Connect. Collaborate. Contribute: A Model for Designing and Building a Research Commons
Presentation Outline

• Quick Facts about Ohio State
• Defining a Research Commons
• Designing & Building a Research Commons
• Advancing OSU’s Research Commons
• Conversation
About Ohio State

• Top-20 public university
• 58,000 students
• 15 Colleges
• Land grant institution
• 200 undergraduate majors and 250 master’s, doctoral, and professional degrees
About OSU Libraries

- Top public ARL library
- 13 departmental libraries
- Specialized collections
Defining a Research Commons
Defining a Research Commons

• As a Network
Defining a Research Commons

• As a Network

• As a Space
The Research Commons

- Opened January 2016
- Central location on campus
- Focused on “advanced researchers”
Defining a Research Commons

• As a Network

• As a Space

• As a Place
The Research Commons leverages a campus network and a physical space to provide support services at each stage of the research lifecycle through:

- Education & Training
- Consultations
- Referrals
- Showcasing Research
Education & Training

Introduction to Grant Writing Workshop – Feb. 23, 2016
Consultations

- Copyright Resources
- Data Management
- Funding Opportunities
- IRB
- Writing Center

Schedule a Consultation

Use the drop-down menu below to select the area in which you would like to schedule a consultation. Then, click “show available times” to see the days on which consultation hours are available in the Research Commons.

Click on an appropriate day to display a list of available consultation times. Click on the time slot that best fits your schedule, and complete the appointment details form that will appear below the calendar. In the “your notes” field, please provide our research support experts with a brief description of your reason for requesting a consultation.

When you’ve completed the appointment details form, click the button to confirm your appointment. Shortly after submitting your consultation request, you will receive an email confirming your consultation date and time.

Please select a service:

| Copyright Resources | Show available times |

OUR SCHEDULE FOR FEBRUARY 2016

Click a tree day to apply for an appointment.

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Showcasing Research

STEAM Exchange: Sustainable Cities

Sustainable mobility
• Humanity is urbanizing
• Cities must facilitate sustainable mobility

Requires:
1. Economic sustainability
   • Resilient
2. Environmental sustainability
   • Mitigation strategies
3. Social sustainability
   • Accessible

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Designing & Building a Research Commons
Timeline

2012
White Paper
(C. Gibson)

2013
RC Task Force Report

2014
BHDP, Robertson Construction, Dynamix

2015
Feasibility Study and Preliminary Designs

2015
Success Measures and Assessment Techniques

2015
Construction Begins

2016
Research Commons Opens
Visioning

FLEXIBLE
- Flexible
- My Other Office
- Audience Specific
- Noisy & Quiet
- Different Uses by Time of Day
- Accommodate different working styles
- Open
- Convertible
- Timely Expertise/Access
- Configuration
- Multi-Purpose
- Integrated
- Many services
- User Driven

CREATIVE
- Creative
- Visual
- Fun
- Inviting
- Welcoming
- Hospitable
- Connector
- Panoramic
- Happy
- Unintended Collisions
- Intellectual Hangout
- Collaborative Space
- Sharing ideas
- Experimentation
- Original
- Seed
- New Technologies
- Connections
- Hangout (place you want to be)
- Think-tank
- Escape
- Unique Tools
- Expertise (JIT) / Expert
- Lack of Limitations (hours, resources)
- Like Apple, Dreamworks
- Cbus Idea Foundry
- “A Making Place”

PURPOSEFUL
- In support of the Universities dedication to world-class research the space will become a vital tool in the recruitment of world-class faculty, students, and research.
- Making Life Easier
- Structure (scheduled time/leased time)
- Leverage expertise to share ideas/comments
- Connect
- Async & sync
- Collaboration
- Clarity of space purpose
- Practical Reasons for space setup
- Having Needed Tools

INTEGRATED TECHNOLOGY
- Technology Rich
- Technology Enabled
- Specialized Software
- Showcase Research
- Accessible Real-time connective technology
- Project Continuity (feel like you can leave your project and return the next day)
- Specific technology
- Ability to try new tech.
- Managing diverse tech.
- Security of ideas
- Mobility of tech.
- BOD (bring your own device)
- Tech. not accessible by everyone (3d printing, modeling, etc)
- Showroom of new tech?
- Share screen
- Guided tech.
- Partnership with software companies

UNIQUE
- Future Oriented
- Innovation
- Inspirational
- Intense
- Active
- Interdisciplinary
- Clearly different than rest of library
- Unexpected
- Accessible/welcoming to all research
- Unique service/support (World class research is difficult, let us make it easier)
- Depth of expertise/consulting
- Partnerships with experts, universities, workplace, etc in one space
Concept Design

Concept 1A

Concept 1B

Concept 2

Concept 3
Partners Advisory Committee

11 total members representing:

- Office of Research
- Office of Responsible Research Practices
- Copyright Resources Center
- DH Working Group
- Health Sciences Library
- Writing Center
- Undergraduate Research Office
- Office of Distance Education and eLearning
- Center for Urban and Regional Analysis
- Data Analytics Collaborative
- Graduate School
Partnering for Education & Training

**PLAN**
- Research Administration & Data Management
- Writing Grants & Planning for Data Management
- Overview of Public Access Plan Requirements

**CONDUCT**
- Keeping Your Data Organized
- Human Subjects Research: IRB & Data Ethics
- Financial Conflicts of Interest: Info for Researchers

**PUBLISH**
- Meet the Editors: A Q&A about Publishing Research
- Fair Use & You: Copyright, Theses & and Dissertations
- Best Practices for Citation Management

**IMPACT**
- Preparing, Presenting & Preserving Your Research
- Research Impact from Copyright to Commercialization
- Scientific Social Networking
Virtual Referral Point
Use Case Development

Visualization
In the Digital Visualization Space we're anticipating that researchers would highlight their work in a presentation format that would allow for interactivity with the data.

Use Case 1: Harmony Bench agrees to conduct a how-to workshop, where students and colleagues bring their own laptops and follow along. The participants will watch what she does, then play with the software with their own data or example data. Harmony will need to demonstrate the theatre programs in both hard and digital copy, videos of particular dance gestures, her 'flat files' of transcribed data in Excel files, her relational database (on a server in ASCITech in SQL), and exploring the database via interactive visualizations in Tableau software. The participants will want to interact with Harmony's visualization and create their own visualizations using Tableau Public. Due to the nature of the visualizations involved, this workshop would be more suitable for the extra-large, high-resolution display available in the Digital Visualization area compared to the Classroom.

Use Case 2: Chad Gibson (lecturer in the Knowlton School of Architecture and senior planning officer for the City of Upper Arlington) has worked with a student research group in City and Regional Planning to assess the feasibility of a light rail transit system in Columbus. Chad and his students would like to use ESRI's CityEngine (a 3D modeling system for GIS data heavily used in urban planning) to plot alternate routes for the light rail system and then choose the best option based on access to terminals, cost, and other factors. Initial designs are made through the desktop version of the software (Computer Lab), but the group has weekly check-in meetings in the Digital Visualization space, as the large, high-resolution screen provides an immersive experience for the planners to assess the design and feasibility of their proposed light rail system. At the end of the project, the group will hold a small showcase for other faculty and students in City and Regional planning to see their plans and provide feedback before the final report is shared with the Mid-Ohio Regional Planning Commission.

Technology Needed: High Pixel Value, extra large screen, CPU with specialized software (and server access) and more-than-usual memory and processing, audience seating with places for their laptops, lots of power.
Growing the Network

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<tr>
<th>University Libraries</th>
<th>Office of Research</th>
<th>Partners across Campus</th>
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<td>Copyright Resources Center</td>
<td>Funding Opportunities</td>
<td>Office of the Chief Information Officer</td>
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<td>Data Management Services</td>
<td>Industry Liaison Office</td>
<td>Office of Distance Education and eLearning</td>
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<td>Geospatial Data Services</td>
<td>Office of Research Compliance</td>
<td>Ohio Supercomputer Center</td>
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<td>Knowledge Bank</td>
<td>Office of Responsible Research Practices</td>
<td>Technology Commercialization Office</td>
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<tr>
<td>Libraries Publishing Program</td>
<td>Office of Sponsored Programs</td>
<td>Translational Data Analytics @ Ohio State</td>
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<tr>
<td>Research Services</td>
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Why is the “Partnership Timeline” so important?

- Allowed for:
  - Forging a strong network
Why is the “Partnership Timeline” so important?

- Allowed for:
  - Forging a strong network
  - Increasing community awareness
Why is the “Partnership Timeline” so important?

• Allowed for:
  • Forging a strong network
  • Increasing community awareness
  • Highlighting the services
Advancing
OSUL’s Research Commons
1) Concept: “Traffic in Physical and Virtual Spaces”

2) Concept: “Creating a User Community” (or “Repeat Customers”)

3) Concept: “Partnership (RC/experts) and Collaboration (RC/users and users/users)”

4) Concept: “Breaking the Silos”

5) Concept: “Breaking the Mold”

6) Concept: “A Valued Resource” (or “Recruiting”)

7) Concept: “Return on Investment”
1) Traffic in Physical and Virtual Spaces

- Event Demographics (2014-present)
1) Traffic in Physical and Virtual Spaces
2) Creating a User Community (or “Repeat Customers”)

- Virtual User Community
- Spring Event Attendance
- From Workshop to Consultation
2) Creating a User Community 
(or “Repeat Customers”)

Awesome brainstorm this morning with @ODEEatOSU Distance Education colleagues in the redonkusos new @OSUrescommons
3) Partnership and Collaboration

• Writing Groups

• Office Hours

• Workshop Development
3) Partnership and Collaboration

"Dancing in the Streets" – go.osu.edu/carnival
3) Partnership and Collaboration

ACRL webcast on “Engaging the Digital Humanities” – Mar. 23, 2016
4) Breaking the Silos

“GIS for the Rest of Us” Workshop – July 30, 2015
4) Breaking the Silos

• 60 OSU faculty, staff, postdocs, and grad students
  • Nine Colleges represented:
    - Arts & Sciences
    - Engineering
    - Business
    - Food, Ag. & Env. Science
    - Public Affairs
    - Medicine
    - Nursing
    - Public Health
    - Social Work

• Community participants
  • City of Columbus, Mid-Ohio Foodbank, National Audobon Society, United Way of Central Ohio
4) Breaking the Silos

STEAM Exchange – Jan. 21, 2016
5) Breaking the Mold

“As a graduate student who has been here for almost four years, this is the first time I feel as though there's a space (a well-lit, comfortable, accessible, and technology-updated space) for graduate research use.”

- Feedback from English graduate student (Feb. 22, 2016)
6) A Valued Resource (or “Recruiting”)

Cookies in the Commons

Stop in. Take a tour. Explore how we can help.

Tuesday, March 22, 10 - 11:30 a.m.
7) Return on Investment

• Thinking long term...

• Moving from “success measures” to a formalized assessment plan
Thank You!

Conversation.

library.osu.edu/researchcommons