media:scape
collaborative settings overview

Steelcase

COLLABORATION REVISITED

Work has changed. Markets are global. Employees are mobile. Business issues are more complex and require cross-functional teamwork. Yet workers and information are often separated by time zones, making collaboration a challenge.

media:scape® thoughtfully integrates furniture and technology—bringing people, space and information together to enhance productivity and help groups excel. Sharing content is democratic and immediate. Whether in person or on video, media:scape supports seamless collaboration, making teams more productive and allowing them to efficiently innovate their brands and companies.

COLLABORATION IS ESSENTIAL TO INNOVATION

Steelcase researchers examined the process of group work: how people interact, share information and form understanding. They found that there's a need to work closely with distributed colleagues, and that the role of communication and collaboration in building strong company cultures that foster creativity and innovation is changing. This research led to key insights:

IM#: 10-0003094

Group workspaces are typically designed for leader-led meetings—one person has control of information rather than true sharing.
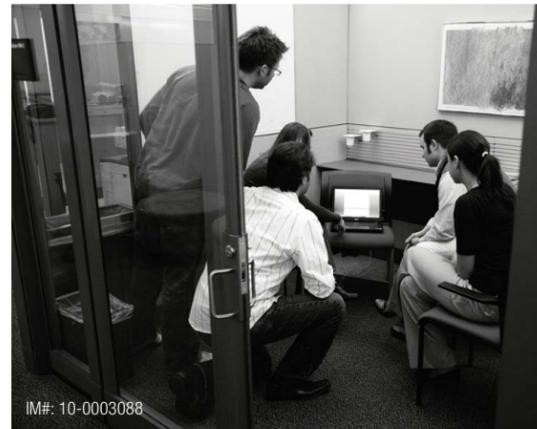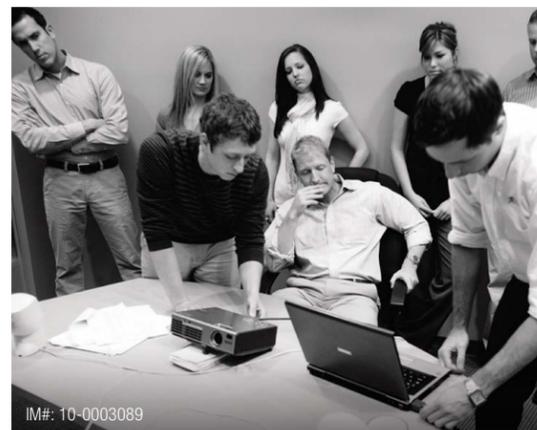

IM#: 10-0003088

Effective collaboration depends on equal access to content and the ability to easily share information.

IM#: 13-0003057

Today's employees are widely distributed and require frequent connection with long-distance coworkers, yet workspaces are not designed to support distance collaboration.

IM#: 10-0003089

Technology in collaborative settings is often difficult to use and not an intuitive part of group work.

When communication flows freely in an organization, collaboration is easier and more efffective. Trusting relationships, company culture, and productivity are enhanced.

These research findings and insights inspired the design and development of media:scape collaborative settings.

80%

of organizations say they need to collaborate more.

"Working Beyond Borders"
an IBM study, 2010

IM#: 11-0002983

INFORMATIVE

TYPES OF COLLABORATION

People collaborate in different ways depending on the project, the team and the task at hand. It's critical to support each type of collaboration:

INFORMATIVE: sharing information, providing updates, etc.

EVALUATIVE: considering content, making decisions

GENERATIVE: building on existing information to create new solutions; the most difficult type of collaboration
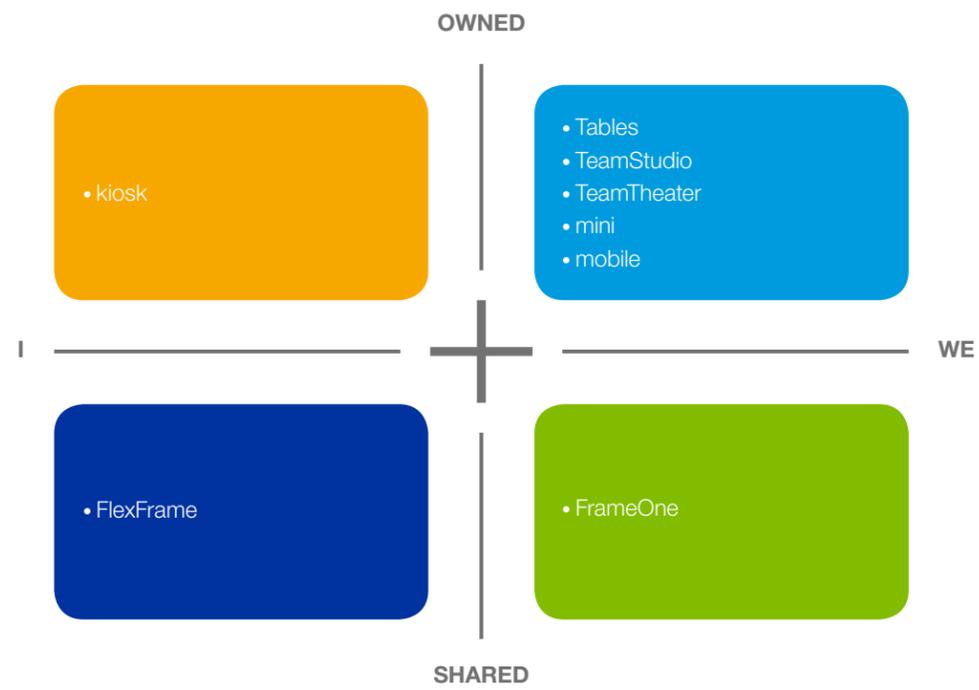

IM#: 13-0004750

EVALUATIVE

IM#: 13-0005113

GENERATIVE

COLLABORATION ANYWHERE

Collaboration can, and should, happen anywhere. By creating a variety of collaborative workspaces throughout an organization's footprint—larger team spaces, more casual impromptu spaces, previously underutilized in-between spaces—media:scape allows team members to accomplish more with others, regardless of their location.

OWNED

- kiosk

- Tables
- TeamStudio
- TeamTheater
- mini
- mobile

I ————————————————————— WE

- FlexFrame

- FrameOne

SHARED

IM#: 12-0000132

IM#: 13-0004074

OPEN. CONNECT. SHARE.

Simple, fast and effective, media:scape provides an unparalleled user experience. Connect and press the PUCK to share content instantly.

IM#: 09-0000088

PHYSICAL PUCK

The original PUCK. Glows when connected to a digital device.
Press to share content on the screen.

IM#: 13-0004079

VIRTUAL PUCK

Wirelessly share content by connecting your mobile device to the Virtual PUCK with a simple download. Works seamlessly with physical PUCKs.

MEDIA:SCAPE TABLE

Teams require inviting, high-performance spaces that foster creativity and innovation to encourage meaningful collaboration. By making information integral and meetings more inclusive, the media:scape table amplifies ideas and productivity. With easy access to PUCKs, outlets, and monitors, collaboration is uninterrupted, so teams stay in flow and can build on each others' ideas more swiftly.

IM#: 14-0001299

MEDIA:SCAPE TEAMSTUDIO

The media:scape TeamStudio™ makes interaction and content sharing more productive by optimizing video collaboration and by removing physical barriers. Regardless of location TeamStudio brings project teams together for advanced collaboration and innovation by providing:

• equal access to analog and digital information

• large and small group interactions—with and without video

• improved sightlines

• standing height for alternative postures

IM#: 13-0004046

IM#: 13-0005085

IM#: 11-0003135

IM#: 13-0004760

MEDIA:SCAPE
TEAMTHEATER

Enhancing high definition video conferencing, media:scape TeamTheater™ enables distributed and co-located users to connect and share easily.

Most video conferencing spaces limit movement and postures, and dedicated rooms for video are rarely used for other types of work. In a TeamTheater application, the workspace supports group work and collaboration, whether the camera is on or off.

62%

Nearly two-thirds of employees, 62%, regularly collaborate with people in different time zones and geographies. By 2016, 72% of all video traffic will be web-based video conferencing.

Cisco Visual Networking Index, Forecast + Methodology, 2011 – 2016

TEAM
EXTENSION

media:scape integrates with FrameOne™ benching solutions to create highly collaborative environments for residential project teams and functional groups. FrameOne with media:scape makes the most of real estate by switching seamlessly from individual to group work, allowing teams to share information, evaluate content, and make decisions easier and faster.

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IM#: 13-0004058

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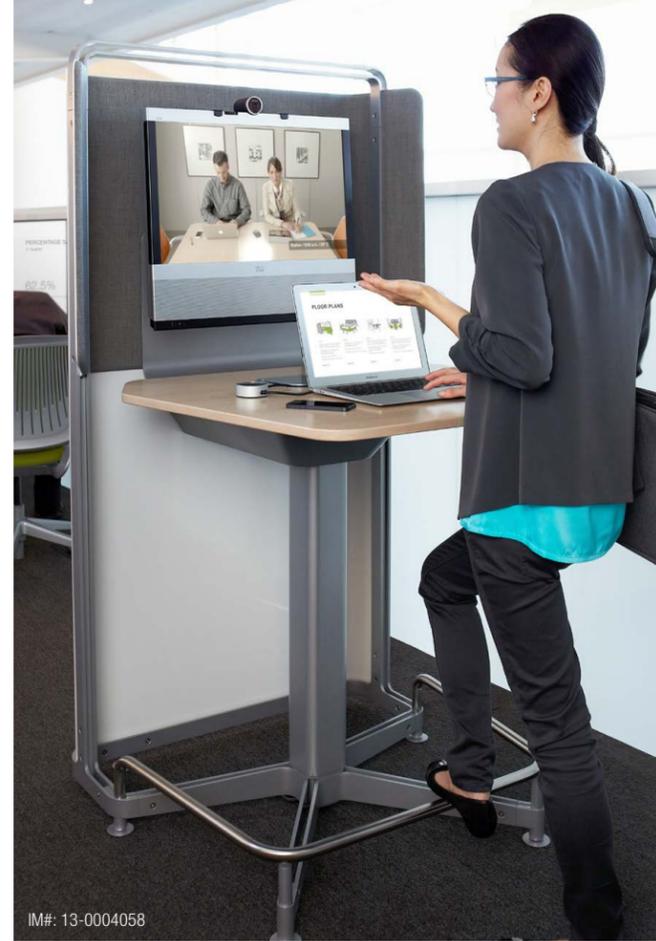
Optimal screen size and camera distance simplify video conferencing for one or two people.

MEDIA:SCAPE KIOSK

media:scape kiosk is tailored to meet the needs of video collaboration for the individual, but can host two users. With an optimal screen size and camera distance, kiosk can support quick, casual, informative conversations in the open plan, or longer generative and evaluative working sessions in a small enclave. media:scape kiosk enhances collaboration, bringing together distributed teams to maximize organization and individual potential.

66%

Two-thirds of workers say they would use video conferencing if it were as simple and convenient to use as the phone.

Harris Interactive Survey conducted for Steelcase

MEDIA:SCAPE MINI

media:scape mini extends the media:scape experience into small and existing spaces. media:scape mini can be placed on top of virtually any surface to transform small enclaves, private offices, or open plan team spaces into high-performing collaborative environments.

IM#: 11-0002986

IM#: 11-0003333

IM#: 11-0003327
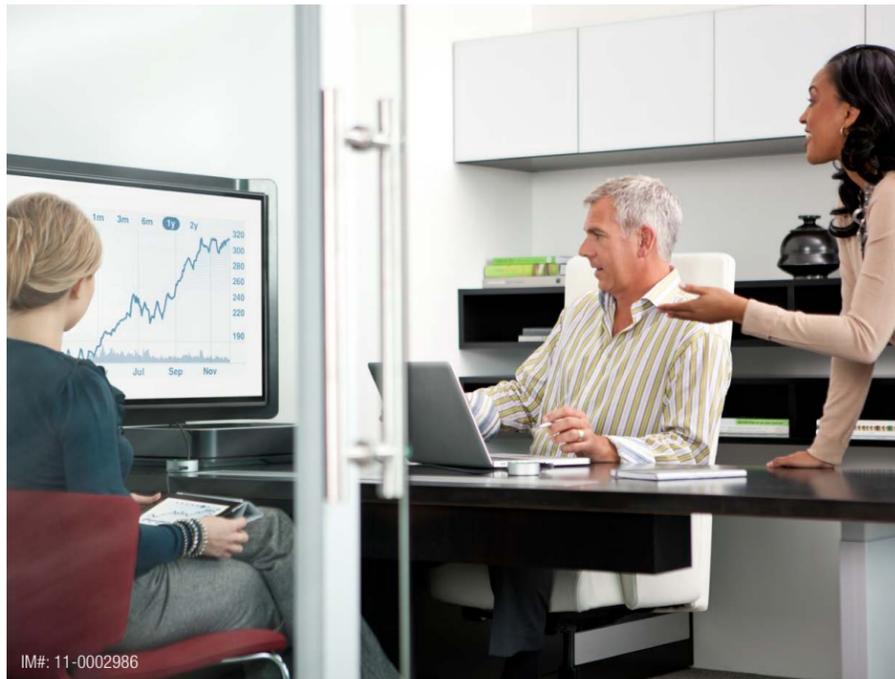
MEDIA:SCAPE MOBILE

media:scape mobile helps people connect and share practically anywhere. Supporting up to four people and offering optional HD videoconferencing capabilities, media:scape mobile easily moves from project rooms to open plan team spaces and other high-use environments—providing users with flexible collaboration.

STATEMENT OF LINE

MEDIA:SCAPE MINI

40" mini: 39⅗"W, 27¾"H, 20⁹/₁₀"D
42" mini: 42⅖"W, 30½"H, 20⁹/₁₀"D

MEDIA:SCAPE MOBILE

40" mobile: 39⅗"W, 56¼"–70⅛"H, 20"D
42" mobile: 42⅖"W, 59"–73"H, 20"D

MEDIA:SCAPE KIOSK

LOUNGE-HEIGHT TABLES

Small D-Shaped with Attached Totem

Pear-Shaped with Attached Totem

Round

DESK-HEIGHT TABLES
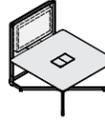
Square with or without Attached Totem
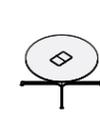
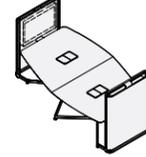Rectangular with or without Attached Totem

Pear-Shaped with Attached Totem

D-Shaped with or without Attached Totem

Capsule with or without Attached Totem

Round

Offset with Attached Totems

STOOL-HEIGHT TABLES

Square with or without Attached Totem
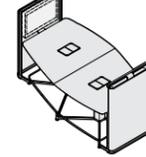
Rectangular with or without Attached Totem

D-Shaped with or without Attached Totem

Capsule with or without Attached Totem
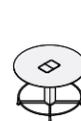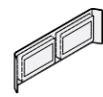
Round

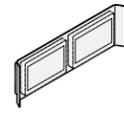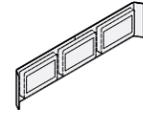Offset with Attached Totems

TeamStudio

SHROUDS

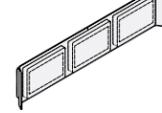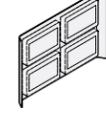Single Monitor 32", 42", 46", 55", 65"

Dual Monitor 32", 42", 46", 55", 65"

Dual Monitor with CODEC Case 42", 46"
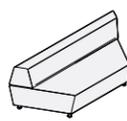
Triple Monitor 32", 42", 46", 55", 65"

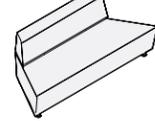Triple Monitor with CODEC Case 42", 46"
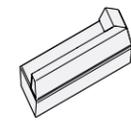
Quad Monitor 32", 42"

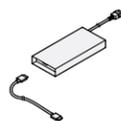### LOUNGE SEATING

Straight

Straight Inverted

Backless

Corner (Left & Right)

Reverse (Left & Right)

DIGITAL ELECTRONICS

Scaler

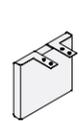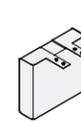HDMI Cables

CAMERA LEDGES

Shroud-Mounted

Totem-Mounted

CODEC CASES

2½"

5½"

SCAPESERIES TABLES

Desk-Height 32"D x 43"W x 29"H 3/4" thickness

Stool-Height 32"D x 43"W x 38"H 3/4" thickness

Power and Data Strip 2¼"D x 10¼"W x 3"H

TECHNICAL SPECIFICATIONS

	MEDIA:SCAPE & FRAMEONE W/ MEDIA:SCAPE	MEDIA:SCAPE KIOSK	MEDIA:SCAPE MOBILE	MEDIA:SCAPE MINI
VIDEO ROUTING				
Resolution	Supports up to WUXGA 1920x1200	Supports up to WUXGA 1920x1200	Supports up to WUXGA 1920x1200	Supports up to WUXGA 1920x1200
Number of PUCK inputs *(Any combination of HDMI, DisplayPort, Mini DisplayPort or VGA)*	4–8	2	4	4
Number of outputs	4	2*	2*	1
Number of AUX inputs	3	2	2	–
VIDEO INPUT				
Connector switcher PUCK in	HDMI female proprietary	HDMI female proprietary	HDMI female proprietary	HDMI female proprietary
Connector PUCK to switcher	HDMI male	HDMI male	HDMI male	HDMI male
Connector switcher AUX in	HDMI	HDMI	HDMI	–
VIDEO OUTPUT				
Connector switcher out	HDMI female	HDMI female	HDMI female	HDMI female
AUDIO ROUTING				
Number of PUCK inputs	4–8	2	4	4
Number of outputs	4	2	2	1
Number of AUX inputs	3	2	2	–
AUDIO INPUT				
Connector PUCK**	1/8" female	1/8" female	1/8" female	1/8" female
Connector switcher PUCK in	HDMI female proprietary	HDMI female proprietary	HDMI female proprietary	HDMI female proprietary
AUDIO OUTPUT				
Connector switcher out	HDMI female	HDMI female	HDMI female	HDMI female
Number of AUX outputs (1/8" female)	1	1	1	–
OTHER FEATURES				
Electrical outlets	6–12	2	4	4
Power management	Auto on/off monitor	Auto on/off monitor	Auto on/off monitor	Auto on/off monitor
External power supply	100-127~50/60HZ.10A 220-240V~50/60HZ.10A	100-127~50/60HZ.10A 220-240V~50/60HZ.10A	100-127~50/60HZ.10A 220-240V~50/60HZ.10A	100-127~50/60HZ.10A 220-240V~50/60HZ.10A
Mounting	Mounting provided with furniture	Mounting option provided integrates with furniture	Integrated monitor mounting hardware	Integrated monitor mounting hardware
Connection configuration	OSD/Network	OSD/Network	OSD/Network	OSD/Network
Regulatory compliance	UL, RoHS 2, CE	UL, RoHS 2, CE	UL, RoHS 2, CE	UL, RoHS 2, CE
Electronics/cables warranty	3 years	3 years	3 years	3 years
PUCK CONNECTION OPTIONS				
HDMI	yes	yes	yes	yes
Displayport	yes	yes	yes	yes
Mini displayport	yes	yes	yes	yes
VGA	yes	yes	yes	yes

*The media:scape kiosk and the media:scape mobile stand are designed to accommodate a single display only.
**HDMI PUCKs support audio embedded in HDMI stream and also have 1/8" analog input.

SUSTAINABILITY

By rethinking our business systems and designing our products to avoid negative impacts on humans and the environment, we contribute to a sustainable future for the planet and its people. We commit to advance our practices through continuous learning and building partnerships with our customers, business partners and environmental thought leaders to optimize our performance and contribute to the science and practice of sustainability.

TO FIND OUT MORE, VISIT
WWW.STEELCASE.COM/SUSTAINABILITY

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