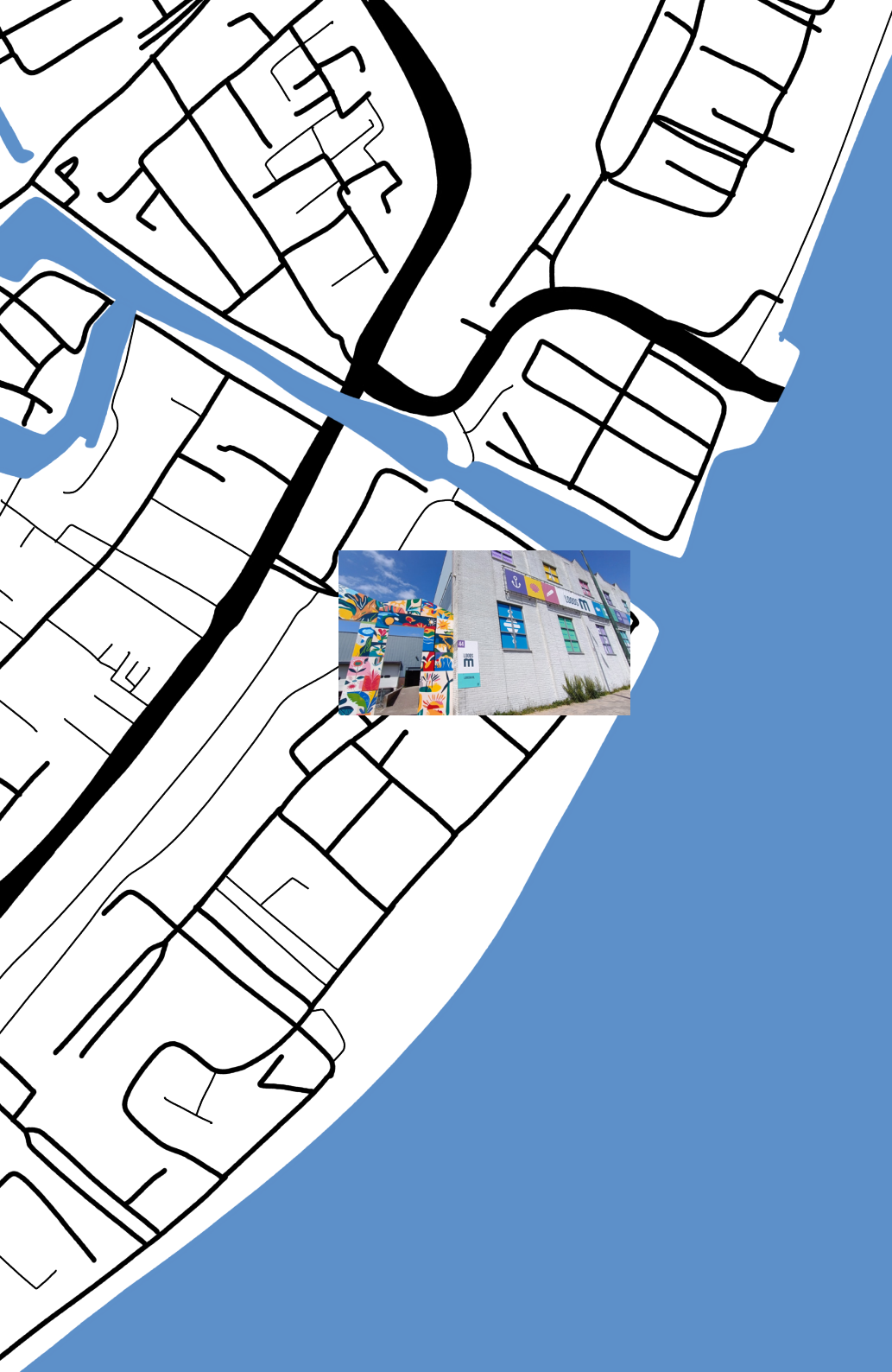# The
TU Delft Learning Community
in
Loads M, Maassluis

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The following research journal encompasses the research we conducted for the Learning community (LC) for TU Delft, who are based in Loads M in Massluis. It explores developing a hybrid learning environment through understanding the thoughts, needs, and behaviours of the members of the LC, the client, and the people in Maassluis.

In this project, our group collaborated with the Learning Community in Maassluis, one of three that work within Energy Transitions- Talent for Learning Communities (ET-TLC) initiative. The main pillar and goal of these Learning communities* is to bring together students and professionals from diverse backgrounds, and with diverse viewpoints to work on projects pertaining to sustainability, energy transition, and community development.

The LC at Maassluis' goal is to create a full self-sutaining Maassluis- becoming the first of the kind in the Netherlands.

Our project's goal is to redesign Loads M as a space to support a hybrid work environment where people can mix the digital and the physical, creating a space that encourages collaboration, creativity, and curiosity. There are various groups who are affected by Loads M who we will be designing for. The LC, locals of Maassluis, local museums, volunteers, the municipality, and other companies who are involved with the projects.
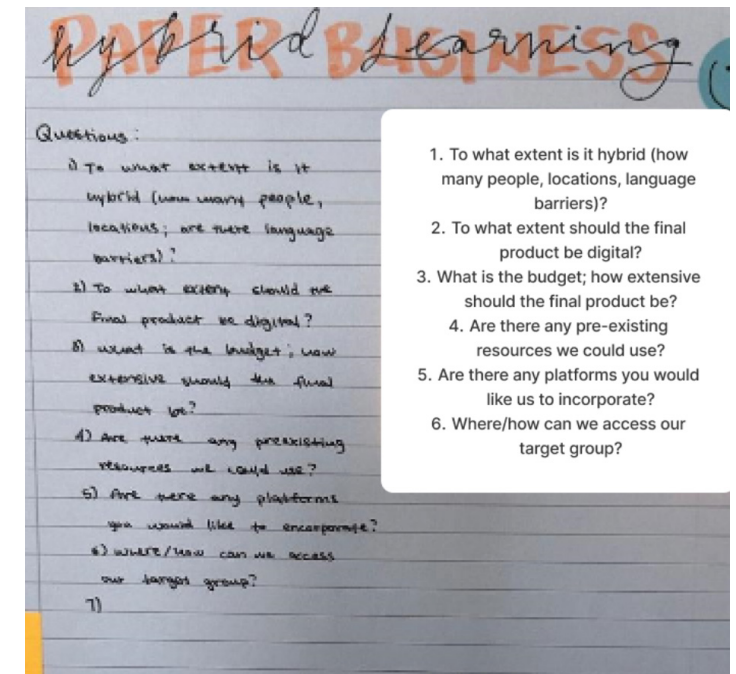
*furthermore referred to as "LC"

1.The Design Brief

Upon first inspection of the design brief we were given we were under the impression that we will have to design a hybrid concept (Unsure of space, UI- physical or digital resrictions) for three clients given; Curacao, the hospital, and Maassluis' Loods M, of which we were to choose one.

Our first step was to think how we could connect the 3 locations digitally. Our understanding was that a hybrid workspace meant what it did during Covid-19 - an online space where non-online work was being done. Below is an image of our ideation mind map:
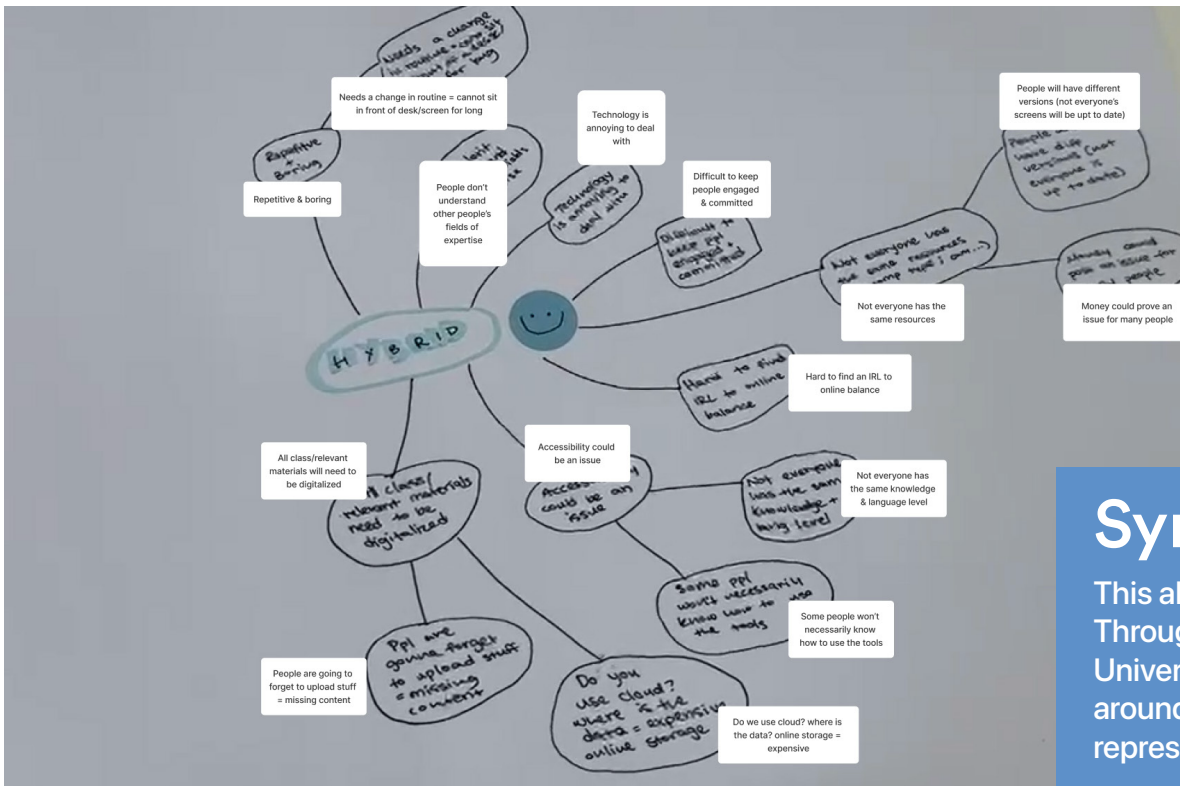
Due to the uncertainty we still felt regarding the assignment and it's bounds and requirements, we came up with a list of questions to ask during our first client meeting- both to clarify our doubts, as well as communicate with the client and reach a mutual understanding of what is expected of us during the project.
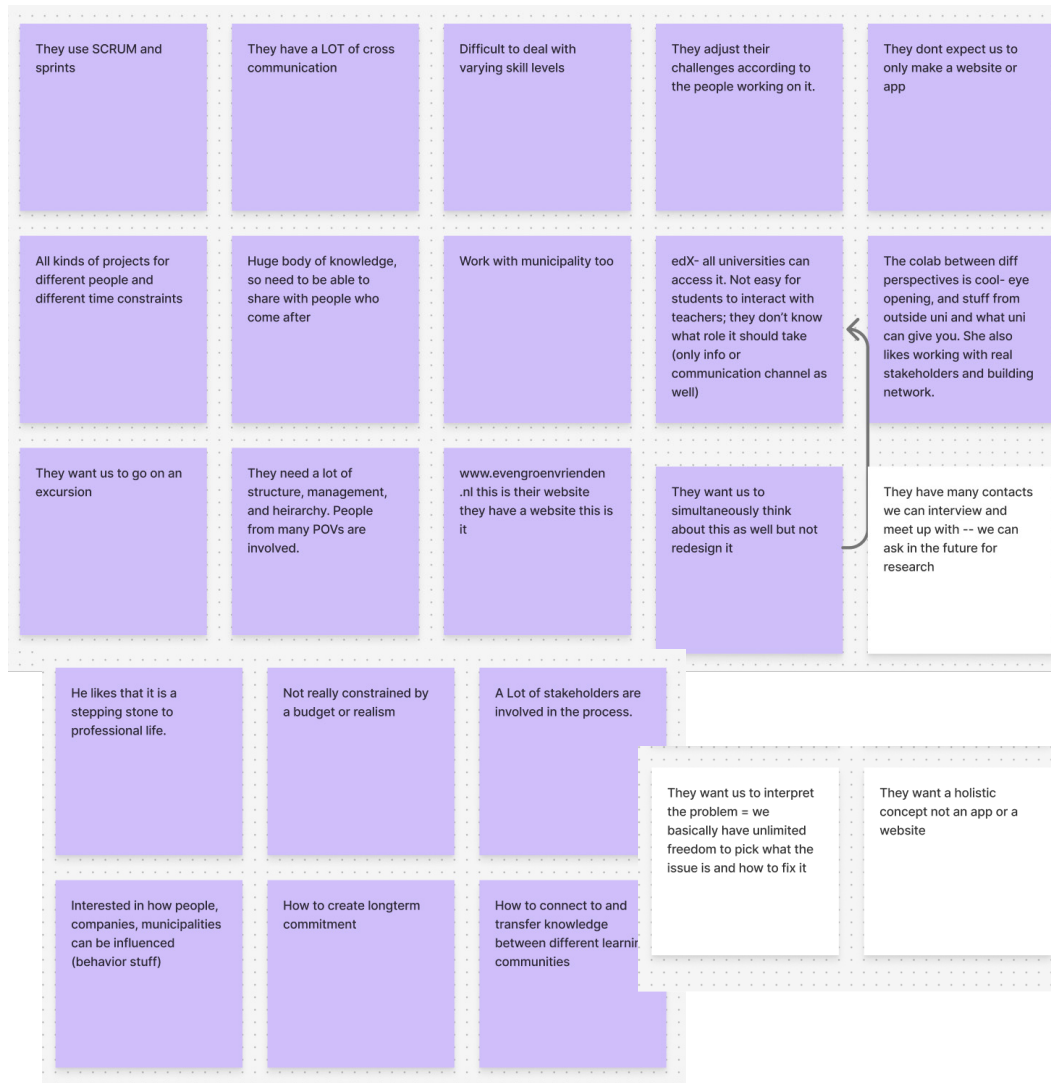

Synthesis wall check-in

This also marked the beginning of our booming synthesis wall. Throughout this project, we used a physical space within The Hague University of Applied Sciences to work on the project- using the space around us on the wall to synthesise our data and have a visual representation of our work that we kept adding to.

2.The Kick-off Client Meeting

Upon first inspection of the design brief we were given we were under the impression that we will have to design a hybrid concept (Unsure of space, UI- physical or digital resrictions) for three clients given; Curacao, the hospital, and Maassluis' Loods M, of which we were to choose one.

On choosing The Learning Community Maassluis, we were given some more instructions, and we went back and forth to ask questions to each other and clarify the project, their expectations, needs, and scope of what we can do with the research.

Scope of Project- The Client is looking a holistic, meaningful, efficient, creative and usbale solution that is more than just an app or website. For the time being, our solution should start without taking into account constraints like budget or feasibility, but rather me ambitious, imaginative, and create a vision that matters.

They use SCRUM and sprints

They have a LOT of cross communication

Difficult to deal with varying skill levels

They adjust their challenges according to the people working on it.

They dont expect us to only make a website or app

All kinds of projects for different people and different time constraints

Huge body of knowledge, so need to be able to share with people who come after

Work with municipality too

edX- all universities can access it. Not easy for students to interact with teachers; they don't know what role it should take (only info or communication channel as well)

The colab between diff perspectives is cool- eye opening, and stuff from outside uni and what uni can give you. She also likes working with real stakeholders and building network.

They want us to go on an excursion

They need a lot of structure, management, and heirarchy. People from many POVs are involved.

www.evengroenvrienden.nl this is their website they have a website this is it

They want us to simultaneously think about this as well but not redesign it

They have many contacts we can interview and meet up with -- we can ask in the future for research

He likes that it is a stepping stone to professional life.

Not really constrained by a budget or realism

A Lot of stakeholders are involved in the process.

They want us to interpret the problem = we basically have unlimited freedom to pick what the issue is and how to fix it

They want a holistic concept not an app or a website

Interested in how people, companies, municipalities can be influenced (behavior stuff)

How to create longterm commitment

How to connect to and transfer knowledge between different learning communities

Way of working- The LC uses SCRUM, and sprint-based methods to work. They emphasise on multidisciplinary work- emphasising on diverse and unique perspectives.

Communication & Collaboration- During cross-LC and internal communication, they face challenges with sharing information, connecting, and defining roles when using platforms like EdX.

Knowledge Sharing-The LCs have trouble sharing and storing a lot of valuable information and data. Continuity and long-term knowledge transfer are very important.

Stakeholders & Connections-From the municipality, various universities, locals, other workers in Loods M, to teachers- there are a lot of stakeholders involved in the LC and Loods M.

3.Research Set-up

Research Aim

Our research aims to explore how Loads M works as a shared space for Learning Community Maassluis, and how a hybrid environment could affect the LC and their work.

Research Scope

Research Questions

What are the needs and wants of Learning Community members with regards to Loads M?

What do Learning Community members feel and think about Loads M?

What is the involvement of the local community in Maassluis with Loads M, and how does it play a role in the warehouse?

Sub-questions
- What are the needs and behaviours of LC members?
- How do LC members experience the connection between physical and digital elements in their work?
- What are the barriers in communication and information sharing within and between LCs and third parties?

- Research what current hybrid collaboration is happening within the LCs
- Research what gaps exist in the ways information is currently being shared and stored within and between the LCs.
- Research what gaps exist in the ways information is currently being shared between the LCs and third party members (like stakeholders and clients).
- Considering the specific needs/wants of all stakeholders.
- Understand locals in Maassluis, focusing on: life culture, if/what they know of Loods M, values.
- Research online learning platforms like EdX, focusing on app features and user satisfactory (like user reviews and general conversation)

Research Plan

Things to do

- Observe a weekly meeting in the harbor
- Go for general observations of the harbor and around it
- Contact elke to see if we can have last year's research and solutions
- Interview people on what worked and didn't work from last years project
- Interview people on the edX platform (what they like and don't like)
- Ask for a user and coordinator rundown of how a typical day plays out (interactions with others, edX, Teams, the harbor itself)
- Look into what they actualy do bc wtf - like how thorough and professional are they
- **Invade Maassluis**
- Plan research and make a timeline

March 14	• Look for inspiration • Find out what people did last year in the course
March 21	• Go to site- Maassluis • Research- observation, interviews, both LC members & locals • Initial ideation session • Clarify with client how they would want us to integrate it with a physical space
March 28	• Go to REMASTERED, go to Amsterdam UvA Hybrid Theatre to make observations • Look for more creative spaces to observe • Prepare & conduct interviews • Make data cards out of the observations and interviews • Make an affinity diagram • Update the Synthesis wall
April 04	• Go on a 2nd observation to Massluis, get a floorplan, make a movement map • Finish affinity diagrams, make findings & ideate on a design vision
April 11	• Work on the design vision • Finish the concept for the presentation

(Synthesis wall check-in)

SYNTHESIS WALL

Through the synthesis wall, we will synthesise and analyse our data through the whole project, also serving as inspiration of hybrid physical and digital space design. The synthesis wall makes use of-

- Afifinity diagramming and thematic networks- to sort through data and create connections and insights from various sources and researchers.
- Moodboarding- For ideation, inspiration, research of existing technology and concepts, creating a personality for Loods M.
- Data visualisation and physicalisation- Visualisation of the expansive work we have helps us understand and tsya connected with the subject matter.

Research Methods

OBSERVATION

This method is relevant for both the LC members and also the locals of Maassluis. Due to its sneaky and undisruptive nature, this method is great for understanding how viewers typically act and interact with the world around them. Our goal is to use this to understand:

- How LC members interact with each other in terms of collaboration, information sharing, and just general back and forth - giving us a better understanding of who we are designing for and what possible measures or "rituals" are already used- including their sprints, the technology and software they use, and their "hybrid" needs.
- Who the locals of Maassluis are in terms of interaction with each other, with non-locals (like many of the LC members), with digital interfaces, and their general attitude towards the world - this is essential as we do not know if the locals will be honest with us or even open to having an interview, and so this method is a good way of making sure we can still understand them to a certain extent, helping us know what we can do to encourage them to explore Loods M.

INTERVIEWS

This method is relevant for both the LC members and also the locals of Maasluis. With its head-on and direct approach, it is great for getting more concrete data as the user directly answers your questions. We will get to see how they react to our questions/ scenarios, or even us in general, giving this method a whole other layer of research gold. Our goal is to use this method to understand:

- The opinions of the LC members regarding their communication with other LC members, their teachers, and their stakeholders/clients.
- Their general attitude towards their current hybrid environment and LC.
- Their thoughts and suggestions regarding improvements for their current system, or a whole new concept altogether.
- Communication methods with other LCs and 3rd parties.
- Who the people of Maassluis are in terms of attitude, likes and dislikes, habits, and general culture.

DESK RESEARCH

With the extensive possibility of what a "shared hybrid space" could be, desk research is a really good way to understand it's potential, real applications, and how the UX outlook on this works.
Through desk research we hope to:

- Learn about hybrid learning spaces, and how they work and impact their users.
- Understand the negatives of hybrid spaces, and how they might fail.
- Explore projects and installations that we may use as inspiration for our concepts and hopefully final design. This is applicable for both digital installations and physical ones that we can potentially visit.

Relevant Locations

AMSTERDAM
UVA HYBRID LEARNING
THEATRE
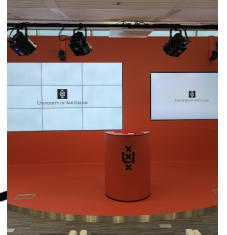
LEIDEN
RIJKSMUSEUM
BOERHAAVE

DEN HAAG
THUAS

MAASSLUIS
LOODS M
THE HUDSON

ROTTERDAM
NXT MUSEUM
REMASTERED

4.Research

Loods M

In order to design Loods M, one must visit Loods M in Maassluis. To set our base and understand the space we are working with, we visited Maassluis on multiple occasions.

We made a few visits to Maassluis, and aimed to get a feel for the place and its surroundings, understand how locals experience it, and explore what else could be done with the space. We found that the people working around the area had very limited knowledge about the place, and while most of them had heard of the LC, many still didn't have a clear understanding of what it actually was.

It also became clear to us that the space has incredible potential. Its location and size are great. At the same time, we could understand why some people feel it's not a very inspiring environment, because honestly, the place does feel quite bleak.

Over here, we:
- Observed and mapped the warehouse and area around it.
- Attended a sprint session with the Learning Community.
- Explored Maassluis and got a feel for the community.
- Found potential interviewees, including LC members and members of the local community.
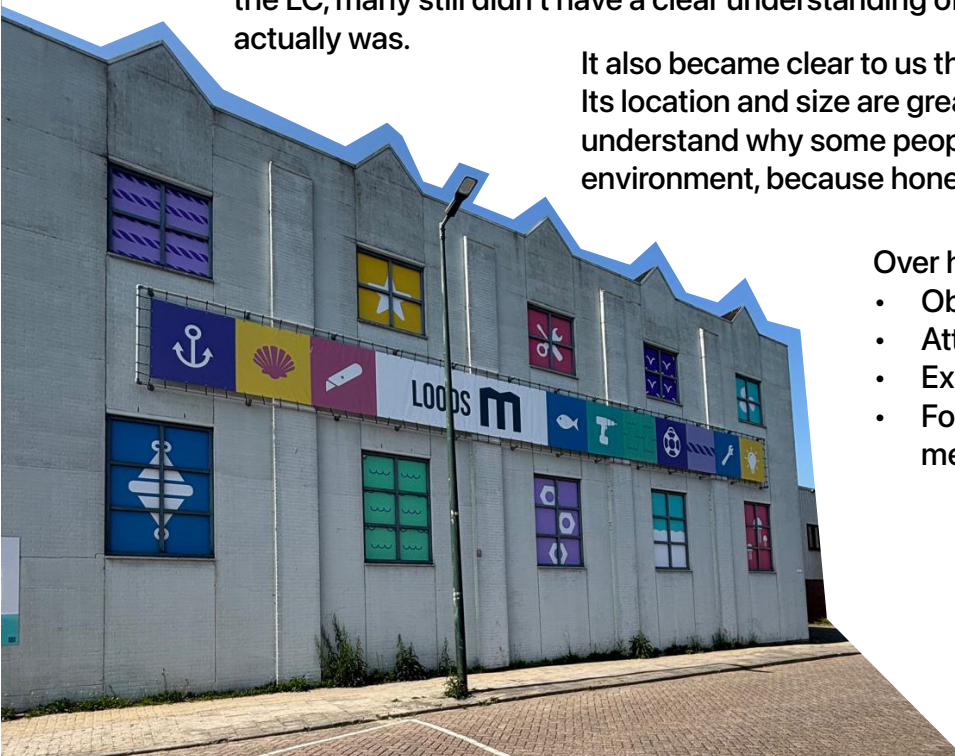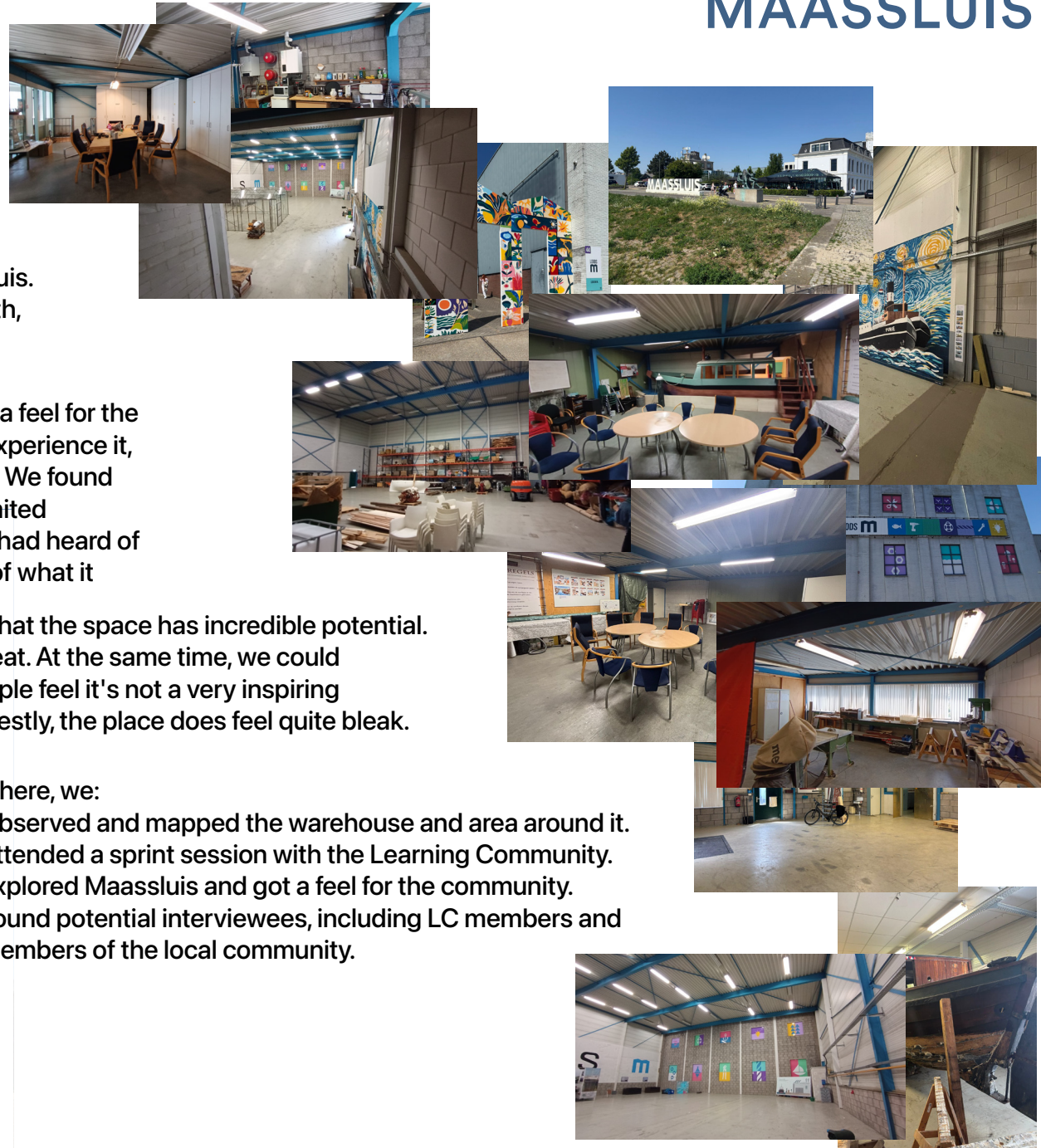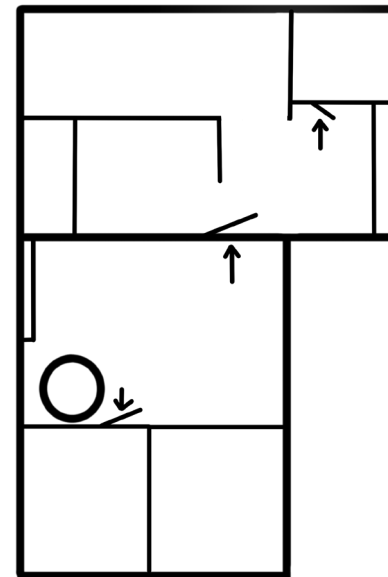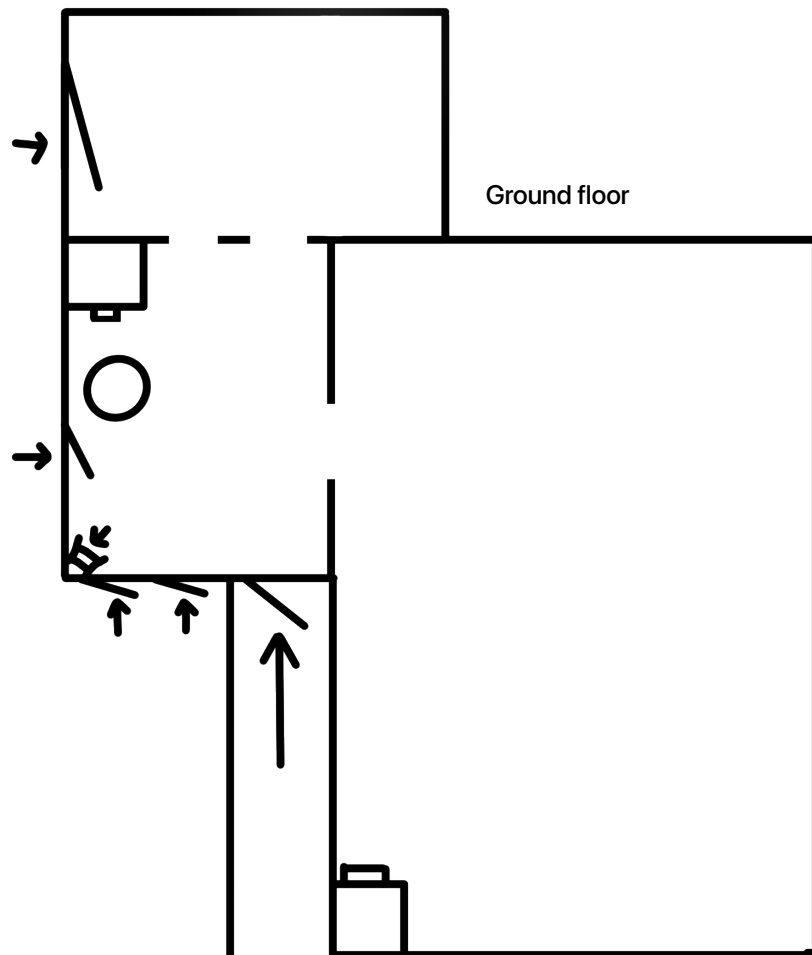
Loods M

During and after the visit, we documented data from the observation and attending the sprint through notes, and images, and added data cards* to the synthesis wall, also creating our base floorplan with our documentation.

Ground floor

1st floor

*Please note that all data cards from now on are attached in the appendix in more detail

The Hudson

The Hudson is a tugboat in Maassluis that played an active part in World War II, and is a very important symbol for the locals of Maassluis. It is run by local volunteers, and has been turned into a museum.

One of the LC members- Colin, is working on a project that works on adding AR/VR to the museum. We used this time to get to know him a little, and his involvement with the LC, as well as to understand his project (As a museum student) and his experience in Maassluis and the LC.

This was the point at which we understood how by desiging Loods M, we are not only designing for the LC, but also for the community of Maassluis. We spoke to the local volunteers on the boat, and they spoke with passion about the port's history, their close knit community, and their love for the boat.

During our time here, we also looked around Maassluis and tried to get a feel for it, and also connect to it like the locals and the LC already had- empathise. Maassluis is incredibly close-knit, with the population leaning to older dutch couples, a lot of whom partake in weekly volunteer work/ hands-on work that keeps them active. They are also involved in the local municipality, and want to see the best for their dear town. The buildings are old and charming, and everything is sailing or sea-themed.

"Every Thursday for 20 years I have come to the Hudson to take care of it and make it what it is today... I have made lifelong friends because of it, and get to meet young people like Colin and you two! How exciting!"

Key learning point!- Be conscious of not only the client, but who your design impacts and should include

Very cool maassluisian daredevil painting the outside of the boat without a harness to secure him

Learning Community Sprint

When at Loods M, we attended an LC sprint- a moderated meeting with all the members and stakeholders who can be there. During the sprint, they talk about their individual projects, and share their advice, opinion, specialist opinions in their fields, and offer solutions to each other's problems.

Research protocol and data recording overview:
- We stayed mostly silent during the meeting, so as not to take away from their conversation and natural behaviour.
- We recorded data throug notes, as to not be desruptive with pictures or videos.


We found that communication is a big challenge, and especially with older volunteers who don't use modern tools. LCs often struggle to align with clients, stakeholders, and even other LCs. They work on all kinds of creative projects, so they need a better way to present their work and share information. A lot of their resources go offline, and not everyone knows where to find important links or documents.

Loods M hosts cool events, but they don't get much attention because of poor marketing. They want to attract more curious people, even from outside their network. There is also a noticeable tech gap between the younger LCs and older volunteers, so a shared platform to help bridge that would be useful.

Even with these issues, Loods M has a super relaxed and welcoming vibe. People feel comfortable being themselves, and students often stick around after their projects because of the strong community feeling. During sprints, everyone shares their problems and helps each other using their own expertise.

And lastly, many LCs say they would benefit from more structure, like proper meeting spots and nice setups, and from talking to professionals to grow their skills and confidence. Overall, the space has amazing potential, but better communication, visibility, and structure could really level it up.
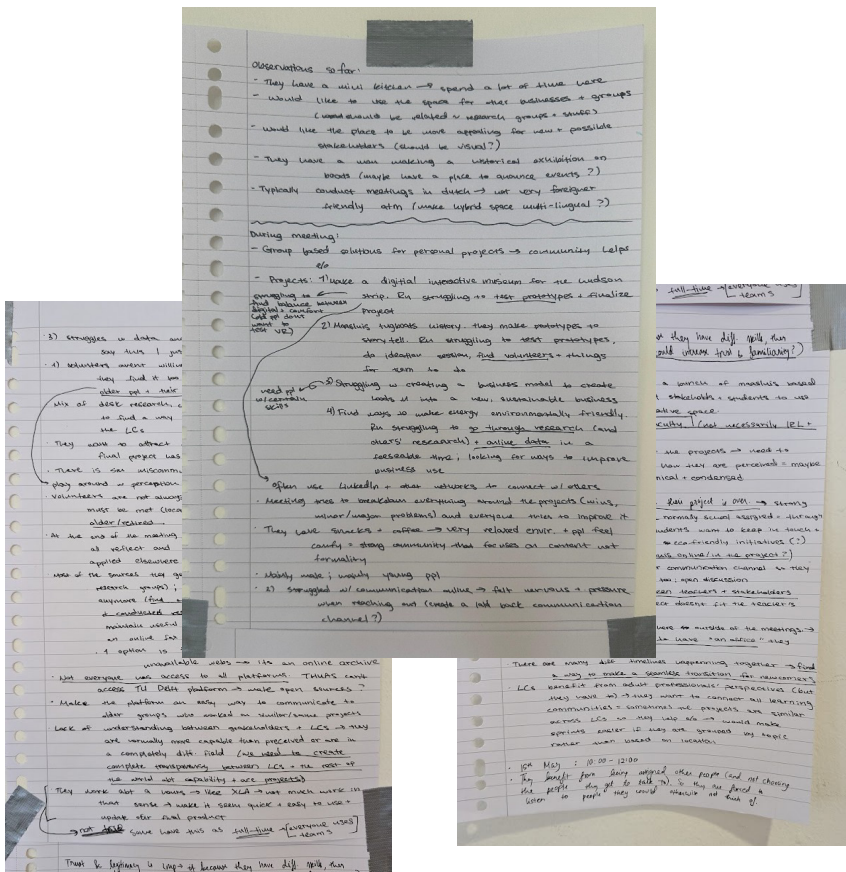
Initial Insights

LC members would like a physical space and a permanent meeting spot as a sort of "home base"

LCs struggle to meet eye to eye with stakeholders in both what their qualifications are and also what their end result should be

Locals in Maasluis are tradition oriented and very old school (they are old and reject modernity often)

M Loods fosters a sense of community and comfort among LCs

LCs capitalize on their diversity and love using their different perspectives for problem solving

LCs would like to improve their cross-LC communication and information sharing

M Loods struggles to effectively communicate with the outside world regarding events and what they do
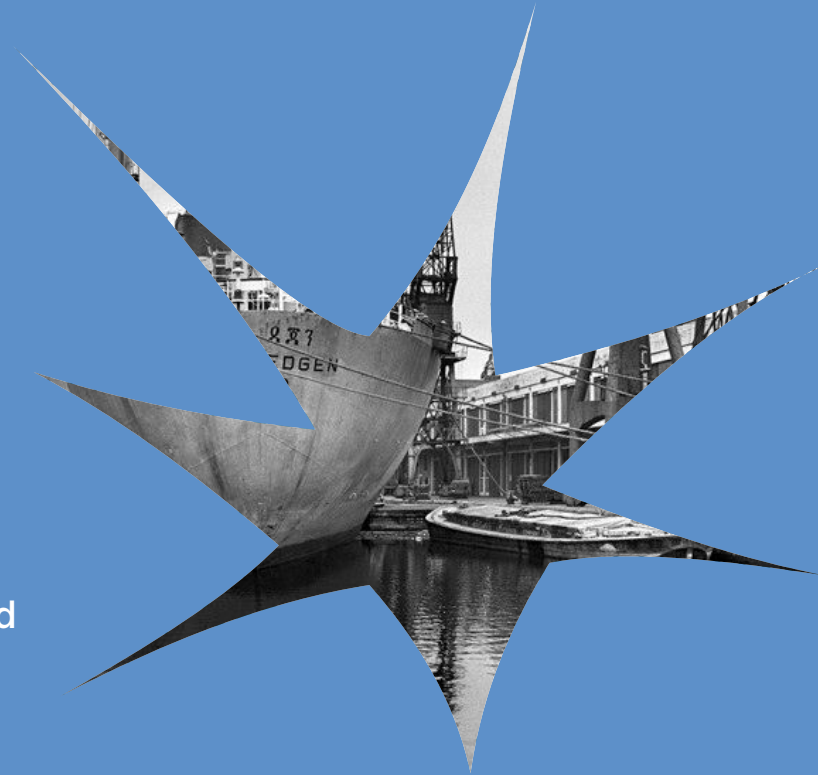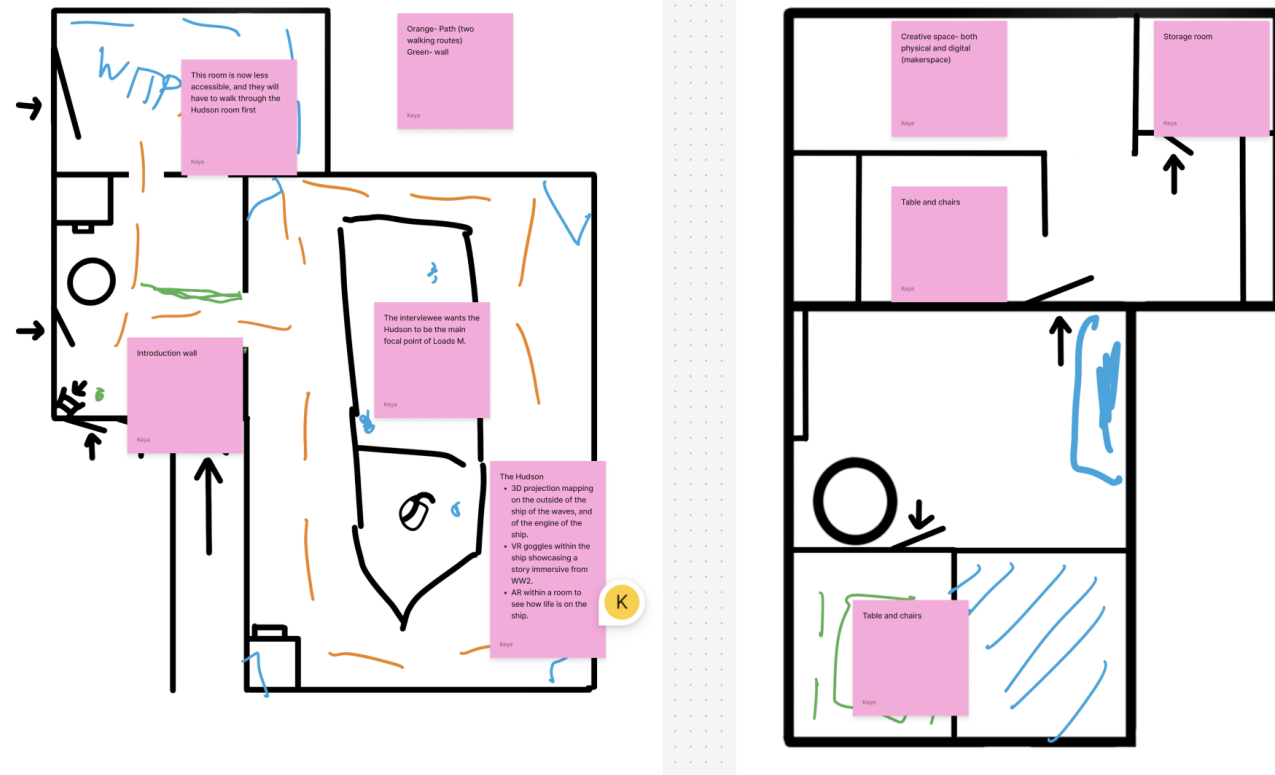
Interviews

For the interviews, the protocol varied from person to person, but we did 3/4 online, and the 1 in person- as they would find it more comfortable. The interviews were semi-structures, and we went into it with a list of questions pre-prepared, but saw that the interviewee guides the conversation. With Interviewee #1, we also asked for his spacial design opinion as a Museum Student, giving him an empty floorplan to arrange- as a flexible modelling tool.

INTERVIEWEE #1

During our interview, he expressed how important it is for him to be surrounded by people from diverse cultures and backgrounds, as these differences have a valuable impact on his way of thinking. This is why he feels frustrated by the limited interactions within the learning community, he often felt people were working separately, even though they were in the same space. However, he also expressed how grateful he is to Elke and Hans, whom he respects as his mentors. He also mentioned how helpful his teacher was from the learning community, saying they sometimes pointed out things he sometimes overlooked. He told us about the plan to turn Loods M into a multi-professional space, which might be the perfect spot for curious minds to connect. He said it could be even stronger if the space itself told the story of the project like how De Koepel in Haarlem transformed a prison into an inspiring co-work space. He has become attached to this place and wants more people to share this journey with. When we asked him about his vision for the space, he said that he would prefer a more classic design with plenty of books, relaxed furniture, maybe some beanbags, and emphasized the importance of lighting. He believes in different zones, like a focus and a chill-out corner. It could help people find their rhythm. He also said music helps him work. He plays a vinyl record so that he has to get up and flip them, and that gives him structure. He also shared how important it is to take breaks and reset. He likes taking 20-minute walks between tasks and believes in maintaining energy, not just pushing through. He would also appreciate a databank computer where he can watch the information instead of having to read separate PDFs. Ideally he would love to have an immersive VR experience where everyone would have a place and job on the ship. He also said that he liked a museum in Hamburg where under the paintings were questions to make you wonder and trigger conversation. The interviewee also recommends keeping in mind the psychological effects of different colours in lighting and wallpaper.

INTERVIEWEE #2

Interviewee #2 is one of the members we interviewed. As she mentioned, the learning community is very diverse, yet still offers a sense of community. She also added how important it is that people from different studies were involved in the projects — it made the whole process more interesting. She said it felt like if people weren't even working on the same project, somehow everyone was still connected or involved in each other's work. She likes the concept of regular meetings, especially for technical projects, meeting in person seems more effective and helps to avoid miscomunications. She shared her struggles with us, as she found it challenging to connect with the people who work on the building. They didn't understand technical terms, and she found it hard to explain things. She also said that communication between clients and the LCs wasn't always clear like they weren't always on the same page and that made it harder to move forward. Some people in the were open and helpful, others didn't take the LC very seriously, which was frustrating. The structures of the LC weren't super clear at first, and it took a while to figure things out. M Loods, in her opinion, had a lot of empty space and potential, but it also felt a bit disconnected from the everyday work mainly because it's pretty far away. She said even if it was perfect, it wouldn't be super convenient to use every day, especially since most LCs already have a place where they meet and work. She ended the interview by saying that she enjoyed the project she worked on, but she wishes things would get more organized.

INTERVIEWEE #3

Interviewee 3 is a researcher, and she believes that working on the community spirit is key. She says whether it's planning meetings or co-creation sessions, she believes it's key to keep everyone in the loop. Even though they try to get people to show up at Loods M, she noticed most still prefer to do things online, which is a shame, since she personally finds being in the space really inspiring, she often gets inspired by the students' work. That's why the space at Loods M matters so much to her. In her eyes, it should be a lively place full of interaction, creativity, and exchange somewhere people can really connect. She supported the idea of organizing small-scale pop-up events, which may help bring the community together, maybe even with the local boat builders involved. She actually mentioned they work right next door but hardly know each other, which feels like a missed opportunity. For her, Loods M should be a space that fosters creativity and connects like-minded people. She also had a very clear vision of how the interior should look and feel: she values good lighting and large tables where people can make eye contact. The place also lacks proper technology, so that's something she thinks should be prioritized — and she'd like to have a good coffee machine too! She brought up the tech situation too, saying it's really lacking and needs to be improved if they want people to come work there regularly. At the end of the day, she wants the LC and Loods M to be more connected — not just physically, but socially too and to build something where people don't just work together, but also hang out, get inspired, and feel like they're part of something bigger.

INTERVIEWEE #4

Interviewee 4 is the project manager who makes Loods M and the area around it sustainable. He helps various learning institutes get involved in the process at Loods M, by using his strong network. He also finds it crucial to include more people from the younger generation, as they are the future, since their perspectives matter and make a difference. He hopes to get more students to do their graduation projects at Loods M, and he wants to see over 100+ students involved each year. He also shared with us how their projects are built up they follow a cyclical structure, which means that they start small and grow bigger with each phase. He said this helps to show the idea works, which is useful when applying for money or subsidies. He sees Loods M as a place to build, test and try new things – a place for experimentation and creativity. That's what he wants it to be. He is very to-the-point and works a lot online too, 30-40 people work under him. Every Thursday is their main working day, and it starts with a team meeting in the morning. He's also thinking about long-term goals like setting up a sustainable energy system with windmills and solar panels. What he really wants is more students to join and more young people to bring in their fresh ideas. He has a vision that Loods M should be a place where people create, test, and experiment.

UvA Hybrid Learning Theatre

AMSTERDAM

We were given a chance to go and interview a member of UvA's Hybrid Theatre project.
We talked to Gerben, Technician and Audio Engineer, who gave us an in-depth look at how the Hybrid Learning Theatre was conceptualized and implemented.

They explained how the theatre was designed to bridge the gap between in-person and remote learning by focusing on inclusivity, engagement, and flexibility. Key components included state-of-the-art audio-visual setups, adaptive lighting, and modular furniture to support different teaching styles and interaction formats.

Inclusivity is about presence, not just access –
The UvA team emphasized that hybrid education shouldn't just be about allowing students to join remotely but ensuring that they can feel present and contribute equally. This inspired us to think more deeply about how digital participants can be represented spatially and socially.

Technology must be invisible –
One of the guiding principles was that the tech should support the learning experience without becoming a distraction. This aligns with our own vision of seamlessly integrating tools that support fluid communication between physical and digital spaces.

Space design affects behavior –
The flexible layout of the theatre encouraged teachers to experiment with their teaching methods. This supports our idea of designing learning environments that invite different types of interaction rather than forcing specific behaviors.
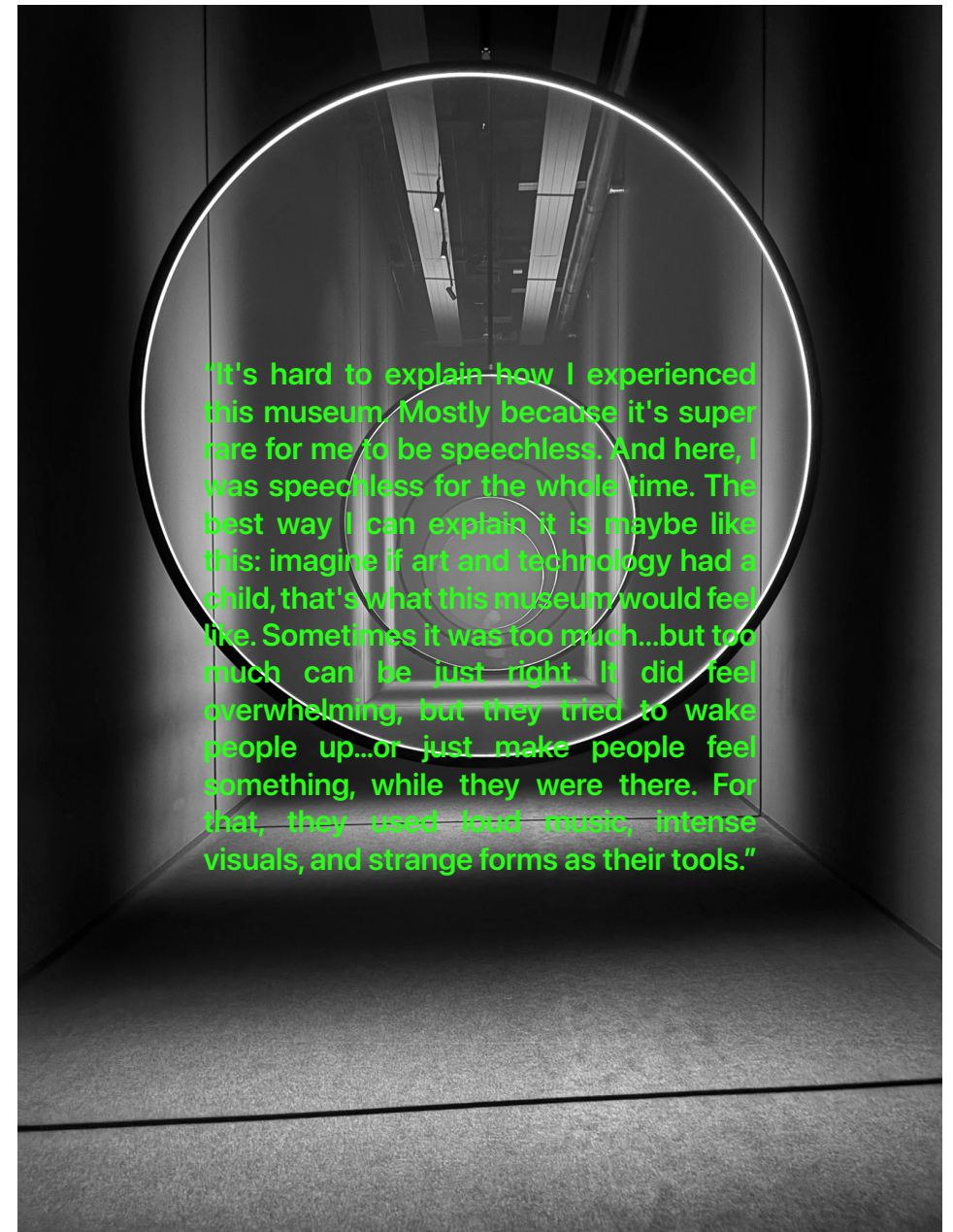
Facilitation is key –
A dedicated support team plays a crucial role in making hybrid learning successful. This highlighted for us the importance of not just designing spaces, but also considering the human infrastructure needed to make them work.

NXT Museum & Remastered

As we started our project, we brainstormed a lot about what we think a hybrid space is, what should be part of it, and what we would like to see. Even the most farfetched ideas were welcomed. These conversations led us to the idea of visiting the NXT Museum, and Remastered, which offers a multisensory experience like nothing else can. The visitors engage with the exhibition in a nontraditional way, they are an active part of the experience.

- Understanding is not always logical, it's not step by step, and it can be messy.
- Technology shapes how we perceive reality and can also change it.
- Meaning takes time, sometimes the stimulation is so hard that you only understand it hours later.
- **Immersive media can make ideas feel more emotional and real.**
- **Digital and physical can blend perfectly - a good learning space uses both nicely to create a smooth experience.**
- How people use a space affects how they get involved, how they interact while they move around.
- Too much is nonexistent - sometimes it's what you need to pull people in emotionally.

- Digitalism is more powerful, if it's interactions can be triggered with something physical
- **You have to leave open space for people to explore the aspects more freely and thoroughly, limited space forces people to interact less and move on quickly**
- **If exploring something takes time, you have to think to arrange more seating and resting places scattered all around, as people get tired in different paces**
- **Hinting on familiar patterns makes the experience stronger**
- Popular artpieces and patterns need to be spaced out through the experience, so it's not that overwhelming and so that there is still something to look forward to.
- **If you intend to involve kids in your installation, leave even more space to**

"It's hard to explain how I experienced this museum. Mostly because it's super rare for me to be speechless. And here, I was speechless for the whole time. The best way I can explain it is maybe like this: imagine if art and technology had a child, that's what this museum would feel like. Sometimes it was too much...but too much can be just right. It did feel overwhelming, but they tried to wake people up...or just make people feel something, while they were there. For that, they used loud music, intense visuals, and strange forms as their tools."

5.Data synthesis

Through the project, our synthesis wall grew and grew. It made us feel like mad scientists joining dots between data cards, images, inspiration, and all our thoughts and opinions during the research.

Affinity Diagram (with thematic connections)- This was used to sort through all the data recorded through data cards. We created insights through this, together through conversation and deliberation.

Initial Affinity diagram- This was made out of initial insights and data early in the process

Design based suggestions- From all our interviews, client meetings, and other interactions, various people made requests/ suggestions for specific spacial design. Keeping these in mind helped create practical components that were more personal and direct

Blueprint of Loods M- The space has to always be kept in mind. Countless meetings were made easier by having this to point to, and plan out. It was also used during interviews to facilitae thought and for suggestions of what they would like the space to look like.

Notes taken through client meetings- With all the data, keeping in mind what the client's main problem and project is, is essential. This helped us stay focused.

Initial Perception of Design brief- We broke down the design brief and it helped us structure our research scope and plan.

Sketches- Ideation through sketches, planning layouts, visualising ideas and concepts.

Us- yes

User journeys- Both current user journeys of LC members, and potential user journeys after our design.

Questions- Questions we needed to work on to understand- whether that be through research, asking the client, or our teachers.

"Hybrid"- A rundown of "hybrid" capabilities and bounds- lots of desk research and our various understandings of the term and how it could be applied.

Lots of paper, sticky notes, and tape

*A closer look at all the data and affinity diagram are attached in the appendix

Figjam board

Just as our project, the research called for hybrid expansion as well. Our research came together on the synthesis wall, but a lot of individual analysis, data compilation, and ideation took place online on Figma through a figjam board to make for ease of communication, speed, and storage of information (just as our client would want from a digital interaface in a physical space)

Through the Figjam we:

Data cards- Through the project, data cards were our main representation of raw data. We used the figjam board to legibly write down data, and print it out.

Reference images- Pictures of the sites we visites, of Loods M and Maassluis, and refernces of spaces from the internet helped us stay visual and be creative.

Planning and important dates- We kept a track of all events, meetings, research days, and research plans.

Messages and comments- Because of the individual input on the Figma board, messages and comments on the board served as a great communication tool that not only helped share thoughts, but also keep them for the future.

Ideation- A lot of individual ideation and brainstorming stayed on the online board, and served as a canvas to talk about during meetings and add to our synthesis wall.

*A closer look at all the data are attached in the appendix

Affinity Diagramming

To synthesise and analyse our data, we used affinity diagramming with a little bit of thematic networks (while in the process) to make clusters and connections. We then organised these clusters into themes, and created insights out of them.

- We created multiple versions of the affinity diagramming, and it was constantly evolving through the process
- We used both Figjam and the synthesis wall to arrange data cards and create clusters
- We organised information and data cards through colour coding, names of sources, and through old/new information.
- We created affinity diagrams from the individual research we did on the figjam board, and came together on the main synthesis wall at the end through group conversation and connecting and combining of insights.
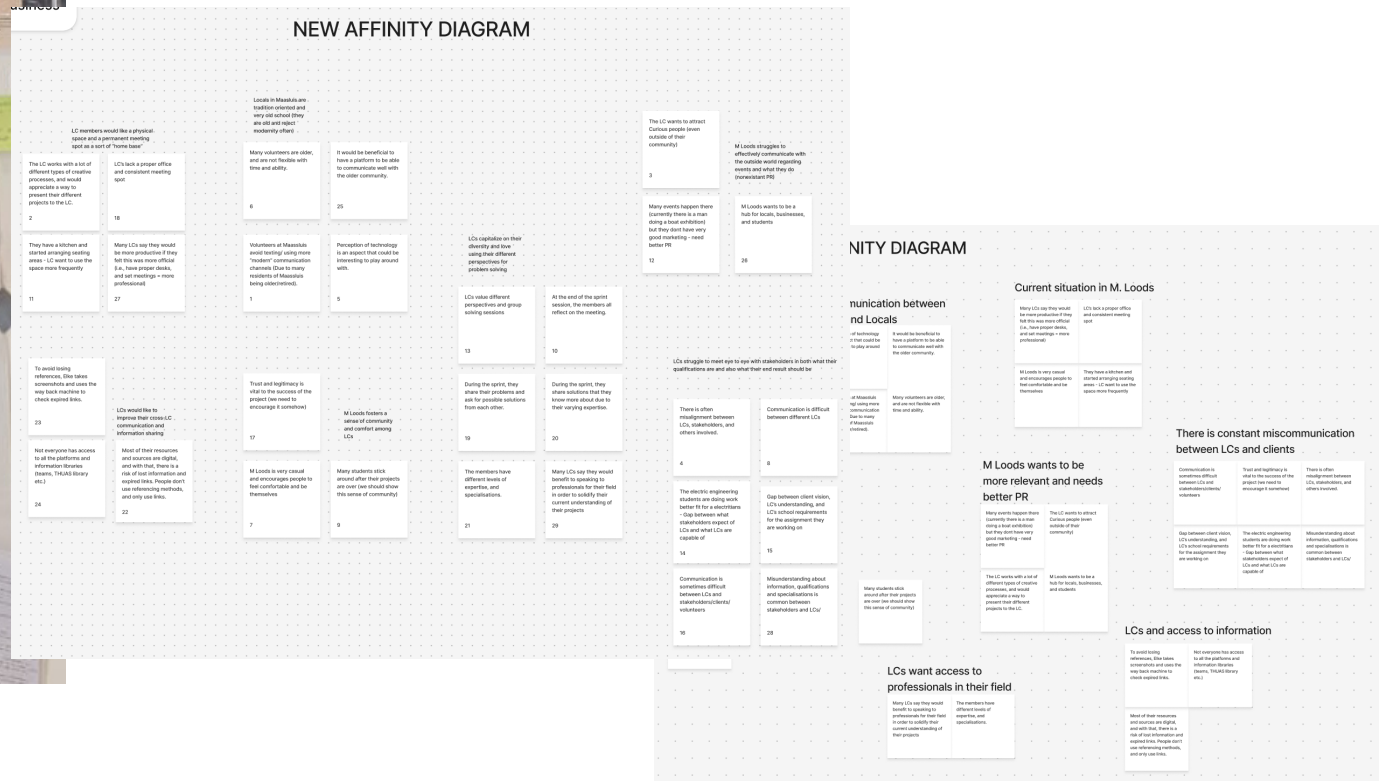
6.Final Insights

The LC wants to attract more students to participate in activities at Loods M and to join the LC.

LC members wish for Loods M to be practical to stay in for extended periods of time within the workday

The LC wants to better utilise their space during the projects + meetings

Contrary to assumption, older locals in Maassluis use technology too, but prefer it to be perceived as not too advanced

LCs emphasise on their diversity and love using their different perspectives for problem solving

Note: A metaphor for the epitome of human society, and a utopian, diverse society.

The LC has a desire for involvement from the locals and workpeople in Loods M.

Due to slow pace and the privacy requirements, many locals lose interest and feel outcast from Loods M.

Having Loods M be a space to display projects is a good way to inspire & communicate the projects

The LCs encourage community building.

The LC provides good experience and opportunities for members thanks to their expansive network.

Members want to get to know each other better and stay in contact.

M Loods struggles to effectively communicate with the outside world regarding events and what they do

The Maassluisian Municipality is heavily involved with it's community and is an active particpant in M Loods.

LCs struggle to meet eye to eye w/ stakeholders in both what their qualifications are and also what their end result should be

Note: Curiosity often manifests in tangible and tactile interaction, & technology is persuasive

M Loods wants to be a local hub for curious people.

LC members meet frequently but still face problems with storing and sharing information

To conclude, the design direction-

The

The Learning Community at Loods M is a community like no other. They emphasise on holistic growth within various multidisciplinary fields, and give opportunities to curious people who want to grow and grow for and together with the world around them.

Problem Statement-
The Learning Community at Loods M wishes to

Learning Community

attract wider student and community participation. They suffer due to unclear communication, linsufficient engagement, and underutilised space. They also face challenges in internal and external collaboration and communication, obstructing Loods M's potential as an inclusive, inspiring community hub for Maassluis.

Design Direction- The Learning Community of Maassluis need

Want

Loods M to become a space that brings the community together and informs and includes them in the work being done in the LC, and in Loods M They need to be able efficiently communicate and work in an environment that is creative, engaging, and a home base for their projects.
The design should-

- Create a space that is enjoyed and utilised by the Learning Community and the LC.
- Make Loods M inviting, inspiring, sustainable, and innovative.
- Attract curious people to be more involved with the Learning Community and Loods M at Maassluis.
- Make

Curious

Loods M a community collaboration, and Community's

People

space that is built for protrays the emphasis on

cross-
Learning

multidisciplinary diversity that encourages mutual growth, collaboration and problem-solving.