

POE

TEAM 1

RIVERSIDE UNITED METHODIST CHURCH

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1. SANCTUARY

★ Physical Conditions

- Temperature.....**Poor**, Average, Good
 - Very Cold
 - Low circulation
 - Radiator heat, no central heat/air (expensive to heat/cool space)

- Air Quality/Ventilation (smell).....**Poor**, Average, Good
 - Stuffy
 - Old building smell
 - Poor air quality and ventilation

- Noise (echos, sound travel).....**Poor**, Average, Good
 - Client says acoustics need work
 - Relies on microphone for sound travel
 - Too much sound is absorbed

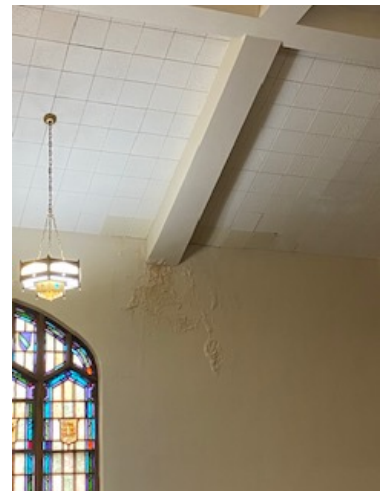
- Light Artificial and Natural.....Poor, **Average**, Good
 - Top of sanctuary- 198 lux
 - Middle of sanctuary- 530 lux
 - Podium- 343 lux
 - First pew- 290 lux
 - Last pew- 58 lux

- SafetyPoor, Average, **Good**
 - Flooring shows no safety hazard (carpet)
 - Wood pews historical elements but intact

- Waste Generation.....**Poor**, Average, Good
 - Need more waste baskets in the area for guests

★ Durability & Aesthetics

- Finishes (floors, walls, Ceilings, etc.)Poor, **Average**, Good
 - Needs newer carpet flooring, NOT aesthetically pleasing (suggest carpet tile)
 - Walls need work- water damage, needs fresh paint (suggest beige)
 - Ceilings need work- water damage, needs fresh paint (suggest bright white)
- Color (dark/light)Poor, **Average**, Good
 - Depends on time of day (too much natural light dependency)
 - Incorporate better interior lighting
- Furniture/Furnishings.....Poor, **Average**, Good
 - Pew upholstery intact (suggest new pattern)
- Equipment.....Poor, **Average**, Good
 - Microphones- New/ Good
 - Piano - New/ Good
 - Orhan- Old/ Poor
- Craftsmanship.....**Poor**, Average, Good
 - No unique attributes (add more style)
 - Water damage on walls/ceiling (figure 1)



★ Biophilia

- Window locations.....**Poor**, Average, Good
 - Natural Lighting affects the lighting in the space too much
- Aesthetics.....**Poor**, Average, Good
 - No biophilic design found (suggest plants/ natural designs)

★ Accessibility/ Space

- Space/ Plan & Layout (flow, circulation).....Poor, **Average**, Good
 - Hard to tell without public analysis but wider walkways are suggested (between pews)

- Pew seating has low mobility room
- Wayfinding (signs).....**Poor**, Average, Good
 - Need more clear signs (room name, entrance, exit)
 - Could incorporate flooring features
- Privacy (public vs private).....Poor, **Average**, Good
- Stairs/ Ramps/Thresholds(height, railings, ADA grab bars)...Poor, Average, **Good**

★ Ergonomics

- Work Space.....Poor, Average, **Good**
 - Client would like to create office for own personal use
- Controls.....Poor Average, Good

2. NARTHEX

★ Physical Conditions

- Temperature.....**Poor**, Average, Good
 -
- Air Quality/Ventilation (smell).....**Poor**, Average, Good
 - Stuffy
 - Old building smell
 - Poor air quality and ventilation
- Noise (echos, sound travel).....Poor, **Average**, Good
 - For the most part, no echo
 - Good sound projection
- Light Artificial and Natural.....Poor, Average, Good
- SafetyPoor, **Average**, Good
 - Safe and spacious
- Waste Generation.....**Poor**, Average, Good
 - Super wasteful/not energy efficient

★ Durability & Aesthetics

- Finishes (floors, walls. Ceilings, etc.)Poor, **Average**, Good
 - Most of the walls and floors are in good shape. Good go for a carpet replacement
- Color (dark/light)Poor, **Average**, Good
 - The light is situational given that the sunlight shifts and moves, making it sometimes too dark but also sometimes too light.
- Furniture/Furnishings.....**Poor**, Average, Good
 - The pews aren't in that good of shape, as well as the podium and all of it is just very outdated.

- Equipment.....Poor, **Average**, Good
 - Most of their camera stuff is new and works well, as well as the musical instruments and the brand new piano.
- Craftsmanship.....**Poor**, Average, Good
 - Overall, the design is confusing and not very navigational. The narthex is spacious though which is a plus

★ Biophilia

- Window locations.....Poor, **Average**, Good
 - Window locations aren't bad. But quality of them is
- Aesthetics.....**Poor**, Average, Good
 - Poor aesthetic, barely any flow in the design

★ Accessibility/ Space

- Space/ Plan & Layout (flow, circulation).....Poor, **Average**, Good
 - Flow is okay. The church as a whole is hard to navigate around
- Wayfinding (signs).....**Poor**, Average, Good
 - Barely any signs pointing you in the right direction
- Privacy (public vs private).....Poor, , Good
Average
 - Mostly public space. Private back area
- Stairs/ Ramps/Thresholds(height, railings, ADA grab bars)...**Poor**, Average, Good
 - Elevator present. Accessible for all. No seating provided for people in wheelchairs etc.

★ Ergonomics

- Work Space.....**Poor**, Average, Good
 - Space is goofy
- Controls.....Poor Average, **Good**
 - Not much information on the controls but not a lot of complaints from them

3. LOBBY (UPPER)

★ Physical Conditions

- Temperature.....**Poor**, Average, Good
 - Poor temperature
 - Colder than the rest of the church
 - Poor circulation
- Air Quality/Ventilation (smell).....**Poor**, Average, Good
 - Stuffy
 - Old building smell
 - Poor air quality and ventilation
- Noise (echos, sound travel).....**Poor, Average**, Good
 - Sound travel was average (leaning towards poor)
 - Doesn't echo
- Light Artificial and Natural.....Poor, Average, **Good**
 - Really good natural lighting
- SafetyPoor, **Average**, Good
 - Average
 - No obvious extra provisions
 - Doesn't have any obvious danger
- Waste Generation.....**Poor**, Average, Good
 - Need more waste baskets

★ Durability & Aesthetics

- Finishes (floors, walls, Ceilings, etc.)Poor, Average, Good
 - Floors weren't aesthetically pleasing
 - Could use new flooring
 - Floors are not damaged
- Color (dark/light)Poor, Average, Good
 - Average
 - Nothing special
 - Doesn't look terrible
 - Doesn't clash
- Furniture/Furnishings.....Poor, Average, Good
 - Poor
 - Could use more furniture for the upper lobby
 - A couch would be good
- Equipment.....Poor, Average, Good
 - In need of new wall tv
 - Get rid of pin board on the wall
 - Poor
- Craftsmanship.....Poor, Average, Good
 - Wood work is good
 - Windows look really good

★ Biophilia

- Window locations.....Poor, Average, Good
 - Good
 - Good amount of windows and spaced/placed well
 - Allows for great natural light
- Aesthetics.....Poor, Average, Good
 - Average
 - Looks extremely bland
 - Old fashioned

- Could use more decorations

★ Accessibility/ Space

- Space/ Plan & Layout (flow, circulation).....Poor, Average, Good
 - Good flow and circulation
 - More furniture and decor would pull the whole thing together
- Wayfinding (signs).....Poor, Average, Good
 - Average
 - Not too complicated, but could make it much more simple
 - Bathrooms are oddly placed
- Privacy (public vs private).....Poor, Average, Good
 - Main room is very public
 - Upper sitting area is more private
- Stairs/ Ramps/Thresholds(height, railings, ADA grab bars)...Poor, Average, Good
 - Average
 - Stairs have railings
 - Doesn't have extra ADA provisions

4. FELLOWSHIP HALL

★ Physical Conditions (gets used often)

- Temperature.....**Poor**, Average, Good
 - Very Cold
 -
- Air Quality/Ventilation (smell).....**Poor**, Average, Good
 - Stuffy
 - Old building smell
 - Poor air quality and ventilation
- Noise (echos, sound travel).....**Poor**, Average, Good
 - Echos due to large space
- Light Artificial and Natural.....**Poor**, Average, Good
 - No natural lighting - in basement
 - Needs better artificial lighting especially on stage
- Safety**Poor**, **Average**, Good
 - Exposed piping
 - Tile flooring (can be dangerous if there are spills)
- Waste Generation.....**Poor**, **Average**, Good
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★ Durability & Aesthetics

- Finishes (floors, walls. Ceilings, etc.)**Poor**, Average, Good
 - Old floors and water damage on walls
- Color (dark/light)**Poor**, Average, Good
 - Very dim and old looking
 - Browns, yellows, greys
 - Needs brighter colors

- Furniture/Furnishings.....Poor, **Average**, Good
 - Plenty of furniture but very outdated
- Equipment.....Poor, Average, **Good**
 - Newer and in good shape
- Craftsmanship.....**Poor**, Average, Good
 - Old looking space
 - Features are out of style

★ Biophilia

- Window locations.....**Poor**, Average, Good
 - Little to no windows
 - In basement
- Aesthetics.....**Poor**, Average, Good
 - Not pleasing to the eye
 - Old looking
 - Dirty looking

★ Accessibility/ Space

- Space/ Plan & Layout (flow, circulation).....Poor, Average, **Good**
 - Very large space
 - Can hold a lot of people
 - Everything is easily accessible
- Wayfinding (signs).....Poor, **Average**, Good
 - Signs pointing to kitchen and restrooms but not to stairs
- Privacy (public vs private).....Poor, **Average**, Good
 - Public space but has private features (back stage, kitchen, restrooms)
- Stairs/ Ramps/Thresholds(height, railings, ADA grab bars)...Poor, **Average**, Good
 - Elevator goes down to space
 - No ramp leading to stage
 - Grab bars are on steps going up to stage
 - Table heights are accessible and chairs are moveable

5. BASEMENT (CHILDREN'S AREA)

★ Physical Conditions

- Temperature.....**Poor**, Average, Good
 - COLD
 - No general source of heat
- Air Quality/Ventilation (smell).....**Poor**, Average, Good
 - Stuffy
 - Old building smell
 - Poor air quality and ventilation
- Noise (echos, sound travel).....Poor, **Average**, Good
- Light Artificial and Natural.....**Poor**, Average, Good
 - Light in hallways seemed very dense, made space feel crowded
- Safety**Poor**, Average, Good
 - Walls decaying
 - Cracks in structure
- Waste Generation.....Poor, Average, Good
 - Need more waste baskets

★ Durability & Aesthetics

- Finishes (floors, walls. Ceilings, etc.)**Poor**, Average, Good
 - Ceilings need replaced - very old
- Color (dark/light)Poor, **Average**, Good
 - Dark colors - murals
- Furniture/Furnishings.....**Poor**, Average, Good
 - Carpet - OLD
- Equipment.....Poor, Average, **Good**
 - Lots of space for classroom/community events
- Craftsmanship.....**Poor**, Average, Good

- Structure is decaying

★ Biophilia

- Window locations.....Poor, **Average**, Good
- Aesthetics.....**Poor**, Average, Good
 - Need to bring more natural light or biophilia (plants) into all spaces
 - Seems to be too “crowded” and closed off with furnishing
 - Felt overbearing

★ Accessibility/ Space

- Space/ Plan & Layout (flow, circulation).....Poor, **Average**, Good
 - Lots of unused space - not sure what to do with it?
- Wayfinding (signs).....**Poor**, Average, Good
 - Need more signs - was difficult to locate bathrooms and other important entrances/exits for the public
- Privacy (public vs private).....Poor, **Average**, Good
 - Many classrooms with closed-off doors
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- Stairs/ Ramps/Thresholds(height, railings, ADA grab bars)...Poor, Average, **Good**
 - Building is all ADA compliant

6. KITCHEN

★ Physical Conditions

- Temperature.....**Poor**, Average, Good
- Air Quality/Ventilation (smell).....**Poor**, Average, Good
 - Stuffy
 - Old building smell
 - Poor air quality and ventilation
- Noise (echos, sound travel).....Poor, **Average**, Good
 - Sound didn't echo or dull out really
- Light Artificial and NaturalPoor, Average, Good
- SafetyPoor, **Average**, Good
 - Enough spacing for multiple people to work
 - Not tripping hazards
 - Windows and fans for ventilation
- Waste Generation.....**Poor**, Average, Good
 - More trash bins
- Water/Energy Use.....Poor, **Average**, Good

★ Durability & Aesthetics

- Finishes (floors, walls. Ceilings, etc.)**Poor**, Average, Good
 - Old tile flooring could be updated
 - Walls could use some paint
- Color (dark/light)Poor, **Average**, Good
 - Neutral bland colors on walls and cabinets
 - Could use some new paint
- Furniture/Furnishings.....**Poor**, Average, Good
 - Old and falling apart

- New cabinets/counters
- Outdated cosmetically
- Equipment.....Poor, **Average**, Good
 - Appliances are useable and in good shape for use although they are somewhat older
- Craftsmanship.....Poor, **Average**, Good
 - Could use some re-doing

★ Biophilia

- Window locations.....Poor, Average, **Good**
 - Good amount of windows around the whole space
 - Pretty large nice sized windows
- Aesthetics.....**Poor**, Average, Good
 - Outdated
 - Dark and dingy

★ Accessibility/ Space

- Space/ Plan & Layout (flow, circulation).....Poor, **Average**, Good
 - Circulation seemed to be good
 - Enough room to walk around and work with multiple people at a time
 - Nice work spaces and country areas
 - Could use some more storage base cabinetry
- Wayfinding (signs).....**Poor**, Average, Good
 - Need better signage for people to know how to find it
- Privacy (public vs private).....Poor, Average, **Good**
 - Good placement and privacy for a kitchen off the main gathering area
 - Still able to interact but have it as its own area
- Stairs/ Ramps/Thresholds(height, railings, ADA grab bars)...Poor, Average, Good
 - N/A

7. EXTERIOR

★ Physical Conditions

- SafetyPoor, **Average**, Good
 - Front of building is OK
 - Back of building needs reconstruction
- Waste Generation.....Poor, **Average**, Good
 - Hidden, no smell evident

★ Durability & Aesthetics

- Finishes (floors, walls, Ceilings, etc.)Poor, Average, Good
 - N/A
- Color (dark/light)Poor, Average, Good
 - N/A
- Furniture/Furnishings.....Poor, Average, Good
 - N/A
- Equipment.....Poor, Average, Good
 - N/A
- Craftsmanship.....**Poor**, Average, Good
 - Front entrance renovated in 2000 (does not match the rest of building)

★ Biophilia

- Window locations.....Poor, Average, Good
 - N/A
- Aesthetics.....**Poor**, Average, Good
 - Could use better landscaping

★ Accessibility/ Space

- Space/ Plan & Layout (flow, circulation).....Poor, Average, Good
 - Good parking space, suggest better pathways leading to entrance
- Wayfinding (signs).....Poor, **Average**, Good
 - Front of the building is obvious. However, suggest the name of church on building.
- Privacy (public vs private).....Poor, Average, Good

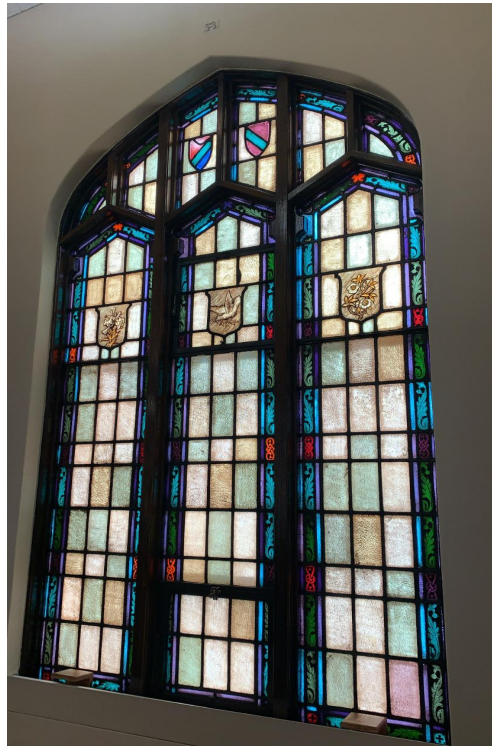
- N/A
- Stairs/ Ramps/Thresholds(height, railings, ADA grab bars)...**Poor**, Average, Good
 - Back of building needs work
 - Front of building needs handrails

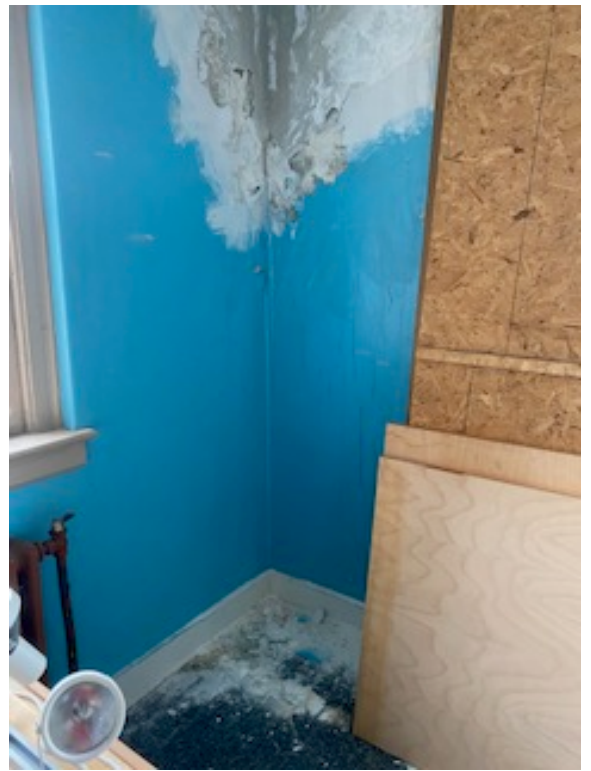
Light Readings from CM Thermal Camera:

- Top of sanctuary- 198 lux
- Middle of sanctuary- 530 lux
- Podium- 343 lux
- First pew- 290 lux
- Last pew- 58 lux
- Narthex- 180 lux
- Pastors office- 210 lux
- Receptionists- 259 lux
- Storage closet- 330 lux
- Boiler room entrance- 50 lux
- Boiler room back section- 78 lux
- Stage area- 460 lux
- Kitchen- 200 lux
- Classrooms- 180 lux
- Classroom Hallway- 250 lux
- Custodial closet- 240 lux
- Lobby- 350 lux

CM first visit general notes:

- No central heat or air
- All stained glass windows were poorly insulated
- Windows and closet in receptionist area were poorly insulated
- Lots of drywall damage throughout the church
- Retaining wall in the basement was crumbling (he said it was a quarter million to fix)
- Heat draw from lamps, wiring, and switches in boiler room
- Kitchen door and windows poor insulation
- Very old lights in almost every room, not energy efficient at all
- Window framing broken in bar room

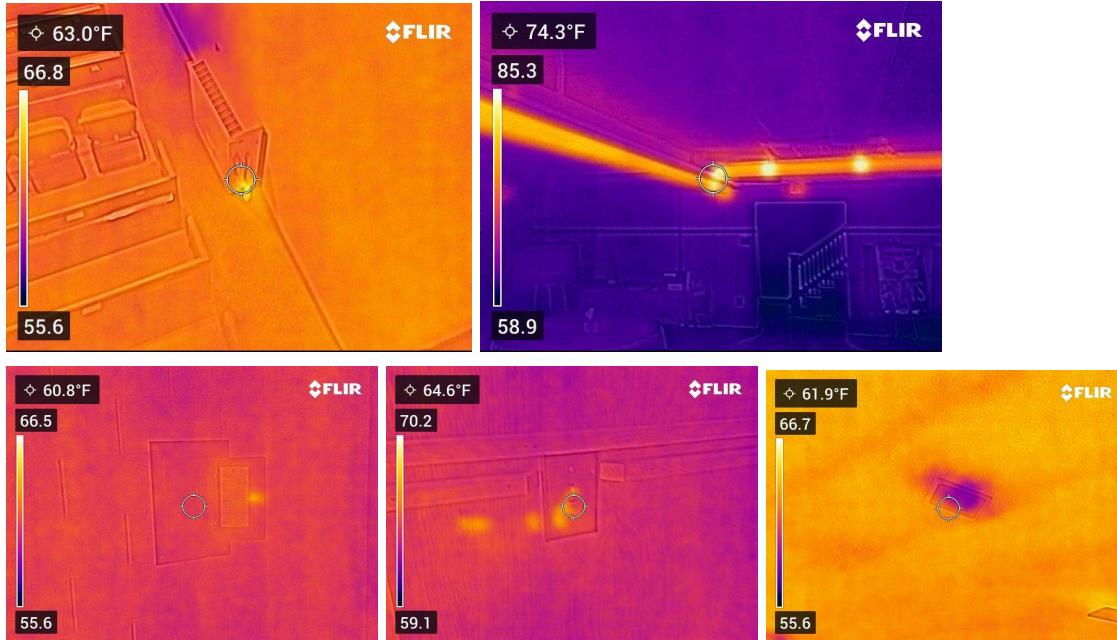




Thermal Images from CM Members



The group of images above display problems with the insulation in the building. Bad insulation is common around windows but in areas such as the one in the very first picture, it can lead to more problems. From an energy saving standpoint we recommend getting some of these spots looked at in order to save money from heating in the future.



This group of images displayed above show hot or cold spots in various places around the church.

Suggestions for improving energy performance:

One of the most notable things we noticed when walking around the church was the lighting. It was extremely old and not energy efficient at all. One suggestion could be to update all the lighting to LED lights so not only is it more modern it will save them money in the long run. Another noticeable issue was the poor installation in many locations. This can be seen in the thermal images above. The areas around the window were especially bad. This is costing the church a ton of money and fixing it would be very beneficial to the church in the long run. The dry wall in lots of areas was also just cracked which could be causing the energy bill to go up. Fixing those would be beneficial too.

Collaboration Questions

1. **List several ways in which you applied your collaboration skills to foster cohesion among your team members?**
 - a. We applied all of our collaboration skills by working together and keeping constant communication amongst our entire group, including the CM members.
2. **Reflect on a time in which your group broke down the walls of individualism and honored the collective accomplishment of the team. What was gained?**
 - a. There was a time during an on-site visit where we had to split up as a group and basically just evaluate the space of the church's interior. Instead of going off on our own or separating the ID members and the CM members, there was a great mix of both member types and we really just conversed our thoughts and ideas on the visuals in front of us.
3. **Estimate the level of development you have experienced as a leader in your project team.**
 - a. (Analiese)
 - i. I have experienced and grown in my leadership roles throughout this project in many ways. I felt after this project, I was more confident in talking to a group of people, even though some of them were my peers, by taking charge and leading direction. I had a lot of help from Lexi as the other team leader, and appreciated Karlie's extra help on helping to create the POE document shown here.

Teamwork Questions

1. **What did you find to be the most challenging aspect or issue during this immersive learning experience? How did you respond to this challenge?**
 - a. As a team, I think we were most challenged in communicating our information and ideas over messaging and emails, since we only got to meet on site at the church twice, and only got to converse in person those times.
2. **Reflect on your overall learning experience using three adjectives or phrases. Looking back to the start of the semester, how are these descriptions similar to or different from the ones you may have used when anticipating the immersive learning experience?**
 - a. At the beginning of the semester, hearing the words "immersive learning" definitely made me feel nervous, overwhelmed, and curious. I think I can speak for many by saying that I was not exactly sure what an immersive learning project really entailed. Now, after completing the first phase of this project however, I can say I feel confident in the questions I asked our professor(s) and client, comfortable with the knowledge I gained from this experience, and still curious to see where and what this project and destination will lead to next.
3. **What new knowledge and skills did you gain from this immersive learning class? How can these be reflected on your resume? How will these support your desired**

employment? How might you articulate these during an interview with a prospective employer?

- a. I personally gained confidence in leading a small group of people and communication skills as well. These skills can be reflected on my resume because it will show future employers that I am not only able to accurately lead a small group of people for a project, but it will also show that I am able to be a listener and work well with my other team members as well.

