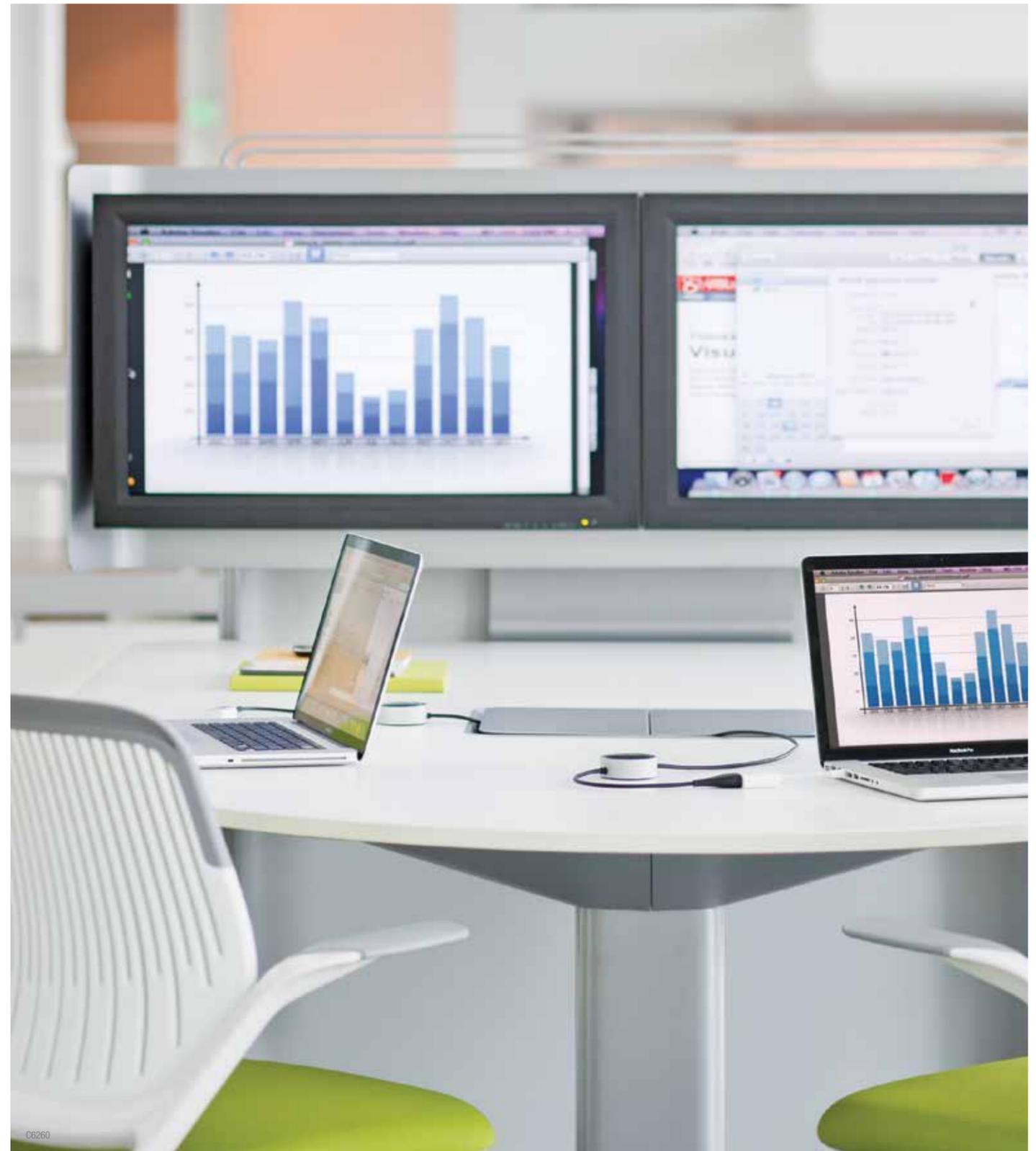


Love how you work.®



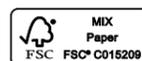
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**media:scape**  
Collaboration settings

**Steelcase**

# COLLABORATION. NOT EASY, BUT ESSENTIAL.

The world is an increasingly complex and competitive place where productivity and innovation are vital. Succeeding in this world, requires that people - everywhere - must work more collaboratively.



## OBSERVATION:

most collaborative spaces today interrupt face-to-face interaction by requiring people to turn their backs on one another to view information – disrupting teams in flow.

## INSIGHT:

interactions flow more effectively when people and information are arranged in close proximity – increasing people's comfort, focus and productivity.

## OBSERVATION:

most collaborative spaces today support leader-led presentations where information is controlled and shared by one person at a time.

## INSIGHT:

collaboration is an inclusive process that excels when everyone can contribute ideas.

## OBSERVATION:

most collaborative spaces today provide technologies that people find complicated to understand, time-consuming to learn and inconvenient to use.

## INSIGHT:

technology must provide simple, convenient experiences to help people share and manipulate information seamlessly.



C8010 | MEDIA-SCAPE TABLE WITH ATTACHED TOTEM, LOUNGE HEIGHT (SL/MM), TOP SHAPE PEAR (WW), UPHOLSTERED CANOPIYS (AT11) AND LOUNGE SEATING (AT10)

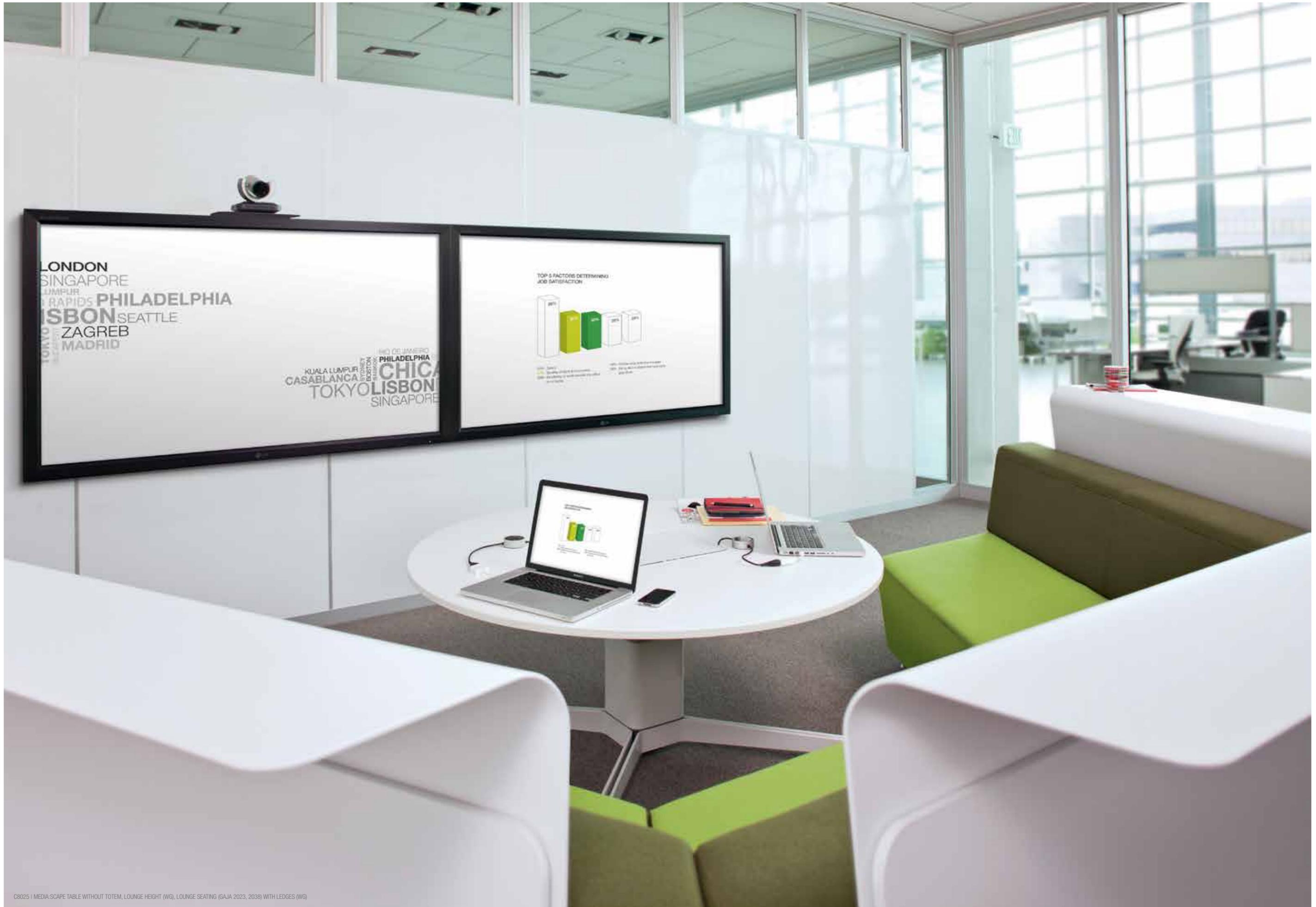
**Collaboration is essential.** From solving everyday problems to creating break-through ideas, collaboration requires the collective wisdom and diverse minds of people in the same room and across the globe.

**Interaction is pivotal.** It's how people connect, challenge and inspire each other to achieve their full potential.

**Space is central.** Collaboration happens anywhere – in physical spaces, digital domains and often both. Wherever it occurs, space plays a central role in hosting and boosting how people collaborate.

**Information is integral.** Teams use information – content and knowledge – for solving problems and innovating together.

**Teams with the best connection to people, spaces and information - the essentials for collaboration - will become the ones best positioned to solve everyday problems, innovate and grow.**



LONDON  
SINGAPORE  
LUMPIUR  
RAPIDS  
PHILADELPHIA  
SBON SEATTLE  
ZAGREB  
MADRID

KUALA LUMPUR  
CASABLANCA  
TOKYO  
LISBON  
SINGAPORE  
PHILADELPHIA  
CHICA  
LISBON  
SINGAPORE

TOP 5 FACTORS DETERMINING  
JOB SATISFACTION



C8025 | MEDIA-SCAPE TABLE WITHOUT TOTEM, LOUNGE HEIGHT (WG), LOUNGE SEATING (GAJA 2023, 2038) WITH LEDGES (WG)

## COLLABORATION. RESHAPED.

**media:scape**® brings together people, space and information, to boost collaboration and help teams excel. Through the integration of furniture and technology, media:scape is reshaping the way people collaborate in a connected world - by allowing participants to access and share digital information equally, quickly and seamlessly.



Watch a video about media:scape collaborative settings.

[www.steelcase.com/mediascapefamilyvideo](http://www.steelcase.com/mediascapefamilyvideo)



06268 | MEDIA:SCAPE TABLE WITH ATTACHED TOTEM, LOUNGE HEIGHT (SL/WM), TOP SHAPE PEAR (WY), LOUNGE SEATING (AT10)



C4604 | MEDIA:SCAPE TABLE WITH ATTACHED TOTEM, LOUNGE HEIGHT (NM AND WM), TOP SHAPE SMALL D (WY), I21 (PM/KNIT 3D 02/AT01)



C4648 | MEDIA:SCAPE TABLE WITH ATTACHED TOTEM, STANDING HEIGHT (NM AND WM), TOP SHAPE OFFSET (WY), COBI DRAUGHTSMAN CHAIRS (AT10/WHITE)



CB009 | MEDIA-SCAPE TABLE WITH ATTACHED TOTEM, STANDING HEIGHT (SL AND WM), TOP SHAPE OFFSET (WV), COBI DRAUGHTSMAN CHAIRS (AT03/WHITE)

## COLLABORATION ACROSS THE TABLE.

For collaboration to foster creativity and innovation, teams need high performance spaces that are more inviting and dynamic to augment their work.

media:scape augments how teams collaborate by making information integral and meetings more inclusive - amplifying everyone's ideas.

With the media:scape PUCK™, information and control is democratised. Teams are more engaged because everyone is able to contribute their information and ideas.



C6264 | MEDIA-SCAPE TABLE WITH ATTACHED TOTEM, STANDING HEIGHT (SL/WM), TOP SHAPE LARGE D (WY) COBI DRAUGHTSMAN CHAIRS (AT03/WHITE)



C6263 | MEDIA-SCAPE TABLE WITHOUT TOTEM, LOUNGE HEIGHT (WG), TOP SHAPE ROUND (WY), LOUNGE SEATING (GAJA 2023, 2038) WITH LEDGES (WG)

## COLLABORATION. ACROSS THE GLOBE.

All too often, videoconferencing spaces are designed for a singular purpose and are underutilised when the video is turned off.

**media:scape with HD video conferencing creates dynamic, multipurpose spaces that everyone can use throughout the day.**

Now, teams can connect face-to-face, on-audio and on-video within a space that's optimised for interaction.

### CONNECT TEAMS

media:scape enriches social connections between people by enabling local and distributed teams to connect more informally.

### OPTIMIZE SPACE

media:scape with HD videoconferencing creates inviting, multi-purpose spaces. This optimises real estate by allowing local teams to use the space effectively, even when the video is turned off.

### ELEVATE CONTENT

media:scape helps teams co-create content together - not just present and share it. This results in a seamless exchange of ideas between team members - across the table or across the globe.



075864

## COLLABORATION. REDEFINED.

Meet **media:scape® mini**, a new member of the media:scape family that extends the media:scape experience into small and existing spaces. media:scape mini can be placed on top of virtually any surface to transform the space into a high performing collaborative environment for up to four people.



## COLLABORATION. TRANSPORTED.

**media:scape® mobile** is a new addition to the media:scape family, transporting the media:scape experience anywhere in an organisation. Bring media:scape to a diverse range of settings, wherever collaboration may occur.



C7981 | MEDIA-SCAPE MOBILE (WG) WITH CAMERA LEDGE (WG)



## COLLABORATION. AT THE BENCH.

FrameOne integrated with media:scape enables teams to innovate faster as information is shared quickly and seamlessly.

## COLLABORATION. TAKES SHAPE.

**media:scape lounge**'s versatile geometry can be easily reconfigured to support small teams of four to six people, plus just about anything else you can imagine.



C4959 | MEDIA-SCAPE TABLE WITH ATTACHED TOTEM, LOUNGE HEIGHT (MM/MM), TOP SHAPE SMALL D (WY), LOUNGE SEATING (42 05), B FREE LOUNGE CUBES (4605/4618)

# COLLABORATION. FOR EVERY SPACE.

media:scape can be configured and reconfigured in a multitude of ways - in both open and enclosed collaborative spaces - using a few simple components.



1



2



3

## 1. MEDIA:SCAPE MOBILE

media:scape mobile with TouchDown2 table and cobii chairs.

## 2. MEDIA:SCAPE MINI

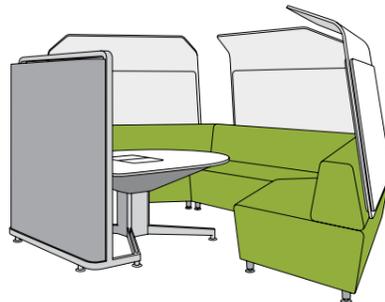
media:scape mini with B Free Lounge table and B Free Lounge stools.

## 3. MEDIA:SCAPE TABLE

media:scape table without totem, sitting height, screens attached to the wall and Amia chairs.



4



5



6

## 4. MEDIA:SCAPE TABLE WITH HDVC

media:scape table without totem, standing height, screens attached to the wall, cobii draughtsman chairs.

## 5. MEDIA:SCAPE LOUNGE

media:scape table with attached totem, lounge height and media:scape lounge soft seating with attached canopies.

## 6. MEDIA:SCAPE LOUNGE WITH HDVC

media:scape table without totem, lounge height, screens attached to the wall, media:scape lounge soft seating with attached ledges and B Free lounge stools.



7



8



9

## 7. MEDIA:SCAPE TABLE

media:scape table with 2 attached totems, standing height with cobii draughtsman chairs.

## 8. MEDIA:SCAPE TABLE WITH HDVC

media:scape table without totem, sitting height, screens attached to the wall, cobii chairs.

## 9. MEDIA:SCAPE TABLE WITH HDVC

media:scape table without totem, lounge height, screens attached to the wall, i2i chairs.

# COLLABORATION. A DETAILED INTRODUCTION.



C8027 | MEDIA-SCAPE TABLE WITH ATTACHED TOTEM, LOUNGE HEIGHT AND MEDIA-SCAPE LOUNGE SOFT SEATING WITH ATTACHED CANOPY

## 1. TOTEM

provides support for monitor(s) without having to route cables through.

## 2. MEDIA WELL

houses power 6 power outlets, data ports, power button and PUCKs within convenient reach. Hinged covers conceal equipment when it's not in use.

## 3. LOUNGE SEATING

creates collaborative work settings designed to support small teams of four or more people.

## 4. CANOPY

transforms the level of privacy - creating an informal, semi-enclosed meeting experience.

## 5. LEDGE

invites participation and provides a work surface for a second row of tiered seating.

# COLLABORATION. OPEN. CONNECT. SHARE.

media:scape was designed to provide a collaborative destination - one that is simple to use and ready to host your digital tools in three easy steps.

## OPEN

the media well and remove a PUCK™ (Personal User Control Key).

## CONNECT

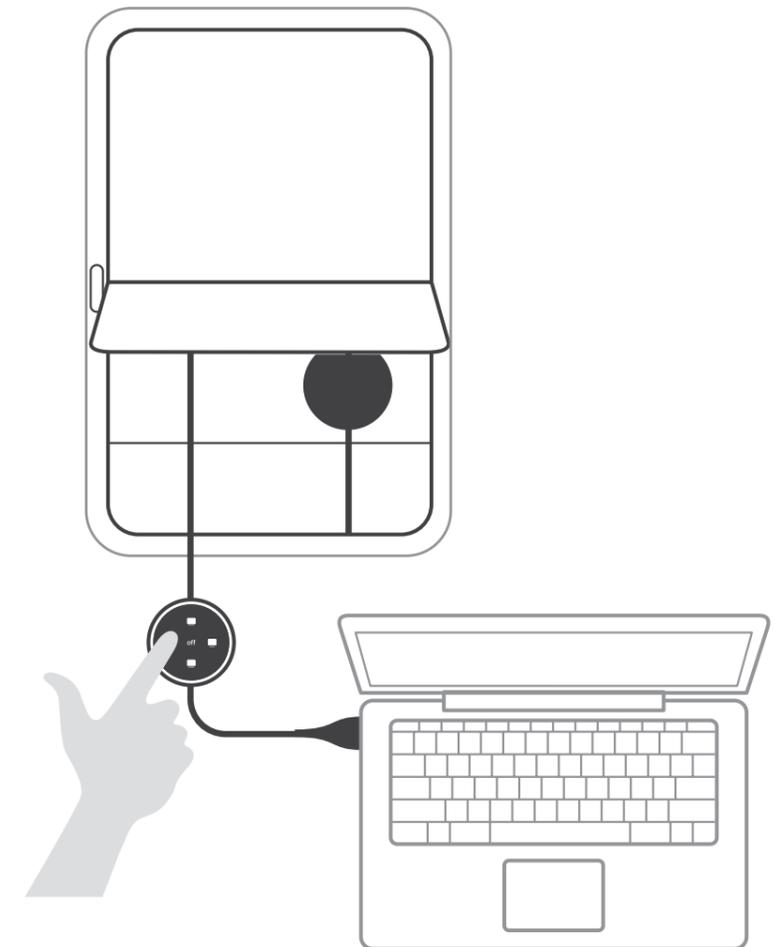
the PUCK to your laptop (the PUCK will glow).

## SHARE

what's on your laptop by pressing the PUCK (the PUCK will turn green).

By pressing the PUCK laptop content is immediately shared on a monitor or projector, allowing users to share their information with others.

The PUCK is a proprietary user interface this is part of every media:scape setting and provides the essential touchstone for collaboration to happen.



## UNDER THE HOOD

### MEDIA:SCAPE | TABLE WITH ATTACHED TOTEMS

**1. PUCK™** enables individuals to send information from their laptop (or similar device) to monitors or projectors that are visible to other meeting participants.

**2. Audio Cable** allows users to share presentations that include sound.

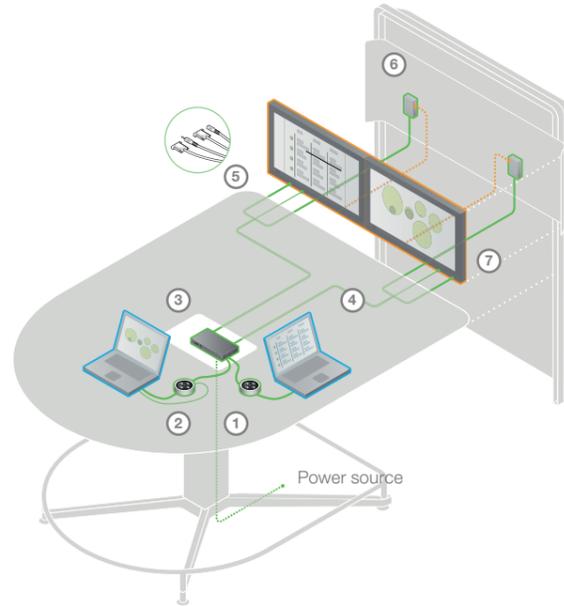
**3. Matrix Switcher** directs multiple signals to and from multiple devices.

**4. Monitor Extension Cable** connects the matrix switcher and breakout cable.

**5. Breakout Cables** split a single monitor cable into separate audio and video cables for monitors and an IR cable for Monitor Control Boxes.

**6. Monitor Control Box**, concealed behind the monitor, allows monitors to be automatically turned on and off from the matrix switcher.

**7. Monitors** attach to a media:scape Totem.



### MEDIA:SCAPE | WITH HD VIDEOCONFERENCING

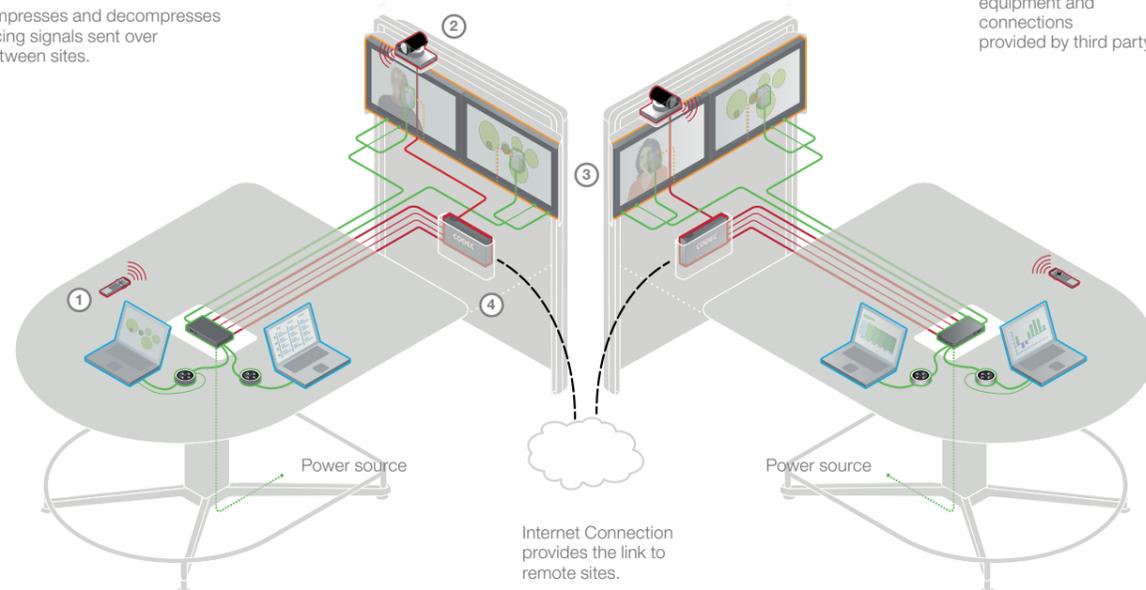
**1. Videoconferencing System Remote** controls your videoconference and video camera.

**2. Video Camera** captures meetings for videoconferences.

**3. Monitors** display information shared between remote collaborators through a videoconferencing system.

**4. CODEC** compresses and decompresses videoconferencing signals sent over the network between sites.

- Provided with media:scape
- HD videoconferencing equipment and connections provided by third party



## TABLE CABLING

### MEDIA:SCAPE | TABLE IN COMBINATION WITH MONITOR ATTACHED TO WALL

**1. PUCK™** (Personal User Control Key) plugs into the user's laptop using a VGA connection and allows them to send their content to the display.

**2. Media well** stores PUCKs when not in use and provides power receptacles.

**3. Matrix Switcher**

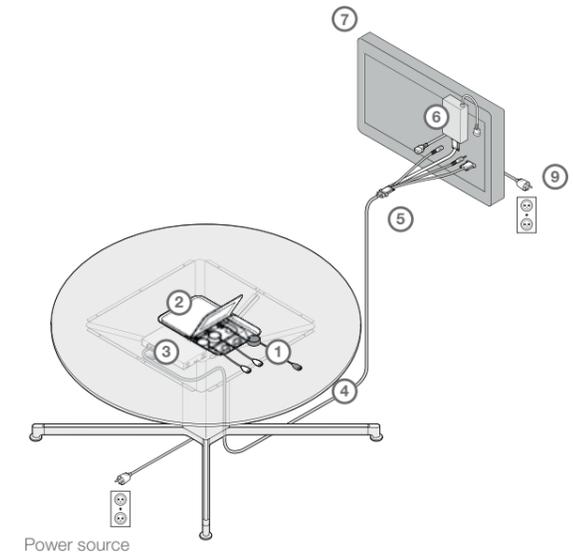
**4. Monitor Extension Cable** available in long runs to reach monitors attached to wall or projector attached to ceiling.

**5. Breakout cable**

**6. Monitor Control Box**

**7. Monitor** attached to wall.

**9. Power** to monitor Control Box to control wall-mounted monitor.



### MEDIA:SCAPE | TABLE IN COMBINATION WITH PROJECTOR ATTACHED TO CABLING

**1. PUCK™** (Personal User Control Key) plugs into the user's laptop using a VGA connection and allows them to send their content to the display.

**2. Media well** stores PUCKs when not in use and provides power receptacles.

**3. Matrix Switcher**

**4. Monitor Extension Cable** available in long runs to reach monitors attached to wall or projector attached to ceiling.

**5. Breakout cable**

5.1. Infrared controls the ON and OFF signal to the projector.

5.2. Audio cable

5.3. VGA cable

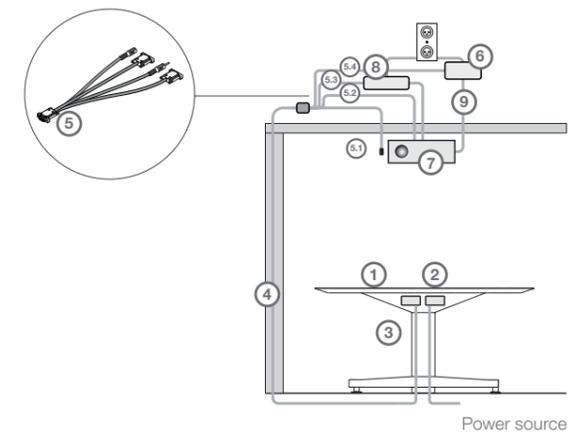
5.4. Signal to Monitor Control Box control the power supply of the projector.

**6. Monitor Control Box**

**7. Projector** attached to ceiling.

**8. Amplifier** for the VGA signal to compensate loss of signal strength due to long runs of cable.

**9. Power** to monitor Control Box to control ceiling-mounted projector.



**STATEMENT OF LINE**

**MEDIA:SCAPE | LOUNGE HEIGHT TABLES**



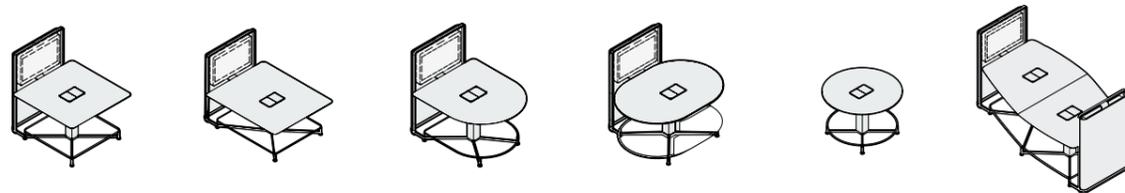
Small D-Shaped with attached Totem    Pear-Shaped with attached Totem    Round

**MEDIA:SCAPE | SITTING HEIGHT TABLES**



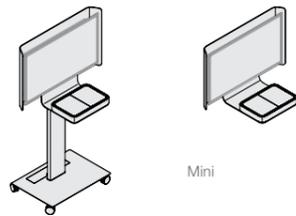
Square with or without attached Totem    Rectangular with or without attached Totem    Pear-Shaped Round with attached Totem    D-Shaped with or without attached Totem    Capsule with or without attached Totem    Round    Offset with attached Totems

**MEDIA:SCAPE | STANDING-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

**MEDIA:SCAPE | MINI & MOBILE**



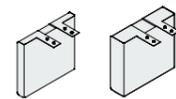
Mini    Mobile

**MEDIA:SCAPE | CAMERA LEDGES**



Shroud-Mounted    Totem-Mounted

**MEDIA:SCAPE | CODEC CASES**



76mm    152mm

**MEDIA:SCAPE | ELECTRONICS**



Monitor Control Box    Monitor extension cable 2m, 7,5m    Monitor extension cable 15m, 22,5m including amplifier    Breakout cable

**SURFACE MATERIALS**

Paint | Totem infill

- AR Chili Red
- AG Apple Green
- AO Light Orange
- AB Ocean Blue
- ZN Pearl Grey 0
- PB Pearl black
- SL Platinum Metallic
- NM Near Black
- WM Arctic White Mat
- ZP Pearl Diamond dark

Decor | Top

- 1F Bahia
- AT Acacia
- ET Natural Maple
- G0 Crystal
- MM Beech
- PR Pear
- W5 Walnut
- WY Snow
- DW Dark Pear

Wood | Top

- CC Natural oak
- CG Black oak
- ER Canadian maple
- HP Shady beech
- HW Natural beech
- MX Shady cherry
- WE Wenge style
- OZ Natural cherry
- NU American walnut

Paint | Column - Feet - Totem Frame  
Dual Monitor Shroud

- WG Arctic White Gloss
- SL Platinum Metallic
- NM Near Black

**SUSTAINABILITY**

**DESIGNING FOR THE ENVIRONMENT REQUIRES INNOVATIVE THINKING AND SOLUTIONS.**



**LIFE CYCLE**

During our products development process we consider each stage of the life cycle from materials extraction, production, transport, use and reuse, until the end of its life.

**CERTIFICATIONS**

To show continuous improvements, we communicate media:scape environmental performance through voluntary environmental labels and declarations. Sustainability related actions and results are communicated in the annual Steelcase Corporate Responsibility report.

**MATERIALS**

21% recycled materials, by weight (6% pre-consumer + 15% post-consumer). Wood from European sustainably managed forests. The chemistry of our materials has been assessed throughout their lifecycle. 45 to 100% recycled cardboard in packaging.

**PRODUCTIONS**

Assembled in Wisches (FR), Rosenheim (DE) and Grand Rapids (USA) by Steelcase. Uses powder-coat paints VOC-free and free of heavy metals.

**TRANSPORT**

Assembled in Europe, close to customers.

**USE**

Designed for a long product life, with replaceable parts. Limited substances harmful to health and indoor air quality. Maintenance information available on Steelcase.com

**END OF LIFE**

74% theoretically recyclable by weight. 100% theoretically recyclable cardboard and LDPE film for packaging. Quick and easy disassembly. Plastic parts clearly labelled for easy sorting and effective recycling. Designed to ensure responsible end of use strategies - refurbishing, charitable donation or recycling.

**PRODUCTS**

- PEP Product Environmental Profile
- Indoor Advantage Gold™ 02491

**MATERIALS**

- PEFC 10-214-1000 Programme for the Endorsement of Forest Certification
- E1 Low concentration of formaldehyde in wood
- "E0,5" Very low emissions of formaldehyde from wood
- PLANTS
- ISO 14001 Environmental management system
- EMAS European Eco-Management and Audit Scheme
- OHSAS 18001 Occupational Health and Safety Assessment Series

**FIND OUT MORE**

Visit [steelcase.com](http://steelcase.com) to discover more about Steelcase's unique ecodesign strategy.