scale than what they would be able to otherwise.

This map shows the various routes students took during one afternoon in the labs.

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## Colophon

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## About

D/CART LABS is a web investigation into the question "What is shared / borrowed in program spaces? (Why? How?)"

In the Design and Computation Arts department, students primarily share three labs: The Computation Lab, The Sensor Lab and The Visual Communication Lab. The Computation Lab is used for projects involving screen-based media, the Sensor Lab for electronics and the VC lab on print media.

This project examined what was shared first, the shared physical space of knowledge sharing, the tools on loan, the available time and finally the time restrictions of the rooms.

Suggestions were listened to from both students of these spaces, and represented in screen-based animations.

A mobile version of the website was also created in version two, optimized to fit most smartphone screens.

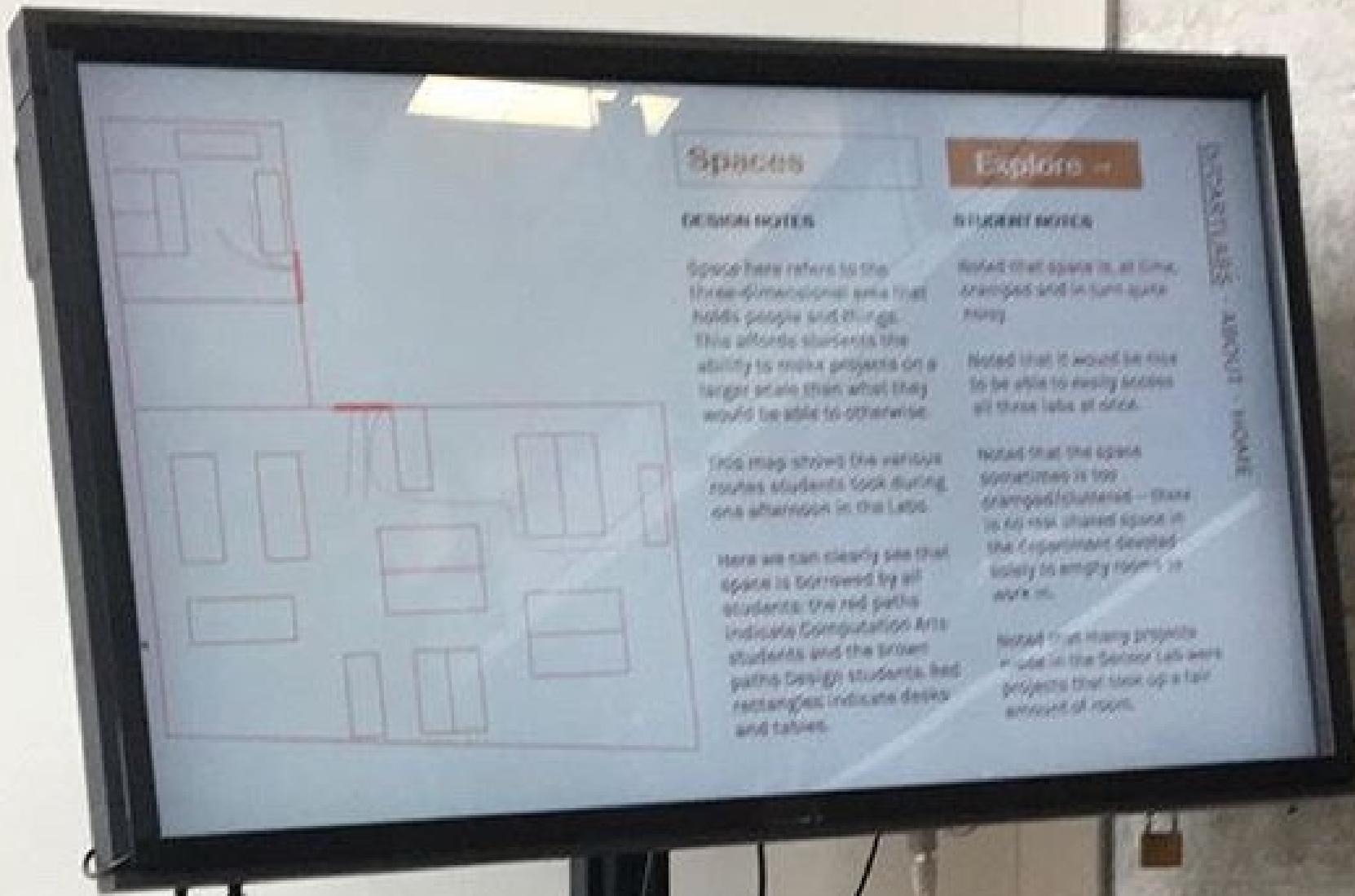
*D/CART Labs*

# *Final Product & Final Thoughts*

# Lab View



# Installation View



While conducting my field research, I quickly realized that the most important shared asset were not the physical items, nor the physical space, but instead the accumulated knowledge about these spaces and how it can be passed down within a space. Once the person with the knowledge leaves the room, it can no longer be shared or passed down without a place to do so.

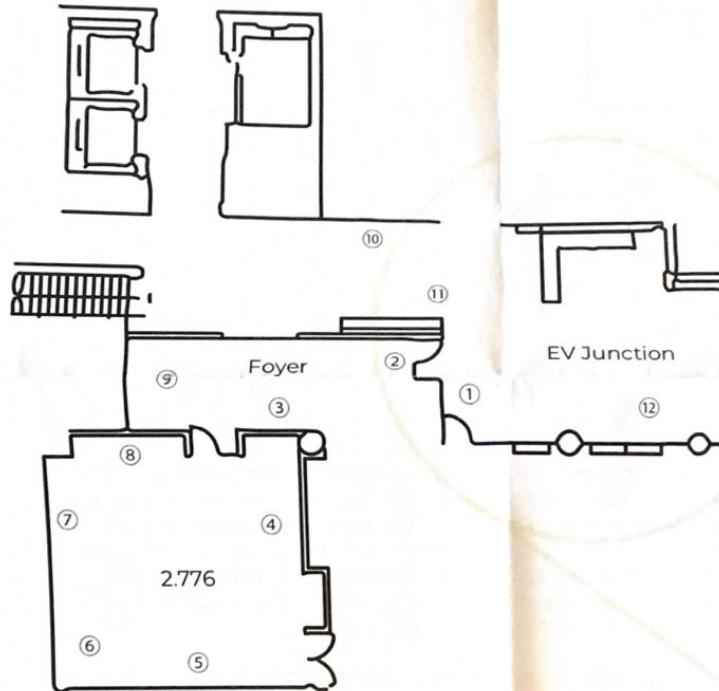
This website allows future students, the researchers and the space planning committee better understand the needs of the current students. I hope that this will help the department in the future, and that in designing the next generation Fine Arts space they'll be able to keep this input in mind.

Concordia University Space Planning Exercise  
presents

### Fieldwork Rovers Findings in the Fine arts

Feb. 15 2019, E.V. 2nd floor

Schedule on reverse



- ① Baoshi Hong **Vertical Garden**
- ② Pooyan Alizadeh **Hide-and-seek**
- ③ Rebecca Goodine **roVA**
- ④ Alexandra Bischoff **thirteen in thirteen**
- ⑤ Nick Cabelli **In the Gaps of Shuttling**
- ⑥ Charlotte Pigeon Tremblay **Movement Patterns at Concordia University**
- ⑦ Tim Charman **Ebb and Flow**
- ⑧ Jose Guillermo Garcia Sierra **Faces of Spaces**
- ⑨ Nick Lavigne **Refuge**
- ⑩ Christine White **For HERE or TO-GO**
- ⑪ Jessica Sofia Lopez Garcia **Architectural dances, experiences over time**
- ⑫ Alexandria Alcancia-Shaw **D/CART Labs Website**

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## Useful Links

<http://alcanciashaw.com/dcartlabs/>

<https://www.concordia.ca/finearts/facilities/space-planning.html>