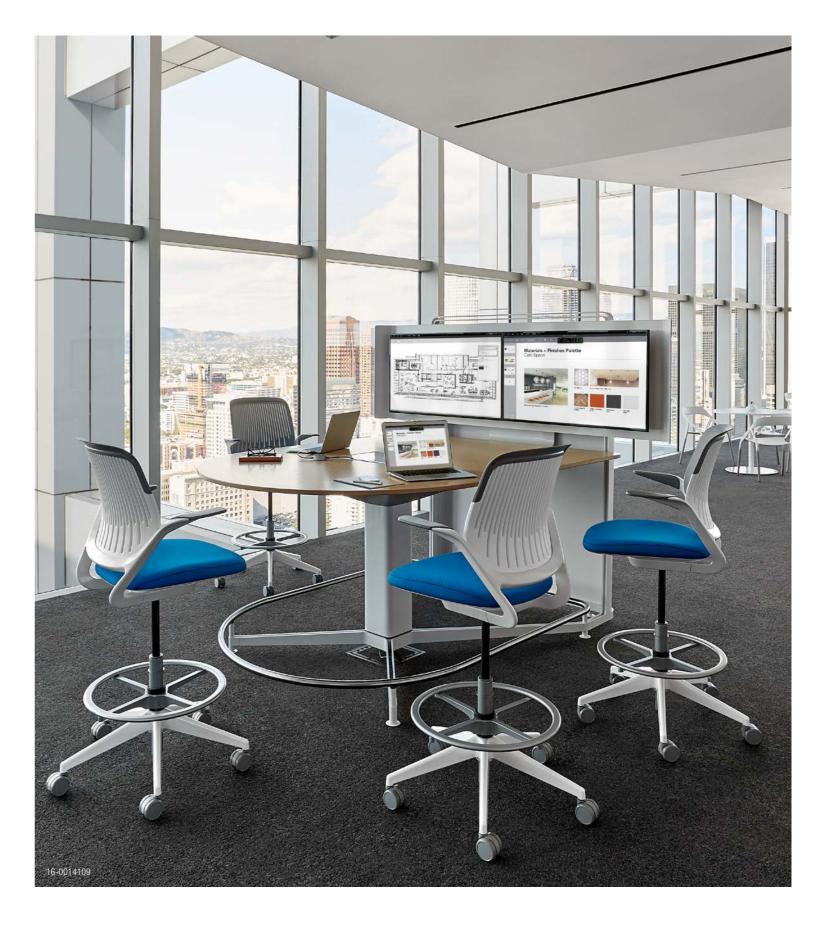
Steelcase[®]



media:scapeCollaborative settings

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16-0014107 | COBI DRAUGHTSMAN CHAIR (TR09), MEDIA:SCAPE STANDING HEIGHT LARGE D-SHAPE WITH DUAL MONITOR SHROUDS (MM/CC)

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 organisations can optimise 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 specified to enhance both the organisational 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 more effective, allowing brands and companies to innovate.

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 is 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:



Group workspaces are typically designed for leader-led meetings—one person has control of information which does not allow groups to share knowledge collaboratively.



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



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



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

When communication flows freely in an organisation, 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 organisations say they need to foster more collaboration, but 78% say they struggle to help people to collaborate effectively, both virtually and face-to-face.

Steelcase 360° Magazine, Making Distance Disappear



INFORMATIVE



EVALUATIVE

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



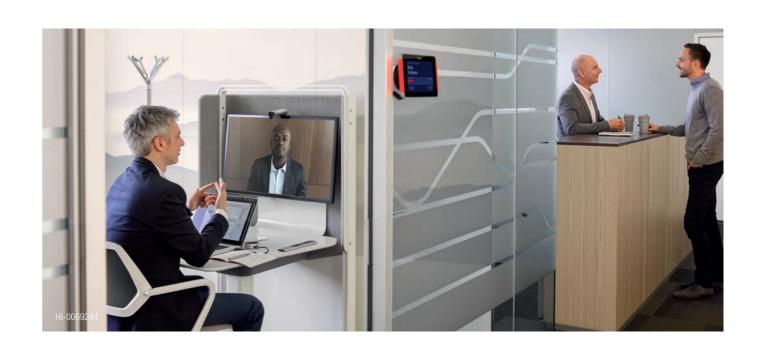
GENERATIVE

Collaboration anywhere

Collaboration can, and should, happen anywhere. By creating a variety of collaborative workspaces throughout an organisation's footprint—larger team spaces, more casual impromptu spaces, previously underutilised in-between spaces. media:scape allows organisations to choose which tools best support collaboration among teams, regardless of their location. By offering flexible options for connectivity, media:scape accommodates specific organisational needs, optimising the collaborative experience.







Open. Connect. Share.

With choice and control over their technology, users select options that accommodate their unique needs. Share wirelessly with Virtual PUCK $^{\text{TM}}$, 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

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



16-0014110 | COBI DRAUGHTSMAN CHAIR (TR09), MEDIA:SCAPE STANDING HEIGHT LARGE D-SHAPE WITH DUAL MONITOR SHROUDS (MM/CC)

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, organisations create the best sharing experience for their teams by choosing the quantity and type of PUCK—virtual and/or physical—as well as an option to connect to high definition video conferencing. 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

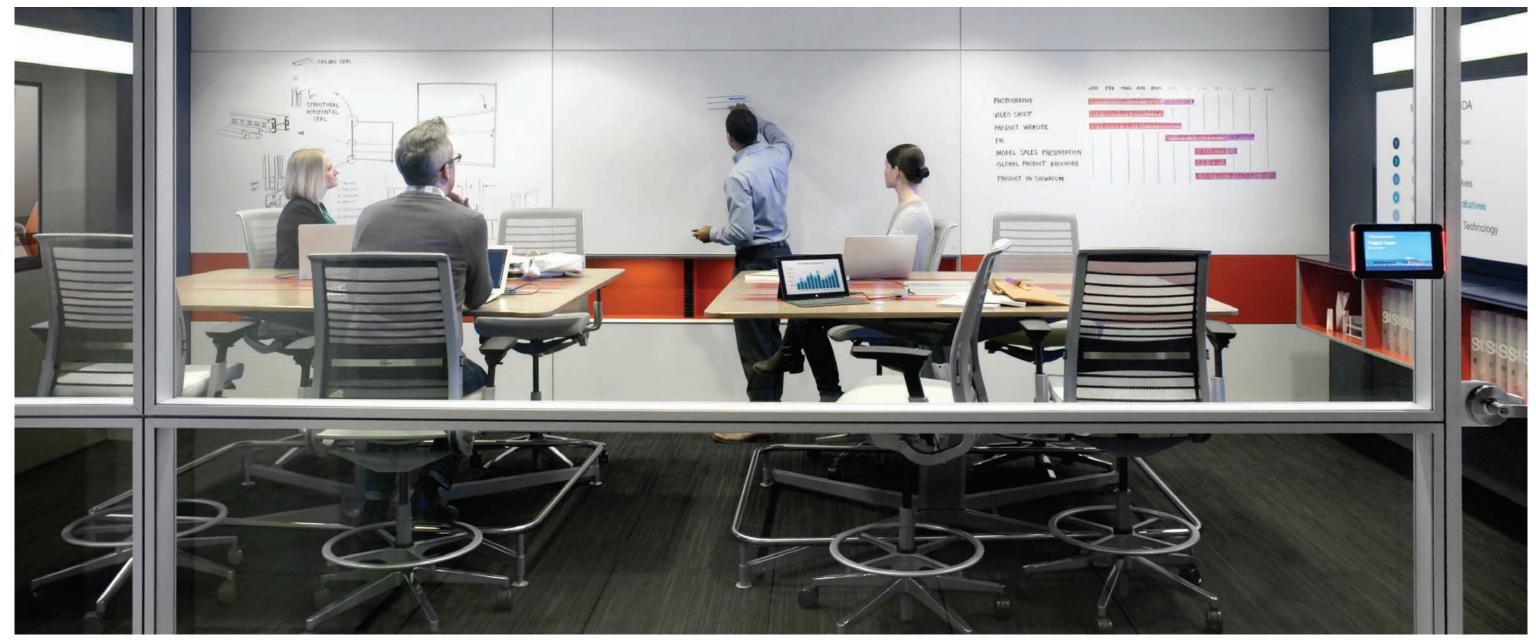


Four Physical PUCKs



Six Physical PUCKs

All media:scape table configurations offer six power outlets and different PUCK options.



14-0001722 | MEDIA:SCAPE (SL/CC), THINK DRAUGHTSMAN CHAIR (AT17/3D KNIT 17)

media:scape TeamStudio

media:scape TeamStudio™ accelerates content sharing and productivity by optimising 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 organisation.



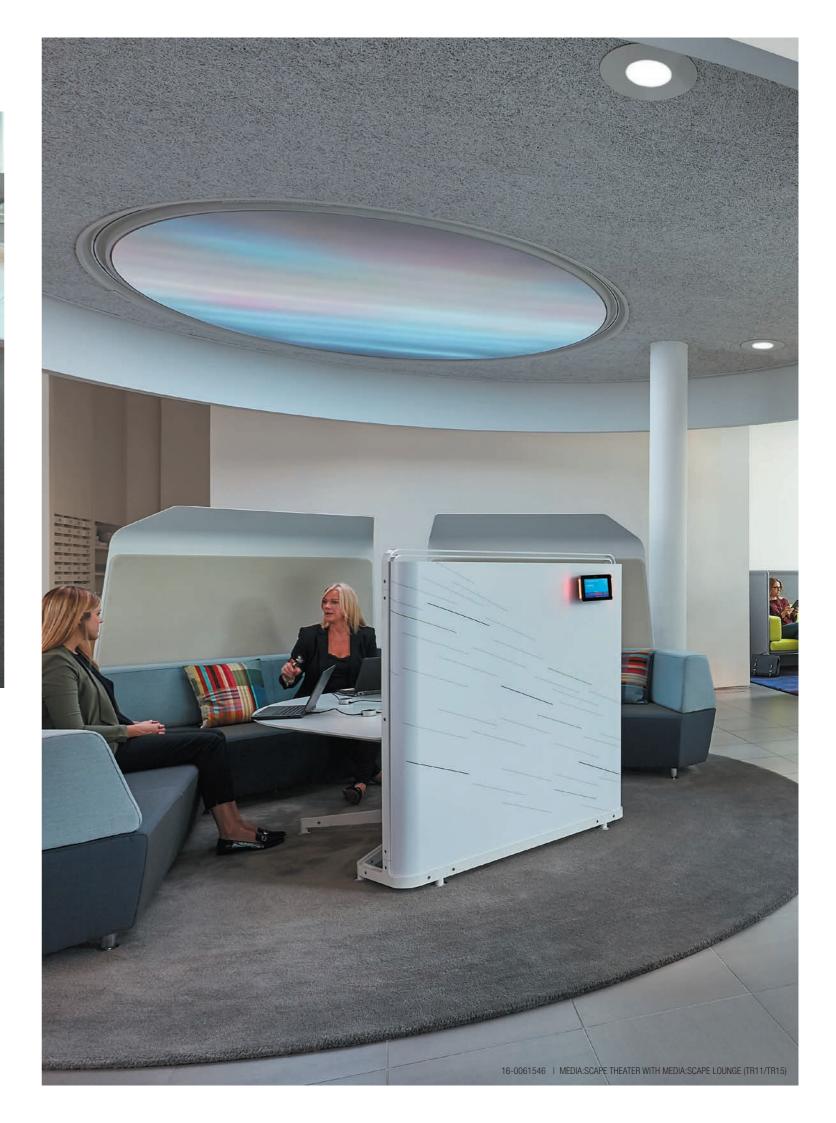


16-0061513 | MEDIA:SCAPE THEATER WITH MEDIA:SCAPE LOUNGE (GAJA2047/GAJA2048)

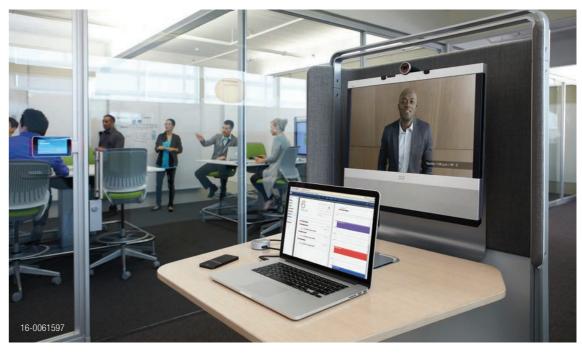
media:scape TeamTheater

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™ setting, 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 an openplan environment, or longer generative and evaluative working sessions in a small enclave. media:scape kiosk enhances collaboration, bringing together distributed teams to maximize organisation and individual potential.



FrameOne Bench with media:scape

media:scape integrates with FrameOne™ benching solutions to create highly collaborative environments for residential project teams and functional groups. FrameOne Bench 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.

COMPACT COLLABORATION MOVABLE COLLABORATION

media:scape mini

media:scape mini extends the media:scape 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.







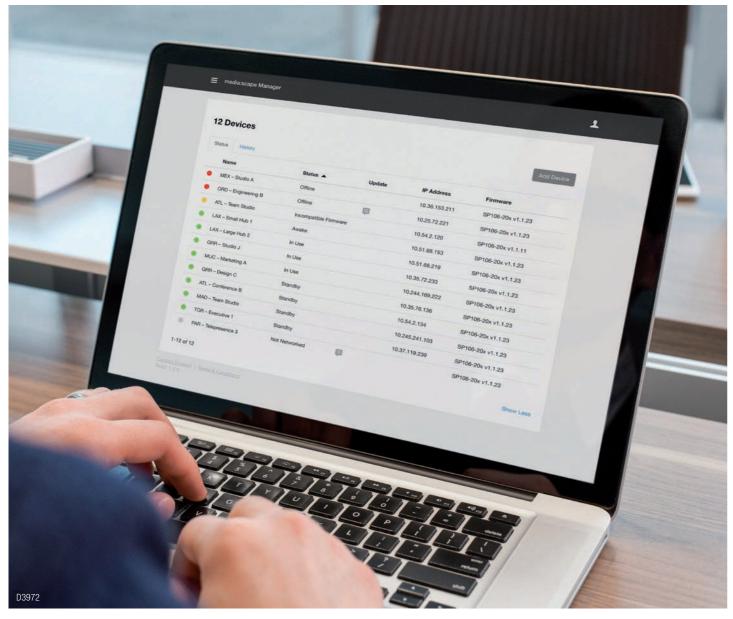
media:scape mobile

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

Manage. Configure. Anywhere.

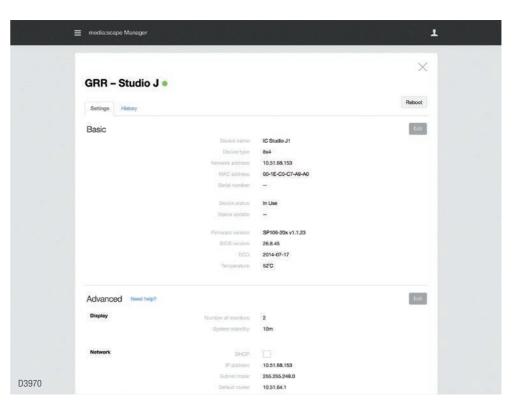
Manage your organisation's media:scape system anytime, anywhere, with media:scape Manager web-based software.

Monitor the status of media:scape switchers and make configuration changes remotely. View maintenance history and add new devices. media:scape Manager helps IT ensure system performance is optimised, and streamlines system support.



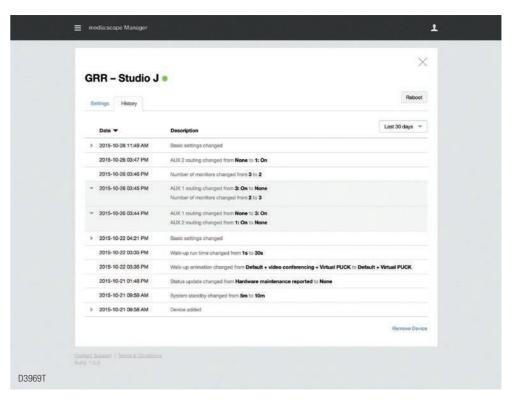
REAL-TIME MONITORING

View dashboard to remotely monitor the status of all media:scape units.



REMOTE CONFIGURATION

No need for costly programming or on-site resources. Make any media:scape configuration change from wherever you happen to be.



CONFIGURATION HISTORY AT A GLANCE

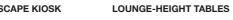
To help you troubleshoot, media:scape Manager tracks and displays all configuration changes that have been made to a device over time.

MEDIA:SCAPE MINI

42" mini: D534 x W1092 x H775mm

MEDIA:SCAPE MOBILE

MEDIA:SCAPE KIOSK







DESK-HEIGHT TABLES







40" mobile: D673 x W1016 x H1435-1790mm 42" mobile: D673 x W1092 x H1499-1854mm









STOOL-HEIGHT TABLES







with or without Attached Totem



or without Attached Totem



SCAPESERIES TABLES



LOUNGE SEATING







CAMERA LEDGES





Corner (Left & Right)



CODEC CASES

DIGITAL ELECTRONICS

HDMI Cables





















TECHNICAL SPECIFICATIONS

	MEDIA:SCAPE & FRAMEONE WITH 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**	3,5mm female	3,5mm female	3,5mm female	3,5mm female
Connector switcher PUCK in	HDMI female proprietary	HDMI female proprietary	HDMI female proprietary	HDMI female proprietar
AUDIO OUTPUT				
Connector switcher out	HDMI female	HDMI female	HDMI female	HDMI female
Number of AUX outputs (3,5mm 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.

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 optimise our performance and contribute to the science and practice of sustainability.

FIND OUT MORE

Sustainability related actions and results are annually communicated in the Steelcase Corporate Sustainability Report. More environmental details available upon request.

^{**}HDMI PUCKs support audio embedded in HDMI stream and also have analog input.