IMMERSIVE Scholar
Development, Documentation, Display, and Dissemination of Experiential Research and Scholarship

Micah Vandegrift & Shelby Hallman
CNI '20 Spring Virtual Meeting
Friday Apr. 24, 1-130p
Project website
immersivescholar.org

Documentation hub
osf.io/3z7k5/

Grant outcomes
https://osf.io/3z7k5/wiki/Project%20Outcomes/
What is Immersive Scholar?
Utilization, Scale, and Impact
Visualizing Digital Scholarship in Libraries and Learning Spaces

Immersive Scholar

This website is the online hub of a $441,000 grant from the Andrew W. Mellon Foundation to develop extensible models and programs for the creation and sharing of digital scholarship in large-scale immersive visualization environments. Entitled “Visualizing Digital Scholarship in Libraries and Learning Spaces,” the project aims to increase the impact of academic visualization environments and the scholarship created within them.

The project brings together a cohort of institutions to complete projects related to the challenges in creating, disseminating, validating, and preserving digital scholarship for large-scale visual environments.

An important element of the grant is to develop an online community of practice. Please visit our Getting Started resource page to see ways in which you can be involved in this effort.

The funded grant proposal can be downloaded here (pdf).

NEWS

Immersive Visualization Environment Profile: UC Berkeley

Submitted by University of California Berkeley on Mon, 07/16/2018 - 06:35

The Immersive Scholar program brings together a diverse group of universities to form a community of practice around immersive visualization technologies in libraries and learning spaces. At UC Berkeley, we are exploring new directions for these technologies in a special kind of learning space: museums. In the context of research universities like Berkeley, museums are powerful environments for research, teaching and learning, and public engagement.

Read more —
COMMUNITY OF PRACTICE
BARRIERS
Grant Components

- Advisory Panel
- Institutional Cohort
- Priority Setting Workshop
- Creative Residencies
- Liberaact 2019
What did Immersive Scholar accomplish?
Sub-Grant Projects

Brown University - Glider
Indiana University - the Collectome
University of California, Berkeley – 3D digitization
University of Illinois at Urbana-Champaign - 3Deposit, GridVW, Project Ginger
Virginia Commonwealth University - Framework for Planning Visualization Environments

Project details at: immersivescholar.org/tools
Creative Residencies

• 4-6 weeks
• Digital, data-driven
• Open source, designed to share
• Scholarly outputs
• Student & faculty engagement
• Stipend
Community Gardens
Lucas Swick
Overarching Project Outputs

- Content Testing Framework
- Keywords for describing new forms of scholarship
- Repository of content within OSF
- Works in progress:
  - Contributorship Model
  - Guidebook for Documenting and Publishing Experiential Scholarship Projects
How did we accomplish this?
Grant Personnel

Micah Vandegrift
Lead Primary Investigator

Walt Gurley
Co-Primary Investigator

Shelby Hallman
Co-Primary Investigator

Mildred Nicaragua
Project Manager

Julia Reynolds
Administrative Support Specialist

Advisors & Past Contributors

Mike Nutt
Advisor

Greg Raschke
Advisor

Markus Wust
Co-PI

Erica Hayes
Project Manager

Jasmine Lang
Web Developer
Flexibility within Rigidity

Timeline

The Immersive Scholar timeline provides key outputs and phases of the project.

2020 Partner with vMLK Jr initiative
2019 Liberact V conference at NC State
2018 Cohort projects
2017 Initial goal setting workshop

<table>
<thead>
<tr>
<th>Timeline</th>
<th>2017</th>
<th>2018</th>
<th>2019</th>
<th>2020</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initial goal setting workshop</td>
<td>9/15/17</td>
<td>10/15/18</td>
<td>8/20/19</td>
<td>11/15/19</td>
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<tr>
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<td>9/15/17</td>
<td>12/8/17</td>
<td>11/30/18</td>
<td>11/15/19</td>
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<tr>
<td>Subgrant projects 100%</td>
<td>10/30/17</td>
<td>12/4/17</td>
<td>11/30/18</td>
<td>11/15/19</td>
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<tr>
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<td>11/30/18</td>
<td>12/8/17</td>
<td>11/30/18</td>
<td>11/15/19</td>
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<tr>
<td>Liberact 300%</td>
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<td>11/15/19</td>
<td>11/15/19</td>
</tr>
</tbody>
</table>
What did we learn?
Sustainability Is Key

- Project management & dedicated staff time
- Content
- Means of displaying content
Consider Scalability

- Integrating requirements for interinstitutional sharing
- Resource allocation
Establish Guidelines & Workflows

- For the team
- For the products
- For evaluating
“...to increase the impact of academic visualization environments and the scholarship created within them.”
Thought space

‘communicated scholarship’
not scholarly communication

‘experiential scholarship’
not (really) digital scholarship
“...to increase the impact of academic visualization environments and the scholarship created within them.”
Open Infrastructure

documentation as a primary output
osf.io/3z7k5/
delivery and dissemination
Public/Community Engagement

local connections and integrations

student involvement
Principles-based research production projects based on social issues

collaborator data model and methodology

osf.io/3z7k5/wiki/Contribution%20methodology
Library as platform

Citability

Peer review

‘publishing’

David Nieves, A. (2020). Review: Immersive Scholar. Reviews in Digital Humanities, 1(3). doi.org/10.21428/3e88f64f.a5b0dd2a
An inchoate ‘publishing’ workflow for works of experiential scholarship

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