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«The Futuristic Learning Laboratory» is a design-based research project founded on both observational and interview-based research. To add a proper design-based research value, I decided to adopt an inductive approach – observing, collecting data, interpreting, and matching to proper educational theories. However, since the process is in a non-linear, dynamic way – the project has elements of abductive reasoning.

Theories that are simultaneously supporting this design-based research project are sociocultural theories and collaborative learning theories in addition to Dewey's principle "learning by doing", and McKenney & Reeves's six parameters of Educational Design Research, including: defining the audience, setting goals, analyzing, designing and developing, evaluating, reflecting, and documenting. Moreover, I conducted interview research with the ChatGPT model to find out: the level of appropriateness and validity of the project's uniqueness; realistic opportunities; financial costs; and relevant contemporary documentation that could enrich this project with additional references.

This project is built on a 4-model concept, unifying multi-disciplinary fields across the universities, design, and technology in a living setting that gives one-of-a-kind collaborative opportunities between research, pedagogues, students, innovators, business leaders, and the public. On one of UNESCO's conferences, research stated "learning happening in a mixed reality must be designed to combine physical and digital worlds," so I can confidently say that the following statements in this article are realistic, adapting time and space in which previous "missed opportunities" would become new possibilities for everyone without exception.

 The research laboratory for pedagogy is a collaborative space in which students would have the possibility to collaborate with other students, research, supervisors, and professors. Imagine how many students would leave the faculty with top-rated working experiences that would directly open the doors of highly ranked working spaces locally and globally. Additionally, students would have the opportunity to stay updated, to follow an enormous amount of knowledge that AI models are accumulating at the speed of light, which in collaborations with faculty members and multi-disciplinary networking, they would learn how to manage the data input/output that is strictly based on ethical codex.

A faculty-trained AI model would be integrated in a physical space. This AI model would be trained, data-accumulated, and managed by the staff members. Currently, we testify challenges in the accuracy of truth-based information that global AI models (e.g. ChatGPT and Google tools) are sharing with the public. By controlling the data input/output, we would improve the quality and safety of the AI model, and the accuracy of the information would help

research to analyze and discover new patterns in learning, thinking, and doing – leading to new theoretical discoveries and teaching methods.

The architectural concept of design and space is based on a time-machine heme, linking the past, present, and the future of the history of the educational system. The designed space includes the restoration of the lobby, the second floor, and the fifth floor. The vision is to create a space for contemporary learning opportunities for all humans. This place is designed to create learning and collaborative opportunities not only for students, but also for the public that will get the opportunity to follow rapid technological changes and experience the Faculty building as a futuristic museum – which they will be welcomed to explore during opening hours and scheduled exhibitions.

The futuristic museum, open to the broad public, would offer visitors learning, exploring, and experimenting through VR, AR, and holographic displays. The lobby is envisioned for exhibitions; the second floor is offering the study of local AI models, while the fifth floor would be a central gathering area for learning through collaborative engagement, multi-disciplinary networking, workshops, and conferences.
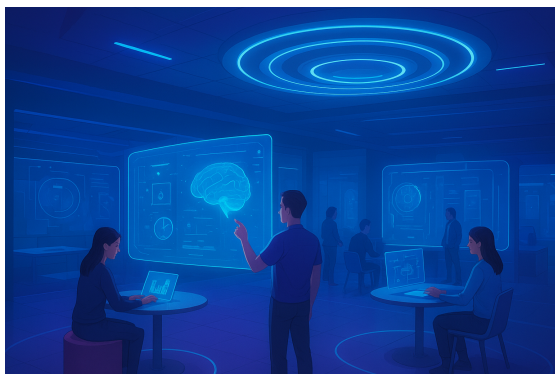

Figure 1: The lobby

Figure 2: The second floor

Figure 3: The fifth floor

Figure 4: The fifth floor

Figure 5: The fifth floor

References

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