

Research-to-Reality Space Reflection Worksheet

Step 1: Pick a space (5 min)

Choose one space you know well and want to improve (classroom, study area, studio, etc.). It can be a space at your institution or a client's.

Write its name and type. Define key stakeholders and user groups.

Step 2: Observe & record user behaviors (5 min)

What activities happen? How long do users stay? Where do they cluster? What furniture and technology are used?

Step 3: Friction points (5 min)

Identify 3 challenges or frustrations (e.g., furniture, technology, noise, aesthetics, etc.).

- 1.
- 2.
- 3.

Step 4: Design ideas (10-15 min)

Brainstorm research-driven changes in 4 categories: Furniture, Technology, Training, Aesthetics. Dream big!

Step 5: Experiment & measure (5 min)

Pick one small experiment to test within 60 days. Define the change and how you'll measure the impact.