

CAPTIV^W BASIC SCORECARD

This is for reference only. The final scores will be calculated in the online system by factoring in the impact of each feature, developed through the Analytic Hierarchy Process.

WORKPLACE PERFORMANCE FOR INNOVATION

SPACE TYPE

ST1-1	Choice of Work Spaces: Focus (Head-down) Spaces	
ST1-2	Choice of Work Spaces: Collaboration Spaces	
ST1-3	Choice of Work Spaces: Socialization Spaces	
ST1-5	Level of Ratio Balance	
ST2-1	Interaction-Collaboration Work Spaces: Formal Meeting Spaces	
ST2-2	Interaction-Collaboration Work Spaces: Informal Meeting Spaces	
ST2-3	Interaction-Collaboration Work Spaces: Impromptu Meeting Spaces	
ST2-5	Level of Ratio Balance	
ST3-1	Recharge Spaces: Play Spaces or Spaces with Features for Playing	
ST3-2	Recharge Spaces: Solitude Spaces or Spaces with Features for Solitude Activities	
ST3-3	Recharge Spaces: Fitness Spaces or Features for Fitness	
ST3-4	Recharge Spaces: Social Spaces or Spaces with Features for Socialization	
ST3-6	Recharge Spaces: Outdoor Recharge Spaces	
ST3-7	Level of Ratio Balance	

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SPACE LAYOUT

SFL1-1	Flexibility: Expandability	
SFL1-2	Flexibility: Versatility	
SFL1-3	Flexibility: Convertibility	
SFL2-1	Flow and Connectivity: Visual Connectivity	
SFL2-2	Flow and Connectivity: Core Interaction Networks	
SFL2-3	Flow and Connectivity: Cross-Pollination	
SFL2-4	Flow and Connectivity: Non-Hierarchical Spaces	

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SPACE SIZE & ACCESS

SSA1-1	Amount of Spaces: Individual Spaces	
SSA1-2	Amount of Spaces: Collaborative Spaces	
SSA1-3	Amount of Spaces: Storage Spaces	
SSA2-1	Access to Equipment	

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NEURAL & PSYCHOLOGICAL STIMULATION & RELAXATION

NPSR1-1	Unique/Fun Atmosphere: Stimulating Art/Design/Craft Work	
NPSR1-2	Unique/Fun Atmosphere: Unconventional Interior Architectural & Design Elements	
NPSR1-3	Unique/Fun Atmosphere: Whimsical and Fun Decorative Objects	
NPSR2-1	Stimulation of Senses: Olfactory Stimulation	
NPSR2-2	Stimulation of Senses: Auditory Stimulation	
NPSR2-3	Stimulation of Senses: Visual Stimulation	
NPSR3-1	Relaxing Environment: Natural Elements	
NPSR3-2	Relaxing Environment: Home-Like Settings	

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ERGONOMICS & TECHNOLOGY

FET1-1	Furniture Ergonomics: Use of Key Ergonomic Principles	
FET1-2	Furniture Ergonomics: Use and Compliance of Ergonomic Guidelines & Standards	
FET1-3	Furniture Ergonomics: User Involvement	
FET2-1	Technology: Low-Tech Collaborative Tools in the Primary Work Spaces	
FET2-2	Technology: High-Tech Collaborative Tools in the Primary Work Spaces	
FET2-3	Technology: Visualization of Organizational Goals and Encouragement	

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AMBIENT CONDITIONS

AC1-1	Acoustics: Use of Space Planning Principles to Reduce Noise	
AC1-2	Acoustics: Materials and Systems Furniture with Acoustics	
AC1-3	Acoustics: Isolation of Noisy Spaces	
AC1-4	Acoustics: Use & Compliance of Acoustic Guidelines/Standards	
AC2-1	Visual Comfort: Amount of Light in the Primary Work Spaces	
AC2-2	Visual Comfort: Access to Daylight in the Primary Work Spaces	
AC2-3	Visual Comfort: Glare & Reflection Control in the Primary Work Spaces	
AC2-4	Visual Comfort: Views to Outdoor in the Primary Work Spaces	
AC2-5	Visual Comfort: Occupant Control of Lighting in the Primary Work Spaces	
AC3-1	Thermal Comfort: Temperature and Humidity	
AC3-2	Thermal Comfort: Occupant Control of Thermal Comfort	
AC3-3	Thermal Comfort: Use & Compliance of Thermal Comfort Guidelines/Standards	
AC4-1	Indoor Air Quality: Indoor Air Odor	
AC4-2	Indoor Air Quality: Fresh Air/Non-Stale Air	
AC4-3	Indoor Air Quality: Air Movement/Draft	
AC4-4	Indoor Air Quality: Isolation & Removal of Chemicals, Particles, and Irritants from Indoor Air	
AC4-5	Indoor Air Quality: Low-Emitting Finishes and Furnishings	
AC4-6	Indoor Air Quality: Occupant Control of Indoor Air Quality	
AC4-7	Indoor Air Quality: Use & Compliance of Indoor Air Quality Guidelines/Standards	

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HEALTHFULNESS

H1-1	Healthfulness: Cleaning Materials and Products	
H1-2	Healthfulness: Cleanliness & Maintenance of the Usable Spaces	
H1-3	Healthfulness: Access to Fresh Drinking Water	

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TOTAL

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INNOVATION STRATEGIES

PROJECT INFORMATION

PI 1	Project Name
PI 2	Project Type
PI 3	Project/Facility Location

INNOVATION STRATEGIES

IS 1	Employment growth
IS 1-1	Average number of full-time employees during the last fiscal year from this location/facility
IS 1-2	Average number of full-time employees three fiscal years ago from this location/facility
IS 1-3	Percentage of employment growth from this location/facility (automatic calculation)
IS 2	Level of importance of three types of organizational attributes for organizational creativity and innovation
IS 2-1	Organizational Environment and Culture
IS 2-2	Work Process
IS 2-3	People