THE GALLERY FASE II

Development Vision 2018

The Gallery Fase II

Contents

A dynamic meeting place where companies, people and ideas can flourish.

An appealing, open, accessible, creative, innovative and inspiring gatehouse at the crossroads between the academic and entrepreneurial worlds. The Gallery phase 2 makes the 'entrepreneurial university' tangible and visible. With a concept inspired by the Facebook complex (horizontal, doorstep-free, transparent), the MIT Campus (showcase of science and technology with themed labs and tours) and the Epicenter House of Innovation in Stockholm (community-driven innovation hub). The Gallery phase 2 combines the elements of these sources of inspiration: It is a doorstep-free, transparent and community-driven meeting place. An innovation hub where solutions are being developed for the social challenges of the future. And a showcase of the 'excellence' of Twente.

The Gallery is content, community, and value-driven.

What to expect?

Content driven h.2

High Tech, Human Touch', that is the central theme of The Gallery. And everything is about the content: social challenges and solutions. The Gallery has an (inter)nationally distinguishing programme of the most current themes, translated into various programme lines that run several years. The Gallery shows how the exponential growth of technical capabilities can be deployed to solve social challenges and meet human needs. An example of the substantive programming is a living lab for drones that can be deployed to help refugees, provide aid in the case of floods or help combat terrorism. Or a test lab for biophotonics in healthcare.

More in h. 2: Programme.

Community driven h.3

The Gallery is much more than just a showcase or display. The labs and innovation workshops actually facilitate development, building and innovation. By academics and student teams of the University of Twente. And by companies: corporates, start-ups and SMEs developing their future technologies, models and services here. Driven by social challenges, they work together to create solutions for the new society. They are all 'members' of The Gallery. This means they are involved in and contribute to a (or several) substantive programme(s), contributing their knowledge and furthering value development. And together they take care of programming, organisation and exploitation. The community at The Gallery interacts with the world openly and takes an inviting, warm and inclusive perspective.

More in h. 3: Organisation.

02

03

Value driven h.4

The Gallery is a value generator. Value is created here every day. Social solutions are crafted. Innovations are developed and brought to market. Talent is nurtured and put to use at a record pace. The borderless collaboration is valuable for everyone, both literally and figuratively. Academics valorise the knowledge (programmes) and discover the next curriculum. Students experience a steep development curve, constantly put their knowledge into practice and get acquainted with companies where they will be able to continue their value development later on. Businesses develop their new services, technologies and models and find themselves on top of the talent. And governments discover how they can facilitate the new economy with great effectiveness and shape their next instrumentarium here. Anyone creating value co-invests in order to facilitate that.

More in h. 4: Investment & Exploitation

Enabling environment h.5

Physically speaking, the Gallery has everything it needs to accommodate the community optimally. A longitudinally shaped complex (p. 2) with only 2 floors and a huge amount of space right in between the campus and the business & science park. The accessible and transparent nature of the building literally turns it into a display of innovation. The indoor area is divided into thematic (transparent) labs and innovation workshops where members innovate and create together, following recognisable steps towards innovation. In addition, flexible layers have been built, fostering student workplaces. There are 'hang-outs' and a coffee bar to facilitate true interaction. There are large, open areas for conferences, lectures and workshops. The surrounding space is redecorated to become a type of innovation park mixed with terraces. The roof is used for power generation, as a recreational area and for cultivating food that is consumed at The Gallery phase 2 (p. 3). Technological innovations constitute the foundation for everything that goes on here. Whether it be sun protection, power generation, food chains, etc. And flexibility is the standard. The Gallery is an environment that constantly moves along with the needs of its members and itself constitutes a part of the innovation. It is a 'permanent beta' building in continuous motion.

More in h. 5: Design.

Start. Now. h.6

As stated: The Gallery phase 2 is itself part of the innovation. The same goes for the development of The Gallery phase 2. All kinds of social issues are involved in its development. From CO_2-neutral construction and 'urban mining' to the development of a digital optimisation model. So the programme commences with the development of The Gallery itself. With the first members who want to make this programme - and therefore The Gallery phase 2 - an unprecedented success. So The Gallery has already opened its doors. As of 1 September 2018.

More in h. 6: Start. Now.

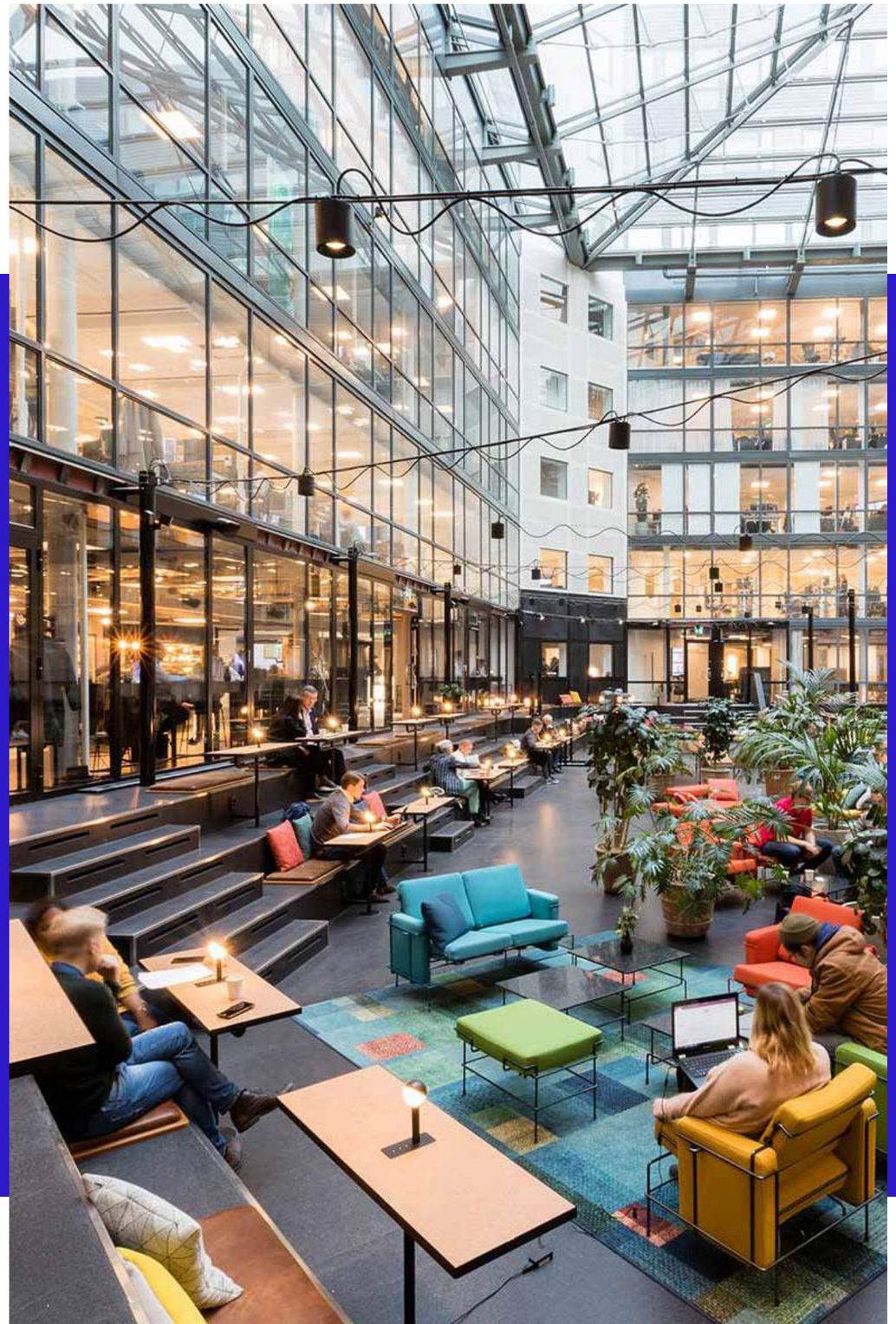
Various leading 'creative innovation hubs' from all over the globe serve as our sources of inspiration for the development of The Gallery Phase 2. Several valuable elements (with regards to community, design and programme) are derived from the following reference projects.

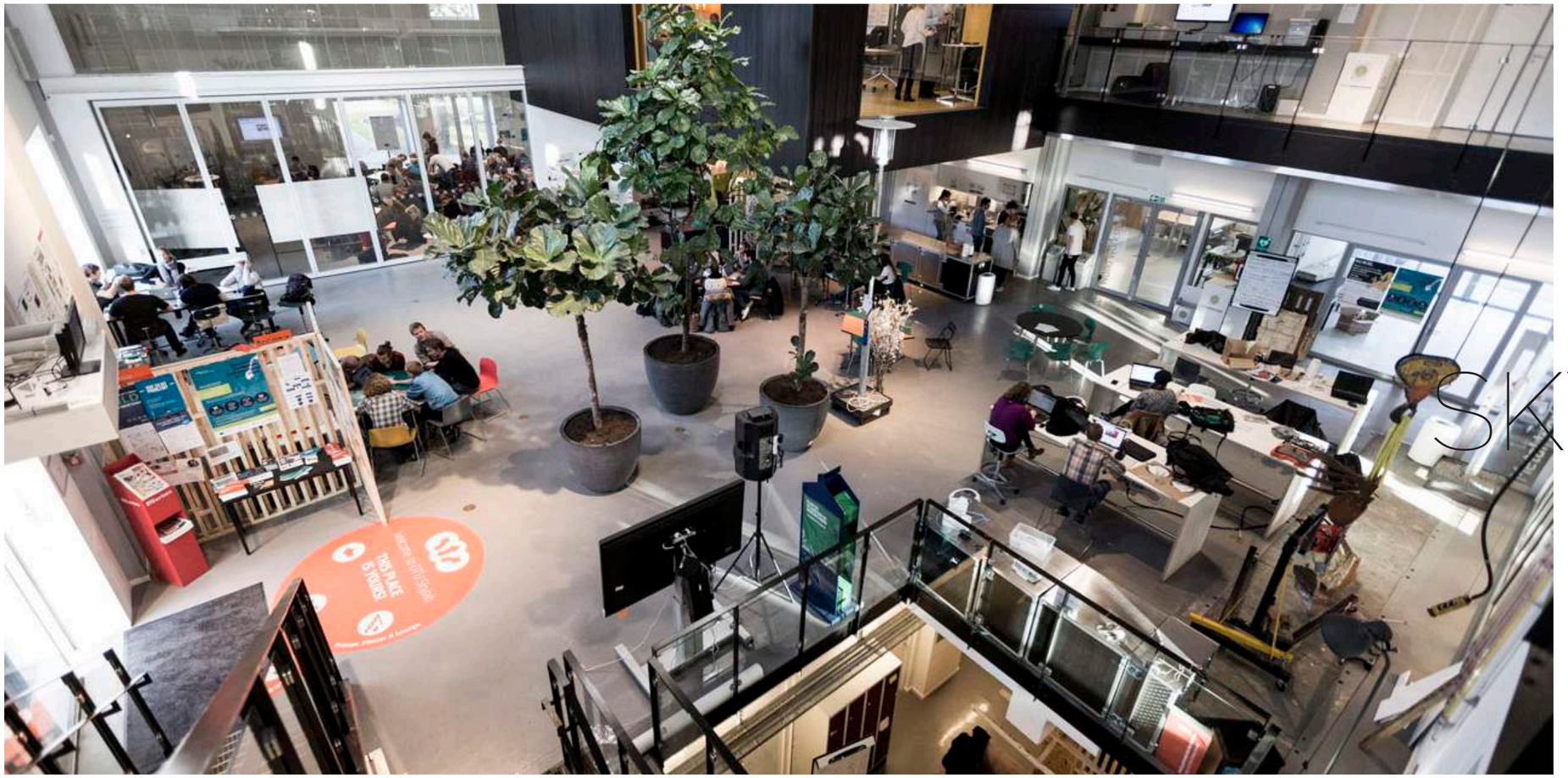
A world-class environment and community. Stockholm's first digital Hol

STOCKHOLM, SWEDEN

EPI CENTER

Epicenter's focus is on digitalisation and its implementation in society. Their website describes the Epicenter as a 'physical platform where people and companies meet, innovate, create and grow'. Hackathons, Management Days and Digital Safaris are all ways of easing the interaction between the various stakeholders. Various memberships were tailor-made for various clients (individual, teams, open office, small groups and large companies with their own office, etc.) each differing in their available space and the scope of integrated activities/services. Apart from the usual programming, Epicenter offers a broad range of events such as Lunch Yoga, GDPR and lectures about other relevant topics such as Security. Epicenter was not created specifically for students and academics.





SKYLAB

05

Connecting theory with the real world. It all happens at Skylab.

COPENHAGEN, DENEMARKEN

DTU Skylab is the innovation centre at the Lyngby campus, DTU, Technical University of Denmark. DTU Skylab focuses on enabling student innovation and entrepreneurship in three focus areas:

- student innovation
- company collaboration
- academia.

Students from the university get free access to the Skylab facilities. Coaches and in-house capabilities help students and offer the opportunity to realise prototypes and elaborate business ideas for early start-ups or companies that are almost ready for the market. Students can file for financing that is being provided by various funds. A 'Wall of Opportunities' is the medium for companies to offer dissertations, courses or student jobs. Additional events like case-competitions and workshops bridge the gap between professionals and students. Various spaces of various sizes allow students and professionals to organize project groups and meetings.

Multiple programmes for students are available to enhance entrepreneurship (working in a different Scandinavian country for a week, a 12-week entrepreneurship programme and talent programmes). Apart from direct advice, various templates for contracts, crowdfunding and other relevant documentation are available for students to use.

Designed to evoke the company's ethos of openness.

MENLO PARK, AMERICA

FACE BOOK

A 40,000 m² office building boasting "the largest open plan in the world" and a gigantic roof terrace. That is the Facebook HQ in Menlo Park. The building was designed by Canadian architect Frank Gehry, as the world's largest open office; around 2,800 employees will be using one and the same open space.

To help teams collaborate as optimally as possible, the perfect 'engineering' area was designed. The largest plan in the world; a one-person room suitable for thousands of people. There are many small areas where people can collaborate and it is easy for people to move around and collaborate with anyone working at Facebook. The entire roof of the building spans a 3.5 hectares roof terrace and roof farm, boasting 0.8 km of footpath, a coffee stand, lounge areas and more than 400 trees

MIT CAMPUS

One of the most prestigious technical universities in the world

CAMBRIDGE, AMERICA

You explore the MIT campus with a tour that takes you to the three core themes of MIT: Engineering the Future, Innovations in Robotics and Data Science. During the tour, various experts and specialists give keynotes/presentations about their latest research projects and you can participate in activities related to their areas of expertise.

See engineering in action by taking the tour that includes: the Wright Brothers wind tunnel, Fan Lab Boston, a sustainable food system on the roof terrace of Fenway Park, CityFARM, a computerised soil-free urban farm that uses big data and the Harvard Microrobotics Lab that leads ocean research with underwater ROVs. Learn about 'nuclear engineering', the future of nuclear power and how 3D printing is being used to improve our lives.

The Gallery boasts (inter) nationally distinguishing programming of the most current themes.

One of the most disruptive and impactful developments of the next decade (according to the World Economic Forum, among others) is biomanufacturing or 'genetic engineering'. Bacteria, algae and other cells are the factories of the future. In the future, meat is lab-grown on a large scale, frames of emission-free cars are woven out of graphene and cobweb and buildings grow without human intervention out of carefully programmed cells. This type of Innovation projects are elaborated as part of the programme line.

PROGRAMME LINE EXAMPLE,

BIOMANUFACTURING

Tech & Human

'High Tech, Human Touch', that is the central theme of The Gallery. And everything is about the content: social challenges and solutions. The Gallery has an (inter)nationally distinguishing programme of the most current themes, translated into various programme lines that run several years. Workshops, substantive and social events will be organized including TED sessions and Angels Dens. And the programme lines constitute displays of innovation shown to the world (both business and consumer). In addition, they are dynamic and derived from social megatrends, aligned with the 17 sustainable development goals (recognisable for both academics and entrepreneurs) and constitute the prelude to the new curriculum of the university.

The Gallery shows how the exponential growth of technical capabilities can be deployed to solve social challenges and meet human needs. An example of the substantive programming is a living lab for drones that can be deployed to help refugees, provide aid in the case of floods or help combat terrorism. A robot arena that enables the RoboTeam Twente to continue innovating in robotics and artificial intelligence. Or a test lab for biophotonics in healthcare.

Development programme
from 01.09.2020

The research programme of the University of Twente offers a nice initial framework for the programme being designed under the central theme of 'High Tech, Human Touch'. Today's themes are:

- Improving healthcare by personalized technologies
- Creating intelligent manufatoring systems
- Shaping our world with smart materials
- Engineering our digital society
- Engineering for a resilient world

This is the type of themes that are being actualised and translated to a programme that brings business (corporations, SME, start-ups) together with academia and leads them to innovations and value development, for the period after 2020.

Development programme
from 01.09.2018-01.09.2020

The development of Gallery phase 2 is itself part of the innovation. All kinds of social issues are involved in its development. So the programme commences with the development of The Gallery itself. With the first members who want to make this programme - and therefore The Gallery phase 2 - an unprecedented success. So The Gallery has already opened its doors. As of 1 September 2018.

Examples of themes that will get a role in the development programme of The Gallery are:

- CO2 capturing in buildings with smart materials
- Circularity through design
- Urban mining
- Designing environments based on Human Capital
- Mechatronics and robotica in construction
- Wireless and remote sensoring
- Designing a safe and secure society

7 steps to innovation
translated to physical spaces

The programme that will be running at The Gallery as of 1 September 2020 - and that is already being taken into account in the realisation of The Gallery - is supported by the 7 steps towards innovation (from Ideation to Prototyping). The design of the spaces at The Gallery support this agile approach, which matches the needs of businesses as well as to an increasing degree those of academia. The seven phases and the associated spatial design is depicted below.

1. Ideation ('Stage')

A podium, the 'Stage', in the Agility Center enables many parties to meet and a dialogue to emerge, allowing for ideas to be generated. The 'Stage' also offers the opportunity for inspiring presentations to be held by third parties, stimulating the people to innovate.

2. Boot camp ('Discovery Room')

The 'boot camps' are sessions organised in the 'Discovery Room' in order to stimulate teams to approach ideas and projects from a different perspective. It enriches the teams' usual approaches. Ideas that emerged during the ideation stage can be discussed during these sessions, giving rise to a direction for further development of the project.

3. Concept ('Sky Box')

As soon as the team has decided what idea it wants to take further, the concept can be elaborated and discussed in the 'Sky Boxes'. These are (floating) spaces high up in the complex where dialogues can be held between team members and third parties. A brief moment on cloud nine while discussing the concept.

4. Quick Scan ('Train Compartment')

During a quickscan of a project, its feasibility is determined. 'Train Compartments' are small, moveable dialogue areas that bring teams together in order to go through the opportunities and risks of the project and make decisions about the next steps.

5. Business Plan ('Pressure Cooker')

The next phase is to formulate a business plan. This is what the 'Pressure Cooker' is for. A futuristic space with seats for 8 to 10 people where the details of the project are discussed at high pace, validated and the actions drafted. During a 'Pressure Cooker' session, the idea is fully crystallised. A ScrumMaster can facilitate the team by recording all the actions and distributing them across a period of time. After a short but sweet session under time pressure, the foundation for a business plan has been created.

6. Prototyping ('Laboratory')

The project team develops a prototype in a form that fits the project. The 'Laboratory' provides the space to experiment with the prototype and then test it and elaborate it further with the stakeholders. This allows the prototype to be developed into the final product or service step by step.

7. Project Management ('Project Rooms')

Project teams need room to elaborate their prototypes and work in teams. There are several 'Project Rooms' that can be reserved by the teams, so that the entire team can get and work together. An important element of agile project management is that the team members meet regularly and are able to consult/update each other on the status of a project. The 'Project Rooms', combined with the SCRUM approach, offer excellent facilities to do just that.

01. Ideation 'Stage'

02. Bootcamp 'Discovery room'

03. Concept ' Sky Box'

04. Quick Scan 'Train Compartment'

05. Business Plan 'Pressure Cooker'

06. Prototyping 'Laboratory'

07. Project Management 'Project Rooms

01 Stage

02 Discovery Room

03 Sky Box

04 Train Compartment

05 Pressure Cooker

06 Laboratory

07 Project Rooms

Contemporary inspiration from U Twente & partners

Today the University of Twente is already showcasing its collaboration with businesses in terms of solutions of the Next Economy. This offers a lot of inspiration to the programmes that will be developed in The Gallery phase 2.

LOPES:
a unique rehabilitationrobot

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The unique rehabilitation robot LOPES II was developed by a consortium consisting of the University of Twente and mechatronic companies Moog and Demcon. Rehabilitation clinics provided the clinical input for the development process. LOPES II is now being used by rehabilitation centres Roessingh in Enschede and the Sint Maartenskliniek in Nijmegen. This unique rehabilitation robot helps patients with a CVA or paraplegia improve their ability to walk. The LOPES II is innovative in the sense that it only supports patients during their walking training where necessary.

Clean Sky:
environmentally friendly & light aircraft

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Clean Sky (budget: 1,6 billion Euro) is a public-private collaboration of the European aviation industry and the European Committee, and is aimed at more energy-efficient, environmentally friendly and lighter aircraft. With JTI Clean Sky, the EU aims to make a considerable contribution to turning European aviation into a greener enterprise. The objective is to reduce CO_2 emissions by fifty percent, NO_x by eighty percent and sound pollution by half. Meanwhile, Brussels wants to accelerate the application of new disruptive technologies (including environmental) in aviation products. These new technologies must strengthen the competitive position of European aviation on a global scale. The University of Twente boasts various research groups that are partners in Clean Sky and several postgraduates conducted their research within the confines of this project. Our researchers are collaborating closely with the industry involved.

Create Tomorrow: *the largest student think tank in the world*

THE GALLERY FASE II / BLOC

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Every other year, UT organises the largest student think tank in the world: Create Tomorrow. For an entire day, around 1,250 students work in teams to find solutions to cases provided by businesses. Attendees to this event in the past have included Jort Kelder and Jan Peter Balkenende.

12 Fraunhofer

13 DesignLab

14 Solar Team Twente

Innovate GO

The Innovate Go programme offers start-ups (New) and innovative entrepreneurs (Next) access to a dynamic ecosystem. By connecting entrepreneurship and high-tech innovation, and deploying tools (consisting of knowledge, talent, capital, network and infrastructure), the programme helps them become game-changers.

A sample of the programmes

Various programmes can be included in The Gallery 2. Several intended programmes are described below.

Manufacturing Programmes

Several manufacturing programmes within the region of Twente are the engine behind R&D projects based on questions from the industry (e.g. Fraunhofer Project Center). These programmes results in international collaboration projects. Young engineers are working on it, led by experienced researchers from the University of Twente and Saxion College.

DesignLab

DesignLab (p.13) is a platform for multidisciplinary collaboration and creativity, focused on education and research in 'design research'. Led by the motto 'Science2Design4Society', design is deployed in an innovative way in order to address social challenges and problems.

Circularity Center

The Circularity Center is a development workshop for innovative methods, techniques and practices that work to accelerate the transition from a linear to a circular society. From use of resources to business models. The circular solutions developed in the Circularity Center are put into practice right away at The Gallery phase 2.

Student Workshop

The student workshop is a workshop where entrepreneurial students work on innovative projects together with businesses and knowledge institutions (p.14). In addition, the workshop is a display of developed innovations showcasing the innovative force of the university and the region as a whole.

Digital House of Innovation

In the Digital House of Innovation, digital solutions are developed that contribute to the journey towards the new economy. Apart from being a physical environment, The Gallery phase 2 is also a digital platform that functions as a testing ground for innovations under development. Aided by the growing (inter)national (digital) community, The Gallery phase 2 is updated and upgraded.

Centre for Entrepreneurship

The Centre for Entrepreneurship connects all activities related to entrepreneurship education and research. A stimulating environment supports students and employees in creating new opportunities, possibilities and innovations.

In the Gallery, the social solutions of the future are being developed. In five years. Or five days.

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You're a member!

Members

The Gallery is much more than a showcase or display alone. The labs and innovation workshops actually serve to develop, build and innovate. By academics and student teams of the University of Twente. New teams and existing teams such as Solar Team, Green Team, Robo Team, Electric Superbike, Solar Boat and the Design Lab. And by companies: corporates, start-ups and SMEs developing their next technologies, models and services. And by governments that are also deploying their resources to innovative and discover their new policy and instrumentarium here. Driven by social challenges, they work together to create solutions for the new society. They are all 'members' of The Gallery. This means they are involved in and contribute to a (or several) substantive programme(s), contributing their knowledge and furthering value development. And together they take care of programming, organisation and exploitation. Self-organisation is stimulated and facilitated. With clear rules of play, human interventions and technological resources. The members own the Gallery. The community at The Gallery interacts with the world openly and takes an inviting, warm and inclusive perspective.

Content Members

The Gallery puts the content, prototyping and knowledge first: the development of innovation programmes, products and models. This is done by the so-called content members, who are involved in one or several programme(s). The content members may be students, student teams, academics, corporates, SMEs and start-ups. Based on the task at hand, each programme involves shaping an interdisciplinary team. In each programme, the members create a programme team that coordinates the substantive progress and development. Content members are temporary partners, they are part of The Gallery as long as there are programmes they are involved in. This means that new programmes also introduce new content partners. This keeps the community dynamic.

Concept Members

The Gallery is all about self-organisation. But coordination (facilitating the community) is a must. For that reason, there is a limited group of concept members. These partners coordinate the main programming and ensure organisation and exploitation of The Gallery. To that end, they form a programme council (coordination of content) and a board (coordination of organisation and exploitation). The board makes sure that The Gallery functions and that the members get continuous support. In their development during their stay at The Gallery, but also after that, in marketing the services, technologies and models they have developed. And in supporting the content members in their move to new locations where they can further deepen their business and science. Concept members may be temporary or permanent members. In any case, the UT is one of the (permanent) concept members.

The Gallery shares!

Investment

A community-based investment model

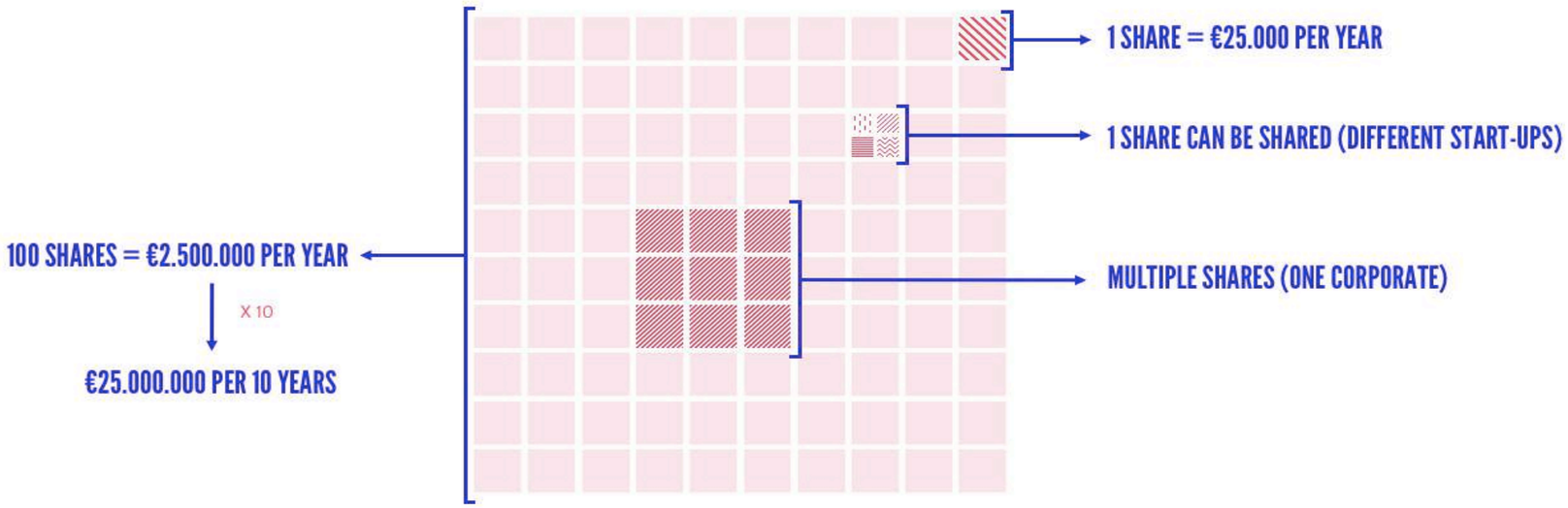
The Gallery operates on the investment of its members. This investment is made by purchasing 'shares'. The shares can be shared (for example by several start-ups) but it is also possible for one company or institution to purchase several shares. Each member of The Gallery has an equal vote, irrespective of their number of shares. Based on this model, one or several financial institutions advance finance the transformation of The Gallery. This could constitute financing by an institution that is a member participating in the development of circular financial models.

Part of the investment strategy is to explore whether investment facilities can be included in the package made available to the members. A financing or investing member is available to support other members in elaborating their business plan (stage 5 in the model of the 7 steps towards innovation; from Ideation to Prototyping). For content members, this is part of their value development (and this is a part of the fee they pay to participate in the community). For the investing member, this also involves a return on investment: an early opportunity to invest in innovative products, services and companies. The content members are not obliged to form an alliance with the investing member, but it is a facility available to them.

Exploitation

Platform for exchanging services

Apart from this investment strategy, The Gallery is also a platform for exchanging services between members. Catering services are taken care of by parties that are involved in developing solutions for new food issues (i.e. a concept like the waste factory). The IoT is supplied by the company that is testing a new platform. Housekeeping is done by robots that were developed at The Gallery. In short: Members both use and offer services. The board coordinates all these services. And all service transactions are registered and assessed in real-time, where settlements take place (one a month) based on a token model, for example.



N.B.: THIS INDICATIVE CALCULATION IS AN EXAMPLE, EXPLAINING THE PRINCIPLE OF A COMMUNITY-BASED INVESTMENT MODEL.

An appealing, open, accessible, creative, innovative and inspiring gatehouse

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THE GALLERY FASE II / BLOC

2018-06

01. Upgradeable and flexible structure.

02. Transparant 'display'.

03. Power-supplying facade.

04. Innovation park and terraces.

05. Food and light from the roof.

06. Doorsteken door het gebouw.

Enabling and open

Enabling environment

Physically speaking, the Gallery has everything it needs to accommodate the community optimally. A longitudinally shaped complex with only 2 floors and a huge amount of space right between the campus and the business & science park. By stripping the facades and fitting them with transparent (power-generating!) Glass, it literally becomes a display of innovation. The building is physically opened up between O&O square and B&S park. The indoor area is divided into thematic (transparent) labs and innovation workshops where members innovate and create together. Innovation is organised and the steps towards innovation are recognisable. In addition, flexible layers have been built where student workplaces exist. There are 'hangouts' and a coffee bar to facilitate true interaction. There are large, open areas for conferences, lectures and workshops. The surrounding space is redecorated to become a type of innovation park mixed with terraces. The roof is used for power generation, as a recreational area and for cultivating food that is consumed at The Gallery phase 2. Technological innovations constitute the foundation for everything that goes on here. Whether it be the sun protection, power generation, food chains, etc. And flexibility is the standard. The Gallery is an environment that constantly moves along with the needs of its members and itself constitutes a part of the innovation. It is a 'permanent beta' building in continuous motion.

Upgradeable building

Technological innovations constitute the foundation for everything that goes on here. Whether it be the sun protection, power generation, food chains, etc. And flexibility is the standard. The Gallery is an environment that constantly moves along with the needs of its members and itself constitutes a part of the innovation. It functions as a data-driven platform where services are exchanged between users.

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And all data and user experiences generated by this platform, are converted in real-time into optimisations of the services, programme and spaces offered. It is a 'permanent beta' building in continuous motion, improving over time.

Inviting and accessible

The Gallery has a perfect location at the entrance of the campus (p.15) and stretches across the newly constructed boulevard. Students cycle past the building to their faculty, academics and visitors park their cars at the car parks and walk by it to reach their destinations. The location of The Gallery offers a unique opportunity to get people inside and let them experience the state-of-the-art technologies of the campus.

In order to achieve that, the building will be one long stretch of invitation. Transparent and accessible. This has quite some implications for the redevelopment. The current situation of the western corner (p. 20 of the building is not designed as an entrance and does not attract visitors. And the connecting point with The Gallery Phase I (p. 21) lacks a definitive entrance that gives visitors easy access to the building. The stairs are currently a barrier in their own right.

The Gallery should get several entrances. With the western edge of the building as a first interaction point of the campus, right after the letters "University of Twente". This is where visitors are drawn to and invited to enter the building. A pleasant, open and lively entrance.

Breaking structures

People spend 90% of their time indoors. This is often not a matter of choice, because the outdoor space lacks quality and isn't considered a place where working and leaning can be continued. In The Gallery Phase II, the outdoor area will have a much more significant part to play in the ecosystem. As an extension of the indoor area. And as a healthy environment that invites to meet others and relax.

The length of the building (217m) is powerful. But as it stands, it primarily functions as a barrier between the gardens in the south and the north (p. 22 & 23) making a visual and physical connection with the environment more difficult. Unexpected passages, right through the building, can break the linear nature of the building. This is strengthened by creating a hotspot/focus area in the front yard (p. 19). This makes for a perfect place for lunch(meetings) in the sunlight.

The Gallery Phase 2 offers a number of nice corners that can be used as terraces for coffee counters. In addition, the second floor of the building offers room for a lightweight terrace (wood, round structure). This gives users on the top floor easy access to the garden. And places that create interaction between the two floors can be built as well.

Using the outdoor space

Another challenge for the experience offered by The Gallery are the parking spaces. As it stands, they are primarily functional; they are a detriment to the appeal of the complex. For example, the parking spaces could be placed beneath a lightweight terrace. In addition,

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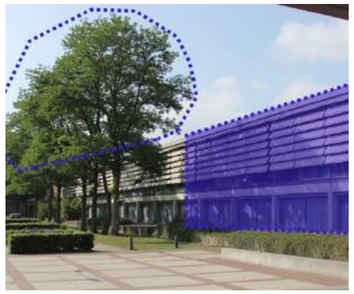

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preferably the parking lot on the northern end (134 parking places) can be reduced or be relocated elsewhere on the campus (p. 22). This area has strategic potential because it functions as an interactive point with the Techno Hall and the Education and Research Square. This area will have to be redesigned (i.e. lanscape, park) in line with the (connections with the) other buildings in the area.

Power generating facade

The Gallery has a long linear facade still containing the old sun protection elements. The southern facade has huge potential for energy products with 'Building Integrated Photo Voltaics' (BIPV). However, some elements are covered by trees (p. 24). Although these trees can be used as natural sun protection for the facade. The height of the trees has to be limited to prevent them from overshadowing the PV installation on the roof. Old sun protection elements can be renewed and re-used in the new design (e.g. interior elements, stairs, etc.). The existing windows consist of single glazing. They must be replaced with powerful glazing. Power-generating solutions are applied to the glass where possible (such as PHYSEE).

Utilising the structure & roof

The structure of The Gallery Phase 2 consists of concrete columns (first floor), steel columns (second floor), prefabricated concrete plates and waffle iron plates on the roof. The first floor has various heights that can be used for a dynamic plan later on. Due to the fact that the building stretches from north to south, the indoor areas don't have a lot of natural light. If internal separation walls are added on the second floor, the distribution of natural light will be problematic. That is why this floor requires larger, open spaces and modifications to the roof.

The roof of the building has huge potential to be used as a walkable green garden, power production area and natural source of light. The existing structure already has a number of roof windows (p. 25). This number (and their size) can be increased. Access to the roof increases the usable square footage and leads to a healthy, green office environment. It will constitute an alternative place for small meetings, drinking coffee and communicating with others (see the example project in p.26). The roof has a large surface area. Enough to meet the power requirement of the building. In addition, there is enough room for a garden where food can be cultivated for consumption in the Gallery.

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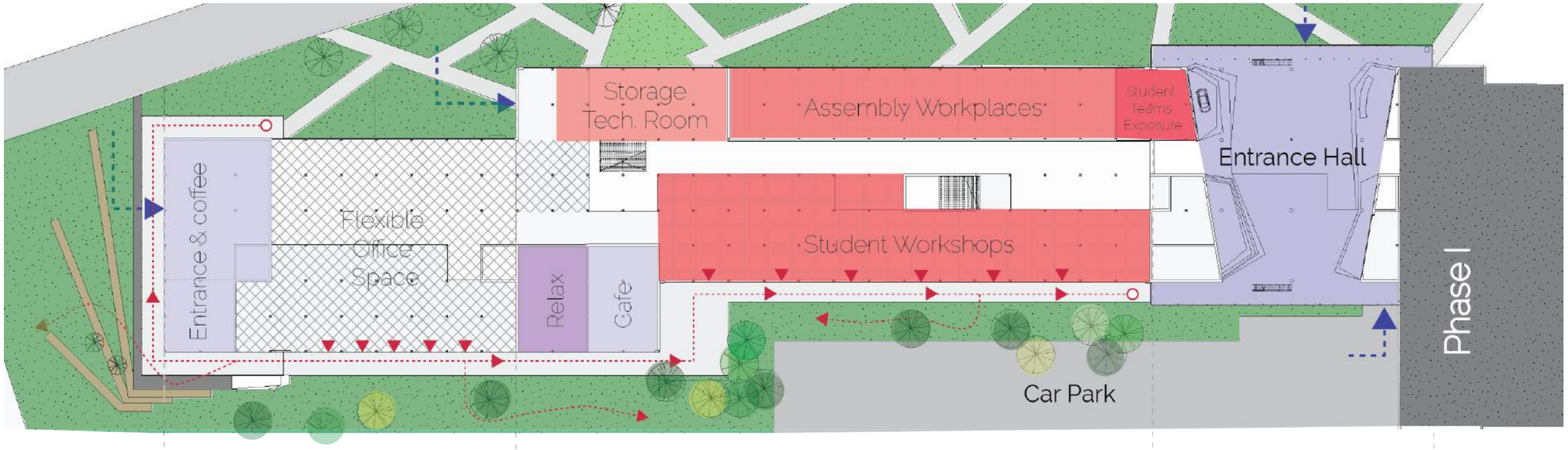
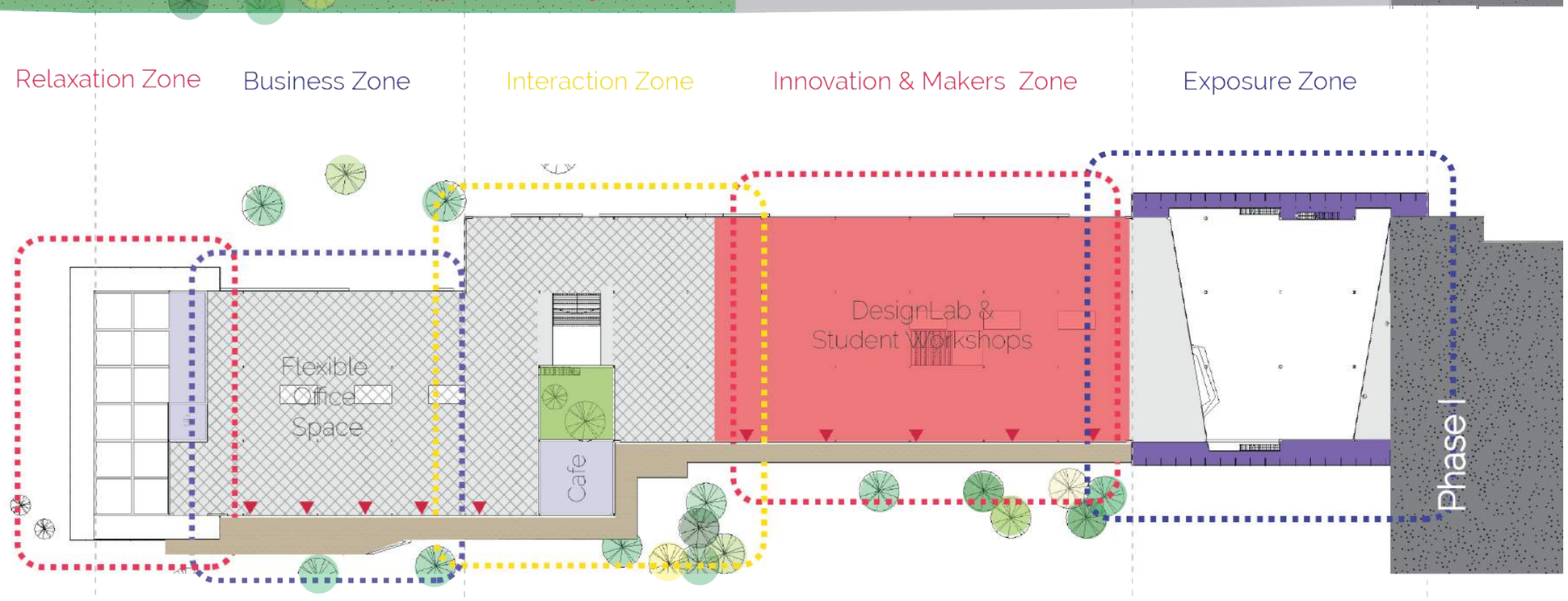
27 Bird-eye view of The Gallery 2 surrounded by a green campuspark

28 Central entrance for Phase 1 & 2 (seen from the O&O square)



29 Ground floor floorplan



30 First floor floorplan

Start. *Now.*

As stated: The Gallery phase 2 is itself part of the innovation. the programme commences with the development of The Gallery phase 2 itself. With the first members who want to make this programme - and therefore The Gallery phase 2 - an unprecedented success.

Based on this development vision, Asito, Cisco, the Herstructureringsmaatschappij Overijssel (HMO), Novel-T and the University of Twente have mutually decided to further the development of The Gallery. These organisations are the 'concept members' of the project. This means they develop the concept - supported by BLOC - and want to make sure that it reaches the realisation phase.

Call to action

With this collaboration, the development of The Gallery phase 2 has commenced in September 2018. A lot of knowledge and innovative force is needed for that development. That is why The Gallery phase 2 is open. For new members and new programmes. Should you want and be able to contribute to The Gallery phase 2 in any way, please do contact us!

Asito

An innovative facilities services provider, leading in hospitality, technology and inclusivity. Asito facilitates connection with service design thinking among other things. Asito develops The Gallery 2 as a service platform.

Cisco

Cisco designs and sells broad lines of products, provides services, and delivers integrated solutions to develop and connect networks around the world. Cisco makes the services platform of The Gallery 2 data-driven and develops the digital infrastructure.

HMO

Powers the revitalisation of business parks, top-notch work locations and knowledge parks in Overijssel together with municipalities and entrepreneurs, aimed at growth of value. As an investing party, HMO creates financial support for The Gallery 2.

Novel-T

Builds an environment where entrepreneurs jump on new opportunities and become game-changers. By connecting and activating talent, knowledge, capital, network and infrastructure. Novel-T designs programmes for The Gallery 2 including a Centre of Entrepreneurship.

University of Twente

The most entrepreneurial university of the Netherlands. A multicultural community of talented, ambitious people in the best possible learning, working and living environment. The University is the scientific 'conscience' of the collaboration and owns the plot and the building.

BLOC

Developer of radical projects, concepts and strategies that make society more beautiful, sustainable and healthier. BLOC has developed the development vision for The Gallery 2 and supports the other partners in preparing for the realisation.

Concept & Design
BLOC | Next Generation Development

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Thanks again!

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