

## 1. **What is the Reason? (Intro)**

- 1.1. We want to talk about our positive learning experience at LCC as students on the Design for Graphic Communication course. We're concerned over the amount of student involvement in the design of new learning spaces in the new build that they will use. We believe it should be student focused.

## 2. **Riso Room History**

- 2.1. Originally on 3rd floor of LCC's design block with a course of 250 approx.
- 2.2. As course got smaller due to it closing down, we ended up with 37 students in this one small studio/classroom (prison room).
- 2.3. Riso room was mainly used as overflow when main studio was being used for teaching, and was a practical area for making & experimenting.
- 2.4. 2nd Term. Access Through Tools. It became a room for meetings for this team as it was a live projects term. Most students were away, and came in on a varying basis to use the college's technical areas. The room acted as a course common room.
  - 2.4.1. We moved the room around based on the two ATT teams, so work was easier to delegate.
- 2.5. 3rd Term. Final Major Project. It was used for people working independently, but needed college resources and a more stable work environment. This encourage peer learning. Changed layout to reflect that. Easier access to Risograph.
- 2.6. Degree Show. This became a room for the two project managers of the show, and also allowed for work to be stored, and as a second meeting space for some degree show teams.

## 3. **Benefits!**

- 3.1. Prepared us for a real life work studio. Gave a sense of community, and created a social environment to learn how to work around other people. Sense of ownership of the building.
- 3.2. Central location in the college (just lucky). The window for the room meant that we weren't isolated from the college atmosphere, without being disturbed.
- 3.3. Staff knew where students were.
  - 3.3.1. We weren't dotted around the college looking for places to work or hiding away.
  - 3.3.2. Staff could see which students were present and which weren't.
  - 3.3.3. Improved our relationship with staff because of the room, it's open nature, and the amenities provided.
- 3.4. Lockable. There wasn't a need to carry everything when you went to the toilet or a technical area. In comparison to the library and other open studios.
- 3.5. The riso room wasn't bookable, which meant you could come in without worrying about where you could work, or waste time looking for somewhere to work.

## 4. **Outro**

- 4.1. Why do students need rooms that they can own?
  - 4.1.1. Students don't know when other rooms are free.
  - 4.1.2. Not everyone lives near LCC

- 4.1.3. If you need to use a technical area, you have to carry all your stuff around with you as well and there's nowhere to store it all.
- 4.1.4. Lockers just don't work. You can't fit an A0 portfolio in one.
- 4.2. We're worried that if students aren't involved, the spaces designed for students won't be beneficial to their learning experience.
- 4.3. It's always useful to see what currently does and doesn't work, especially for the schools of design.
- 4.4. We could always ask some courses to experiment with their spaces and rooms, or at least let students see room timetables. Experiment whilst we still have the old buildings.

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