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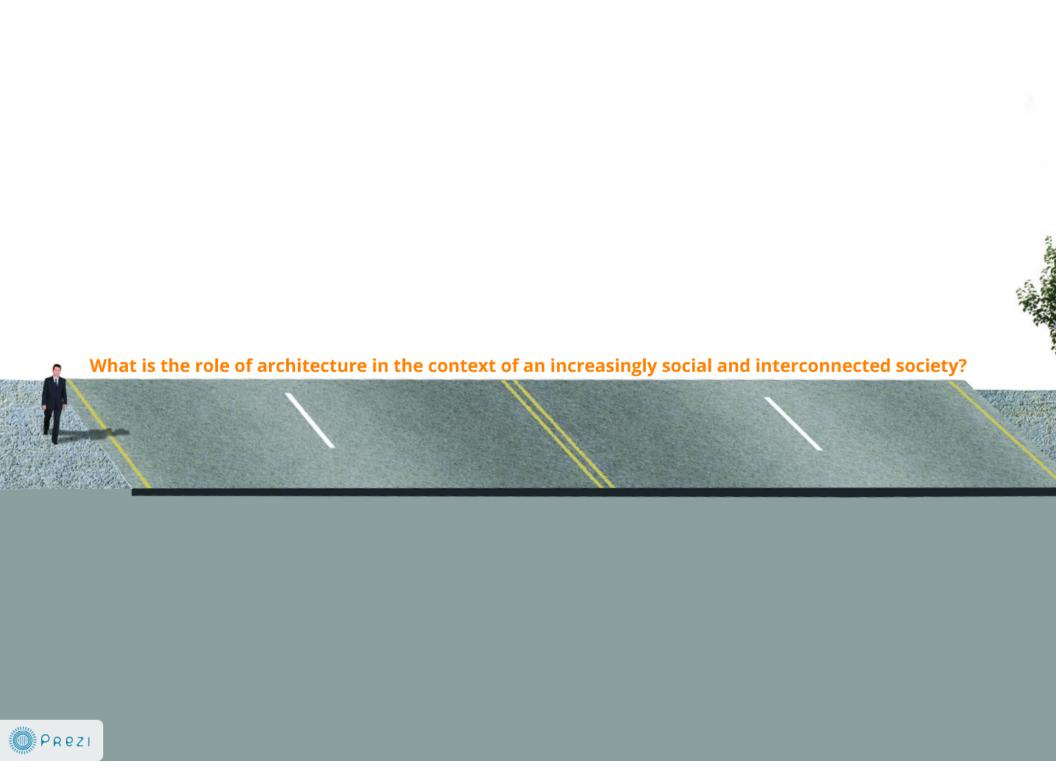




# ENGINEERING THE DIGITAL WORKPLACE The Architecture of Changing Social Interaction

Eric Lagergren, Thesis 2013





**Project Typology: Software Engineering Firm** 

Location: Sioux Falls, SD

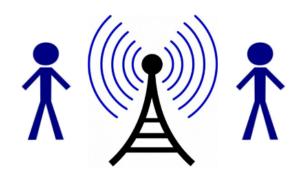




Humans have been interacting for thousands of years.

Largely face to face, human to human.





Recent decades have placed devices harboring intangible environments between people, and done so at an ever increasing rate.

An asset for business...

Transformative for social lives...

**Understanding Connectivity** 



is about interfacing between people, using systems designed by people.

**Human-Computer Interaction** 

Presents an evolutionary disconnect.

Many systems seek human conformity. The best systems are intuitive.



In the information age... In the modern working environment.

Sensitive issue in western culture.

**Privacy** 

Most have a vague concept of its application (spend little time or energy protecting their privacy).

A form of social control.

A deterrent to criminal activity.

**Communication Across Networks** 

Voice Visual 3D Visual (the future) Combinations

Each tech-driven method filters out cues essential to fully engaging conversation

The Developer Challenge: Secure, cost-effective virtual environments which preserve the 'human' part of communication.



**Business (Technological Workplace)** 

Buildings are smarter

More automation

More end-user knowledge

Companies less grounded in 'brick and mortar'



















#### **Case Studies**

Locations both domestic and global

Apply delight to the work

Sprawl & Adaptive Reuse





1856: Dakota Land Company + Western Town Company make claims

**Fort Sod** 

**Fort Dakota** 

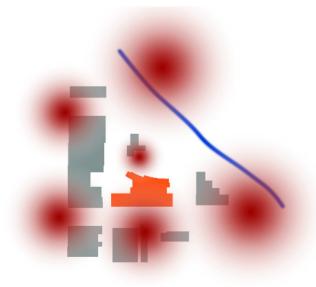
Rich history as agricultural hub, economic powerhouse Sioux Falls: America's 47th fastest growing city



## **Energy of Place**

Circulation Patterns: Vehicles and Pedestrians



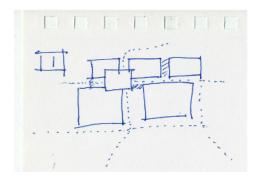


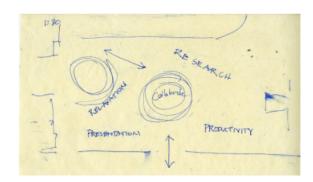












The building will be configured with centralized collaboration spaces, strongly connected private work zones and relaxing environments.

The software engineering firm will be the ideal vessel with which to study the relationship the built environment has with our interactions, and be a model for social space people desire to be productive in.

Movement patterns through downtown and the riverfront master plan will help to interpret the site and context.

Visual connections within and outside the building will serve as a reminder that the research is about connecting people.

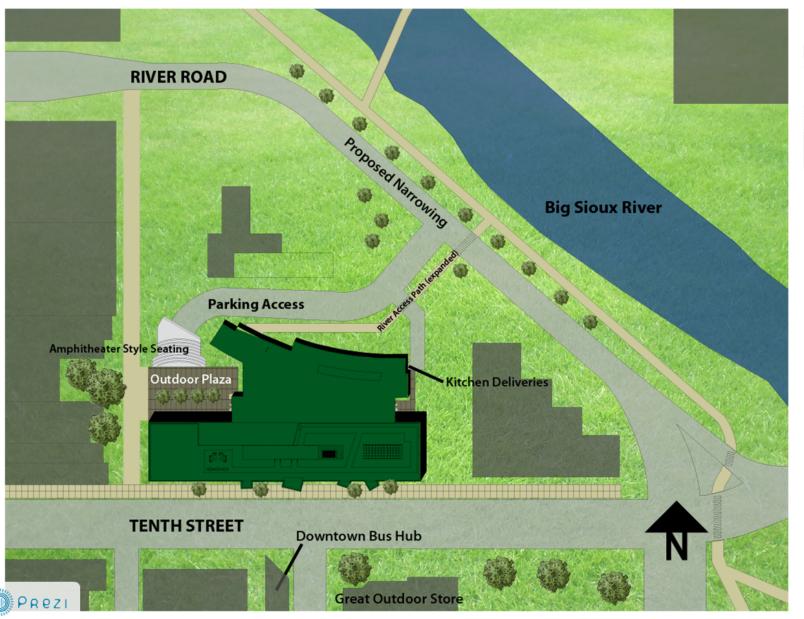
The result will be an environment which emphasizes playful nature of the human spirit rather than focusing on social control.

## **Design Directives**



# **Site Proposal**

#### Parking relocated below grade Removal of river wall Narrowing of River Road

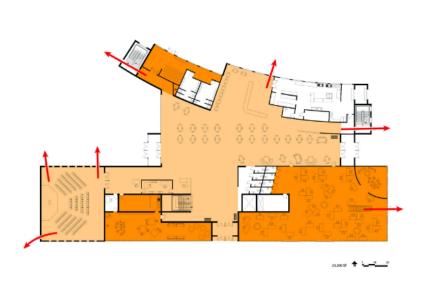








### **Indoor Street**



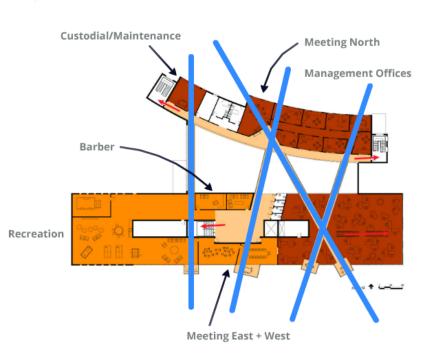
Dining Large Gathering Transition Space





## **Channels of Energy +**

#### **Individualized Workstations**



Second Level



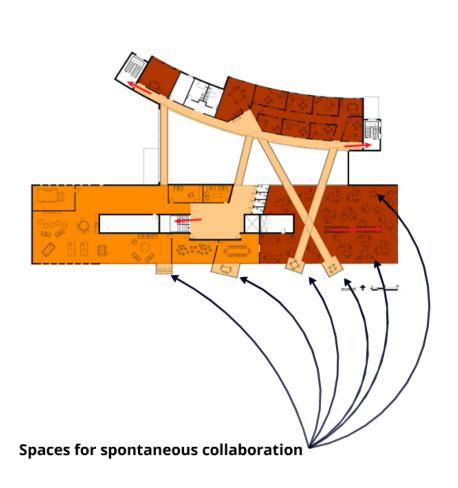
Direct link from offices to work spaces, bridging the indoor street

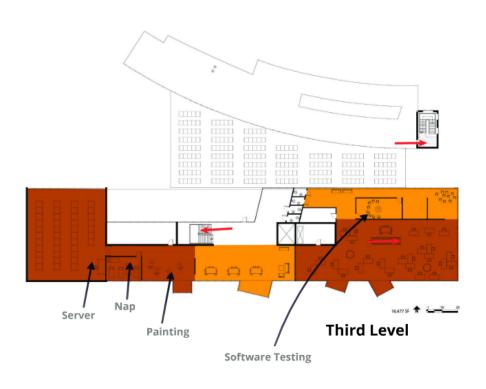
**River connection** 

Open to the third level



## **Design for Chance Encounters**







## **Bicycle + River User Services**





## **Contrasting Material Palette**

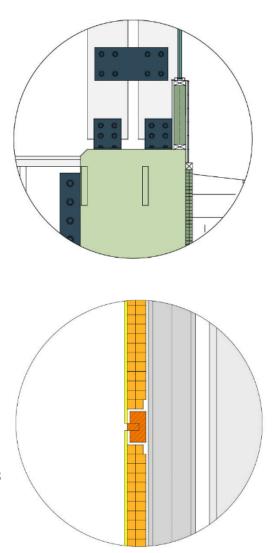




Wood as warm, natural

Architectural expression of the coexistence of tangible and digital interactions

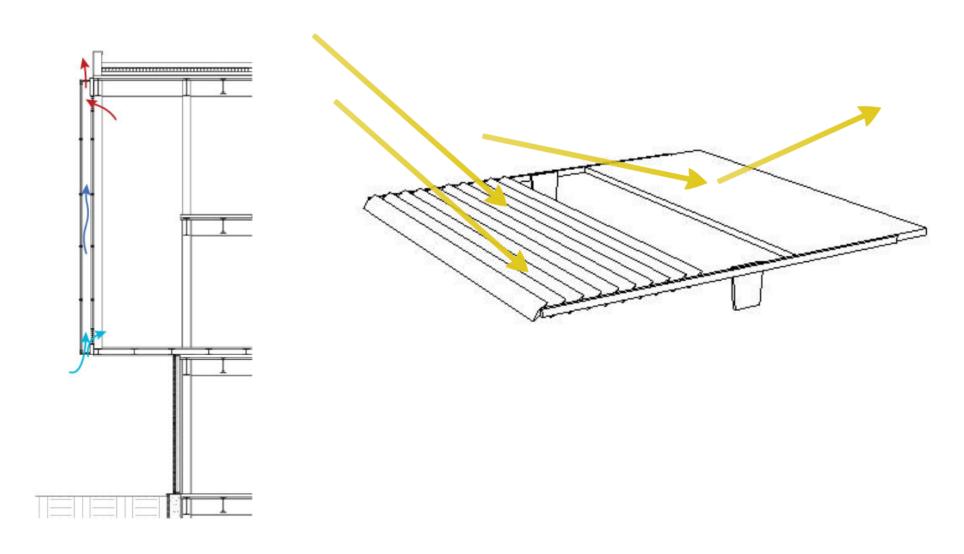
Masonry at the west end, security and contextual relationship







### **Sunshade + Light Shelf**



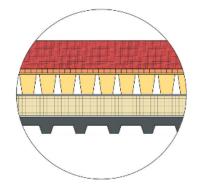


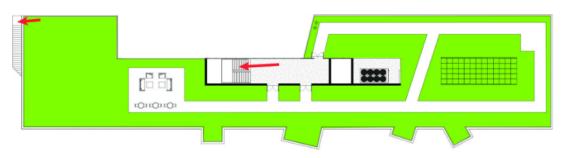


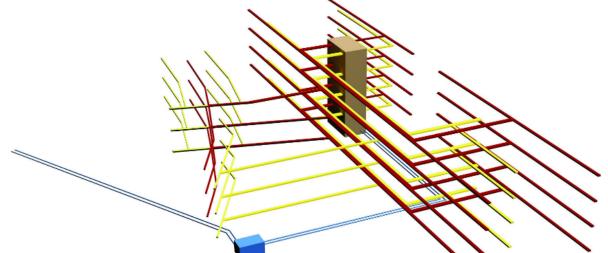


### **Usable, Planted Roof Space**









Buildings with servers require greater cooling

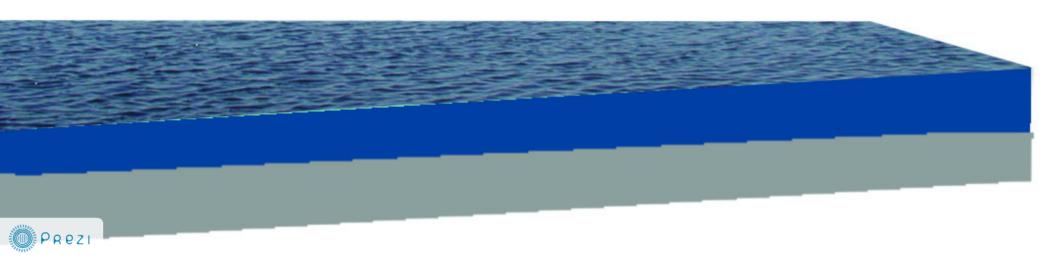
Big Sioux River provides a nearby, pre-chilled supply of water

### **River Water Cooling**

**Systems** 



Ultimately, architecture will be a means through which society can remain productive through social-electronic innovation without sacrificing tangible interaction.



## Thank You.

