

# USC Learning Environments Initiative

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## How/why are these concepts transforming the learning environment?

Learner Centric Teaching

Distributed Learning

Democratized Classroom

Collaboration

Authentic Assessment

Constructivism

Problem Based Learning

Project Based Learning

Multiple  
Intelligences

Cognitive Scaffolding

Peer Assessment

Inquiry-Based Learning

Continuous Partial Attention

Zones of Proximal  
Development

# Technological Influences

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New technologies allow for enhanced formulations and implementations of these ideas.

As computing technology becomes more ubiquitous and pervasive it allows for the injection of powerful information and knowledge-building tools into any learning environment.

# Influences on the Physical

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Today there are multiple occasions and multiple environments for learning.

Learning Management Systems LMS (BlackBoard) have accelerated the move away from traditional classroom teaching, as have:

Asynchronous technologies like discussion boards, podcasting, etc.

Synchronous technologies like webcasting and chat technologies.

If we are going to meet together physically  
what should collaborative spaces look like?

Can USC's existing classrooms support  
this form of 21st century teaching?

# Learning Space Inquiry

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How do our faculty teach and interact within our learning spaces?

What types of support and systems do they need to support this work?

What would faculty like to do that they currently cannot do in our learning spaces?

Data Collection: Focus groups, individual discussions, surveying.

# Learning Space Inquiry

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How do our students learn and interact within our learning spaces?

What types of support and systems do they need to support them?

What would students like to do that they currently cannot do in our learning spaces?

Data Collection: Focus groups, individual discussions, surveying.

# Some Observations

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Design systematically.

- View Furniture, lighting, infrastructure and technology holistically.

Design for the ubiquity of technology.

- Provide systems that support a variety of teaching and learning styles.

Design for flexibility.

- Support current learning styles
- Adaptable to future learners

Design for sustainability.

Design for predictability.

## USC Learning Space: Current State

177 general-assignment Learning Spaces

20 auditoria

3 computing centers with approximately  
450 public workstations

# Learning Space Renovations Phase 1

Summer 2010

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Computing Centers:

Classrooms:

- ▶ 53 classrooms

Auditoria:

- ▶ 2 auditoria

