Program Elements

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

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

A Great Place At the Center of it All
The Hub and Forum

Information & Technology Hub

- Sense of Arrival
- Information Counter & Kiosk
Visible Center

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

Gathering Spaces & Visual Connections
Expanded and Improved Food Venues

- Variety of Food
- Variety of Seating

Activities and Grill

- Variety of Games & Activities
- Evening & Weekend Hangout
Lounge and Study Spaces

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

Multipurpose Event Space-
Expanded Assembly and Meeting Spaces
Activity Spaces - Meetings and Events

Student Meeting & Organization Spaces
- Flexible
- Workspaces and Project Rooms
- Shared Spaces
Computers & Cyber Café

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

Games & Entertainment

- Video
- Pool
- Possibility of Bowling
Theater/performance space

- Movies
- Lectures
- Student Programs

Expanded Retail Spaces

- Post Office
- University Goods
- Convenience Store