



UNIVERSITY OF<sup>TM</sup>  
**KWAZULU-NATAL**

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INYUVESI  
**YAKWAZULU-NATALI**

Academic Monitoring and Support (AMS)

**Learning in the 21<sup>st</sup> Century for  
Academic Success**

*Managing and maximising learning spaces for academic success*

*Rishi Hansrajh*

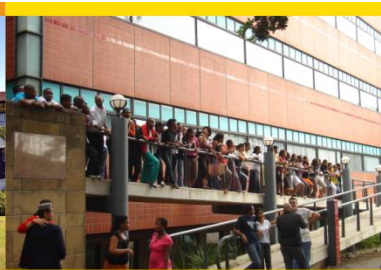
*Head: Teaching & Learning Commons*



EDGEWOOD CAMPUS



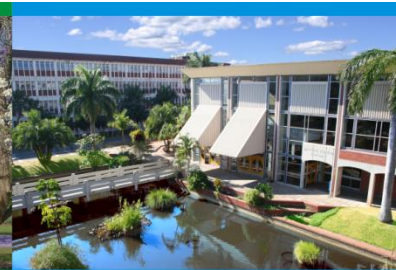
HOWARD COLLEGE CAMPUS



NELSON R MANDELA SCHOOL OF MEDICINE



PIETERMARITZBURG CAMPUS



WESTVILLE CAMPUS

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# Content

- History
- What are teaching & Learning Spaces
- Learning then and now
- Space design that fit “tech generation”
- Blended Learning
- Collaborative Learning
- Shared values and regulatory framework  
in maximizing space use effectively

# Learning Spaces Research

- The common theme of learning spaces highlights the impact of collaboration and social learning in 21st century learning environments (Oblinger, 2005; Chism, 2006).
- Brooks (2012) – Learning spaces shape on-task student behaviour – Different spaces are suited to different activities
- Fisher (2005) - the physical learning space layout works best when it can be adjusted based upon the type of teaching being performed
- Steelcase (2013) - Learning spaces have been shown to positively impact student interaction with School and students

# Learning Space - a definition

- a learning space is either a classroom or a physical location dedicated to curricular activity. It is a room that is designed for face-to-face meetings of instructors and students.
- Accordingly, a learning space is
  - a room routinely used and officially scheduled (e.g., by the registrar) for regular lectures and meetings;
  - a room designed to host instructors and the students for face-to-face sessions

# Learning Then & Now

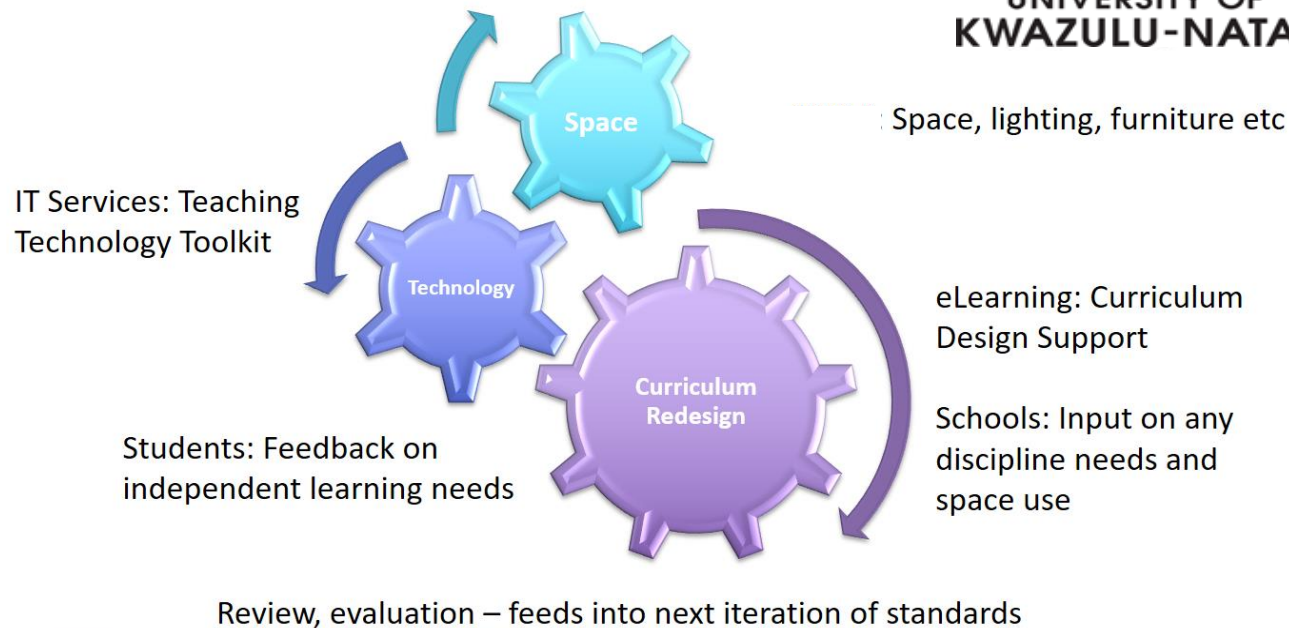




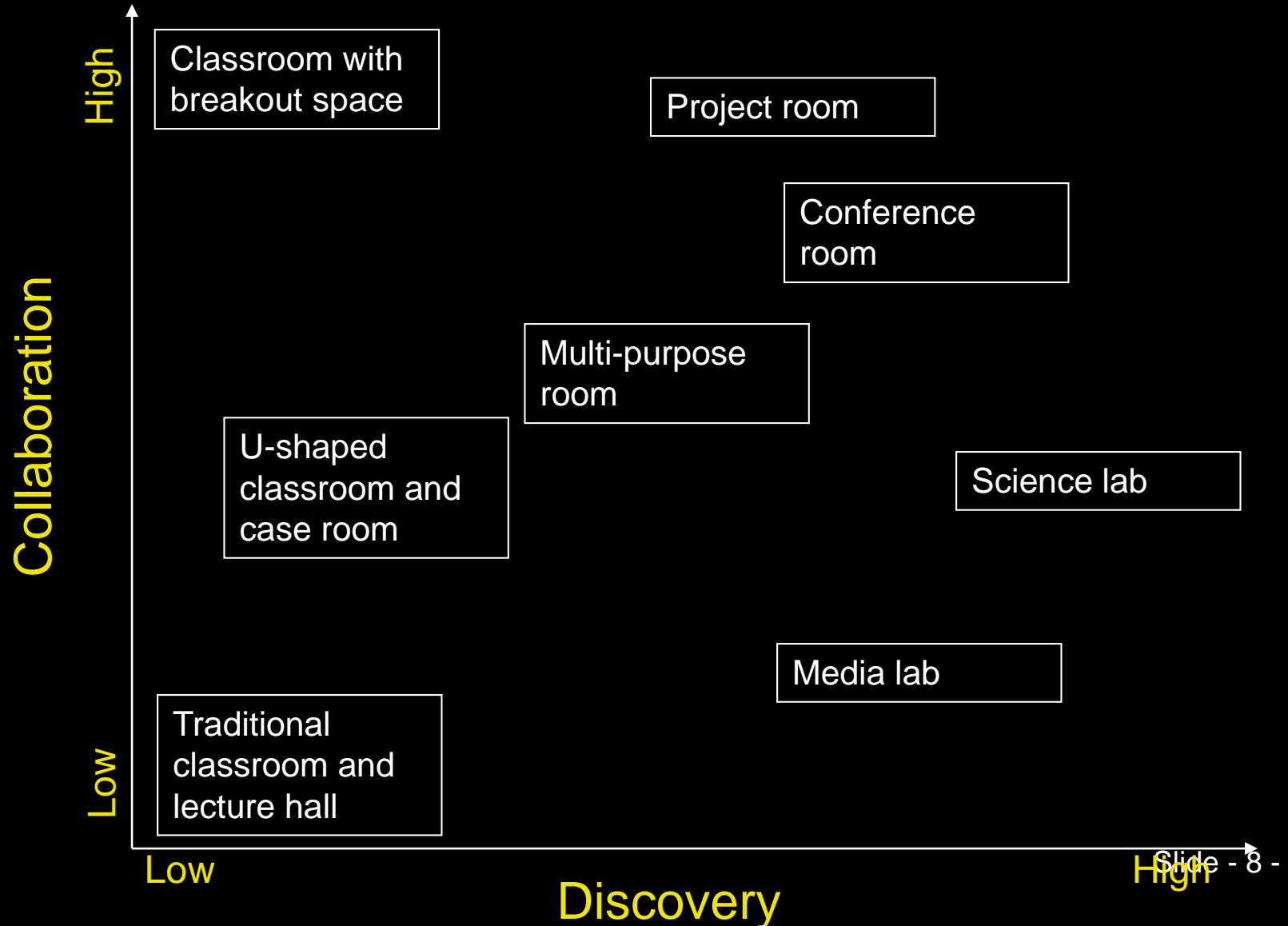
# Space Matters



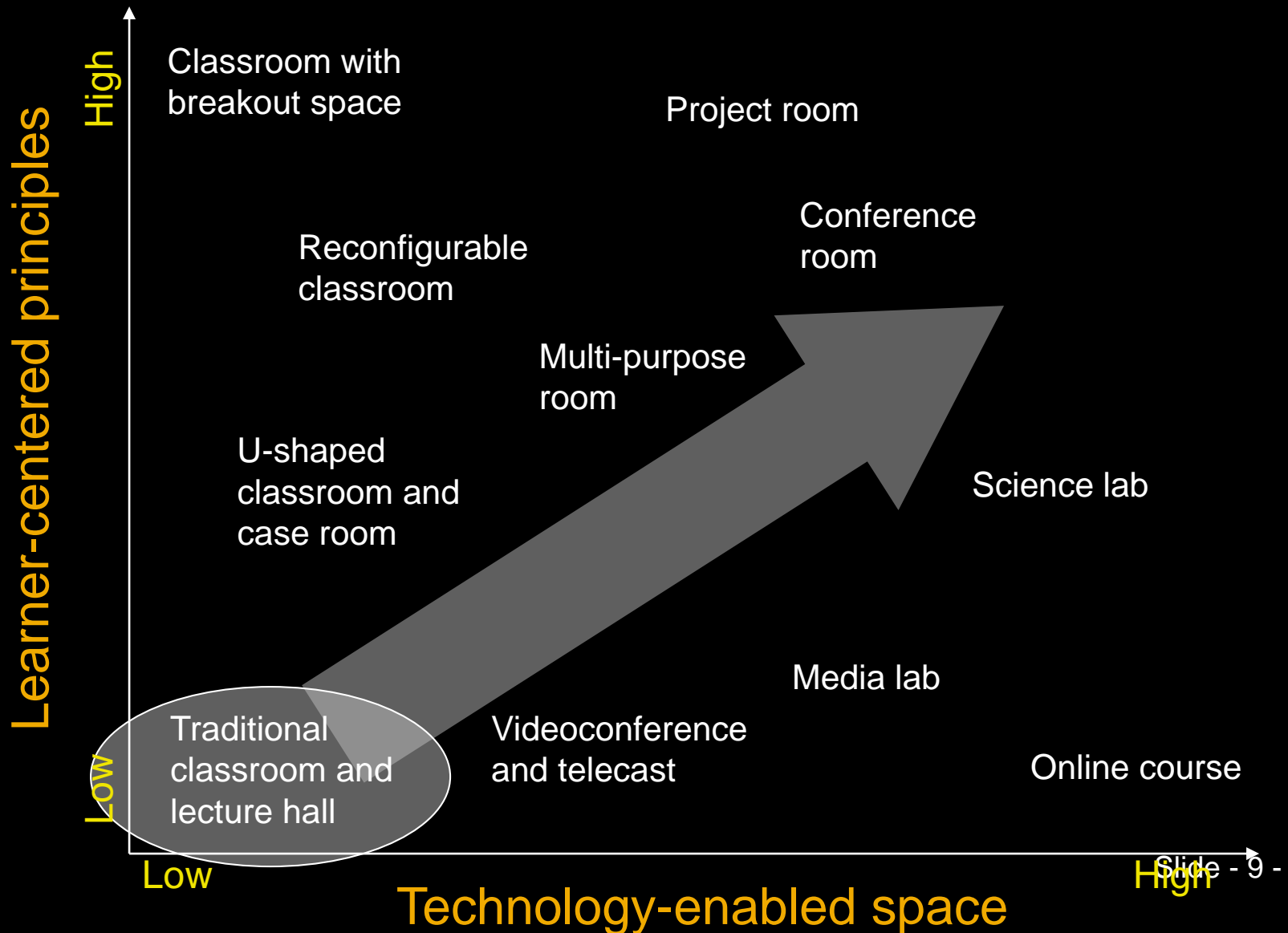
## Teamwork



# Campuses have a range of learning spaces that help or hinder learning options



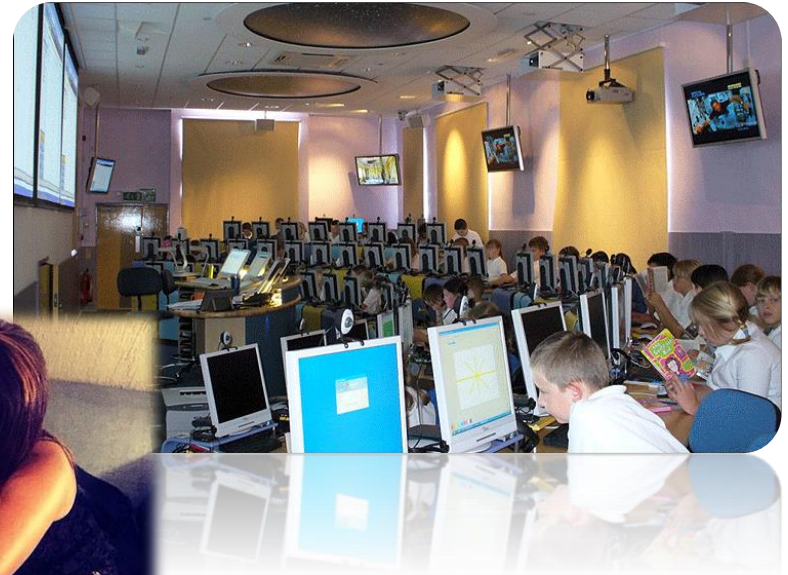
# Are there different space designs that better fit our educational goals?



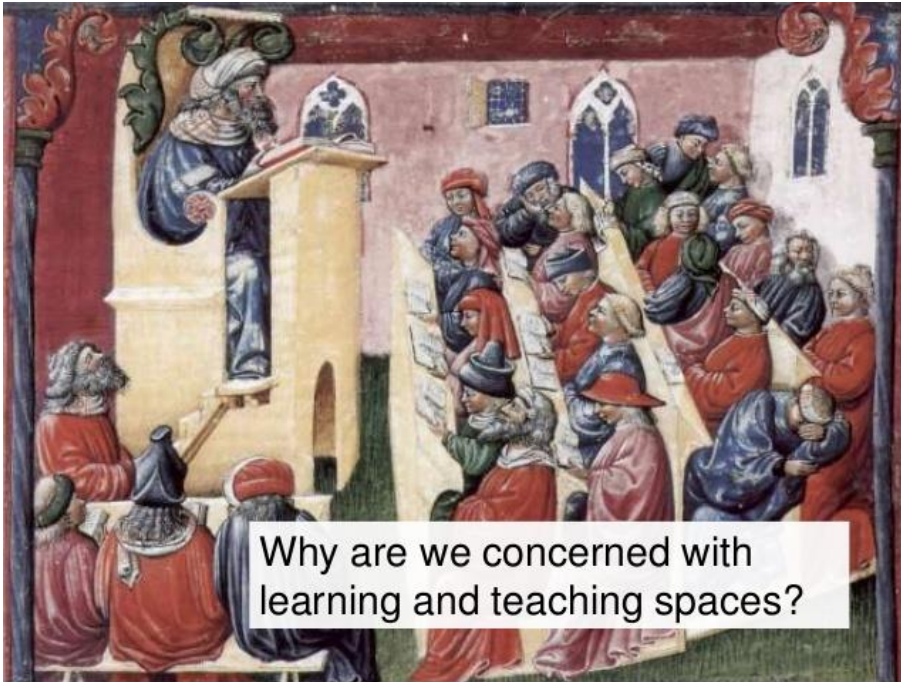
# Why does it matter

- *“Space –whether physical or virtual –can have an impact on learning” (Oblinger, 2006)*
- *“institutions are responsible for creating environments that make learning possible, and that afford opportunities to learn” (Krause & Coates, 2008)*
- *“..learning can be enhanced , deepened, and made more meaningful if the curriculum makes the learners active participants..” (brown & Long, 2006)*

# How do we learn



# Traditional





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# Campus Open Spaces





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# Transition – New Standards

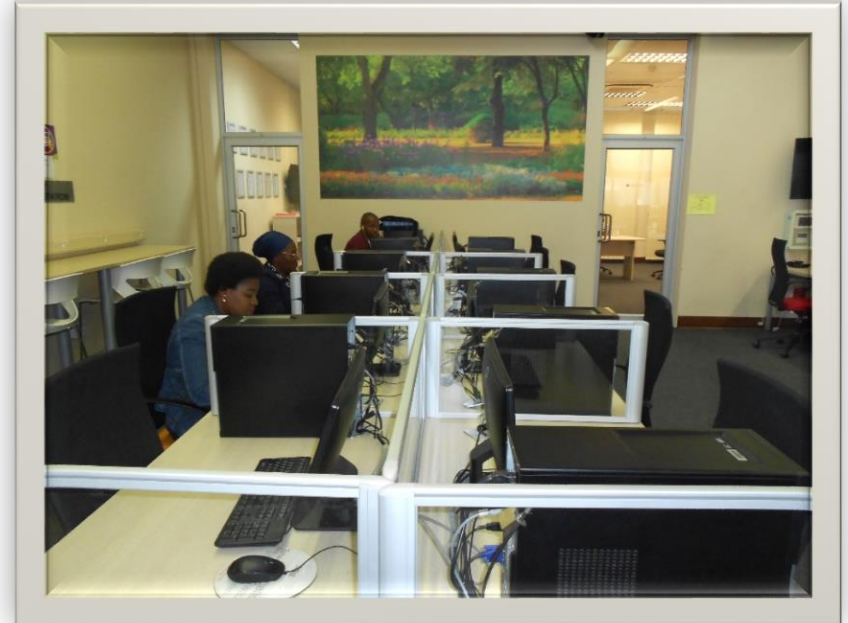
## Existing teaching spaces

- Tutor led layout
- Designed for efficiency



## New learning spaces

- Student focused layout
- Designed for effectiveness



## Hierarchy of Learning Space Attributes

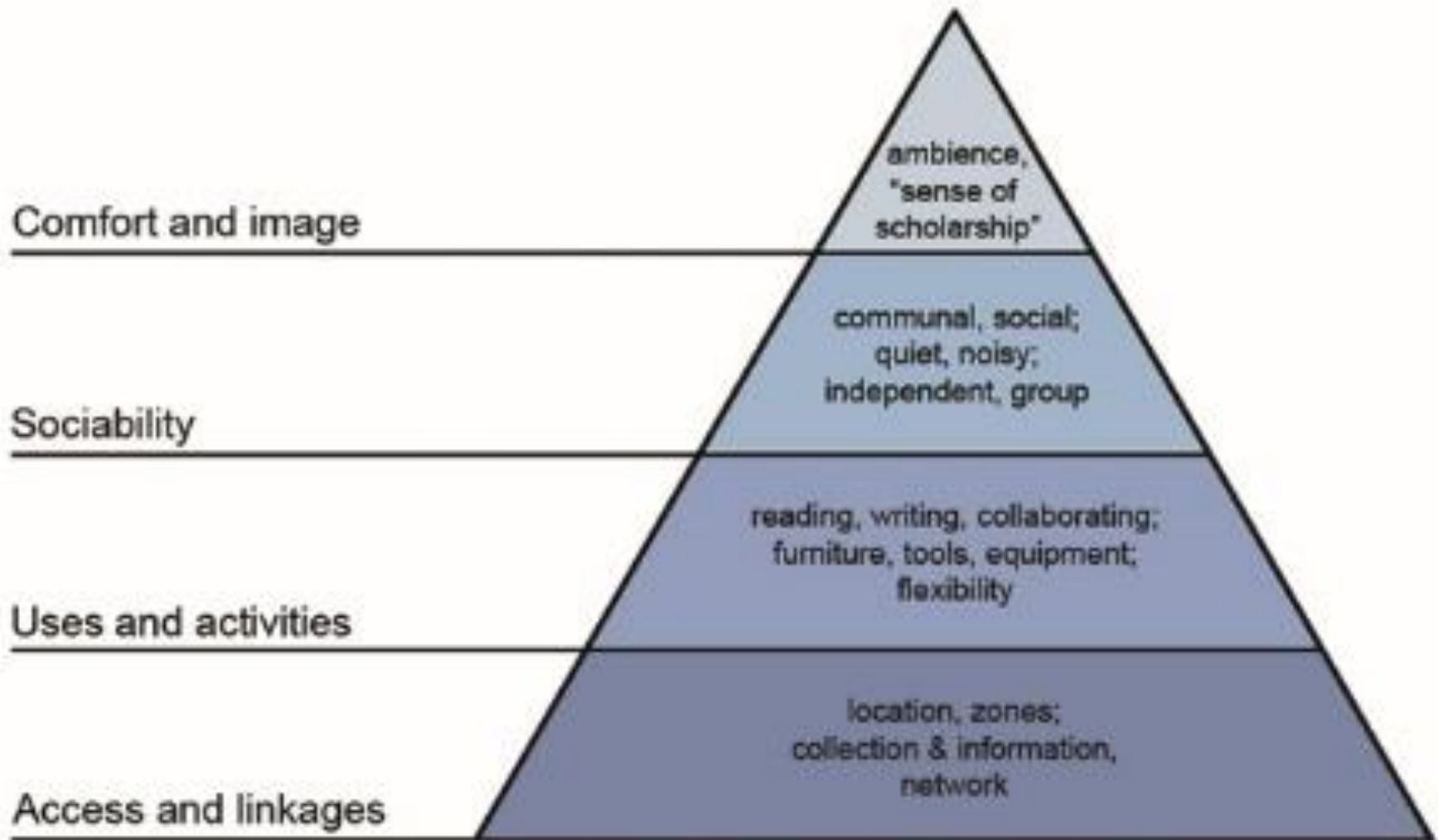
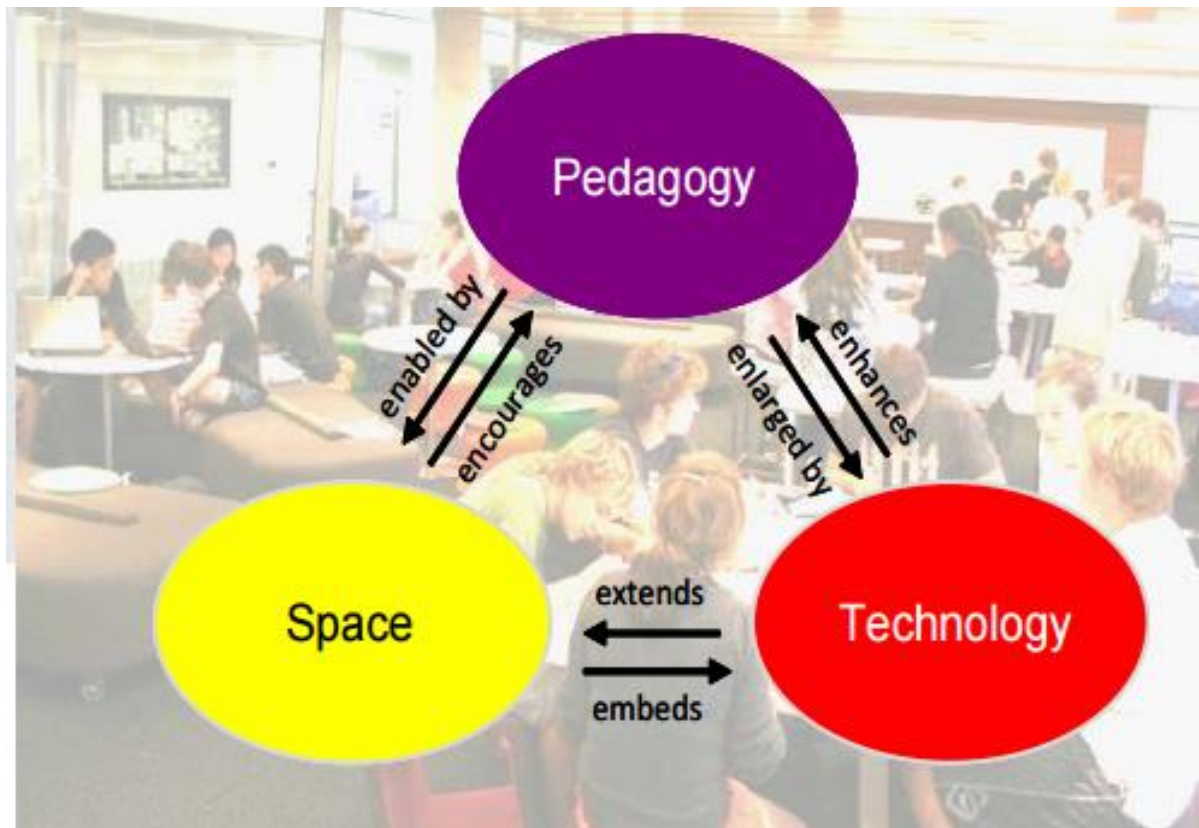


Figure 1. Hierarchy of learning space attributes

# PEDAGOGY SPACE TECHNOLOGY (PST)



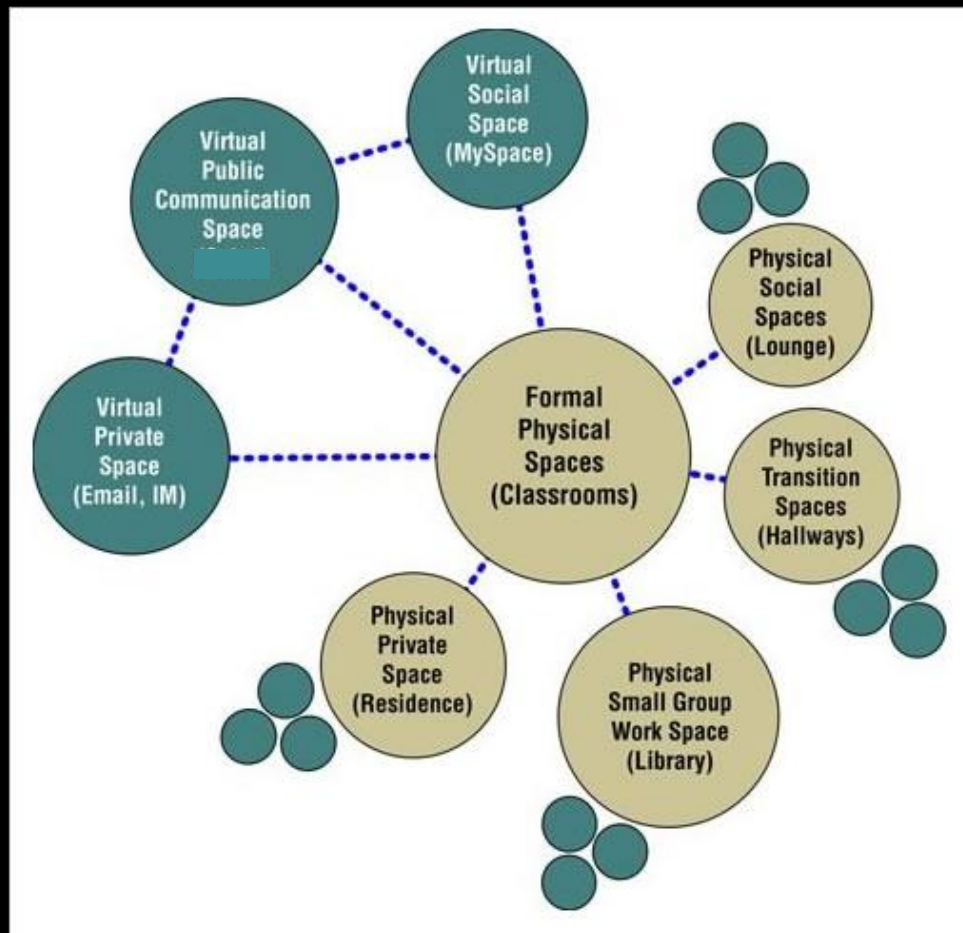
# The design of individual spaces within an educational building needs to be:

- **Flexible** – to accommodate current and evolving pedagogies;
- **Future proofed** – to enable space to be reallocated and reconfigured;
- **Bold** – to look beyond tried and tested technologies and pedagogies;
- **Creative** – to energise and inspire learners and tutors;
- **Supportive** – to develop the potential of all learners; and
- **Enterprising** – to make each space capable of supporting different purposes

## Blended Learning Environment



# Blended Learning Environment



# Research & Learning Commons





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# The Nature of Collaborative Learning

. . . collaborative learning fosters the development of critical thinking through discussion, clarification of ideas, and evaluation of others' ideas. . . .

Gokhale (1996)

# Collaborative Learning Activity Types

Tasks that are implementable within a collaborative learning environment

- Collaborative concept-learning tasks
- Collaborative problem-solving tasks
- Collaborative designing tasks

(Kumar,1996)

# SPACES

INTERACTIVE  
personalised  
inclusive  
LEARNING  
MULTIMODAL  
FUN  
supportive  
collaborative  
engaging  
PLAYFUL  
exploratory

*The JISC report argues that “a learning space should be able to:*

- motivate learners and promote learning as an activity;
- support collaborative, as well as formal, practice;
- provide a personalised and inclusive environment;
- and be flexible in the face of changing needs”.

# **Maximizing Space**

## **Set of design guidelines:**

- Learning spaces should support a diversity of learning styles
- must be versatile
- must be comfortable and attractive
- are information rich and technologically reliable
- must be maintained continuously
- should be ubiquitous in space and time
- should be used effectively
- Sufficient resources

# TaLC REGULATORY FRAMEWORK

## OUR CLASSROOM RULES

Take Risks and Make Mistakes

Be Ready to Learn

Do Your Best

Keep Hands, Feet, and Objects to Yourself

**WORK HARD**

Raise Your Hand

Try New THINGS

Be Safe Follow Directions

Take responsibility

**BE RESPECTFUL**

Say Please and Thank You



“The future of higher education  
lies outside the classroom.”

*Chronicle Higher Ed*, circa  
1999

## UKZN SHARED VALUES

**R -**  
**E -**  
**A -**  
**C -**  
**H -**



The  
TRUST EQUATION

$$\text{T} = \frac{\text{C} + \text{R} + \text{I}}{\text{S}}$$

T = Trustworthiness

C = Credibility

R = Reliability

I = Intimacy

S = Self-Orientation



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# ***Thank You***



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