# **Creating the Link Between Learning and Innovation**

#### Design

Read 2 minutes

"People often focus on the design signatures of a space. I think those are secondary to the sociology of the space: Does it support building trust networks? Do people have frictionless access to their tools and their peers? This is going to determine the success of the space."

JAMES LUDWIG | Vice President of Global Design, Steelcase

Designing the Munich Learning and Innovation Center (LINC) was a collaborative effort that leveraged the diverse expertise of an international team. Insights from the five key areas (Employee Experience, Learning, Innovation, Leadership and Visitor Experience) were used to inform the design of the LINC.

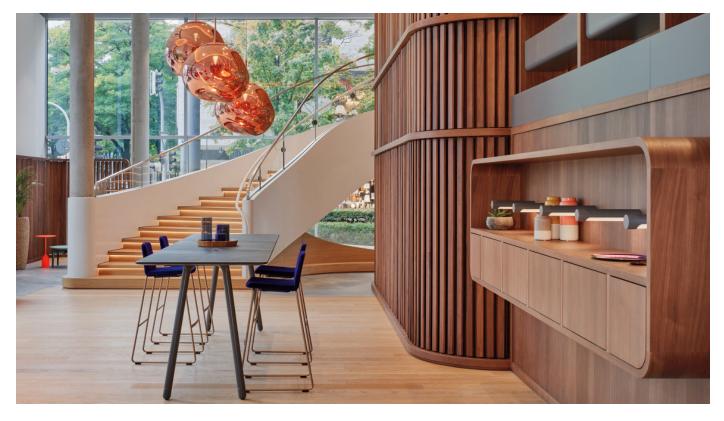
### The Design Team

- James Ludwig and the Steelcase Design Team
- Henn Architects, Munich
- Patrick Jouin and Manku Design, Paris



## AN ECOSYSTEM OF SPACES

The LINC was purposefully designed to support the needs of individuals and teams by bringing them together and seamlessly integrating the technologies they need to do their work. As an ecosystem of interconnected and interdependent environments, it provides different kinds of spaces for different kinds of work and recognizes that having choice and control improves people's wellbeing and engagement.



The design intentionally promotes movement and posture changes; instead of sitting at an assigned desk most of the day, people choose from a variety of environments depending on their task, the technologies they're using or their state of mind.

Workers can manage their privacy with a range of spaces for collaboration and interaction as well as shielded or enclosed settings for focused work, personal conversations or a quiet, calming interlude. They can manage their presence, with areas and technologies that support face-to-face interaction as well as virtual collaboration with colleagues in other locations.

#### **PREVIOUS CHAPTER** - The Visitor Experience

## **CHAPTERS**

01	Introduction
	The Central Question
	Work Streams
	The Employee Experience
	Learning Principles
	Innovation Principles
	Leadership Principles

The Visitor Experience

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