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Experimental Learning Environments

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Experimental Learning Environments

COALITION FOR NETWORKED INFORMATION APRIL 5, 2016

Agenda

- Introduction
- History of Brown Room + Cooper Digital Studio
- Adobe Digital Studio + Brown Digital Resources Lab
- Center for Geospatial Technologies
- Vision for the Future

Speakers

- Patricia Carbajales-Dale
 Co-Director, Clemson Center for Geospatial Technologies
- Bobby Hollandsworth
 Learning Commons Coordinator, Clemson University Libraries
- Wesley Smith
 Manager, Adobe Digital Studio at Clemson University Libraries
- Christopher Vinson
 Head of Library Technology, Clemson University Libraries

Introduction

- How many are here from libraries? How many are here from other offices?
- How many would say you have collaborative spaces in your libraries with campus or private partners? Are you happy with it?
- How many of you are interested in developing new spaces?

A Little Background

History of Our Experimental Learning Environments

Cooper Library is Very Popular

- Patron Count: 1,306,412
- Change: 4%
- Average Weekday: 8,300
- Average Week: 43,865

(FY 2014-2015)

Cooper Library- 4th Floor See All 1st 2nd 3rd 4th 5th 6th Search: 405) study nes 405A 404A esource Sharing 406A 404B 406 407A 412/ 407B Learning Commons East **Learning Commons West** Print Reference W 410 Popular Reading 409B Check Out Reserves ask a librarian Audiobooks CDs & DVDs Main stairs 402A 402 Byrnes Room DRL (Brown Room) F000 401C

Cooper Library- 5th Floor See All 1st 2nd 3rd 4th 5th 6th Search: study mus O QD - QP O 0 0 0 VEND 0 a - ap OP - RZ 0 503 0 501 502 PPPP SP 510A P main stairs Adobe Digital Studio

Brown Room

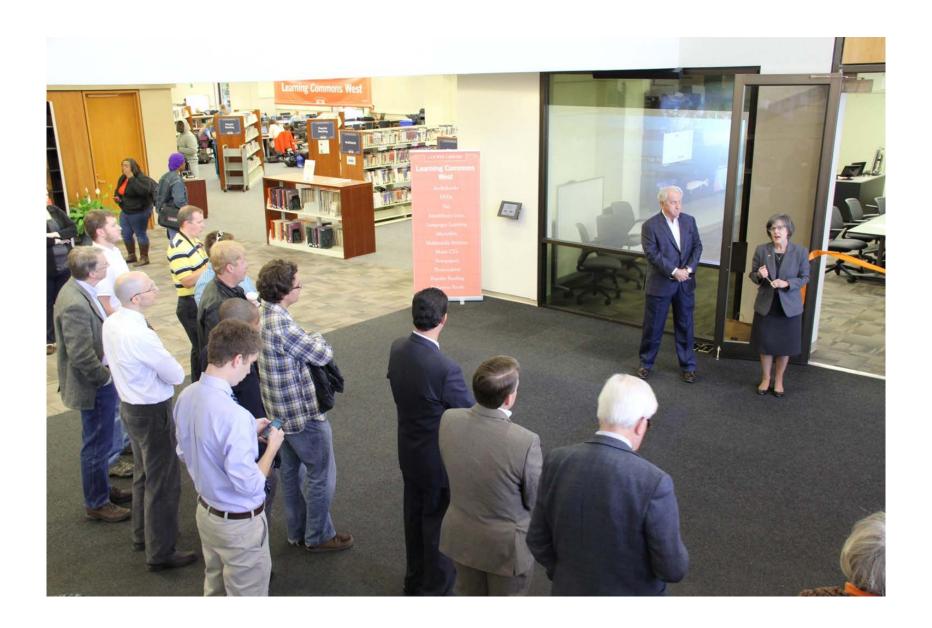
- Renovated Brown Room opened October 2013
- Collaboration of Library, CCIT, and Dell
- Former meeting room
- 893 sq. ft.
- Visualization Wall (15–46 inch monitors, 17 x 6)
- 3 projectors
- 16 laptops
- Classroom and presentation space, HiperWall
- Comfortable space for 16 at tables

Brown Room

















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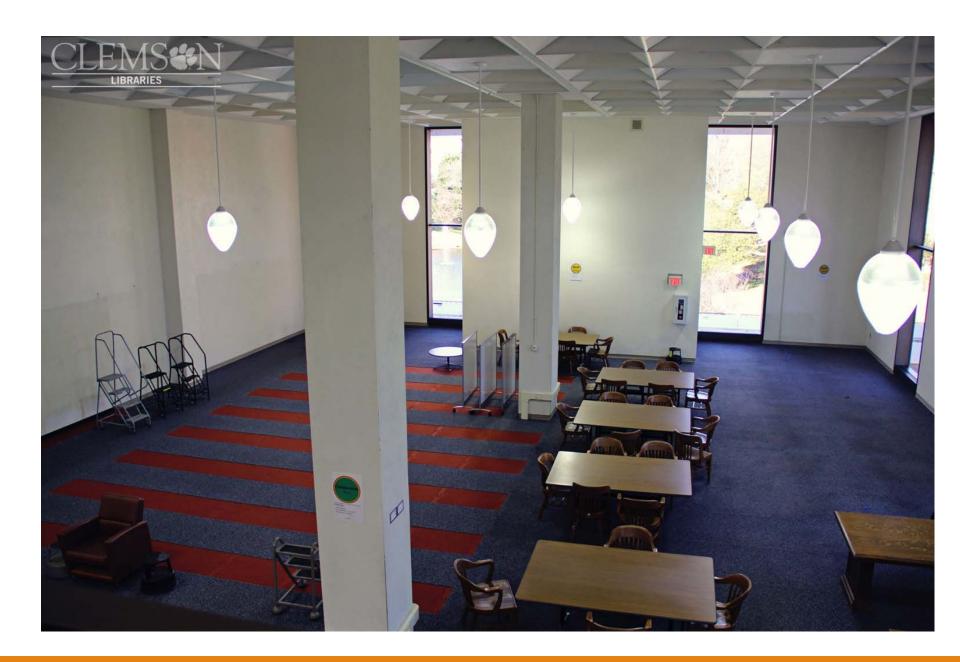


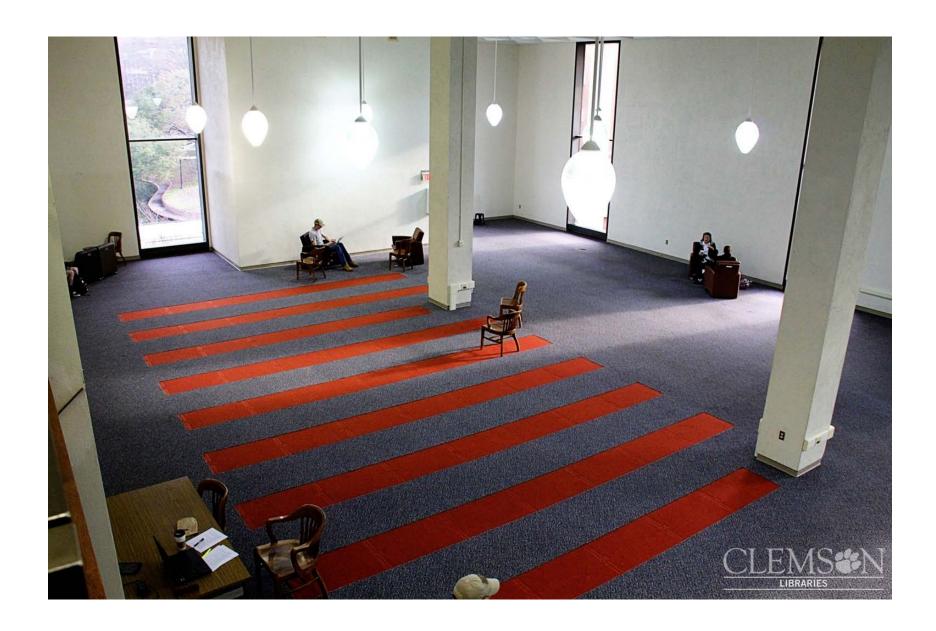


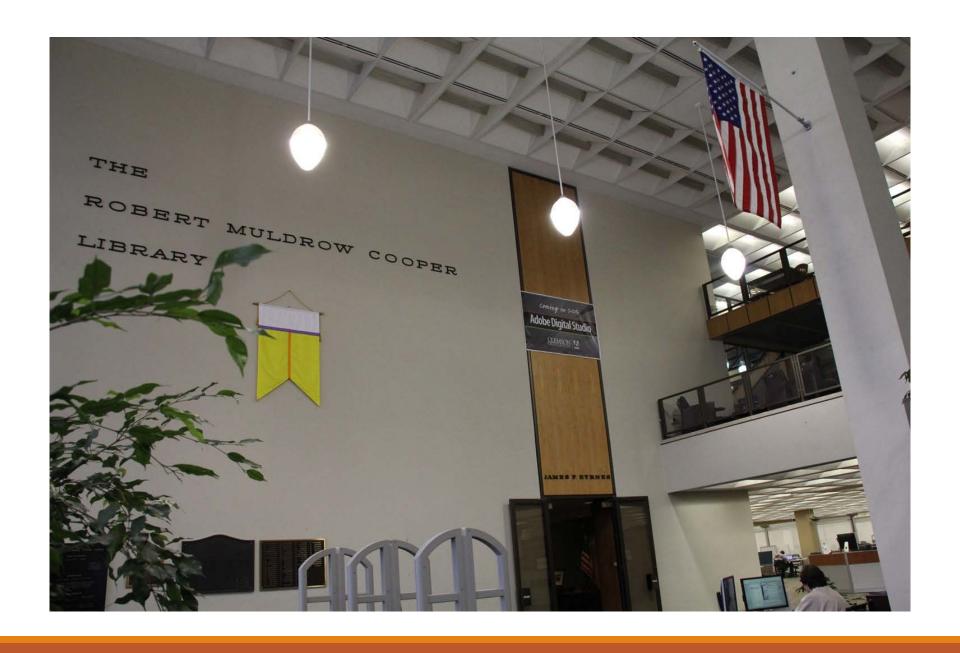


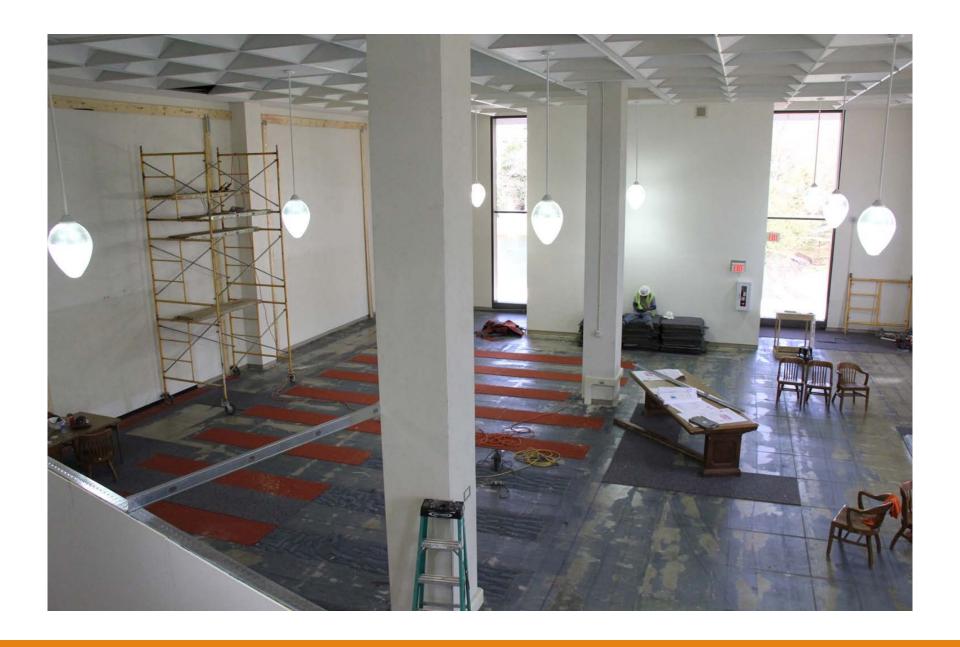


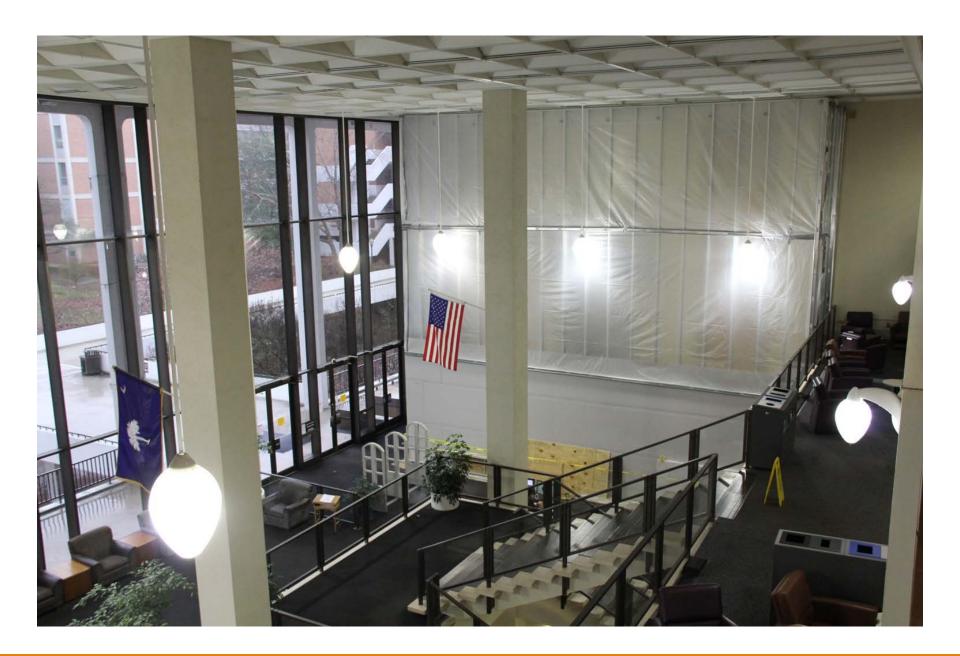
Adobe Digital Studio

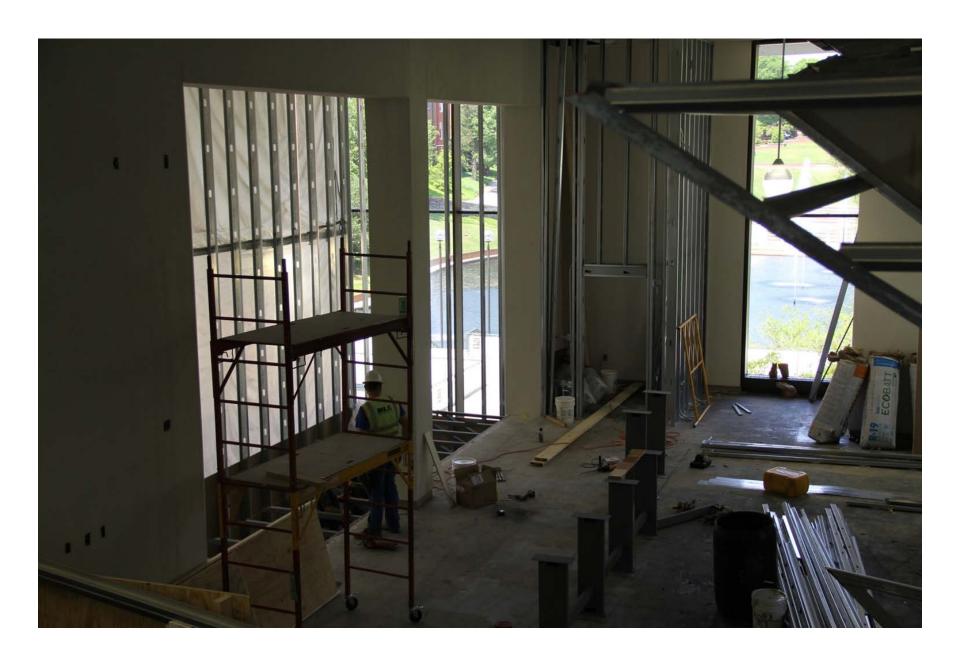












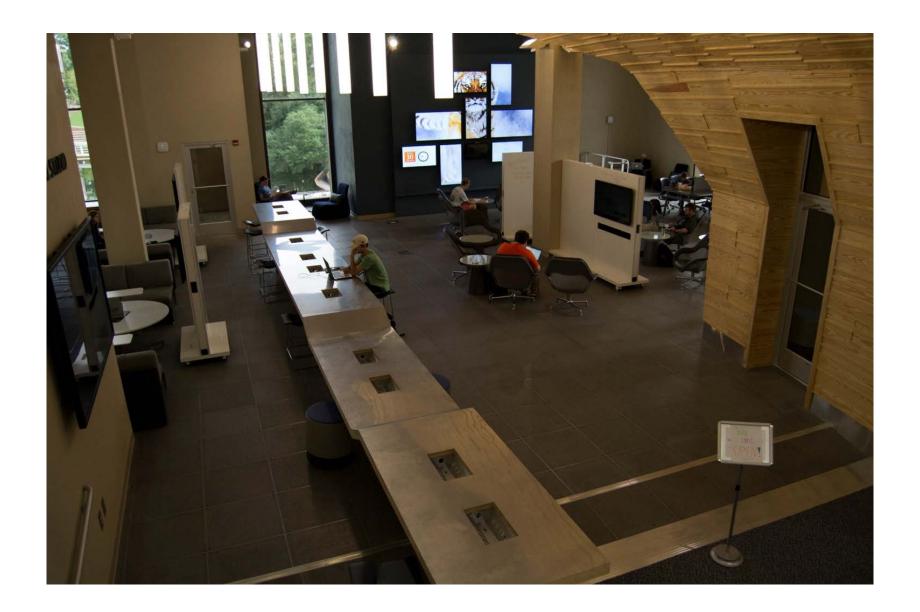








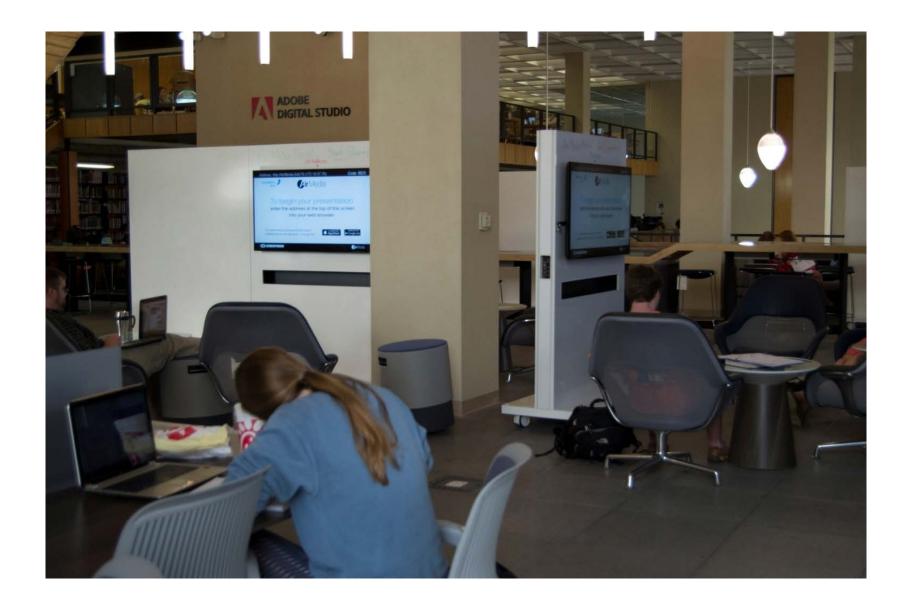












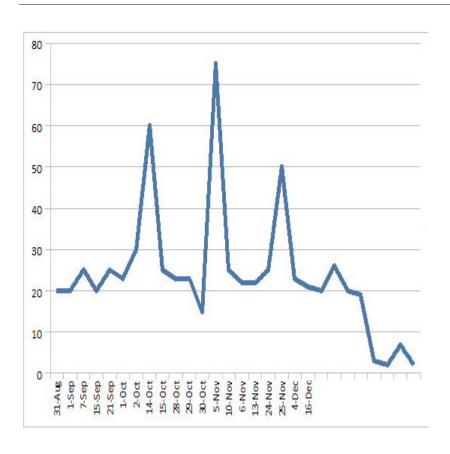
Current Adobe Studio + Brown DRL

- Setup
- By the Numbers
- Structure

Adobe Digital Studio

- 2,457 sq. ft. area
- Library, CCIT, and Adobe collaboration
- Video production studio
- Audio production studio
- 7 large screen monitors, plug and work
- 4 dual screen iMacs for post production
- Adobe Creative Cloud
- Open 24/5, staffed 9am-10pm M-Th, 9am-5pm Friday, and 4pm-10pm Sunday

By The Numbers - Studio

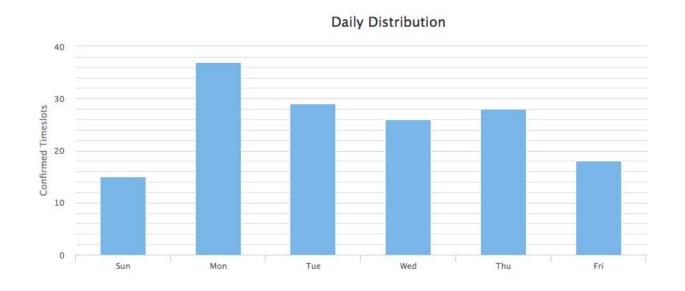


- The average user population during fall semester was
 41.93
- 29 Faculty/Class Tours
 (Over 700 Students visited the Adobe Digital Studio for an official Tour)

By The Numbers: Video Production

Key Stats

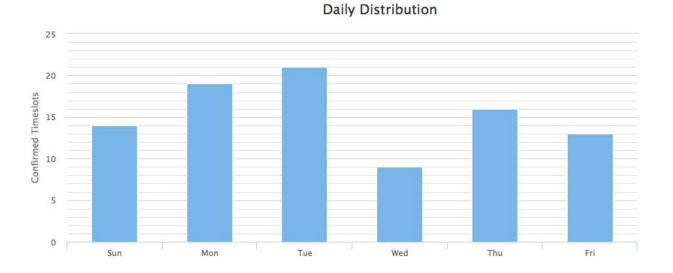
83 Unique Users **153** Confirmed Timeslots Total time used: **9180** Minutes (6 Days 8 Hours)



By The Numbers: Audio Production

Key Stats

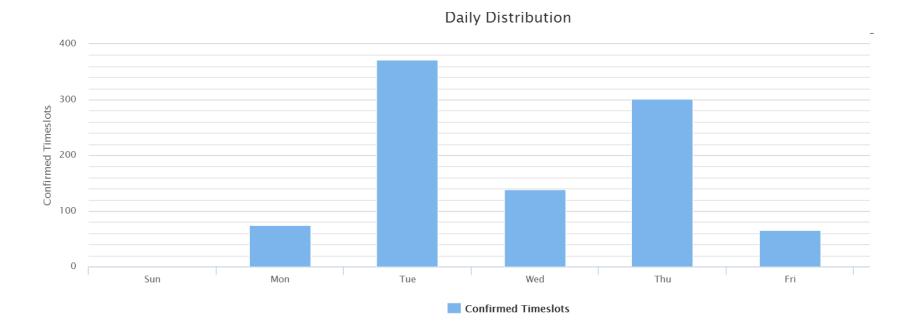
47 Unique Users
92 Confirmed
Timeslots
Total time used: 5520
Minutes (3 Days 20
Hours)



Adobe Digital Studio Staff Structure

- 1 Full Time Staff
- 1 Graduate Assistant
- 9 Student Intern/Work Study Students

Brown Room



Center for Geospatial Technologies

Background & Mission

- Dispersed
- No staff support
- IT & Libraries: advanced cyberinfrastructure & service, data oriented
- Mission:

Build a community of interdisciplinary geospatial science practitioners through the support of research, teaching, and outreach activities using technologies that enable the collection, analysis, and application of spatial data.



from...



to...



Collaborative space



Sandbox contests



Services provided

- Gateway to high performance computing
- Geospatial data portal initiative
- 2 workshops/week Certificate of attendance
- 7 classes supported per semester
- Software licensing for over 200 packages and cloud services
- Grant support and collaboration



Next steps

- Librarian "ambassador" program
- Virtual reality, 3D environment
- Exhibit space, 3D printer
- Drone program
- Research Bazaar, Hackathons & Datafest



Lessons Learned

- **Communication** partners, community
- Partnerships
- Outreach & marketing social media, website
- Follow up: consultations/office hours
- Hands-on vs. online
- Support from upper management



Future Vision

- Continue to look for opportunities for growth and partnerships
- Centralize services
- Expand, improve, or move existing spaces
- Develop sustainability model

Questions?

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