George Mason University
BULL RUN HALL 2, ACADEMIC VIII, & DISCOVERY PROGRAMMING

Building Committee

May 30, 2019
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.
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