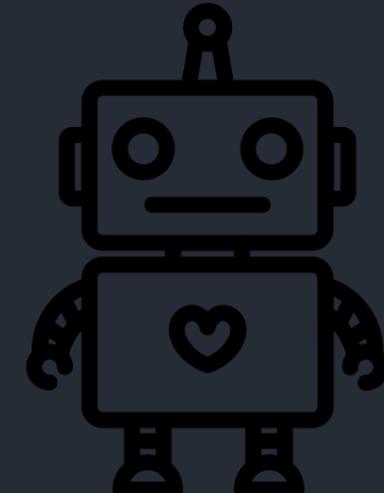
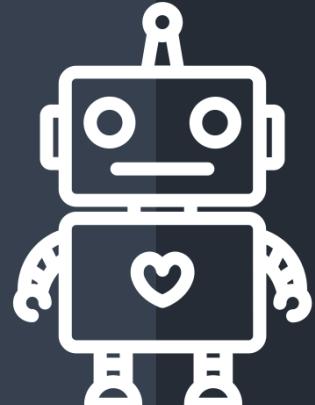


CANDIDATE FOR
INFORMATION
TECHNOLOGY
LIBRARIAN AT
DEPAUL
UNIVERSITY

APRIL
HUMMONS MS,
MLIS

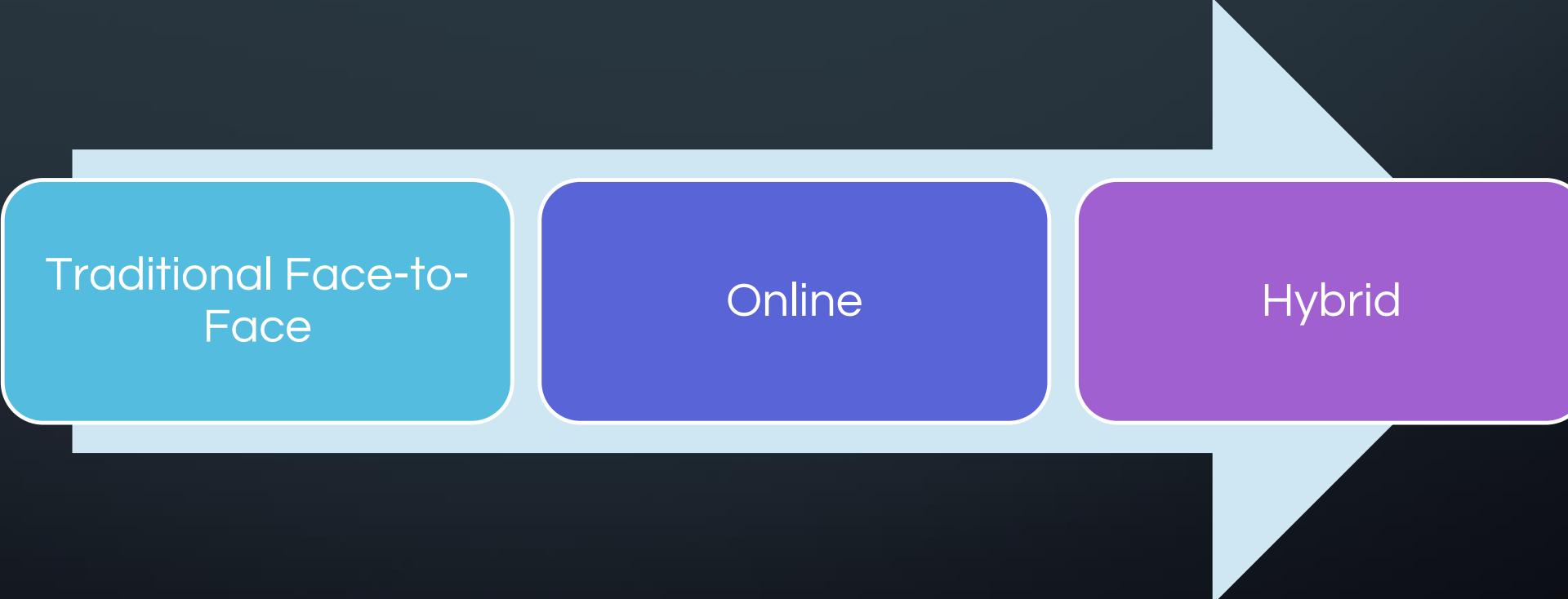




Based on your understanding, what are the most significant trends and challenges in developing and managing technology-enhanced spaces and their accompanying services to support evolving modalities of teaching, learning and scholarship? What practices would you use to ensure the success of a technology-enhanced space such as a maker hub or media production studio in an academic library such as DePaul, and what does that success look like?

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EVOLVING MODALITIES



Traditional Face-to-Face

Online

Hybrid

TRENDS

01

Immersive
Learning

02

Valuing the
User
Experience

03

Patrons as
Creators

04

Rethinking
Library
Spaces

05

Research
Data
Management

06

Learning
Space
Design

IMMERSIVE LEARNING

- Game - Based
- No-linear
- Critical Thinking



IMMERSIVE LEARNING

- [OVAL](#)
- [Virtual Harlem](#)
- [Translational Research and Information Lab](#)



VALUING USER EXPERIENCES

- Primary Users
- Qualitative and Quantitative Data
- Measure the Future



PATRON AS CREATORS



- Active Learning
- Maker Hub, [Tinkercad](#)
- Github, Codepen, Stackedit
- [Loanable Equipment and Technology](#)

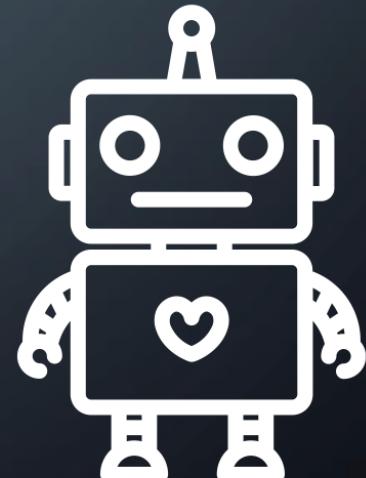
RETHINKING LIBRARY SPACES

- Primary Users
- Multi-Functional
- Academic & Social

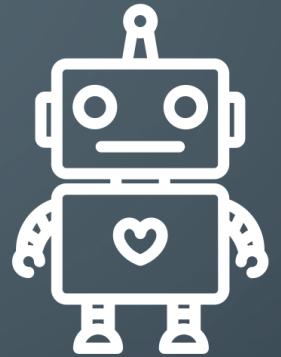


RESEARCH DATA MANAGEMENT

- Diversity of Data Formats
- Institutional Repositories
- GIS
- Big Data



LEARNING SPACE DESIGN



Information
Commons

Learning
Commons

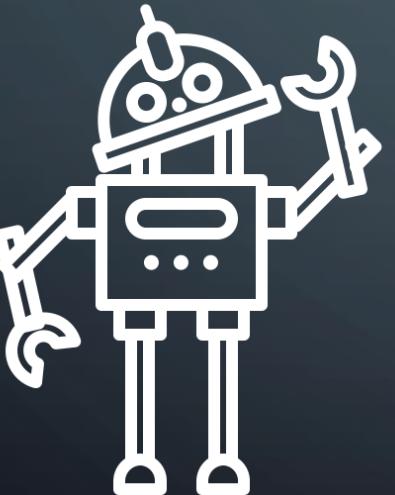
Makerhubs
& Media
Studios

CHALLENGES



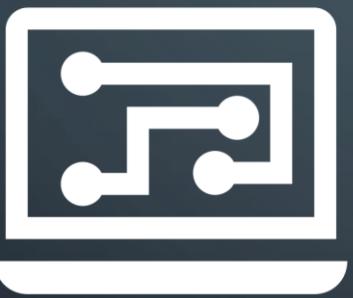
- Accessibility
- Role of IT
- Organizational Framework
- Costs

ACCESSIBILITY



- Digital Literacy
- Marketing and Promotion
- Knowledge Management

ROLE OF IT



- Translation
- Diplomacy
- Expectations

ORGANIZATIONAL FRAMEWORKS



- Strict Hierarchies
- Flexibility
- Who's Job?
- Fear of Failure

COSTS



- Money, Money, Money ... Money
- Maintenance
- Resources

Based on your understanding, what are the most significant trends and challenges in developing and managing technology-enhanced spaces and their accompanying services to support evolving modalities of teaching, learning and scholarship? What practices would you use to ensure the success of a technology-enhanced space such as a maker hub or media production studio in an academic library such as DePaul, and what does that success look like?

EVOLVING MODALITIES

How is the university
learning model
changing?

Passive

Active

SUCCESS



- Delivery Versus Deliverables
- Partnerships
- Collaboration
- Overcoming Limitations
- Goals

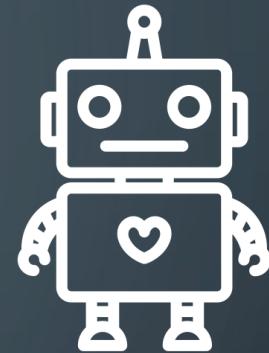
DELIVERY VERSUS DELIVERABLES

- Workshops
- Embedded Assignments
- Fun Stuff



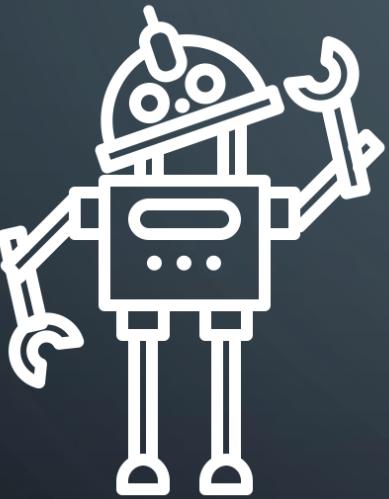
WORKSHOPS

- Examples:
 - Interviewing 101 – Tascam digital recorders
 - Educational Tech 101 – Makey Makey, 3Doodler, Lego Mind storms
 - Sound Recording Basics - Proper Microphone selection and usage
 - Video Abstracts



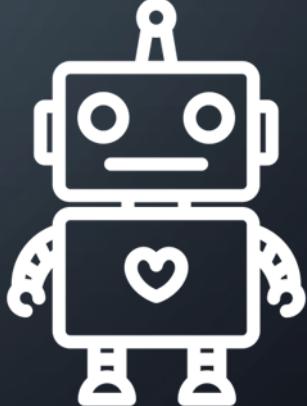
EMBEDDED ASSIGNMENTS

- Target courses & career paths
- Examples:
 - Theatre school monologue recordings
 - Oral Histories (audio only & filming)
 - Book Trailers (Digital Storytelling)
 - Digital Artifacts (Digication Portfolios)
 - Middle-school teachers



FUN STUFF

- Sphero Games
- Escape Rooms
- Shelves Cams

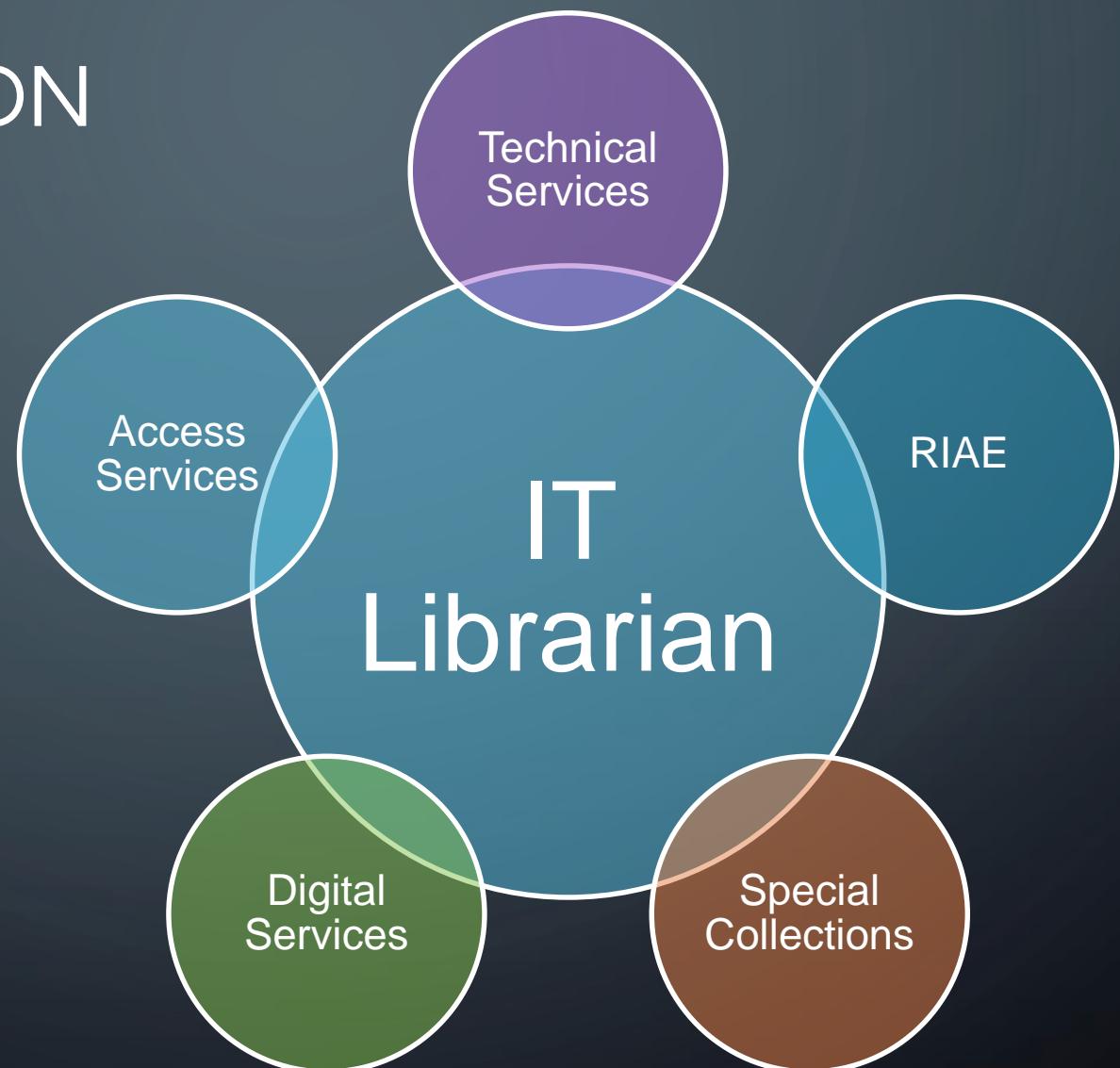


PARTNERSHIPS

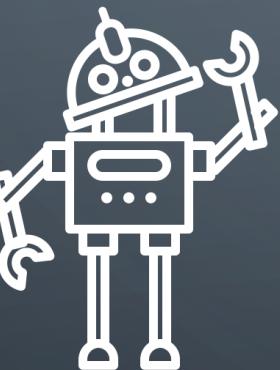


- CDM
- Centers for Students with Disabilities
- Cultural Centers
- DAB & Student Organizations
- LA&S
- College of Education
- College of Health Sciences
- Theatre School

COLLABORATION



GOALS



- Promote the Library with External Partners To Increase Visibility Of Maker Hub and Media Studios As A Resource
- Coordination of services with internal partners
- Monitoring Success and Failure with Quantitative and Qualitative Data
- Incorporating new media and technologies in strategic planning

SOURCES

- All icons are from the Noun Project -- <https://thenounproject.com/>
- New Media Consortium : Library Edition -- https://www.nmc.org/horizon_topic/blended-learning-designs/
- User Experience in Libraries: Can Ethnography Help? --
<https://referisg.wordpress.com/2016/07/02/user-experience-in-libraries-can-ethnography-help/>
- Measure the Future -- <http://measurethefuture.net/>
- In a Virtual World -- <https://americanlibrariesmagazine.org/2018/03/01/virtual-world-virtual-reality-libraries/>
- Dr. Bryan Carter -- <http://ibryancarter.com/projects>
- Smith College Libraries Knowledge{Lab} -- <https://sophia.smith.edu/knowledgelab/resources/>
- Sphero Games -- <http://tech.libraryjournal.com/detailstory?id=Cardboard-Sphero-NowWhat>
- The Internet of Things and Libraries -- <http://www.davidleeking.com/the-internet-of-things-iot-and-libraries/>

SITES AND ONLINE TOOLS

- Github -- <https://github.com/>
- Codepen -- <https://codepen.io/>
- Stackedit -- <https://stackedit.io/app#>
- Tinkercad -- <https://www.tinkercad.com/>
- Voyant Tools - <https://voyant-tools.org/>
- Heatmap -- <https://www.strava.com/heatmap#11.18/-87.64404/41.73036/hot/all>
- TRAIL -- <https://hsl.uw.edu/trail/>
- OVAL -- <https://libraries.ou.edu/content/vr-ou-workshop-outline>
- University of Maryland -- <https://www.lib.umd.edu/lms/services/other-equipment-sources-copy>
- College of DuPage -- <http://www.codlrc.org/lab>