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# Outside the Box: An Information Literacy Course Web2.0 Project

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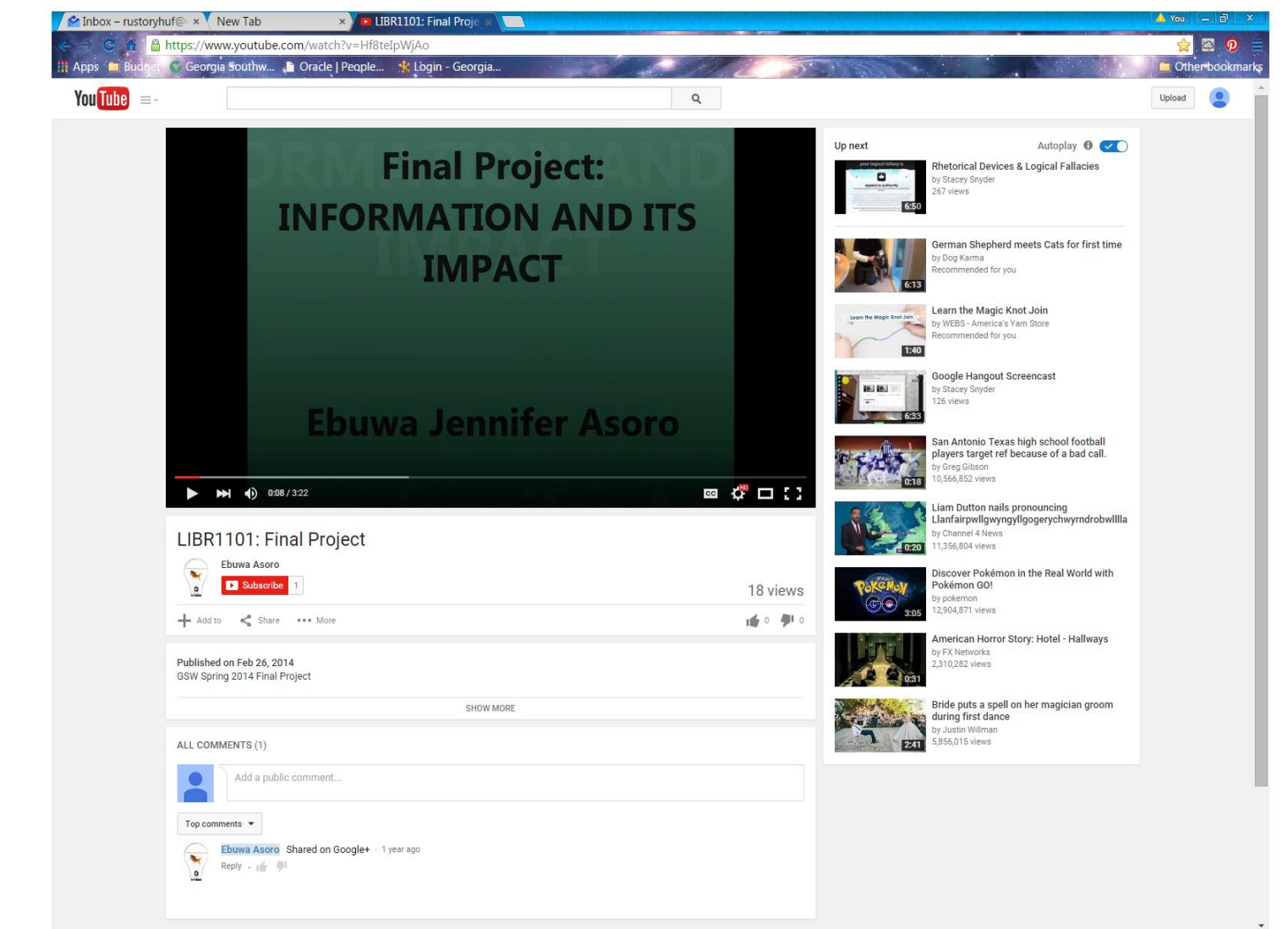
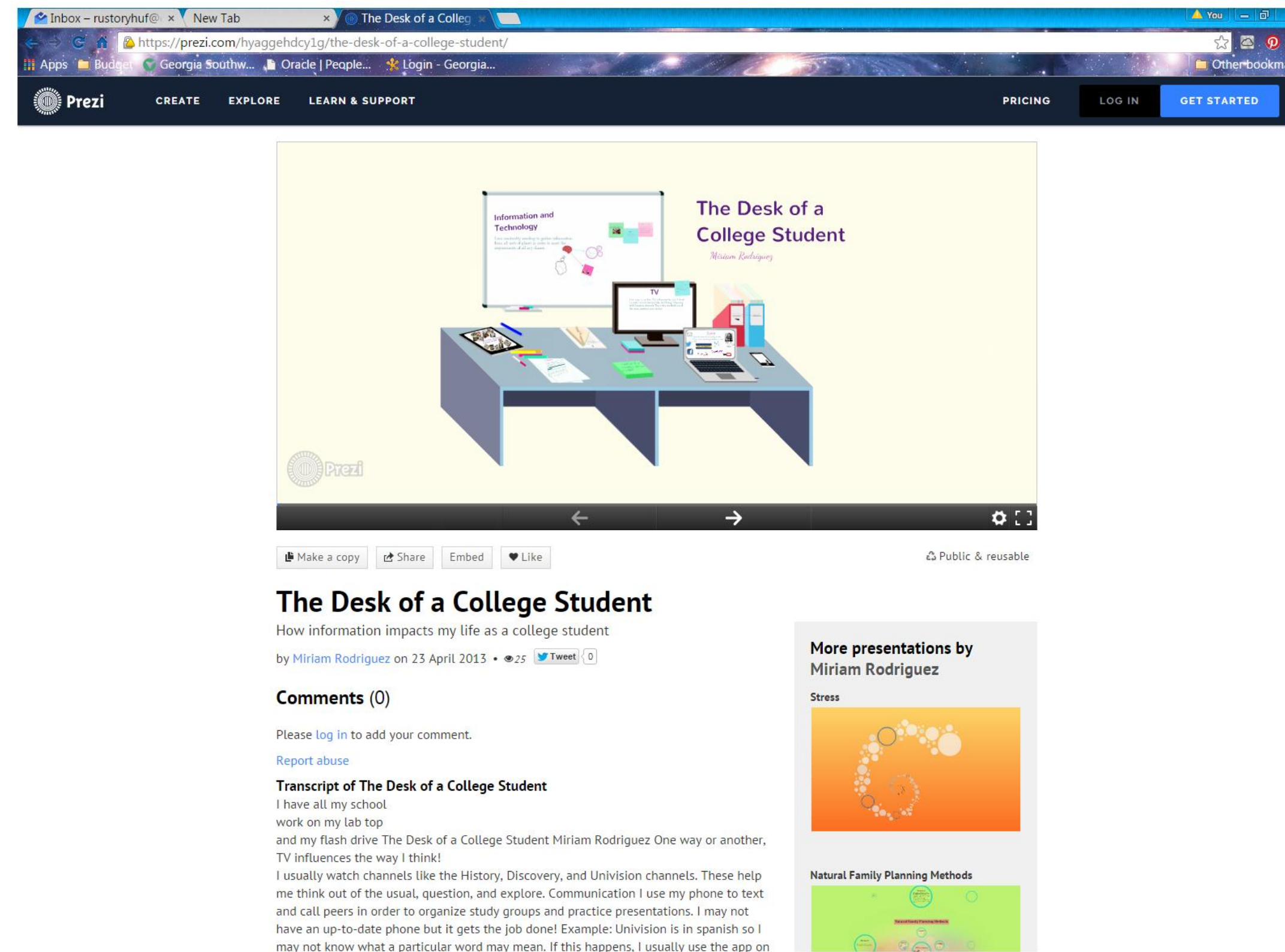
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## Web2.0 Project

As an alternative to “traditional” research or annotated bibliography projects, students enrolled in LIBR1101 complete a Web2.0 Final Project. Encouraging creativity, innovation, and utilization of a variety of Web2.0 tools, students are asked to show how information impacts their lives as a college student. Additionally, students complete a reflection piece on the creation process and information impact.



## Student Learning Outcomes

Students will be able to understand the theory and concepts of Information Literacy and the information seeking process by:

- Choosing, defining and limiting a research problem
- Identifying appropriate types of resources to answer the information need
- Locate print, electronic, and multimedia resources

Students will practice ethical use of information and to evaluate information and its sources critically by:

- Articulating and applying criteria for evaluating both the information and its source
- Evaluating the usefulness of retrieved information to the research problem
- Understanding the definition and various forms of plagiarism and its impact on academic success and future goals

Students will work toward proficiency in the Framework for Information Literacy:

- Understanding theory and practical application of Information Literacy
- Developing skills in identifying and defining information needs
- Developing skills for advanced research using print and electronic information sources

## Web2.0 Applications

- Tumblr
- Stumble Upon
- Wiki
- Photo Story
- Stupeflix
- Prezi
- LiveBinder
- YouTube
- Pinterest
- Glogster
- Issuu
- Scoop.It

