

## A Hybrid Community of Practice for developing 21st Century Competencies

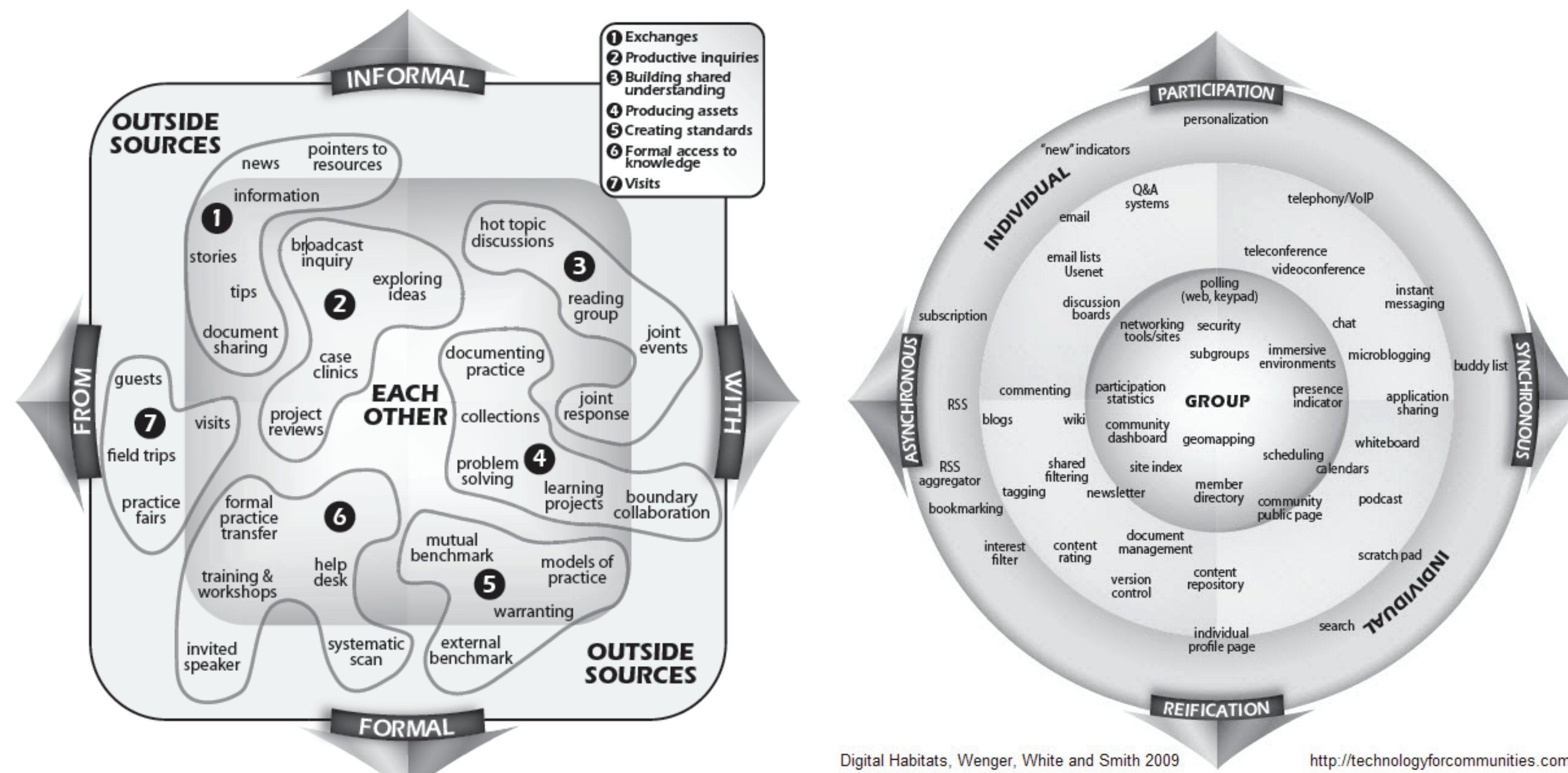
**What is a Community of Practice (CoP)?** Wenger (2002) states, "Communities of practice are groups of people who share a passion for something that they know how to do and who interact regularly to learn how to do it better."

**What are 21st Century Literacies?** Barbara R. Jones-Kavalier and Suzanne L. Flannigan (2006) state, "Literacy today depends on understanding the multiple media that make up our high-tech reality and developing the skills to use them effectively."

### Domain | Community | Practice

#### CoP Benefits

- Sharing of expertise & knowledge
- Pulling together existing resources
- Reusing of available resources
- Professional networking across units
- Time saving measure (not recreating the wheel)
- Meaningful way to serve the campus community



Digital Habitats, Wenger, White and Smith 2009 <http://technologyforcommunities.com>

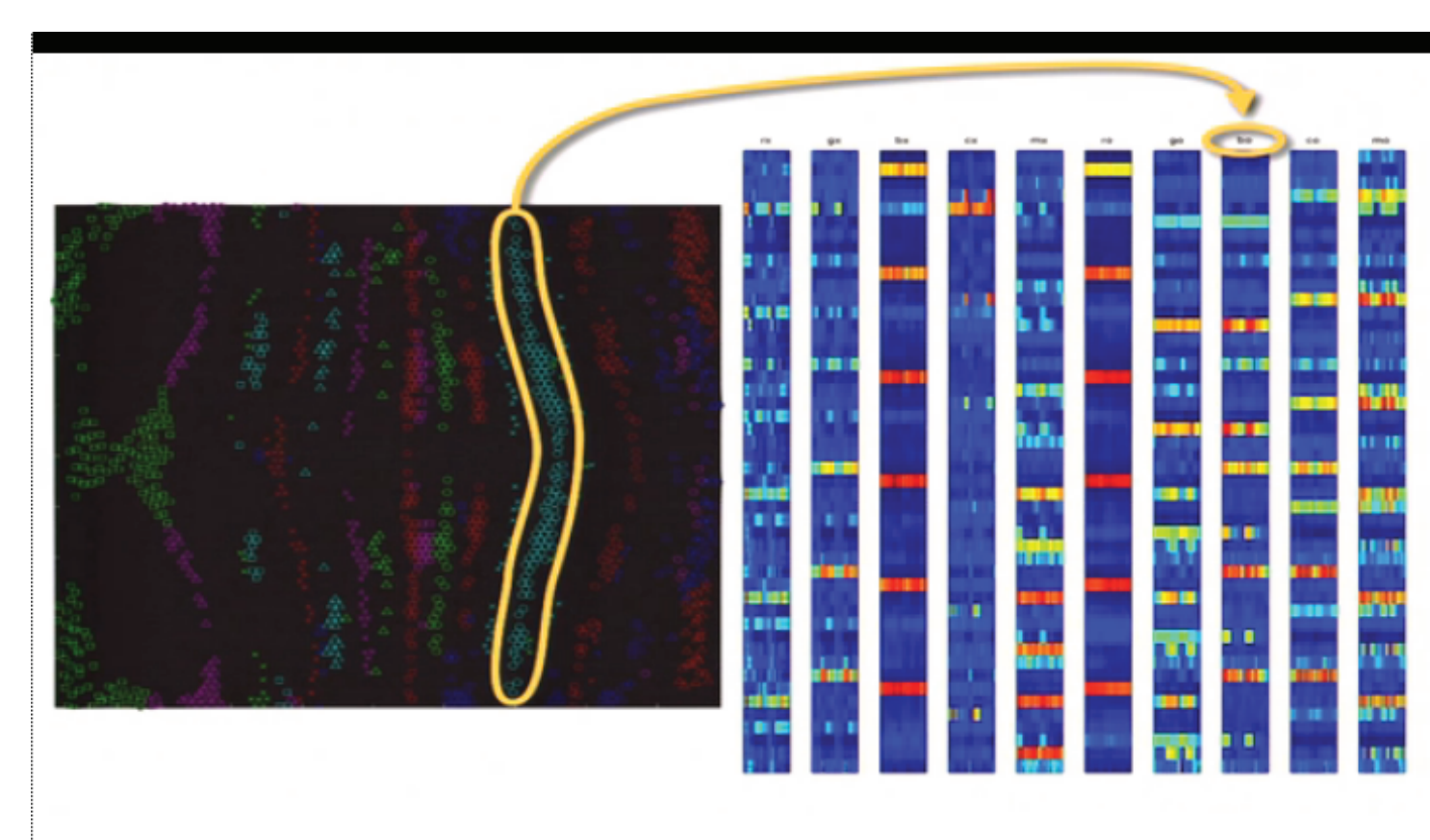
### Literacies: Visual | Information | Technological

Open source VITL (Visual, Information and Technological Literacies) course with resources and information for faculty and students

#### Research Study on "Visual Studying"

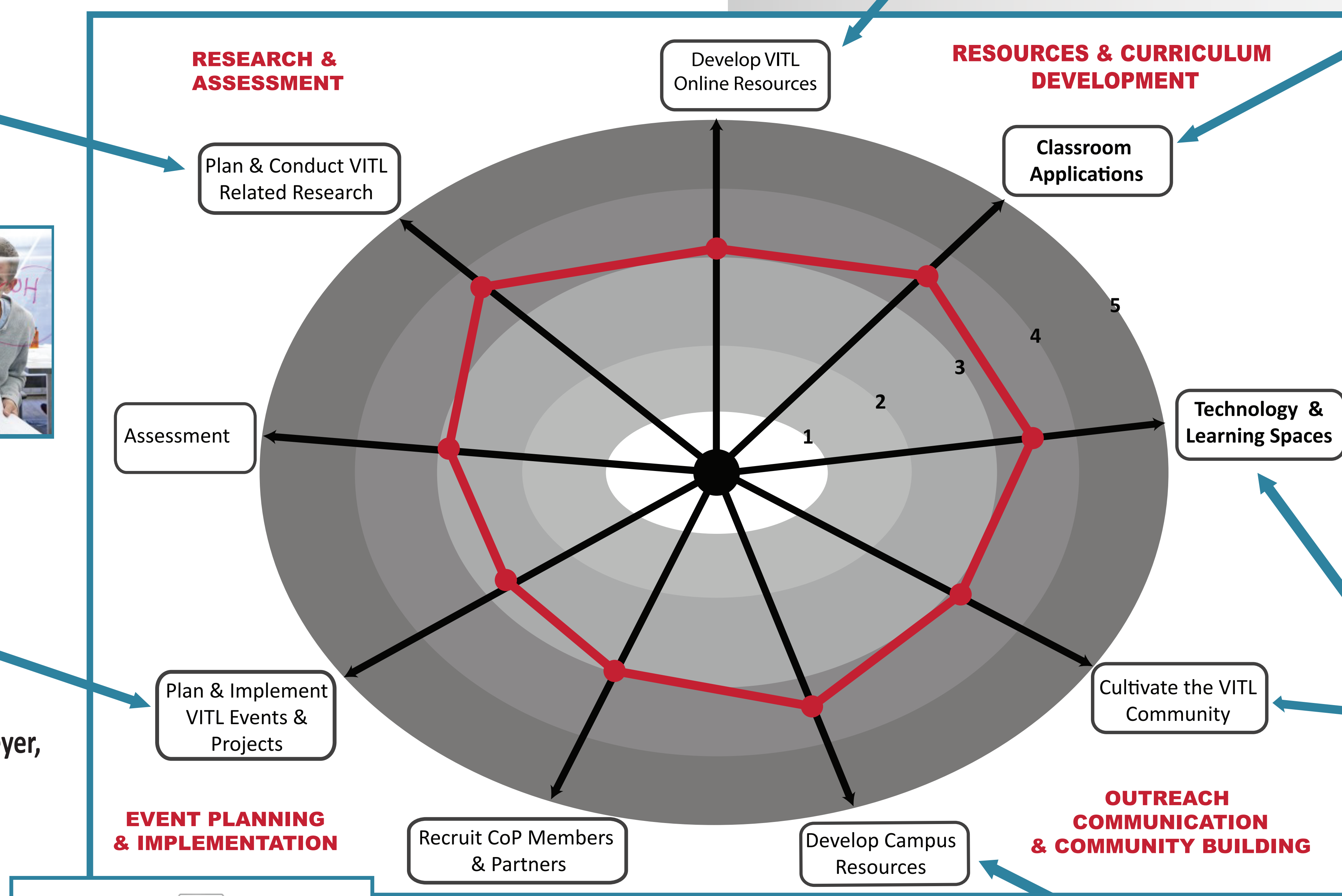


#### Announcing and Supporting Visual Topic Presentations



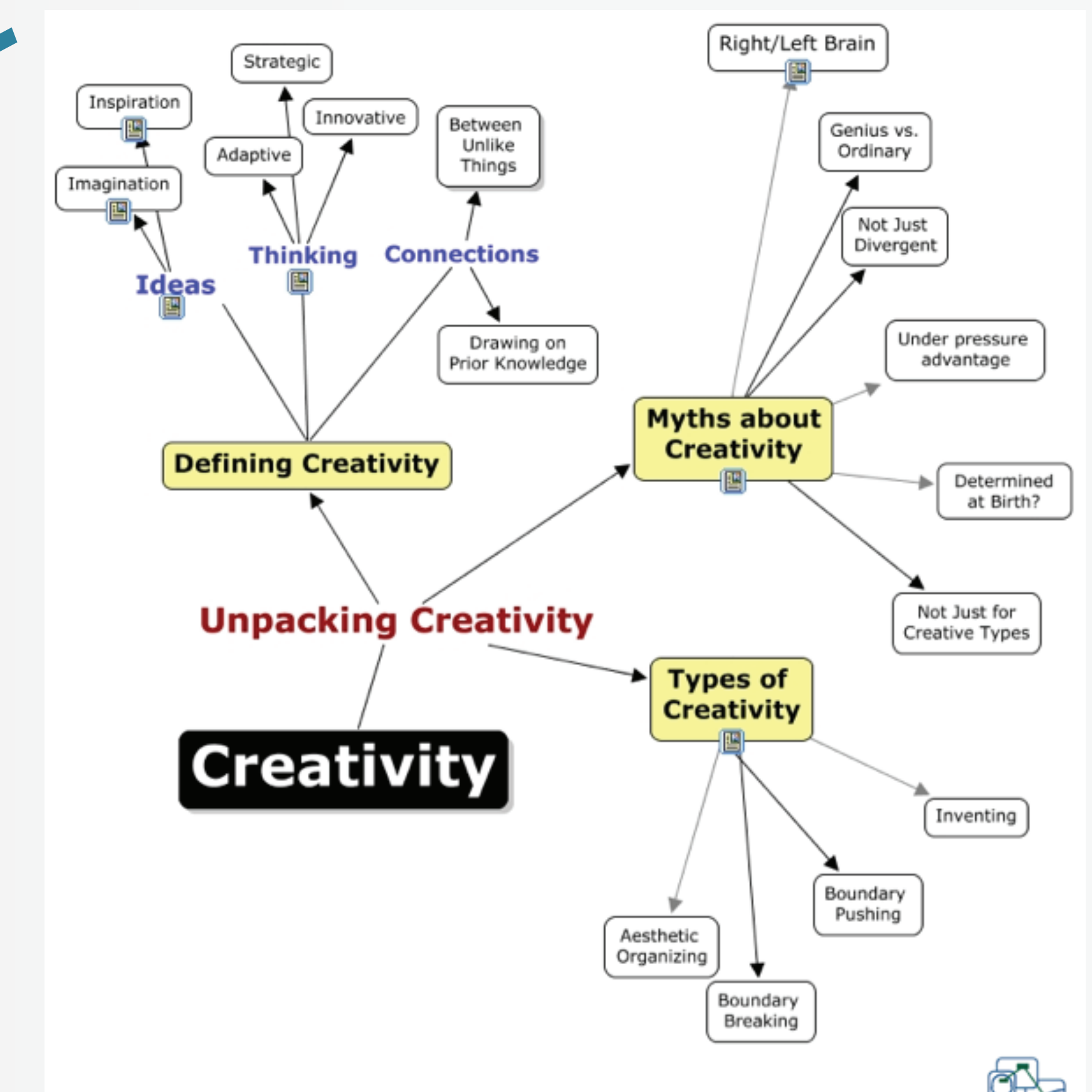
Marriott Library Gould Lecture by Dr. Miriah Meyer, School of Computing Visualizing Data: Why an (interactive) Picture

Other presentations & workshops include: Assessing Rights & Risks, a Faculty Copyright Primer workshop, as well as, Prezi and Illustrator workshops.



The Spider Diagram, above illustrates the average of the highest scoring VITL activities (on a scale of 1-5) collected as part of a VITL CoP needs assessment survey, where community members expressed interest in CoP activities and initiatives they would like to participate in (see some of the range of scores on the spider diagram insert to the left).

#### Materials and support for visual classroom applications and resources



Open source materials created for creativity workshop but reused for Design Thinking class

Initiating interdisciplinary discussions and grant proposal for immersion technology classroom space & flipped classroom video production

Alignment Matrix aligning ACRL literacy standards with Undergraduate Student Learning Outcomes