UNLV | UNIVERSITY LIBRARIES

Library Faculty Presentations | Library Faculty/Staff Scholarship & Research

6-26-2016

A Virtuous Circle of Student Engagement: The Tech Corner

Brian R. Schuck
University of Nevada Las Vegas, brian.schuck@unlv.edu

Susan B. Wainscott
University of Nevada, Las Vegas, sue.wainscott@unlv.edu

Follow this and additional works at: https://digitalscholarship.unlv.edu/libfacpresentation

Part of the Higher Education Commons, and the Library and Information Science Commons

Repository Citation

Schuck, B. R., Wainscott, S. B. (2016, June). A Virtuous Circle of Student Engagement: The Tech Corner. Presentation at American Library Association Annual Conference & Exhibition, Orlando, Florida.

Available at: https://digitalscholarship.unlv.edu/libfacpresentation/145

This Poster is protected by copyright and/or related rights. It has been brought to you by Digital Scholarship@UNLV with permission from the rights-holder(s). You are free to use this Poster in any way that is permitted by the copyright and related rights legislation that applies to your use. For other uses you need to obtain permission from the rights-holder(s) directly, unless additional rights are indicated by a Creative Commons license in the record and/or on the work itself.

This Poster has been accepted for inclusion in Library Faculty Presentations by an authorized administrator of Digital Scholarship@UNLV. For more information, please contact digitalscholarship@unlv.edu.

The TECH CORNER: A Virtuous Circle of Student Engagement

A maker space in virtual space

Brian Schuck, Head, New Media (brian.schuck@unlv.edu)
| Sue Wainscott, STEM Librarian (sue.wainscott@unlv.edu)

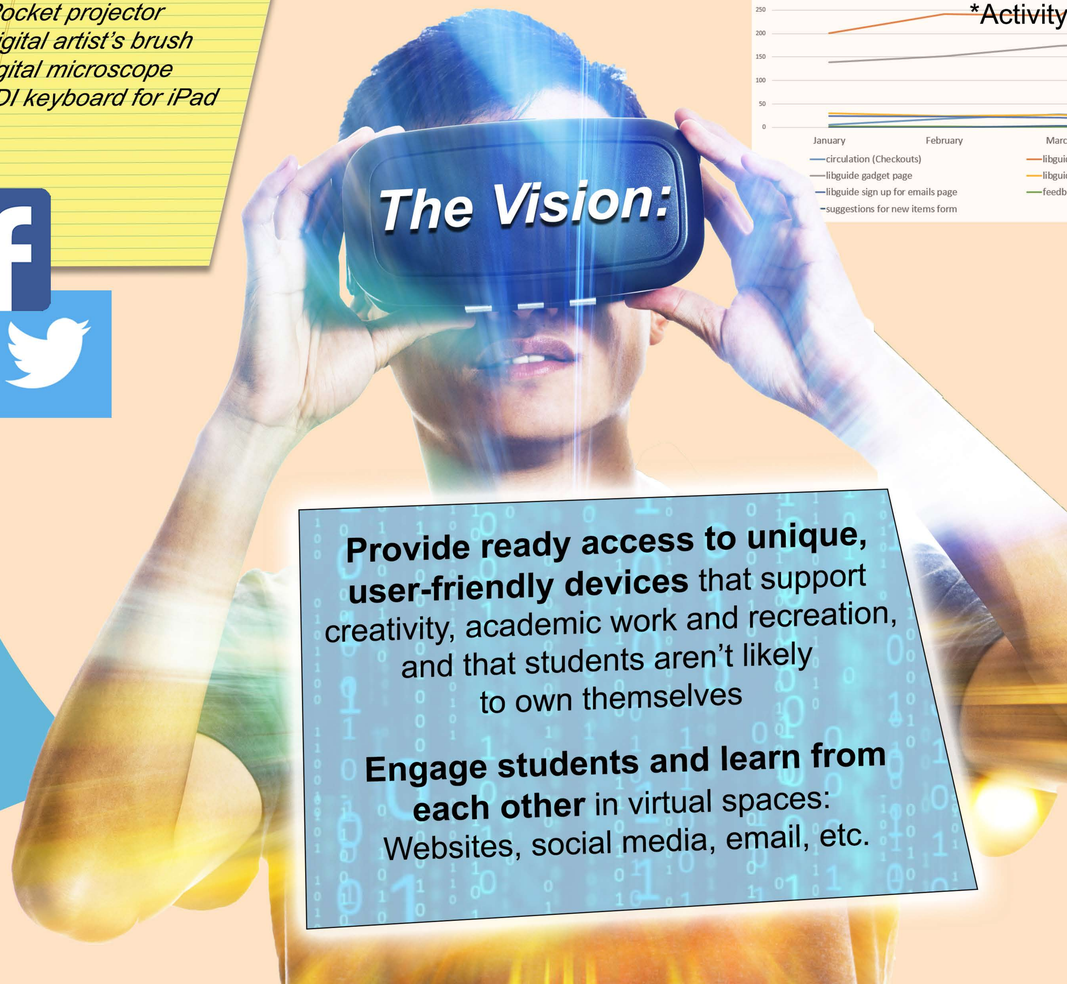
UNLV UNIVERSITY LIBRARIES

Conduct student focus groups to establish a starter set of devices; enlist volunteers to test the new devices

GoPro camera
Smartphone VR headset
Pocket projector
Digital artist's brush
Digital microscope
MIDI keyboard for iPad

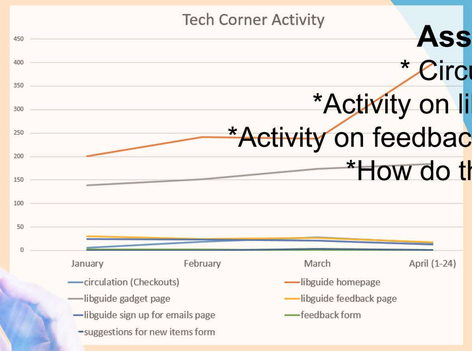
Solicit new gadget ideas using student email lists, the Libraries' homepage, and social media

Encourage gadget use and feedback by offering freebies (water bottles, mobile chargers) and end-of-semester raffle entries in exchange for email addresses



Provide ready access to unique, user-friendly devices that support creativity, academic work and recreation, and that students aren't likely to own themselves

Engage students and learn from each other in virtual spaces: Websites, social media, email, etc.



Assess:
* Circulation
*Activity on libguide pages
*Activity on feedback, ideas & poll forms
*How do they relate?

Keep engaging:
*Feature stories on using devices
*Solicit user feedback for public consumption
*Share images, videos and other creative works on Libraries' web & digital displays

360fly camera

Promote the winning gadget via online channels; solicit more gadget ideas and feedback on new and existing TC items

Conduct an online vote via Google forms for a new collection gadget

guides.library.unlv.edu/librarytc