Expanding the Experiential Library
Using Livestreaming to Adapt Hands-on Learning Spaces During a Global Pandemic

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Background - Experiential Learning

We can’t allow access to spaces safely.

How do we share these spaces and services while remote? Show what they can do? Employ student workers? Provide drop-in help?
Zoom Poll:
How much do you know about Twitch?

➔ I've never heard of it
➔ I've heard the name before
➔ I've watched a few streams
➔ I'm a regular user
➔ I'm a Twitch streamer
What is Twitch?

A virtual space for interactive live broadcasting, specializing in community-created content.

Features:
- Share video, your screen, a game, and more
- Chat room
- Saved videos
Similar Platforms

- YouTube Live
- Facebook Live
- Instagram Live
Why Twitch?

- Approachable and widely used
- Casual/informal
- Drop-in views (not fixed length)
- Anonymous
- Synchronous and asynchronous
- Browser and mobile accessible
Our Team

- 2 Librarians - Fellows Initiative  
  Background work, logistics, administrative tasks, scheduling… etc.

- 2 Staff - Supervise students, physical setups, supply ordering, anything on site

- 6 Students - Planning, delivering, and moderating streams

- Guests, Collaborators, and Advisory Group
Technology:

- USB Microphones
- Document Cameras
- Webcams
- PC or Mac
- OBS Software
- Avermedia Pro 2 Capture Card
- Equipment based on content (3D Printers, DJ equipment, VR Headsets, etc...)
Limitations

- Twitch's purpose isn't education
- Terms of Service for the Affiliate program
- Remote streams, remote streamers
How are we using Twitch?

- Drop-in Hours
  - Share spaces (Makerspace, VR Studio)
  - Demonstrations
- Special Guests
- Collaborations
  - Exam Wellness Week
  - Brickyard Broadcast
Fall 2020 by the Numbers
August 31 - November 20

- 75 streams
- 17 different streamers
- Avg. of ~3 viewers per stream
- 106 followers

Follows by week, August 31 - Nov. 28, 2020
Production Value vs Preparation Time

- Compelling content can be easy
- Experiential learning spaces primed to create this kind of content
- The more time you invest the larger the impact you can have
- Partnerships can bring large audiences
What's Next?

- Consistent Scheduling
- More Advertising and Outreach
- New Content Categories
Questions?  -- twitch.tv/ncsulibraries
Ask now or feel free to contact us later!

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