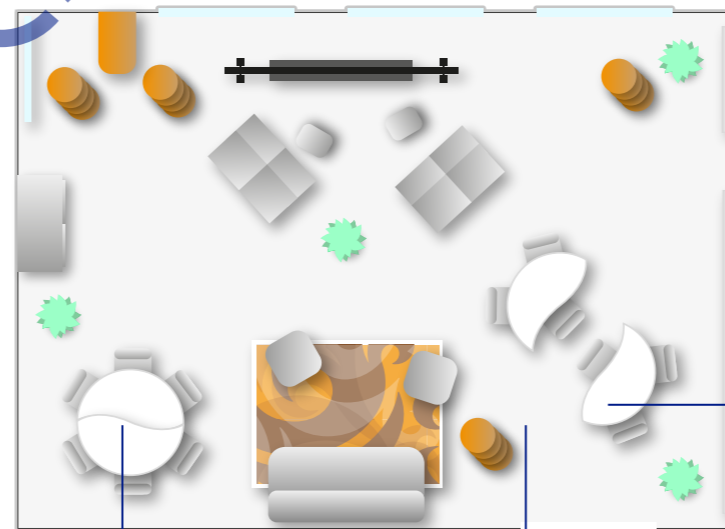
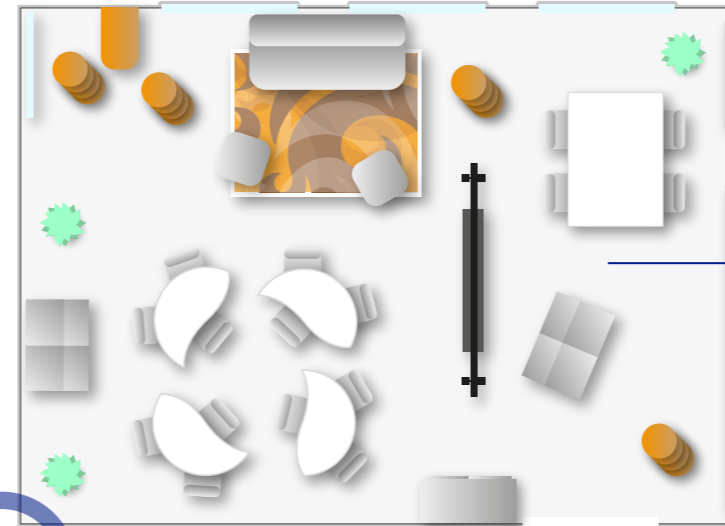
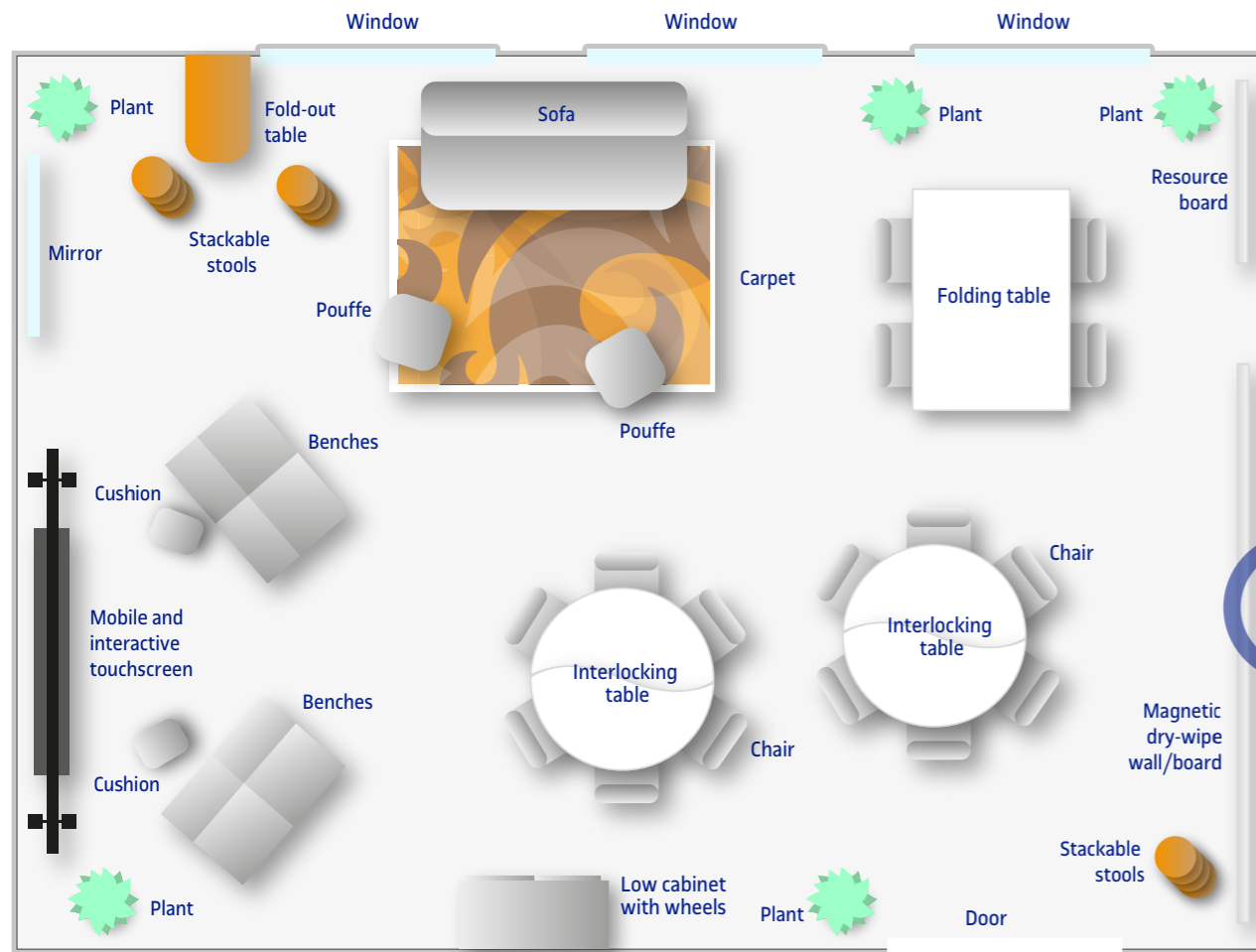


What Is a Smart Classroom?

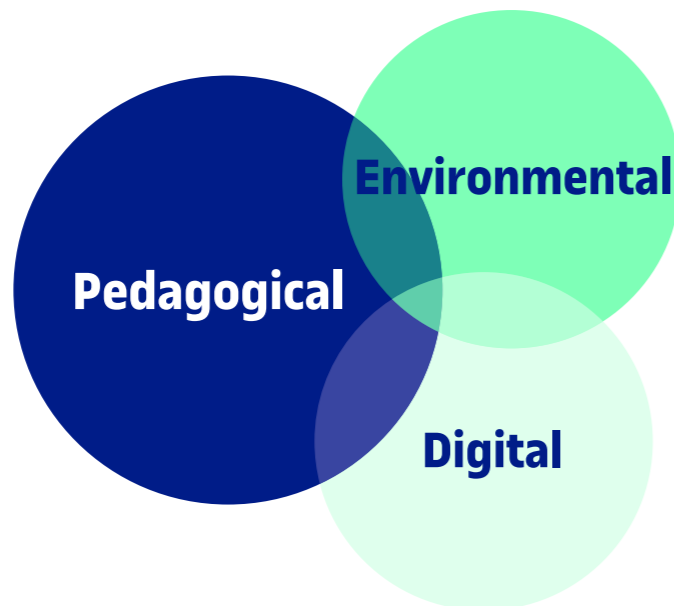
Learning space design based on research



A **Smart Classroom** is a learning space designed through a codesign process articulating 3 dimensions: pedagogical, environmental and digital. These dimensions are based on scientific evidence obtained from research. Smart Classrooms enable learning in an environment that cares for everyone's well-being which responds to any pedagogical need. This ensures a rewarding learning experience and student's all-round development.

3 dimensions

The main objective of learning spaces research must be pedagogy. This means configuration, design space and environment must be planned, first and foremost, based on pedagogical objectives. Space must also respond to the technological needs and seamlessly integrate solutions always taking into account the specific educational aims.



Flexible spaces

A Smart classroom does not set aside specific areas for different activities. Instead, it offers endless possibilities in the same space adapting to the learning needs.



People-centered design and well-being

A smart classroom enhances the learning experience by creating an environment that cares for people and their physical and psychological well-being.



Adaptability to the learning need

A smart classroom allows for a personalized and autonomous learning process and for different dynamics to develop at the same time.



Movement and collaboration in learning

Learning is developed through movement, proactivity and collaboration between teachers and students.

10 key factors for a smart classroom

A guide to designing learning spaces

1. Flexibility

The design and configuration must meet all the learning needs.

2. Adaptability

The classroom and the educational support tools must be able to respond to the wide range of specific educational needs.

3. Comfort

The learning experience must consider physical and psychological well-being. All of the space's environmental parameters must be controlled and regulated.

4. Multiplicity

Adequate resources must cover a wide range of educational proposals and learning possibilities.

5. Connectivity

Devices must connect to the internet simply and easily and with top-quality connection.

6. Personalization

Students must identify with and connect to the space and the different dynamics. There must be storage space for their personal belongings.

7. Organization

There must be criteria, strategies, and possibilities to help organize the space's resources and elements and boost their use, accessibility, and functionality.

8. Openness

The configuration and structure must be open to the outside world and other spaces, enabling visual and physical access from indoors to outdoors and vice versa. There must be links to the outside world.

9. Security

Everyone must feel safe and secure when using the spaces and the elements they contain.

10. Sustainability

The spaces must be designed to foster sustainability and recycling, and use non-contaminating, sustainable, environmentally friendly raw materials.