



*BENJAMIN L. HOOKS LIBRARY
CLOUD901 Teen Learning Lab
Memphis, Tennessee*

Benjamin L. Hooks Library

CLOUD901 Teen Learning Lab

Memphis, Tennessee



LOONEY RICKS KISS

175 Toyota Plaza, STE 500
Memphis, TN 38103

Rebecca Courtney, ASID, IIDA
p. 901 521 1440
e. rcourtney@lrk.com

www.lrk.com

MARGARET SULLIVAN STUDIO

307 7th Avenue, STE 504
New York, NY 10001

Margaret Sullivan, LEED AP, Principal
p. 646 687 7923
e. margaret@margaretsullivanllc.com

www.margaretsullivanllc.com



CLOUD901

In 2015, the Benjamin L. Hooks Central Library will open CLOUD901, an important model teaching teens to develop a toolbox for 21st century literacy and life skills.

Under the visionary leadership of Keenon McCloy, Memphis Director of Libraries, Diane Jalfon, Memphis Library Foundation Executive Director, and Janae Pitts-Murdock, Memphis Library Teen Services Coordinator, the learning lab will provide a unique world of opportunity to Memphis teens. And it will all be free.

This new learning lab will be a national model for how to serve the teenage population. It is the first such center to be designed following the discontinuation of the Institute for Museum and Library Service's Learning Lab program and the January 2014 call to action by the Young Adult Library Services Association (YALSA), which promotes engaging teens through technology.

Dubbed "CLOUD901" by Memphis teens, the new center will be a state-of-the-art social, creative, production, research and performance lab providing everyone who enters its doors a toolbox for an accomplished future.

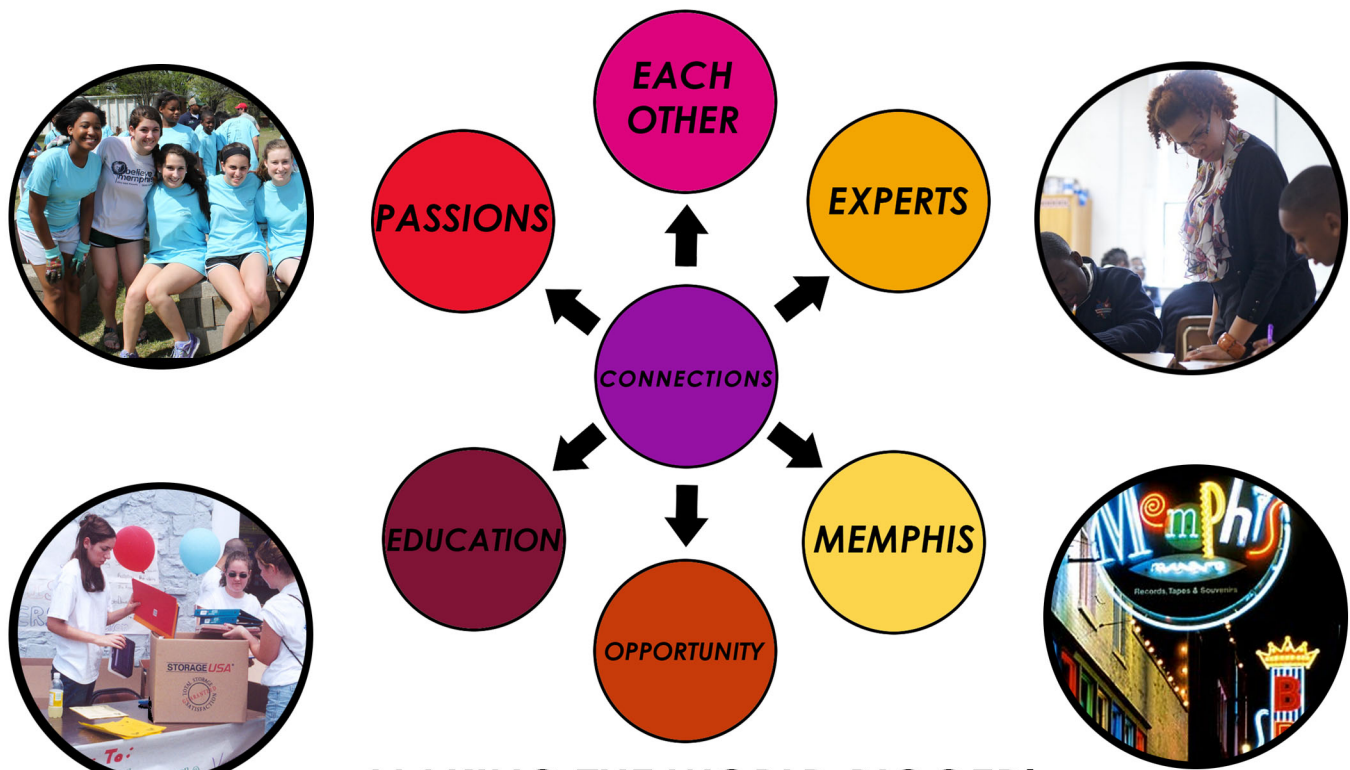
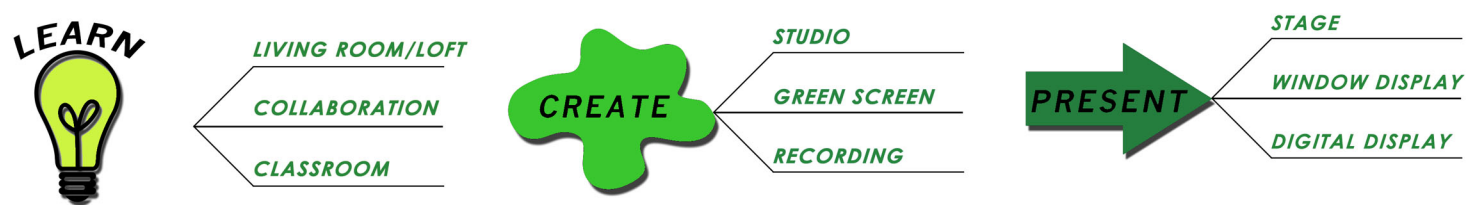
Designed to serve the specific needs and interests of the Memphis teenage community, CLOUD901 was developed based on successful examples for transforming teen services, most notably YOUmedia, which encourages "connected learning" or the idea that this age group learns best when they are connected to their passions, desires and interests, and HOMAGO (Hang Out, Mess Around, Geek Out), the concept that teens learn in a variety of social, collaborative and focused environments.

The learning lab also considers its users to be the first generation of digital natives and as such, the toolkit of creation is as varied as the new media and technology landscape. At CLOUD901, a book trailer can be made for a book report at the video production station; the next famous songwriter from Memphis can practice at the sound-mixing station; and the future coders and game creators can utilize the incubation center. This learning lab will make way for a new generation of Memphis teens and families to develop a wide range of tech-forward skills.

The following diagrams represent synthesized information from a visioning and workshopping process. The design team engaged in three workshop sessions which included representatives from the visioning committee, teen librarians system-wide and teens in the library's teen advisory group.

These diagrams, representing guiding principles, informed space function and layout to create a purposeful sequence of experiences, rooted in the goals and aspirations of:

- 1. Making the World a Bigger Place
- 2. Creating a 21st Century Toolkit
- 3. Engaging in Active Learning Environments



MAKING THE WORLD BIGGER!

LEARN CREATE PRESENT

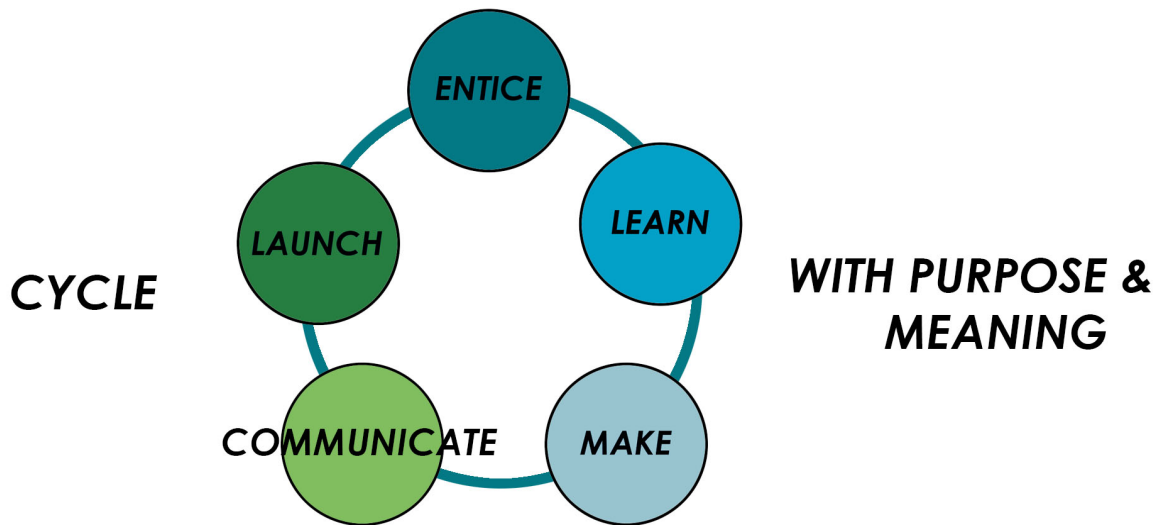
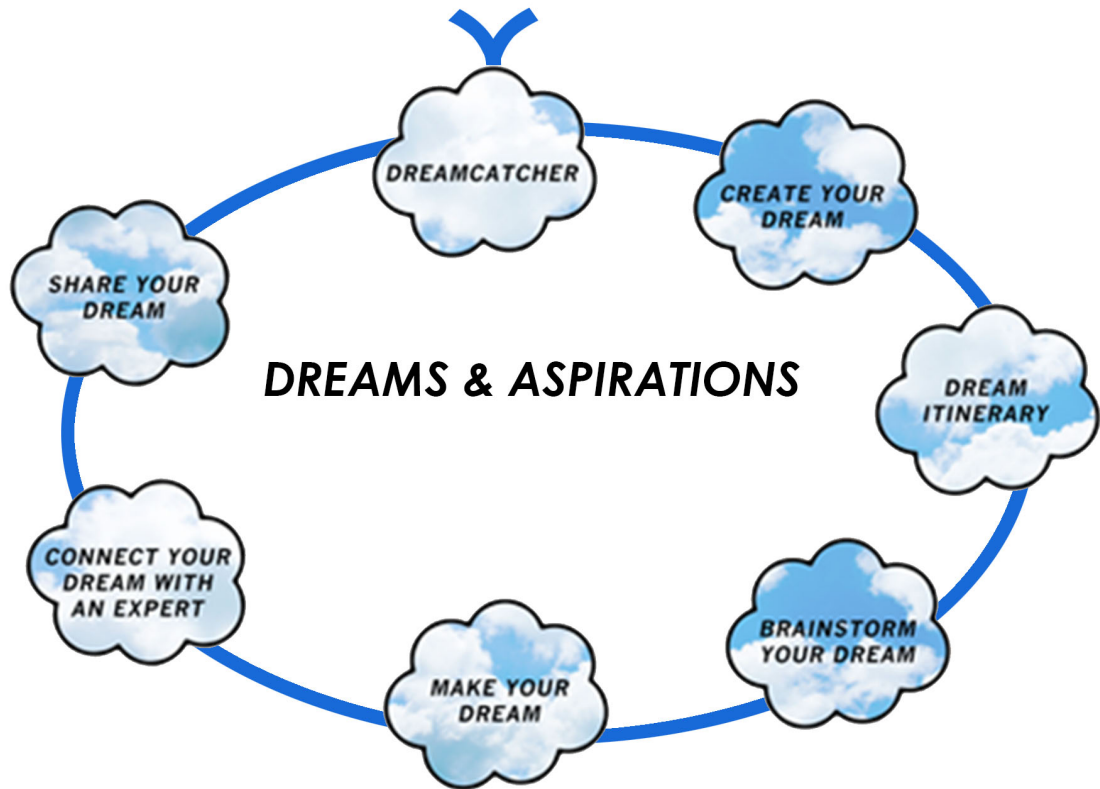
ACTIVITIES & EQUIPMENT - TOOLS FOR THE 21ST CENTURY

BATTLE OF THE BANDS
FASHION SHOWS
COMPUTER CODING
PLAY ACT
DIGITAL INTERACTION

HACK-A-THON
IMPROV
PERFORM MUSIC
SKYPE
DANCE

COLLABORATION
RECORD MUSIC
YOGA
GRAPHIC NOVEL
Wii
CREATIVE WRITING

POETRY SLAM
DREAM
HOMEWORK HELP
BOOK CLUB
STUDIOS
JEWELRY DESIGN



ENTICE SHARE LAUNCH

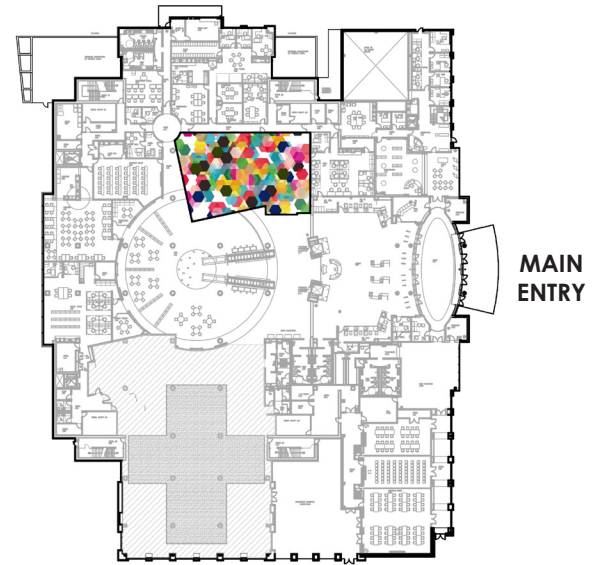
The curriculum for the lab will emphasize creating rather than consuming content. Teen visitors will be actively engaged with technology, encouraging creativity and innovation. The learning lab extends experiential learning outside of the classroom. Through a creative mix of state-of-the-art digital media equipment, self-organized learning opportunities, expert-led workshops, mentor relationships and library resources, this initiative will increase access to 21st century skill development, increase social assets, increase circulation of career related materials, increase participation in library programs and improve college and career readiness for Memphis youth ages 13 – 18. Ultimately, CLOUD901 will enable the next generation of Memphians to discover their passions and aspirations.

The layout of the space is designed to celebrate a community of learners, creators and presenters. Over 8,300 square feet of space on two floors of the central library will be re-purposed to create a variety of experiences, including: a video production lab; a sound-mixing station; a technology corner that connects users to the world beyond; an area dedicated to where art can be made in all of its messy forms; a stage for presentation and the celebration of skills; and collaboration areas for thinking, tinkering and brainstorming. Cutting-edge equipment will support a sequence of activities, fostering a process of ideation, creation, focus, and collaboration that celebrates unique passions and a variety of learning styles. The two floors will be connected by a stair that will also serve as a dramatic backdrop to the informal gathering and performance space.

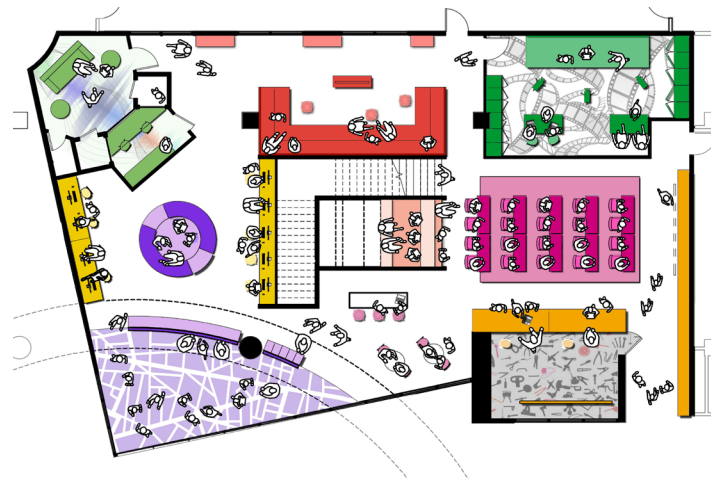
A special place for relaxing and reflecting will allow teenagers to step out of their everyday lives and help their dreams to unfold. Called the Dream Catcher, this is a space where a teen can truly escape and let his or her imagination soar. The librarian, now a “mentor,” will be stationed in the nearby Dream Store where a custom “dream itinerary” will be created for each person. Whether a teen wants to write a research paper or a song, he or she will be introduced to the resources to flourish.

The importance of connecting—to peers, to the Memphis community, to experts, to family and to education—was another critical aspect that was addressed in the design process. New meeting rooms and spaces for collaboration will support peer-to-peer learning, mentor-mentee relationships between teens and their librarians and connections to experts who can help teens' passions become realities.

At CLOUD901, be enticed to learn, make, communicate, and launch. Be inspired to catch your dream, create your dream itinerary, connect your dream to an expert and translate your dream into reality!



FIRST FLOOR KEY PLAN



**FIRST FLOOR ALTERNATE PLAN
CLASSROOM LAYOUT**

LEARN CREATE PRESENT

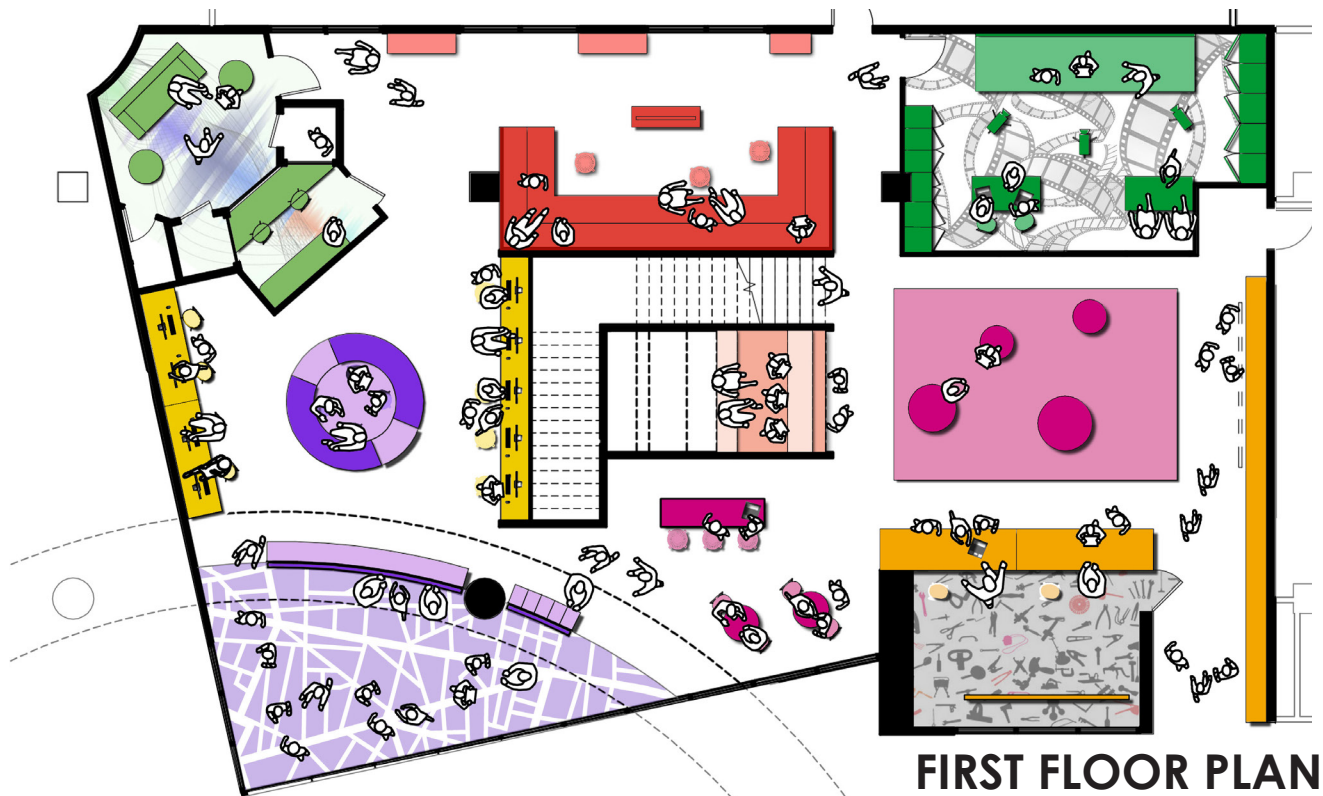
The First Floor entrance of the Teen Learning Lab will be abuzz with creative production and technology that will signal to newcomers and regulars alike that it's a place where professional-quality movies, music and animation are being made. Between informal hangout areas, teens will be able to enter the space, meet in the lounge for peer-to-peer conversation, check out a "tool" at the toolbox—like an iPad, video recorder, microphone, laptop—and be on their way to creating an end product.

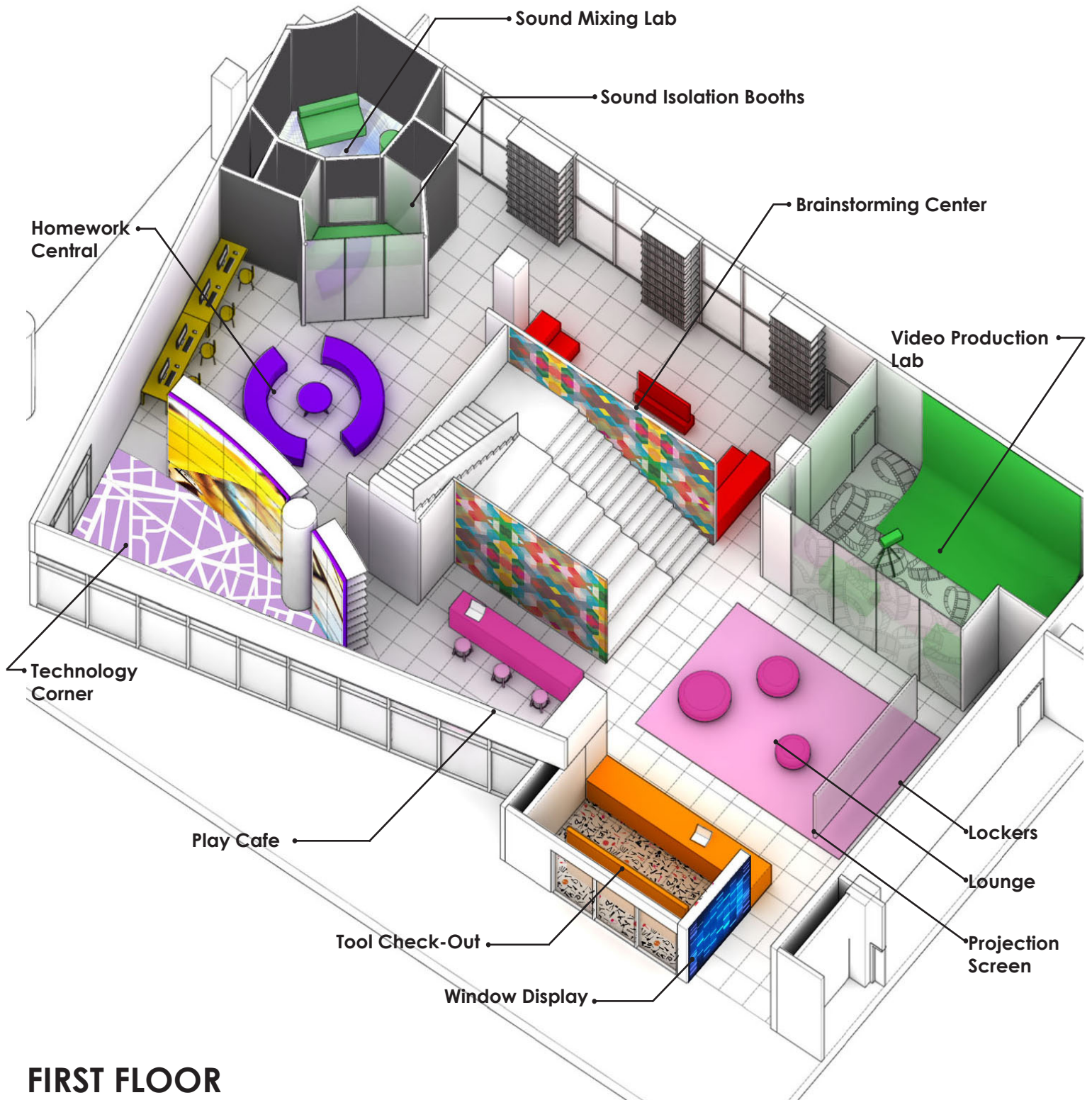
Between the music- and movie-making areas, the Brainstorming Zone will be a collaborative environment for sharing and critiquing projects to get new ideas. Whether a teenager is a behind-the-scenes or front-of-the-camera type, he or she will have the opportunity to contribute. All talents will be recognized and valued.

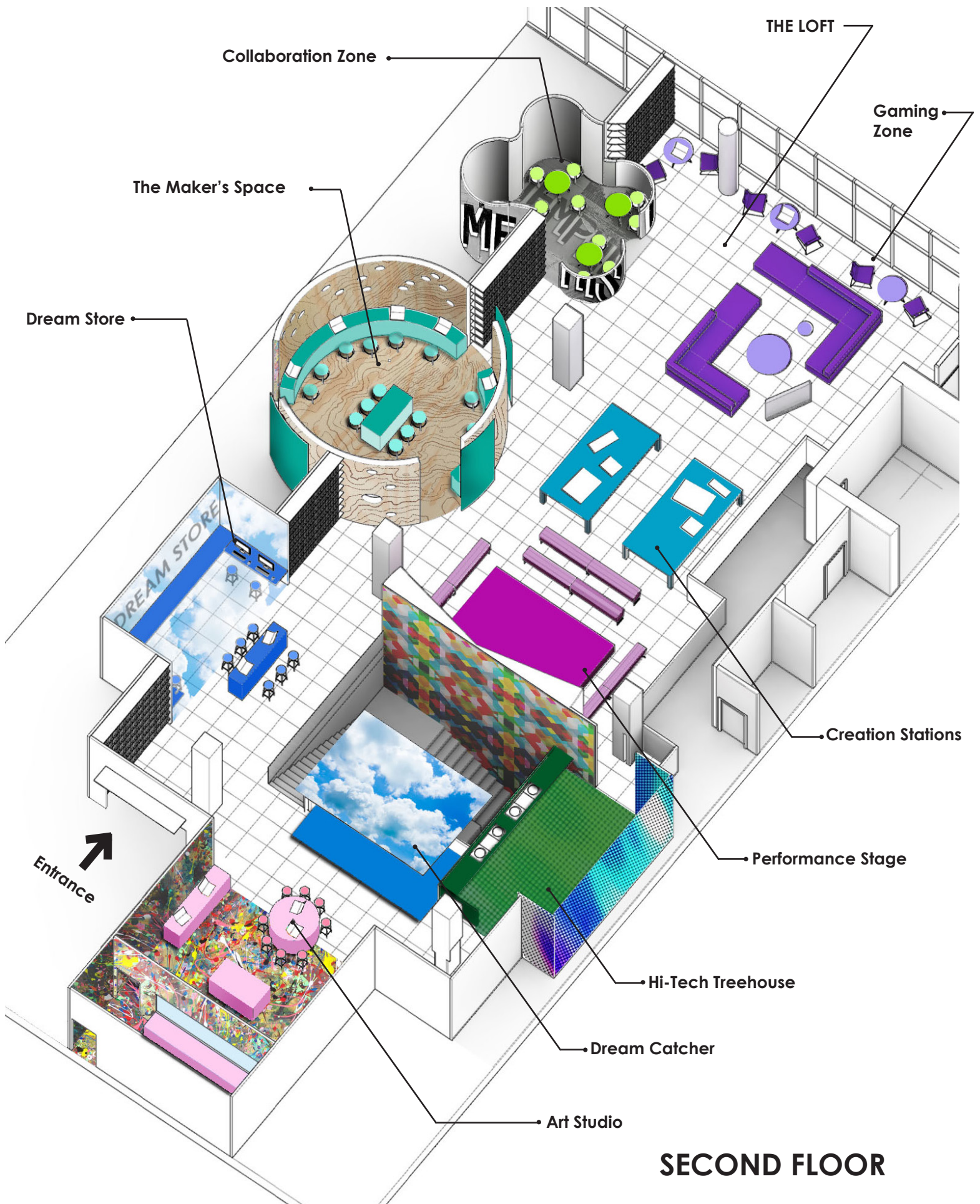
Street grids from all over the world define the floor patterns in the Tech Corner, which could be home to the most technologically advanced screen wall in Memphis. Teens will be able to use this screen wall to connect to other branches for a system-wide game night or to other countries for an international exchange poetry jam. Homework Central also provides a space for access to computers, research and mentors for more focused learning.

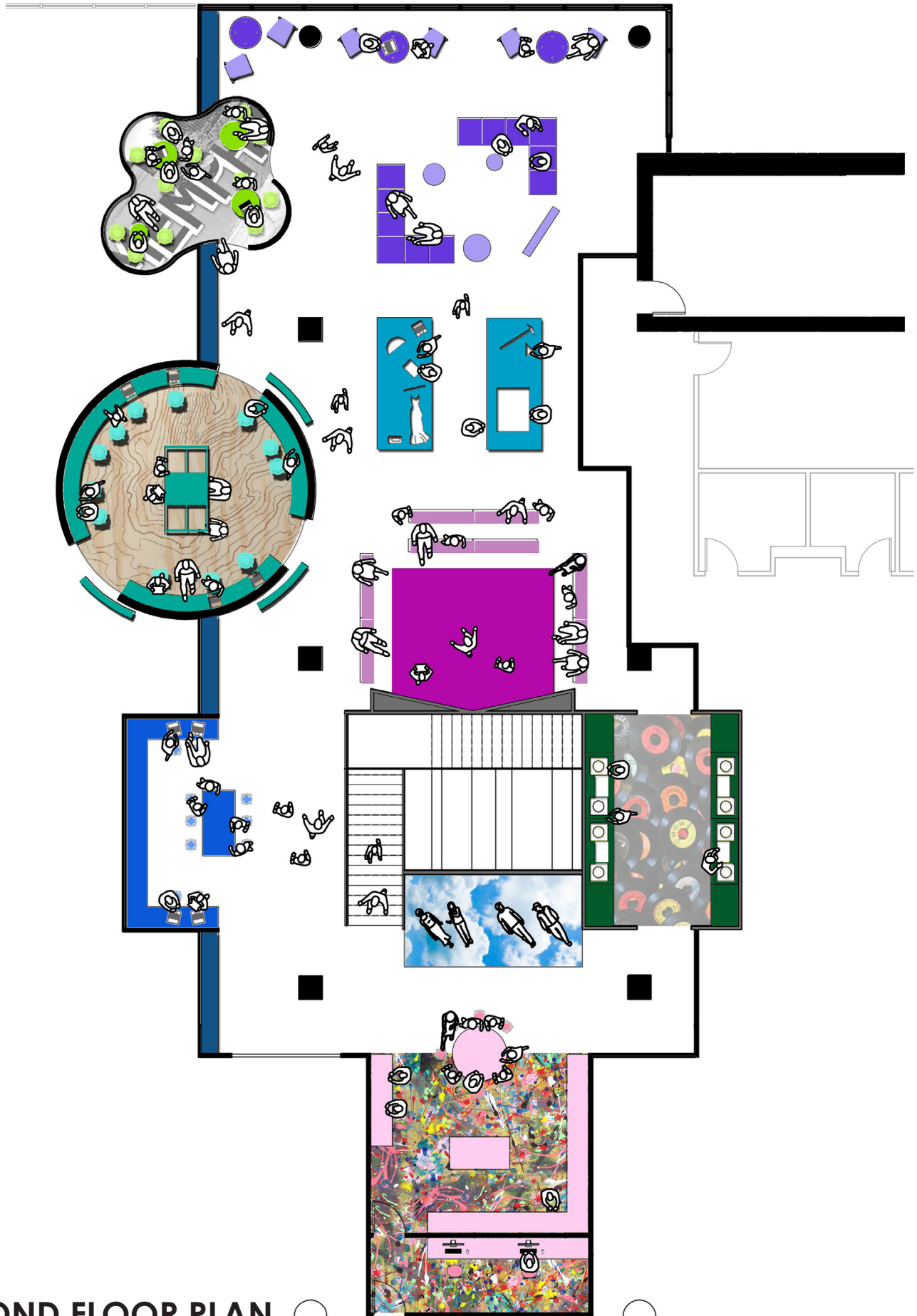
With work, there should be play, especially for the health and well-being of this age group. The Play Cafe offers another place to relax and enjoy the camaraderie of peers and mentors. It's even a great place for a card game, a refreshing snack or just hanging out with friends.

To celebrate accomplishments, many spots exist for display and presentation, including: the informal lounge, which has the ability to transform into a performance space, perfectly set up by the stairs and platform seating; the window display at the entrance for makers and doers to hone their exhibition skills; and the lounge's movie screen for projecting the latest animation videos.







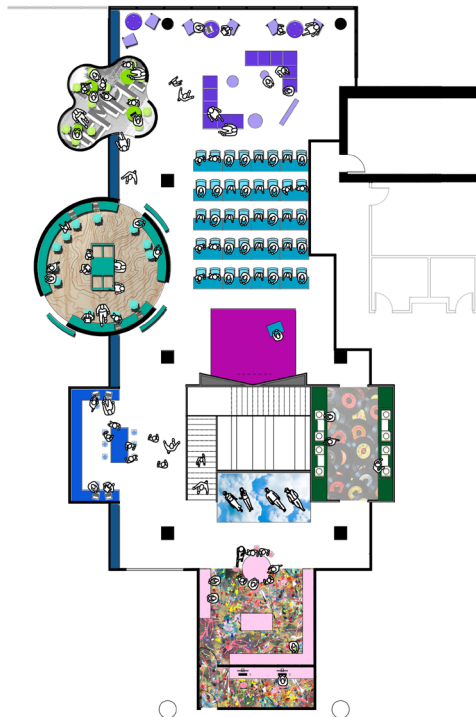


SECOND FLOOR PLAN ○

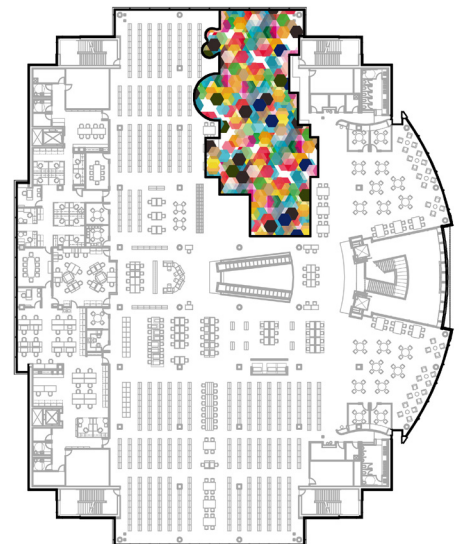
ENTICE SHARE LAUNCH

The Second Floor of the Teen Learning Lab will include a variety of spaces for hanging out, messing around and geeking out—with activities ranging from 3-D modeling in the Maker's Space to digital arts in the Gaming Zone. The Second Floor is intended to be open and flexible to not only hold events like creative or computer hack-a-thons, but also to accommodate performances for a large or small audience—including fashion shows, open mic nights, a battle of the bands, or improv comedy.

The loft is flanked by a series of special rooms and spaces: meeting rooms with meaning. The Dream Store, The Dream Catcher, the Collaboration Zone, and the Hi-Tech Treehouse are intended to be areas where smaller group or individual activities can flourish, ensuring that every teen has a variety of spaces to create the desired conditions for his or her task. Whether focused on music mixing in the Treehouse, laying out a graphic novel at the Creative Stations, or having a one-on-one mentor session to plan the path to college, there is a place for everyone.



**SECOND FLOOR ALTERNATE PLAN
CLASSROOM LAYOUT**



SECOND FLOOR KEY PLAN



