University of Rochester

1. Name(s) of programs (e.g. Scholars' Lab) and URL(s) associated with your DS program:	Digital Scholarship <https://www.library.rochester.edu/about/digital-scholarship> and Studio X <https://studiox.lib.rochester.edu/>
2. If you have a mission statement or similar description of your program, please include it here:	The Digital Scholarship (DS) department at River Campus Libraries supports faculty and student research through the use of digital tools and methods in order to create new knowledge and technology-rich experiential learning opportunities. As the hub for extended reality at the University of Rochester, Studio X fosters a community of cross-disciplinary collaboration, exploration, and peer-to-peer learning that lowers barriers to entry, inspires experimentation, and drives innovative research and teaching in immersive technologies.
CONSULTATION	Digital technologies and tools = Offered by Library Project planning = Offered by Library Building databases and archives = Offered by Library Class projects/assignments = Offered by Library Copyright, intellectual property = Offered by Library + Partner(s) Data management plans = Offered by Library Metadata = Offered by Library Locating and selecting data sources = Offered by Library Researchers' grant writing = Offered by Library + Partner(s) Digital publishing and dissemination = Offered by Library Digital preservation/curation = Offered by Library
Other (please specify the activity and who offers it):	Assessment (library); UX/UI (digital scholarship)

EDUCATION/TRAINING	Workshops/bootcamps on tools/software = Offered by Library Course-related sessions related to digital projects = Offered by Library Credit courses on digital scholarship topics = Offered by other campus unit(s) Symposia = Offered by other campus unit(s) Events, e.g. GIS Day = Offered by Library
FACILITIES	Training/classroom space = Offered by Library + Partner(s) Consultation space = Offered by Library Collaborative project space = Offered by Library Media production studio = Offered by other campus unit(s) Visualization studio = Offered by other campus unit(s) Makerspace = Offered by other campus unit(s) VR/AR studio = Offered by Library
INFRASTRUCUTRE/ENTERPRISE SERVICES	Digital preservation = Offered by Library Large-scale data storage = Offered by other campus unit(s) Digital publishing services = Offered by Library Repositories = Offered by Library Programming, writing APIs = Offered by Library Computational processing of data = Offered by other campus unit(s) Data recovery/migration = Offered by other campus unit(s) Software licensing = Offered by other campus unit(s) Virtual computing = Offered by other campus unit(s) Security = Offered by other campus unit(s)
3. What would you like to offer next?	The library is currently working on expanding our support for data needs, including data management plans, how to organize data, how to meet NIH Data Management and Sharing requirements, and working with the university to look at options for large data storage and preservation. We're also developing out support for digital preservation more broadly with a review of our IR and Digital Collections. We're expanding support for AR/VR, including more technical support for faculty research. We're beginning discussions about what types of digital services beyond traditional digital humanities approaches might be better co-located on campus, including support for multi-modal production.
4. What type of staff are employed by your program? Check all that apply.	Librarians, archivists, library staff Information technologists, including programmers Multimedia professionals Other: UX/UI Designer
5. What constituencies are served by your program? Check all that apply	Faculty Postdocs Graduate students Undergraduate students Community members Local high school students

6. What disciplines are served by your program? Check all that apply	Humanities
	Arts
	Social sciences
	STEM (science, technology, engineering, math)
	Professional (health sciences, law, business, etc.)

7. Please provide pointers to additional materials that may be helpful in understanding the structure and work of your program (journal articles, book chapters, web pages, reports, etc.)	https://bit.ly/StudioXReport
	http://www.digitalhumanities.org/dhq/vol/15/1/000507/000507.html