

602 – Big Room

Big Room Strategy Discussion

Reference



CONSTRUCTION ACCELERATOR

An effective Big Room is deliberately setup to foster collaboration. Gather key leaders, your core team of designers and builders to discuss the planned setup and functioning of your Big Room. Such a meeting can last 2-4 hours. To help run your meeting consider the below list of questions to get the discussion flowing. You may discuss as one large group, but also consider breaking to smaller groups to tackle multiple questions at once, a la Big Room!

Consider creating a Kanban board with tags for each question the team should consider (make sure you give them an opportunity to add tags if they wish). Decide which 2 to 3 or 4 questions you will tackle at once, then let team members “vote with their feet”, go where their interests lie. Set a time limit of 15-30 minutes, and have the groups report out to each other when done. If groups finish early, they can grab another question off the board, or if they run long, they can continue working into the next “round”. Plan your Big Room...like a Big Room!

1. What type of Big Room makes the most sense for your team? Will you have a dedicated space, a recurring/roving Big Room, a hybrid (mix of in-person and virtual) or combination of the 3?
2. Discuss the types or ways you plan to collaborate in the Big Room.
3. Talk through your needs in terms of: lighting, power, data, display of models, plans, and other data.
4. Should the room have a standard look that the users “reset” the room too? Or are you comfortable with an ever changing room layout?
5. Do you envision parties or social gatherings to occur here?
6. How can the room support multiple groups working at once?
7. Will you have one Big Room and design and another once construction begins? Or one space the whole project through?
8. What type of furniture do you need to support needs and users you have identified thus far? Furniture that is not easily moved, will not often *be* moved and quickly becomes a physical impediment to collaboration. Consider furniture that increases flexibility, e.g. light easy to roll tables that fold up and nest and chairs that likewise can be easily moved and set out of the way when needed.
9. How will you use wall space? Will you have a “collaboration wall” for pull plans, problem solving, and other types of recurring collaboration?



- 10.** What information or visuals do you want to post in the Big Room? Project schedules, design layouts, A3s, budget trackers, metrics, other visuals?
 - a. Did you already plan to put monitors on every wall that might impede your collaborative use of wall space or display of important project visuals?

- 11.** How will you use technology such as projectors, smart screens, internet, device connectivity and other considerations?
 - a. Note that this question is deliberately further down the list of discussion questions because technology should be flexible and serve the needs of the Big Room and team, not be rigid and force the team to conform to it.

- 12.** How will the Big Room be reserved and how will others know it is reserved or what the schedule is?

- 13.** Who will maintain the Big Room, keeping it stocked with supplies, watching for out of date visuals, and ensuring it is reset to its intended configuration (if that's what you want), and generally ensure it is always ready to support the team?

- 14.** What will you call the Big Room? (Hint: NOT "the War Room")