

Lower LEVEL

SIMULATION CENTER

The Simulation Center is the largest regional academic simulation center in southwest Michigan. Realistic simulated medical scenarios are utilized to allow learners to practice recognizing essential data within complex situations, to initiate timely treatment, and to coordinate medical care as teams.

- More than 24,000 sq. ft. designed with a virtual hospital and an ambulatory clinic.
- Virtual hospital with eight simulation rooms and a 20-seat control room.
- Virtual clinic with 12 patient exam rooms, patient staging room, and a 12-seat control room.
- Endoscopy, laparoscopy, arthroscopy ultrasonography space and equipment.

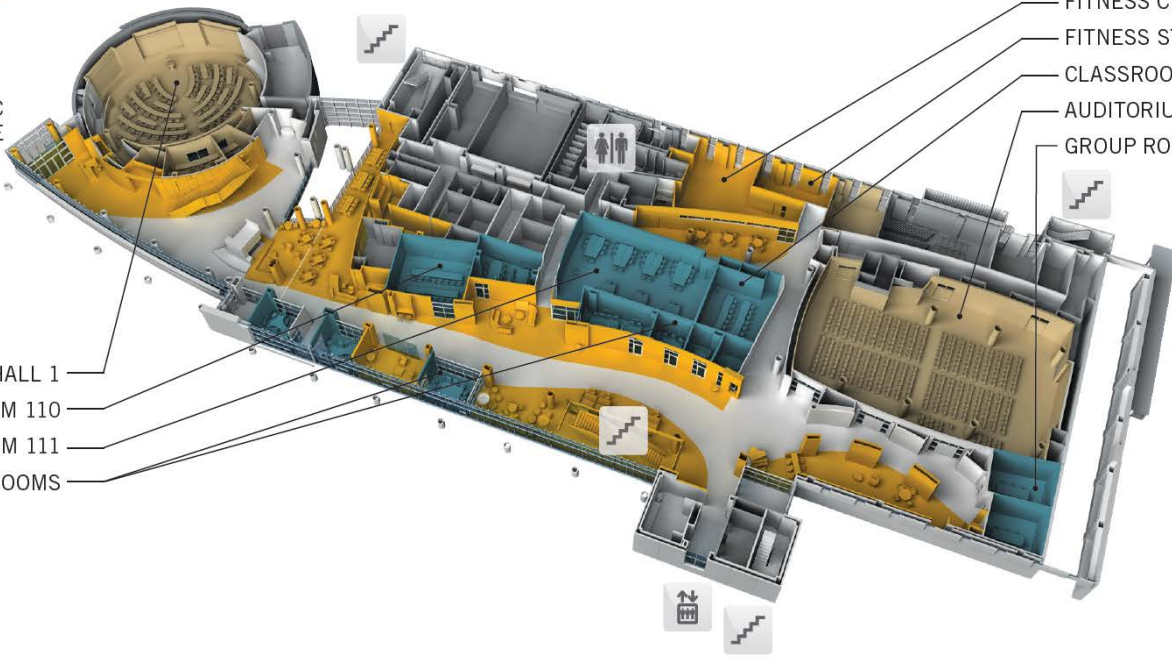


FIRST FLOOR

PUBLIC ENTRANCE

TBL HALL 1
CLASSROOM 110
CLASSROOM 111
GROUP ROOMS

FITNESS CENTER
FITNESS STUDIO
CLASSROOM 112
AUDITORIUM
GROUP ROOMS



First FLOOR

TEAM-BASED LEARNING (TBL)

At the medical school, learning is a shared activity using contemporary technologies and instructional strategies that focus on problem solving in a stimulating team-oriented learning environment.

- TBL hall 1 is a 90-seat tiered space designed to support large and small group learning.
- TBL observation room for presenters or observers.
- Large and small classrooms that support various group sizes.
- 12 group rooms to accommodate groups of 4-12.
- 340-seat auditorium and event support space.
- Open café seating area, fireplace, and other soft seating for individuals and informal groups.
- Fitness center and fitness studio.

Second FLOOR

LEARNING COMMUNITIES

Students are organized as members of learning communities, which are established to enhance and maximize student learning by promoting professional and social interactions among and between classes.

- Second level has classrooms and group rooms similar to first level.
- Six skyboxes overlook the auditorium to expand space through linked audiovisual technology.
- Information commons and library.
- Student commons composed of four separate learning communities complete with kitchens, lockers, and social space.
- Game room and a reflection room.
- Office of Student and Resident Affairs.

SECOND FLOOR

TBL HALL 2
INFORMATION COMMONS
CLASSROOM 210
CLASSROOM 211
GROUP ROOMS
STUDENT LEARNING COMMUNITIES

LIBRARY QUIET STUDY
OFFICE OF STUDENT & RESIDENT AFFAIRS
CLASSROOM 212
STUDENT LEARNING COMMUNITIES
SKYBOXES

REFLECTION ROOM
GAME ROOM

