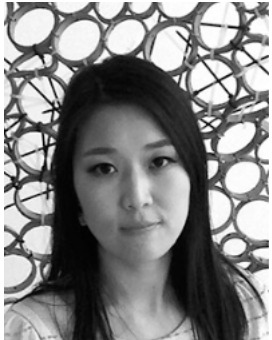
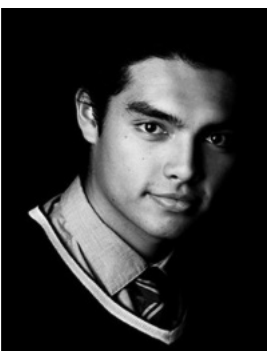


Creative Career Connections



People, Place, Potential

NEXT.cc is a 501 © 3 founded in 2007 to disseminate design opportunities across the world engaging youth voice and participation.



NEXT.cc STEAM by DESIGN
WEBSITE local, regional, national
and international awards.

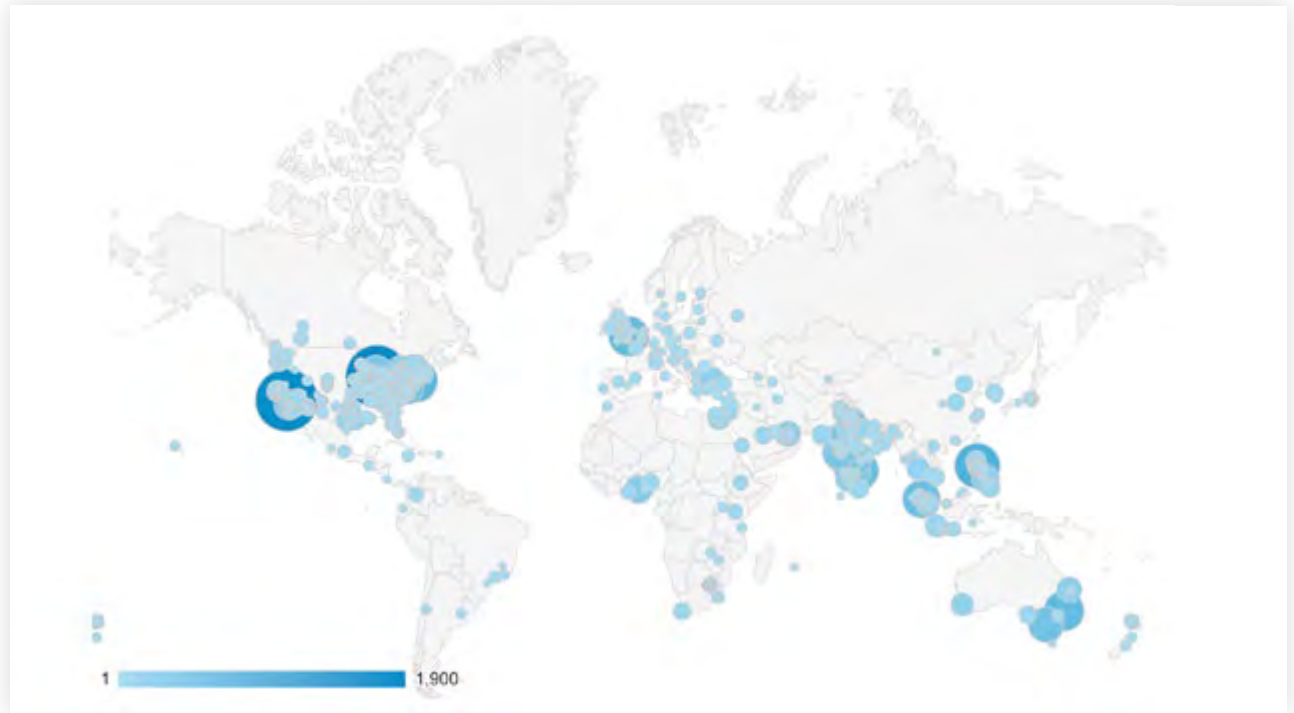
YEAR: 2009–Present

CHALLENGE: Create a team
of architecture students and
professionals to connect
architecture and design with
imaginings to explore the world
right from wherever they are.

ROLE: Keane expands NEXT.cc
eLearning offerings worldwide

OUTCOME: NEXT.cc is recognized
with local, regional, national and
international awards boosting its use
and dissemination.

● Imagination knows no age, race, creed, color, or location. It is human capital waiting to be tapped.



Reaching out to cities all over the globe on a 24/7 weekly basis with use of NEXT.cc

“The four Nominees stand high atop what was a very competitive field of applicants.” Such efforts prepare students, whether they choose to pursue architecture or not, to become active citizens engaged in public discourse, and with minds opened to the needs and uses for quality architecture. Speaking for the entire jury, we were delighted by each.

The importance of their work cannot be understated. Nominees’ highly creative approaches, quality output, and labors to ensure their activities be sustained over time. These are honors well deserved.”
Ted Landsmark, President of the Boston Architectural College, Chair of the U.S. Jury.

“Linda Keane is a visionary designer, educator, and activist who is making the multivalent experience of being an architect accessible to people all over the globe via NEXT.cc, and bringing people from across the globe together in classrooms and conferences.”
Helen Slade, Executive Director, Territory

I have personal knowledge of the nominee’s responsibility in designing and facilitating the exhibit listed above. That responsibility included: the projects under direction of the nominee. — Barbara Shatry, Founder and Board of Directors, LAG Architektur und Schule

AWARDS

2019: AIA Illinois CNR Award in Education
2018: ACSA Creative Achievement Award
2012: NEEF National Environmental Education Foundation Green STEM Innovator Award
2011: UIA Golden Cubes Media Education for Children
2011: AAO Design Media USA Nominee
2011: Wisconsin Arts Board Creative Communities Award
2009: USGBC Excellence for Green Building Education Award
2009: SAIC Presidential Urban Engagement Award
2009: American Architectural Foundation Merit Award for NEXT.cc

NEXT.cc K-16 Architecture and Design eLearning

● Architecture serves the diverse population of the world. It is the second skin of the earth, with our past, present, and future written in its DNA. It is everything to human prospect and well-being.

YEAR: 2007 to Present

CHALLENGE: How to reach 56+ Million Children in the US, especially the 2/3rds that will not attend college, with Architecture and Design Opportunities.

ROLE: CO-FOUNDER and CREATIVE DIRECTOR Keane establishes an online eLearning Website, NEXT.cc, to reach children in underserved schools across the country and around the world.

OUTCOME: Working with K16 teachers, Administrators, and College Art, Architecture, Design, and Environment students, Keane created the NEXT.cc 501©3 available for free, 24/7, as inspiration for student led curiosity and compassion about the built and natural worlds.



e-Learning Network in Built Environment Education

Keane champions the right of children of all ages to be included in design processes imagining change in communities. With design education basically non-existent in K12 and in K12 teacher education, the development of the free, eLearning Resource, NEXT.cc, for place based project learning, prepares students as engaged citizens and urban stewards.

I have personal knowledge of the nominee's responsibility in designing and facilitating the exhibit listed above. That responsibility included: the projects under direction of the nominee. — Terence Mueller, AIA ILLINOIS President 2019

"Your presentation was great and the NEXT.cc site is fabulous. What a great gift to the rest of us! Thanks very much for an awesome workshop! You inspired me to collaborate to start a new architecture curriculum this year for the whole school of nearly 1600 4th and 5th graders."
Craig Mammet, Sheboygen Teacher

NEXT.cc K-16 Dissemination of TOOLS, LANGUAGES, DISCOVERY, and DESIGN Opportunities

TOOLS

NEXT.cc shares tools used by scientists, artists, environmentalists and designers and most people to investigate, interact and learn from the world.

LANGUAGES

NEXT.cc invites everyone to be explorers and to see the world by looking closely from wherever they are. Bold Language Journeys introduce vocabulary and sets of ideas that look at taxonomies of relationships inspiring wonder of the built and natural world.

DISCOVERY

Discovery Journeys invite everyone to consider human impact in the world and how technology, culture, economy, and location shape design responses.

DESIGN OPPORTUNITIES

NEXT.cc offers bold design opportunities enhancing learning experiences enhancing learning experiences imagining new relationships. Participants write, sketch, paint, draw, photograph, animate, model and build on-line inside, and become world activists outside.

CHALLENGE: For 56.6 million US K-12 students, **Architecture and Design is not taught until college in the United States.** Understanding architecture as a living entity that supports well-being as part of larger earth, air, water, and energy systems empowers youth voice and participation in the very places where they live and learn.

ROLE: Developer and Director Keane empowers imagination and urban and environmental stewardship in the next generation of leaders who create design resources for students.

OUTCOME: 1988-1991 Delivered High School Career Days in Chicago with AIA Chicago (Jane Lucas, President, 1988-1991) exposing high school students to architecture, engineering and design careers.

OUTCOME: 1994-2004 Keane delivered **Architecture and Design projects at Career Days in Shorewood Schools** as a rare female architect versed in Interiors, Architecture, Landscape Architecture and Urban Design.

OUTCOME: Students eagerly designed spaces, gardens, buildings, and cities; Keane realized students needed design opportunities.

ROLE: 2002 **Co-Author w/** Mark Keane and UWM students, she choreographed the first NEXT.cc Book of 16 activities.

OUTCOME: Racine School teachers remark, "These are great! Do you have more?"

2006: AUTHOR w/ UWM Architecture student, A.Manto, Keane creates a 64 'turn the page' Journey NEXT.cc eLearning Website.

2007: Co-FOunder w/ M. Keane, Linda created a Board of Directors and applied for 501(c)(3) status with Jackie Boynton, for the educational non-profit eLearning resource, www.NEXT.cc, Inc.

2009: Author Keane published by teacher request, NEXT.cc: What Design Is, What Design Does, and Why Design Is Important featuring the first 101 TOOLS, LANGUAGES, DISCOVERY and DESIGN Journeys; editors, K.Hinz/M. Keane

2009: CREATOR working with R. Tiede, T. Elemendorf, P.Alfuth, and T.Kimble (webmaster), Keane adds sortable scales and subjects, online reviews, explore links, and related journeys.

OUTCOME 2013

NEXT.cc is Listed with GUIDE STAR Non Profits and reaches imaginations around the world.

AWARDS

AIA ILLINOIS Nathan Clifford Ricker Award 2019
2019 ACSA Creative Achievement Award 2018
2011 UIA Golden Cube Design Media Award
2009 USGBC Excellence in Green Building
2006 Green Works Award, City of Chicago

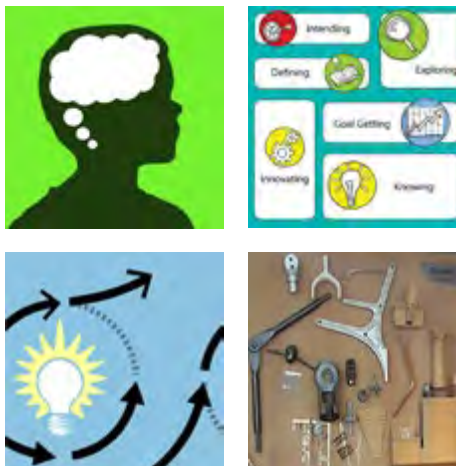
2021 NEXT.cc Publishes CREATIVITY CONNECTIONS

I have personal knowledge of the nominee's responsibility in designing and facilitating the exhibit listed above. —Terence Moeller, AIA ILLINOIS President, 2019

NEXT.cc Standards Alignment



- In the 21st century spirit of generous sharing and collaborative practices, design as active research that learns from the world, engages the world, and aims to improve the world. STEAM (Science, Technology, Engineering, Environment, Art, Architecture, and Math) by Design introduces a multifaceted approach to 21st century education that transforms discreet subject introduction in schools to project-based motivational learning, place-based active citizen engagement, and career connections.



"Very impressive website. I'll share it with my school! Thanks!"

Marie Kolker, EdD
Physics & Engineering Teacher,
Morristown HS, PLTW Master Teacher,
NJSTA Board

"Thank you, Linda, for your kind note (concerning Architecture as an official STEM subject). We owe you for the exemplary work you have already done to pave the way. I am sharing your note with our leadership and am certain we have many more opportunities to build out this worthwhile work together."

Robert Ivy, EVP/Chief Executive Officer, The American Institute of Architects

CHALLENGE: How to introduce architecture and design as K12 Standards aligned teaching and learning through online activities, in the classroom, in the community, and globally.

YEAR: 2012 – Present

ROLE: STANDARDS ALIGNMENT DIRECTOR
Keane works to fund alignment of NEXT.cc with Wisconsin Art and Design Standards, (NGSS) NEXT Generation Science Standards for K–2, 3–5 and 6–8, and (NAAEE) North American Association for Environmental Education Standards.

OUTCOME: NEXT.cc delivers NGSS Cross Cutting Concepts through transdisciplinary place-based project learning activities.

I have personal knowledge of the nominee's responsibility in designing and facilitating the exhibit listed above. That responsibility included: the projects under direction of the nominee.
—Catherine Mott, Assistant Director, Muskegon Art Museum

OUTCOME:
NEXT.cc reaches young people, their teachers, and their families with meaningful learning experiences that create positive influence on lives and outcomes.

"I was just sharing your website the other day with some educators and telling them how great your work is because it incorporates so many various disciplines together. Not to mention as it makes STEM into STEAM:) Keep up the great work!"
Catherine Mott, Muskegon Art Museum

NEXT.cc Student Gallery of Work

YEAR: 2009- Present

CHALLENGE: How to share student work with other students and teachers to build literacy and create interest in project-based learning.

ROLE: Developer Keane develops an online gallery of student work to inspire others to engage in the wonder of the built and natural environments as a step toward informed engagement, activism, and stewardship.

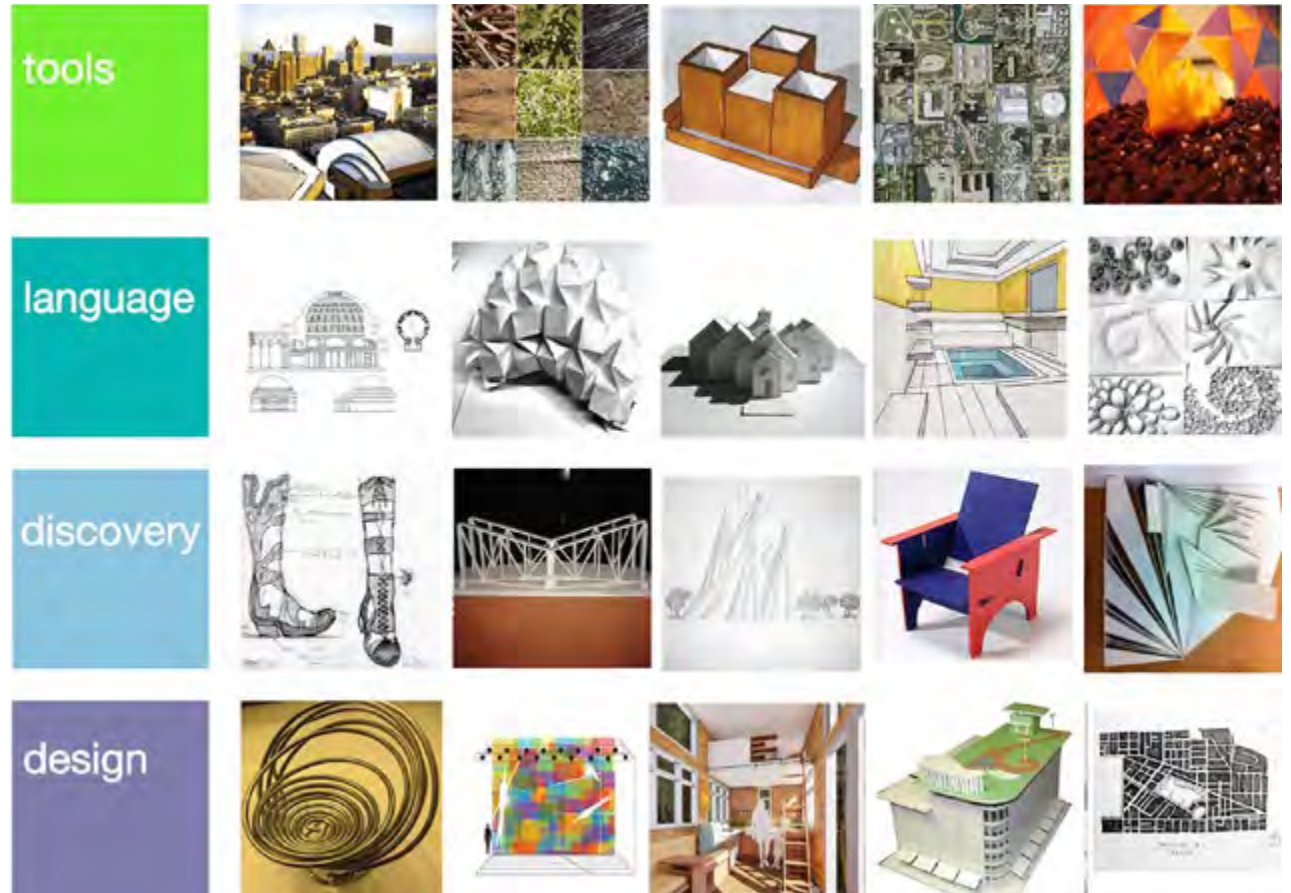
OUTCOME: Students become explorers of the world- drawing, modeling, experimenting, and sharing ideas.

"I just wanted to email you and tell you how great Next.cc is! You and I first discussed this incredible resource a few years ago at the Visioneers Design Challenge in 2010. Since then, I have utilized its information and resources countless times within my classroom."

Nick Potts, Art Educator, Mount Horeb Schools

"I just wanted to let you know that after 2 or 3 years of being on your list of pilot teachers, I am finally using the site in my classroom. My kids LOVE it! They are 12-14 yrs. old and are finding so many great journeys to go on. We are using it as a way to teach independent projects in a more guided way before they leap off in designing their own journeys. I have never seen a group of 7th and 8th grade students so engaged for an hour working independently on their computers... wow."

Victoria Rydberg, RIVER CROSSING 7-8, Wisconsin Green Charter School Teacher of the year 2009, WIEE DPI

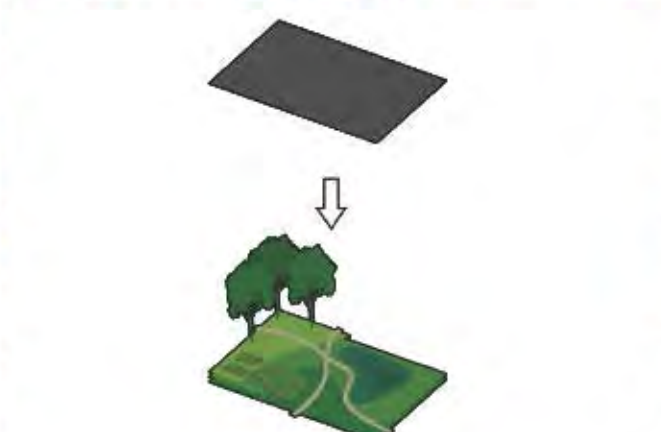
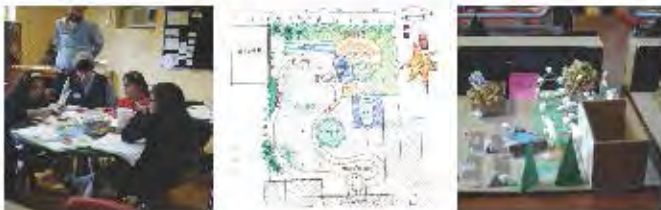


"Territory and Keane share a commitment to creating opportunities for young people to have an impact on their own communities through the design of the built environment. Since Territory became a non-profit in 2016, Keane has offered her insights into our curriculum, design process, and networks. She has advised Territory on nature play spaces, shared the NEXT.cc toolkit with our design teams, and been a true booster. During this global pandemic, Keane's generosity with her expertise and the open source design tools on NEXT.cc are even more valuable as educators and young people shift to online learning."

Helen Slade, Executive Director, TERRITORY NFP

I have personal knowledge of the nominee's responsibility in designing and facilitating the exhibit listed above. That responsibility included: the projects under direction of the nominee.

Dr. Robin Vande Zande, DESIGN-ED Professor of Art/Design Education, Kent State



Nature Place

Connecting Environment to Education
 NEXT.cc DESIGNopedia and Notre Dame 4th Graders





Folding, Fanning, Flying, and Forming Workshop

NEXT.cc







Water Workshops



The logo for NEXT.CC, featuring the word "NEXT" in a bold, sans-serif font with a stylized arrow pointing to the right, followed by ".CC".



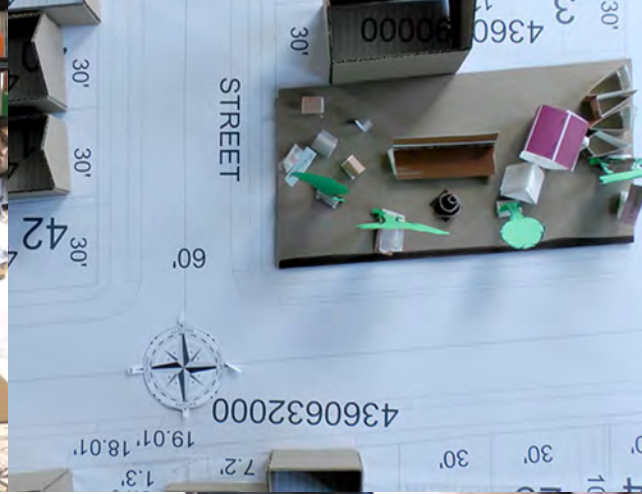


Water Workshops



The logo for NEXT.org, featuring the word "NEXT" in a bold, sans-serif font with a stylized arrow pointing to the right, and ".org" in a smaller font below it.

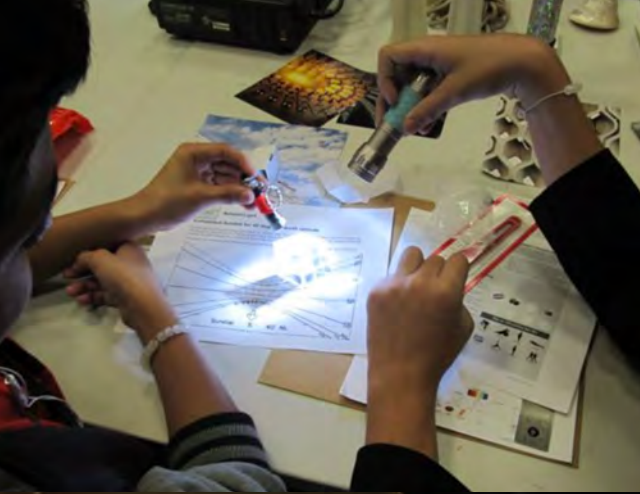




Silver City
Placemaking
Workshop

NEXT.cc





Sustainability Design Hack

NEXT.CC







A City Runs Through It

SAIC School of the Art Institute of Chicago

AIA Chicago

NEXT.cc

CHICAGO PUBLIC LIBRARY
YOU MEDIA





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The Available City MNI WICONI WATER IS LIFE ECO PARK



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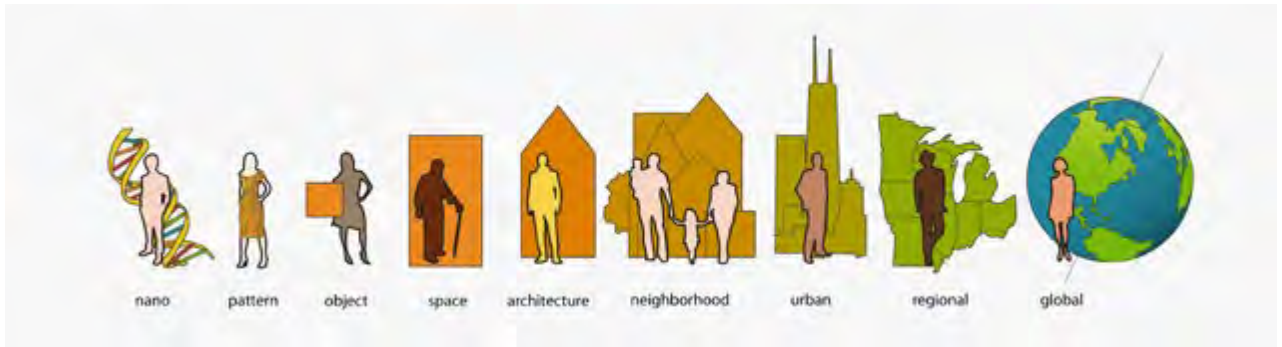
The logo for NEXT.cc features the word 'NEXT' in a bold, black, sans-serif font. The letter 'X' is stylized with a white arrow pointing to the right, and the '.cc' is in a smaller font to the right.



“NEXT.cc hits the 21st Century learning sweet spot! It is brilliant scaffolding for design-based learning. NEXT.cc delivers content in context embedded in templates and tools.

It is at the right level between abstract concept and concrete instantiation. It builds both subject matter mastery and meta-cognitive skills. It reifies domain knowledge transparently as generative engagement. Seamlessly, it inculcates habits of attentive observation, heuristic discovery and self-reflection. It speaks epistemological authority with a light, non-pedantic voice. It frames design broadly as best expressed by Herbert A. Simon, pioneer of computer science and artificial intelligence.

“Beyond all that, NEXT.cc is intrinsically motivating – which is the fancy term for FUN!”
Arnold Wasserman, THE IDEA FACTORY





STEAM by DESIGN connects art, architecture, engineering and construction as dynamic creative processes and drivers of 21st century innovation. Connecting young people to the very places that they live and learn through the mind of the architect and engineer, NEXT.cc looks at how culture, society, technology and the environment shape design responses.

Accessing architecture through transdisciplinary journeys, participants draw, paint, write, sketch, animate, model online inside, and become architectural investigators outside. Journeys link with virtual field trips,


global institutions, museum collections, and global art, design and architecture practices. Participants research relationships between objects, people, and space, and brainstorm ideas to solve problems as participants, urban stewards, and environmentalists.


Students analyze sites, develop programs, experience the iterative design process and design making. They propose streets, bridges, buildings, cities and landscapes. Empowered to collaborate, create and communicate, students become active participants, place makers, and urban stewards of the built and natural environment.


 **art & design** — expression, imagination, exploration of life and culture


 **architecture** — indoor & outdoor living spaces, buildings, and groupings of buildings connected with natural and non natural living systems


 **language arts** — word power, world literature, comprehension, composition, and communication


 **engineering** — imagining the future through an iterative process involving modeling and optimization within given parameters


 **environment** — spatial and temporal relationships of the natural and constructed worlds


 **eco literacy** — personal affinity with life on earth through outdoor activities creating cultural and environmental sense of place, purpose, and stewardship


 **health & pe** - balanced condition of the mind, body, spirit, and environment, connecting personal, communal and global health

 **math** — measurement and relationship of known and unknown quantity, structure, space and time

 **science** — analysis of material, energy, forces, products, environments, living and non-living systems, and generation of designs

 **social studies** — experience, observation and reflection of human creation, adaptation, and change to cultures over time

 **technology** — introduction and access to tools to share information, visualize ideas, and communicate across a broad band of media

 **digital fluency** — access to and use of broad cultural practices to communicate, collaborate, and create