

PLEASANT HILL LIBRARY

Building Program Document
April 2018

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Introduction

The existing Pleasant Hill library building is more than 50 years old and nearing the end of its useful life. A Task Force was established by the Pleasant Hill City Council to study options and concluded that the current library does not meet the needs of today's library users and the Pleasant Hill Community. With the passage of Measure K in the 2016 election, the community of Pleasant Hill approved the funding of the new library.

In August 2017, the City of Pleasant Hill selected a design team assembled and led by Bohlin Cywinski Jackson to design the new library. This team includes Margaret Sullivan Studios (library consultants) and Einwiller Kuehl (landscape architects), who participated with Bohlin Cywinski Jackson in the development of this document. During the period of October 2017 to February 2018, this team organized and conducted a campaign of community engagement and met frequently with representatives from the City and the Contra Costa County Library. This Building Program, which forms the basis of design for the project, is a culmination of these efforts.

About Building Programming

The primary goals of the Building Programming Phase are a) to identify the various needs and the activities to be supported by the new library, and b) to define the spaces and places that support these activities. This document defines the qualitative and quantitative attributes for these spaces and forms the basis for the design of the library.

During this Programming Phase the design team collaborated with representatives from the City of Pleasant Hill and the Contra Costa County Library, in order to engage with the community and gather information about this community's values, develop a strategic vision for the library, identify the desired attributes for the library, and confirm the functional requirements of the project.

The requirements for spaces and places in this program are determined by the activities supported. This activity-driven methodology provides for flexibility, because the ability to support experiences and activities becomes the measure of success, rather than strict adherence to a table of spatial requirements. As the design for the library is developed, the program may be modified to reflect a growing understanding of a variety of approaches for providing a satisfying customer experience.



About this Document

This building program document is the culmination of a four-month process, which included community engagement, needs assessment and strategic planning.

The process of developing this program document involved active and collaborative participation from the following groups:

- **The Consultant Team:** Bohlin Cywinski Jackson (Architects), Margaret Sullivan Studios (Library Planners), Einwiller Kuehl Landscape Architects, and Swinerton Project Management.
- **The Library Steering Committee:** comprised of the Consultant Team, and representatives from the City of Pleasant Hill Staff, the City of Pleasant Hill City Council, and the Contra Costa County Library.
- **The Library Staff Working Group:** comprised of members from the Consultant Team and representatives from the Contra Costa County Library System.
- **The Pleasant Hill Community:** which was engaged through a variety of formats including 15 focus group sessions, two Town Hall meetings, one-on-one interviews, surveys and engagement via the City Hall website.

Asking questions such as: “What do you want for the future of your community?” “What do you value most about Pleasant Hill?” “How can the new Pleasant Hill Library support the needs, aspirations and the goals of how you envision using the new Pleasant Hill Library?”, the consultant team approached the building programming process with a

community-driven, human-centered, outcome-based methodology.

The new building program must allow for flexibility and support the variety of library programs that the staff is already facilitating, as well as fostering continued innovation in services. The new library should support a variety of learning styles. It needs to absorb surges of user groups throughout the day, such as heavy use by families with young children during morning story times, and middle-schoolers in the afternoon, while providing a comfortable environment for others who seek a more quiet environment. The new library should include spaces for serendipitous discovery of books and collections; a variety of areas for storytelling in all its vibrant forms; quiet, reflective spaces for reading and studying; social spaces for community gathering; messy, creative spaces for making and tinkering; and outdoor spaces for play, reading and socializing.

The new library should also reflect Pleasant Hill’s unique character and strong sense of community. We heard from the community that the library should provide intergenerational, interest-based experiences with a focus on play, social connections and lifelong learning.

The Contemporary Library

"All libraries and museums—and the people they serve—stand to benefit from becoming more intentional and purposeful about accommodating the lifelong learning needs of people in the 21st century and doing this work collaboratively in alignment of community needs."

This statement hails from a 2009 report of the Institute of Museum and Library Services that served as a wake-up call for library professionals about the importance of aligning library services to learning and educational opportunities to community needs. It told us "what" we should be doing.

Six years later, the Aspen Institute in its "Re-Imagining Libraries" report re-framed this discussion as a call for libraries to work more intentionally to level the playing field so that anyone can enter the knowledge economy. It challenges today's libraries to understand that "lifelong learning must be abundant and people need skills as knowledge creators, not simply information consumers." The Aspen Institute report helped us articulate the "why" of our new reality.

Public librarians across the country recognize that we are not only providing different services to our customers, but customers' needs and expectations are also changing, forcing the library's physical spaces to support a variety of activities and programs unimagined even ten years ago. As a result, we must be intentional about creating a design methodology to create 21st century libraries that not only advance the library but more importantly, the community.

About the Pleasant Hill Library

BACKGROUND

When the Pleasant Hill library was originally designed in 1961, it was Contra Costa County's Central Library and headquarters for library administration. In 2016, the Contra Costa Library system reorganized distribution of services, no longer operating as a "hub and spoke" system. This reorganization has provided an opportunity for the Pleasant Hill library to re-imagine its future as a library for a local community experience. This transition is already well under way, and the new building will facilitate the continued transformation of the library experience.

The new library's success will be built on the foundation of a devoted community of library users, a staff that has created valuable relationships with its patrons, and the unwavering support of municipal and county leadership. The new Pleasant Hill library will celebrate community as an anchor for Pleasant Hill, enjoying the benefits of the Contra Costa County Library system.



Downtown Pleasant Hill

ABOUT THE COMMUNITY

Through the intensive series of community engagement sessions, the consultant team became familiar with the strong sense of community, and with a community identity that can be characterized as genuine, compassionate and authentic. When asked what makes Pleasant Hill a wonderful place to live, we heard that it is an accepting community that enjoys "running into people that they know everywhere." Folks are friendly, welcoming, responsive and forward-looking. We learned that residents here enjoy community events and local activities.

We also heard frequently that Pleasant Hill residents identify with the open outdoor spaces, views of Mount Diablo, and the area's natural beauty. In our engagement process we encountered a strong commitment to sustainability, and we believe that this community will expect the public library to embrace environmental best practices in the design.



Pleasant Hill Community Center



Pictured clockwise from top left: Pleasant Hill Community Center, Century 16 Theatres Downtown Pleasant Hill, Soldiers Memorial Monument, Pleasant Hill City Hall.

The value and importance of inclusiveness was a common theme in our interactions with the members from the community and the library staff. At a Town Hall meeting, participants spoke of the diversity of the region that the census data doesn't accurately represent, and the need for the library to support the needs of the underprivileged. Many participants in our focus groups expressed a commitment to ensuring that the new Pleasant Hill Library be designed to be welcoming for all, including people who may feel marginalized in society and also people from neighboring communities like Walnut Creek and Martinez.



Pleasant Hill Teen Center

ABOUT THE LIBRARY

Pleasant Hill Library is creating extraordinary programs for the community that activate Contra Costa County Library's strategic goals. The existing library was never designed to house these activities.

The new Pleasant Hill Library will provide a variety of spaces and places intentionally designed for the innovative work that the staff is already doing, and will be a platform for community-based programs that will support multiple learning styles, and activate interest-based, passion-based, multi-generational learning.



Century 16 Theaters Downtown Pleasant Hill

The Pleasant Hill Library's strategic goals are executed through services, programs and activities. These activities require physical spaces and areas that will bring the customer experience to life, fostering positive experiences and learning outcomes.

The relationship of the library's spaces and areas to each other will create purposeful and meaningful experiences for the customer. These are called adjacencies.

Spaces and areas are activated by the following tools: collections, technology, special equipment, strong partnerships and staff skills and talents that enable a positive Customer Experience.

Methodology

From October 2017 to January 2018, the design team conducted a series of meetings, interactive workshops and community engagement sessions with the Steering Committee, Library Staff and Pleasant Hill community. The Steering Committee served as the leadership for the programming process, the Staff served to validate the design team's findings, and the community served to provide input on their needs and aspirations.

This engagement methodology was used by the consultant team to create a contemporary library building program. This program is designed to address the needs of the community, foster positive customer-service experiences and facilitate 21st century library activities, programs and learning styles. The consultant team's community engagement sessions intentionally steered the dialogue toward questions about community aspirations and user experiences.

Steering Committee meetings, workshop sessions and community engagement sessions were designed to:

1. Inform participants about the transforming role of the public library;
2. Introduce participants to the trends and innovations nationally;
3. Affirm the Vision Statement of the Contra Costa County Library and to generate the new Pleasant Hill Library's Vision;
4. Educate community members regarding the great programs and services the Pleasant Hill Library already provides, even with a facility that wasn't originally designed for these programs;
5. Introduce participants to the human-centered, empathy-driven design process;
6. Observe the way that current users utilize the library;
7. Listen to current library users for what they value, and what they would enjoy or need from a new library building for an enhanced experience; and
8. Facilitate productive conversations around community needs and aspirations and identify opportunities that the library can support.

This combination of educating, facilitating, listening and synthesizing—with strong leadership by the Steering Committee—resulted in the library building program represented in this document. The work culminated in a town hall meeting where participants were able to see their contributions incorporated into the library building program.

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Vision

This work was synthesized to create a preferred future vision for the new Pleasant Hill Library that:

- 1. Affirms the Vision Statement of Contra Costa County Library;**
- 2. Describes how the Vision Statement will be executed in the new Pleasant Hill Library;**
- 3. Defines Experience Principles that the community values and makes the library experience unique; and**
- 4. Generated a conceptual diagram providing a basic building framework.**

The community also expressed what they want the new library to be, articulated the types of activities and programs they can imagine happening in the new library, and identified the diverse set of users that will enjoy using the library services.

Co-created by the community, for the community, the new Pleasant Hill Library building program is a genuine reflection of the community's aspirations.

CCCL Vision Statement

Contra Costa County Library is the pulse of our community. Working together, we spark imagination, fuel potential, and connect people with ideas and each other.

The Vision for the New Pleasant Hill Library

THE PLEASANT HILL LIBRARY WILL:

REFLECT THE ENERGY OF THE COMMUNITY BY...

...continuing the excellent work of the Pleasant Hill Library's staff and channeling the enthusiasm of the community. Pleasant Hill's community is already vibrant, active and energetic and the new library will continue to reflect the community through its staff, programs, and amazing future building. The new library will be the place to see the community and be seen by the community.

SPARK IMAGINATION OF THE WHOLE COMMUNITY BY...

...creating a new building that truly displays the community and all its wonderful residents; inspires curiosity, discovery and exploration in its customers; and fosters the growth and imagination of all who visit the library. The staff already spark imagination every day in the existing library and the potential they will have with the new library is extraordinary.

FUEL POTENTIAL OF ALL USERS BY...

...providing access, discovery, and welcoming all! The new library will provide a place for making connections and expanding every customer's world. The new library will offer a place to play, new experiences and ideas to all customers, not excluding anyone because of background, age, culture, expertise or education. The new library and its staff aspire to be a familiar, welcoming and encouraging home away from home to all.



Experience Principles

One of the great strengths of the public library is that it provides experiences for the community. The following lists the core values that the Steering Committee, Staff Working Group and the community described as the foundation for the experiences that the Pleasant Hill library will create for its community of users.

Come to the Library and...

Play! Explore! Discover!

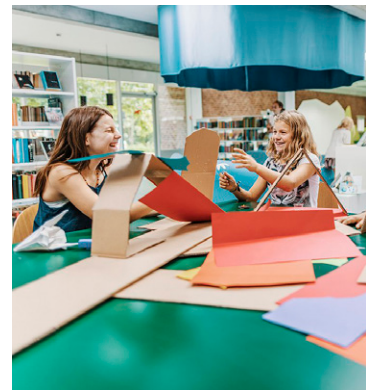
Enjoy, Create and

Share Stories!

Invent, Iterate and Ideate!

Celebrate Curiosities!

Collaborate and Connect!



Experiential Imagery: As part of the process, the design team presented imagery to evoke experience principles.
Pictured clockwise from top left: Imagination Yoga, Portland, Oregon; Primary Structures by Jacob Dahlgren at Wanås, Knislinge, Sweden; Pre-School classroom, Liceo Europa, Zaragoza, Spain; Maker Faire Paris, Paris, France; Outdoor Story Area, St. Paul's Elementary School, Beaconsfield, Quebec.

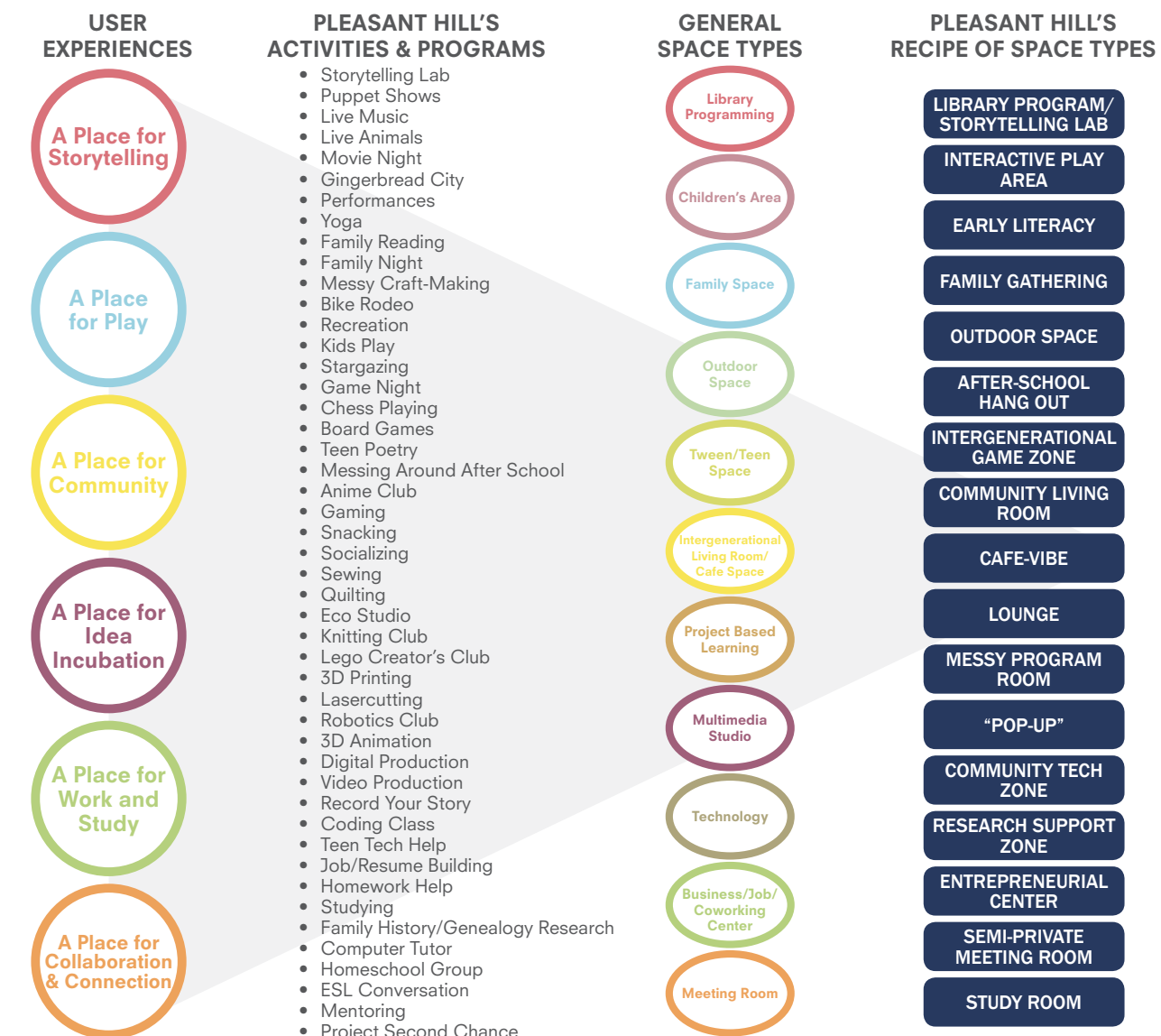
Conceptual Experience Design

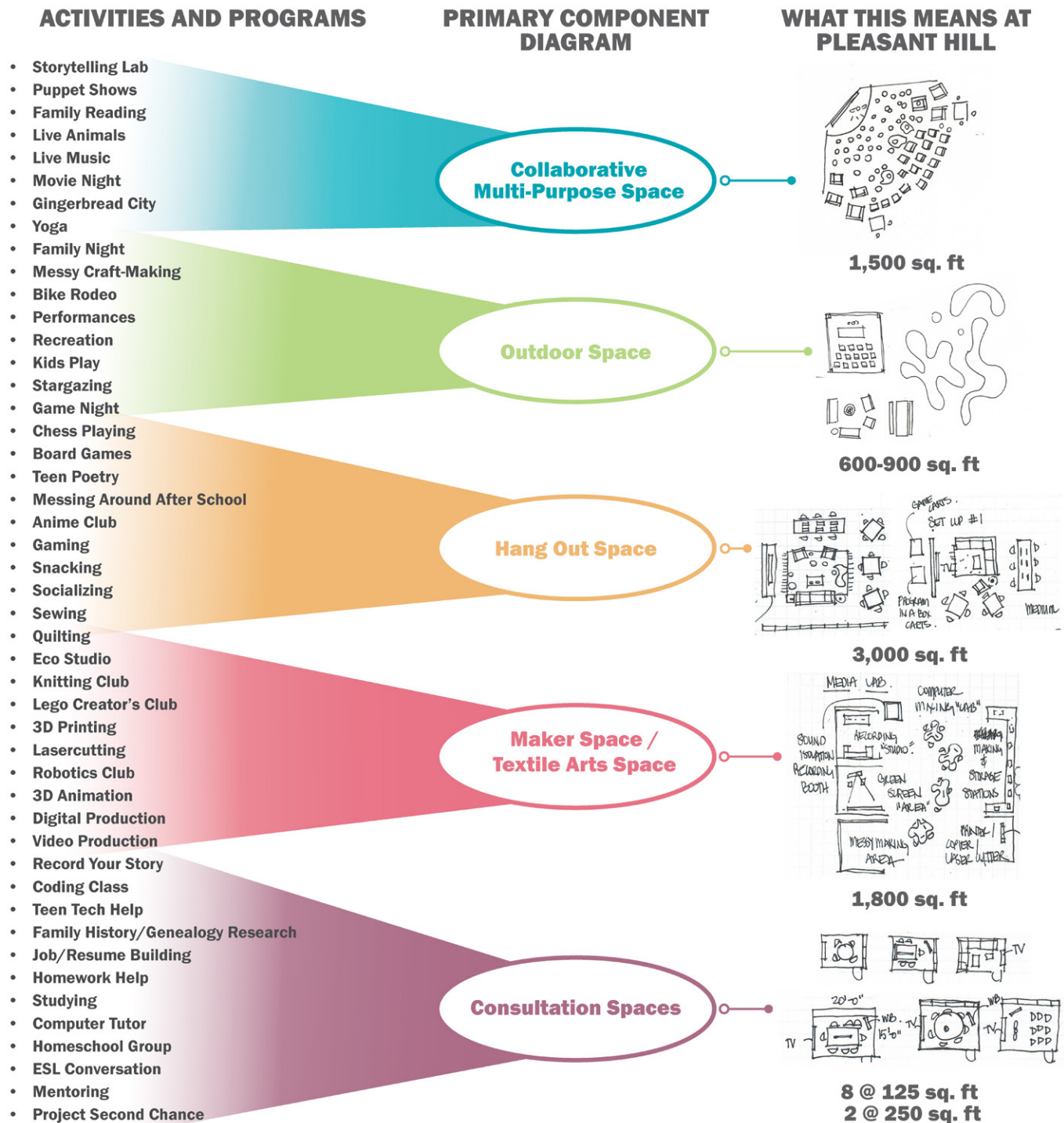


Conceptual Experience Design: This diagram was developed to describe the types of experiences the new library will foster for the community. It is layered with specific age groups that are frequent users of the library. It is not necessarily a building layout, but a diagram of experiences that will inform the forthcoming building design.

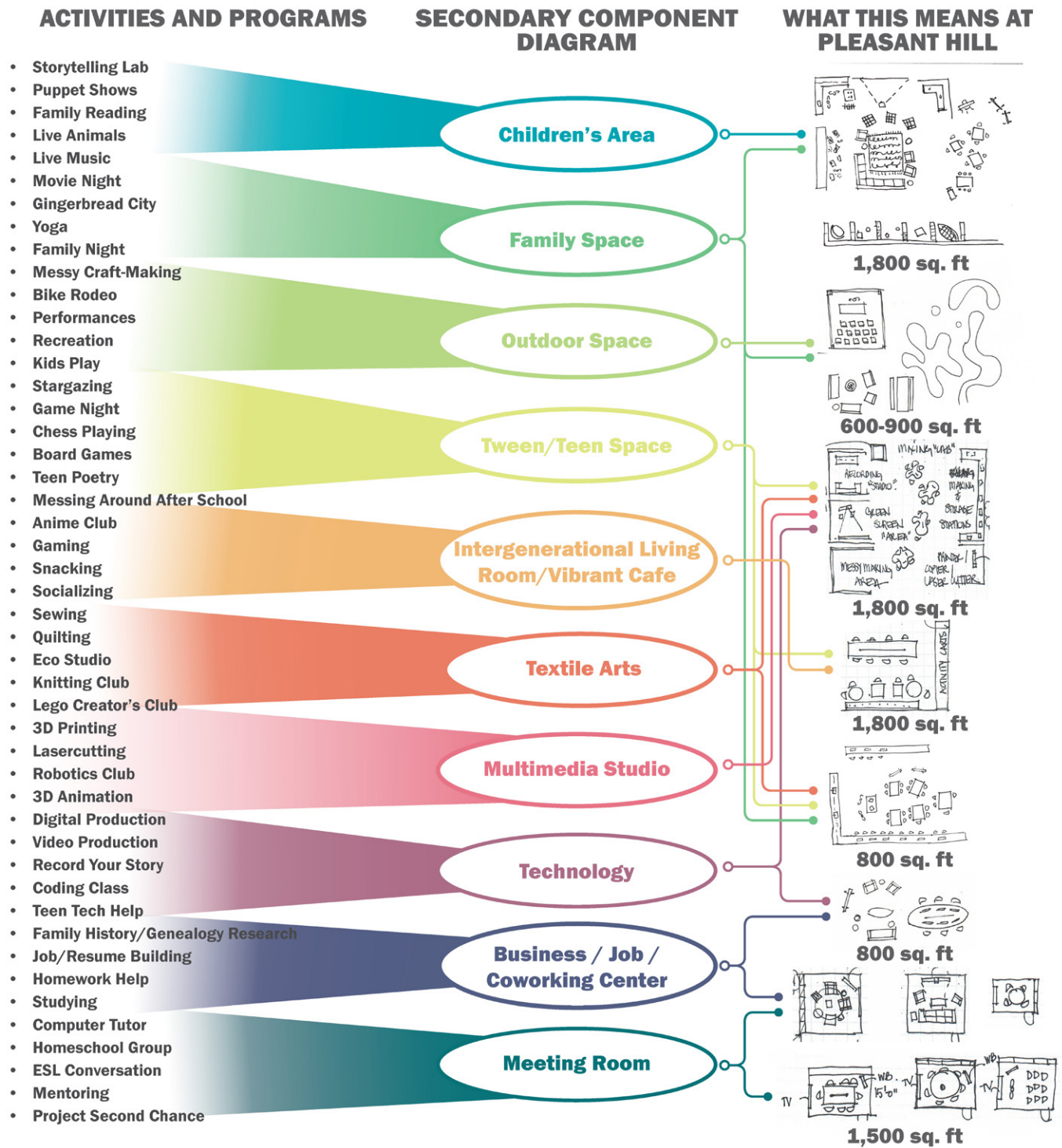
Activity Diagrams

Below is a diagram of activities and programs-current and future-that the new library will offer. These activities and programs are related to different types of user experiences and are realized through a combination of general and specific space types.





Process Diagram: The above diagrams illustrate how the new building's space types are informed by the activities and programs that the Pleasant Hill Library is currently doing and will continue to do in the future. This diagram was created during the building design process.



Process Diagram: The above diagram complements the diagram on the previous page and illustrates how the Pleasant Hill Library will be multi-purpose, flexible and adaptable.

The new Library will provide spaces for these Activities

Storytelling • Family Reading
• Live Animals • Movie Night •
Family Night • Yoga • Kids Play •
Messy Craft Making • Stargazing
• Game Night • Chess Playing •
Recreation • **After School**
Time • Anime Club • Gaming •
Intergenerational Conversation
• **Socializing** • Sewing • Quilting •
Eco Studio • Lego Creator's Club
• **Coding Club** • Resume Building •
Homeschool Group • **Teen Tech**
Help • ESL Conversation •

The new Library will serve a diverse group of Users

YOUNG TECHY MAKERS

YOUNG PARENTS

TELECOMMUTING FAMILIES

PROJECT SECOND CHANCE STUDENTS

ENGLISH AS A SECOND LANGUAGE STUDENTS

AFTERSCHOOL TWEENS

ALONE-TOGETHER SENIORS

CREATIVE TEENS

HOMESCHOOL FAMILIES

NEW-TO-TOWN FAMILIES

STUDIOUS TWEENS

ADULT LEARNERS

EXPECTING MOTHERS

ACTIVE STAY-AT-HOME DADS

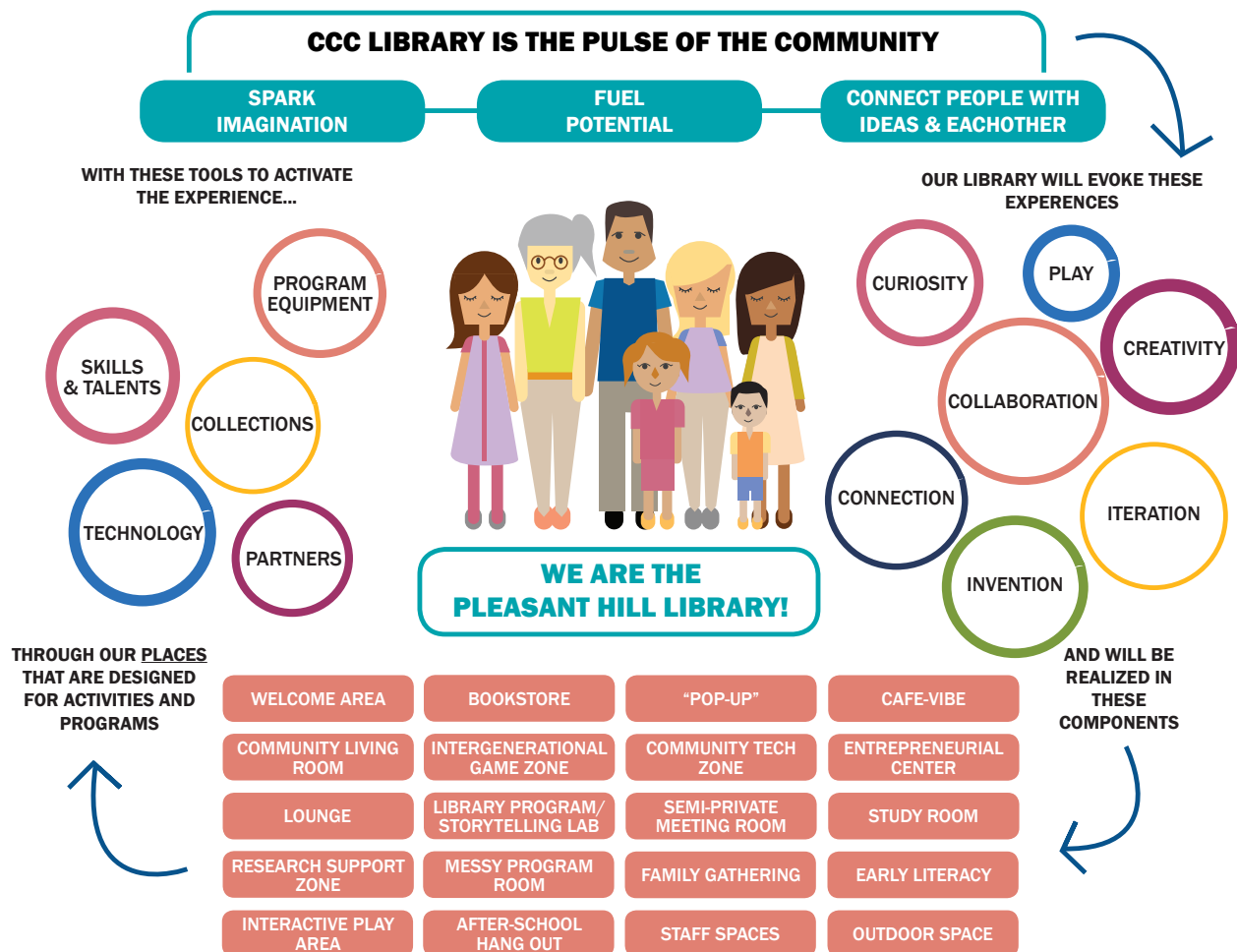
YOUNG ENTREPRENEURS

SINGLE-PARENT FAMILIES



Pleasant Hill Library's Recipe

The purpose of this diagram is to illustrate the customer-centered approach to library design. Pleasant Hill Library designs its services and programs to support the vision of the CCCL and of the new Pleasant Hill Library. The customer's experience will be guided by the experience principles, activated by the recipe of space types, enabled by tools such as the collections, technology, special equipment, strong partnerships and the skills and talents of staff.



The new Pleasant Hill Library will be...

Striking • Welcoming • Creative •
Comfortable • **Innovative**
• Provocative • Fresh and Fun •
Timeless • Flexible • Open
• Informative • Surprising •
Adaptable • Warm • Inspiring •
Sustainable • Like Home • **Playful** •
Connected to Nature • A Gateway
• Drop-in • **Convenient** •
Intergenerational • Exciting •
A Resource • Guiding •

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Program

After clearly articulating the vision of the library, listening and gathering information and needs of the community, and workshopping, the design team set to define the program for the new Pleasant Hill Library.

The program comprehensively enumerates the size and use of the various spaces in the new library building, and is the key document in preparing the detailed plans for the library.

Space Types

Welcome

Welcome Area

The welcome area is designed to be striking, welcoming, and accessible to everyone in the community. There will be displays so everyone will know what is going on in the Library and around the community.

Bookstore

A dedicated retail-like area designed for browsing new materials, popular materials and community-based art and displays. The area will be designed for patrons to find “just what they are looking for!” and to foster browsing and serendipitous discoveries. It will also include a dedicated Friends of the Library Bookstore section, and an area for members of the community to sell things they have made!

“Pop-up”

Carts or smaller mobile units that can be used for multiple functions, providing the opportunity to experiment with programs and offer something new with each patron’s visit.



Shibuya Publishing & Booksellers, Tokyo, Japan

Community Showcase

A market-like informal gathering space that gives community members a chance to display their goods, services and ideas. The Community Showcase includes a Gallery for showcasing things made inside or outside the Library and for displaying local art.

Community Gathering

Cafe-Vibe

A dedicated area for people of all ages to gather informally together, socialize, meet-up, hang out or use laptops. There will not be a café vendor, but customers are welcome to eat or drink their own food and drinks in this space. A pop-up kitchen cart can also be brought in for fun programs!



9¾ Bookstore and Café, Medellín, Colombia

Community Living Room

The community’s anchor: a lively community gathering space for the all generations and families to enjoy being together and socializing at the library.

Intergenerational Game Zone

A dedicated area for people of all ages to gather together and play games! Inside there will be comfortable chairs, tables for setting up board games and areas to chat! A mobile TV with a game console can be brought in for timing-specific gaming adventures.

Community Tech Zone

The Community Tech Zone will be a tech-centered open space used for self-directed technology access. There will also be lounge and table seating for casual laptop use. When not in use, a portion of the space can be used for technology training like Teen Tech Help and Senior Tech Help. Nearby, there will be a print center dedicated for the community's print, fax and copying needs.



LMHQ, New York City, NY

Lounge

A dedicated room primarily for about 20 adults to gather comfortably for reading and respite. The room will also be able to be used for book clubs, ESL Conversation, travel clubs and history clubs.

Community Meeting

Library Program Room/Storytelling Lab

A semi-enclosed space for storytelling in all of its vibrant forms! When not in use as a storytelling space, the area will be an extension of the community living room and early literacy area. It will also function as multi-purpose lecture space, movie theater, performance space and large program room!



West Hill Primary School, London

Semi-Private Meeting Room

A dedicated room primarily for 8-10 adults or young adults to gather for private lessons, group conversation and private meetings. The room will also be able to be used for Coding Class, quiet work and Project Second Chance mentoring.



LinkedIn Office, New York City, NY

Study Room

A series of dedicated rooms and areas for groups of 2-6 to gather for collaboration, group study, mentoring, and heads down work. Used by all ages, these spaces will be distributed throughout the library.



Dropbox Office, San Francisco, CA

Research Support Zone

Technology area to support elementary-aged students to adults working on research. As the schematic design develops, this area may be adjacent to study rooms or the Community Tech Zone.

Idea Incubator

Messy Program Room

A room dedicated for directed content creation equipped with workstations, tools, and supplies for all in the community to learn and explore interests and passions in a collaborative messy maker room!



FabLab, Washington, D.C.

Entrepreneurial Center

An area for “business incubation” where start-ups may flourish, career changes are supported and telecommuters find their home! Along with the Study Rooms, the Community Tech Zone, staff support and collections access, patrons will be able to advance their business and career goals with the tools to succeed at their library.

Family Gathering

Family Gathering

A comfortable place for family programming and gatherings of large groups.

Early Literacy

An active learning environment dedicated to play and PLA's Every Child Ready to Read approach to early childhood services. The area will be designed for safe and active engagement for babies, toddlers, preschoolers and kindergarten-aged children and their adult caregivers.



MOMA Art Labs, New York City, NY

Interactive Play Area

This space is intended to evoke wonder, imagination, curiosity, discovery and play. Here, social interaction and parental modeling is encouraged. There is plenty of space to play and learn together!

Teen Hang Out Space

After-School Hang Out

A dedicated area for informal and instructional learning equipped with furnishings, tools and equipment for elementary and middle school aged students and their families. Students will also have access to the Community Tech Zone and Entrepreneurial Center for media and art projects.



Discovery Season Pavilion, Birmingham, England

Staff Spaces

A separate staff area with an office, desks for each staff member and materials processing. The staff area will contain areas for collaboration and space to relax. There will also be a dedicated area for the Friends of the Library nearby.



Outdoor Space

Outdoor Maker Space

The extension of the Messy Maker Space to the outdoors! It will be the area for carpentry, messy activities, coloring, robotics, and will have a small bike fix-it station.



Screen Printing on the Cheap, Minnesota

Flexible Pavement

This multi-functional space will play many roles and be the scene for multiple activities such as food trucks, bike lessons, star parties, book sales, parking and pop up programs.

Natural Environment Area

An area for embracing Pleasant Hill Library's natural backdrop. The area will be used for a number of environmental education activities including nature paths, a habitat garden, plant collections, birdwatching, a trailhead and pop up programs. The area will be open to the community even after library hours and on days the library is closed.



Outdoor Family Area

An outdoor space dedicated to children and their families. It will be adjacent to the Family Gathering area and will be fenced in to keep small children from running out of sight. The area will have an eating area, a council ring, seating and a natural playground for children. Also included is a Storytelling and Performance space for special programming on nice days.

Porch/Verandah

The Porch will be an area dedicated to quiet reading, studying, lounging and gathering. There will be maps to guide community members to other places, and areas to relax.

Forecourt

The Forecourt will be a welcoming open area just outside the library that will give teens an outdoor hang out, pop-ups a place to spring up, meet-ups a place to gather, and snackers a place to eat.

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Enumerated Program

Pleasant Hill Library						
SPACE		CONFIGURATION				AREA
Qty.	Space	Number of Occupants	ANSF/ Pers.	ANSF	Total ANSF	Total ANSF Area/Space
Library as Welcome Area						1,790
1	Service Point	2		200	200	
2	Computers			-	0	
1	Holds Shelving			100	100	
3	Internal Book Return			20	60	
6	Catalog Computers			15	90	
5	Self Check-in/Check-outs			25	125	
2	Book Carts and Bin			10	20	
1	Program Display			25	25	
1	Community Message Board			10	10	
1	Community Asset Map			10	10	
	Bookstore				850	
1	Popular Materials			200	200	
1	Friends of the Library Bookstore			600	600	
1	Community General Store			50	50	
	Pop-Up				100	
	Community Showcase				200	
1	Gallery			100	100	
1	Creations Display			100	100	
Library as Community Gathering						2,790
	Vibrant Café				575	
	Seating Area	16	30	480	480	
1	Pop-Up Kitchen			60	60	
1	Sink			35	35	
1	Community Living Room	26	35	910	910	
	Card Tables				0	
	Soft Seating Arrangements				0	
	Laptop Bar				0	
1	Intergenerational Game Zone	5	30	150	150	

Pleasant Hill Library						
	Community Tech Zone				605	
12	Computers (Full Service)	12	20	240	240	
4	Computers (Tech Help & Business Center)	4	20	80	80	
	Seating Area	7	30	210	210	
1	Laptop Checkout			75	75	
1	Lounge	18	25	450	450	
1	Storage			100	100	
Library as Community Meeting						
1	Library Program Space/Storytelling Lab				1,335	
	Small Stage Area			25	25	
	Floor Seated	180	5			
	Chairs in Rows	112	8	900	900	
	Table Seating	60	15			
1	Catering Kitchen			100	100	
1	Green Room/Meltdown Room			75	75	
1	A/V Room			50	50	
1	Storage			150	150	
1	Sink			35	35	
1	Semi-Private Meeting Room	10	20	200	200	
5	Study Room	2-6	15-25	125	625	
	Research Support Zone				200	
6	Full Service Computers	6	20	120	120	
1	Storage			50	50	
Library as Idea Incubator						
1	Messy Program Room	40	25	1,000	1,070	
2	Sink			35	70	
1	Entrepreneurial Center				430	
1	Work Tables and Seating	8	35	280	280	
5	Mixing Stations	5	20	100	100	
1	Print Area			50	50	
2	Storage			100	200	

Pleasant Hill Library						
<i>Library as Family Gathering</i>						2,130
	Family Gathering	14	35	490	490	
	Early Literacy				1,190	
1	<i>Large Family Crafting Table</i>	15	10	150	150	
1	<i>Activity Tables</i>	24	20	480	480	
2	<i>Reading Nook</i>	1	10	10	20	
	<i>Lounge Seating</i>	18	30	540	540	
1	Children's Interactive Play Area			350	350	
1	Storage			100	100	
<i>Library as Teen Hang Out Space</i>						420
1	After-School Hang Out	22	15	330	370	
2	<i>Teen Computer Stations</i>	2	20	40	40	
1	Storage			50	50	
Public Area Sub Total						11,240
Percent of Total Area						65%
Collections*						
Percent of Public Area					32%	
Adult Collection (Includes 50 periodical subscriptions)					1,600	
Juvenile Collection					825	
Early Literacy					920	
Young Adult Collection					200	
Collection Sub Total						3,545

Pleasant Hill Library									
Technology									-
2	Computers								
6	Catalog Computers								
5	Self Check-in/Check-outs								
12	Computers (Full Service)								
4	Computers (Tech Help & Business Center)								
1	Laptop Checkout								
5	Mixing Stations								
1	Print Area								
6	Full Service Computers								
2	Teen Computer Stations								
Mobile Equipment									-
3	TV on a Stick			10		30			
1	Pop-Up Kitchen			60		60			
1	Mobile Video Game Console			10		10			
4-5	Mobile Marker Board			5		25			
3	Activity Cart			10		30			

Pleasant Hill Library									
Staff									
Management							200		
1	Library Manager	1	100				100		
1	Project Second Chance Staffmember	1	100				100		
Work Area							781		
9	Staff Workstation (Full Time)	9	64				576		
1	Hotelling Station (Library Aides' Station)	2	25	50			50		
1	Shared Work Table						25		
1	Print Station			50			50		
3	Book Carts			10			30		
1	Shelving			50			50		
Materials Processing							665		
1	Staging Area			225			225		
1	Sorting			225			375		
3	Check-in Station	3	50	150		150			
4	Book Carts			10			40		
5	Bin Shelving			5			25		
Staff Support							585		
1	Project "Studio"			200			300		
1	Storage			100		100			
1	Volunteer Check-In/Out			20			20		
1	Staff Lounge			200			200		
1	Staff Lounge Kitchenette			50			50		
15	Lockers			1			15		
Friends of the Library							250		
Total Occupants		16							
Staff Area							2,481		
Percent of Total Area							14%		
Total Area (Public Areas + Collections + Staff Areas)							17,266		
Circulation Factor							1.15		
Total Area (Net SF)							19,856		
Net to Gross Factor							1.25		
Grand Total							24,820		
Targeted SF							25,000		

Pleasant Hill Library					
Library As Outdoor Space					10,400
	Outdoor Maker Space				1,200
	<i>Bike Shop</i> <i>Carpentry</i> <i>Expansion of Messy Makerspace</i> <i>Robotics/Kinetics</i> <i>Coloring</i>				
	Flexible Pavement				3,000
	<i>Food Trucks</i> <i>Pop-Ups</i> <i>Bike Lessons/Vehicles</i> <i>Star Parties</i> <i>Book Sales</i>				
	Natural Environment Area				3,000
	<i>Classroom/Demonstration</i> <i>Environmental Education</i> <i>Habitat Garden</i> <i>Trail Connections</i> <i>Moth Night Other Citizen Science</i> <i>Bird Watchers</i> <i>ContemplationArea</i> <i>Fort</i> <i>Council Ring/Fire Pit</i> <i>Plant Collections</i> <i>Trailhead</i> <i>Field Guides</i> <i>Pop-Ups</i>				
	Outdoor Family Area				2,000
	<i>Storytelling and Performance Space</i> <i>Environmental Education</i> <i>Children's Natural Playground</i> <i>Outdoor Eating</i> <i>Collections</i> <i>Interactive Sculpture/Art</i> <i>Council Ring/Fire Pit</i> <i>"Passports"</i> <i>Seating</i>				

Pleasant Hill Library					
	Porch/Verandah				400
	Teen Hang-Out Hammocks Outdoor Eating Reading Maps Seating				
	Forecourt				800
	Teen Hang-Out Pop-Ups Meeting Up Outdoor Eating Collections Interactive Sculpture/Art Council Ring/Fire Pit "Passports"				

Collections

This part of the building program represents an approach to Collections Development where the collections that are housed in the new Pleasant Hill Library will be “curated” by the library staff based on the community’s interests and needs.

We approached the allocation of square footage and the size of the collection based on research of peer institutions and deliberately creating a proper “balance” of learning opportunities and dedicated space to the materials that enable these. The collection will be distributed throughout the space types.

This building program document lists collections priorities, indicating dedicated square feet. The design team will continue to work with the library staff to develop the collections as the building program develops.

Pleasant Hill Library Shelving Summary											
Sq Ft for Collections		Sq Ft Collection Allocation in New Library									
3,545		Adult	Young Adult	Juvenile	Early Literacy						
		45%	6%	23%	10%						
		1600	200	825	920						

Collections	Storage Units											
Subjects	Volumes	Type	Shelves per Side	SqFt /Unit	Fill	Spine Size (in.)	Inches Req'd.	Books/Unit @ 100% Fill (Linear Inches)	Linear Feet	# of Units @ 100% Fill	SqFt Req'd.	Collections Total @ 100%
Adult Collection												
Adult	32,000	DF 66"*	5	18	100%	1	32000	360	30	89	1,600	32,000
Young Adult Collection												
Young Adult	4,000	DF 66"	5	18	100%	1	4000	360	30	11	200	4,000
Juvenile Collection												
Juvenile	22,000	DF 66"	5	18	100%	0.75	16500	360	30	46	825	22,000
Early Literacy Collection												
Picture Books/Easy Readers	22,000	DF 45"	3	18	100%	0.5	11000	216	18	51	917	22,000
Digital Collection												
DVDs	-	SF 66"	5	18	100%	0.5	-	180	15	-	-	-
CDs	-	SF 66"	5	18	100%	0.25	-	180	15	-	-	-
Magazines												
Magazines**	50	SF	5	18	100%	8	-	180	15	-	Included in Adult Collection	

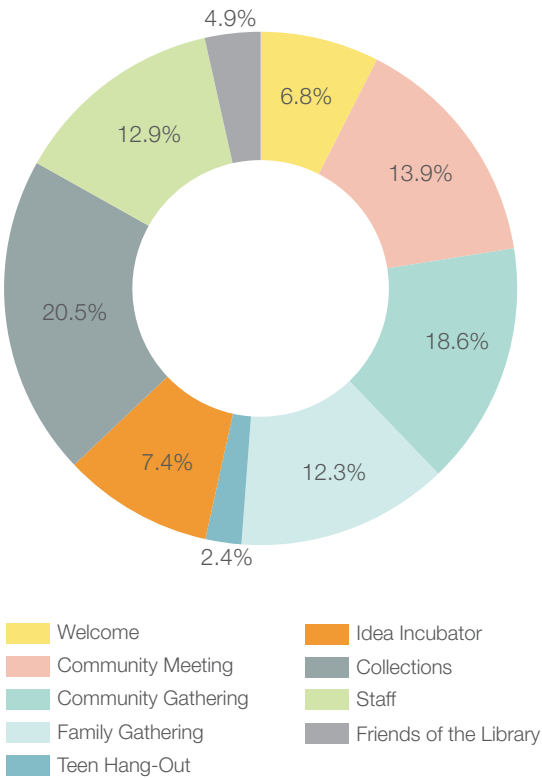
Total Collections	3,542	80,000
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*78" Double Face Units are requested

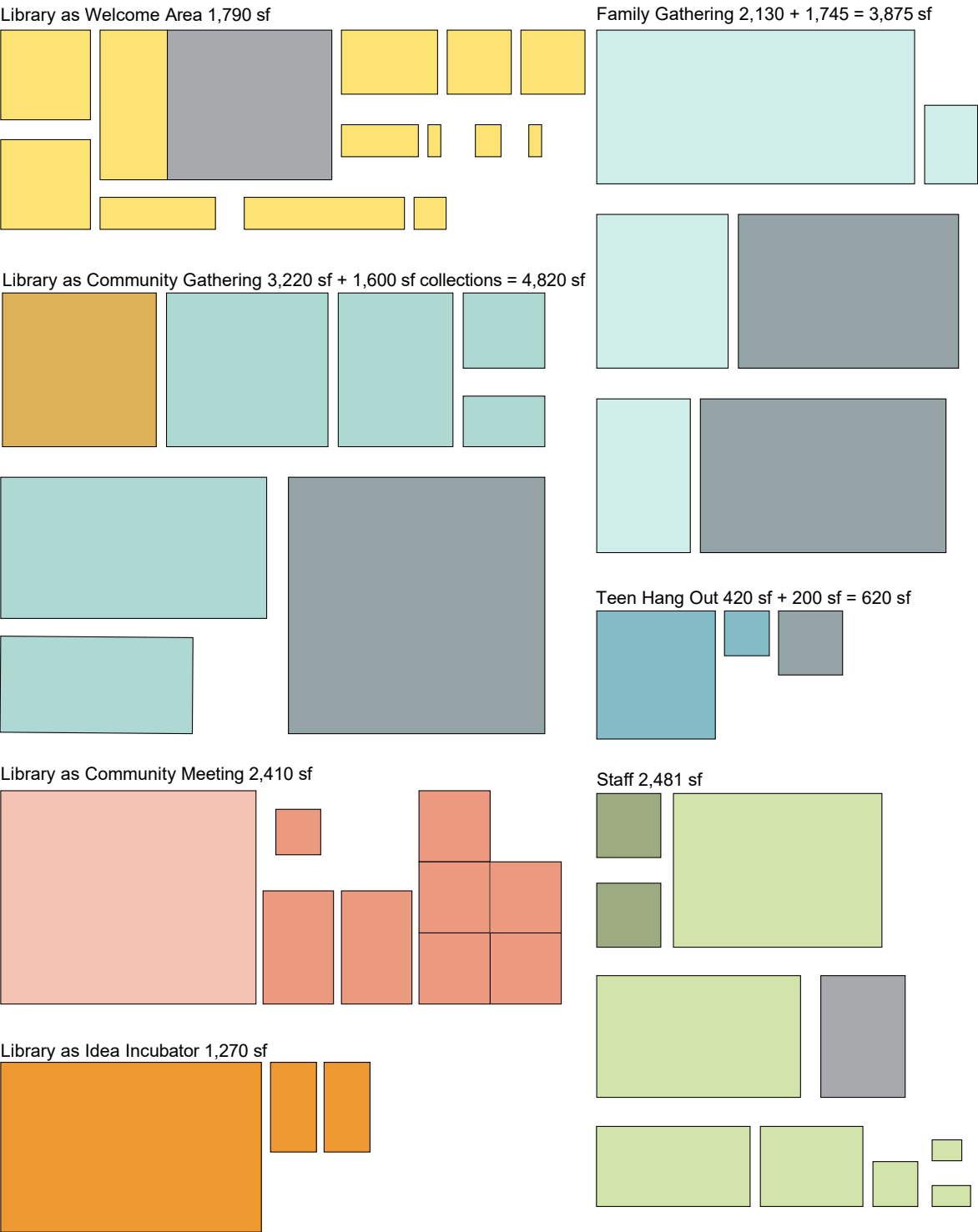
**Number of magazines on display

Space Diagrams

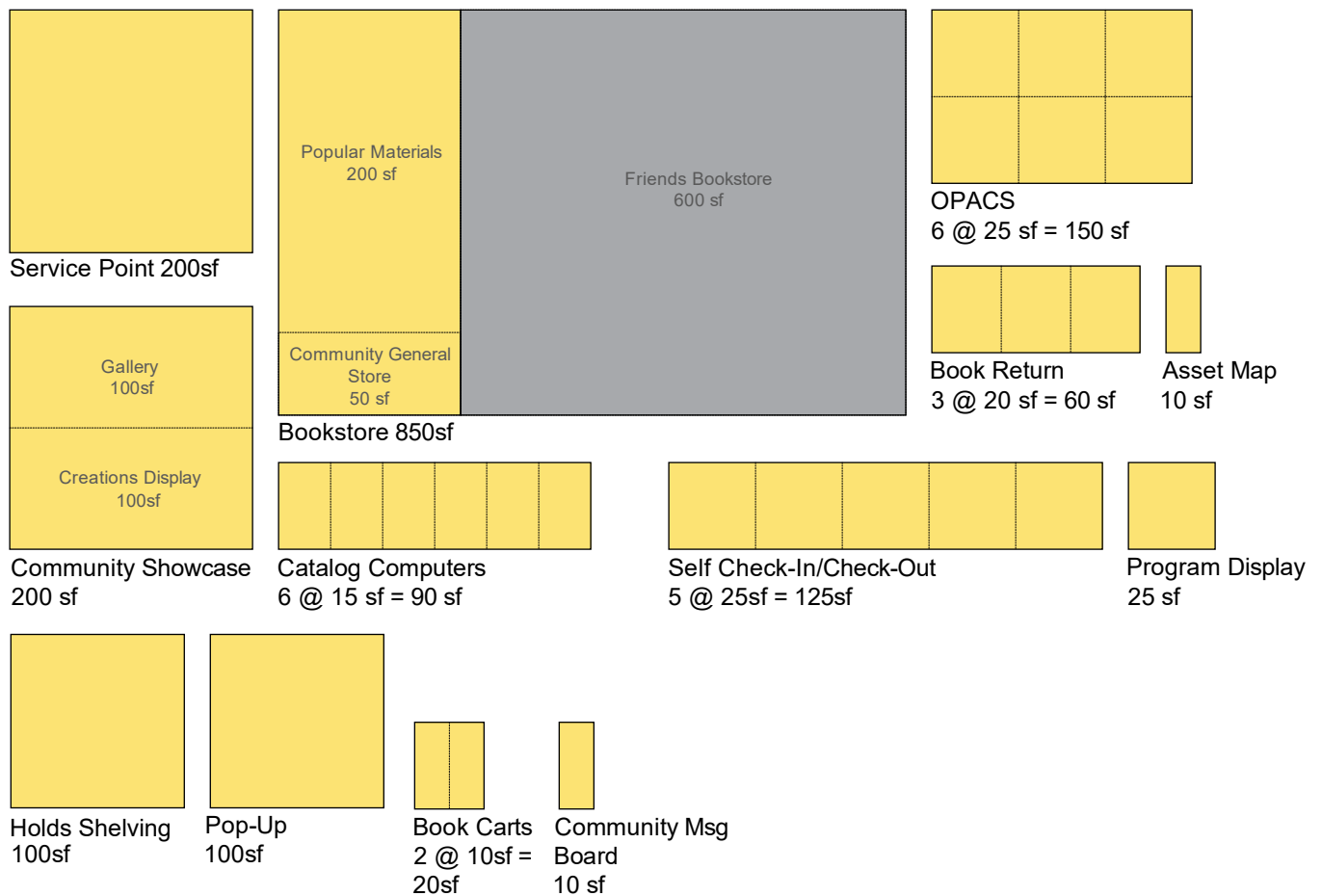
The final section of the program describes the functional objectives of the individual spaces represented in the program. These are intended to be diagrammatic as the design team develops the building design.



Overview of Program Areas



Graphic Program Summary

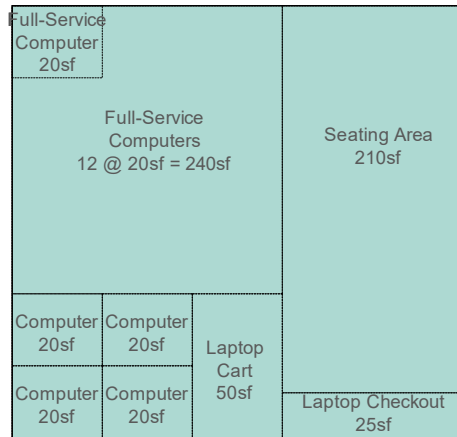


Welcome Area: 1,790 sf

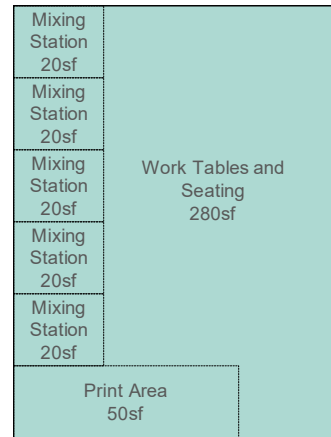
Scale: $\frac{3}{32}$ " = 1'-0"



Cafe Vibe 575sf



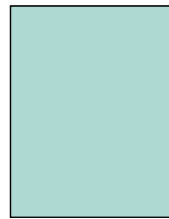
Community Tech Zone 605 sf



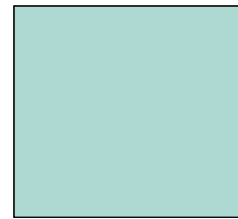
Entrepreneurial Center
430 sf



Community Living Room 910sf



Storage
100 sf



Intergenerational
Game Zone - 150 sf



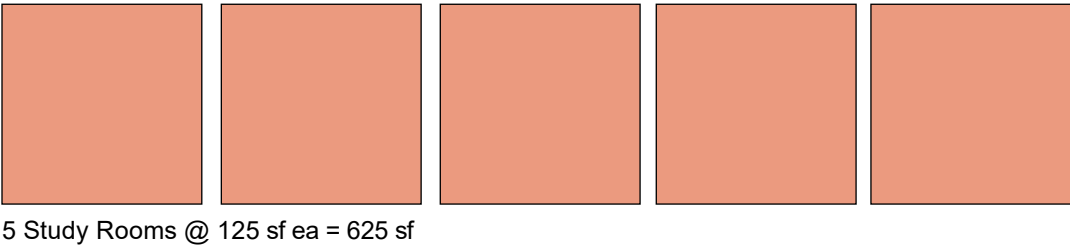
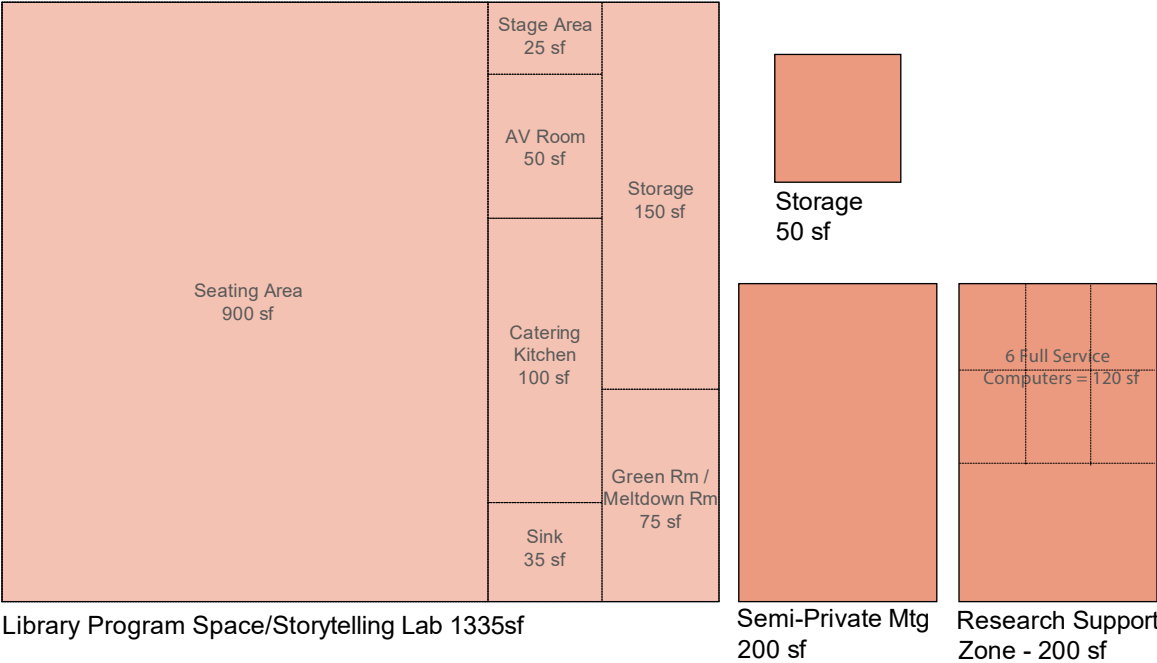
Adult Collection 1600sf



Lounge 450sf

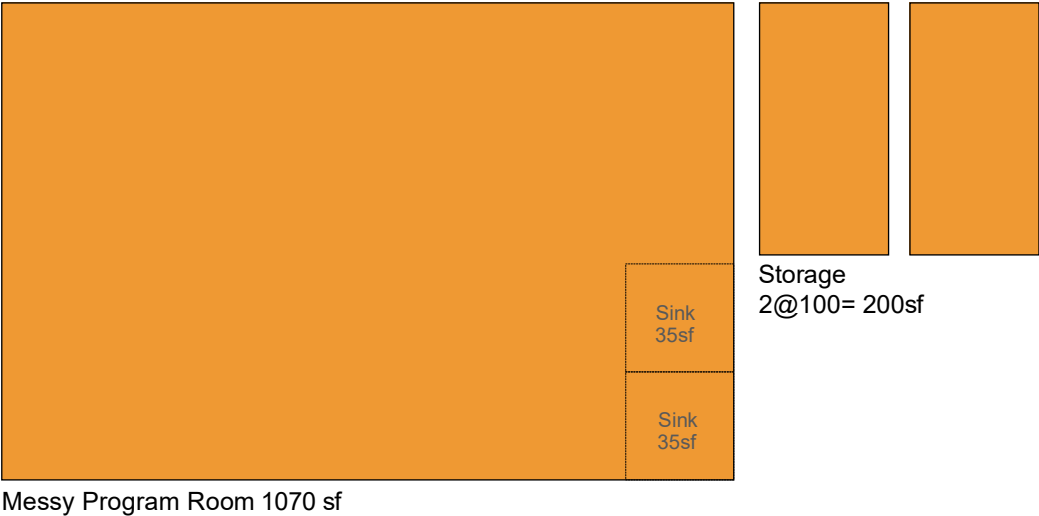
Community Gathering: 3,220 sf + 1,600 sf (adult collections) = 4,820 sf

Scale: $\frac{3}{32}$ " = 1'-0"



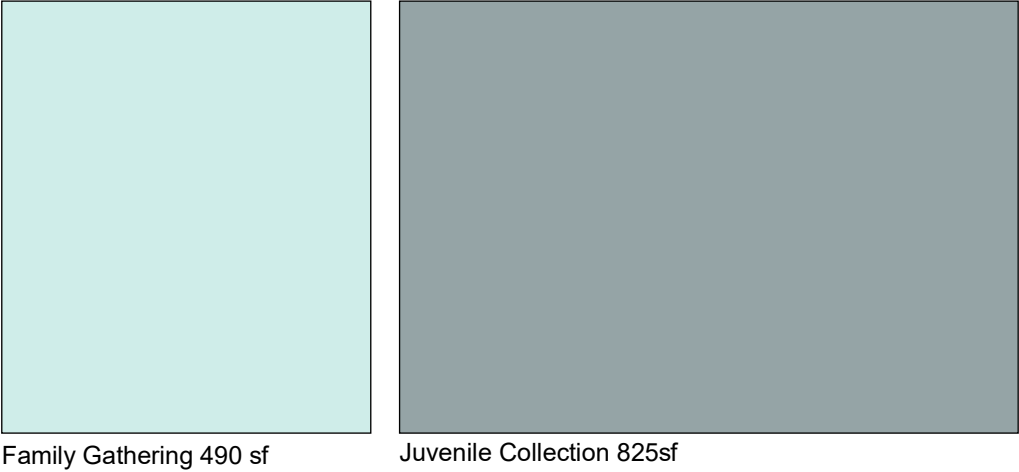
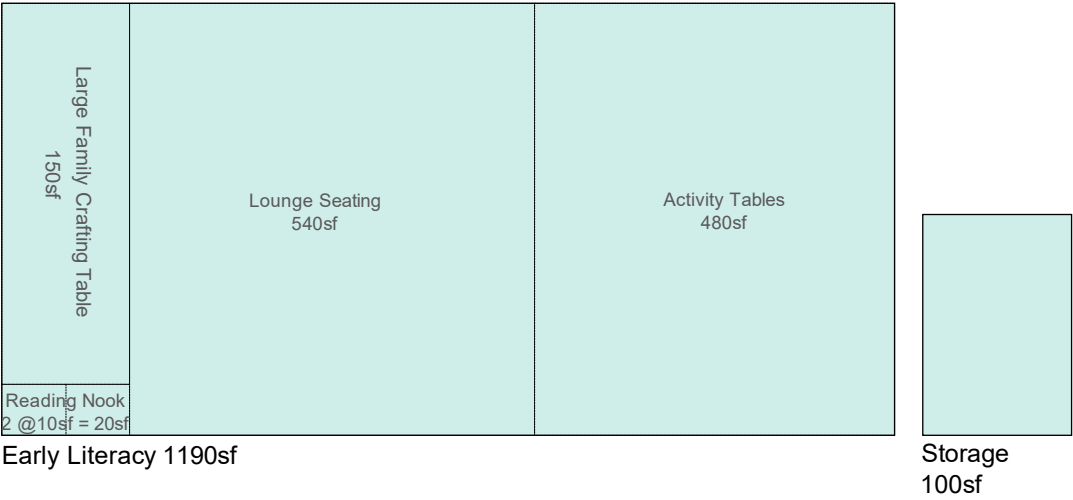
Community Meeting: 2,410 sf

 Scale: $\frac{3}{32}$ " = 1'-0"



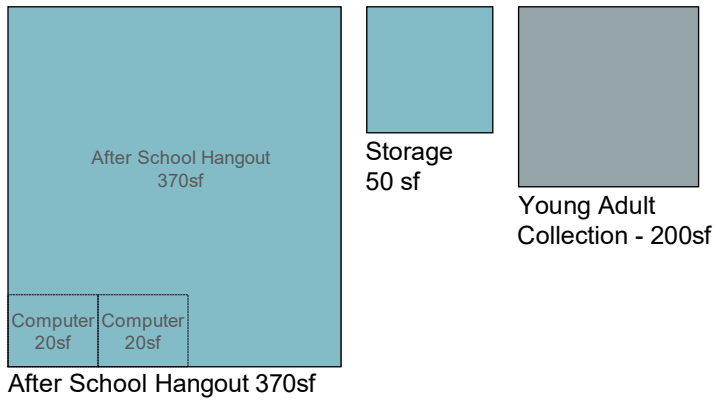
Idea Incubator: 1,270 sf

 Scale: $\frac{3}{32}$ " = 1'-0"



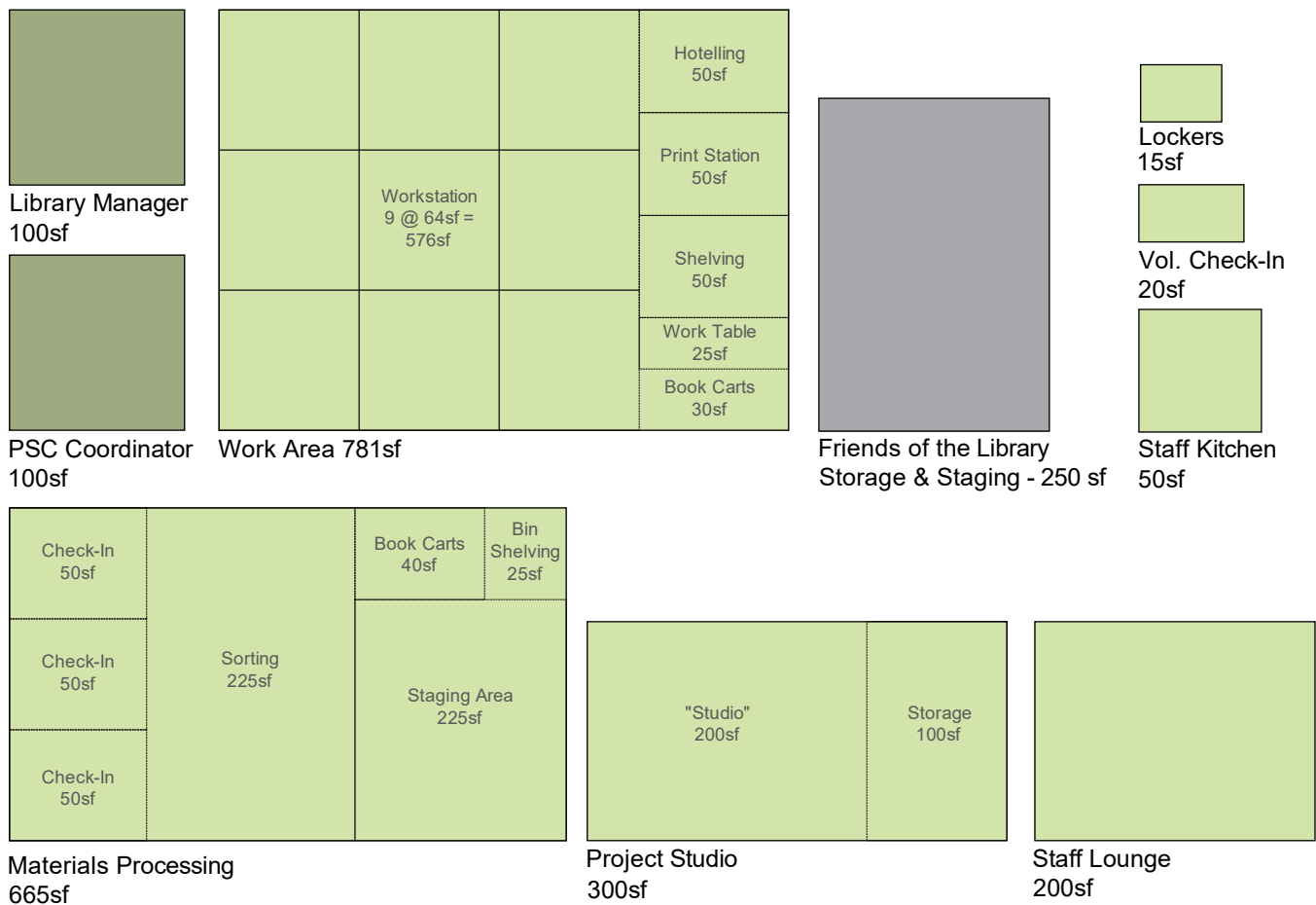
Family Gathering: 2,130 sf + 1,745 (collections) = 3,875 sf

Scale: $\frac{3}{32}$ " = 1'-0"



Teens: 420 sf + 200 sf (collections) = 620 sf

Scale: $\frac{3}{32}$ " = 1'-0"



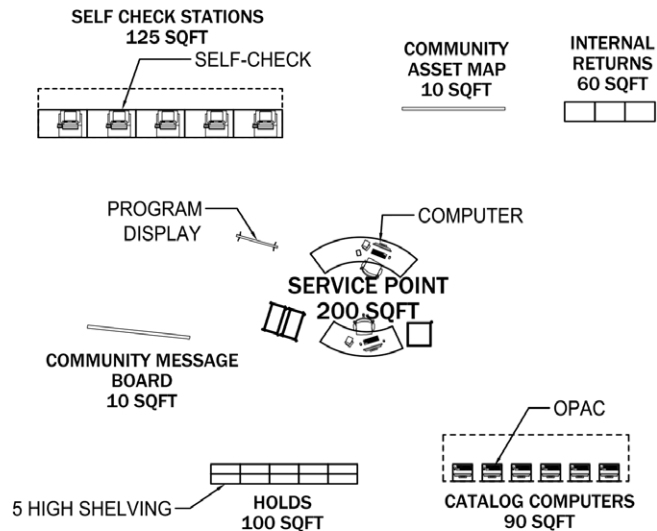
Staff: 2,481 sf

Scale: $\frac{3}{32}$ " = 1'-0"

Room Data Sheets

The final section of the program describes the functional objectives of the individual spaces represented in the program. These are intended to be diagrammatic as the design team develops the building design.





Welcome Area

The welcome area is designed to be striking, welcoming, and accessible to everyone in the community. There will be displays so everyone will know what is going on in the Library and around the community.

Adjacencies

Entrance, Community Living Room. Should be in-sight of large program rooms for easy direction.

Furniture, Finishes, and Equipment Considerations

Self check-out machines with an adjacent counter for setting material and personal items. Two workstations with computers and phones at service point. Community message board and display shelving or information area for staff/patrons to post information for programs/activities.

Shelving:

Display shelving may be located in this area.

Environmental + Engineering Needs

Acoustics

Open Public Area: 35-40 NC rating

Lighting

Natural lighting and general indirect lighting; Provide direct, non-glare task lighting on any staffed service points

HVAC + Control

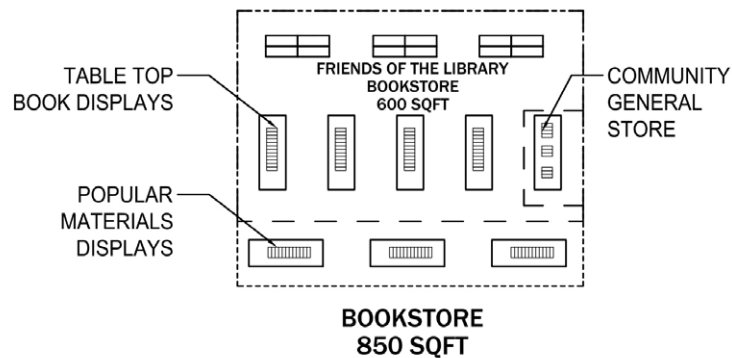
User comfort 35-65% RH

Electrical + Data:

Power/data to each computer and self check-out machine as well as power for any staffed service points. WiFi for Public access.

Technology:

Self check-out machines, catalog computers



Bookstore

A dedicated retail-like area designed for browsing new materials, popular materials and community-based art and displays. The area will be designed for patrons to find “just what they are looking for!” and to foster browsing and serendipitous discoveries. It will also include a dedicated Friends of the Library Bookstore section, and an area for members of the community to sell things they have made!

Adjacencies

Welcome Area

Furniture, Finishes, and Equipment Considerations

Easy wayfinding, special displays for popular materials and Friends of the Library books for sale.

Shelving:

Popular materials display shelving should be located in this area. Friends of the Library Bookstore should have equally interesting browsing shelving.

Environmental + Engineering Needs

Acoustics

Open Public Area: 35-40 NC rating

HVAC + Control

User comfort 35-65% RH

Lighting

Natural lighting and general indirect lighting



**POP-UP
100 SQFT**

“Pop-up”

Carts or smaller mobile units that can be used for multiple functions, providing the opportunity to experiment with programs and offer something new with each patron’s visit.

Activities

Staff and customer interaction, community interaction, retail, visual displays, demonstrations

Adjacencies

Entrance, Public Space, centrally located

Furniture, Finishes, and Equipment Considerations

Carts should be flexible for various user needs- possibly modular components, signage and be lockable.

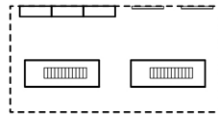
Environmental + Engineering Needs

Acoustics

Open Public Area; 35-40 NC Rating

Electrical and Data

Integrated power and data



COMMUNITY SHOWCASE
200 SQFT

Community Showcase

A market-like informal gathering space that gives community members a chance to display their goods, services and ideas. The Community Showcase includes a Gallery for showcasing things made inside or outside the Library and for displaying local art.

Adjacencies

Entrance, Bookstore, Cafe, Community Living Room

Furniture, Finishes, and Equipment Considerations

This space should be flexible to allow for various configurations and display types, which may include projections, displays directly on the wall, or furniture in the center for patrons to browse.

Environmental + Engineering Needs

Acoustics

Open Public Area; 35-40 NC Rating

Electrical and Data

WiFi available throughout

Lighting

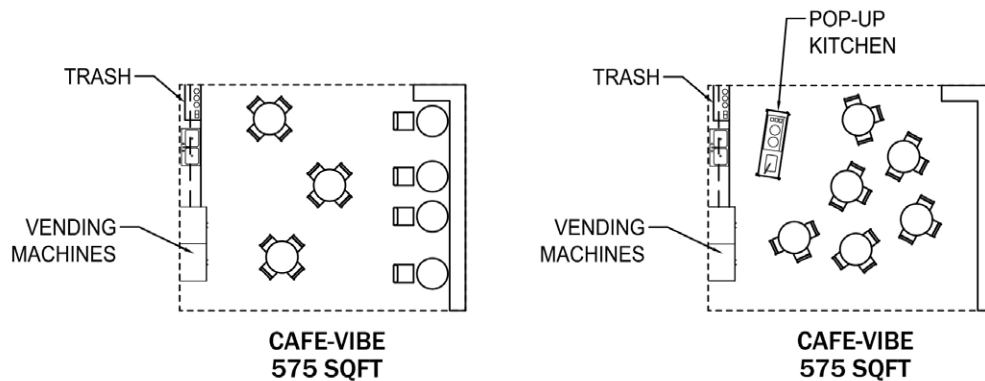
Track lighting or recessed down-lighting fixtures with movable lens

Technology

Consider infrastructure provided for projector

HVAC and Control

User comfort; 35-65% RH



Cafe-Vibe

A dedicated area for people of all ages to gather informally together, socialize, meet-up, hang out or use laptops. There will not be a café vendor, but customers are welcome to eat or drink their own food and drinks in this space. A pop-up kitchen cart can also be brought in for fun programs!

Adjacencies

Welcome Area, Bookstore, Community Living Room

Furniture, Finishes, and Equipment Considerations

Sink, counter tops, bench seating, cafe tables and chairs, stools at the counter. Vending machines would be a great alternative to having no vendor. Easy to clean surfaces, finishes, furniture. Colors and finishes should be welcoming, comfortable and inviting.

Environmental + Engineering Needs

Acoustics

Open Public Area; 35-40 NC Rating

Lighting

General indirect lighting; 30 fc.
Direct task lighting over counter surfaces
Separate control switch for this room

HVAC and Control:

User comfort; 35-65% RH
Isolated exhaust and fire protection at kitchen

Electrical and Data:

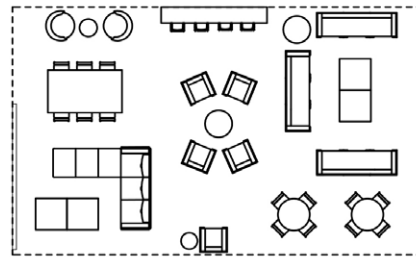
42" GFCI above counter outlets along with power along perimeter wall. Provide necessary power for selected appliances. Integrated outlets to furniture for charging capabilities, WiFi throughout

Utilities:

Water

Finishes:

Acoustic ceiling, hard surfaces for easy cleanability



COMMUNITY LIVING ROOM
910 SQFT

Community Living Room

The community's anchor: a lively community gathering space for the all generations and families to enjoy being together and socializing at the library.

Adjacencies:

Centrally located

Furniture, Finishes, and Equipment Considerations

Lounge furniture, table and chairs, interactive games, collections, book bins, monitor/screen for projections. The furniture should be easy to move and arrange for difference configurations to accommodate children and their caregivers. Children may primarily sit on the floor but some child friendly furniture may be desirable. Carpet flooring, colors and finishes should be welcoming, comfortable and inviting.

Shelving:

Display shelving or information area for staff/patrons to post information for programs/activities. Shelving for early literacy collections possibly, book bins

Environmental + Engineering Needs

Acoustics

Open Public Area; 30-35 NC Rating

Lighting

Natural light and general indirect lighting
30 fc

HVAC and Control:

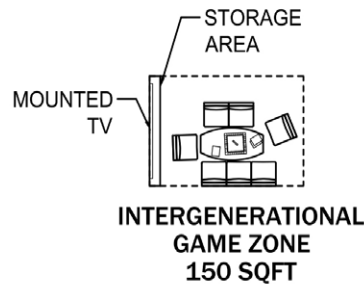
User comfort; 35-65% RH

Electrical and Data:

Power throughout perimeter of room as well as integrated into furniture when possible to allow for easy charging of personal electronic devices, WiFi throughout

Finishes:

Acoustical absorption considered for ceiling



Intergenerational Game Zone

A dedicated area for people of all ages to gather together and play games! Inside there will be comfortable chairs, tables for setting up board games and areas to chat! A mobile TV with a game console can be brought in for timing-specific gaming adventures.

Adjacencies:

Community Living Room, Should not be located near any quiet spaces.

Furniture, Finishes, and Equipment Considerations

Lounge furniture, card table with comfy chairs. Space for a mounted TV, mobile TV, or projector and screen may be desirable for special games or events.

Shelving:

Some of the Adult/Young Adult collections may be located here.

Environmental + Engineering Needs

Acoustics

Semi-Open Area: 25-30 NC Rating

Lighting

Natural light and general indirect lighting
30 fc

HVAC and Control:

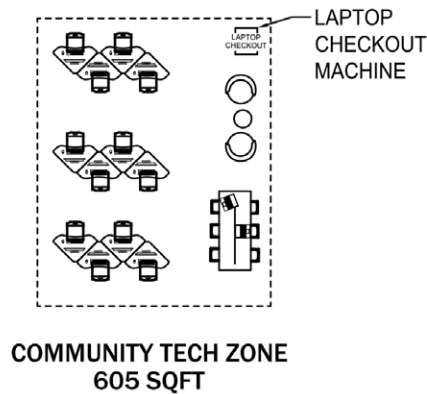
User comfort; 35-65% RH

Electrical and Data:

Power throughout perimeter of room as well as integrated into furniture when possible to allow for easy charging of electronic devices, WiFi throughout

Finishes:

Acoustical absorption considered for ceiling



Community Tech Zone

The Community Tech Zone will be a tech-centered open space used for self-directed technology access. There will also be lounge and table seating for casual laptop use. When not in use, a portion of the space can be used for technology training like Teen Tech Help and Senior Tech Help. Nearby, there will be a print center dedicated for the community's print, fax and copying needs.

Adjacencies:

Semi-Private Meeting Room, Study Rooms, Entrepreneurial Center, Messy Program Room

Furniture, Finishes, and Equipment Considerations

12 Full-Service Desktop Computers, 4 Tech help and Business Center Computers, and a Laptop checkout machine. Laptop bar with stools, lounge and table seating for casual and heads down work. Mobile marker boards and TVs should be easily moved throughout. Flooring should be carpet.

Shelving:

Adult Non-fiction collection may be located here

Environmental + Engineering Needs

Acoustics

Open Public Area; 25-30 NC Rating

Lighting

Natural light and general indirect lighting
30 fc

HVAC and Control:

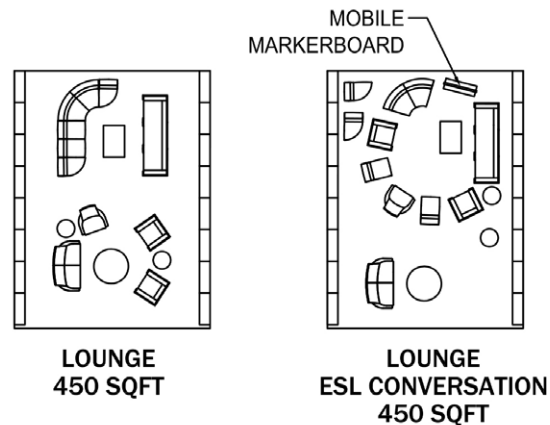
User comfort; 35-65% RH

Electrical and Data:

Power throughout perimeter of room, floor boxes, and power integrated into furniture when possible to allow for easy charging of electronic devices, WiFi throughout

Finishes:

Acoustical absorption considered for ceiling



Lounge

A dedicated room primarily for about 20 adults to gather comfortably for reading and respite. The room will also be able to be used for book clubs, ESL Conversation, travel clubs and history clubs.

Adjacencies

Bookstore, Community Showcase, Community Living Room; Not adjacent to Teen Hang Out Space or Storytelling Lab.

Furniture, Finishes, and Equipment Considerations

Comfortable lounge chairs, sofas, and side tables. Carpeted flooring, colors and finishes that promote relaxation and focus. Acoustical ceilings. Walls should be glass and a sliding door or French doors should be considered for visibility and sound.

Shelving

Periodical shelving

Environmental + Engineering Needs

Acoustics

Semi-Open Area: 25-30 NC Rating

Electrical and Data

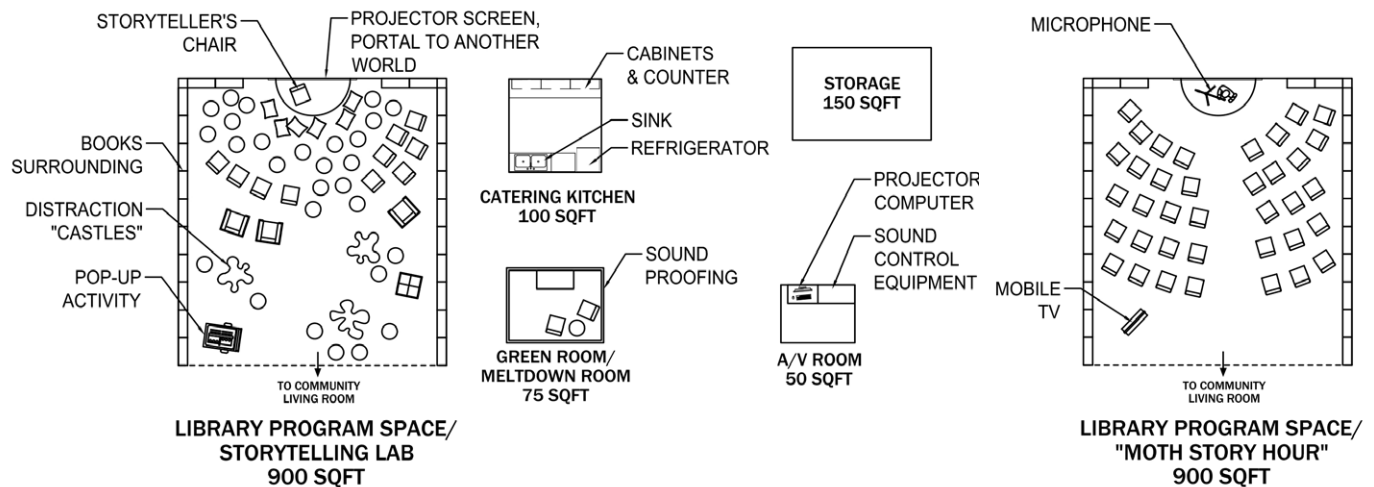
Power throughout perimeter of room,
WiFi throughout

Lighting

General indirect lighting, reading lamps;
30 fc.
Natural lighting

HVAC and Control

User comfort 35-65% RH



Library Program/Storytelling Lab

A semi-enclosed space for storytelling in all of its vibrant forms! When not in use as a storytelling space, the area will be an extension of the community living room and early literacy area. It will also function as multi-purpose lecture space, movie theater, performance space and large program room!

Adjacencies

Early Literacy, Community Living Room, Green Room/Meltdown Room, A/V Room, Catering Kitchen

Furniture, Finishes, and Equipment Considerations

Stackable chairs, poufs, tables which are easily movable and easy to store away. Flooring should be durable, easily cleanable, but comfortable to sit on. Area rug or flooring design that indicates the story area. A projector and screen will be needed for movies, presentations, and special storytelling.

Shelving:

Lockable storage cabinets

Environmental + Engineering Needs

Acoustics:

Three-sided room open to Community Living Room; Semi-Public Area: 35-40 NC Rating

Lighting:

General indirect lighting; 30 fc
Dimmable lighting; Entry-level stage lighting

HVAC and Control:

User comfort; 35-65% RH

Electrical and Data:

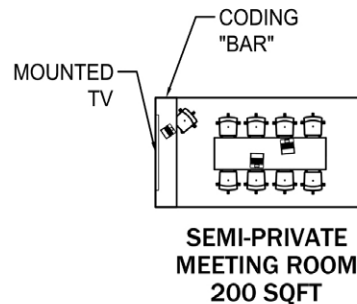
Power throughout perimeter of space
WiFi throughout.

Technology:

Built-in speaker system, projector and screen

Finishes:

Acoustic ceiling/ sound absorption



Semi-Private Meeting Room

A dedicated room primarily for 8-10 adults or young adults to gather for private lessons, group conversation and private meetings. The room will also be able to be used for Coding Class, quiet work and Project Second Chance mentoring.

Adjacencies

Community Tech Zone, Entrepreneurial Center

Furniture, Finishes, and Equipment Considerations

Conference table with built-in power for laptops and other devices, task chairs. Walls should be writeable. One wall should have a built-in TV, projector, or Smart Screen for presentations and group screen sharing.

Environmental + Engineering Needs

Acoustics:

Closed Room: 25-35 NC Rating

Lighting:

General indirect lighting; 30 fc.
Separate control switch

HVAC and Control:

User comfort; 35-65% RH

Electrical and Data:

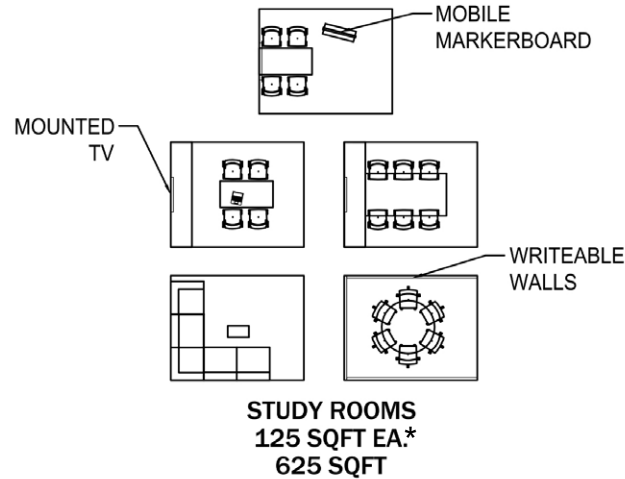
Power throughout perimeter of space
WiFi throughout.

Technology:

Built-in speaker system, projector and screen

Finishes:

Acoustic ceiling/sound absorption



Study Room

A series of dedicated rooms and areas for groups of 2-6 to gather for collaboration, group study, mentoring, and heads down work. Used by all ages, these spaces will be distributed throughout the library.

Adjacencies

Community Tech Center, Semi-Private Meeting Room

Furniture, Finishes, and Equipment Considerations

Study table and chairs. Study rooms should have glass or partial glass walls for visibility from the public space and be viewable from central service point/s.

**Note: During Schematic Design, the design team will look at potential room size variations ranging from 75 sf to 125 sf. Program allocation target for Study Rooms to be 625 sf, regardless of individual room size.*

Environmental + Engineering Needs

Acoustics:

Teleconference Room: 25 maximum NC Rating

Lighting:

General indirect lighting; 30 fc.
Separate control switch for each room

HVAC + Control:

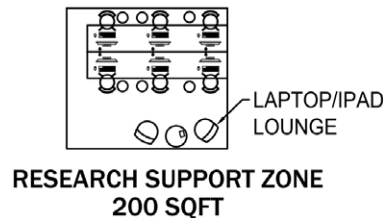
User comfort 35-65% RH

Electrical and Data:

Integrated power in furniture, WiFi throughout

Finishes:

Acoustic ceiling



Research Support Zone

Technology area to support elementary-aged students to adults working on research. As the schematic design develops, this area may be adjacent to study rooms or the Community Tech Zone.

Adjacencies

Family Gathering, Community Tech Zone, Study Rooms

Furniture, Finishes, and Equipment Considerations

Workstations which allows for adult, teen, tween and elementary-aged student use. Adjustable height chairs or stools. Flooring that is easily cleanable. The furniture should be easy to move and arrange for different configurations. Acoustical absorption considered for ceiling.

Environmental + Engineering Needs

Acoustics

Open Public Area; 25-30 NC Rating

Lighting

General indirect lighting; 30 fc.

HVAC and Control:

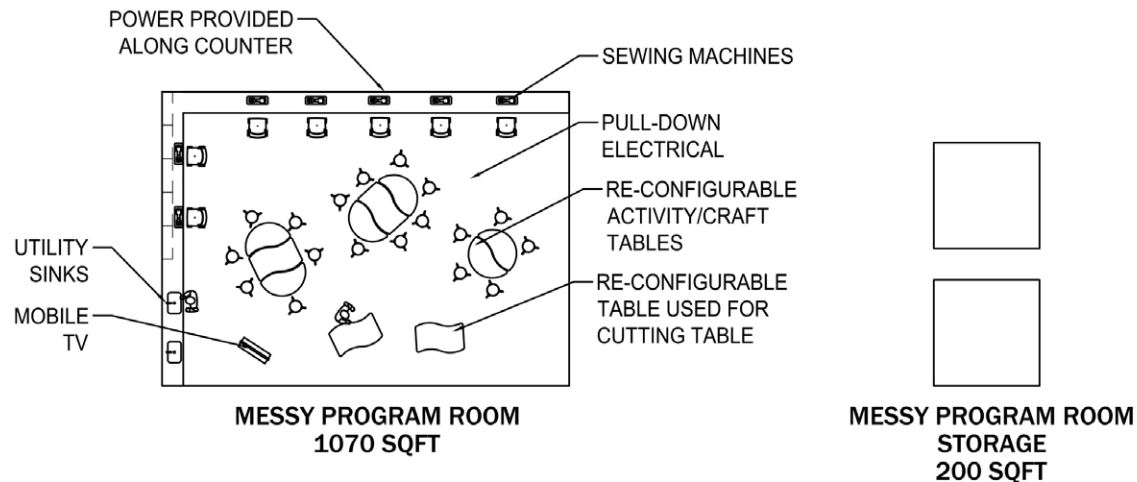
User comfort; 35-65% RH

Electrical and Data:

Power throughout perimeter of room as well as floor boxes with data and power within a raised floor system for flexible configurations, WiFi throughout

Finishes:

Acoustic ceiling, hard surfaces for easy cleanability



Messy Program

A room dedicated for directed content creation equipped with workstations, tools, and supplies for all in the community to learn and explore interests and passions in a collaborative messy maker room!

Adjacencies

Community Living Room, visible from Welcome Center. It is important that individuals going to this program room do not have to walk through or past any quiet spaces.

Furniture, Finishes, and Equipment Considerations

Training tables that can be easily reconfigured and on casters. A mobile TV should be dedicated to this space for easily changeable program signage, instructions, or slide shows. Flooring should be linoleum or an easily cleanable surface. Two sinks are needed for various program use in this space

Environmental + Engineering Needs

Acoustics:

Closed Room: 25-35 NC Rating

Lighting:

General indirect lighting; 30 fc.

HVAC and Control:

User comfort; 35-65% RH

Finishes:

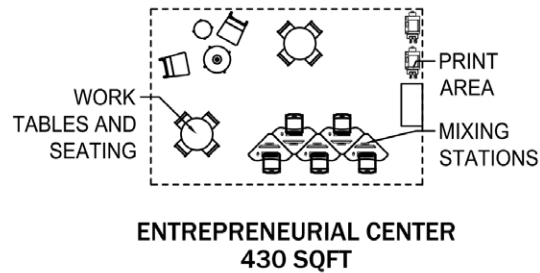
Acoustic ceiling/sound absorption

Electrical and Data:

Power throughout perimeter of room, floor boxes, WiFi throughout

Technology:

Built-in speaker system, projector and screen



Entrepreneurial Center

An area for “business incubation” where start-ups may flourish, career changes are supported and telecommuters find their home! Along with the Study Rooms, the Community Tech Zone, staff support and collections access, patrons will be able to advance their business and career goals with the tools to succeed at their library.

Adjacencies:

Semi-Private Meeting Room, Study Rooms, Community Tech Center, Messy Program Room

Furniture, Finishes, and Equipment Considerations

Desktop Computers, tables for collaboration, Mixing Stations with Adobe Suite, sound mixing and editing software, wall mounted display screens, and mobile white boards. All furniture should be on casters and be easily moveable. Printers, scanners, and large-format plotters should be considered.

Environmental + Engineering Needs

Acoustics

Open Public Space; 25-30 NC Rating

Lighting

General indirect lighting; 30 fc.

HVAC and Control:

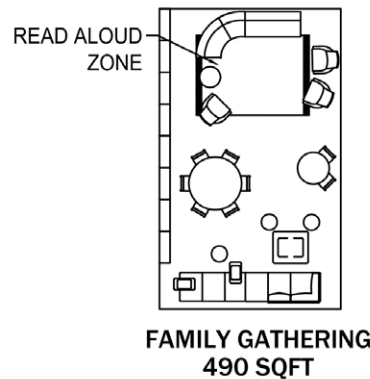
User comfort; 35-65% RH

Electrical and Data:

Power throughout perimeter of room as well as power integrated furniture, WiFi throughout

Finishes:

Acoustic ceiling



Family Gathering

A comfortable place for family programming and gatherings of large groups.

Adjacencies:

Early Literacy, Children's Interactive Play Area, Digital Literacy Zone, Library Program Space/Storytelling Lab, Community Living Room, not located near an exit. Visibility to Teen Hang Out Space is a plus.

Furniture, Finishes, and Equipment Considerations

Lounge furniture, interactive games, collections, book bins. Children may primarily sit on the floor, child friendly furniture to also be available. Carpeting should be comfortable, soft, and cleanable.

Shelving:

Children's collection shelving along the perimeter of the space, popular and award-winning books on display shelving. Shelving should be appropriate for each genre within the Children's collection.

Environmental + Engineering Needs

Acoustics:

Open Public Space; 30-35 NC Rating

Lighting:

General indirect lighting; 30 fc.

HVAC and Control:

User comfort; 35-65% RH

Electrical and Data:

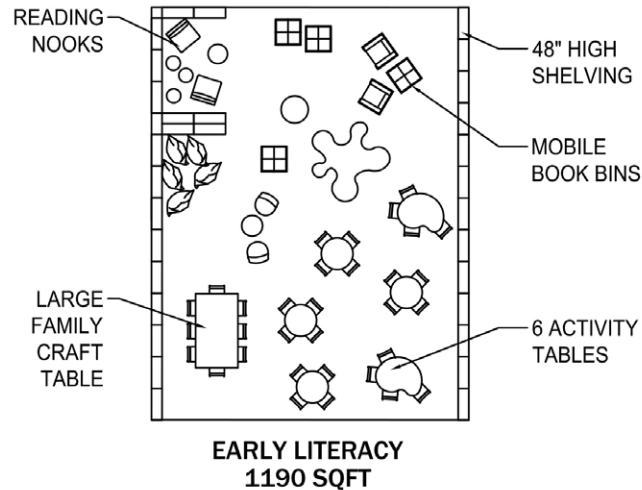
Power throughout perimeter of space
WiFi throughout.

Technology:

Built-in speaker system, projector and screen

Finishes:

Acoustic ceiling/sound absorption



Early Literacy

An active learning environment dedicated to play and PLA's Every Child Ready to Read approach to early childhood services. The area will be designed for safe and active engagement for babies, toddlers, preschoolers and kindergarten-aged children and their adult caregivers.

Adjacencies:

Family Gathering, Children's Interactive Play Area, Digital Literacy Zone, Library Program Space/Storytelling Lab, Community Living Room

Furniture, Finishes, and Equipment Considerations

Lounge furniture, family activity tables, interactive games, collections, book bins, reading nooks. Children may sit on the floor, child friendly furniture to also be available. Carpet flooring, colors and finishes should be welcoming, comfortable and inviting. Clear signage to indicate Children's Space and visual markers to identify change in material/collections.

Shelving:

Shelving should be appropriate for each genre within the Children's collection

Environmental + Engineering Needs

Acoustics

Open Public Area; 25-30 NC Rating

Lighting

Natural light, but no direct lighting on collections. General indirect lighting; 30 fc.

HVAC and Control:

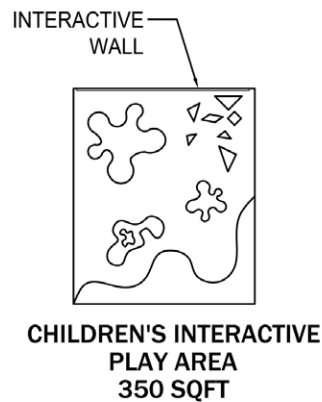
User comfort; 35-65% RH

Electrical and Data:

Power throughout perimeter of room, WiFi throughout

Finishes:

Acoustic ceiling



Children's Interactive Play Area

This space is intended to evoke wonder, imagination, curiosity, discovery and play. Here, social interaction and parental modeling is encouraged. There is plenty of space to play and learn together!

Adjacencies:

Early Literacy, Children's Interactive Play Area, Digital Literacy Zone, Library Program Space/Storytelling Lab, Community Living Room, not located near an exit.

Furniture, Finishes, and Equipment Considerations

Carpeting should be comfortable, soft, and cleanable.

Shelving:

Shelving should be appropriate for each genre within the Children's collection.

Environmental + Engineering Needs

Acoustics

Open Public Area; 25-30 NC Rating

Lighting

Natural light, but no direct lighting on collections. General indirect lighting; 30 fc.

HVAC and Control:

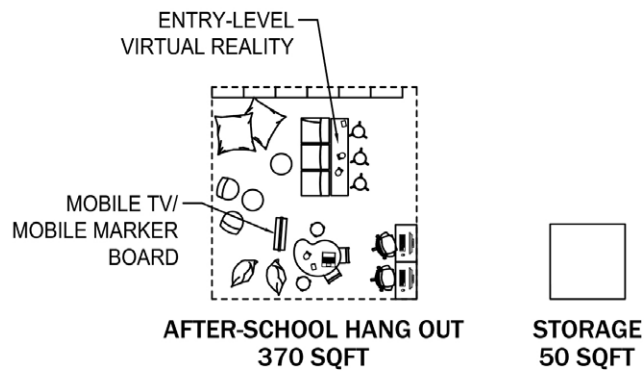
User comfort; 35-65% RH

Electrical and Data:

Power throughout perimeter of room as well as power integrated furniture, WiFi throughout

Finishes:

Acoustic ceiling



After-School Hang Out

A dedicated area for informal and instructional learning equipped with furnishings, tools and equipment for elementary and middle school aged students and their families. Students will also have access to the Community Tech Zone and Entrepreneurial Center for media and art projects.

Adjacencies

Cafe, Community Living Room, not located close to Early Literacy or Club Room.

Furniture, Finishes, and Equipment Considerations

Soft seating, tables with chairs, appropriate for ages 12-18. Finishes should be fun, colorful and inspiring. Two computers should be dedicated to teen use. The area should be in-view of the central service point. Screens for projectors and portable TVs should be considered for everyday use or special programming. Carpeted floor, tackable or writable wall surfaces. Interior finishes should be fun and inviting to teens.

Shelving:

Shelving for Young Adult Collection, various displays; provide area for Teens to share own work/creations.

Environmental + Engineering Needs

Acoustics:

Open Public Area: 35-40 NC Rating

Lighting:

Natural Light and general indirect lighting;
30 fc

Direct non-glare lighting at workstations

Electrical and Data:

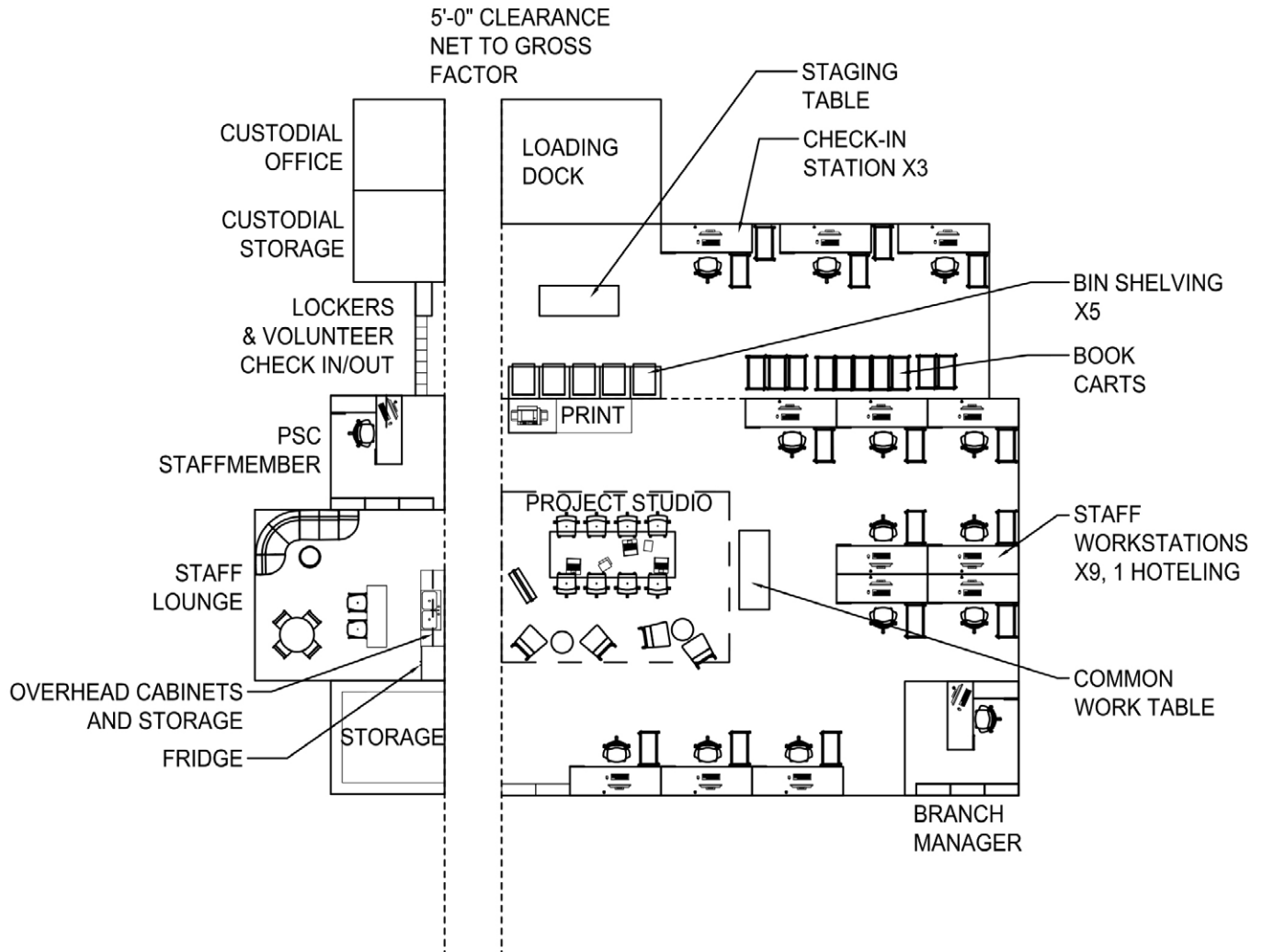
Power throughout perimeter of space as well as floor boxes with data and power, integrated power to furniture when possible, power/data for computer areas, WiFi throughout

HVAC and Control:

User comfort; 35-65% RH

Finishes:

Acoustic ceiling/ sound absorption



Administration + Support

Workstations

Ten workstations should be provided so each staff person has a place to access the Internet, use the phone and store paper files. The workstations should consist of desks that can be used standing or sitting with ergonomic chairs that are easy to adjust since more than one person will be using them. The workstations must have enough room around them for a staff person to pull up a couple of book-carts to use for rough sorting while they are working at their computer. A straight line of workstations is preferred so it is easier for everyone to have what they need around them and still have room to move in and out of their work area with and without their book carts. Drawer, shelf, and cabinet storage should be available at each work area.

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Thank Yous

This document would not have been possible without the contribution of the following individuals who engaged in a three-month long process to articulate the programmatic needs of the new Pleasant Hill Library.

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