CULTURE OF...

Essential Listening for Designers

"Essential Listening for Designers" is your curated guide to the impact of culture on design. This collection of podcasts highlights how workplace, hospitality, educational, and healthcare spaces are constantly reinterpreted and redefined both by time and by people.

To earn IDCEC CEU credit, listen to each podcast in the package and complete the diagnostic questions provided below.

I. CULTURE OF WORK – 1.5 IDCEC CEUs
   a. NPR Planet Money Episode 647: Hard Work is Irrelevant (21:21)
   b. Monocle Section D, On Design 45: Did Norman Foster Invent the Modern Office Building in Ipswich? (5:31)
   c. NPR WBEZ Chicago Invisibilia, the New Norm (04:23 - 41:35)

II. CULTURE OF PLAY – 1.5 IDCEC CEUs
   a. TED Radio Hour, How Can Public Spaces Change a City’s Character? (12:32)
   c. NPR, the Salt, A Visit to Houston’s Himalaya: Pakistani and Indian Food with Deep Texas Roots (5:45)
   d. Dirtbag Diaries #97: The Ultimate Weekend Warrior (29:15)
   e. WAMC, Everything Explained, What Is Eco-Tourism? (17:07)

III. CULTURE OF LEARNING – 1.5 IDCEC CEUs
   a. Sal Khan: Can Technology Help Create a Global Classroom? (11:33)
   b. KPBS: How Technology is Changing Our Brain (31:35)
   c. Cult of Pedagogy, When Your School Is Short on Tech (30:10)
   d. Radiolab presents, More Perfect, The Architect (34:53)

IV. CULTURE OF HEALING – 1.5 IDCEC CEUs
   b. NPR Business, CVS Health CEO On Aetna Deal (4:42)
   c. TED Radio Hour, Joseph Ravenell: Could Barbershops Become The New Doctor’s Office? (9:59)
   d. 2 Docs Talk, Episode 28: Telemedicine and Its Role as We Know It (13:14)
   e. Gimlet, Reply All, #101: Minka (42:24)

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Diagnostic – Essential Listening for Designers

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I. CULTURE OF WORK - 1.5 IDCEC CEUs

1. How has the “world of work” changed in the last decade? List at least 3 major changes.

2. Who should designers be most engaged with in creating the optimal workplace? The C suite client? Facility management? Human Resources? Employees at all levels? Think of a client you are working with now. Who should you be spending more time with and why?

3. Which podcast resonated most with you as being predictive about the future of work and provided you with valuable insight about workplace design? Why?

II. CULTURE OF PLAY - 1.5 IDCEC CEUs

1. List three hospitality trends that have affected, influenced or are evident in workplace design.

2. Civic/Public/Community spaces have historically had tremendous impact on the urban landscape. Why are these vital spaces critical to the growth of cities?

3. Be predictive. List 3-5 ways that you see hospitality design changing by 2020. What will be more important to clients/end-users? Less important?

III. CULTURE OF LEARNING - 1.5 IDCEC CEUs

1. Every environment is a “learning environment”. Do you agree with this statement? Why or why not?

2. Should modern classrooms have more technology or less? Why or why not?

3. Be predictive. List 3-5 ways that the design of learning environments will change by 2020. What factors are causing or supporting these changes?

IV. CULTURE OF HEALING - 1.5 IDCEC CEUs

1. In what ways could patient preferences towards privacy and personalized care impact how healthcare spaces are designed?

2. Is “the Minka” a viable future for elder care? Why or why not?

3. Be predictive. List 3-5 ways that the design of healthcare environments will change by 2030. What factors are causing or supporting these changes?