



Mary Idema Pew Library Learning and Information Commons

Allendale, MI

New Construction/Addition
Library/media center

SHW Group, now Stantec
2338 Coolidge
Berkley, MI 48072
www.shwgroup.com
Tod Stevens
248/336-4700

DESIGN TEAM

Janice Suchan, Principal-in-Charge
Tod Stevens, Principal Designer
Jennifer Durham, Project Manager
Patrick Calhoun, Programmer/Planner
Joe Mitra, Project Architect
Alexis Kim, Interior Designer

OWNER/CLIENT

Grand Valley State University
Allendale, MI
James Moyer, Assistant Vice President
for Facilities Planning
616/331-3843

KEY STATS

Grades Served: Post-Secondary
Capacity: 24,000 students
Size of Site: 3.44 acres
Building Area: 150,300 sq. ft.
Cost per Student: \$43,000
Square Foot Cost: \$432
Construction Cost: \$49,254,000
Project Cost: \$65,000,000
Completion Date: June 2013
Percentage Complete: 100
Sustainability Rating System/Applied/
Status/Level: Pursuing LEED Platinum

PHOTOGRAPHY: JAMES HAEFNER



A model for the new learning environment, the Mary Idema Pew Library Learning and Information Commons is a student and user focused design, highlighting concepts of retail, exhibition, and interactive and immersive technologies. To achieve this new model, the designers investigated social patterns of group work, casual/serendipitous work and formal work. The resulting design provides a variety of learning and interaction spaces: individual, large, and small group study and instructional spaces, bibliographic training and social interaction spaces such as a café.

This 150,000 SF landmark building is seeking the highest LEED level certification and replaces the original award-winning James H. Zumberge Library, built in 1968. The siting and design of the new library focuses on sustainable concepts, including building orientation, a green roof, material selection, and natural lighting. The building is located along the main campus axis, framing the clock tower, a campus icon, creating a strong public plaza for student gathering



and social events.

During the visioning and planning phase of this project, designers teamed with the furniture manufacturer and GVSU to perform primary research to test and study how students interacted in new conceptual interactive learning environments. The results of this research allowed our design team to analyze data that revealed patterns of student behavior, thus allowing us to form design principles that respond to the needs of today's student.

