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Make Space: How To Set The Stage For Creative Collaboration



Synopsis

"If you are determined to encourage creativity and provide a collaborative environment that will bring out the best in people, you will want this book by your side at all times." --Bill Moggridge, Director of the Smithsonian's Cooper-Hewitt National Design Museum

"Make Space" is an articulate account about the importance of space; how we think about it, build it and thrive in it." --James P. Hackett, President and CEO, Steelcase

An inspiring guidebook filled with ways to alter space to fuel creative work and foster collaboration. Based on the work at the Stanford University d.school and its Environments Collaborative Initiative, Make Space is a tool that shows how space can be intentionally manipulated to ignite creativity. Appropriate for designers charged with creating new spaces or anyone interested in revamping an existing space, this guide offers novel and non-obvious strategies for changing surroundings specifically to enhance the ways in which teams and individuals communicate, work, play--and innovate. Inside are: Tools--tips on how to build everything from furniture, to wall treatments, and rigging Situations--scenarios, and layouts for sparking creative activities Insights--bite-sized lessons designed to shortcut your learning curve Space Studies--candid stories with lessons on creating spaces for making, learning, imagining, and connecting Design Template--a framework for understanding, planning, and building collaborative environments

Make Space is a new and dynamic resource for activating creativity, communication and innovation across institutions, corporations, teams, and schools alike. Filled with tips and instructions that can be approached from a wide variety of angles, Make Space is a ready resource for empowering anyone to take control of an environment.

Book Information

Paperback: 272 pages

Publisher: Wiley; 1 edition (January 3, 2012)

Language: English

ISBN-10: 1118143728

ISBN-13: 978-1118143728

Product Dimensions: 7.9 x 0.7 x 8 inches

Shipping Weight: 1.4 pounds (View shipping rates and policies)

Average Customer Review: 4.2 out of 5 stars 55 customer reviews

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Customer Reviews

From the Author: Hide & Seek Inspiration: Visitors to the d.school frequently ask us where we find inspiration for the spaces we design. Here are a few places we look: -- Retail Experiences Restaurants, Hotels, & Stores Restaurants & boutique hotel lobbies are almost unparalleled in the moods they create. Retail stores are full of display implementations that can be co-opted for display of creative work. Specialty Hardware Retailers Marine hardware outlets, antique hardware stores, and industrial kitchen suppliers stock all manner of novel gadgets to inspire new possibilities. -- Public Gathering Places Parks & Playgrounds Endless interactions of all sorts occur in these spaces that provide insight into natural postures and the nuances of group interactions. Airports & Parking Garages Guiding travelers is a door-to-door experiment in designing way-finding. Parking garages in particular feature innovative uses of signage, color coding, and memory cues. -- Places Where Things Are Made Prep Kitchen & Food Trucks Food prep is creative work that occurs under great time pressure. Cooks consistently invent ways to produce during the constraints of a mad dinner rush. Sound Stages & Theaters Sound stages are designed to support the realization of imagination. Everything about them is tuned to support the construction of novel designs. -- Learning Environments Museums & Galleries Art is inspirational but so are the galleries themselves. Gallery spaces are constantly reconfigured to adapt for the needs of a show. Pre-schools & Kindergartens Learning environments for young kids are one of the few places where physicality is embraced -- kids love to move around. These spaces are also full of materials to engage in playful building activities. -- Service Industries Hospitals Emergency rooms in particular are filled with clever solutions to coordinate action among staff and service the often complex emotional needs of patients. Repair Shops Bike mechanics, oil-change garages, tailors, and shoe repair shops all have unique tools & configurations for optimizing space, time, and money.

"By actively thinking about the implications a space has on its inhabitants, we can create great experiences for those who enter. Make Space is an articulate account about the importance of space; how we think about it, build it and thrive in it." -- James P. Hackett, President and CEO, Steelcase

– "If you are determined to encourage creativity and provide a collaborative environment that will bring out the best in people, you will want this book by your side at all times. You can browse it for tools to enhance teamwork, configurations to enable activities, insights about communal behaviors, design templates and first person stories. The way we design our spaces can

help us or hinder us, inspire new ideas or stifle them, make it easier to work together or set us apart. Discover here how to improve team dynamics by altering your physical environment. • Bill Moggridge, Director of the Smithsonian's Cooper-Hewitt National Design Museum

Don't copy what the d.school looks like. Learn to replicate the spirit of making. Neat book

A book offers ways to change and improve a working space.

Like many books of this sort, this demands a second reading at least to be fully appreciated. Not a how to guide. More an exploration of things that are important.

Very nice product!

Pretty good, with lots of great ideas - but the instructions are not detailed enough to actually build any of them, and the images are not in full color, making it hard to get a full vision of what it would look like.

Nice book, good ideas, but I would need live in carpenters.

Its not what I inspect from this coveer

I teach design for the theatre and this book has inspired me to create the spaces for creative activity to happen. I am always making spaces for the stage, now we make spaces to help make the stage spaces we play in

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