

# ARE WE BUILDING AND DESIGNING THE RIGHT OFFICES FOR THE TECH COMMUNITY?

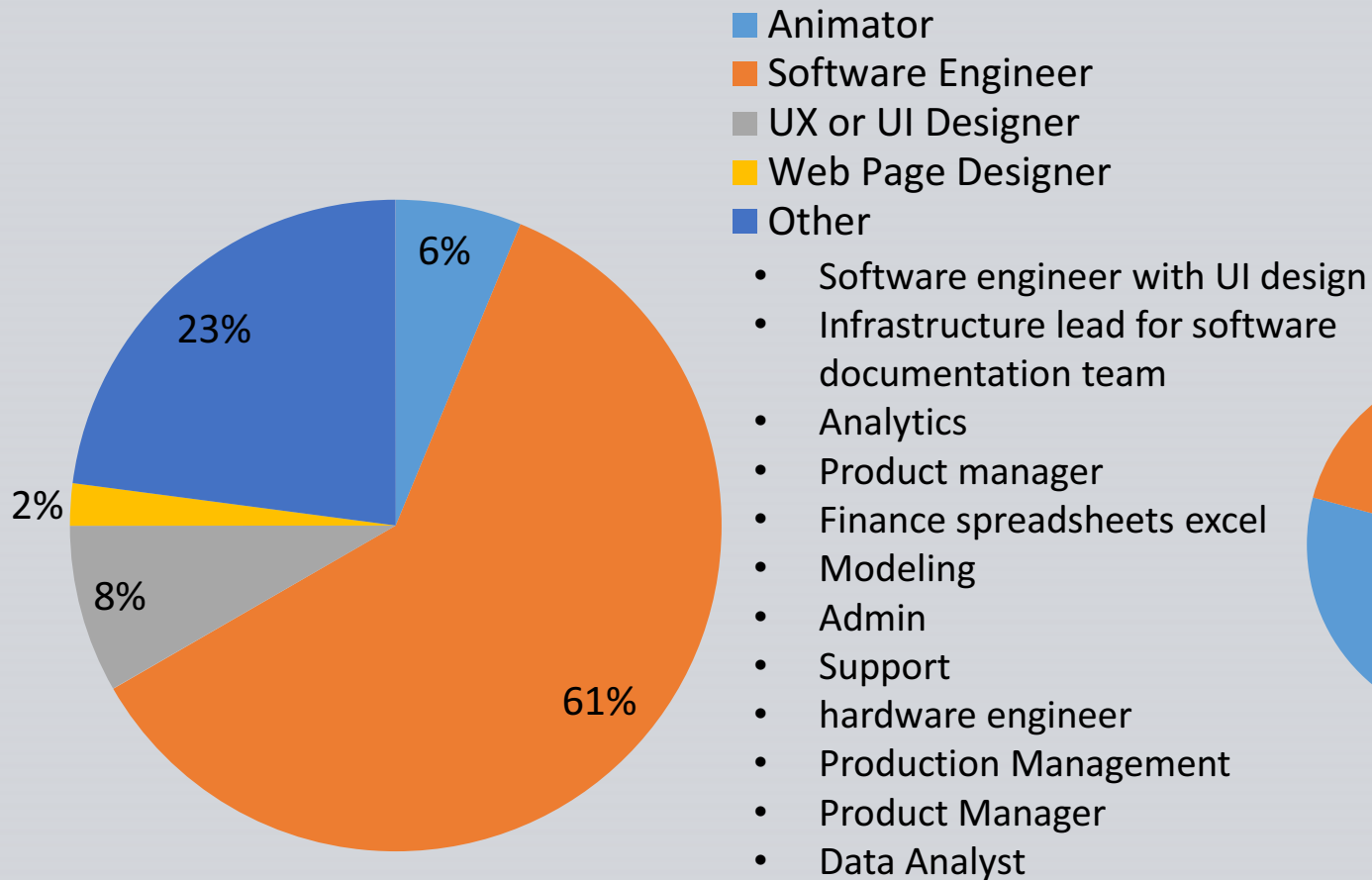
AN INFORMAL SURVEY



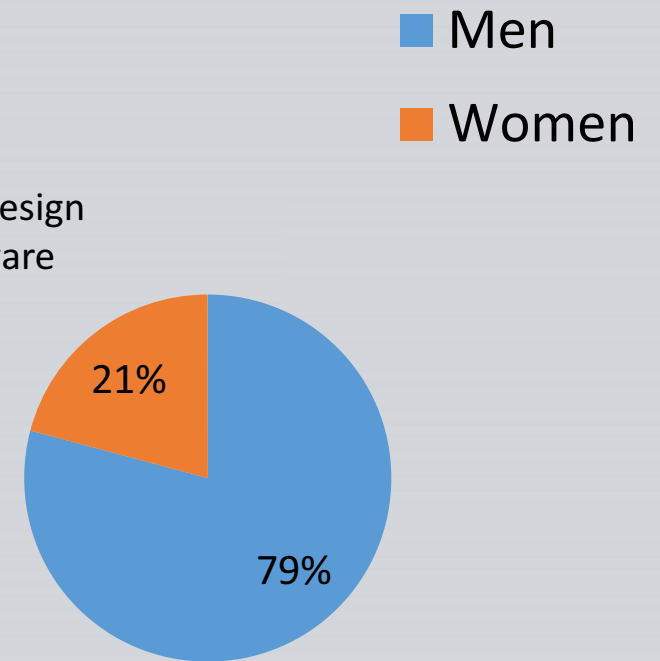
LIGHTSWITCH®

# Demographics

## Profession

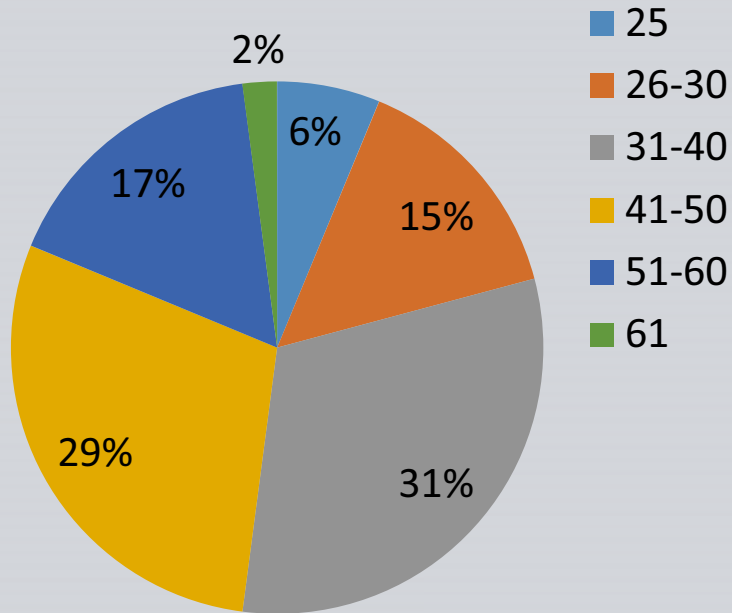


## Gender

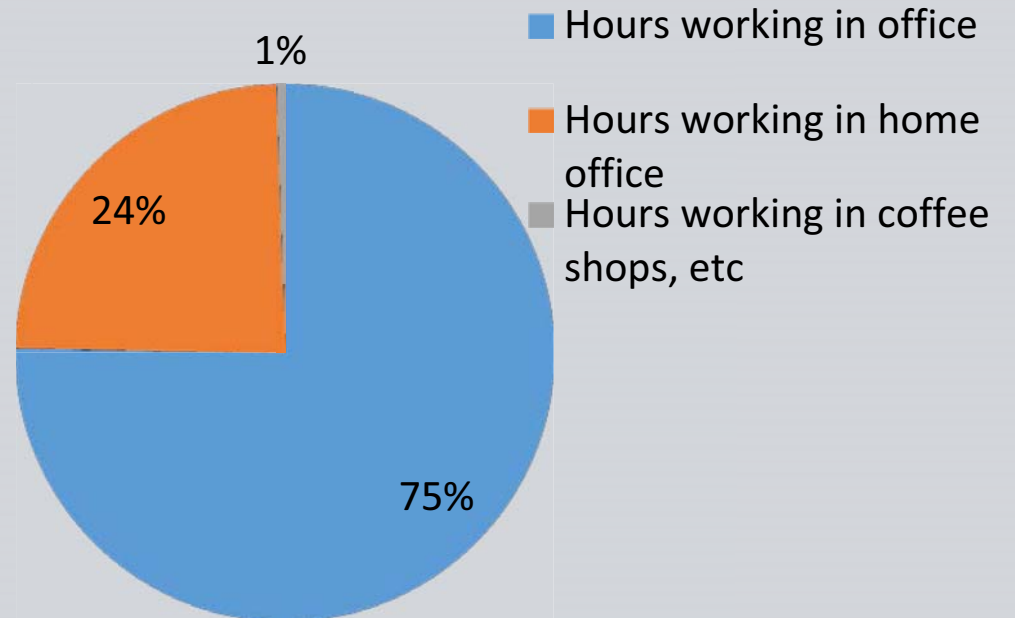


# Demographics

## Ages



## Ave Hours in a Work Space



# WHAT USERS WANT- SURVEY RESULTS

# Describe Your Actual Working Environment







# Which Color Do You Prefer As Your Working Background ?





# What lighting conditions allow you to work the most effectively?

- Bright light levels – in a room with large windows or skylight?



- Intermediate light levels – most interior office environment?



- Darkish environments - with reduced or dim light levels?

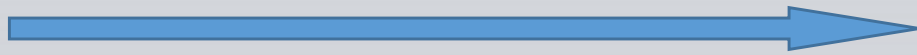


- I am not sure.

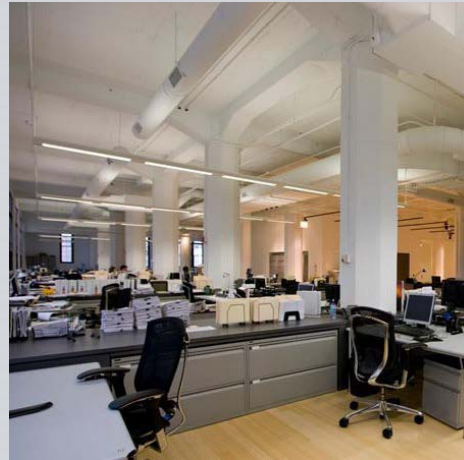
- It makes no difference to me. All are equal in my mind.



Dark



Bright



# What Companies Choose-

## Lighting standards

# Open Office

- Allow staff to reconfigure into work groups or departments can move around.
- Lighting wise- open offices lead to interesting user control questions.



# Contrast To Working Surface



Client Request:  
Contrast ratio between average  
work surface and immediately  
adjacent wall does not exceed 1 :15.

IES Standard:  
1:3 between task and immediate  
surroundings.  
1:10 between task and remote  
surroundings.

# Contrast Across the Ceiling

Particularly important for large open plan offices



**Client Request:**

The ceiling exitances ( luminance measurements ) have a min: max ratio of less than 1:15 on a single surface.

**IES Standard:**

Less than 1:10 Ratio

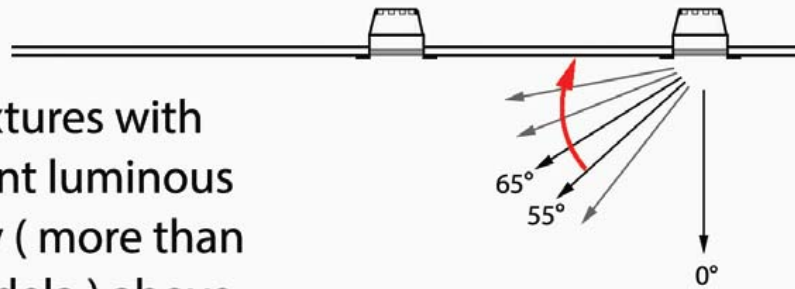
# Contrast between Ceiling and Fixture



Client Request:  
Contrast Ratio between the  
luminaire and the adjacent  
ceiling does not exceed 40 : 1.

# Screen Glare

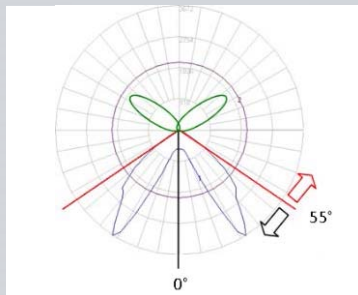
Avoid fixtures with significant luminous intensity ( more than 300 Candela ) above 55°



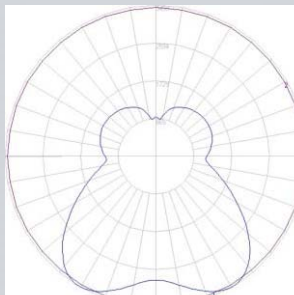


# Understanding Photometrics & Screen Glare – avoid light output above 55°

Produces Less  
Screen Glare



Produces More  
Screen Glare



# Conclusion

- High variability in data and user desires implies the need for dimming.
- If you are designing for animators, we recommend a detailed survey.
- Surveys indicated greatest dissatisfaction with acoustics rather than light.

# Thank You

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