# From the Commons to the Spartan Floor:

Enhancing Digital Literacy Through Technology-Integrated Spaces

Sharon Thompson & Christina Mune
San Jose State University Library, San Jose, California
August 11, 2015
Re-Think It: Libraries for a New Age



"If we teach today as we taught yesterday, we rob our children of tomorrow."



"If we teach today as we taught yesterday, we rob our children of tomorrow."

- John Dewey, Democracy and Education, 1916

# Technology as noun



#### Technology as noun

My "laptop" A "smart phone" Open "PowerPoint" Go to "YouTube" Install "ProTools" Play a "video game" Content for the "video wall"



# Technology as verb



#### Technology as verb

Creating Discovering Remixing Presenting Gaming Sharing Communicating Collaborating



# Technology as environment



#### Technology as environment

Lots of power! Access to devices Screens to share Experiencing together Multiple outputs and inputs Interactive productivity Work, play, and rest in the same space



#### So, um, how do we actually do this?



#### **Student Computing Services**

Laptops, Macbooks, iPads

Phone chargers

Adaptors

**Calculators** 

Special tech (meters)

Access & accessories to

labs

Front line tech support



#### **Technology Training Center**



Dedicated Trainer & Peer SPSS mentor

Scheduled workshops

Email assistance

Drop-in open hours

One-on-one appointments

Marketing and Outreach:

Library referrals
Word of Mouth
Committees, events and info lit
classes

### Integrated Technologies











Media:scapes
Captureboard
Touchscreen table
Digital signs
Video wall

#### Creative Media Lab

#### Video Editing







**Audio Editing** 







Gaming/Animation

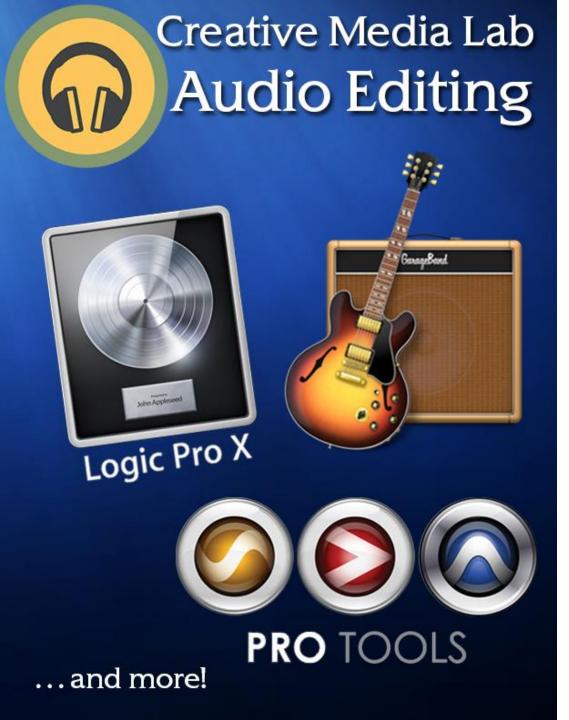






Workspaces
Multiple Technologies
Welcoming

... and more



Computer System
High-end iMac computer
KeyStation 88
Software Applications
Adobe Creative Cloud
Audacity
Garage Band

Logic Pro X

**ProTools 11** 









**Final Cut Pro X** 

...and more!

**Computer System** 

High-end iMac computer

**Software Applications** 

Adobe Creative Cloud

Audacity

Cinema 4D

Compressor

Final Cut Pro X

iMovie

**Toast** 











**GameMaker: Studio** 

.. and more!

Computer System
PC Desktop

**Software Applications** 

**Adobe Creative Cloud** 

Maya LT

Second Life

**Unreal Engine** 

**ZBrush** 

#### **LARGE Collaborative Screen**





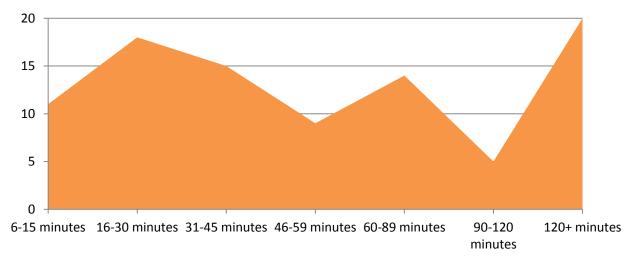




# What our stats say:

Spartan Floor Location	Q Count Spring 2015		
Student Computing Services	4216		
Student Technology Training Center	170		

#### **Interaction Time- Training Center**



### What our circulation says:

Device	Jan	Feb	Mar	May	April
Laptops (296)	698	2956	2631	2643	3763
MacBooks (77)	423	1950	1874	1449	2446
iPads (104)	144	402	346	265	407
Laptop Accessories	1375	5796	5223	4797	7090
Phone Chargers	70	364	309	322	465
Calculators	4	43	37	66	47
Whiteboard Accessories	31	267	273	313	329
CML Room Key			8	105	79
CML Accessories			4	41	51
Meters			8	0	7



Sharon.Thompson@sjsu.edu

Christina.Mune@sjsu.edu @bibliopathic