

Steelcase



IM#: 16-0014107

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.

Since its inception, media:scape® has thoughtfully integrated furniture and technology—bringing people, space and information together to enhance productivity and help groups excel. Now organizations can optimize each media:scape setting to best meet their collaboration needs; from sharing wirelessly in a small huddle room to a team brainstorm over video, media:scape can be customized to enhance both the organizational needs and the user experience.

With media:scape, sharing content is democratic, immediate and tailored to its users' needs. 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.



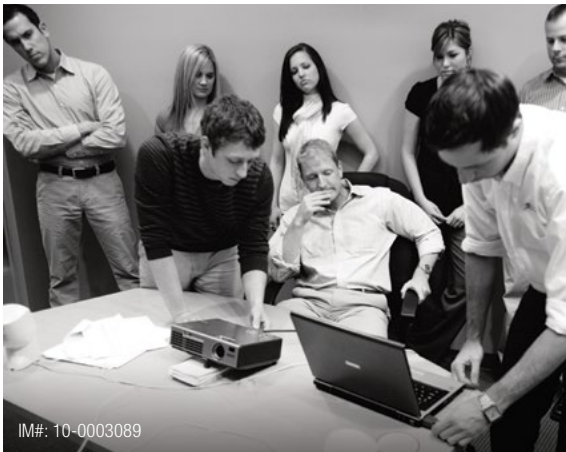
IM#: 10-0003088

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 effective. Trusting relationships, company culture and productivity are enhanced.

80%

of organizations say they need to foster more collaboration, but 78 percent say they struggle to effectively help people collaborate virtually as well as face-to-face.

Steelcase 360° Magazine, Making Distance Disappear



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

Evaluative

considering content,
making decisions

Generative

building on existing
information to create
new solutions



IM#: 12-0000131

EVALUATIVE



IM#: 13-0004706

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 organizations to choose which tools best support collaboration among teams, regardless of their location. By offering flexible options for connectivity, media:scape accommodates specific organizational needs, optimizing the collaborative experience.



IM#: 16-0015999



IM#: 16-0042621



IM#: 13-0004074

Open. Connect. Share.

With choice and control over their technology, users select options that accommodate their unique needs. Share wirelessly with Virtual PUCK,™ connect and share with physical PUCK, or experience the benefits of each by choosing a combination.



VIRTUAL PUCK

Share content wirelessly by connecting a laptop to the Virtual PUCK with a simple download. Works seamlessly with physical PUCKs.



PHYSICAL PUCK

Glowes when connected to a mobile device.
Press to share content on the screen.



IM#: 16-0014110

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 total control, organizations create the best sharing experience for their teams by choosing how many and what type of PUCK—virtual and/or physical—as well as an option of HDVC. With customizable settings, collaboration is uninterrupted and teams are able to build on each others’ ideas with ease.

Media Well Power and PUCK Options



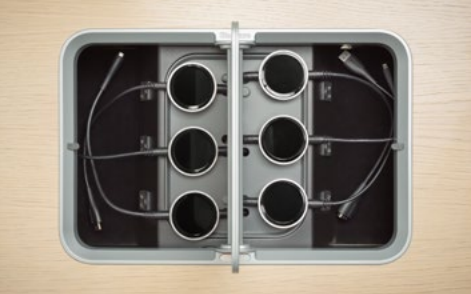
Virtual PUCK



Two Physical PUCKs



Four Physical PUCKs



Six Physical PUCKs

All media:scape media well configurations offer six power outlets and an option of unlimited Virtual PUCKs.



IM#: 15-0006126 6504050

media:scape TeamStudio

media:scape TeamStudio™ accelerates content sharing and productivity by optimizing video collaboration and removing physical barriers. Standing-height capabilities and improved sightlines allow teams to choose alternative postures without compromising group engagement. With equal access to analog and digital information, large and small groups can work together with or without video.

A supreme sharing setting for both resident and distributed teams, TeamStudio offers Virtual PUCK, up to eight physical PUCKs and four displays to meet the advanced collaboration needs of any organization.



IM#: 13-0004046



IM#: 13-0005085



IM#: 11-0003135

media:scape TeamTheater

Enhancing high-definition videoconferencing, media:scape TeamTheater enables distributed and colocated users to connect and share easily.

Most videoconferencing 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, and with the option of a Virtual or physical PUCK, users decide which sharing method best meets their needs.

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, evaluative working sessions in a small enclave. media:scape kiosk enhances collaboration, bringing together distributed teams to maximize organization and individual potential.



IM#: 13-0004060

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



IM#: 13-0004760

FrameOne with media:scape

media:scape integrates with FrameOne™ to create highly collaborative environments for resident project teams and functional groups by making the most of real estate. The ability to switch effortlessly from individual to group work, allows teams to share information, evaluate content and make decisions easier and faster.



IM#: 16-0042618

Answer with media:scape

Answer® with media:scape combines space definition with technology to provide users with intuitive collaborative experiences. In both owned and shared settings, Answer with media:scape offers seamless analog and digital content sharing while creating clearly defined workspaces so workers can flow between individual tasks and group work quickly and efficiently.

media:scape mini

media:scape mini extends the collaborative experience into small and existing spaces. It 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.

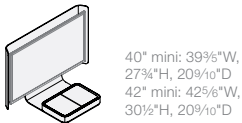


media:scape mobile

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

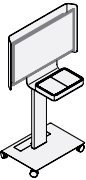
STATEMENT OF LINE

MEDIA:SCAPE MINI



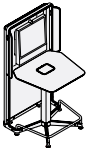
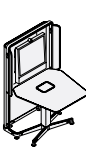
40" mini: 39½"W,
27¾"H, 20⅝"D
42" mini: 42⅝"W,
30½"H, 20⅝"D

MEDIA:SCAPE MOBILE



40" mobile: 39½"W,
56¼"-70¼"H, 20"D
42" mobile: 42⅝"W,
59"-73"H, 20"D

MEDIA:SCAPE KIOSK



LOUNGE-HEIGHT TABLES



Small D-Shaped
with Attached Totem

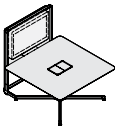


Pear-Shaped
with Attached Totem

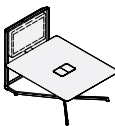


Round

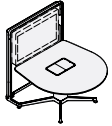
DESK-HEIGHT TABLES



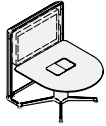
Square with
or without
Attached Totem



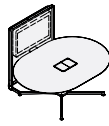
Rectangular
with or without
Attached Totem



Pear-Shaped
with or without
Attached Totem



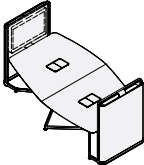
D-Shaped
with or without
Attached Totem



Capsule with
or without
Attached Totem

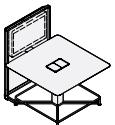


Round



Offset with
Attached Totems

STOOL-HEIGHT TABLES



Square with
or without
Attached Totem



Rectangular
with or without
Attached Totem



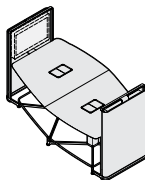
D-Shaped
with or without
Attached Totem



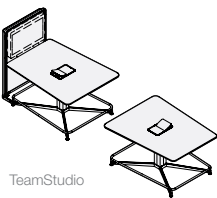
Capsule with
or without
Attached Totem



Round



Offset with
Attached Totems

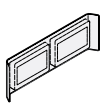


TeamStudio

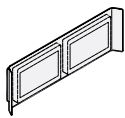
SHROUDS



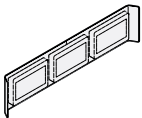
Single Monitor
32", 42", 46",
55", 65"



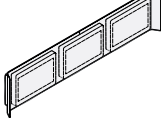
Dual Monitor
32", 42", 46",
55", 65"



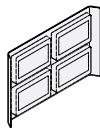
Dual Monitor
with CODEC Case
42", 46"



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

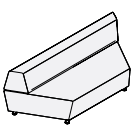


Triple Monitor
with CODEC Case
42", 46"

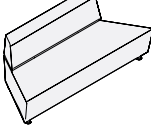


Quad
Monitor
32", 42"

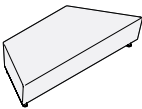
LOUNGE SEATING



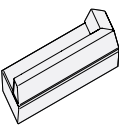
Straight



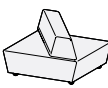
Straight Inverted



Backless

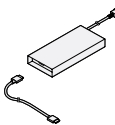


Corner (Left & Right)



Reverse (Left & Right)

DIGITAL ELECTRONICS



Scaler



Virtual PUCK
Receiver



HDMI Cables

CAMERA LEDGES

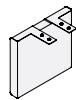


Shroud-
Mounted

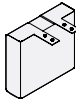


Totem-
Mounted

CODEC CASES



2½"



5½"

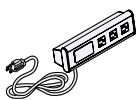
SCAPESERIES TABLES



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 <i>(Any combination of HDMI, DisplayPort, Mini DisplayPort or VGA)</i>	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				
Management software	media:scape Manager	media:scape Manager	media:scape Manager	media:scape Manager
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	100-127~50/60HZ.10A	100-127~50/60HZ.10A	100-127~50/60HZ.10A
	220-240V~50/60HZ.10A	220-240V~50/60HZ.10A	220-240V~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				
Virtual PUCK	yes	yes	yes	no
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

At its heart, sustainability at Steelcase is about people. It's about creating and supporting the economic, environmental and social conditions that allow people and communities to reach their full potential.

Research and insights direct our path. It's not only about creating goods, it's about creating good. It's not only about creating value, it's about living our values. It's not just about reducing our footprint, it's about expanding our reach. It's about creating lasting and meaningful change to enable the long-term wellbeing of current and future generations.

Innovative products and solutions result. In the development of our products, we work to consider each stage of the life cycle: from materials extraction, production, transport, use and reuse, until the end of its life. We demonstrate performance through third-party verified certifications and voluntary product declarations.

Steelcase's sustainability promises, actions, and results are communicated in an annual Corporate Sustainability Report.

Steelcase®

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