



INNOVATIVE SPACES IN
PRACTICE

UWE
Bristol | University
of the
West of
England

institute of
CODING

Office for
Students



“Students are the **victims or **beneficiaries**
of spaces they experience..”**

- Kevin Doyle

I N N O V A T I V E S P A C E S I N
P R A C T I C E



OVERVIEW



TEACHING CGD BSc/MSc
IMMERSIVE LEARNING
SERIOUS GAMES &
PLAYWEST LEAD



INNOVATIVE SPACE
INTRAPRENEURSHIP
ENTERPRISE STUDIOS



ANDY KING

Associate Professor Technology & Innovation @UWE Bristol
Designer of Serious Games & Learning Spaces



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Affinity space

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[connectedness] (Barden, 2016)



A virtual or physical space where informal learning takes place, where groups of people are drawn together because of shared interest or common activity.

(Gee, 2004)



○ AFFINITY SPACE





CONTENT, GENERATORS, PORTALS



Newbies, masters (& everyone else) share the space.

There are many routes to participation
and different routes to status'

(Gee, 2005, p20)



... AFFINITY SPACE



(otherness) (Barden, 2016)



Heterotopias are cultural, institutional or discursive spaces that are somehow 'other'.

They are mirrors, reflections and worlds within worlds, that disrupt what is outside.

(Foucault, 1967)



HETEROTOPIA





CONNECTEDNESS
(Affinity Space)



Industrial, constructionist features increase student desire to create & connect



OTHERNESS
(Heterotopia)



Fosters agency & identity. Students ACT UP, and PLAY ALONG. No fear of permission



INTENTNESS
(Intrapreneurship)



Students network, innovate, speculate & problem solve more freely than in classes



TECHNOLOGY
(Informal Learning)



Informal learning occurs across teams through shared social & professional tech interactions

DESIGN FEATURES



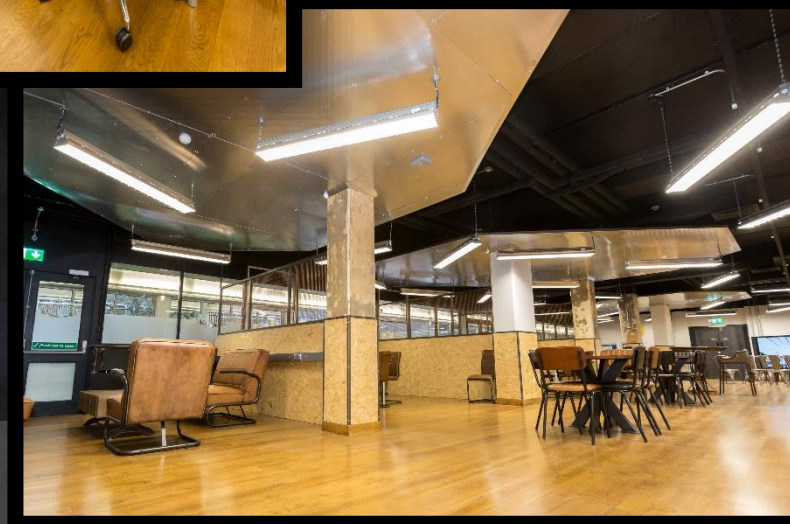
- Purchases / Procurement / Preferred Suppliers / Branding
- Health & Safety / Accessibility / Mech-Eng / Asbestos
- Research led design & operation / faculty / service
- Specification templates / “Design Process”
- IT Services (heroes & villains)
- Behaviour in Heterotopia
- Aesthetic erosion
- Pathways



CHALLENGES

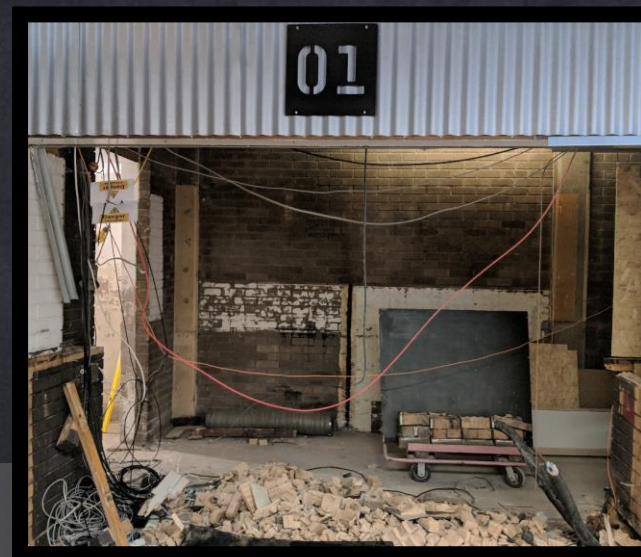
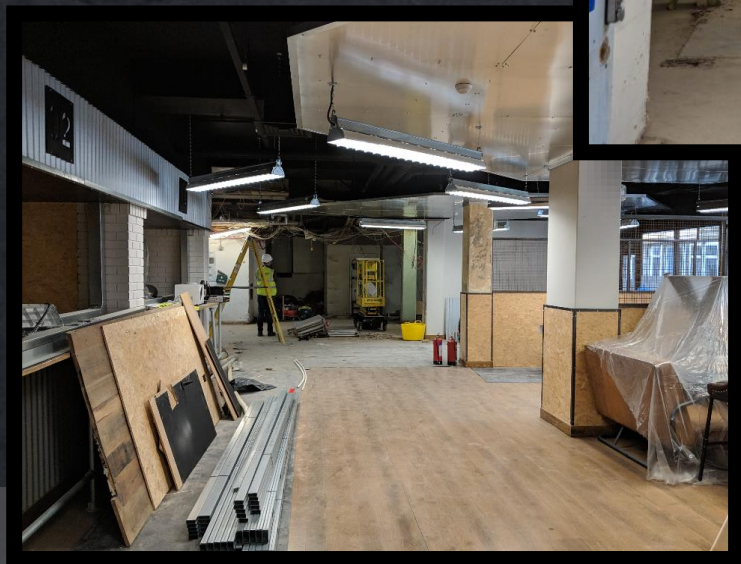
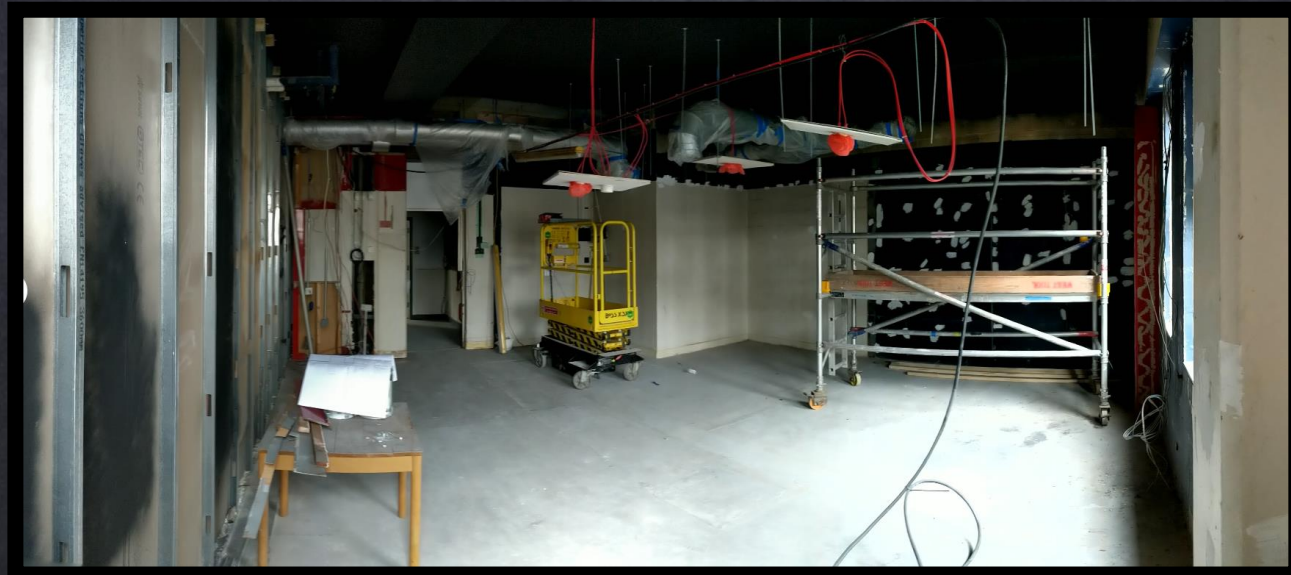
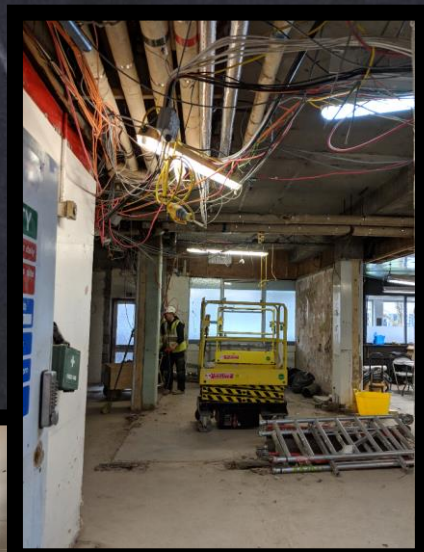


Old but New
Warm but Hard
Closed but Open
Serious but Playful
Industrial but Home
Vintage but Futuristic
Separate but Connected



PHASE 1 (Jan 2018)

Old but New
Warm but Hard
Closed but Open
Serious but Playful
Industrial but Home
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Separate but Connected



PHASE 2: (March 2019)



THANK
YOU!
😊



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