

EDS LAB, PRATT INSTITUTE  
CLASSROOM: ENG. 206



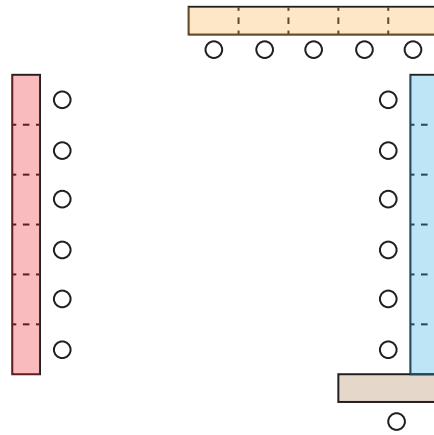
Location: Classroom ENG.206 in EDS lab, 2nd floor of Chemistry Building, Pratt Institute

It is the very first classroom on the left side along the EDS lab hallway. I picked this particular classroom because majority of students drop by here since it is the nearest from the entrance, thus giving me more to study with.



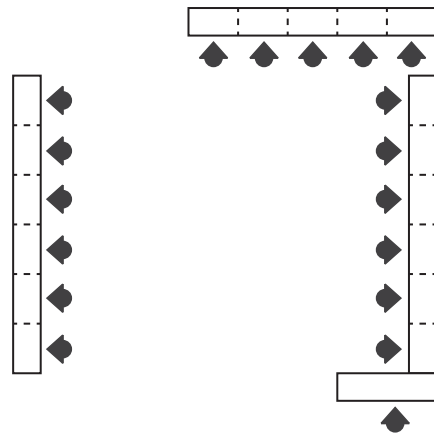
To analyze characteristics of the lab and observe behaviors of students who come to use the computers

OBJECTIVE



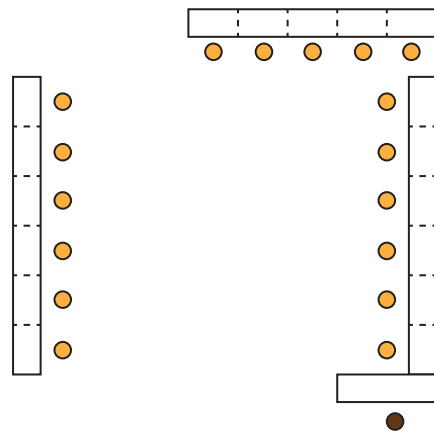
### Facilities

Classroom comprises total of 4 desks: 3 longer ones and one shorter one. Maximum eighteen people can take over the computers, but there are more left over chairs in the classroom.



### Direction while facing the computer screen

All users, except the professor seat, are to face towards the wall, which I think is successful. It helps to one to concentrate more since one's view is only focused on one's monitor. It is unlikely to be disturbed by other factors.



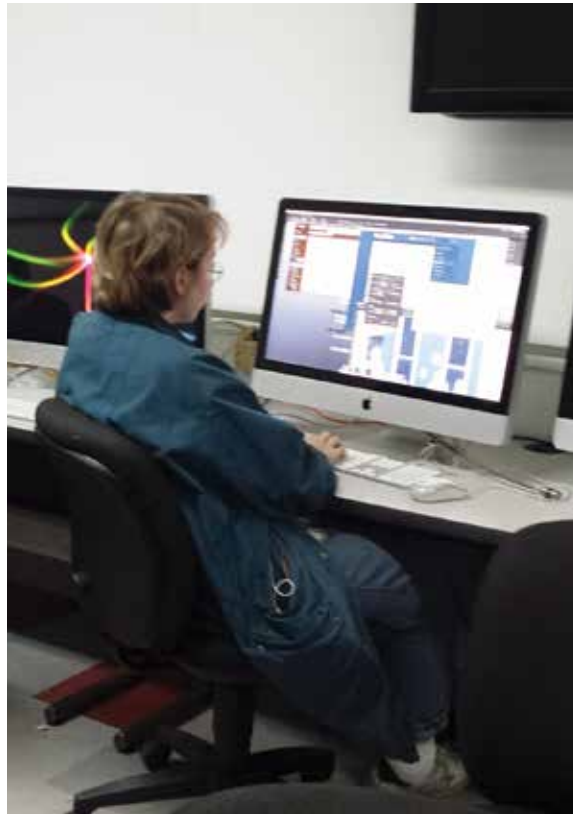
### Users

During class hours, seventeen seats are destined for students while one seat on the south side is for professor. With this composition, it allows the teacher to see students' monitors and to make sure that they are working.

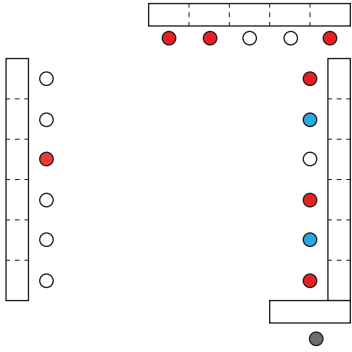
Student
  Professor

Activities held in the lab:

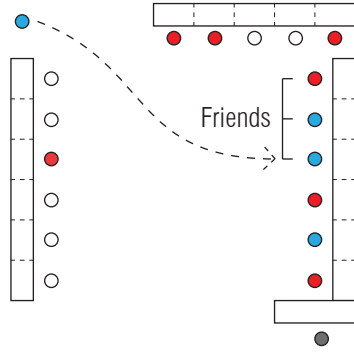
Most activities held in the lab are to do with lab facilities, such as scanning and using computers (Adobe programs, Garageband, Internet browsing, etc.) All computers are in fine conditions, allowing users to work faster.



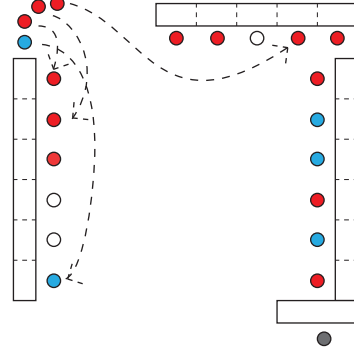
3:20 p.m.



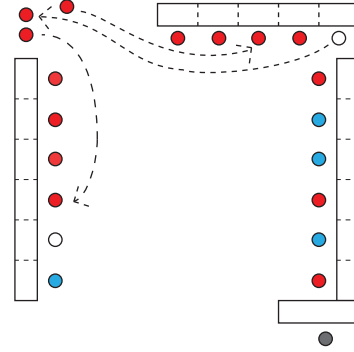
3:25 p.m.



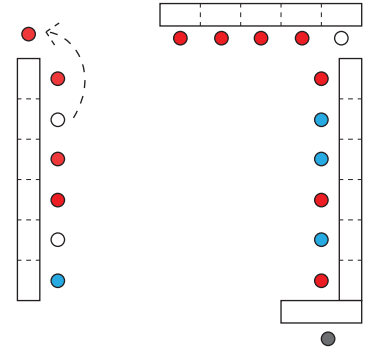
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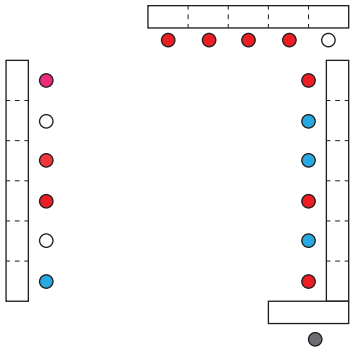
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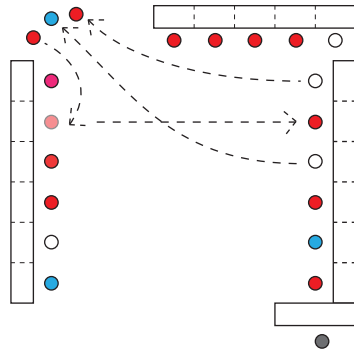
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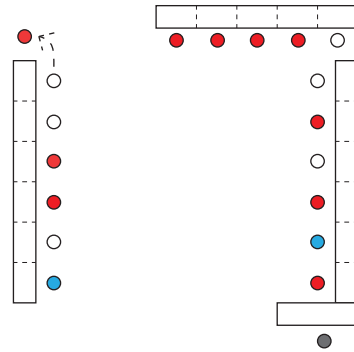
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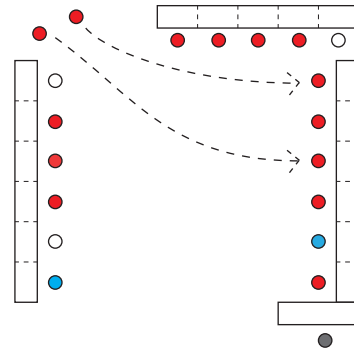
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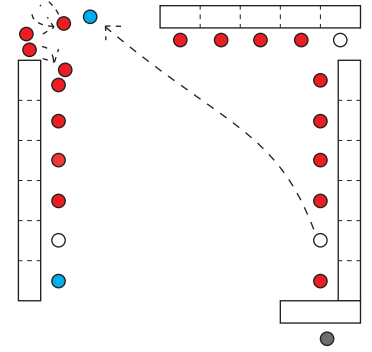
4:00 p.m.



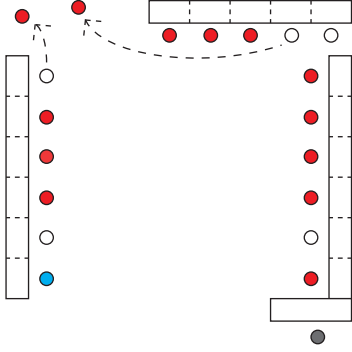
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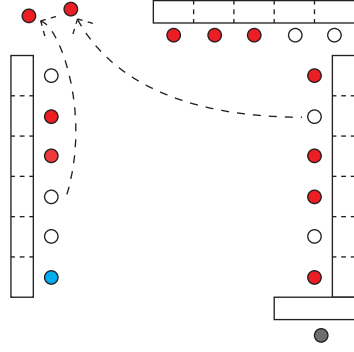
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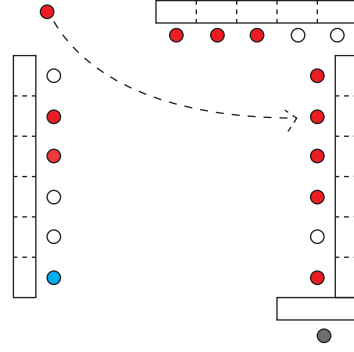
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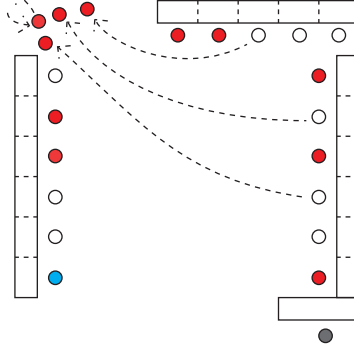
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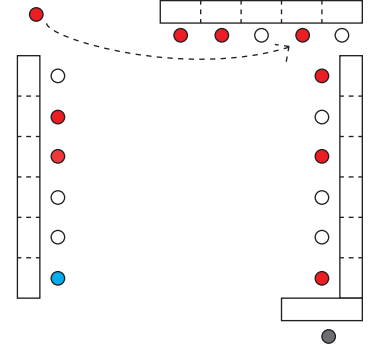
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4:35 p.m.



4:40 p.m.

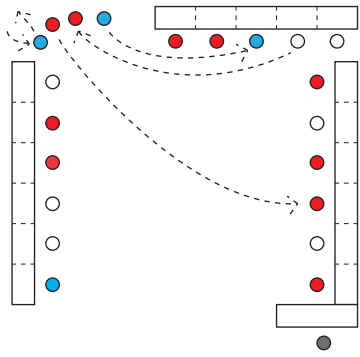


● Man ● Woman ● Me

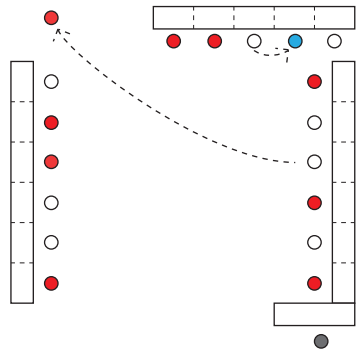
From 3:20p.m. to 6:20p.m., I observed patterns of how students come and choose their seats.

Behavior Pattern

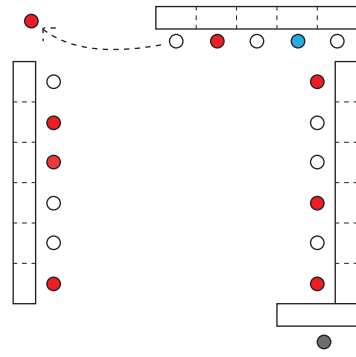
4:45 p.m.



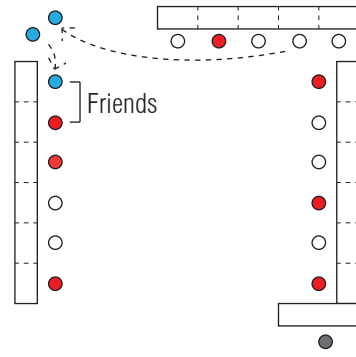
4:50 p.m.



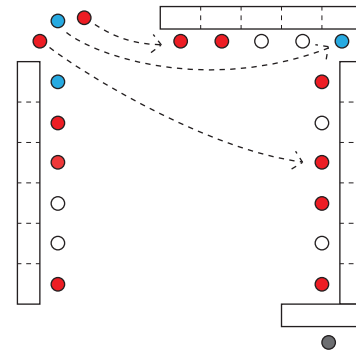
4:55 p.m.



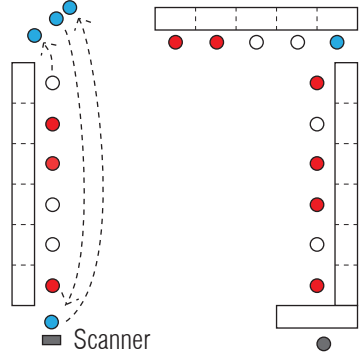
5:00 p.m.



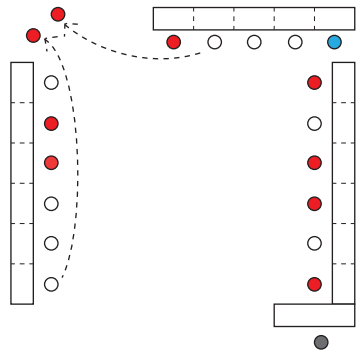
5:05 p.m.



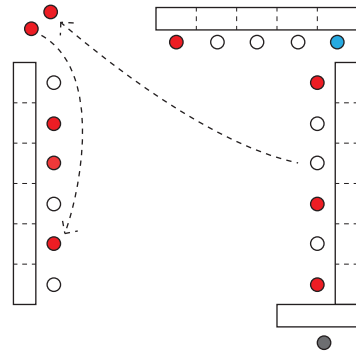
5:10 p.m.



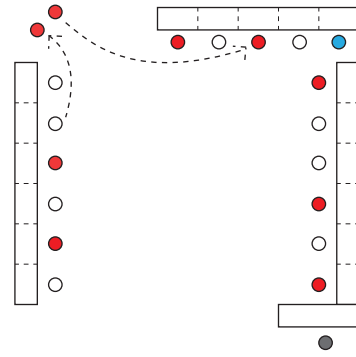
5:15 p.m.



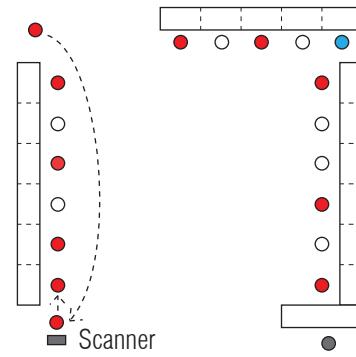
5:20 p.m.



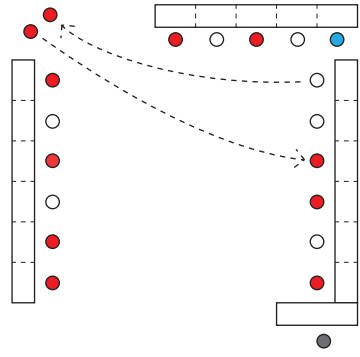
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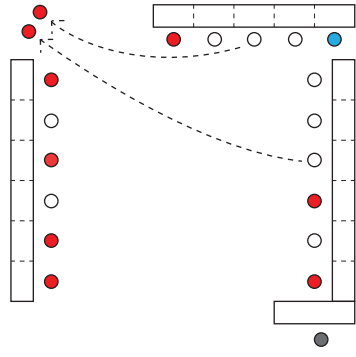
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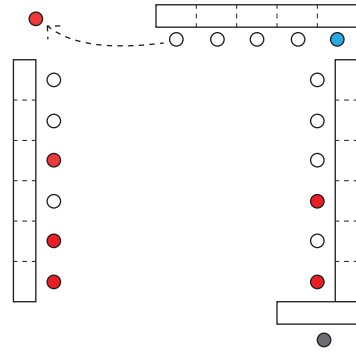
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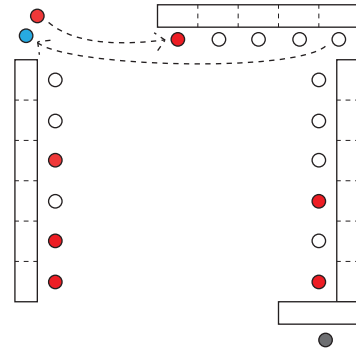
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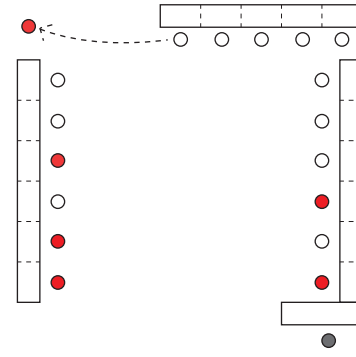
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5:50 p.m.

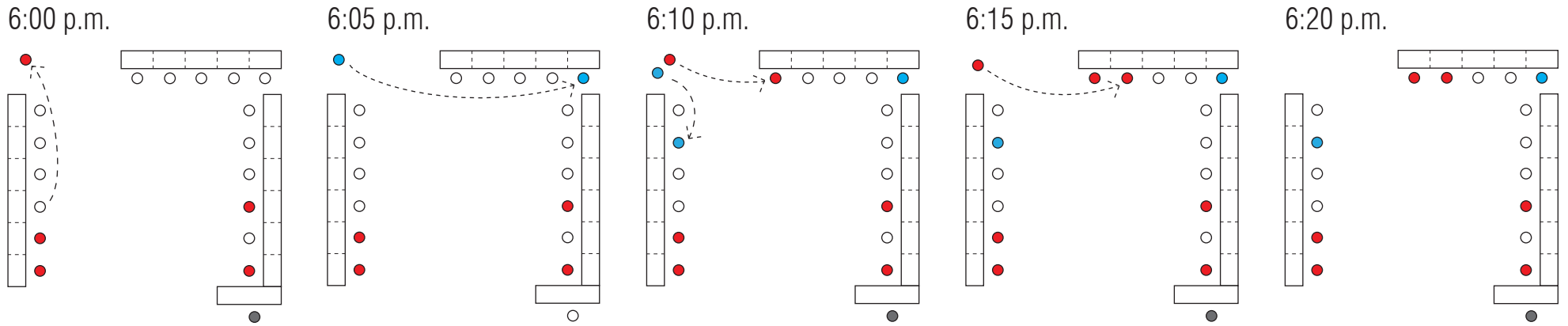


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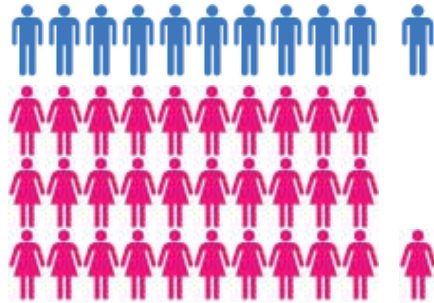


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Behavior Pattern

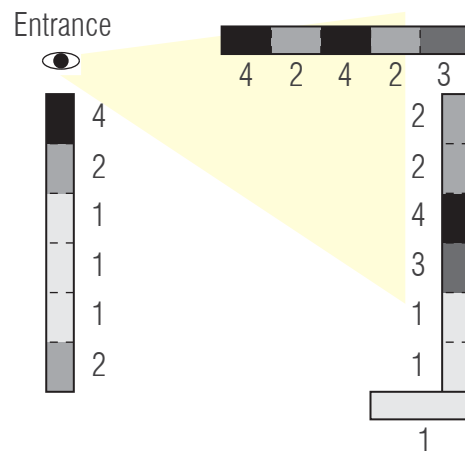


Conclusion:



### Gender

From calculating how many men and women have dropped by the lab, it was surprising that there were almost triple number of women than number of men (31 women and 11 men). This outcome told me that more women come and use the lab. It also may be due to the fact that Pratt is art school, where more women could be found.



### Usage

I counted how many times each computer was used and got the following result. Desks that are closer to the entrance were used quite often. Desk on the north and east side were used more; I assume this happened because they are the ones that come directly into the view when one comes into the classroom.

It is noticeable that students prefer to sit at the *edge* and *center*.

My criteria for  
Good Design: Good design is experiential.  
Good design is long - lasting.  
Good design is human need - based.



Experiential: —

Classroom is simply a square shaped room with desks aligned at the edges. It does not give much an experience when one first comes into the space. The current design of the lab is based on the necessity rather than the aesthetic pleasure.

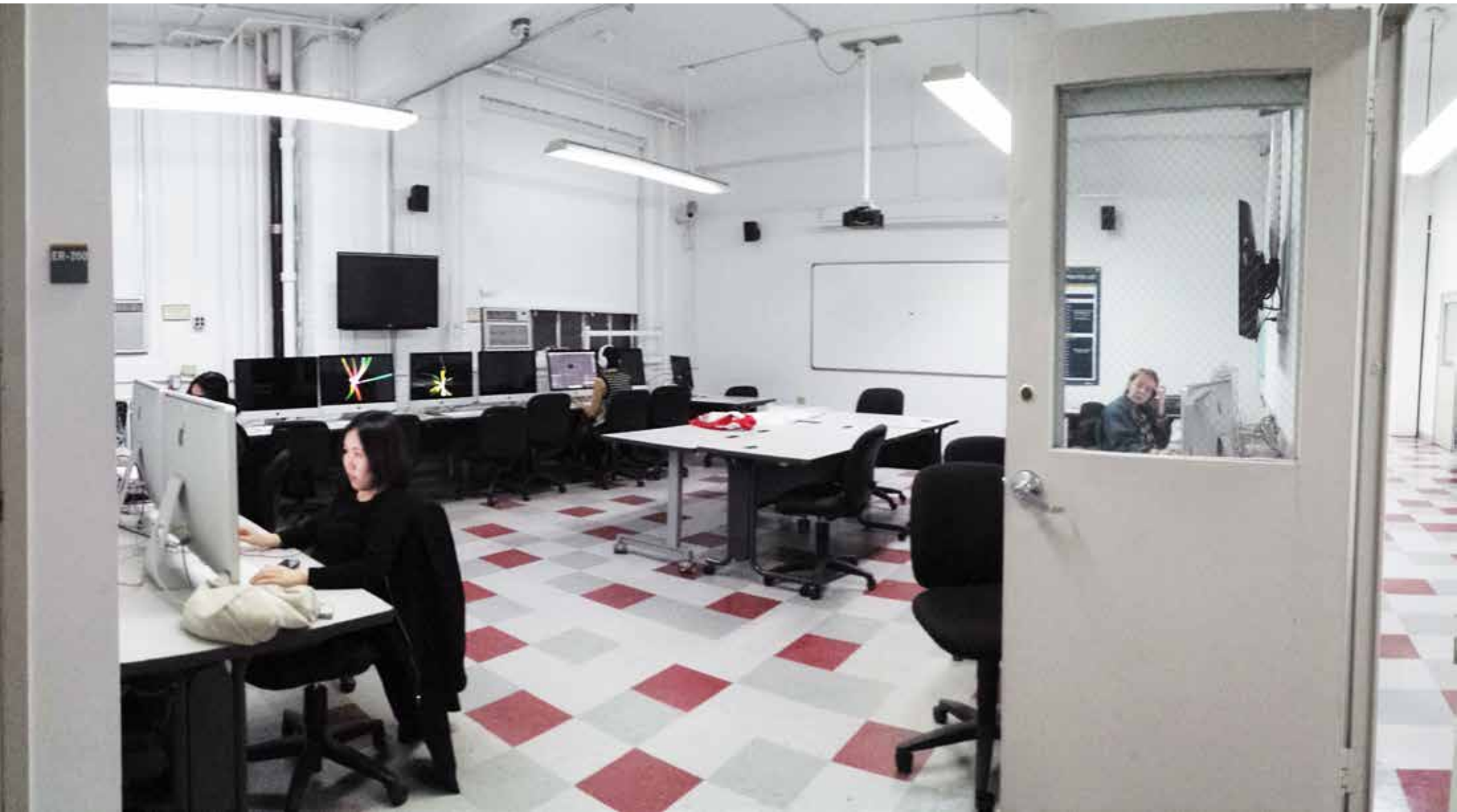
Long-lasting: +

Since the design is so simple and basic, there are not much conflicts and discomfort due to its design. Students are not so bothered by its composition, so the design would be long-lasting unless the school wants to renovate it.

Human need-based: +

There are not much difficulties in using the lab. The way that users are to face towards the wall is clever since it helps people to concentrate better. The distance between each computers is relatively far so it does not feel so crowded. All furnitures, especially chairs, are comfortable; students can sit and work for a long period of time.





In conclusion, the design of this particular space is quite successful. Simple and smart composition of computers in classroom ENG.206 allows people to work at the lab comfortably with minimum distractions. In addition, good technology and equipments, including projector, computers, and chairs, are all accessible, which is absolutely a benefit for students who are privileged to use them for free.