



CLERKENWELL DESIGN WEEK REVIEW

We explore the trends showcased at CDW 2019

EDUCATION PROJECT HIGHLIGHTS

We take a look at our recent College and University Project Highlights

SMARTLEARNING BY ORANGEBOX

How iGen's education will impact the workplace

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What We Do

Design & Planning

Creative design is what excites us. This is why we provide a professional service, while having a little fun along the way!

We understand the design process can be one of the most integral parts to the overall success of a project, so our design team are involved in every project we undertake.

With over 30 years of experience in planning inspiring environments for working and learning, we are also one of the most experienced design teams in the industry.

Furniture Supply

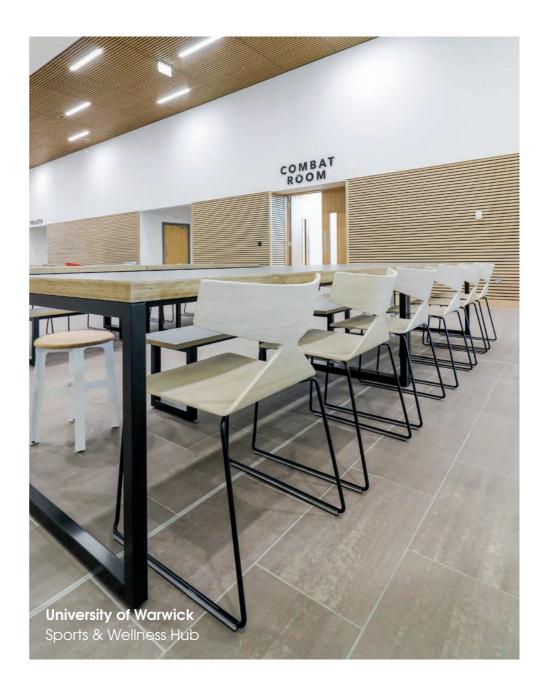
Supplying furniture is the most important part of what we do. We supply furniture for all working and learning environments across a wide range of sectors. As an independent brand, we aren't biased towards a single supplier.

We provide you with the furniture you need, sourced from homegrown and global manufacturers. Our independence ensures that we specify products with the correct aesthetic, form, function and most importantly; within your budget.

Delivery & Installation

Our delivery and installation team are professional, experienced & trained to the highest level with valid CSCS cards and up to date health & safety training. We are always uniformed and ready to answer any queries you may have regarding your installation.

With allocated weekly delivery routes, many sole supply contracts around the UK and a unique location in South Wales, we are ideally positioned to deliver efficiently across the UK in our own fleet of commercial vehicles.



Who We Are

Here at BOF, we create inspiring environments for working & learning. Based in South Wales, we are an independent furniture supplier with access to a broad portfolio of brands, sourced from British and global manufacturers. Our experienced team are passionate about the environments we create and have the expertise to work across all sectors, collaborating with our clients from initial inspiration to completed installation.

This issue features guest articles from our partners:



Clerkenwell Design Week Review by BOF



Clerkenwell Design Week captures thousands each year - drawing in visitors from across the globe, the cobbled streets of London came alive for the 3-day festival. This year, 18 members of the BOF team immersed themselves in the leading design district, covering 13 miles and visiting over 40 supplier showrooms. Our Design, Capital Projects and Sales Team explored every inch of CDW, sourcing products that would meet all client needs.

Besides bags full of supplier look books and catalogues, here is what we took from Clerkenwell Design Week 2019...

Colour/Finishes

Natural materials paired with soft earthy palettes were evident across the showrooms of EC1 this year. Furniture displayed in birch, ply and cork were regularly mixed with leather or wool, creating a sense of craftsmanship. Although there has not been much movement away from the popular Scandinavian style, the introduction of brass and powder coating has certainly added a complimentary twist. Hunter green, terracotta, aubergine and maroon were definitely the colours of CDW19. These retro rusty tones breathe a new life into the traditional design approach. We were particularly drawn to the use of timeless greens. With its instant connection to nature, it paired effortlessly with natural materials and neutral tones. There is no definition of green making an interior feel more masculine or feminine, making it the perfect choice for a work environment.





Resimercial

Blurring the lines between home and work has become increasingly popular and this year at CDW there was a noticeable move away from showrooms having a corporate feel. At the exhibition, Frovi launched 'Home'. This product combines the cosiness of a residential sofa whilst its configurable nature responds to the needs of a working environment.

'Orbis' another domestic inspired product, was launched this year by Allermuir. Its deep seat oozes comfort whilst its clean lines allow it to blend into versatile environments. Furniture manufacturers are responding to the rise of live-work spaces. Products launched this year have been designed to inspire work at home, in the office and everywhere in between.

Sustainable Design

Sustainability was at the heart of CDW this year. Falling hand in hand with the rise in natural materials and biophilic design, this 'trend' has become a movement in the industry. The dominance of blonde timber across the showrooms was not just a following of the Scandinavian trend. Over the years, darker woods such as mahogany have become rarer, it is these ecological concerns that have led to the rise in light woods.

Not only were products showcasing sustainable design this year, there was an emphasis on environmental talks and workshops. Humanscale welcomed award-winning film directors of "A Plastic Ocean", Jo Ruxton and Martin Brown on behalf of the Living Future Institute to speak at their showroom and at Partner locations across Clerkenwell. A Plastic Ocean has been distributed in 60 countries and importantly catalysed mainstream awareness of the issue as well as contributing to changes in government policy.

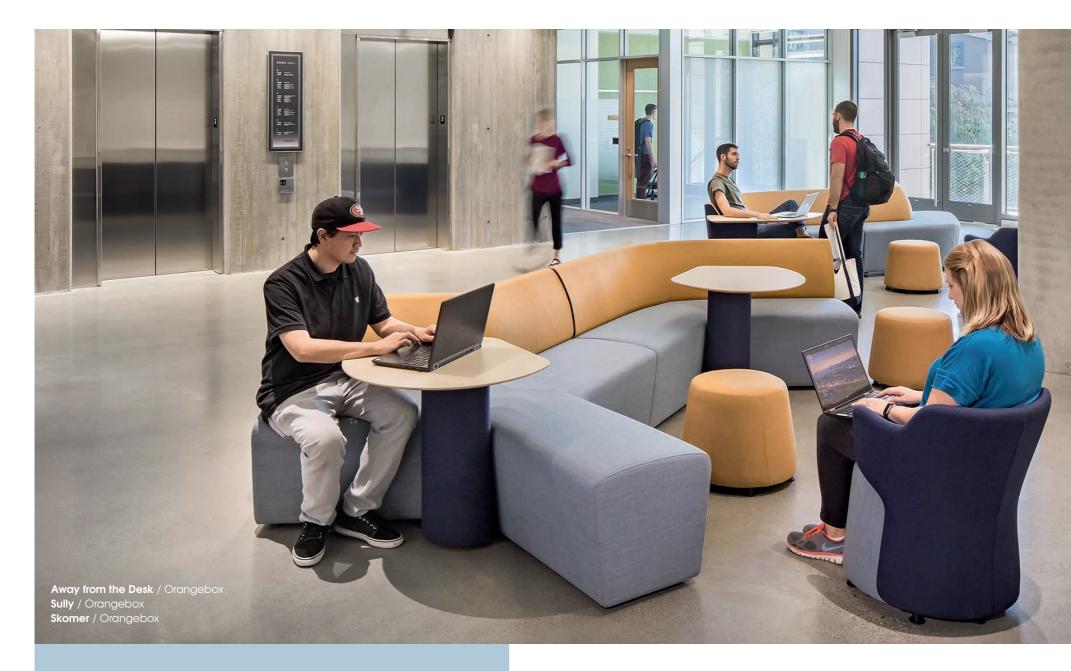
Humanscale featured their Smart Ocean chair, which is the first ergonomic task chair made with recycled fishing nets. The reuse of these harmful products minimises their negitive impact on our ecosystem, offering peace of mind within the workspace.

Biophillic Design

Whether it was through the use of nature resembling colours, natural materials or indoor plants, 'bringing the outdoors in' did not go unmissed this year. Every corner of Clerkenwell featured something green, and we can't see this stopping any time soon. Our favourite touch was the labelled plants at Kusch+Co highlighting the different beneficial effects of this trend such as "I make you more creative" or "I clean the air of toxins".



Smartlearning By Orangebox



How iGen's educational experience will impact the new workplace

The impact that millennial's have made upon the workplace, assisting organisations move from hierarchies to networks, has been significant. The impact the next generation will make could potentially be even more profound.

iGen's (internetGeneration) are due to flood our workplaces over the next 15 years. Orangebox's latest report aims to understand the educational environments iGen have been exposed to and the impact on our workplace futures.

iGen. internetGen. individualismGen. inclusiveGen

iGen'ers grew up more slowly as teens, taking longer to work, drive, and date than previous generations. As with all generations, two factors are critical in forming the subtle or sometimes alarming differences – technological advancements and parenting practices. iGen's are defined by never knowing a pre-internet world – a world without instant access to information would seem alien to iGen.

A mollycoddled parenting style, one in which iGen have embraced more than their millennial counterparts, means that they've grown up slower but more exposed to digital platforms and their mental health pitfalls.

Big Business & Bigger Brands

Over the last 30 years, Higher Education institutions in the UK and US have changed entirely. Their funding structures have moved from public teaching grants to almost entirely student tuition fees.

Increased fees and therefore revenue have meant our institutions have reinvested heavily in their infrastructure to attract and retain a growing student body. In certain cases this has shifted focus from academic performance to a universities' brand value.

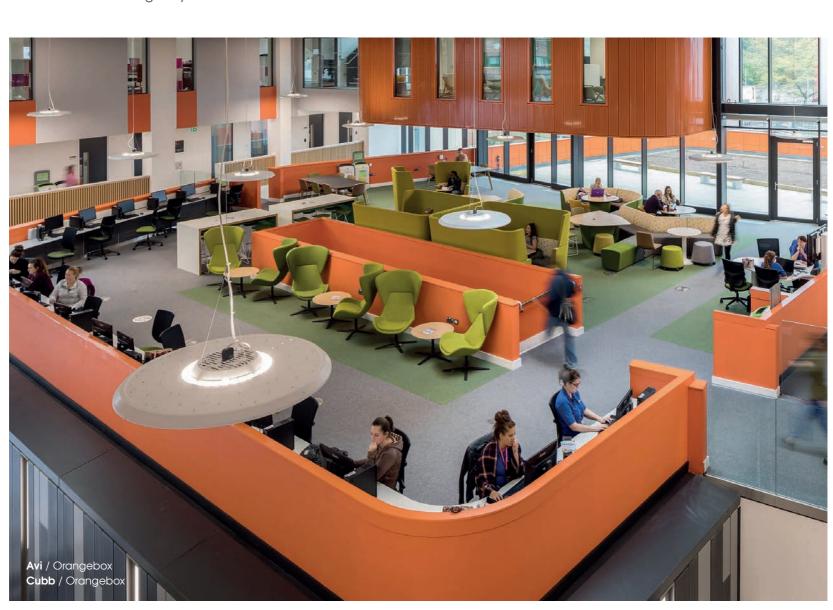
The Social Library

University libraries are now catering for the modern student needs. There are spaces for individual focus, for small teams, for larger collaborative teams, for social sharing, for digital learning, for eating, for presenting, for tranquillity. It's Activity Based Learning.

University architects have had to re-evaluate the role of the fixed PC, just as our workplaces have. When 91% of students will have two devices when they enter the library and over 50% of them will have three, the environments we create need to be technologically flexible.

"A student of mine missed the first four lectures of the semester due to illness. When she returned she approached me to ask when we could reschedule and catch-up on the class to suit her timing – She said I'd owed her £325 worth of tuition."

Anonymous Professor at Glasgow University



University YouTube

For iGen, video is by far the most consumed form of media and when it comes to educational videos, their leant upon as though an academic crutch.

As iGen gravitates naturally to the more informal and flexible tools available to them online this will surely fundamentally change the way in which our bricks and mortar Universities are structured.

Workplaces and universities will have to consider the critical role video and Massive Open Online Course are due to play in our physical spaces. In the future we'll be constantly evolving our skill sets, needing to train and retrain as new technology nudges us from relevance.

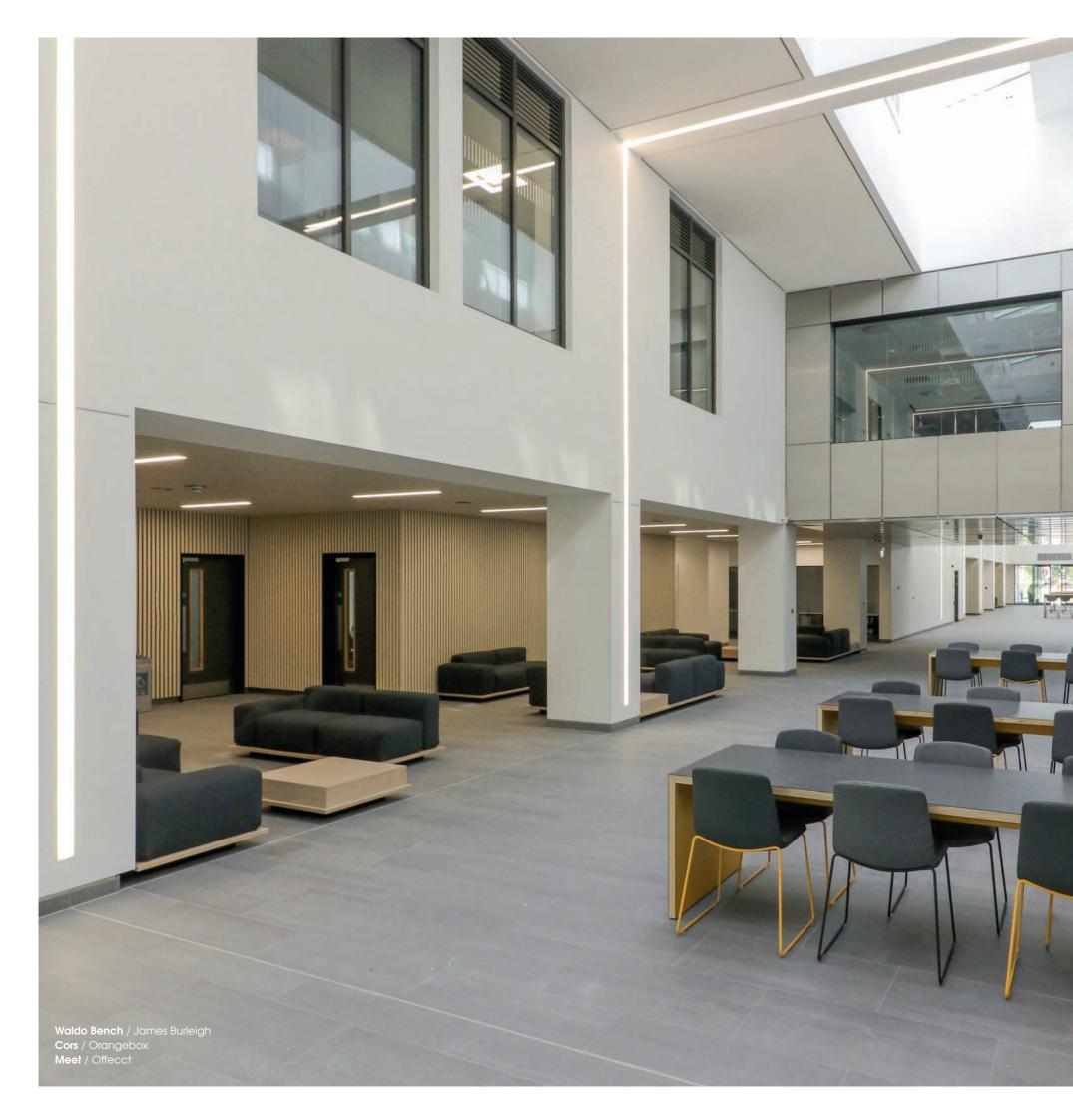
A Sticky Campus

Private businesses have started to come to terms with 'destination work' – effective place making to attract, indulge and retain higher skills in their organisations.

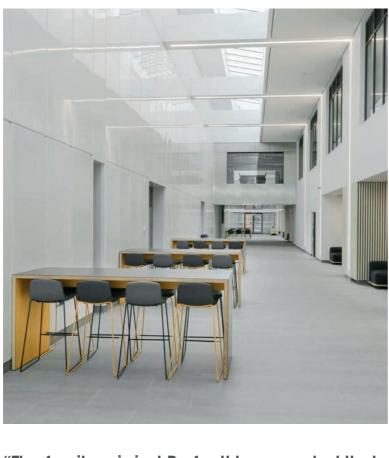
Universities and businesses will need to focus upon experiential design to get the most from their estate and from their students. The demands upon the campus are only going to increase as student numbers remain high.

A guest article with thanks to;

orangebox







"The furniture is just Perfect! I am so glad that we could put forward the client's aspirations and coordinate a very complicated and neat furniture package. Looking forward to working with you again in the near future"

Barbara Sos, Associate, AHR Architects

The state-of-the-art £35 million Institute for Innovative Materials, Processing and Numerical Technologies (IMPACT) research centre, part of Swansea University's College of Engineering, will deliver a high impact, transformative research environment for industry and academia to collaborate in advanced engineering and materials.

The ethos of IMPACT is to foster academia-industry partnerships, promoting cross-disciplinary fertilisation of ideas in the pursuit of new pioneering technology. This will be achieved by bringing together first class expertise from the College, attracting leading talent and partnering with the World's largest companies and regional partners.

A new 'living wall' of plants and flowers which featured approximately 5,500 plants, has been installed to improve the building's energy efficiency and provide a home for wildlife. The specially designed hydroponic system has been created to bring a new level of sustainability to the building, through intelligent water management and stable system dynamics.

The IMPACT project followed the success of neighbouring Computational Foundry, also at Swansea University's Bay Campus, which we furnished earlier this year.

We were appointed by Kier to work with AHR on the furniture specification and finishes for the project. The loose furniture was selected from Swansea University's approved ranges which have been previously supplied for buildings at Swansea Bay to ensure continuity across the campus.



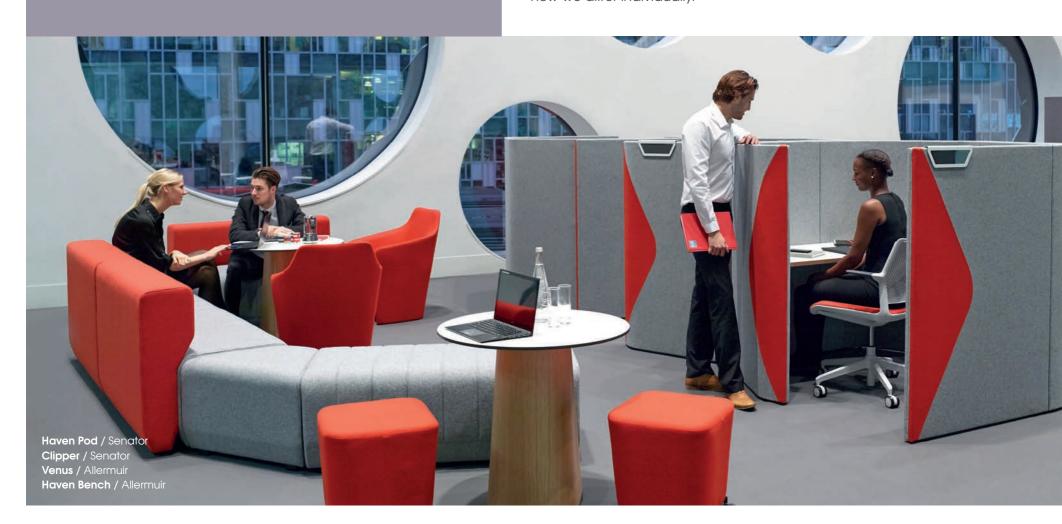
One Size Does Not Fit All

by The Senator Group

New work methods are intended to increase the choices we have, rather than replacing traditional ideas of simply sitting with a desk and chair

In years gone by, a 'one size fits all' approach to office design might have been the norm, but as the decades have progressed, so too have the options available to businesses designing 'homes from home' for their office based workforces.

Given that every office is filled with individuals who have their own preferences and unique approach to the working day, Senator commissioned a comprehensive survey of the UK's office population that would evaluate the current approach to office design. The aim was to establish how we work, relating to tasks we undertake every day and how we differ individually.



So how do people want to work?

PRIVACY / BEHIND CLOSED DOORS

Privacy remains a huge consideration for all concerned, an issue that has been exacerbated as floorplates have become larger and divides broken down.

Fact 81% of employees would prefer to be alone when speaking on the telephone

POSTURE / ARE YOU SITTING COMFORTABLY?

Hot desking, mobile working and standing desks have become widely accepted by businesses. Breakout spaces with a domestic feel are fast becoming a common sight within the workplace.

Fact—41% of people would prefer the option to change their working height.

COLLABORATION / COME TOGETHER

It is universally accepted that teams find better solutions faster than individuals. Harnessing collective knowledge and focusing it through collaboration is the key to future success.

Fact—71% of people prefer not to sit at a desk or meeting table when sharing ideas.

DEMOGRAPHICS / BRIDGING THE GAP

Our greatest insight was that the biggest influencers over preference are age and seniority. There is a natural discord that has developed between the older generation - which is used to a territorial way of life - and the sharing economy that younger employees have become accustomed to.

Fact—62% of the workforce in an office is over 35 years old.

Agile Working

Whether we have an assigned or shared desk, we are all working in an increasingly agile way, utilising appropriate areas for individual tasks. In response to this, we created a bespoke programme with five activity based categories that help maximise the efficiency of any office space. This gives individuals the freedom to migrate around the office utilising the furniture setting that is most relevant to the task being undertaken.



Organisations with highly engaged employees report a 22% increase in profitability

A space that allows for cross functional teams to work independently or together. A floor plan as a landscape that has a variety of spaces with a shared warm ambience, which reinforce concentration, collaboration and confidentiality.

A 'one size fits all' approach doesn't work. Instead, empowering employees to tailor their environment to increase their own productivity can reap rewards in terms of satisfaction and performance.

A guest article with thanks to;

The **Senator** Group



Every person in every office will have their own way of working, whether that be a quiet Pod to focus, or a place for their team to perch and catch up.

Share

The most successful businesses create informal spaces to allow their people to share their knowledge and ideas quickly and effectively. Valuable meeting space is saved, teams create their best work and managers have regular one-to-ones.

Show

The biggest decisions are made in meeting rooms and executive offices across the world. The quality of the furniture within these rooms is a reflection not only of an organisation's culture, but also the status of the individuals using it.

Source

It goes without saying that good organisation goes in hand with increased productivity. Time and money are saved when resource 'hubs' are created. Visual and acoustic distractions are minimised and partitions are created by the clever use of screening.

Refresh

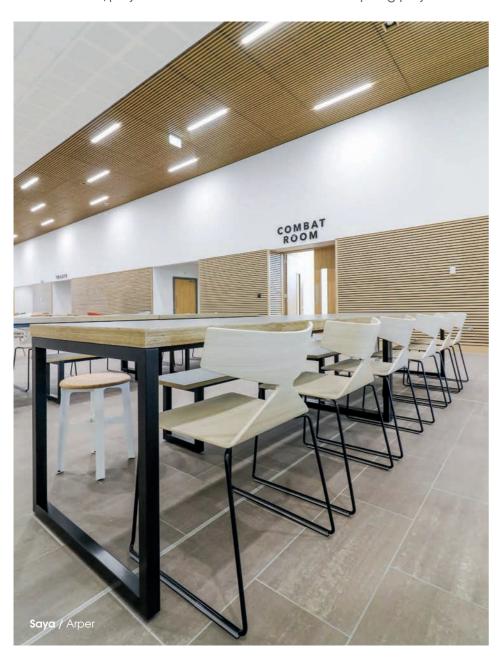
More than a place to grab a quick coffee, cafés and dining areas are now seen as a community hub, a place to network, a chance to refresh and a tool for recruiting and retaining people. Informal interaction and conversation create and strengthen inter departmental relationships.



Education Project Highlights by BOF

As we are now approved furniture suppliers to all University purchasing consortiums in England & Wales we have had a busy year so far and hope to continue building relationships with clients old and new. We have completed many education projects across the UK. Here are some recent highlights...

Visit bof.co.uk/projects to view our full collection of inspiring projects



University of Warwick / Sports & Wellness Hub

The University of Warwick's Sport and Wellness Hub recently won the 'Award for Excellence' at the annual Sports and Play Construction Association (SAPCA) awards. The design has sustainability at its heart, incorporating architectural and technical elements to leave a smaller footprint on the planet.

We have a long-standing relationship with the University of Warwick via the SUPC framework. Our team worked closely with Narinder Nanuwa and the University Project team on the product specification and installation coordination. The completed installation looks fantastic and we are glad we could be involved in such a prestigious project.



"Thanks for all BOF's efforts on the Sports & Wellness Hub project to both the office based and installation teams. I was particularly impressed with your install team who worked hard ensuring the project looked right. Thanks also to Craig Wall (Installation Manager) for all your hard work during the install and reacting swiftly as well as your attention to detail."

Narinder Nanuwa, Interior Designer

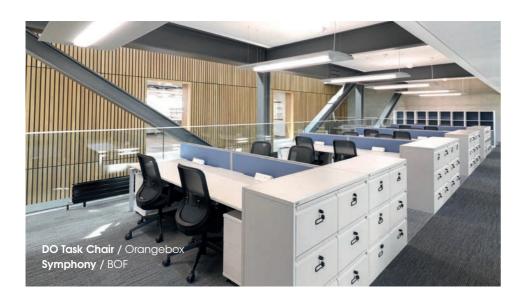


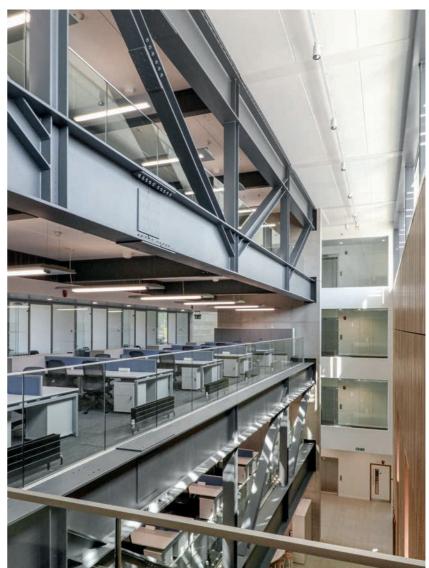
University of Southampton / Boldrewood Innovation Campus

As the incumbent furniture supplier to the University of Southampton we were invited to work with Wates, the appointed Main Contractor for Building 178 on Boldrewood Innovation Campus.

We worked closely with Grimshaw Architects on the furniture specification as well as with project managers BuroFour and Rekan construction consultancy for over a year on this project.

We were involved in space planning, product specification and finish selection for this project as well as providing samples and pilot schemes. Product supplied included ranges from Ocee Design, Spaceoasis, Orangebox and Naughtone



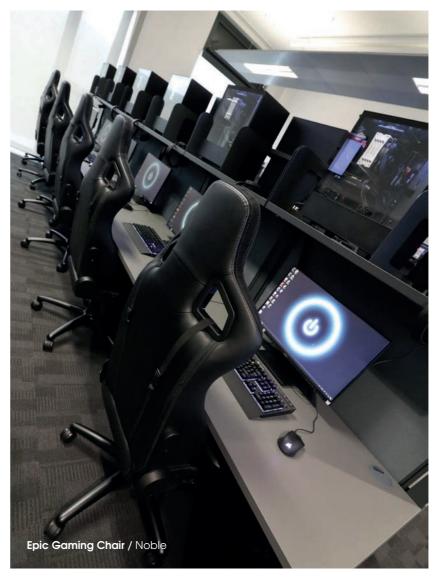




The College, Merthyr Tydfil / Gaming Suite

We were approached by the client to design the first Further Education 'eSports' Gaming Suite in Wales to accommodate 24 students. The new suite will be used to teach Level 3 Games Design and Development from September 2019.

Our product development team worked to the college's Computing Department gaming brief and designed a bespoke solution utilising our 'Symphony' benching with overhead shelving units and additional integral cable management to accommodate the custom gaming hardware. We approached specialist seating manufacturers to source the correct specification Gaming chair for this unique project.



Sustainable Product Design

by Davison Highley



Sustainability Matters

During Clerkenwell Design Week we were enlightened with the knowledge of James Bell, our Sustainability advisor, at an informal breakfast talk at our Clerkenwell showroom. James has become an integral part of Davison Highley and his knowledge has enabled us to implement the vision of our Managing Director, Toby Davison for a sustainably run company.

If you didn't get chance to join us, let us enlighten you! It's a topic at the core of our business since well before "sustainability" become a buzz word yet one which can be easily implemented into most organisations and projects through common sense and efficient procedures.

It's no secret that the planet is at a crossroads where we must all take action to reduce the impact of our behaviour on the planet.

Material Sourcing

Sourcing products for interior design projects can often be driven by aesthetics and functionality, with discerning designers deciding between products presented in beautiful catalogues or showrooms. However the integrity of the product, in sustainable terms, is arguably instigated with the materials which have been chosen by the manufacturer.

The Forest Stewardship Council (FSC™) has rapidly become the benchmark for sustainable timber products, providing key assurance that timber products are responsibly sourced from certified forests, managed in accordance with strict sustainability criteria.

Here at Davison Highley we're proud that most of our raw materials are sourced within a 40 mile radius of our High Wycombe workshop keeping the impact of transportation to a minimum.

Design and Manufacturing

The Take.Make.Dispose. model is no longer relevant. There is now a need for manufacturers to look to a regenerative, circular economy in which manufacturers can look to retain the residual value of products, parts and materials. Life Cycle Planning is a framework to identify the salient environmental aspects of operations, products and services where management processes and designers explore the complete life of the product which can include:

- Recycling componentry
- End of life management
- Waste minimisation through design adaptions
- Sustainable raw materials
- Recycling materials
- Green design
- Packaging optimisation

Supply Chain Sustainability

Staggeringly, 32 million people globally are the victims of modern slavery, more than the population of Australia. Therefore, it is imperative that Interior Designers, Brand Managers and Specifiers sourcing contract furniture interrogate their supply chain in order to uphold the highest standards of ethical and social compliance assurance. All manufacturers have a responsibility to also work with a reliable supply chain in order to uphold the standards throughout the process.

By 2025, 1.8 billion people will be living in countries or regions with absolute water scarcity, and two-thirds of the world's population could be living under water stressed conditions.



What next?

Providing interior products for sustainable design projects can be about "ticking a box" in order to comply with a certain standard but we truly believe it's more than that. We want to make it simple for our clients to confidently specify our products, but we also want to build our organisation ethically and in an environmentally way.

A guest article with thanks to;

DAVISON HIGHLEY

Recommendations from our sustainability expert, James Bell, which are relevant whether you are a manufacturer, specifier or contractor include:

- Set robust standards and governance procedures to ensure consistent compliance
- Communicate the standards you require to your supply base
- Train key staff, particularly those involved in procurement
- Bolster supplier appraisal process and regularly evaluate key suppliers

Wellbeing in the Workplace

by BOF



The surroundings in which employees spend their working lives are an important source of job satisfaction and impact on work motivation and patterns of interaction. Recent figures on the economic case for wellbeing at work show the high rates of sickness absence due to stress, anxiety and depression.

We have explored several factors that can encourage collaboration, flexibility, empower employee freedom and hopefully lead to improved mental health and well-being...

Exercise

For some people, finding the right time to fit in a gym class can be a struggle. Long working hours, a stressful commute and then possibly hectic family commitments mean that there's only time for a bite to eat before hitting the hay. Evaluating your commute to work can be one way to find time for exercise.

If your commute is quite long, you could look at jumping off the train a stop or two before your final destination and exercise from there. It could also save you a few pennies on reduced transport fees.

Adding exercise to your routine could also have a positive effect on your day, with activity shown to increase focus, improve memory and make you feel happier.

Ergonomics

Ergonomics can have a massive influence on health, happiness and general well-being and we're now seeing a large shift towards ensuring people are made as comfortable as possible each day.

We come in all shapes and sizes with a variety of different personalities, so why would we work the same? In recent years the prominence and popularity of sit-to-stand desking solutions has been on the rise, "Sit-to-Stand" facilitates not just sitting and just standing but the freedom to choose from a variety of postures depending on the task at hand.

- Increased HDL (good cholesterol)
- Decreased incidents of breathing difficulties
- Decreased swelling of the lower limbs
- Reduces lower back discomfort
- Shows little to no decrease in productivity
- Workers varying between sitting and standing positions were 78% likely to report a pain-free day
- Improved communication between colleagues
- Better working atmosphere through ease of communication

Environment layout

Open plan and 'flexi' workplaces have the potential to increase collaboration, boost innovation and use space efficiently. However, it is important for organisations to integrate space for quiet, privacy and concentration in their office plans. Higher rates of sickness absence have been associated with a lack of perceived control and privacy at work.

Furniture

Allowing employees flexibility in workplace furniture and working stations is associated with reduced sickness absence and greater job satisfaction. The evidence suggests that it is important to consider ergonomics, including adjustable chairs and sit-stand desks.





Biophillia

There's growing evidence that workplaces that incorporate natural elements, such as plants, light, colours and shapes have noticeable and measurable benefits for both companies and their employees. The positive effects touch on everything from general well-being, creativity and increased productivity. It's all based on the principle of biophilia — the instinctive affinity that humans have with the natural world and other living systems.

Lighting and Temperature

The quality and comfort levels of lighting can impact wellbeing, for example poor lighting levels can result in discomfort and fatigue. An ideal office temperature was found to be 22-26 degrees Celsius, with those outside this range associated with worse performance and motivation.

Poor lighting often gets overlooked in the workplace, bad lighting is associated with a range of ill-health effects, both physical and mental, such as eye strain, headaches, fatigue and also stress and anxiety in more high-pressured work environments.

Acoustics

Our understanding of how people function in the open plan office has evolved over the last 20 years. In fact, the majority of office workers identify noise as a major concern.

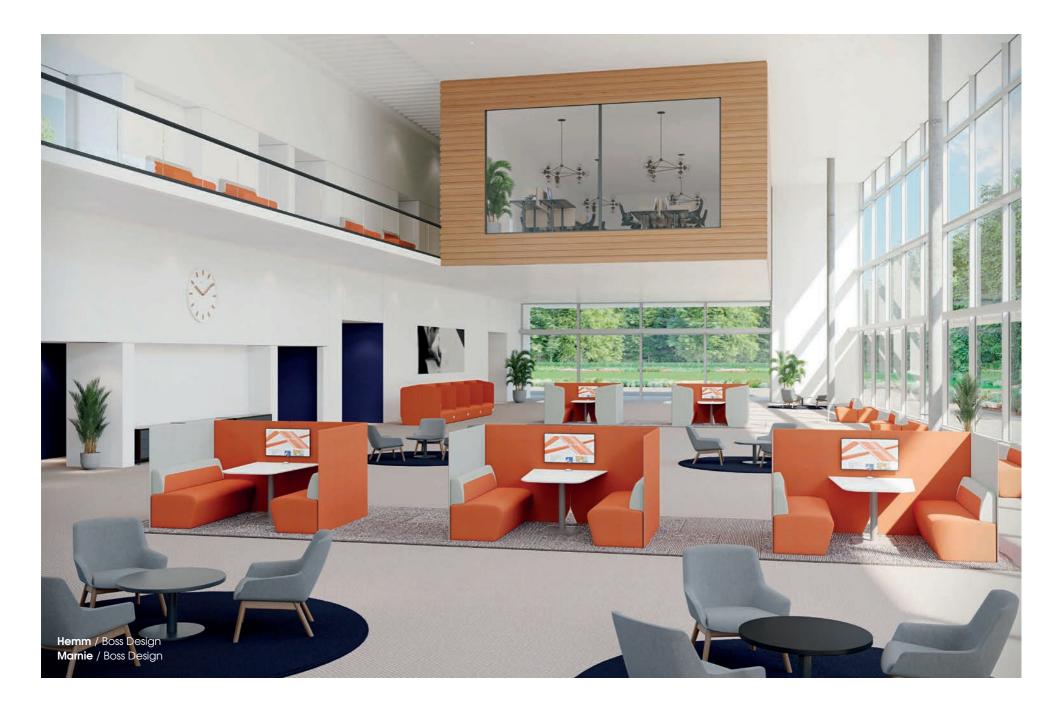
A good acoustic space is about the reduction of speech intelligibility where privacy or concentrated work are required, and increasing it where communication and collaboration take place. The focus should not be on reducing noise levels, but rather manipulating the clarity of the speech signal.

Quality acoustic products provide solutions for the control of reverberation, reduction of speech level, and even systems which introduce 'good' sound into a space to reduce distractions. These products will improve the quality of the acoustic environment, allowing staff to be more productive.



Seats of Learning

By Boss Design



A New World of Learning Environments

The traditional structures of work and education were forged in the fires of the Industrial Revolution, based on a patriarchal approach to achieving their aims. For some time now, people have been questioning this structure and, the design of learning environments. Over the past few decades, we have not only developed the technologies to allow us to learn in new ways, we have also developed a far better understanding of the processes involved.

A guest article with thanks to;



Technology is the core driver of change in the modern world. We may now consider technology to be the core strategic enabler of learning in higher education just as it is in the workplace. This is not merely about seeing technology as infrastructure but instead as part of the learning environment in exactly the same way as a building.

Social changes have also encouraged us to reconsider the roles and structures of education to become more inclusive and diverse. It is one of the new tenets of modern learning theory that different kinds of learning goals require different approaches. Just as students are offered greater choice in their learning pathways as part of a modular, technology based curriculum based across a number of platforms, so too are we able to create different spaces in which they can learn and work.

This can gear the experience both to their specific interests and personal preferences. The most widely talked about manifestation of this in recent years has been the MOOC (massive open online class) that allows students to access materials and lectures from a remote educational institution. It has proved to be one of the tipping points in the uptake of new ways of creating learning environments.

FOCUSED SPACE

Everybody needs time to acquire and develop the knowledge they need to support their ideas, creativity and interactions with others. Focus is essential. The traditional setting for such work was often the library or a private room and those remain essential, often providing us with a model setting for such work. Such settings are inherently rich in the information needed to acquire a deep and broad knowledge of a particular subject or discipline.

This is particularly important when it comes to contextualising knowledge by providing the context for knowledge, offering up different sources of information to enrich the learning process and a setting that allows for focus and critical thought. Students should be surprised by what they learn and discover, not the interruptions of neighbours or devices.



COLLABORATIVE SPACES

Community based environments are essential in the context of what we now understand about how people learn. These are the settings that can create positive feedback loops of development for those people that use them to collaborate. Mistakes or a lack of understanding are not punished as they had been in the past, but treated as a chance for individuals and the group to improve. This encourages personal development and the formation of new ideas.

As it is in a business setting, this could include focus on the centre of the group, not its apex. This should emphasise that the contributions of all members of the group are valid and not just those of the instructor or the extroverts of the group itself.





LEARNER CENTRED SPACE

The shift in the use of physical space towards more active and collaborative learning models is inevitably reflected in its design. The shift away from rooms in which desks are arranged in lines facing a tutor or lecturer towards more relaxed and collaborative settings.

A team based environment on the other hand is learner focussed. It may consist of circular tables or soft seating. It is unlikely to focus its attention on the 'front of the room'. Teams of students work collaboratively with the instructor working as their mentor or guide.

It is likely that technology will support this idea. Rather than having a single projector operated at the front of the room, wireless networking enables everybody to act as presenter, either projecting work from their own device or sharing it remotely with others.



ASSESSMENT SPACES

In a modern context this is most obviously manifested in the chance to offer students feedback and guidance on their work and development.

Formative assessments of this type typically work best with direct, face to face interactions. This might include feedback on reports, papers, work in progress. Often these will take place on a one to one basis and in private.

Summative assessments on the other hand take place at the end of a period of work and often in a single hit. The exam room, with its constraints on interactions and interruptions remains the closest remaining adaptation we have of the traditional didactic model.

