

# The Post-Pandemic University

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SPACE, STRUCTURES  
AND DESIGN IN A  
**POST-PANDEMIC  
WORLD**

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## **Pandemics:**

- 1. Accelerate us into the future and magnify trends**
- 2. Reveal inequities and dysfunctions in existing systems**
- 3. Bring renewed attention to public & personal health**
- 3. Create opportunities for those who grasp the change**

The 19<sup>th</sup> Century Cholera pandemic revealed the overcrowding and poor infrastructure of growing cities

**NOTICE.**

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**PREVENTIVES OF**

**CHOLERA!**

Published by order of the Sanitary Committee, under the sanction of the Medical Council.

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**BE TEMPERATE IN EATING & DRINKING!**

*Avoid Raw Vegetables and Unripe Fruit!*

Abstain from **COLD WATER**, when heated, and above all from *Ardent Spirits*, and if habit have rendered them indispensable, take much less than usual.



**which led to the rise of public parks, water utilities, sanitary sewer systems, and indoor plumbing requirements.**



**The 1918 Influenza Pandemic prompted a demand for social distancing, single-family housing, and private automobiles,**



**which led to a demand for single-use zoning, side-yard setbacks, and automobile-oriented infrastructure.**



**The COVID-19 pandemic shifted the balance between the digital and physical worlds and revealed inequities**





## **The impact on work**

- **42% of the workforce is now working from home full-time, accounting for 2/3rd of U.S. economic activity.**
- **91% of the employers surveyed found that their staff is more productive working from home.**
- **75% of employees working from home want to continue to do so at least one or more days a week, with 32% wanting to work fulltime from home even after the pandemic.**

**Remote work will become more common, occurring in places where there is a high quality of life and home-like environments.**



**Co-working spaces may need to curate remote and in-person collaborations and provide services that don't exist at home**



**The interiors of homes will likely change as telecommuting, online shopping, distance learning, and the sharing economy become widespread.**



## **The impact on services**

- **America has over 10 times the number of stores per capita than Germany and 5 times the number in the U.K., with store closures at an all-time high.**
- **As many as 40% of small, locally owned businesses will not re-open after the pandemic, accelerating the trend toward national chains dominating the retail in cities.**
- **Buying groceries online has almost doubled since the pandemic, with more than 50% of people surveyed planning on continuing to grocery**

**In-person retail may need to focus on what online shopping cannot offer, such as immersive, memorable experiences**



**Bricks-and-mortar stores may need to see customers as co-creators in helping make better products and services.**



**The interaction of the digital and physical world may take various forms, with each complementing the other in different ways.**



21,551 like

SALE

5,516 like

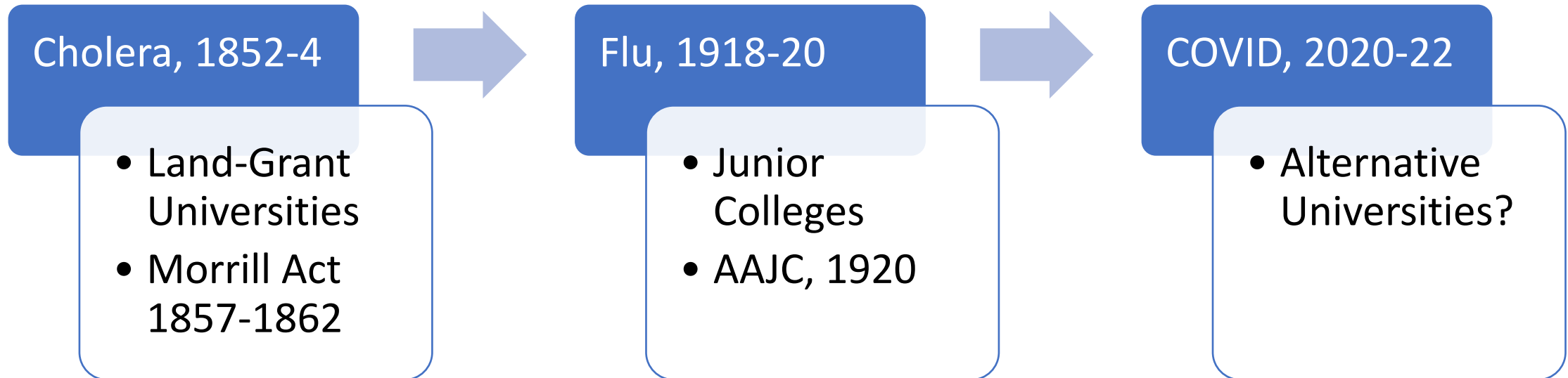
9,141 like

SALE

1,985 like



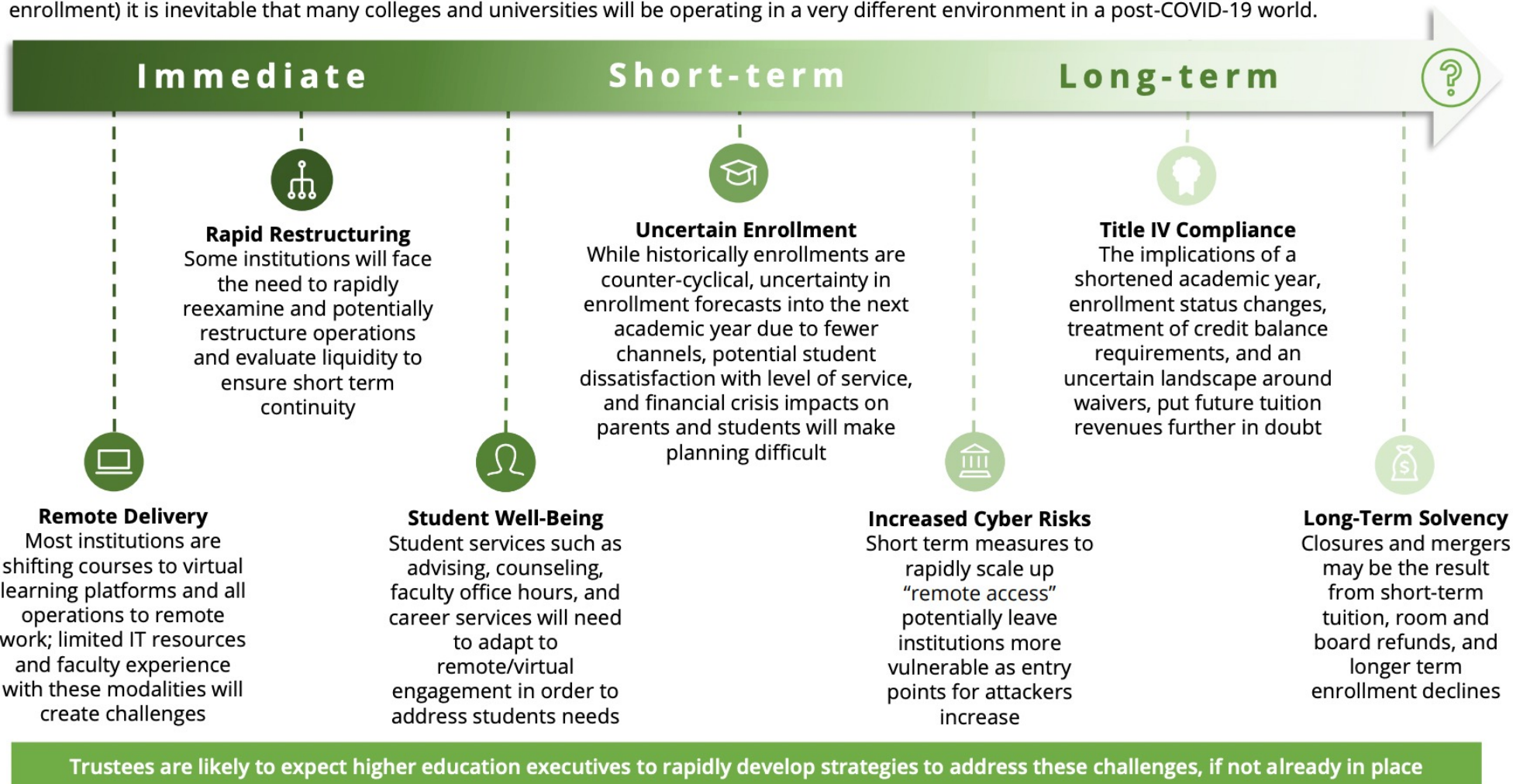
# The impact on education





## Higher Education in a post-COVID-19 world

While uncertainty pervades all aspects of higher education right now (e.g. virtual learning, remote work, uncertain financial conditions, constrained enrollment) it is inevitable that many colleges and universities will be operating in a very different environment in a post-COVID-19 world.



**Who are our students when a digital platform like Zoom allows up to 300 participants, of any age or location, to audit a class or lecture?**



# Who are our faculty when experts from around the world can log on to a class to teach and interact with students?

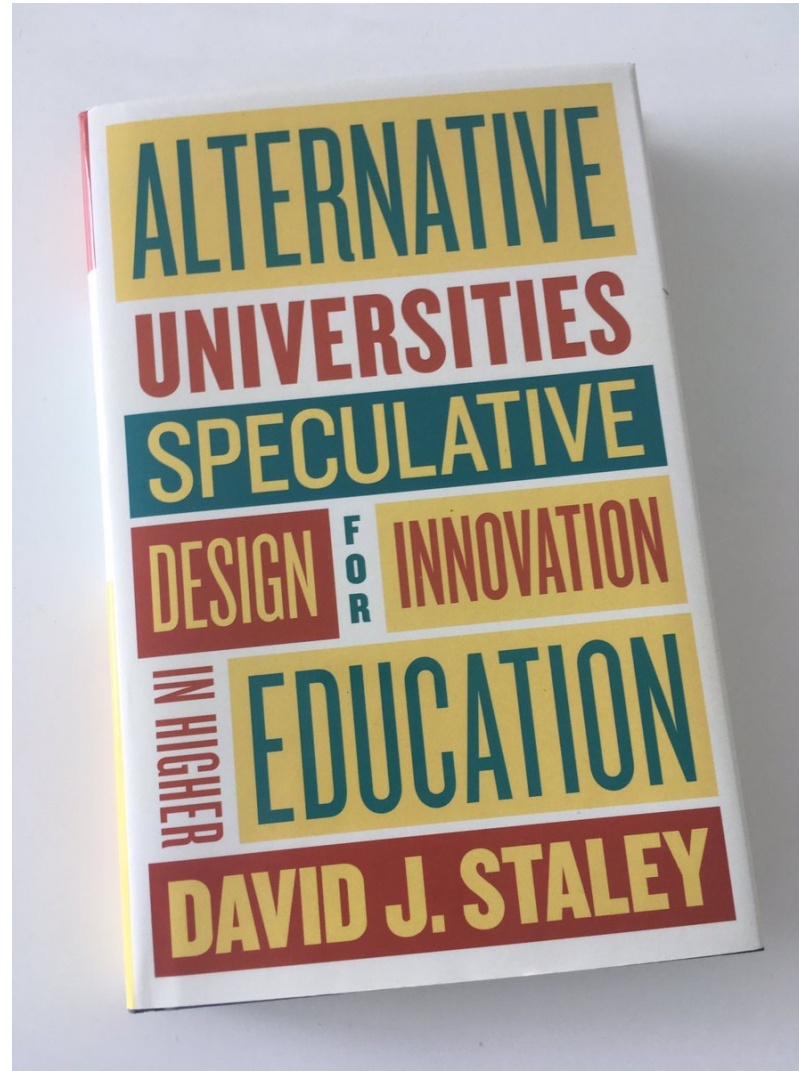


# Why have a campus when professors and students can teach and learn from almost anywhere in the world?



*Credit: elenabs / Shutterstock.com © 2021*

**What is the value of in-person, on-campus education and how will universities compete (or collaborate) with remote, on-line institutions?**



**The Platform University is the metaphorical idea of a supermarket open 24/7 for anyone to get the education they need and leave whenever they want, and it applies not only to students but also to professors.**



**PLATFORM UNIVERSITY**

**The Nomad University exists everywhere and does not have a specific localization, which helps to prepare specialists for a cosmopolitan world, with temporary teams formed for specific projects.**



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**Experiential learning**

Learning by doing



**Co-creation**

Dreaming, designing and doing it together



**Human-centred**

Putting people at the core of everything we do



**Community**

Learning from and in community



**Diversity and inclusion**

Striving to make our programs accessible for everyone



**Choice**

Empowering people to make their own choices



The Neo-Liberal Arts College focuses on seven basic skills: solving complex problems; generating meanings; productive activity; imagination; multimodal communication skills; intercultural competence; and leadership.



**A system of Micro-colleges that can include an unlimited number of micro institutions dispersed in a wide variety of spaces.**

**The Humanities Think Tank (HTT) that gives a new status to representatives of the humanities and social sciences.**

**The Interface University combines and synthesizes human and artificial intelligence (AI) to develop new forms of knowledge.**

**The University of the Body is based on visual, tactile, oral, kinesthetic, and olfactory objects, using all the senses, as a way to learn.**

**The Institute for Advanced Play relies on games, imagination, and the construction of alternative worlds as a way to think about the future.**