



Designing Innovation Spaces

Britta McKenna, Chief Innovation Officer



Today's Schedule

8:30-9:00	Welcome/Introductions
9-10:00	The journey to IN2
10-11:00	Tour of IMSA's innovation spaces
11:15-12:00	Maker Space Panel
12:00-12:30	Lunch
12:30-1:00	Break/Open Maker Time
1-3:30	Design Challenge
3:30-4:00	Share Back

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Illinois Legislative Charges

A bit
about
IMSA

IMSA was established in 1985 by the Illinois General Assembly as part of the State's comprehensive educational reform package to address the critical need for citizens highly skilled in STEM fields. The Academy opened in 1986.

IMSA is governed by an appointed Board of Trustees and is funded by the Illinois legislature under the Illinois Board of Higher Education appropriation.

Legislative Charge #1

To provide an advanced academic and residential program for students of exceptional talent in mathematics and science.



Legislative Charge #2

To serve others as a catalyst to stimulate teaching and learning in mathematics and science throughout Illinois.

in2
@IMSA

About IN2

The logo for IN2 features the letters 'in' in a bold, lowercase sans-serif font, followed by a '2' that is composed of three parallel, curved lines. The background of the slide contains faint, semi-transparent text and graphics, including the phrases 'THE BASS NOT HAVE A FLYBOY DESIGN' and 'LIME RED DEFINITELY', along with a stylized map of the United States and a red ribbon graphic with the number '220'.

Steve and Jamie Chen
Center for Innovation & Inquiry

“IN2” is a highly conceptual name that plays upon the idea of both innovation and inquiry—bridging businesses and the educational focus at IMSA. It also extends the current name assets at IMSA, metaphorically extending the mission.

It plays on the concept of bringing both innovation & inquiry into practice at IMSA and on the concept of what is put “into” the center to make things happen—ideas, intuition, exploration, knowledge, experimentation, etc.

It is short, memorable and easy to say. It leaves room for curiosity and play without having to explain too much.

The three lines composing the “2” represents the different journeys of students through time and the paths that come together at IMSA through innovative practices, inquisitive learning, and problem-solving processes.

[3D walkthrough](#)

LimeRed Studio

in2
@IMSA

The Illinois Innovation Ecosystem



In2 timeline

2014

2015

2016

design

naming/branding

fund raising (private)

(public 2016 and beyond)

construction

awareness

Open/evolves

In2
@IMSA

Where did we start?

1. 2007 IMSA Strategic Plan
2. CoolHub
3. The Gift
4. PB&J Innovation Brown Bag lunch
5. IN2 Advisory Committee (adults)
6. Select Architects



and then what?

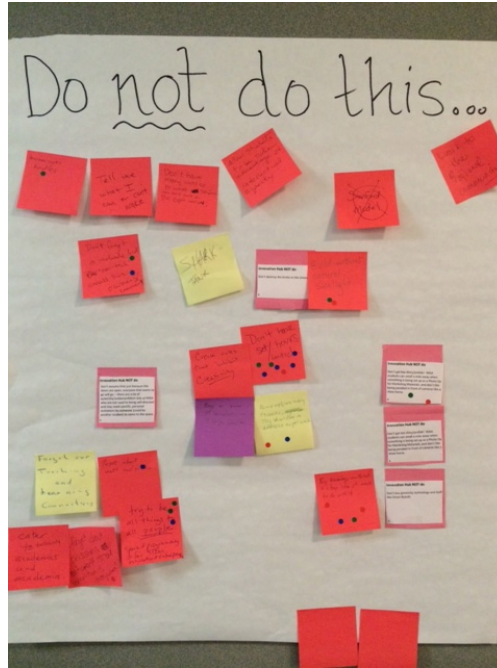
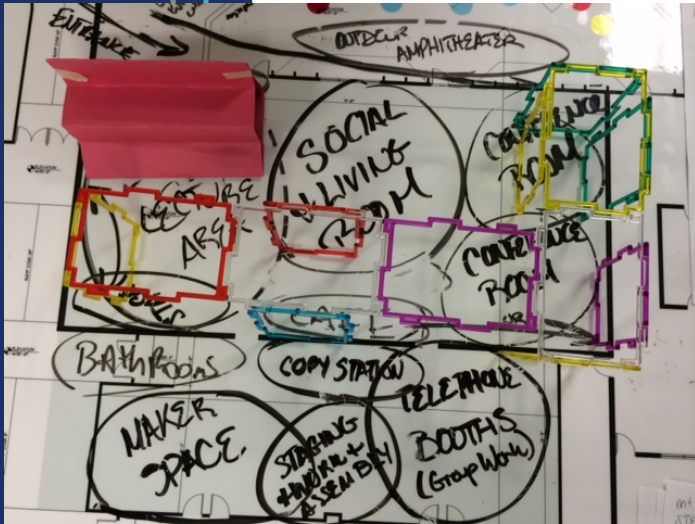
7. Design Charrette
8. Intersessions (3)
9. Design Process
10. Maker Squad
11. IN2 Advisory Committee (Students)
12. Naming/Branding

what came next?

13. Programming
14. Fundraising
15. Job Descriptions, hiring and onboarding
16. Order equipment & prepare to open
17. Develop MVP
18. Open (fall 2016)

Design Charrette

August 2014





1871

Silicon Valley (Facebook, Twitter, Dropbox...)

State Farm Next Door (industry)

Chicago Public Library (Maker Space)

IIT Idea Lab

CIE – Chicago Innovation Exchange

MIT Media Lab (Boston)

Harvard Innovation Lab (Boston)

Northwestern University Garage

Greentown Labs (Boston)

Artists' Asylum (Boston)

Purdue (Foundry & Anvil)

Chicago - DMDII

University of Illinois Research Park

Rockford & Peoria Innovation spaces

seek
inspiration

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Silicon Valley



Twitter, Dropbox
Google, Avos
Exploratorium
Facebook, WeWork



Silicon Valley



Twitter

Takeaways: Internal hack days;
branding; unique staff benefits;



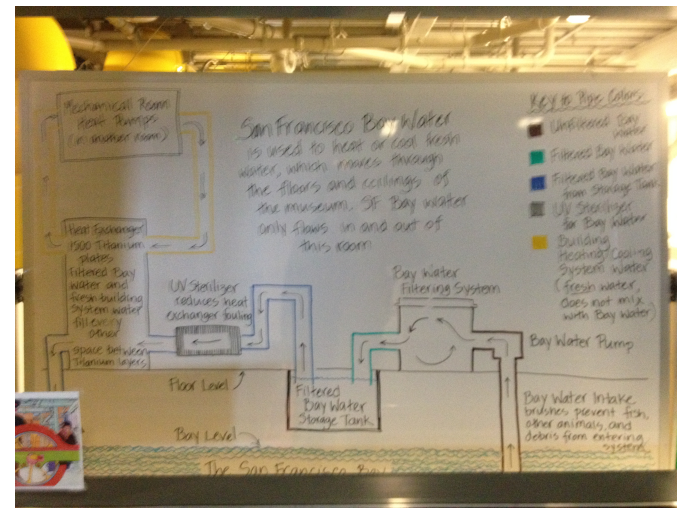
Silicon Valley



Exploratorium

Takeaways:

Engaging; fun; applied learning;
Manipulatives; peek behind



Silicon Valley



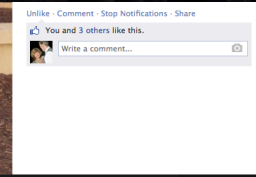
Google

Takeaways: teams;
art inspired; edgy



in2
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Silicon Valley



Facebook

Takeaways: fun; mentoring;
Creativity outlets; benefits

Silicon Valley

Avos



Takeaways: flexible open space; inexpensive options; toys & games; design and play with brand (colors)

Silicon Valley



Co-working Spaces (WeWork)

Takeaways: comfort; collaborative; amenity laden;
membership; phone booths; café; office station



Boston

Harvard Innovation Lab

Oblong

Technology



MIT Media Lab

Greentown Labs

Artists' Asylum

in2
@IMSA

Boston

Artists' Asylum



Takeaways: whimsy; chaotic comfort;
community; tool organization

Boston

HI – Harvard Innovation Lab – 10/1/14



Takeaways: Art integration, functionality zones, social media, programming

Boston

HI – Harvard Innovation Lab – 10/1/14



Takeaways: Mobility, technology, experiential, community around food

Boston

Greentown Labs



Takeaways: focused vertical;
sponsored community

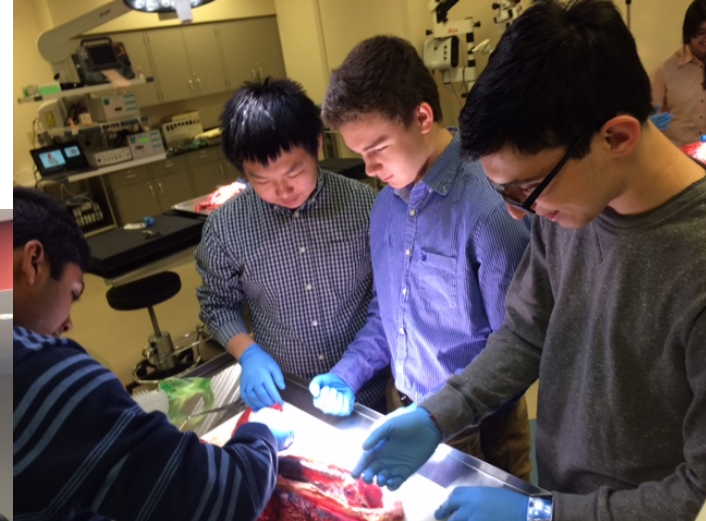
Boston

MIT Media Lab



Takeaways: Teams; IP; hands-on; ingenuity

Regional



Jump Simulation

Thermo Fisher Scientific

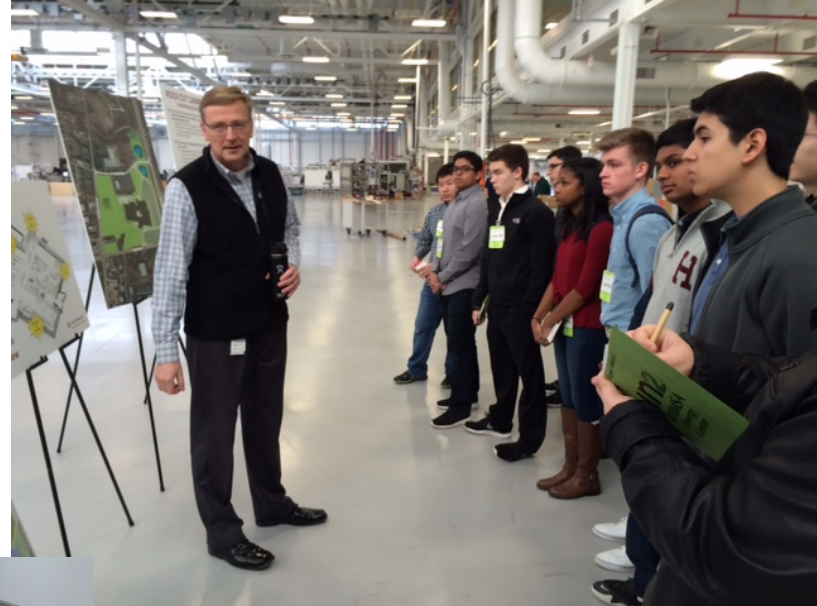
Blue Waters Petascale Computing

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Regional



Caterpillar Visitor's Center
Peoria, IL



Woodward Aerospace
Rockford, IL



University of Illinois
EnterpriseWorks

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Chicago



Chicago



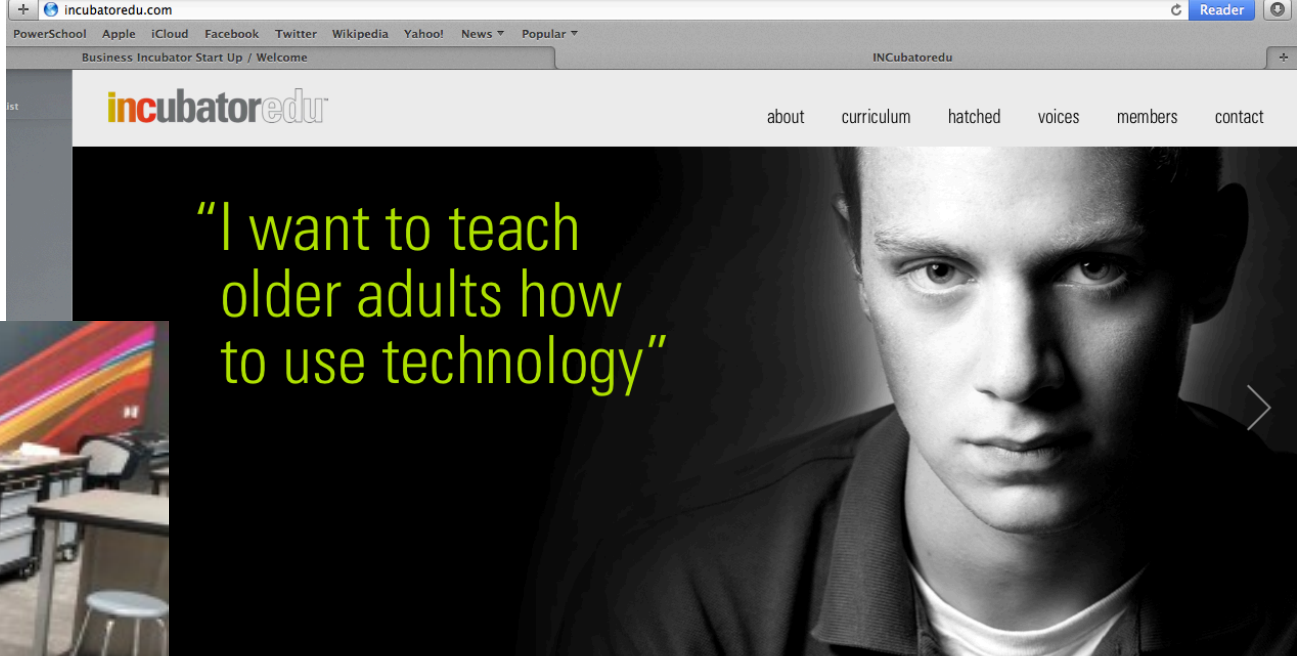
IIT Idea Lab



DMDII

Northwestern

Local

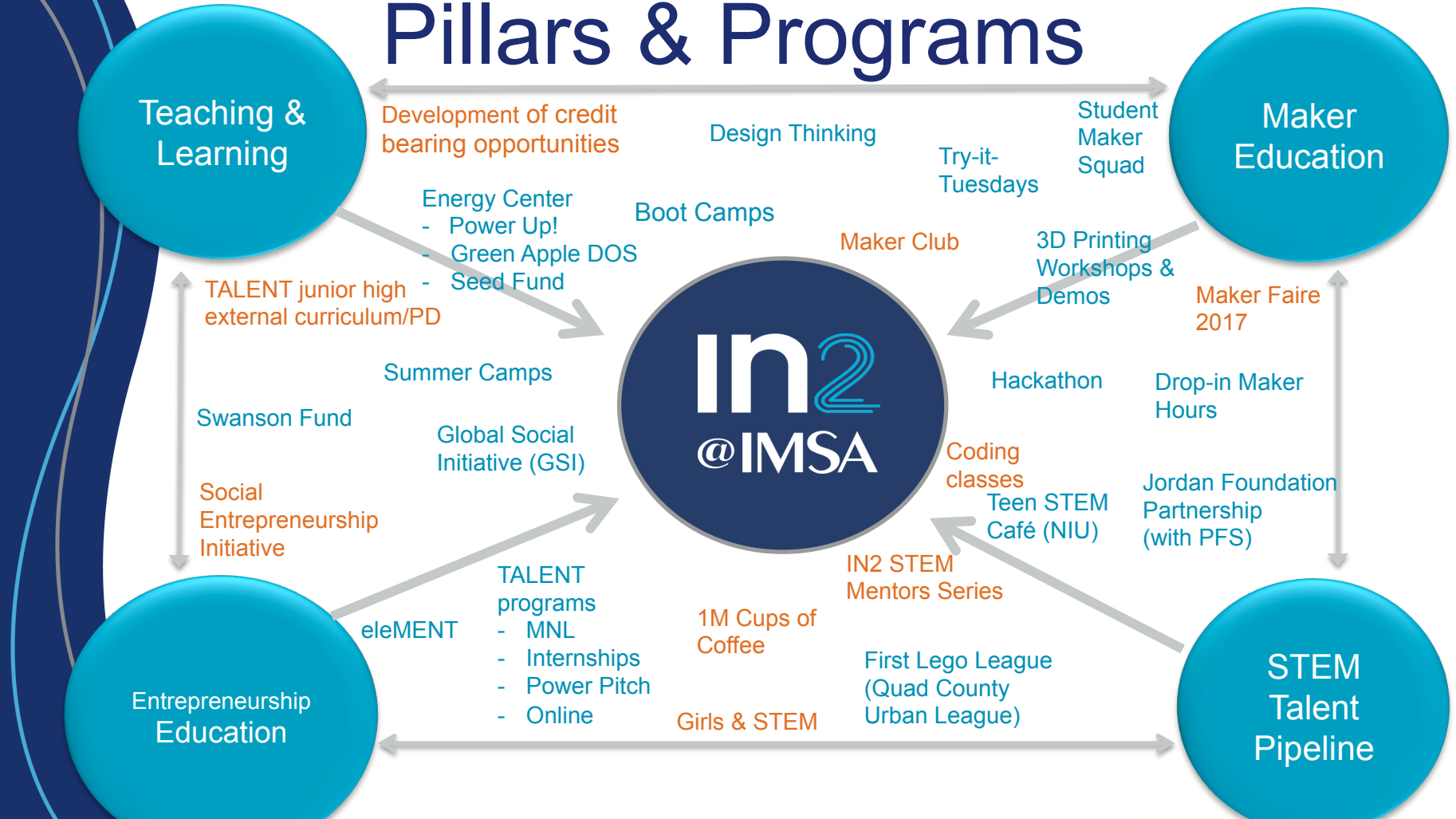


Aurora Public Library
Maker Space

Business Incubator
Barrington High School



Pillars & Programs



Funding

Revenue Streams

- Donations
- Memberships
- Sponsorships
- Program fees



Expenses

- Salaries
- Equipment
- Program supplies

Questions



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IMSA Innovation Spaces Tour

Grainger Lab
Grainger Workshop
IN2
Robotics Lab
IN1

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Maker Space Panel (next door in IN1)

Lawrence “Bud” Bergie, IMSA COO

Britta McKenna, IMSA CIO

Erik Swanson, IN2 Maker Manager

3D printing online resources

- All Things Tech <http://www.engadget.com/>
- 3D Printing Industry Resource <http://3dprintingindustry.com/>
- NASA Summer of Innovation Site
http://www.nasa.gov/offices/education/programs/national/summer/education_resources/#.Vqu7GblrJaQ
- Open Education Consortium
<http://www.oecconsortium.org/2015/12/new-oecd-publication-open-educational-resources-a-catalyst-for-innovation/>
- Innovation in Community College <http://www.league.org/>
- National Consortium for Entrepreneurship Education <http://www.entre-ed.org/>
- Teachers Network for Teaching Entrepreneurship <http://www.nfteconnect.org/>
- Autodesk <http://www.autodesk.com/>
- Solidworks <http://www.solidworks.com/>
- Rhino 3D <http://www.rhino3d.com/>
- Blender <http://www.blender.org/>
- TinkerCad <https://www.tinkercad.com/>
- FreeCad <http://www.freecadweb.org/>
- Sketchup <http://www.sketchup.com/>
- Slic3r <http://slic3r.org/>
- 123dDesign <http://www.123dapp.com/design>

...more presentations and articles at
[IMSA Digital Commons](#)

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Q: Who came today with a
specific space or idea
to design?



How might we design a new space at our school to invite and enable innovation initiatives?

Key questions...

Who is your target audience and what do they want?

What do they (you) want to make or do?

What are your constraints?

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Join IN2 on social media...



IN2IMSA



IN2 (Group page)



IN2 (group)



imsa.edu/in2

Lessons from Sylvia...

