

Collaboration Corridor (T50/T37/T51) Requirements

Goals

- Fun
- Excitement
- Proud to bring in customers and interview candidates to visit

Requirements

Categories:

- [Mandatory](#)
- [Nice to Have](#)
- [Showcase](#)

Dot-voting Results: (#) represents votes given to each requirement by teams. Each team was given 7 votes per category, one vote per item. Results were received from six following teams.

How did we do?

After the completion of T51 and T50, I marked the wish list below to indicate what we were able to incorporate/accommodate in the design, what we did more or less, and what we did not do.

Key:

√ We did this

+ We did this, but with some modification

If no √ or +, we did not do this.

(red italic text is a comment)

Mandatory

- √ (4) Plenty of network bandwidth
- √ (4) Large screens for standups, code reviews, design sessions, lynda.com, etc.
- √ (4) Dual monitors for all developers (24" 1920x1200 minimum)
- √ (4) Computers with uniform and consistent OMP environment
- √ (3) Whiteboards, Whiteboards, Whiteboards. Including modular whiteboards, Whiteboard wall etc.
- √ (3) Sit-stands (I)
- √ (3) Private huddle rooms for two-four people

- √ (3) Pods sized for 8-developers
- √ (2) Sound Abatement: Strategically placed sound soak, Sound absorbing ceilings, portable sound-soak barriers
- √ (1) Storage for personal items
- √ (1) Some privacy for meetings
- √ (1) Printers
- + (1) Polycoms (not in public area) - *(No new analog lines allowed at Sandia, so are using standard VOIP phone in all conference rooms, as well as a USB mic/speaker solutions in large conference rooms)*
- √ (1) Flexibility
- √ (1) Ergonomic chairs
- √ (1) Coffee maker *(Developers combined money and bought their own)*
- Coat hangers
- √ Computers (will need laptops and/or desktops)
- √ Desks that have writing space, not just enough room for a CPU. (Desks in MO303 are 30"x60", which seems like a good size)
- √ Flexible access to network and power
- √ Kitchen with refrigerator/freezer
- √ Lot of power for computers, etc.
- √ Minimal modular walls (like no walls)
- √ Storage for supplies
- + Sufficient bathroom facilities *(Debatable)*

Nice to Have

- √ (5) Video screens for information radiators (build and test status)
- + (5) Dual 30" 2500x1600 monitors for all developers (I) *(Provided dual 27" 2560 x 1440 monitors. These consume less power and are about 1/2 the price of 30" monitors)*
- √ (5) Area to make private phone calls
- + (4) Rolling whiteboards with acoustic damping on opposite side *(We have rolling whiteboards, but they do not have dampening. They are quite bulky though, so probably block sound)*
- √ (3) Whiteboard wall
- (3) Stocked Kitchen/Pantry *(Against Sandia Policy)*
- (3) Good parking
- (3) Ability to demos with a large audience (theater configuration)
- + (2) More phones. Preferably one per work station. *(Have one phone per team, though people can hookup their personal phones as we have one GPON per desk)*
- + (1) Spaces that are personalizable (i.e. personal stuff at your desk) *(Desk have backboards that can be configured to hold/hang personal items. Some developers use monitor stands to provide more desk area)*
- (1) Noise cancelling headphones (I)
- + (1) Decent telecom (Audio, video, good camera) *(Great 4K monitors, are USB mic/speakers in conference rooms have potential for good audio. No cameras yet)*

- + (1) Ability to support indirect lighting (Basically lots of power outlets for lamps) (*We have lots of power outlets, but nobody has yet to bring in a lamp*)
- √ Bikes
- √ Bookcases (for books, food, storage)
- Cord Management (power and network) from the ceiling
- √ Large video screen that are portable
- Nursing room
- Speakers for the whole facility (theater mode)

Showcase

- (4) Patio, tables so can eat outside
 - (4) Conference room with very high quality telecom
 - √ (4) Breakout area furniture
 - (3) Outdoor workspace between buildings
 - (2) White and grey noise for each area with on/off and volume
 - (2) Sharable (via network) whiteboards for long-distance collaboration
 - √ (2) Plants (fake or real)
 - + (2) Lots of natural light. Skylights and windows. (*no skylights, but lots of windows*)
 - (2) Glass walls that can become opaque
 - (2) Game room/game closet
 - + (2) Dimmable, programable lights (Philips Hue) (*All room lights are dimmable, T50 has programmable lights*)
 - + (1) Painted colorful walls (*We have some colored walls. Most are white because they are also whitboards, but also to keep the rooms bright*)
 - √ (1) Nice carpet
 - √ (1) Glass Whiteboards
 - (1) Espresso maker
 - (1) Exercise balls
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- BBQ Grill
 - √ Color, color, color
 - Cool bikes
 - Cool glass boards (i.e. glass whiteboards)
 - Electric fireplace
 - Energy Hub
 - Garage doors to outdoor workspaces
 - Showers and lockers
 - Stained glass windows
 - √ Themes for each of 3 trailer (Carpet, walls, etc)