

Workplace Design

**Space Utilisation** 

**Talent** Retention

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TRIMBLE REAL ESTATE AND WORKPLACE SOLUTIONS

IFMA FACILITY FUSION







Workplace Design



=

Talent Retention













#### **Changing Workplace Requirements**

#### Contemporary business objectives:

#### 1. Attract & retain the best quality talent available

2018

- Increased competition for talent
- Workplace enforcing branding values = Differentiator

#### 2. Optimize business & staff productivity

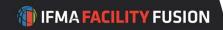
- Productivity and engagement within the agile workplace
- VIP experience for visitors attract and retain clients

#### 3. Minimize total cost of occupancy

OPEX reductions of >30%



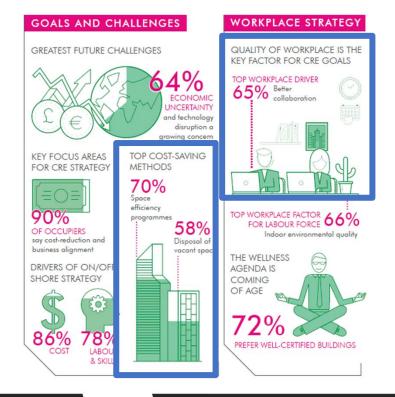


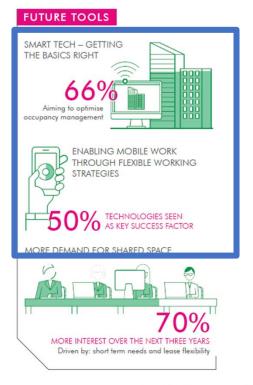






## **CBRE Occupiers Survey 2017**



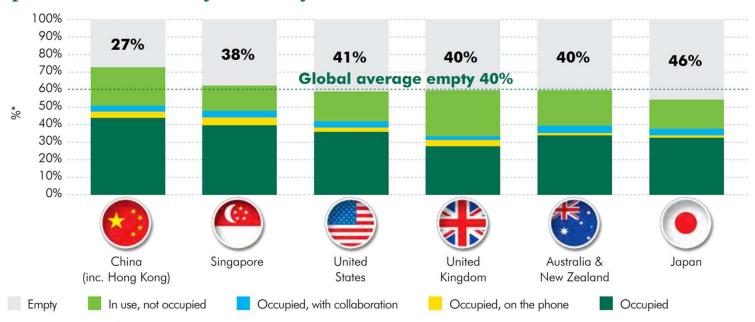






## Allocation & Utilization

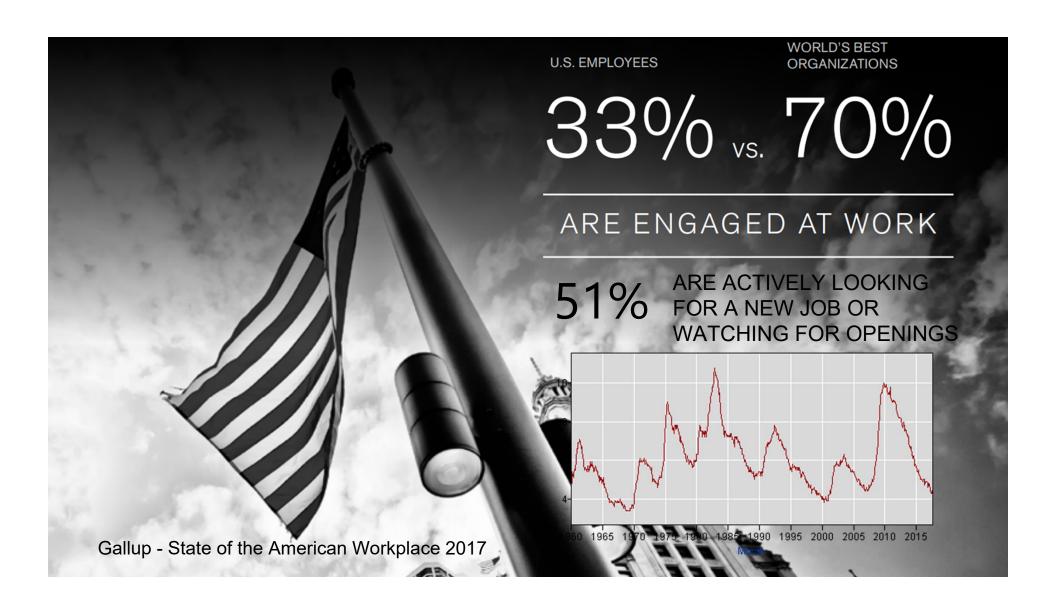
#### **Space Utilisation by Country**



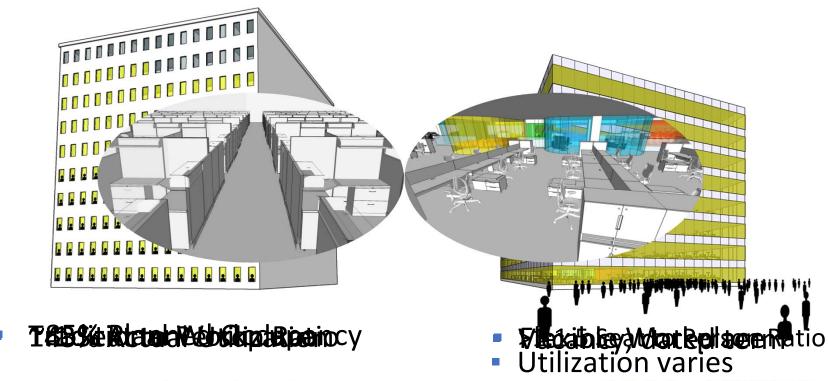
Source: CBRE, September 2015.

\*Figures based on CBRE observations.





## Workplaces of Yesterday and Today...









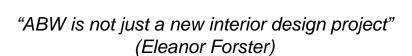
## The social re-engineering of the workplace



Leesman

The workplace is a catalyst for community and cohesion

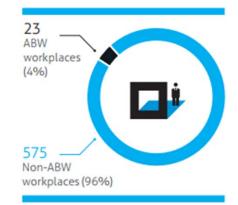
Relationships are key to collaboration and business agility

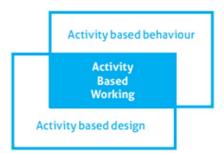


73% of workers in ABW environments are not utilizing them

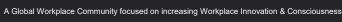
"Agility and connectivity lead to the evolution of workstyles that are increasingly mobile, collaborative and technology-enabled."

(Rob Harris - 2016 - JCRE)



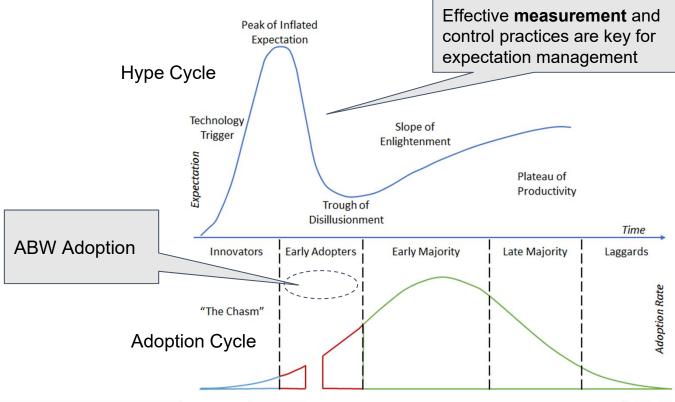








# ABW adoption tipping point?





#### 2 Variables in our Formula

#### **Workplace Design**

Aesthetically pleasing

**Promotes Collaboration** 

Suitable mix of workspace types

ALL in consideration of the employee and visitor experience aligned to our organization strategy

#### **Space Utilization**

Objectively measure,

In real time,

From a variety of data sources in the building and the portfolio







# So how can we get the design right?





## The future of architectural design at Gensler



"We are starting to see design experience play a greater role than the architectural design itself."

 Scott DeWoody, Gensler

Gensler's vertical campus, LA. Image courtesy of Ryan Gobuty, Gensler.







## User Experience as a main tenet of design



"We try to understand what desired experiences are appropriate relative to the goals of our projects..."

Joseph Montalbano, Studiotrope

SketchUp visualization by Studiotrope for the Gonzales Branch Library in Denver, CO.







#### Wilson Sonsini Goodrich & Rosati

PROFESSIONAL CORPORATION





#### Firm Named Among Top Bay Area Workplaces for 2014

For the third consecutive year, Wilson Sonsini Goodrich & Rosati has been named a "Bay Area Top Workplace" by the Bay Area News Group, based on the results of an independent employee survey.











## 3d & mixed reality for everyone

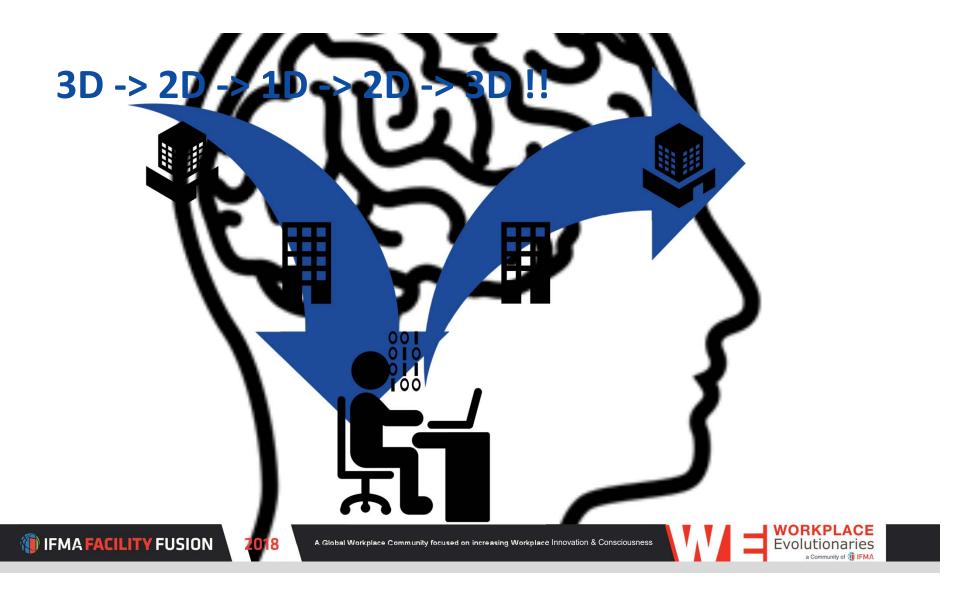
Replace with relevant slides from 3D & Mixed Reality deck

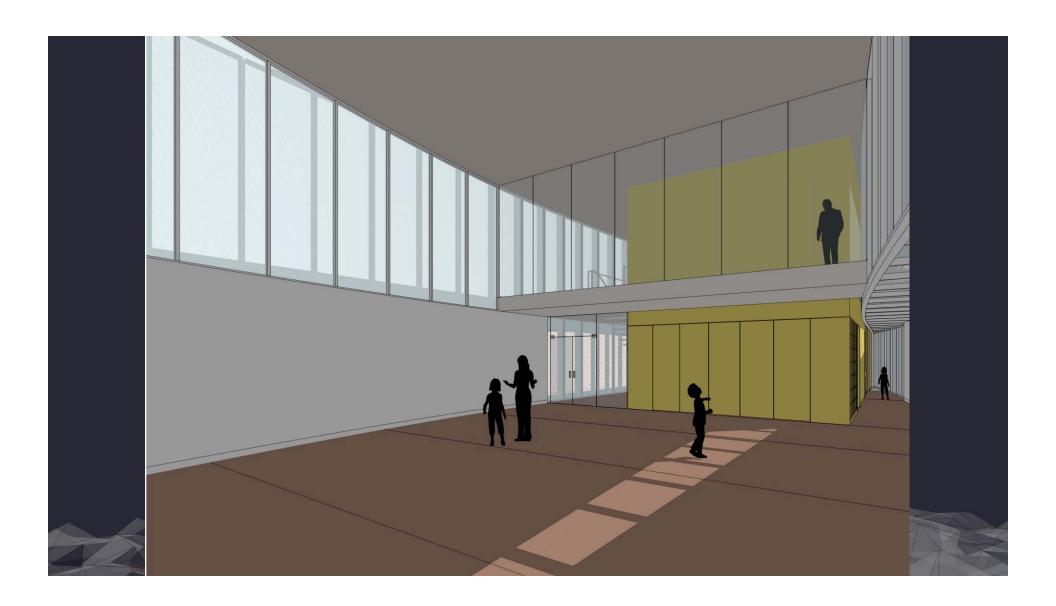
Plus iterative and agile and configurable spaces

Plus Employee centric/oriented approach (funny Apple example "walking into glass")

Need to validate design w/ stakeholders (3d & mixed reality) Need to be ready to measure and iterate (configurable)









Merging the digital and the physical environments



# AR

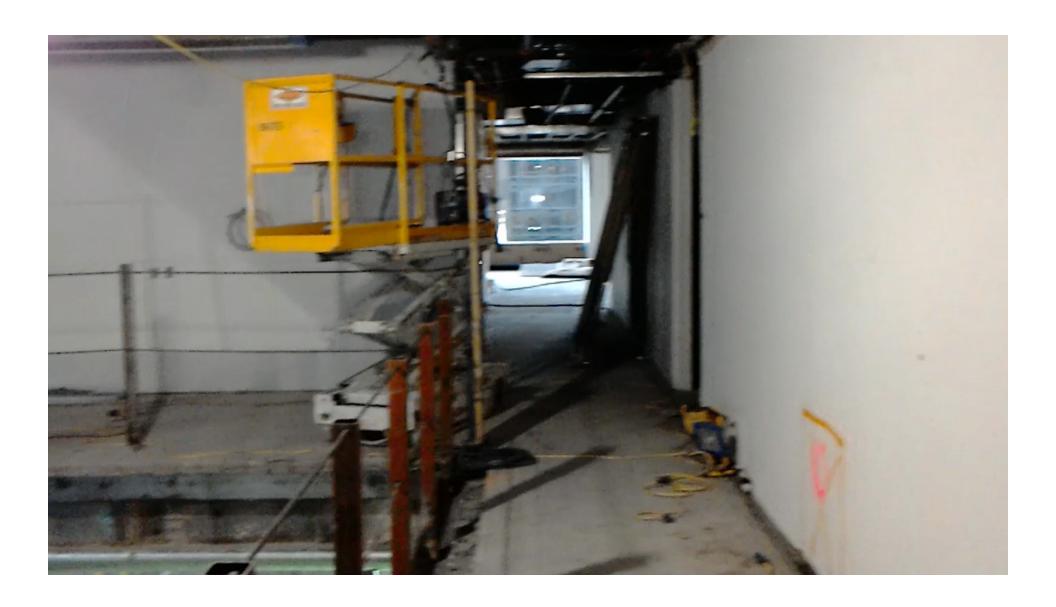
Enhancing your environment with digital content



# VR

Replacing your environment with digital content





# And how do we measure?





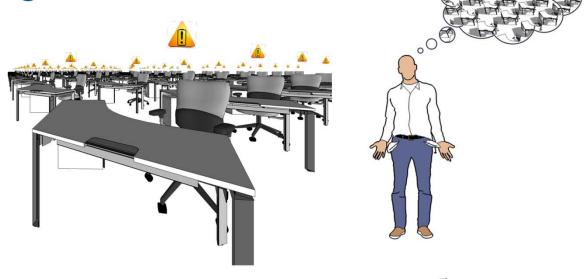
# **Expectations are HIGH**





# Context: Challenges

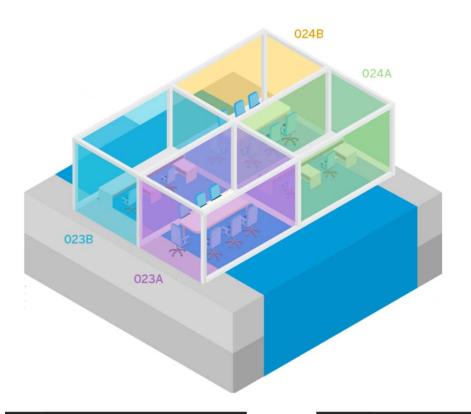
- Privacy
- Cost
- Scalability
- Maintenance
- Technology
- Understanding







## **Manage Workspace**



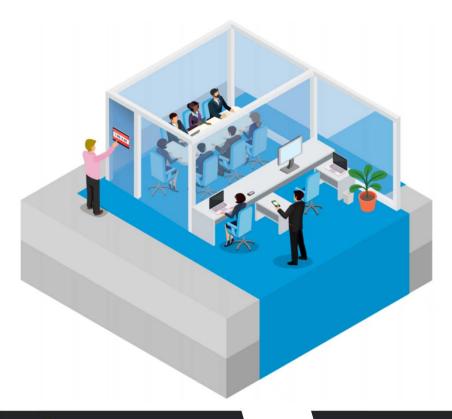


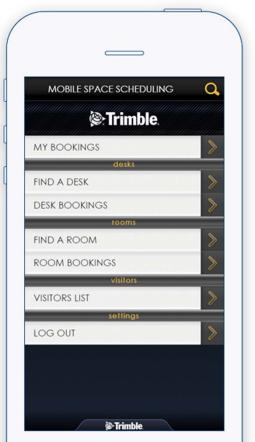






## **Schedule Workspace**











# **Schedule Workspace**







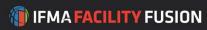




## **Capture Workspace Utilisation**

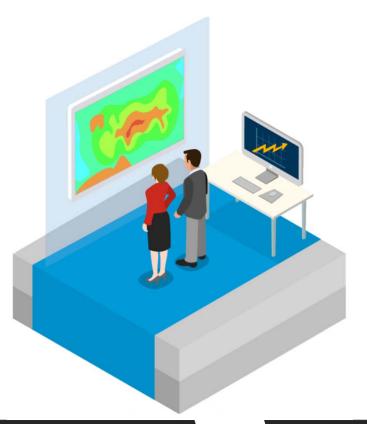








#### **Review Portfolio**

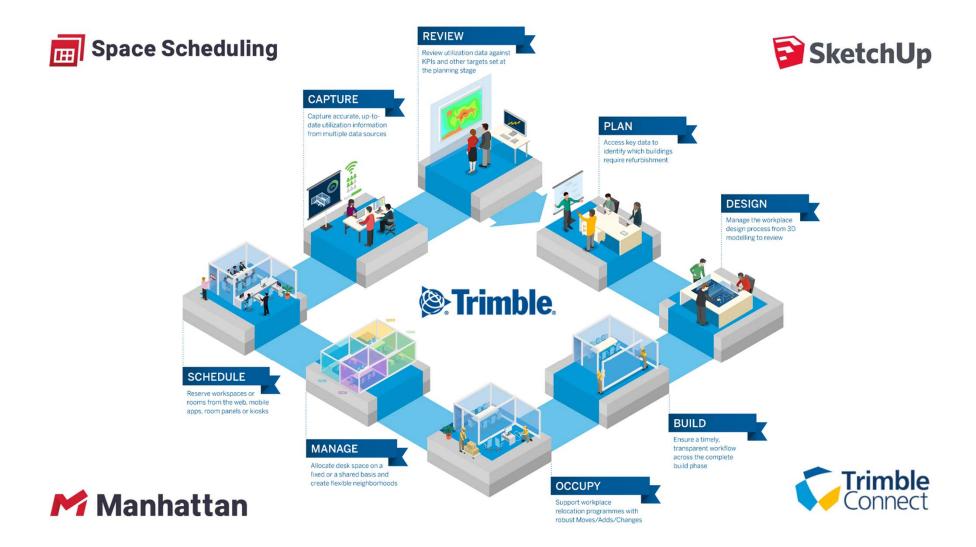


















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