

The Communications library is built around media threads as a primary organizing axis. Health is built around the human body. Management around problem-solving, decision-making and action processes (resources used virtually throughout all the learning centers). Arts around creativity, body movement and experiential emotions (again, used throughout campus).

The new central library here is built around the grand axis of time—a chronological exhibit of books in context, from the 'big bang' to the present to the future, proceeding through cosmology, paleontology, anthropology, early civilization, ancient, modern, recent, current, present and future.

Displays are updated—some in real-time—interactively, participatorily and in-context. Today's news of a Paleolithic skull find is integrated as to how it changes our understanding of evolution. Through the displays, libraries are now interactive, ever-changing classrooms of knowledge and exploration.

Surrounding the galleries is an inviting mesh of study nooks and collaboration labs, some of which have a videoconference wall whose technology allows remote participants to appear life-size and seemingly present. Other walls are covered with multiple virtual displays of meeting and facilitation processes.

In the 'present' gallery is a large, open theater displaying a 'visual executive summary' of the current situation—from campus to city, state, nation, region, world, planet and beyond.

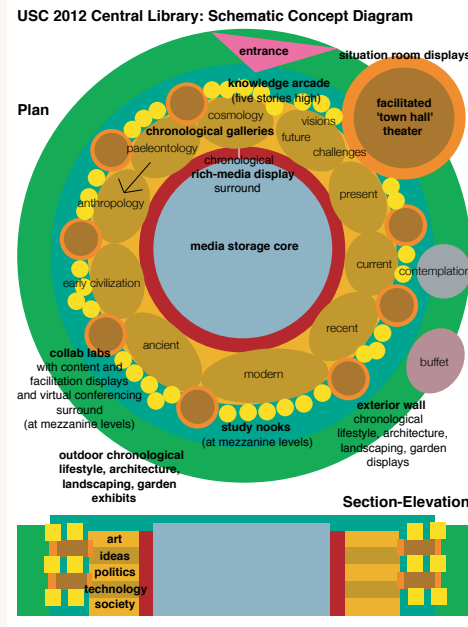
Also off this situation-room theater is a 'future challenges' gallery, extending the current situation display into 'what-if' gaming scenarios that explore issues, tradeoffs and opportunities inherent in the building's displays.

This situation-room theater virtually facilitates creativity, problem-solving, decision-making, conversation management, scenario planning and action—attracting an ongoing 'town hall' gathering for campus idea exchanges and real-world learning.

The 'future visions' display is the most participatory of all the library's galleries, in terms of both community content contributions and extended in-person visits for library clients attracted to its hopeful messages and contemplative environment.

During the day users may access live-speaker events and other face-to-face gatherings.

Legacy buildings are creatively retrofitted through adaptation of architectural, exhibit and virtual designs to harmonize with this new library model. Newly built centers can express these roles architecturally from the beginning.



Surrounding the buildings are outdoor landscaping and gardening exhibits which further extend a theme's dimensions into historical architecture and lifestyles, heirloom and native plants and local-watershed ecologies—the library as a 'machine for learning.'

Students pursue their major studies as inquiring generalist-journalists, learning how to learn with tools, processes, hunger and encouraged self-expression—with high visual literacy in both perceiving and authoring displays, recognizing and communicating macro patterns in the big-picture context, constantly zooming into micro details and practical actions.

A new-millennium, visual-language interface known as 'hyperplace' provides a unified design thread aiding comprehension, orientation and navigation throughout these systems. It influenced the main library's architectural design in its hierarchical, chronological and functional expressions, and is the underlying armature for the visual-timeline knowledge arcade. And, it is the interface for video and virtual displays—and on the PDA most users carry and customize for their personal library learning missions.

Today's tour ends at the library's food cafeteria—again an educational (and highly popular), edible, optimum-diets display of a 24-hour healthy foods buffet.

Here we refine our far-out ideas for the 2022 'future library' competition and contemplate how the design of today's campus library system developed from a 2002 competition paper responding to 'requests for an innovative vision of the future academic library'...after which librarians immediately started creating their own, first, low-budget, low-tech, big-picture-overview, book-and-media displays.