

Program Elements

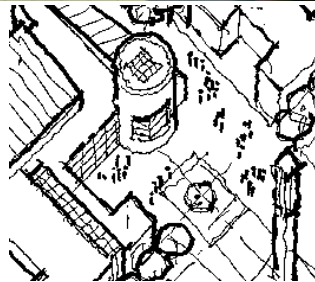
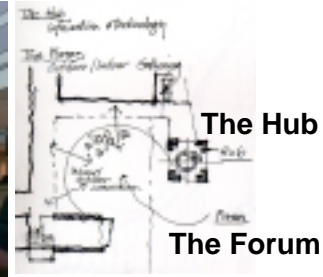
The following images illustrate some of the qualitative aspects of the individual program elements.

These are to be viewed as examples and not as specific solutions for the Commons Expansion. The program detail addresses the current requirements for each specific space: The detailed development of the Commons will occur during the design process with the building committee consisting of students and other university participants.

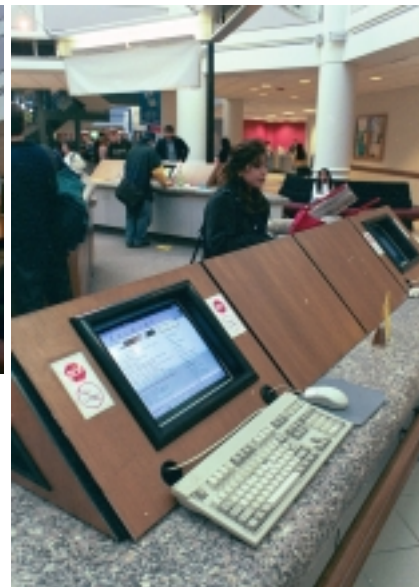
A Great Place At the Center of it All



The Hub and Forum



Information & Technology Hub



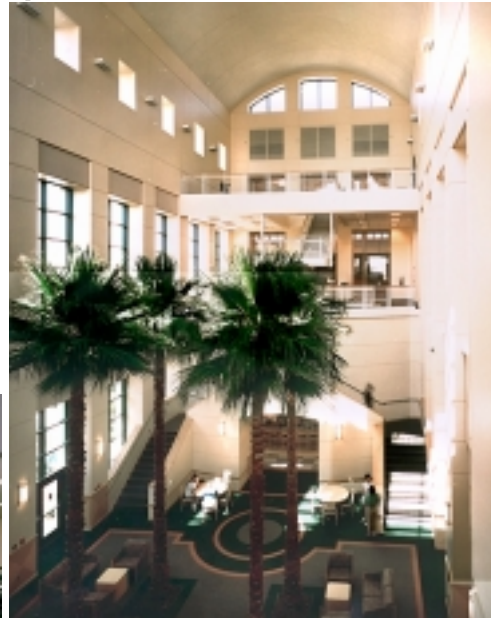
- Sense of Arrival
- Information Counter & Kiosk

Visible Center

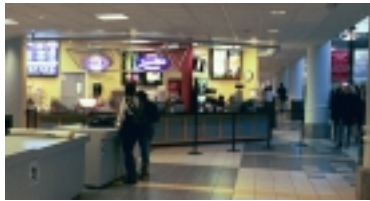
- Sense of Arrival
- Information Counter & Kiosk
- Permanent and Changing Art
- Natural Light



Gathering Spaces & Visual Connections



Expanded and Improved Food Venues



- Variety of Food
- Variety of Seating

Activities and Grill



- Variety of Games & Activities
- Evening & Weekend Hangout



Lounge and Study Spaces

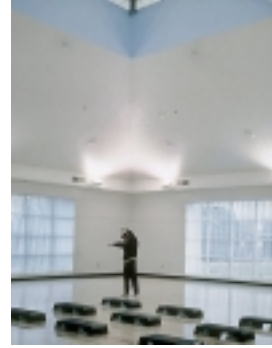
- Social and Study
- Casual Seating
- Ambience
- Interaction
- Computer Plug-ins
- Food allowed



Multipurpose Event Space- Expanded Assembly and Meeting Spaces



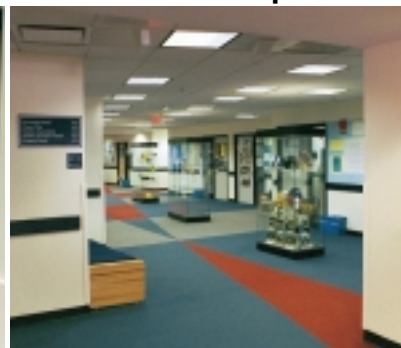
Activity Spaces- Meetings and Events



Student Meeting & Organization Spaces



- Flexible
- Workspaces and Project Rooms
- Shared Spaces



Computers & Cyber Café



- Social and Study
- Casual Seating
- Ambience
- Interaction
- Universal Computer / Internet access

Games & Entertainment

- Video
- Pool
- Possibility of Bowling

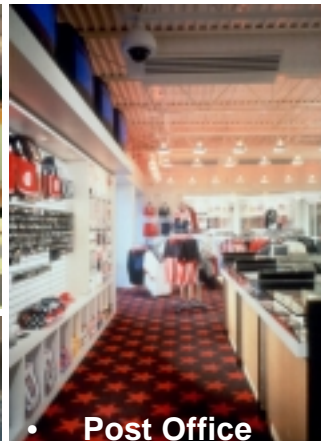


Theater/performance space

- Movies
- Lectures
- Student Programs



Expanded Retail Spaces



- Post Office
- University Goods
- Convenience Store