

## Design Elements for Innovation Space

Design Element	Description (taken verbatim from Thoring, 2019, 130ff)	Idea (Note: none of these links is affiliated marketing)	Space   Function
1 Visible Tools	Visible tools provide inspiration and guidance about the process or prototyping possibilities.	<ul style="list-style-type: none"> <li>1.1 <a href="#">Magnetic Board</a></li> <li>1.2 <a href="#">Meeting Board</a></li> <li>1.3 <a href="#">Makerbox</a></li> <li>1.4 <a href="#">Studiobricks</a></li> <li>1.5 <a href="#">Click and share</a></li> </ul>	<ul style="list-style-type: none"> <li>1.3 Collaboration   Process enabler</li> <li>1.4 Making space   Process enabler</li> <li>1.5 Presentation   Knowledge processor</li> </ul>
2 The Label	Signs or posters indicate a specific philosophy, mindset, or suggest a creative behaviour.	<ul style="list-style-type: none"> <li>2.1 <a href="#">Slides by Guy Kawasaki</a></li> </ul>	<ul style="list-style-type: none"> <li>2.1 Intermission   Source of inspiration</li> </ul>
3 Visual Inventory	Storage units or rooms that display its content or usage instructions through labels, signs or icons, provide helpful information.	<ul style="list-style-type: none"> <li>3.1 <a href="#">Storage box (Labelable)</a></li> <li>3.2 <a href="#">Storage box (transparent)</a></li> <li>3.3 <a href="#">Label manager</a></li> <li>3.4 <a href="#">Icons as label</a></li> </ul>	<ul style="list-style-type: none"> <li>3.4 Presentation   Process enabler</li> </ul>
4 The Bulletin Board	Display of people's expertise or informal exchange of supplies.	<ul style="list-style-type: none"> <li>4.1 <a href="#">Team board</a></li> <li>4.2 <a href="#">Showcase</a></li> <li>4.3 <a href="#">Examples meet the team</a></li> </ul>	<ul style="list-style-type: none"> <li>4.3 Making space   Knowledge processor</li> </ul>
5 Writeable Surface	Paper sheets available for informal, spontaneous notetaking. Surfaces of furniture (tables, boards) or walls can be used for collaborative notetaking.	<ul style="list-style-type: none"> <li>5.1 <a href="#">Magnetic walls</a></li> <li>5.2 <a href="#">Sticky walls</a></li> <li>5.3 <a href="#">Partition wall</a></li> <li>5.4 <a href="#">Flipchart</a></li> <li>5.5 <a href="#">Thinking Wall Divider</a></li> <li>5.6 <a href="#">Flipchart Box</a></li> </ul>	<ul style="list-style-type: none"> <li>5.4 Presentation   Knowledge processor</li> <li>5.5 Making space   Knowledge processor</li> <li>5.6 Presentation   Knowledge processor</li> </ul>
6 The Greenhouse	Plants or green areas provide visual stimulation and better air quality.	<ul style="list-style-type: none"> <li>6.1 <a href="#">Moss walls</a></li> <li>6.2 <a href="#">Examples for office plants</a></li> </ul>	<ul style="list-style-type: none"> <li>6.2 Intermission   Source of Stimulation</li> </ul>
7 Invitation Chair	Small stools next to a workstation invite others to sit down and give feedback. Workstations for two enable pair programming.	<ul style="list-style-type: none"> <li>7.1 <a href="#">Swivel stool</a></li> <li>7.2 <a href="#">Group desk</a></li> <li>7.3 <a href="#">Double-seater chair</a></li> </ul>	<ul style="list-style-type: none"> <li>7.1 Collaboration   Social dimension</li> <li>7.2 Collaboration   Social dimension</li> </ul>

8 High Seat	Elevated seats allow for better views and eye contact with passersby, as well as a more active participation in teamwork.	8.1 <a href="#">Standing stool</a> 8.2 <a href="#">Active stool</a> 8.3 <a href="#">Bay Chair</a>	8.3 Making space   Process enabler
9 Seat Variations	Different seats enable varying work postures and different activities.	9.1 <a href="#">Tiered seating</a> 9.2 <a href="#">Creative office-seat options</a> 9.3 <a href="#">Woow ergonomic chair</a> 9.4 <a href="#">Ergonomic stool</a>	9.4 Collaboration   Process enabler
10 The Outlook	“Views to the exterior or observation points within the building provide visual stimulation and eventually instigate social interaction”.	<a href="#">View to park</a>	Intermission   Source of stimulation
11 The Beanbag	Unconventional seats allow for temporary withdrawal from work and playful relaxation and indicate that this is invited by the organization.	11.1 <a href="#">Bean bags</a> 11.2 <a href="#">Floor chair options</a>	11.1 Intermission   Indicator of culture
12 Communal Table	Shared tables in hallways or communal areas instigate collaboration and provide the possibility to work individually but in company.	12 <a href="#">Share table</a>	12 Collaboration   Process enabler
13 Showcase	Interim work models become an excerpt of the work process and provide practical inspiration. Finished projects incorporate artifact knowledge of successful design, material usage, or construction.	13.1 <a href="#">Kanban Tools</a> 13.2 <a href="#">Work board Microsoft</a> 13.3 <a href="#">Magnetic board</a>	13.1 Making space   Knowledge processor 13.2 Making space   Process enabler 13.3 Presentation   Source of stimulation
14 The Allrounder	Multifunctional furniture enables limited space to be utilised in the best possible way. With two-in-one solutions, different usage scenarios can be organised at different times.	14.1 <a href="#">Pixel setting</a> 14.2 <a href="#">Height adjustable tables</a>	14.1 Collaboration   Process enabler 14.2 Personal space   Process enabler
15 The Popup	Foldable furniture allows temporary usage when needed.	15.1 <a href="#">Folding tables</a> 15.2 <a href="#">Wall-mounted folding desk</a> 15.3 <a href="#">Foldable desk chairs</a> 15.4 <a href="#">Pinchart</a> 15.5 <a href="#">Foldable Background for videos</a> 15.6 <a href="#">Portable LED steady lights</a>	15.1 Collaboration   Process enable 15.4 Collaboration   Process enabler 15.6 Making space   Process enabler

16 The Movable	Furniture on wheels allows easy moving and rearranging.	16.1 <a href="#">Desk on wheels</a> 16.2 <a href="#">Round tables with castors</a> 16.3 <a href="#">Mobile room divider</a>	16.2 Collaboration   Process enabler 16.3 Making space   Process enabler
17 The Garage	“Handmade appearance and raw materials create an experimental atmosphere; graffiti murals invite artistic self-expression”	17.1 <a href="#">Room divider pallets</a> 17.2 <a href="#">Construction Manual for room divider</a>	17.2 Collaboration   Indicator of culture
18 The Confessional	Seat arrangements for two allow intimate conversations or consultations.	18.1 <a href="#">Meeting pods</a> 18.2 <a href="#">Mobile cabana</a> 18.3 <a href="#">2 person meeting booth</a>	18.1 Collaboration   Social dimension
19 The Capsule	Secluded booths facilitate focused work, daydreaming, and personal withdrawal.	19.1 <a href="#">Mini booth</a> 19.2 <a href="#">Capsule desk</a> 19.3 <a href="#">Privat work booths</a>	Not available
20 Collectibles	Dedicated space to collect own items/ideas or inspirational material on some sort of “mood board”.	20.1 <a href="#">miro board</a> 20.2 <a href="#">mattermost</a> 20.3 <a href="#">Concept board</a>	20.3 Collaboration   Knowledge processor
21 The Swap Station	Dedicated space to exchange items with own pieces invites interaction and inspires through variation.	21 <a href="#">Bookcase</a>	21 Intermission   Source of stimulation
22 Cabinet of Curiosities	Collections of materials, techniques, and small toys or gadgets provide inspiration.	22.1 <a href="#">Glass cabinet</a> 22.2 <a href="#">3D mini showroom</a>	Not available
23 Playground	Games, toys, musical instruments, and sports facilities foster experimentation and activity.	23.1 <a href="#">Office break rooms</a> 23.2 <a href="#">Flow playground</a> 23.3 <a href="#">Dartboard</a>	23.3 Intermission   Source of Stimulation
24 The Anchor	Central attractions facilitate chance encounters and meetings across departments, floors, or buildings.	24.1 <a href="#">Coffee station</a> 24.2 <a href="#">Common lunch break</a>	24.1 Intermission   Social dimension
25 The Flexroom	Studios or meeting rooms for varying purposes, available on demand and upon request.		All Rooms

26 The Lounge	Group arrangements with sofas and lounge chairs invite casual meetings.	26.1 <a href="#">Lounge chairs</a> 26.2 <a href="#">Examples of lounge areas</a> 26.3 <a href="#">Sofa</a>	26.3 Collaboration   Social dimension
27 Odd Shape	Unusual shapes of common elements can trigger curiosity, play, and interaction; hence, these provide inspiration.	27.1 <a href="#">C-chair/table</a> 27.2 <a href="#">House shaped office furniture</a> 27.3 <a href="#">Alternative office chair</a>	27.2 Intermission   Source of stimulation
28 Mystery	Elements with unclear functions or restricted access instigate curiosity and thus trigger creativity. The lack of instructions or visual affordances instigates experimentation and trial-and-error.	Not applicable	
29 Buzz	Ambient background noise like relaxing music or a certain level of background conversations can set someone into a creative and active mood.	29 <a href="#">Music at work</a>	29 Intermission   Source of stimulation
30 The Silencer	Especially in open plan office environments, a raised noise level causes distraction. This problem can be minimized through integrated (e.g. felt) silencers.	30.1 <a href="#">Sound absorber</a> 30.2 <a href="#">Sound absorber ceiling</a> 30.3 <a href="#">Felt solutions</a> 30.4 <a href="#">Aixfoam</a>	30.4 Intermission   Process enabler
31 Access Control	Time-delayed usage distribution and security reasons require digital booking systems and access control.	31.1 <a href="#">Booking via Calendar</a> 31.2 <a href="#">Key safe</a>	31.2 Making   Process enabler
32 The Plugin	Sockets, digital info boards and technical infrastructure enable working anywhere.	32.1 <a href="#">Stromer</a> 32.2 <a href="#">Mobile Smartboard</a>	32.1 Making space   Process enabler 32.2 Presentation   Knowledge processor
33 Leftover Space	Niches and dead corners invite experimentation. People can use them to install exhibitions or set up their own hangout areas.	Not applicable	
34 Empty Space	White space and emptiness invite implementation of own ideas; the space acts as a stage for people's work. Empty frames invite projection of own ideas. Emptiness prevents fixation.	Not applicable	

35 Informal Library	Casual areas with books and magazines provide inspiration and facilitate research.	35.1 <a href="#">Chairs for reading</a> 35.2 <a href="#">Rotating bookshelf</a> 35.3 <a href="#">Pixel bene shelf</a>	35.1-35.3 Intermission   Knowledge processor
36 Semi-Privacy	Views across rooms enable eye contact and allow observation of others' activities. Glass walls provide noise protection but keep visual contact.	Not applicable	
37 View Variations	Window views are stimulating. This effect can be enhanced through structures and frames that make the view more interesting and varied. Windows in varying sizes and arrangements provide changing views.	37.1 <a href="#">Seat window</a> 37.2 <a href="#">Windowsill as a desk</a>	37.2 Making Room   Source of stimulation
38 Mixed Lights	A space that is flooded with light is stimulating and facilitates manual work such as sketching or reading. Large windows and additional lamps provide extra brightness.	38.1 <a href="#">Daylight lamp (standard lamp)</a> 38.2 <a href="#">Daylight lamp (ceiling lamp)</a>	38.2 Collaboration   Process enabler
39 Vertical Distance	Large room height allows large-scale prototyping and "opens the mind".	Not applicable	
40 Asymmetric Floorplan	Non-rectangular (polygon, concave, or rounded) floorplans create cozy niches and interesting perspectives across interior and exterior areas.	Not applicable	
41 Nested Open Plan	Open-plan offices facilitate visual contact and social interaction, but can result in a "factory" atmosphere. Elevated plateaus and nested areas can mitigate this effect.	Not applicable	
42 The Reception	A welcoming reception area can put people in a positive mood and make them receptive for creativity.	42.1 <a href="#">Welcome wall decal</a> 42.2 <a href="#">Display stand (digital)</a> 42.3 <a href="#">Pull-up display stand</a>	42.3 Intermission   Organizational culture
43 Visible Structures	Visible construction triggers a "garage" feeling and reveals knowledge of functionality.	43.1 <a href="#">Architectural features</a> 43.2 <a href="#">Finery</a>	43.1 Intermission   Source of stimulation 43.2 Intermission   Process enabler

44 The Plaza	Large staircases or central junction areas are great hangouts or casual work areas. They facilitate chance encounters and serve as observation points.	Not applicable	
45 Outer Space	Outdoor access enables casual breaks to get some fresh air and, hence, provide a change of perspective.	Not applicable	
46 The Pavilion	People love to work outdoors, but there is often a lack of equipment, electricity, or shelter. Outdoor workspaces with appropriate infrastructure mitigate this drawback.	Not applicable	
47 Genius Loci	Creative neighbourhoods, heritage, or history can spark off creativity.	Not applicable	
48 The Supply Store	On-site availability of resources facilitates prototyping and provides stimulation.	Not applicable	
49 Field Access	Central location or easy access to public transport enables easy (user) research.	49 The centre for teaching and learning is located close to central railway station and central bus station	49 Intermission   Process enabler