Library as Platform: Technology and the Transformed Library’s Impact on Teaching & Learning

Jason Evans Groth and Greg Raschke
NCSU Libraries
December 2018
Most Significant Opportunity

Create experiential library for experiential learning.
Opportunities

- Re-connect faculty and students with library spaces – chain of engagement and creativity
- Incubate emerging technologies
- Enhanced hands-on learning and engagement
- Creative pedagogy
- Showcase for student and faculty work
- Provide platform for programs and workshops
Examples
Types of Learning / Spaces / Projects
Immersive Pedagogy: Virtual Paul’s Cross
Immersive Pedagogy: Interactive Exhibits

SHOOTING WARS

DOCUMENTARY IMAGES OF AMERICAN MILITARY CONFLICTS

A provocative multiscreen, multimedia, and interactive exhibition presented on the twenty foot by five foot Hunt Library GameLab display and produced by the English 585 “War Documentaries” class and Professor Marsha Gordon, “Shooting Wars” explores select American conflicts through the eyes and camera lenses of documentarians.

New video projects created by:
  Jason Buel (The Contras)
  Marsha Gordon (Vietnam War)
  Adam Hebert (Korean Conflict)
  Kenneth Pinion (World War II)
  Brian Robertson (Cold War)
  Gretchen Walters (War on Terror)

THE HUNT LIBRARY GAMELAB
TUESDAY, APRIL 15, 6–8 P.M.
WEDNESDAY, APRIL 16, 1–6 P.M.
SATURDAY, APRIL 19, 12–4 P.M.
Immersive Pedagogy: Interactive Exhibits
Immersive Pedagogy: Large-Scale

Sandow (1894)
W.K.L Dickson and William Heise

Sandow (2018)
Aasta Thomas
Immersive Pedagogy: Physical and Virtual Experiences
Immersive Pedagogy: Physical and Virtual Experiences
Hands-On Making: Makerspace
Hands-On Making: Media

Contemporary American Female Directors Project

Marie Antoinette

Exhibit Created by the Students in English 378, "Women in Film" + Professor Marsha Gordon

Written by Harrison Cole Smith
Hands-On Making: Media

STATE OF SOUND
Bridging Disciplines: Make-a-Thon
Challenges

- Initial lack of awareness
- Increased demand
- Staffing expertise and capacity
- Build expectation back into classroom
Leveraging the Opportunities

Environment + Technology + Expertise + Programming/Workshops
Workshops: Visualization @ NCSU Libraries

Register at: go.ncsu.edu/dataviz

Make your own visualizations with our data visualization workshops. Our workshops cover tools, techniques and provide hands-on activities.
Workshops

- Getting Started Data Viz I: Tools for Research
- Getting Started Data Viz II: Elements of Design
- Visualize Your Data with Tableau
- Visualizing Survey Results with Tableau
- Tableau II
- R for Absolute Beginners
- R for Document Creation
- Data Cleaning: Open Refine
- Mapping and Geospatial Analysis with QGIS
- Web Mapping with Carto
- Infographics: Visualizing Information

Shortened Links
go.ncsu.edu/
## Workshops: Summary Table

<table>
<thead>
<tr>
<th>Category</th>
<th>Workshops</th>
<th>Audience Size</th>
<th>Hours</th>
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<td>Summary</td>
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<td>Makerspace</td>
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<td>Visualization</td>
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<td>Ready. Set. Go!</td>
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*50 total instructors - 33 Librarians, 6 staff, 11 students*
Programs:

COFFEE & VIZ
A seminar series showcasing the visualization work of NC State Researchers.
Programs: Undergraduate Research Slam

Politicization of Women’s Bodies Through Dress Code Policies in Secondary Education

Kahlia Phillips (Undergraduate)
She, her, hers
PCOM - Accounting

The Steam Locomotive and the Developing World

By Jonas Nilender
Programs: Experiencing King

Experiencing King

“Nothing is more powerful than an idea whose time has come.”

Guided Walking Tour

The tour features Dr. Jason Miller’s documentary film “Origin of the Dream” and audio restoration project “King’s First Dream,” as well as three distinct exhibits at NC State University. Victoria Gallagher’s highly innovative and interactive Virtual MLK (MLK Digital Human) exhibit is also included.

The “Experiencing King” tour begins at the Joel H. Berry II Immersion Theater, where visitors view a documentary film featuring the MLK Jr. project and media content of Dr. Miller’s “Digital Dream” scholarship.
Programs: State of the Sciences
Programs: Visiting Scholar: A Happening
Expertise: Growing Capacity
Expertise: Community of Practice

1. Organizational Job Expectations;
2. Time and Resources:
3. Organizational Expertise;
4. Peer-to-Peer Learning;
5. Formal Training Opportunities; and
6. Engagement for Purpose and Mastery.
“Students teach students in the Peer Scholars Program”
Realizing the Opportunity and Aiming for More

"The Libraries has been more than a service provider, even more than a collaborator, they have expanded my idea of the possible."
- Paul Fyfe, Associate Professor