

## Design Center first to second floor

# Stairs

### Time:

There are **25 steps** leading to the second floor.

16.1  
Seconds

the amount of time it takes to climb or descend these stairs, on average, from the top bank to the bottom bank. (Time taken from bank entry to bank exit.)

### Social:

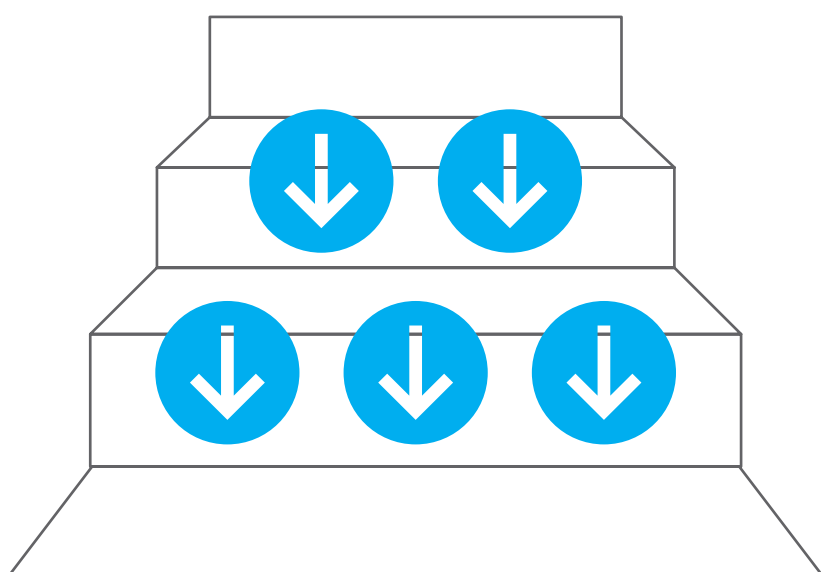
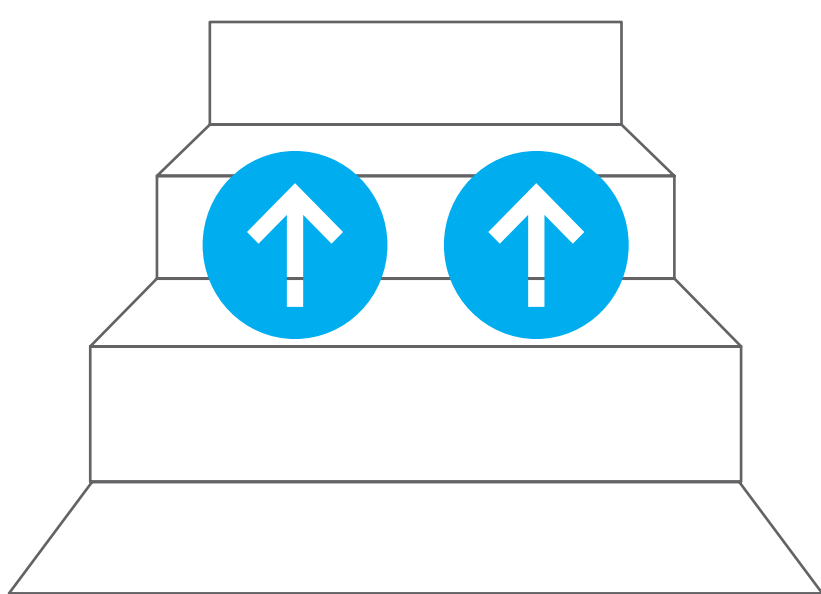
At peak times (such as right before class begins) for every

2 people

that take the stairs **up to the second floor**,

5 people

will take the stairs **down to the first floor**.



**Brief hellos** and **out-of-breath conversations** are the norm when travelling with another climber.

2 people

on average per hour press the elevator button to go down to the first floor, **become impatient**, and then decide to take the stairs.

Most people taking the stairs are carrying larger work, or a backpack.

### Environment:

The stairs have **concrete treads** and **red, metal risers**.

The lighting is **simultaneously dim and fluorescent**.

There is **consistent poster turnover**. Current posters include an inexplicable radial gradient printed and repeated over a set of 8.5 by 11 inch pieces of cheap lazer paper adjacent to a small advertisement for yearbook photos.

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# Elevator

### Time:

There is **one floor** to travel.

35.2  
Seconds

the average amount of time it takes to wait for the elevator and then ride it either upwards or downwards. (Time taken from button push to final exit.)

### Social:

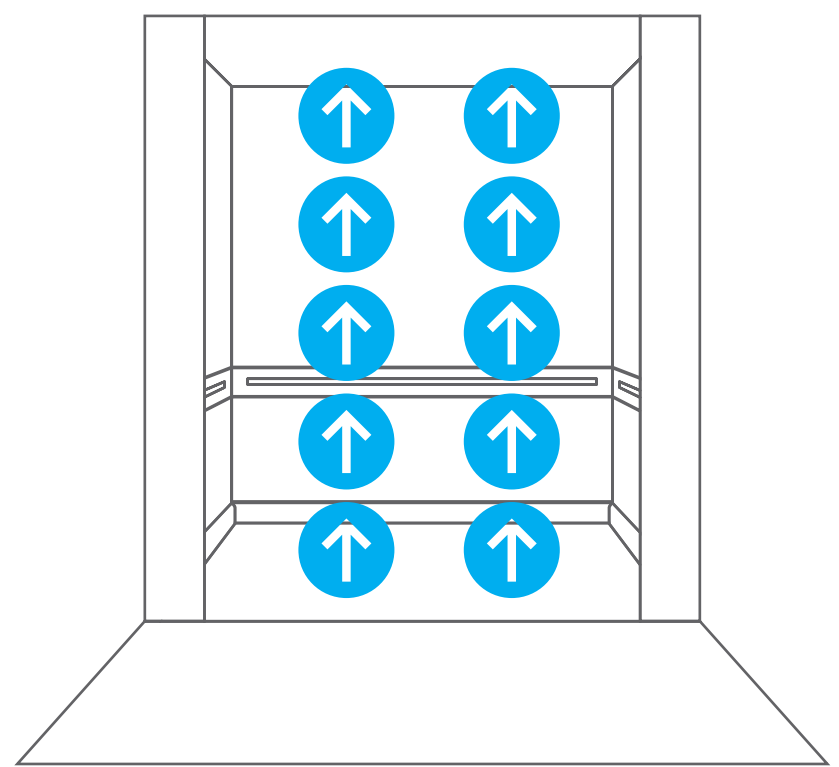
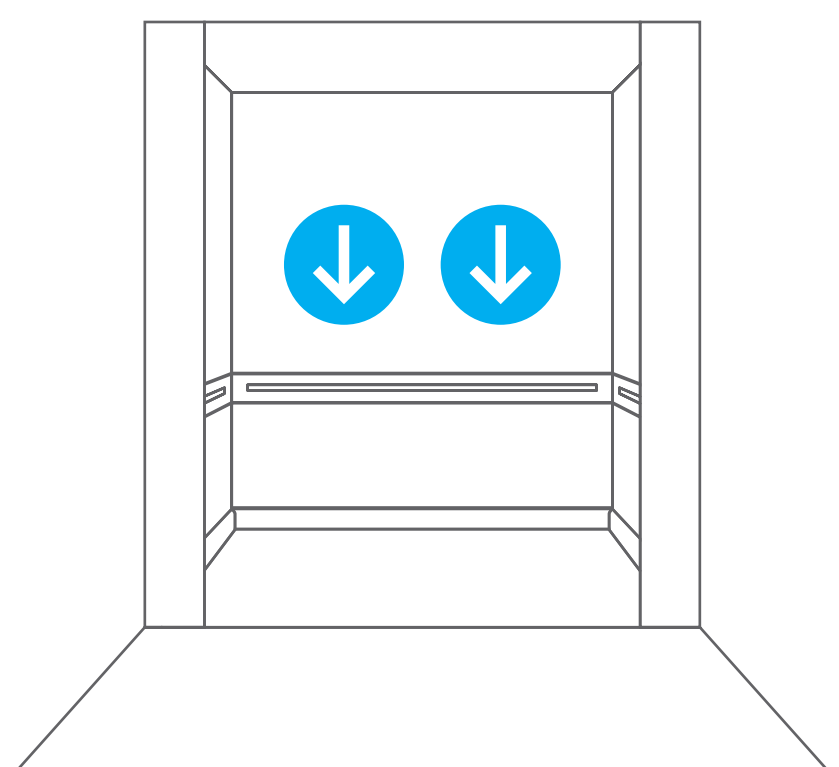
At peak times (such as right before class begins), for every

2 people

that ride the elevator **down to the first floor**,

10 people

will ride the elevator **up to the second floor**.



**Small talk** is expected and considered polite.

Suggested topics include:

- Having a lot of work
- Being hungry
- Not having slept much
- The state of the weather

Taking the elevator to the second floor increases the chance of people **glaring at the back of your head** angrily.

### Environment:

One elevator has a **white** cab, the other has a **metal** one.

The lighting is **bright and fluorescent**.

There is **consistent poster turnover**.

The walls have a healthy amount of **markings**, **graffiti**, and **chicken scratch**. Some of these respond to one another, others do not.