

Overview

The following application exploration leverages Noro's unique technology and MillerKnoll's extensive family of products to create immersive experiences that **ENABLE CONNECTION** across distributed locales.

The applications are organized into four categories:

S Applications set in an enclosed
16'L x 16'W (4.9m x 4.9m) environment

M Applications set in an enclosed
18'L x 17'W (5.5m x 5.2m) environment

L Applications set in an enclosed
22'L x 18'W (6.7m x 5.5m) environment

XL Applications of various scales
embedded in larger open contexts

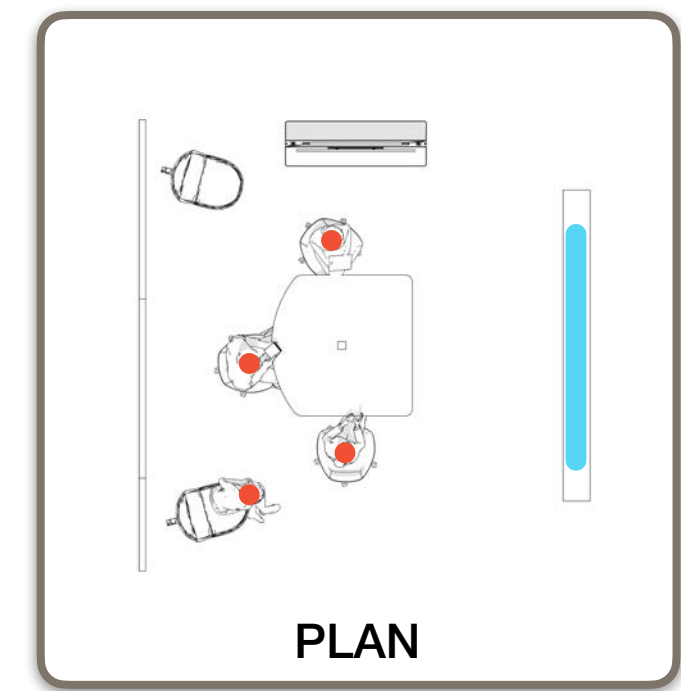
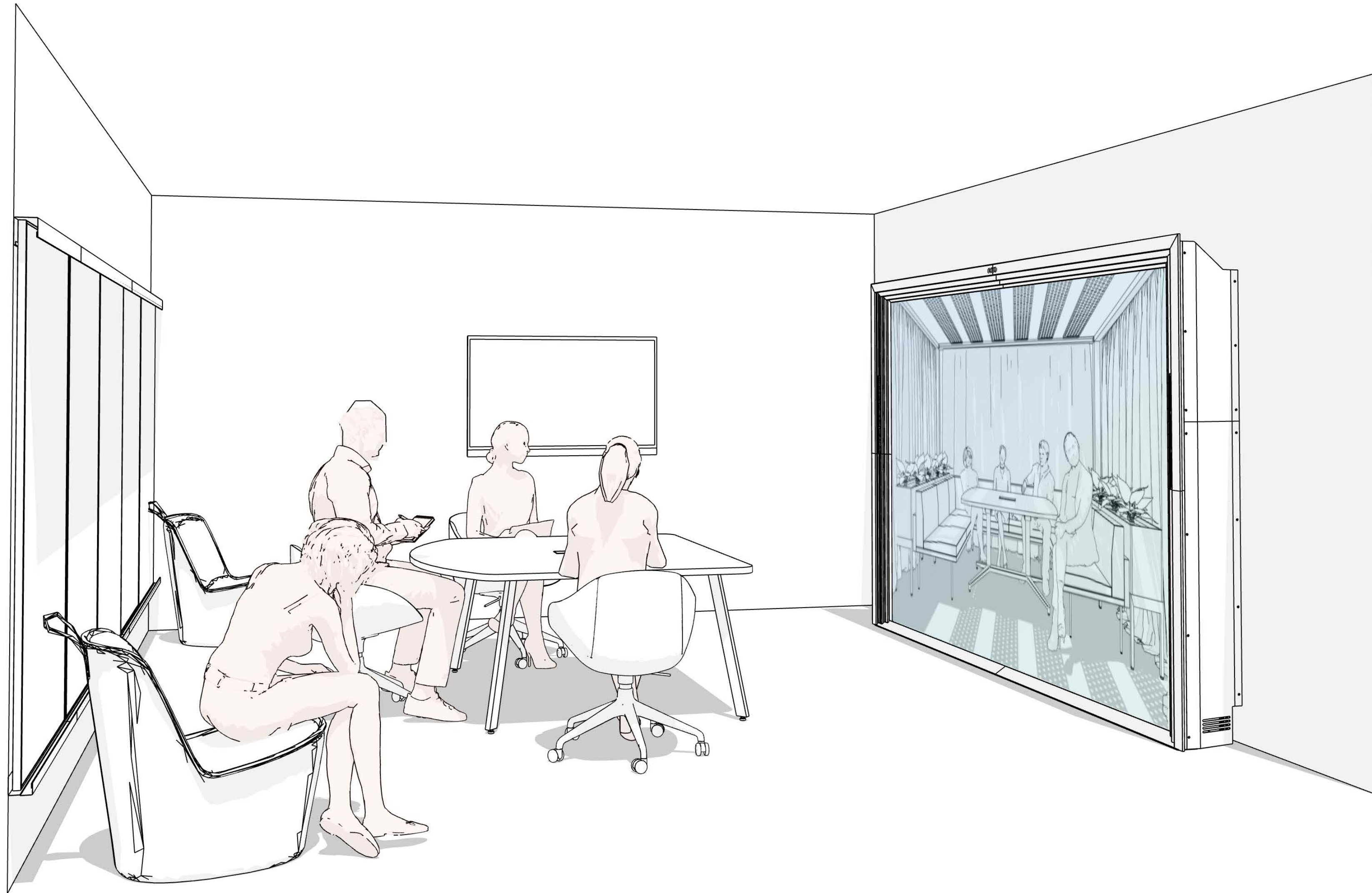
Note: This last category may require sound
fencing technology, depending on the nature
of the organization, team, or neighborhood.



S

Huddle

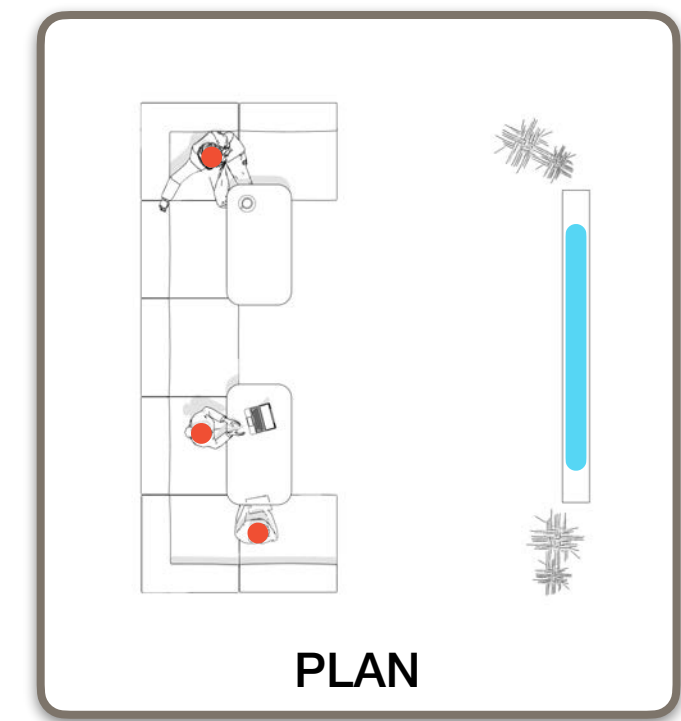
Information sharing and collaboration for small group (3-5 people) where most participants huddle around an intimate scale table. Setting outfitted with analog and digital work tools.



S

Nestle

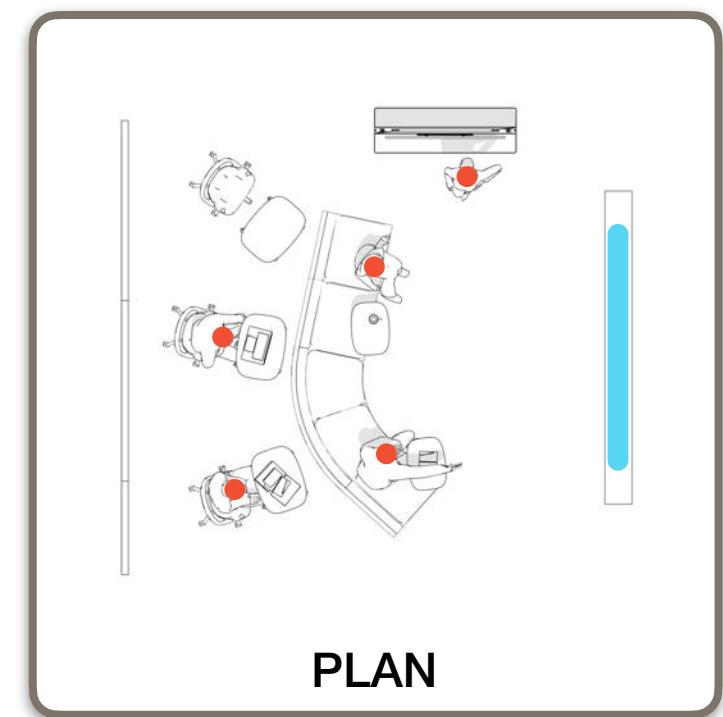
Information sharing in an informal casual setting for small group (3-5 people) where the participants gather in a relaxed posture. Setting is meant to encourage conversation where technology is limited to personal devices.



M

Assemblage

Information sharing and collaboration in an informal casual setting for medium sized group (5-7 people) where the participants have access to seating with multiple postures. Setting is meant to encourage the free flow of ideas and outfitted with both digital and analog work tools.

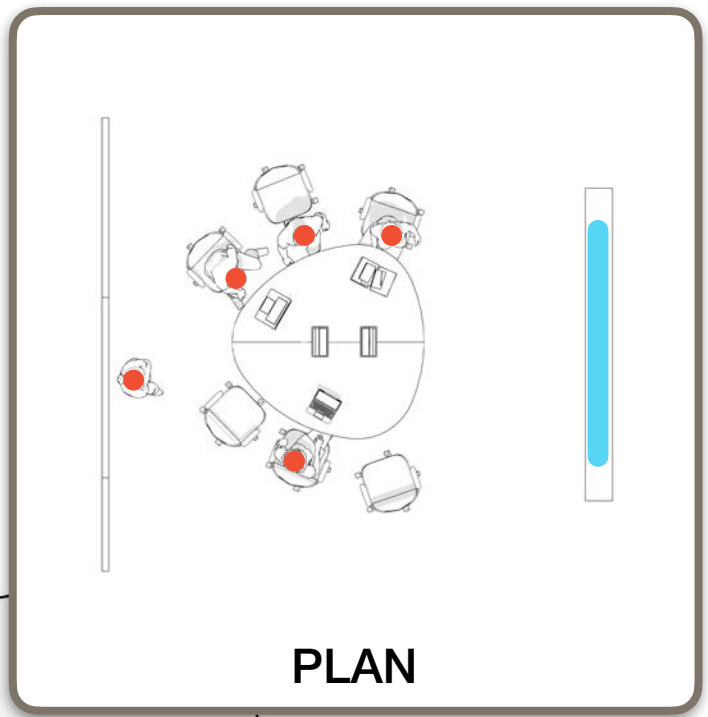
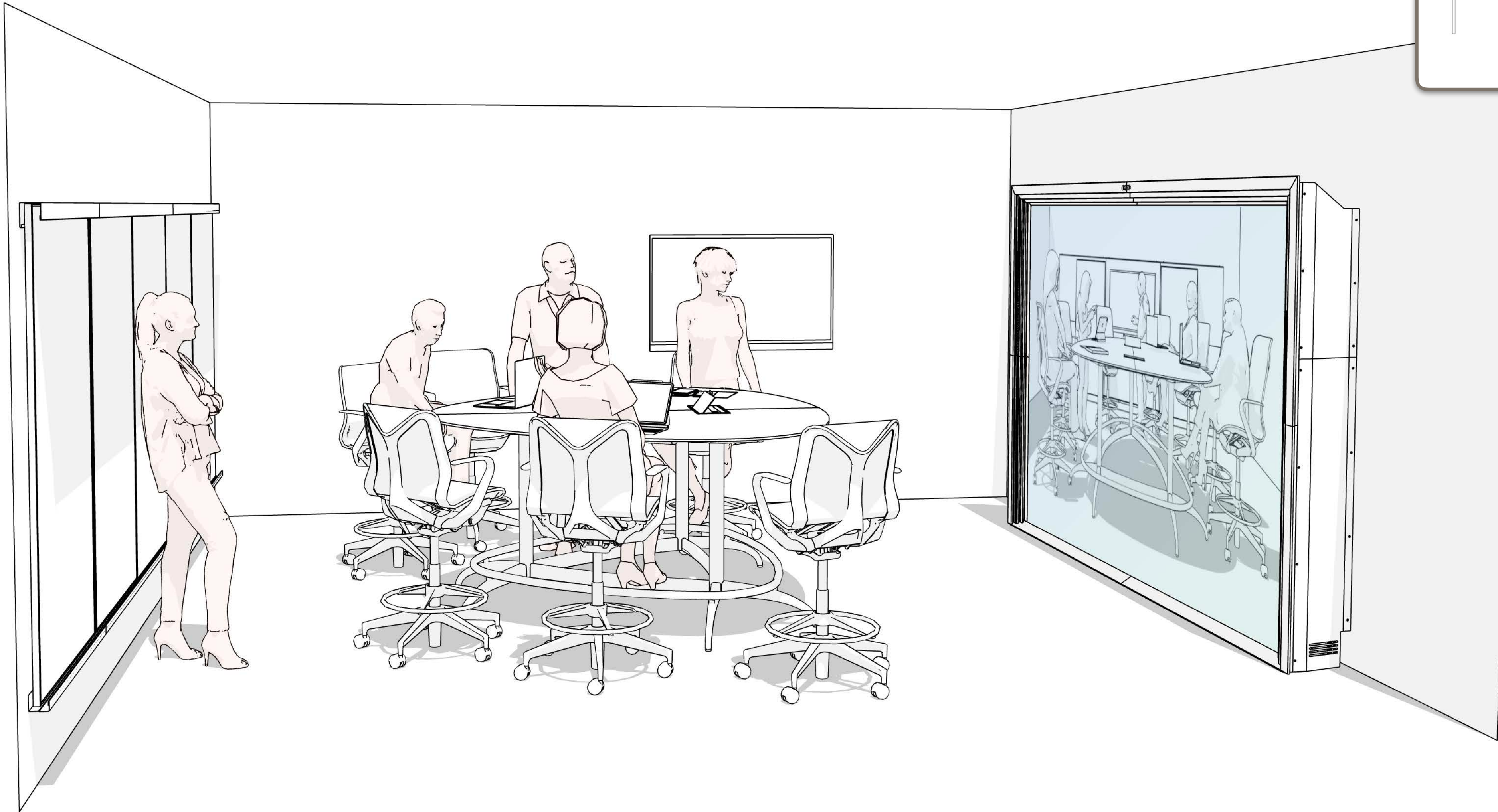


PLAN

M

Exclave 6

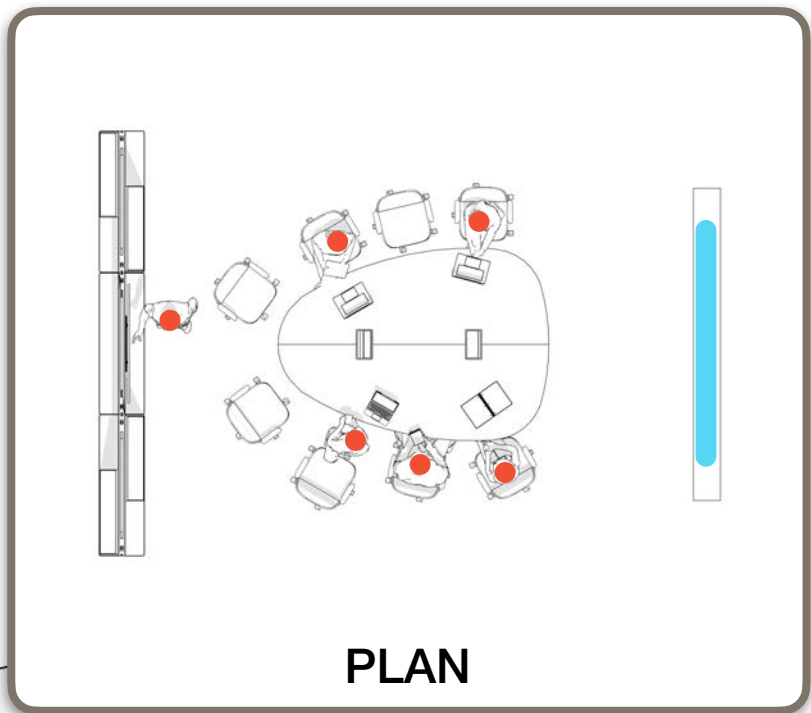
Information sharing and collaboration in a setting for a medium sized group (3-6 people) where the participants gather around an elevated table whose shape allows for a more equitable experience by providing better sight lines to both in-person and remote participants. Setting can be outfitted to have both digital and analog work tools.



L

Exclave 8

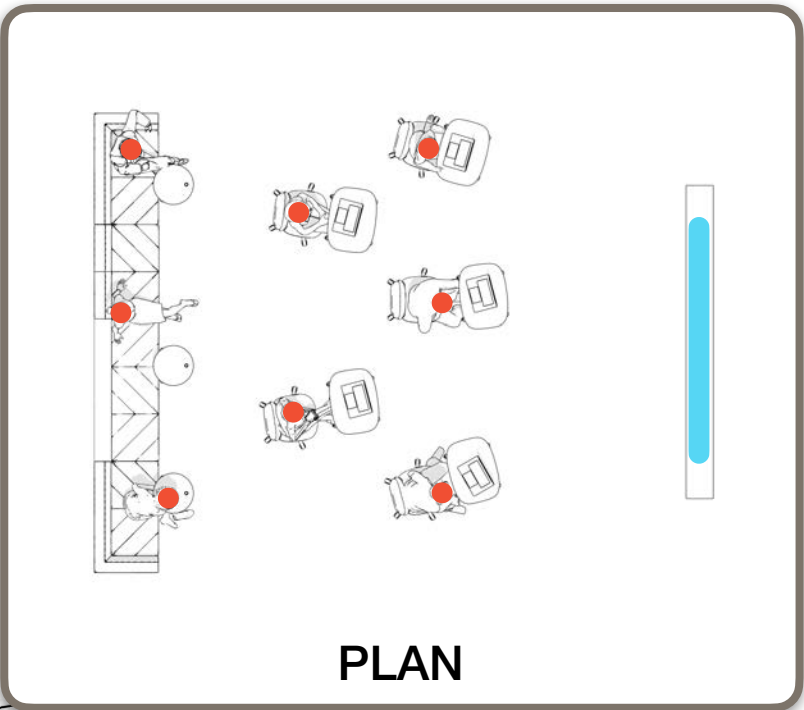
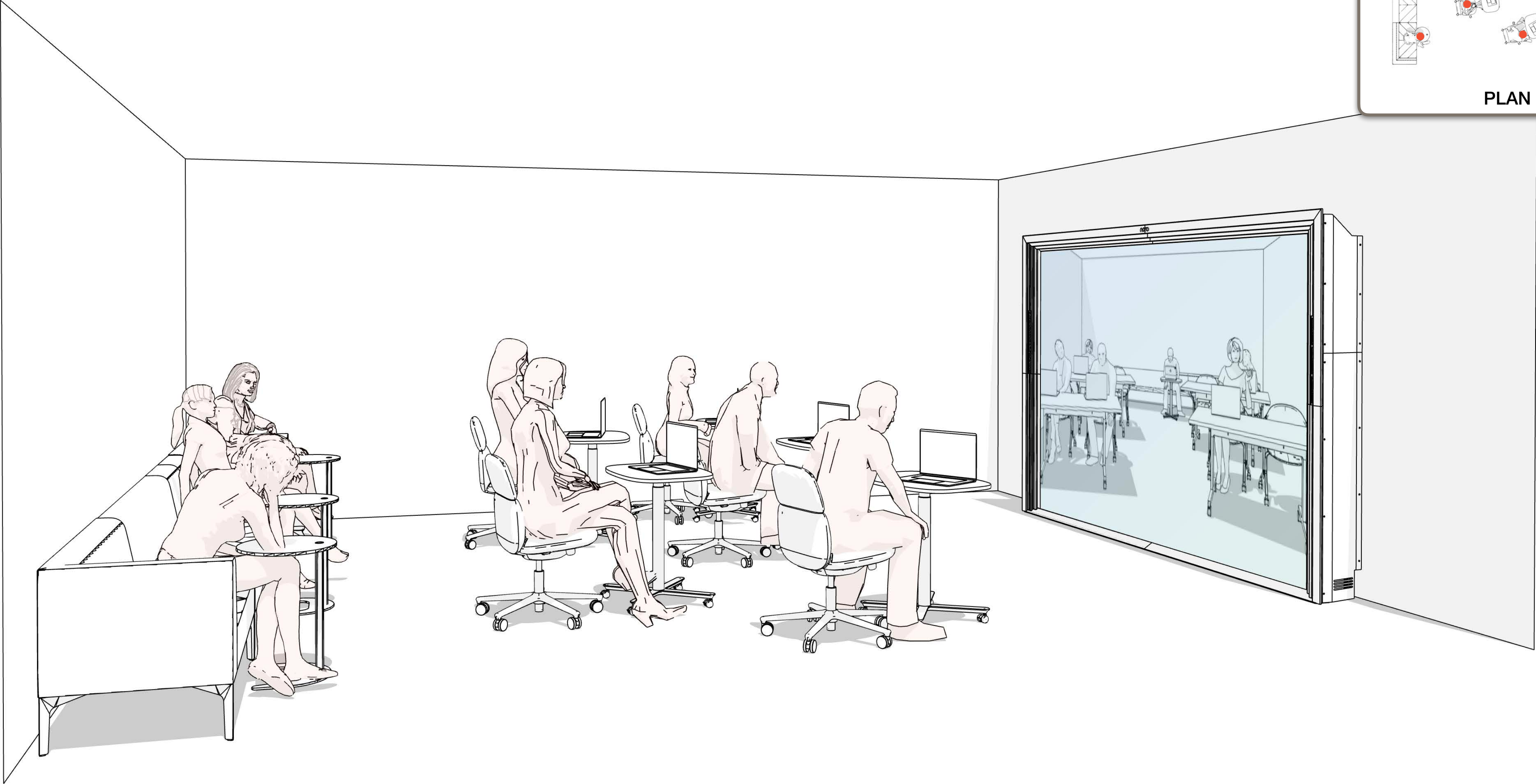
Information sharing and collaboration in a setting for a large group (4-8 people) where the participants gather around an elevated table whose shape allows for a more equitable experience by providing better sight lines to both in-person and remote participants. Setting can be outfitted to have both digital and analog work tools.



L

Untethered

Information sharing in a loosely arranged setting accommodating a large group (5-10 people) where the participants can self-locate with their personal devices.

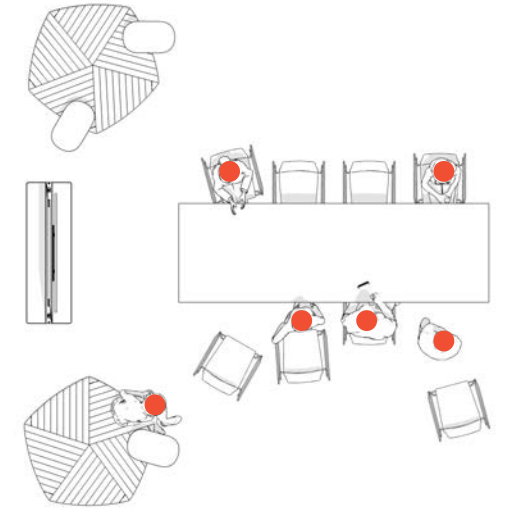
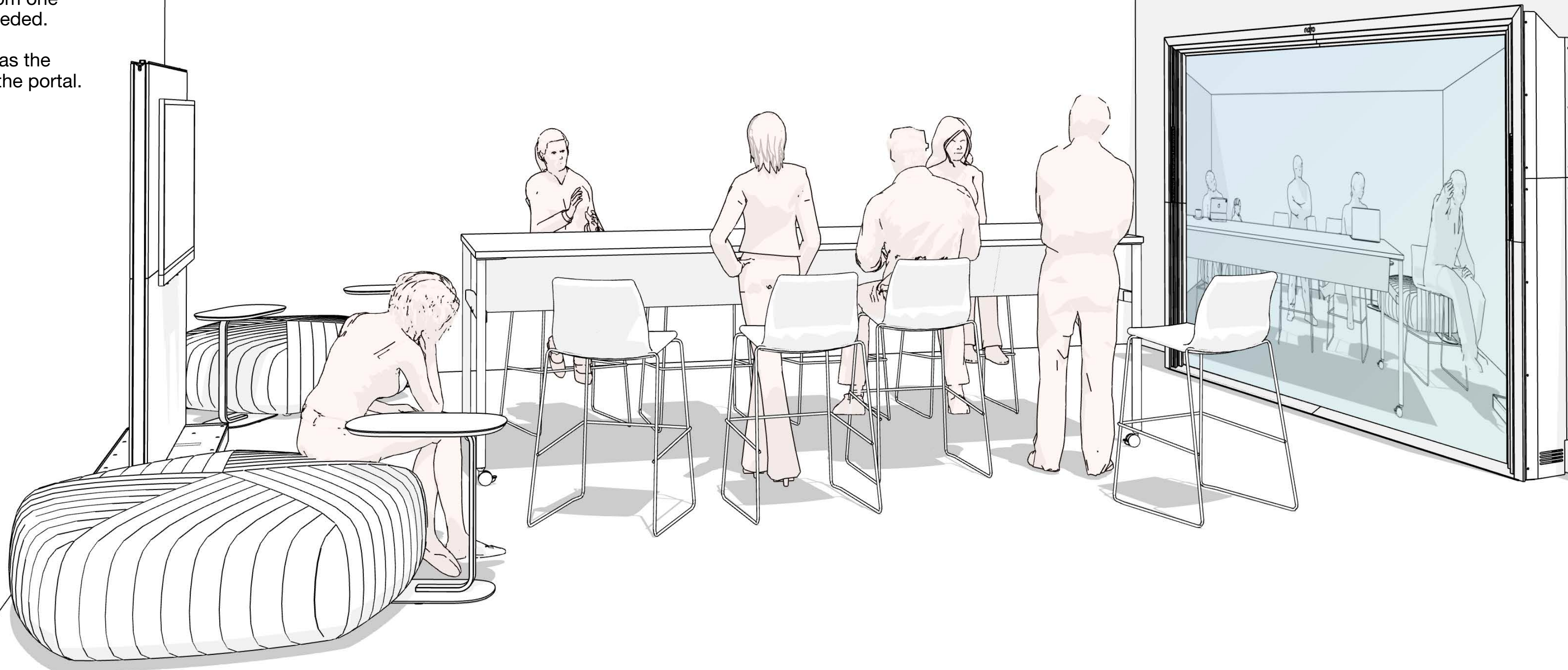


L

Dual Mode

Information sharing and collaboration in a setting for a large group (4-8 people) where the participants gather around a central elevated table with peripheral poufs for moments of postural respite. Setting outfitted with analog and digital work tools and is meant to encourage ideation and co-creation. The highly mobile furniture allows for agile reconfiguration from one mode to another, as needed.

Current mode shown has the table perpendicular to the portal.



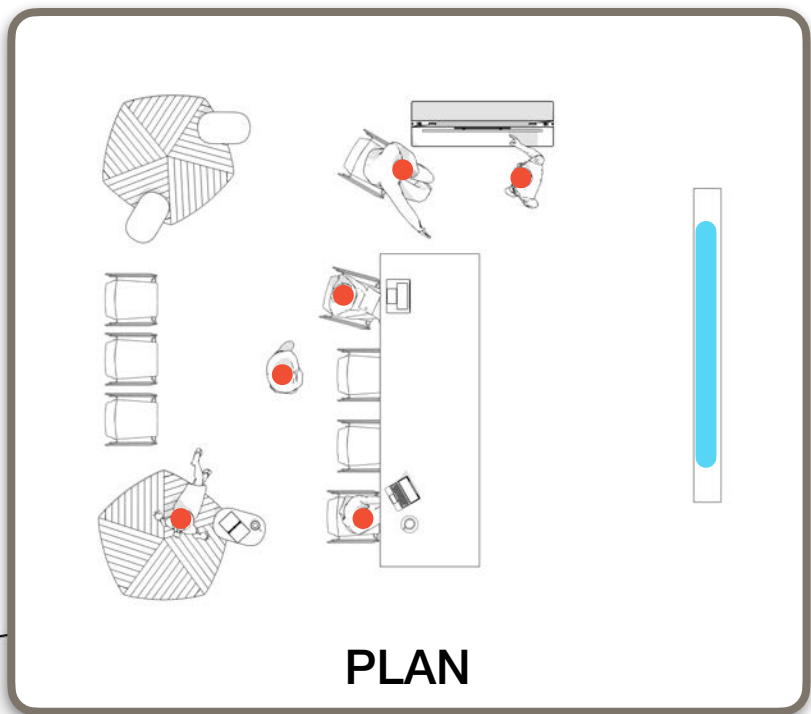
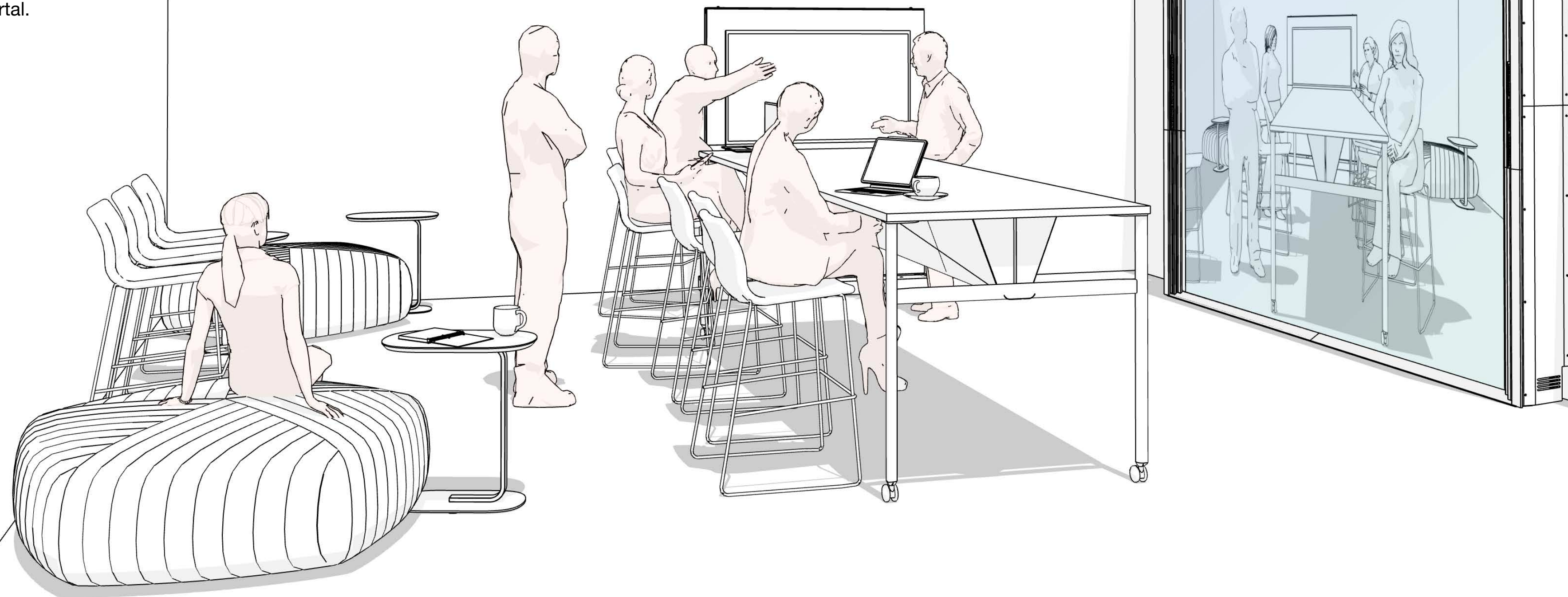
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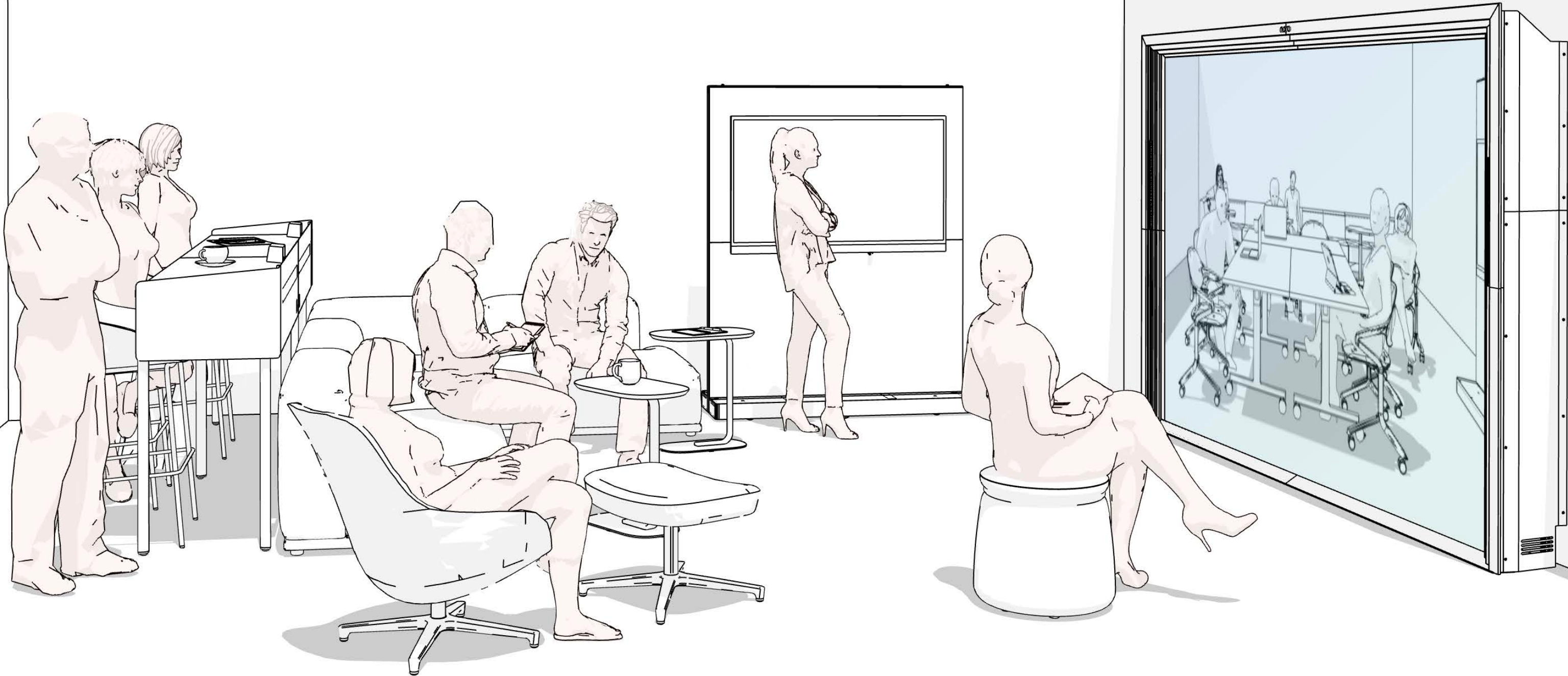
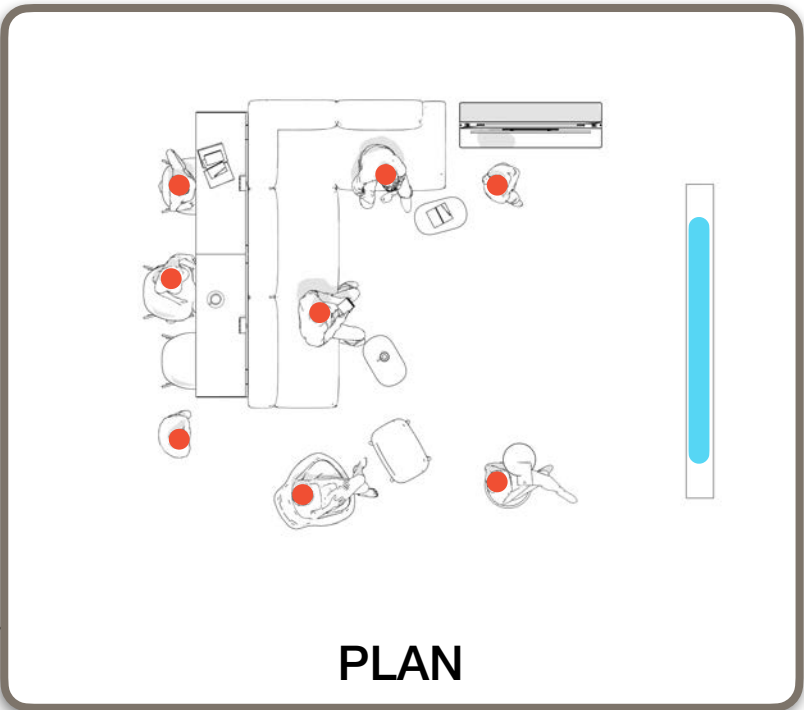
Current mode shown has the table parallel to the portal.



L

Convene

Information sharing and collaboration in a setting for a large group (5-10 people) where the participants can choose their location from a tiered arrangement of seats. Setting outfitted primarily with digital work tools.

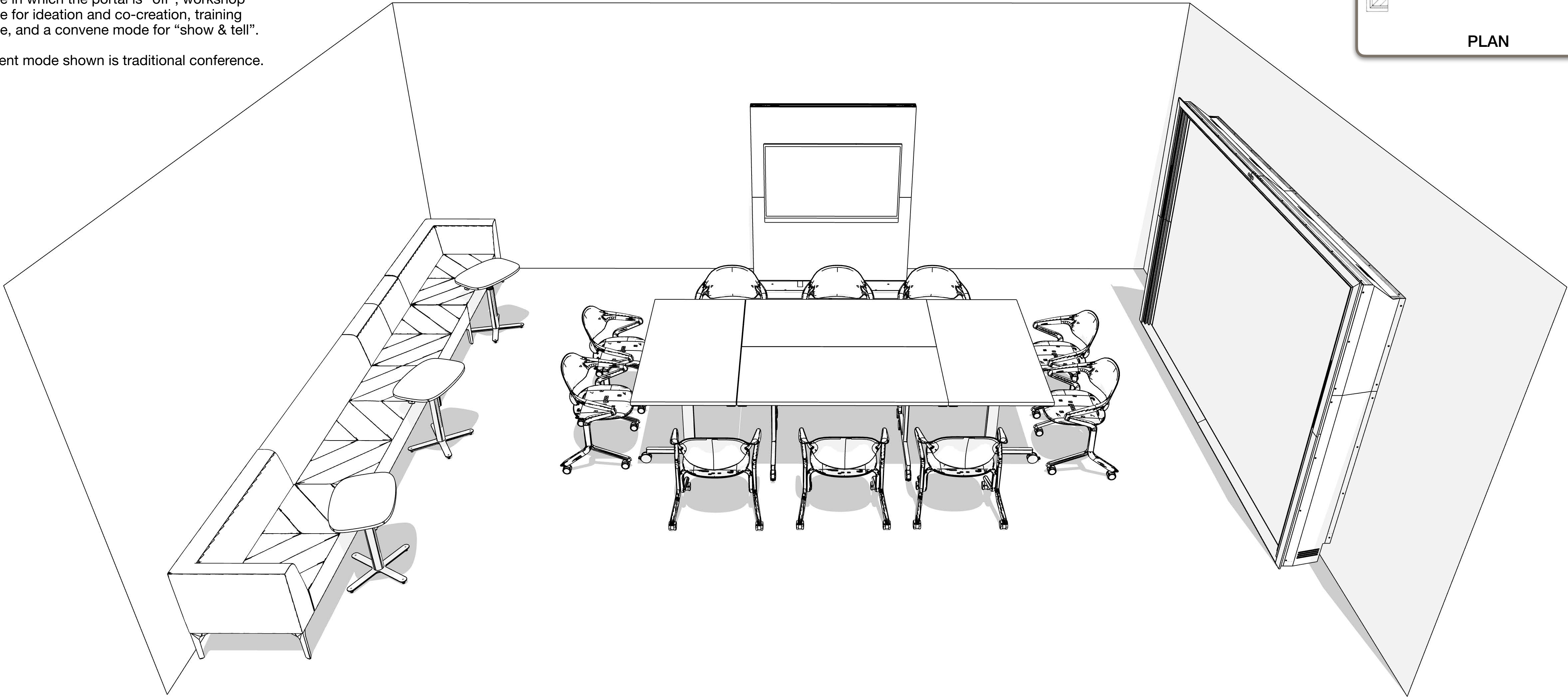
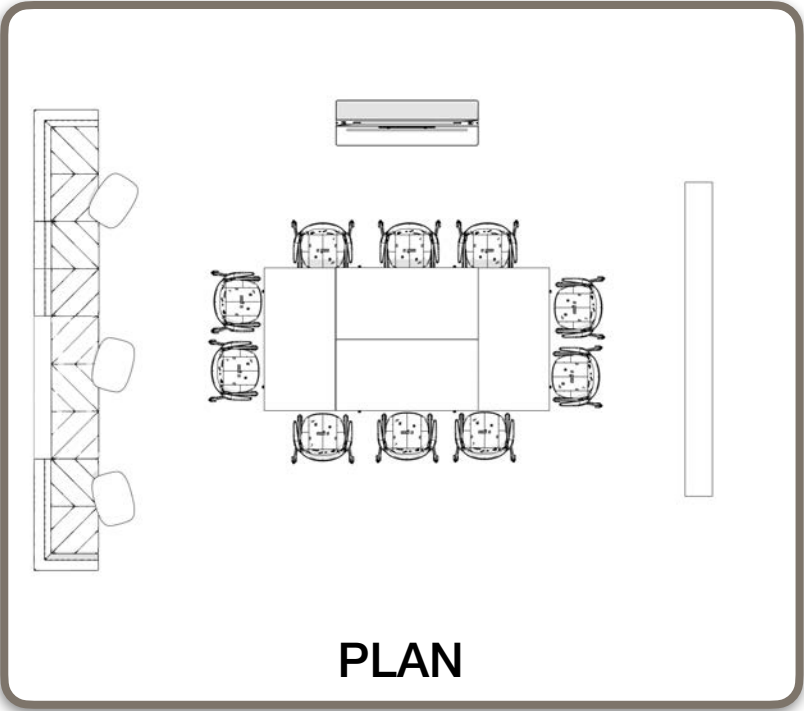


L

Shape-Shifter

Fluid setting for a large group (8-12 people). Reconfigurability enables multiple use-case scenarios, including: traditional conference mode in which the portal is “off”, workshop mode for ideation and co-creation, training mode, and a convene mode for “show & tell”.

Current mode shown is traditional conference.

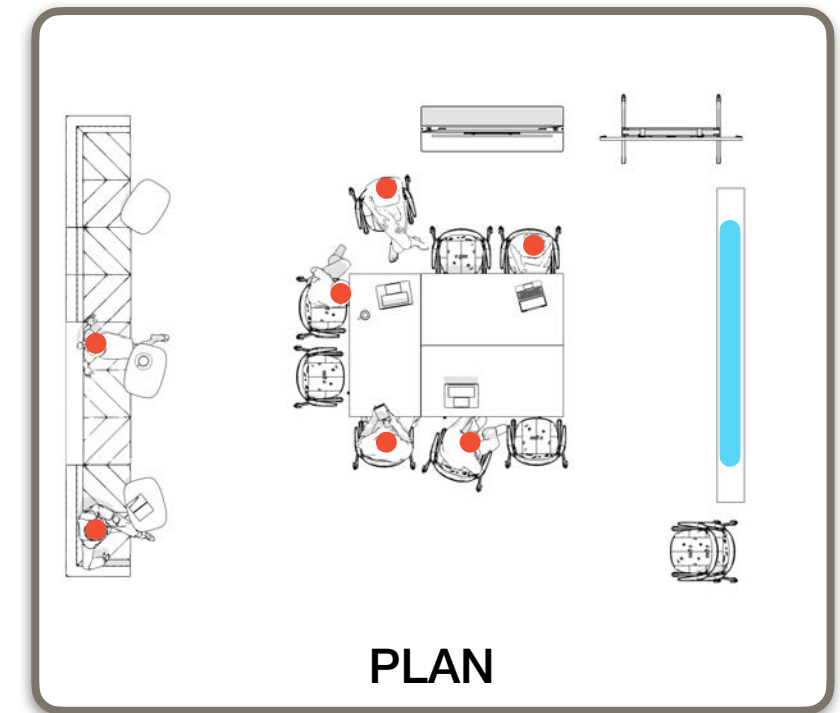
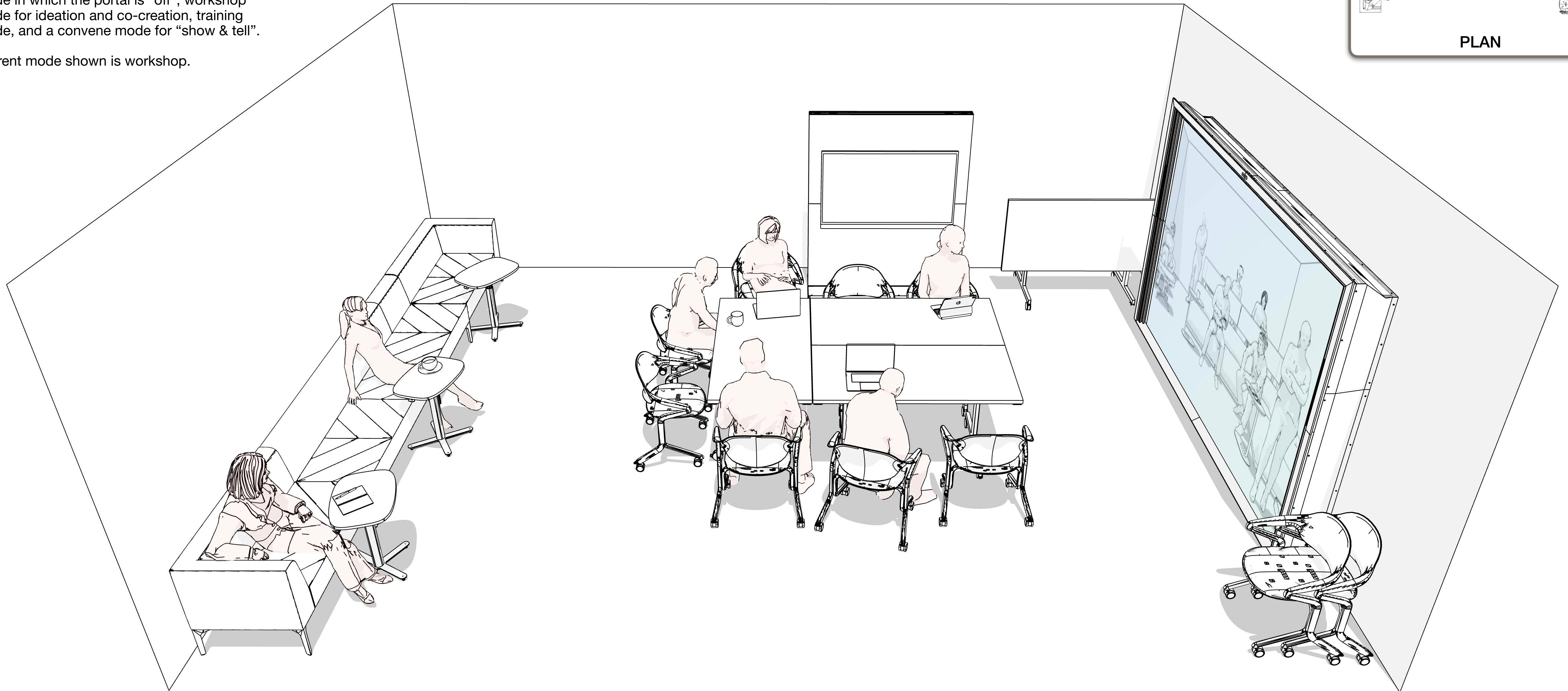


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Current mode shown is workshop.



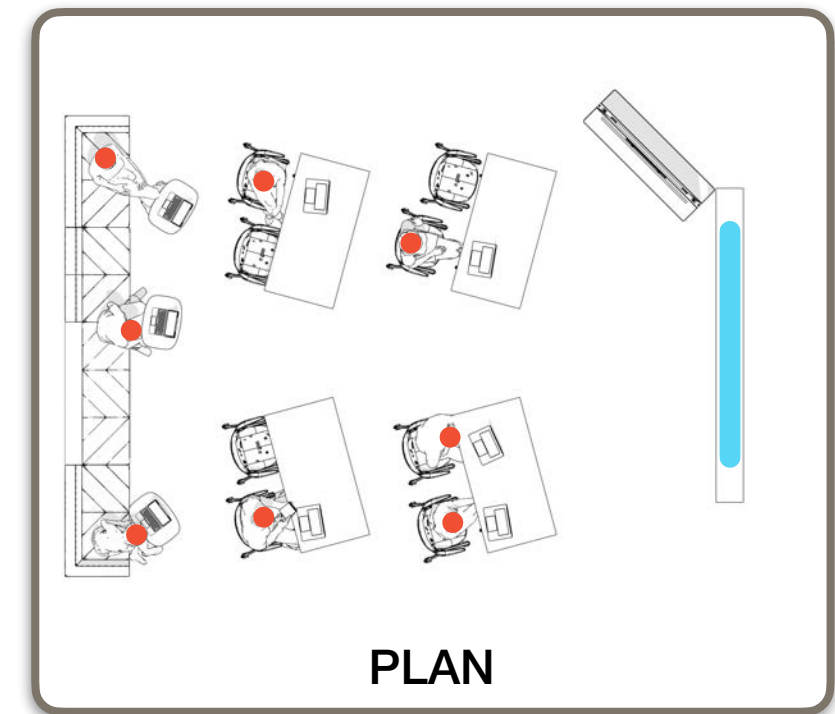
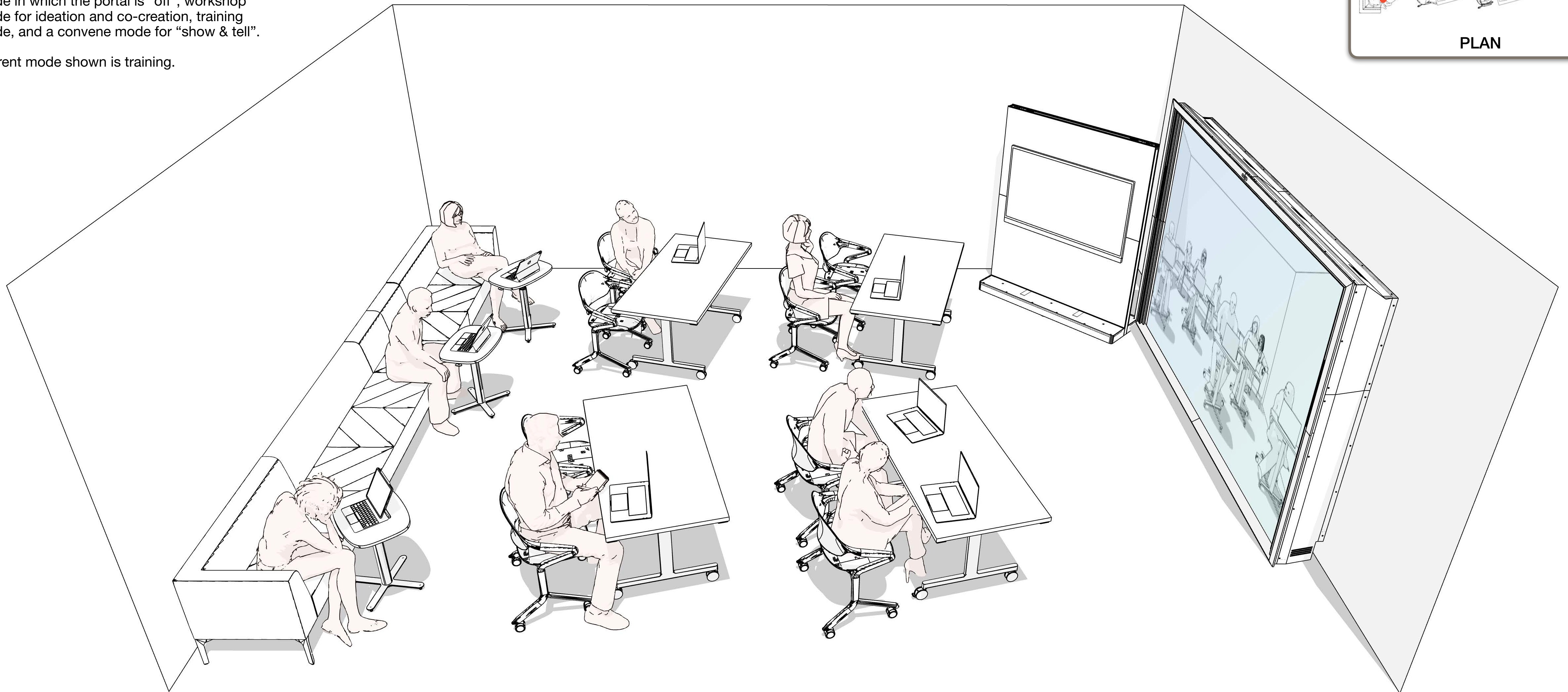
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Current mode shown is training.

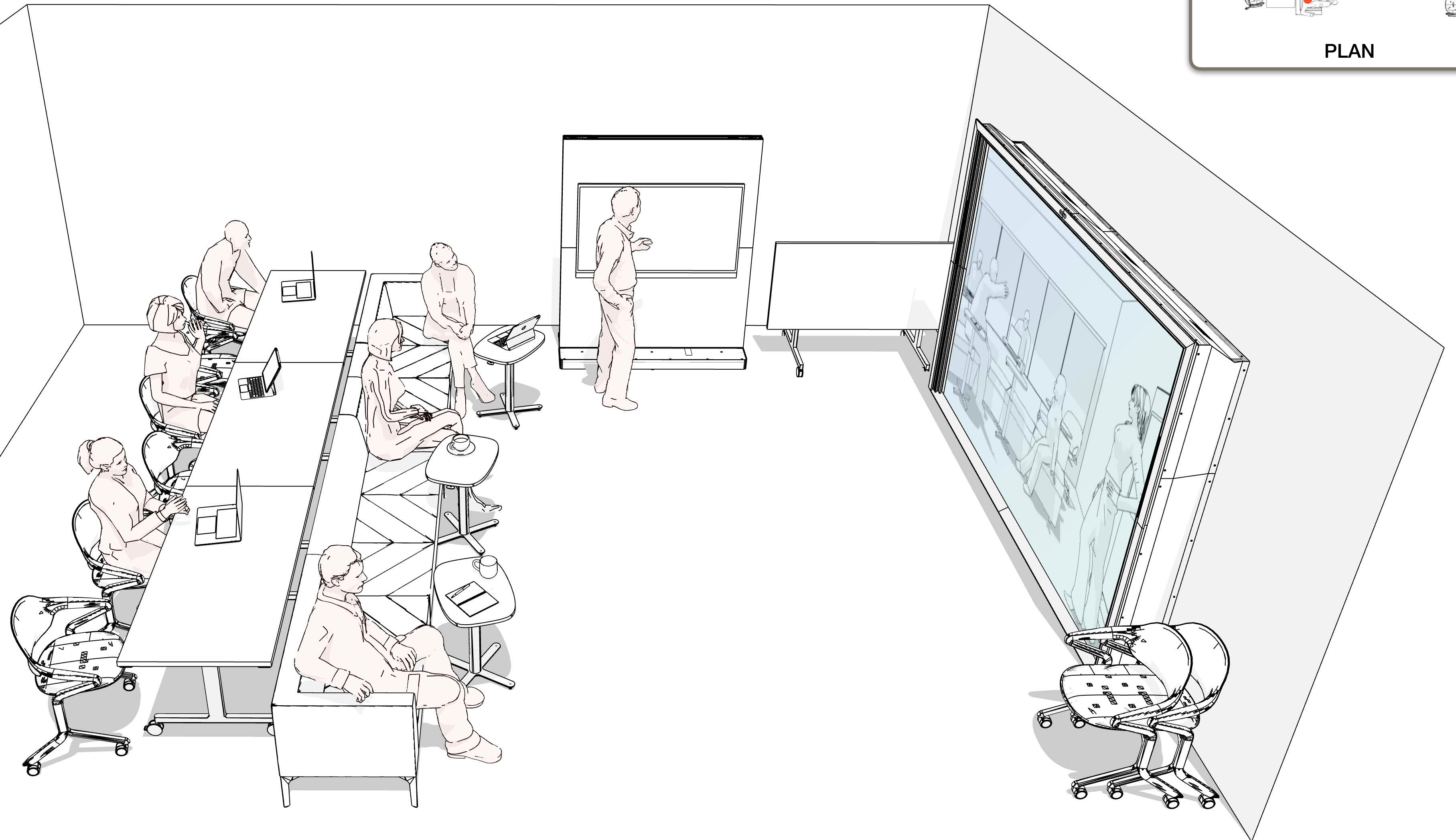
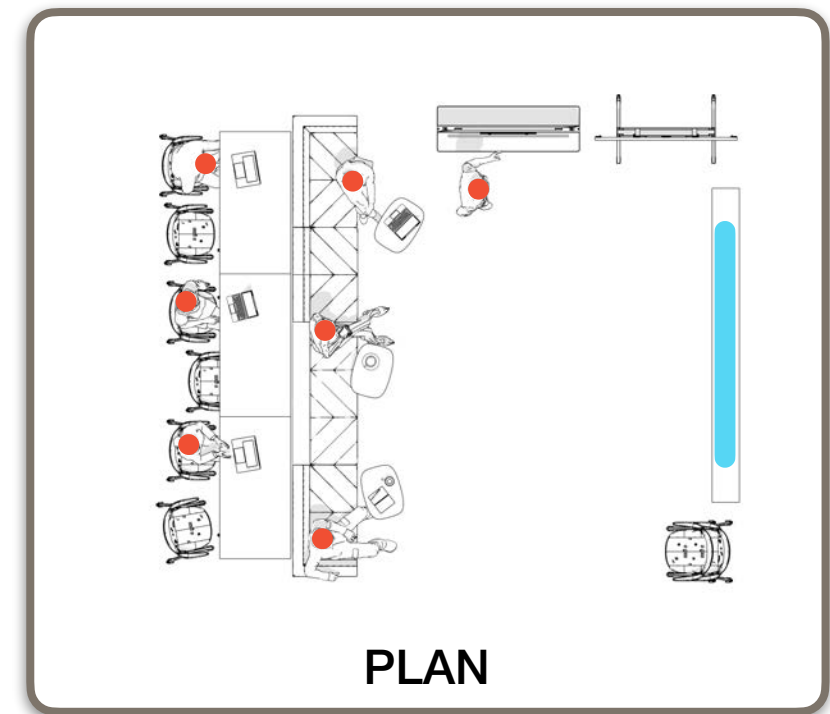


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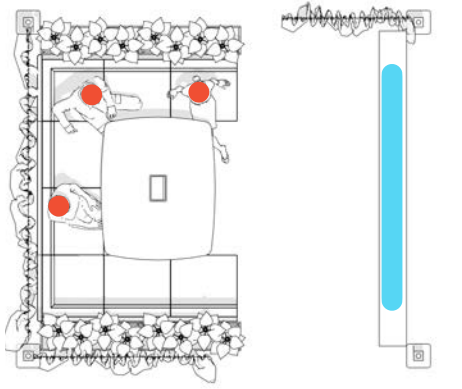
Current mode shown is convene.



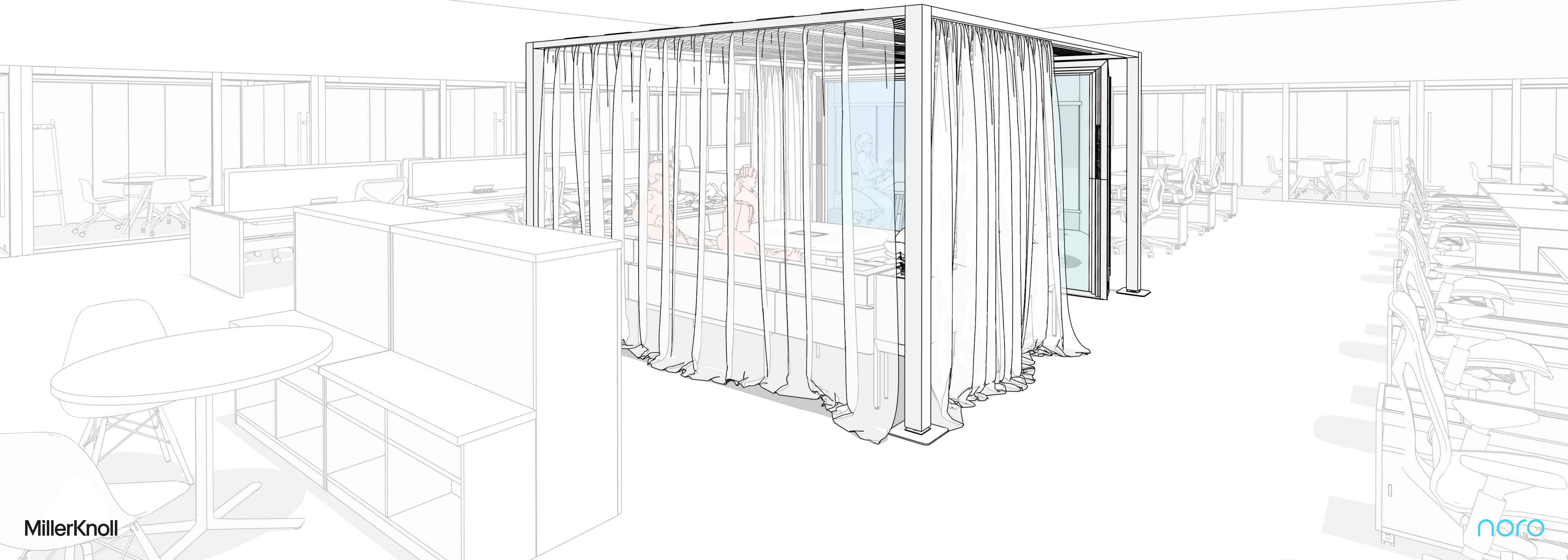
XL

Room in a Room

Nestled within the larger context of a neighborhood the setting does double duty as both a place to meet but also as an embedded team portal.



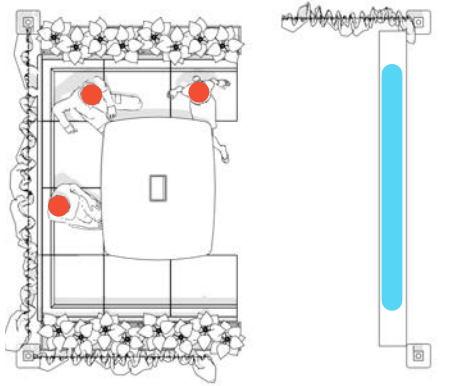
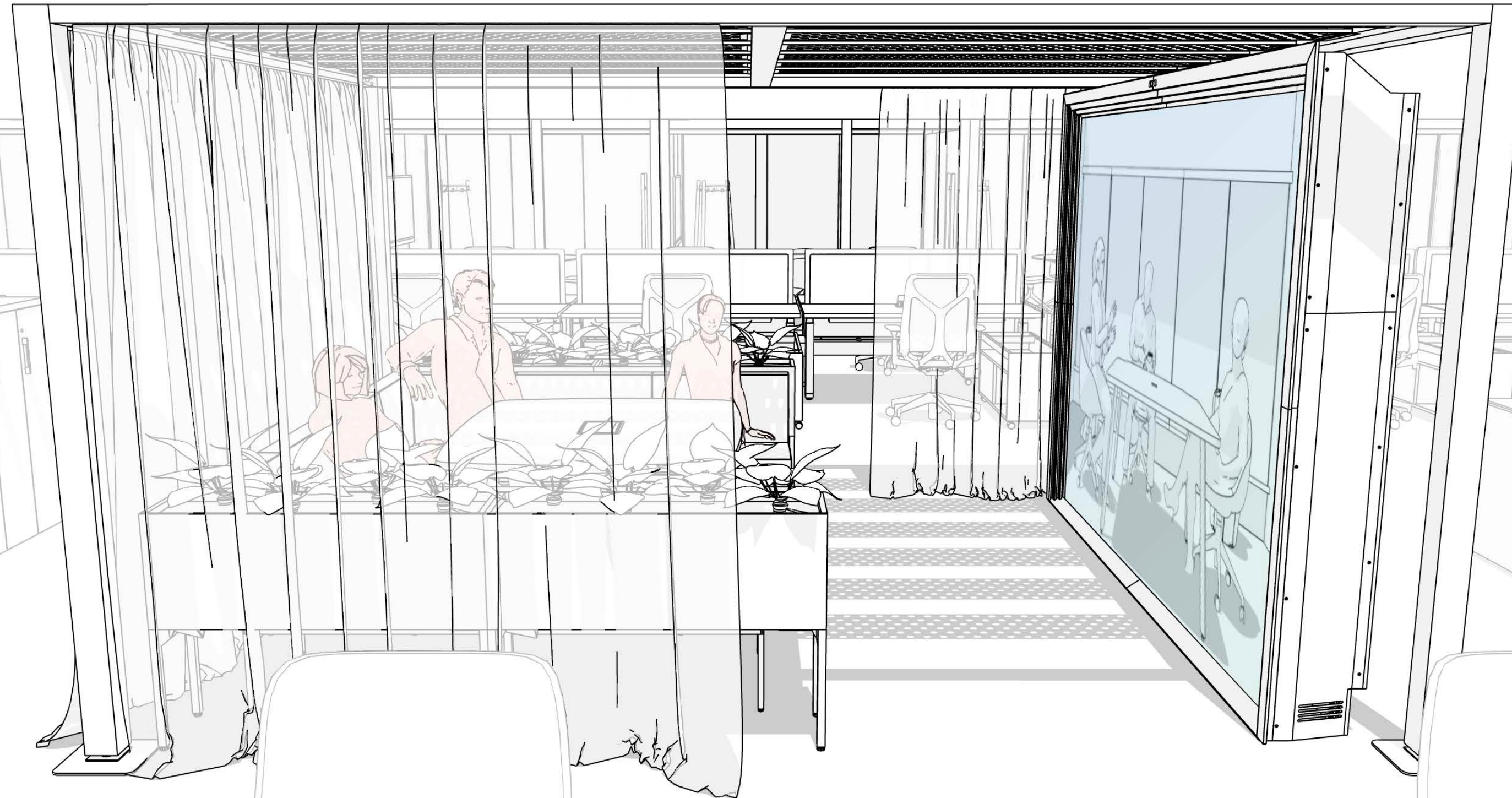
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Opportunistic

Taking advantage of an architectural corner this informal setting, while tucked away from the action of its adjacent neighborhood, provides a two-way peek opportunity, allowing a glimpse into the neighborhood, as well as enabling casual stop-bys.

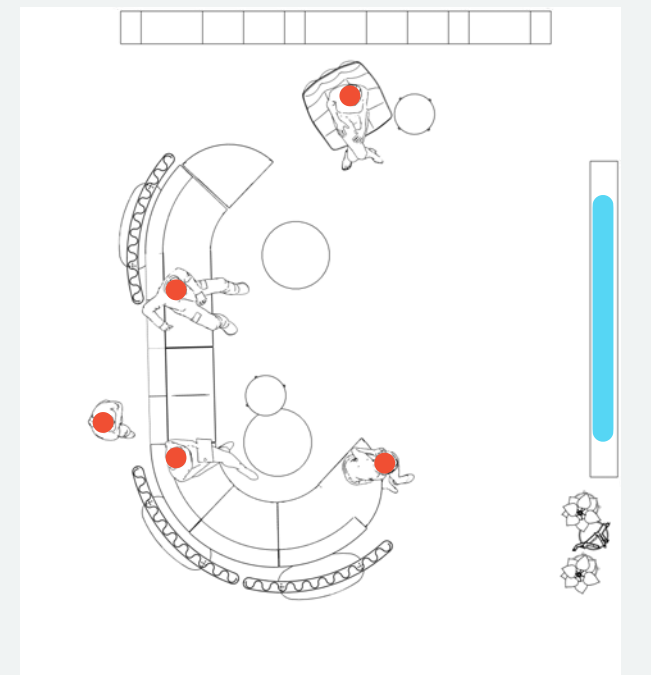
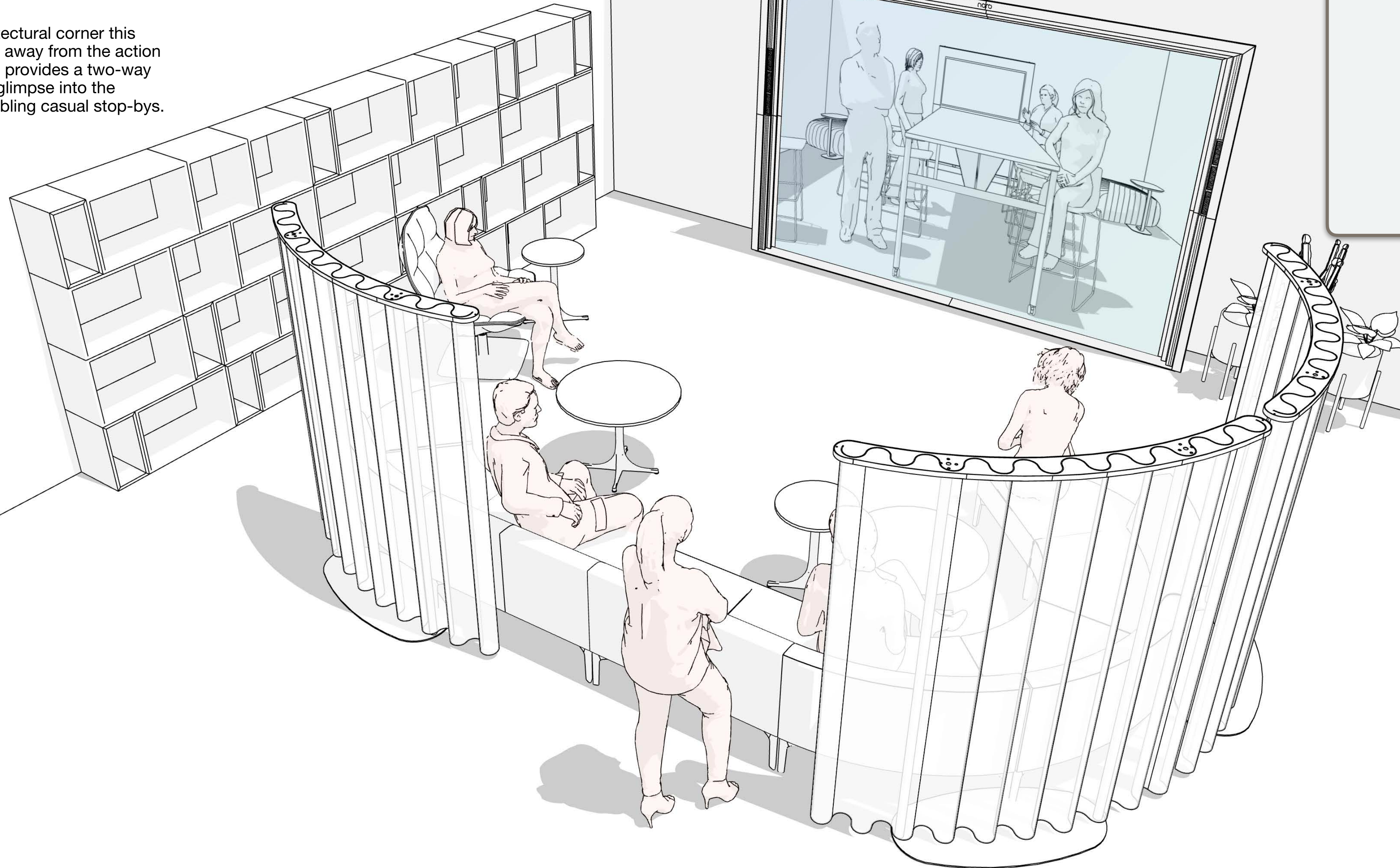


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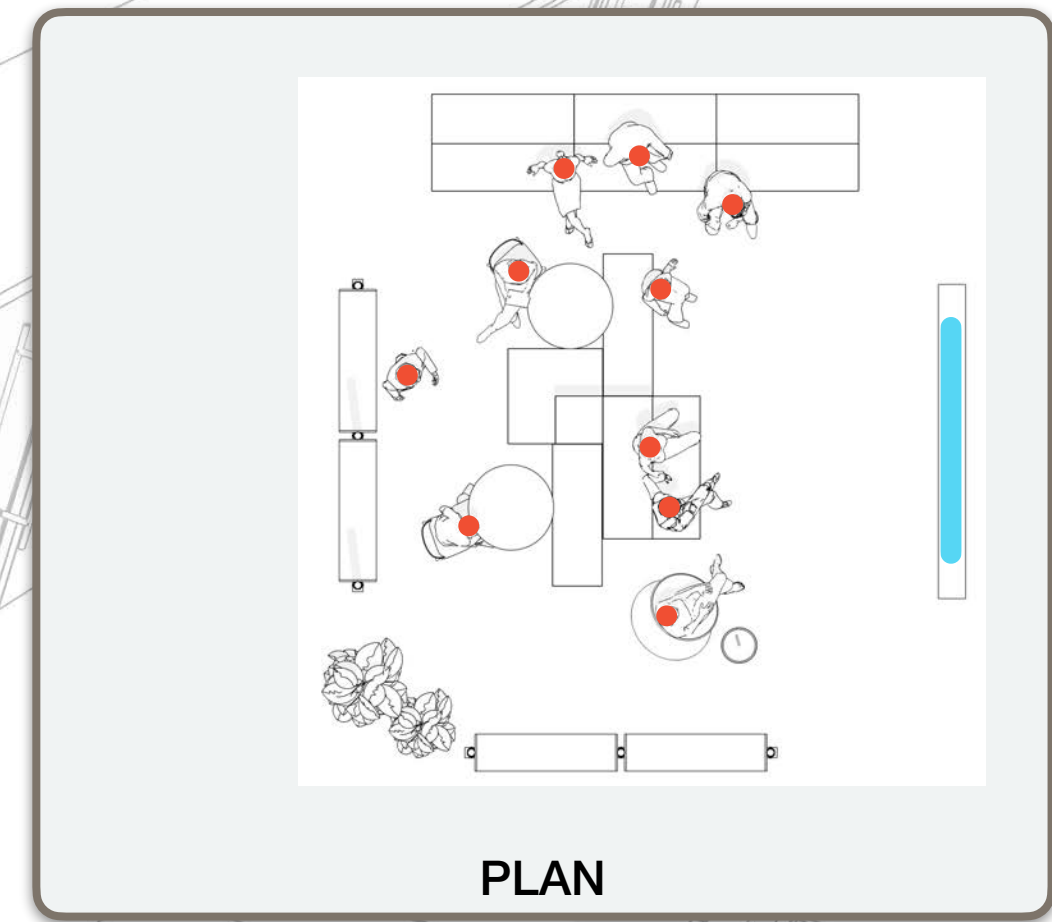
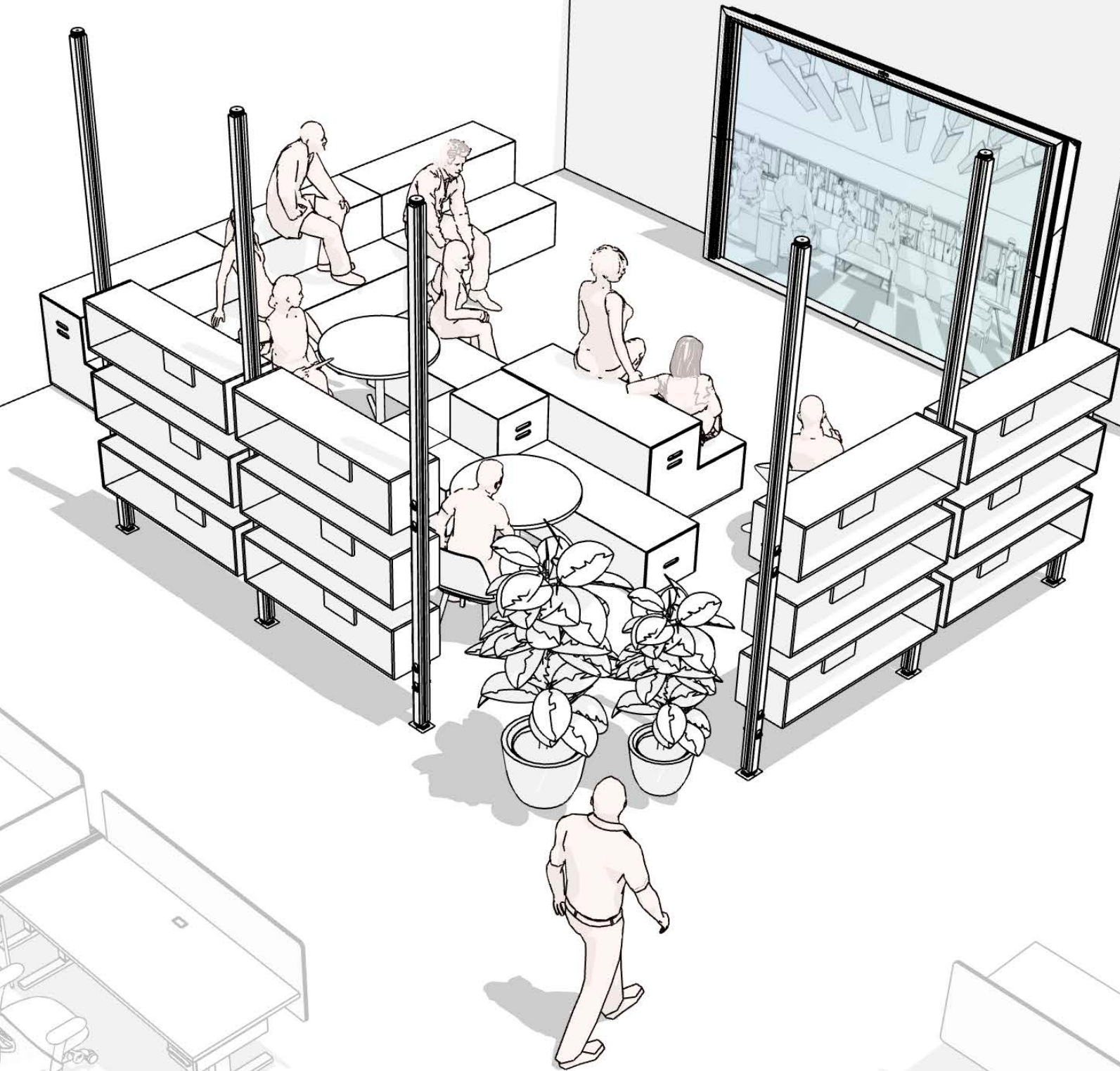


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Sandbox

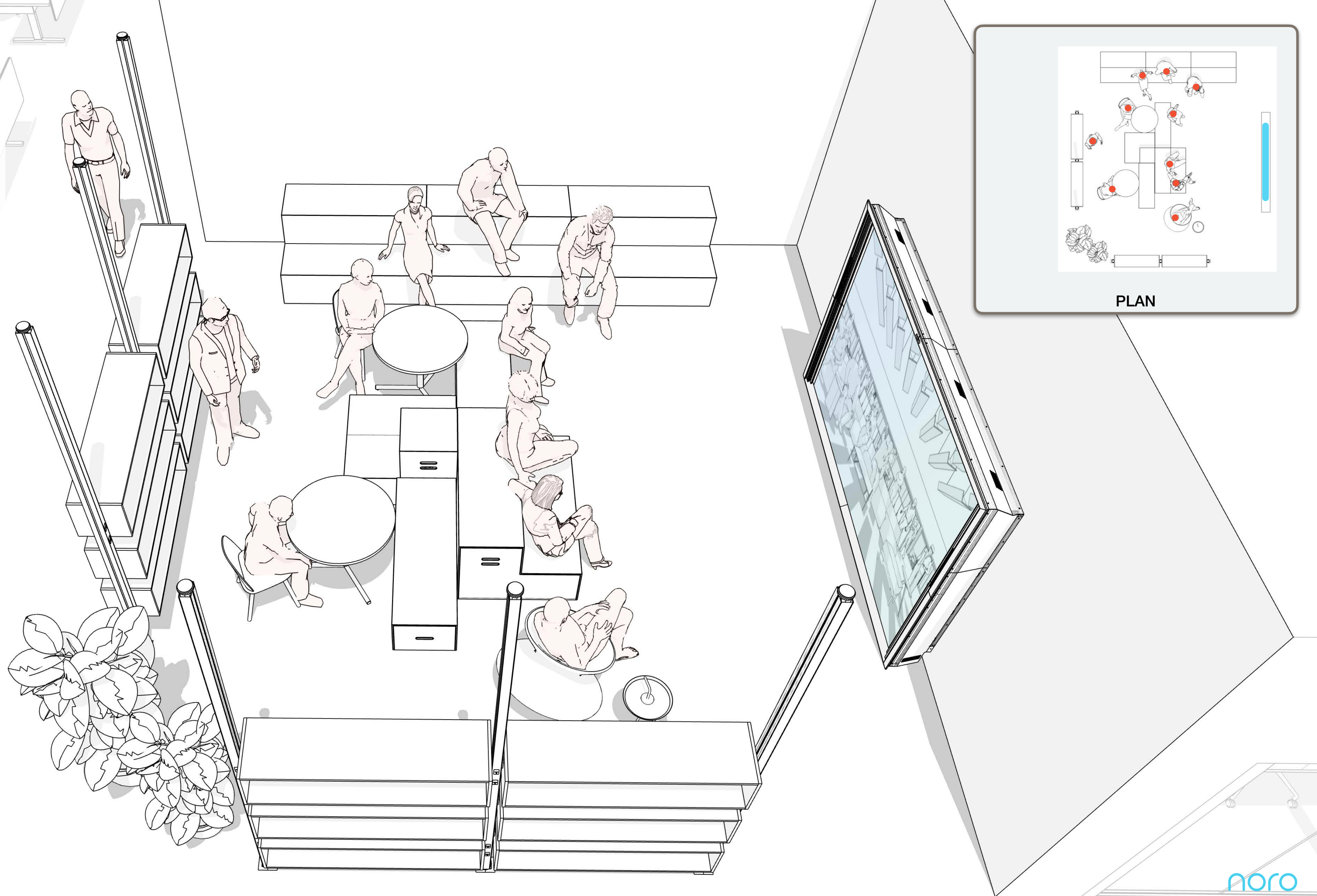
Perhaps the most whimsical and hackable application, this setting provides a series of pieces that can be reconfigured and deployed to create yet-to-be-imagined use-case scenarios by the participants in the space.



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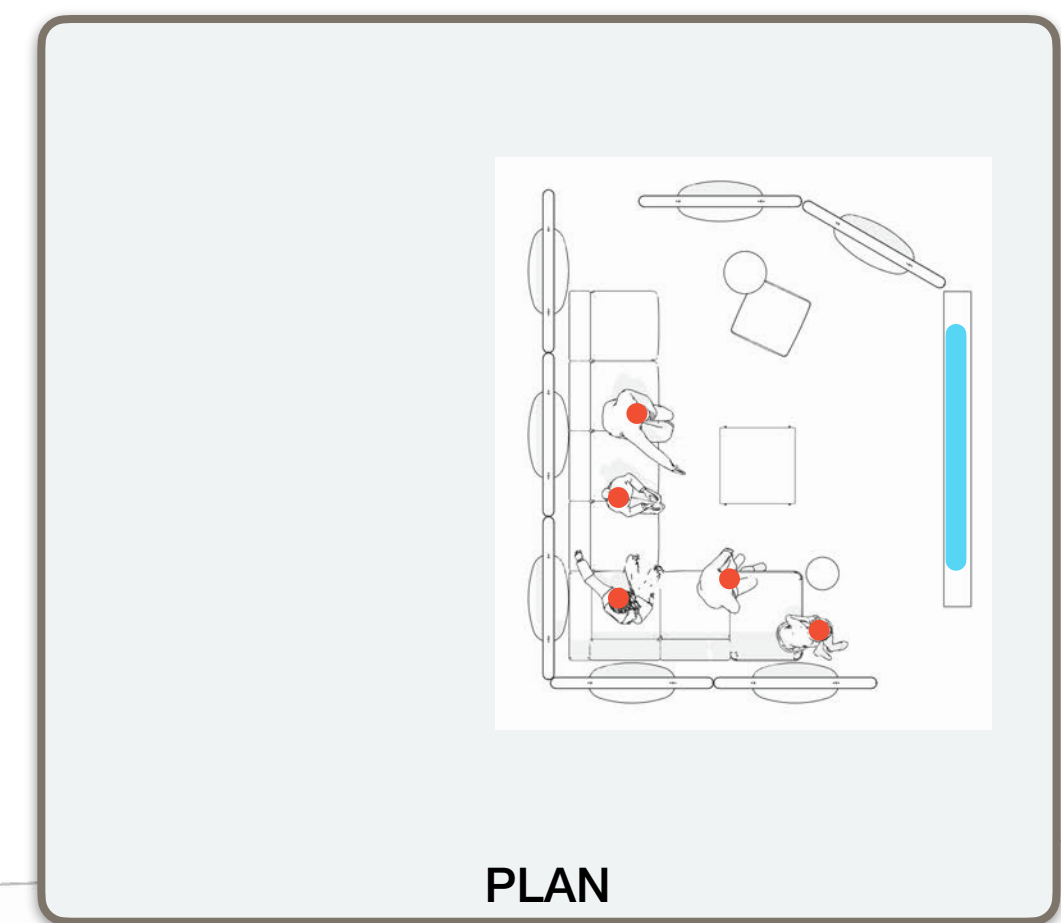
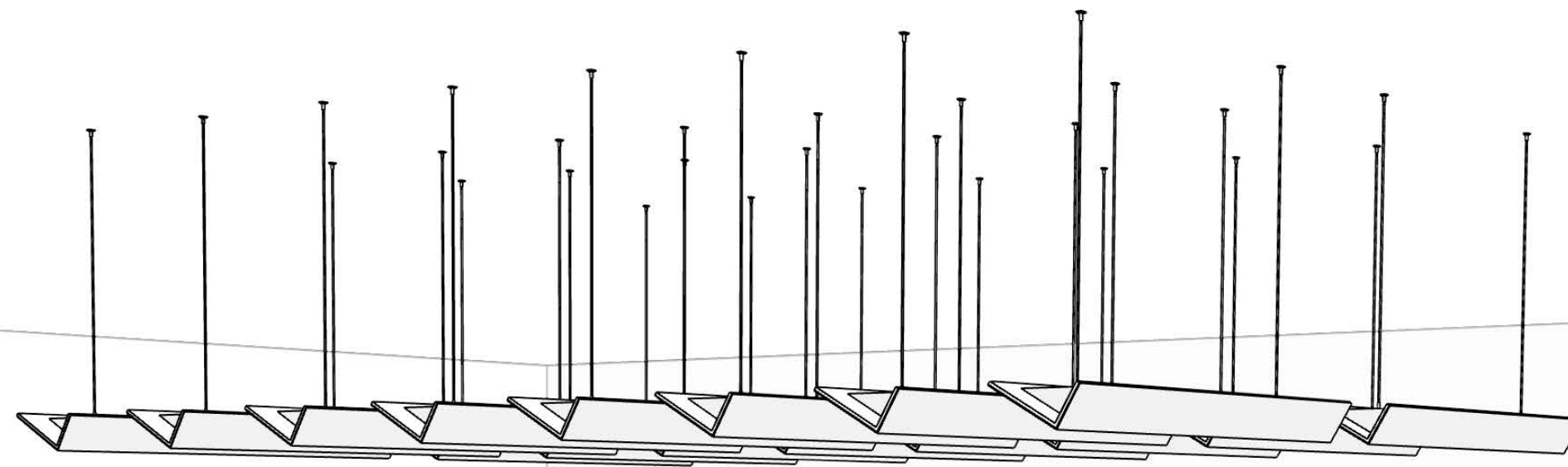


XL

Closed / Open

This dual mode setting allows for two different scenarios: A closed application in which it behaves as a meeting room delineated by soft architecture. And a second application in which the same soft architecture that defined the space opens the portal up to the larger context, enabling more social and communal interactions.

Current mode shown closed.



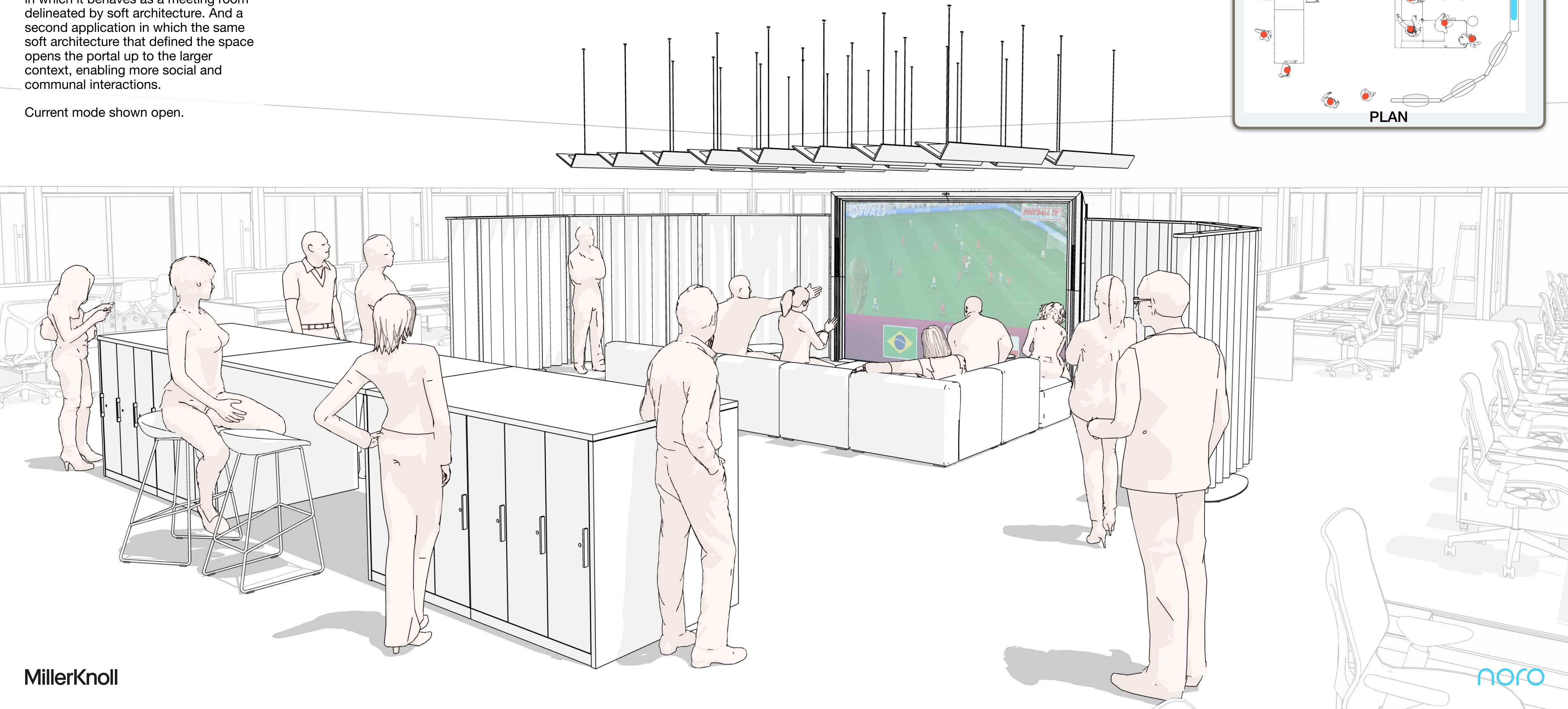
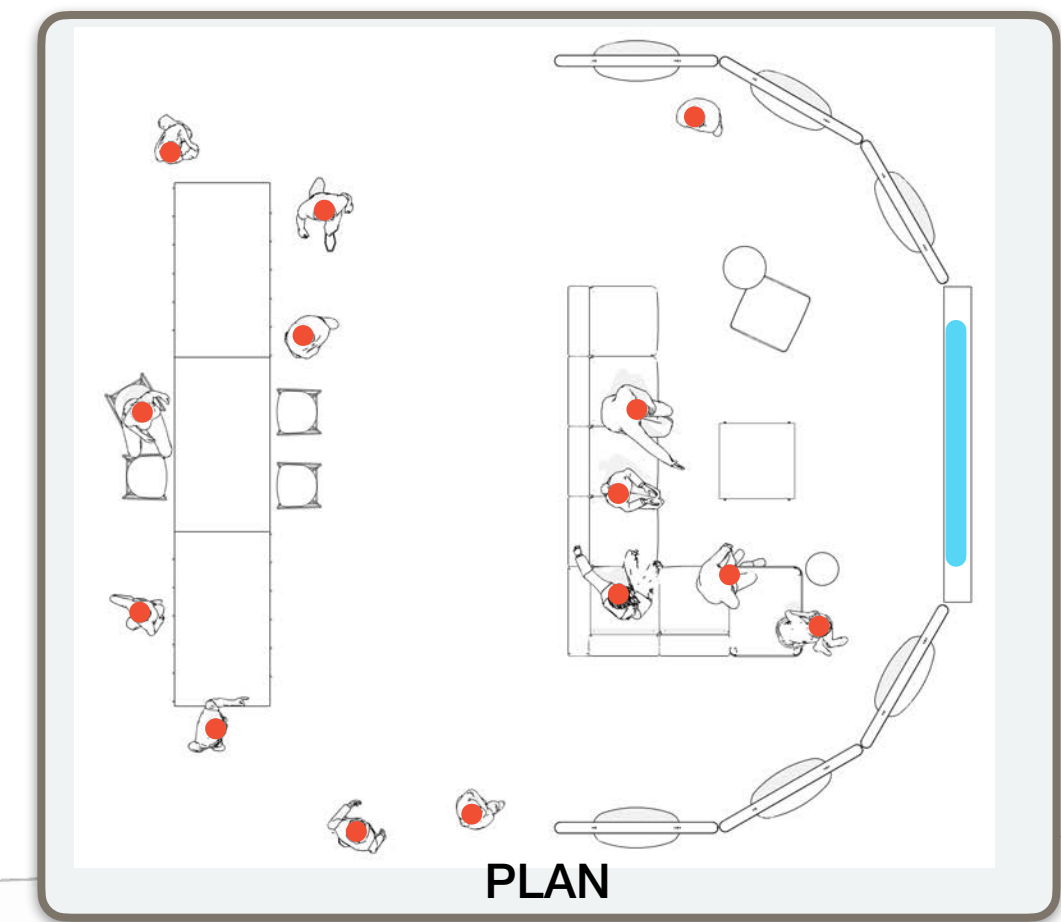
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Cheers!

