

George Mason University

BULL RUN HALL 2, ACADEMIC VIII, &
DISCOVERY PROGRAMMING

Building Committee

May 30, 2019

EYP/



Instructions for Reviewing Powerpoint

1. Please read and review all slides as you may see information pertinent to you where you might not expect it
2. Slide 4 outlines groups (by typology) we met with in the 1st Interview Sessions
3. See slide 5 for how slides are organized
4. The types / functions / uses do NOT represent individual spaces at this point; they may or may not be able to be combined or shared
5. Interview Sessions #2 will begin to establish actual spaces, types / functions / uses that can be combined /shared



User Interviews – Meeting # 1 OVERVIEW

Instructional Wet Labs / Support

Instructional Wet Labs- Bio / Chem Intensive

Instructional Cadaver Labs / Support

Instructional Dry Labs / Support

Instructional Computer Labs

Virtual Reality / Animation / Support

Human Performance

Student Design Space

Other Medical Education Instructional Labs / Support

(Interview Session to be held at date TBD)

Slide Organization

Typology

Function

- Use

Function

- Use

Function

- Use

Function

- Use

Instructional Wet Labs / Support

Sustainable Energy

- Bioenergy
- Water Treatment

Applied Fluids / Thermodynamics

- Fluids
- Thermodynamics

Materials

- Corrosion
- Reliability
- Instrumental

Advanced Manufacturing (Fab Lab)

- CNC
- 3D Printing

Support

- Imaging (benchtop)
- Equipment Room
- Prep
- Storage

Instructional Wet Labs – Bio / Chem Intensive

Tissue

- Tissue Engineering
- Cellular Biology
- DNA

Microbiology

- Microbiology
- Molecular
- Bacterial

Chemistry

- Organic / Synthetic
- Medicinal
- Forensic
- Biomaterials
- Volatiles

Support

- Prep
- Storage
- Equipment
- Tissue Culture

Instructional Cadaver Labs / Support

Cadaver Lab

- 24 Students / 4 per body
- Vestibule / Decontamination

Intake / Processing

- Cooler
- Morgue Prep
- Cut-down Prep
- Disposal
- Table Storage

Dark Lab

- Photography

Outdoor Activity Support

- Body Farm
- Crime Scene House
- Dog Kennel
- Explosives
- Outside Collaborators

Instructional Dry Labs / Support

Mechatronics

- Controls
- Bioinstrumentation
- Circuits
- Robotics
- Cybersecurity

Human Performance

- Exercise Science
- Athletic Training

Forensic

- Forensic Science

Support

- 3d Printing
- Storage

Instructional Computer Labs

Project Based

- IST
- IST Senior Projects
- Game Design
- Flexible Pods
- Perimeter Whiteboards

Integrated Remote Learning

- Bioinformatics

Traditional Based

- Game Design
- Cybersecurity

Testing Center

- College of Science

Virtual Reality / Animation

Virtual Reality

- Game Design
- Open areas integrated into Computer Labs
- Enclosed Rooms for one-on-one; located off Computer Lab
- VR Cart compatible
- Immersive 'Cave' Environment
- Exhibition
- Event

Animation

- Game Design
- Computer Stations with Tablets
- Exhibition
- Event

Audio Production

- Game Design
- Sound 'booths'
- Recording & Editing equipment

Motion Capture

- Game Design
- Motion Capture

Human Performance

Therapeutic
Intervention

Emergency Care

Evaluation &
Anatomy

Motion Capture

Biomechanics

Exercise
Physiology

Student Design Spaces

Design Competition

- Multiple Teams
- Big Big Big
- 4 Projects at a Time

Product Realization Lab

- Senior Projects
- Entrepreneurship

Digital Design Studio

- Open Computer Lab
- Senior Projects
- Game Design

IST

- 30 Teams
- Display