Implications of Student Services on Library Digital and Physical Spaces

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Comfort level with using library spaces to support academic functions but what about student services:

- Some libraries hold classes within their spaces -- suspect this trend will increase given Covid-19
- Seeing student services offices at JHU spontaneously using public library spaces
- How will trends change given rise of online activity for universities? What is library’s role?
Three iterations of large-scale visualization or display in high-traffic, public space not originally designed for such usage:

- Migration from original custom developed hardware and software for research project involving computer science department to...
- Artistic and design attempt to increase engagement with games related to medical research to...
- Commodity hardware and software focused on games for student wellness
The Brandy Active Learning and Usability Research wall is a collaboration between the JHU Department of Computer Science and the Digital Research and Cyberspace Library of the Sheridan Libraries. The goal of the wall is to build a framework where educational and research applications can quickly be developed and deployed on a large-scale display.

Currently, the wall contains an image gallery from several library digital collections, robotics software images, and an interactive game, KineBallRun, to illustrate its capabilities. The software is an ambient app, ImageG Witness, which is activated when the user comes within range of the Microsoft Kinect.

The wall is activated by gestures detected by the Microsoft Kinect camera located on the wall, which recognizes joints, e.g., elbows.

Initially, stand at least one foot from the wall, as near the display as possible. To begin, follow the instructions on the wall:

- Please try the wall.
- We would love to hear from you!
- Contact us at bic-wall@jhu.edu:
  - Submit a proposal
  - Report a problem
  - Make a suggestion
New setup relies upon prior research and new, direct engagement with Student Wellness Office and Counseling Center:

- “Library is one of the places I feel most stressed.”
- Not a substitute for professional or dedicated counseling
- Modest interventions for wellness
- Gateway or portal to additional resources across offices of Student Affairs (only related websites available on kiosk)
- Integration with University launch of Silvercloud and work with local artist for exhibit of sound reflective clouds
Impact of Covid-19 -- Into the Virtual Cloud

Transition from physical space to digital space:

- Only about two weeks of usage in physical space, but anecdotal evidence that games were used regularly (with some access to counseling websites)
- Recast station into digital space without constraints and with additional context
- Blog post on library website in collaboration with Student Wellness office:
  - [https://blogs.library.jhu.edu/2020/04/wellness-games-recommendations/](https://blogs.library.jhu.edu/2020/04/wellness-games-recommendations/)
- Participation in monthly Mental Health Task Force meetings and updates
Trends from Covid pandemic:

- Increased student wellness and mental health issues
- Compromised ability to provide support and resources (e.g., licensing requirements across states, lack of continuity with counselors)
- Continued reliance on digital presence
- Library reconsidering what it means to offer “space” as community gathering or research space
This initiative is conducted under the auspices of ARL’s Research Library Impact Framework Pilot Program