A Collaborative Co-Design Approach for Student-Centric Learning Commons

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Information Futures: Aligning Our Missions
Presentation Purpose

Illustrate essential elements for producing student-generated insights on design of learning commons or learning spaces.
Learning Commons Partners’ Goals

• Enable faculty innovation and curriculum revitalization with technological infrastructure, pedagogy and technology expertise, and information resources and consultation.

• Encourage application of constructivist principles to advance students’ information, communication, and technology proficiencies for life long learning.
Students’ Learning Commons Aspirations

- Provide flexible, multi-use space and services
- Promote cross-disciplinary inquiry and discourse
- Create interactive student-faculty-staff learning communities
Action Research Assumptions

Students think and act differently than the people for whom our educational systems were designed.

Educators are shifting their focus from teaching to learning.

Converging forces demand change in traditional non-consultative design approaches.
International Research Effort

Interdisciplinary Swedish, Australian, and American researchers advanced participatory co-design approach to promote pedagogical change, enhance learning, and cultivate relationships.
What is a Learning Commons?

“Student Generated Research”
From Concept to Implementation

Student teams developed (trans)disciplinary capabilities in a ‘zone of innovation’: 

- New media production technologies 
- Technical writing narrative expertise 
- Architectural design rendering principles
Putting it Together

A Virtual Reality Studio
Senior Project Marketplace

• Purpose
  - Create comprehensive development and viewing tool for the Senior Project process

• Motivation
  - Senior Project is the culminating Cal Poly graduation requirement.
  - Students need to share ideas, develop concepts, and demonstrate competence.

• Functionality
  - Senior Idea Meeting Place: find student researchers
  - Senior Project Development: facilitate student-advisor communication and milestones
  - Showcase: find and view finished projects
Learning Commons “Need Finding”

- Focus Group Interviews
- One-on-One Interviews
- Facilitated Campus Dialogues
- International Information Exchange
- Online Social Networking

"All time high" - igen!

Förra året vände Luleå tekniska universitet som bekant den negativa ansökningsstrenden, i år är siffrorna än mer positiva. Bland annat har förståndsansökningarna till lärarutbildningarna ökat med mer än 50 procent och civilingenjörscertutbildningarna med cirka 40 procent.

- Det är faktiskt helt otroliga siffror, kommenterar rektor Ingemar Palmér.

- Särskilt glädjande är det givetvis att så många blivande civilingenjörer väljer Luleå i första hand, och att vi också när det gäller vår lärarutbildning når målen med räcke.

Beställ katalog

Civiløkonom
Civilingenjör
Arenor/tvärvetenskap
Lärare
Hälsa
Media
Musik

Hi, my name is Markus Tiburzi, and I’m studying System Engineering. This is my 4th year here at LTU.

Feel free to ask me about:
- Fitness
- Nutrition
- Disc Golf
- Video Editing
- Power Point Presentation
- Computer Problems

MSN: tibban@hotmail.com

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Co-Design Ideal

Student and faculty beneficiaries collaborate throughout with project planners.
EDUCAUSE Learning Initiative (ELI)
Student Input on Learning Spaces Tool

User participatory design

- Survey narrative
- Digital images
- Flickr visual tagging
- Data interpretation
EDUCAUSE Learning Space Survey

Instructions: After telling us some information about ………………………………………

First, some information about you.

Camera Number: _______
Class Standing: □ Freshman □ Sophomore □ Junior □ Senior
Age _______
Major ________________________________________________________________
Gender □ Female □ Male
Live on Campus? □ Yes □ No

Image # ___
Where you like to work on group projects
Where is this? _______________________________________________________
Why is this a good place for group work?

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Student Interpreted Peer Recommendations

Learning Space Survey
Learning Commons Recommendations

FAVORITE PLACE CAMPUS

<table>
<thead>
<tr>
<th>Place</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>Art Building</td>
<td>5</td>
</tr>
<tr>
<td>Tower Area</td>
<td>3</td>
</tr>
<tr>
<td>King Library</td>
<td>2</td>
</tr>
<tr>
<td>Pool</td>
<td>1</td>
</tr>
<tr>
<td>Student Union</td>
<td>1</td>
</tr>
</tbody>
</table>

OTHER FAVORITE PLACES CAMPUS

<table>
<thead>
<tr>
<th>Place</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>Art Building</td>
<td>5</td>
</tr>
<tr>
<td>Student Union</td>
<td>4</td>
</tr>
<tr>
<td>King Library</td>
<td>3</td>
</tr>
<tr>
<td>Tower Area</td>
<td>2</td>
</tr>
<tr>
<td>Engineering Building</td>
<td>1</td>
</tr>
</tbody>
</table>

OTHERS: AGDOS, between Morris Depty Auditorium and Dwight Bentel Hall, ATM, Status Area, Music Building.

Many students seem to be drawn to the Art Building, mainly, I believe, because most of the students that took the survey have a background in art. But, I found that some who are not art students, are drawn to it because of it's color.

The Tower area (includes Tower Hall, Lawn, Fountain) is also mentioned frequently. Assists students enjoy are the scenery, the sun, the nature, and the history this area represents.

For the secondary, tertiary, and quaternary favorite places on campus, I grouped the data together because many listed places crossed over into each category.

The Art Quad and Building, with its open area and central location on campus, is found to be a great place for students to hang out.

The Student Union of course houses many of the eateries, and is home to the bowling center. Along with those, are the AS Computer Services Center which is mentioned various times throughout the survey.

The King Library holds many places in which students can relax and enjoy a cup of coffee maybe (Tully's) or work together on group projects, or simply delve into the many resources available.

The Tower Area is also mentioned again numerous times, again because of the scenery and building of the area.

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Phenomenographic Investigation

Qualitative research methodology which investigates the different ways in which people experience or think about something.
Academic Senate’s
University Library Board
Phenomenographic Study Questions

• Describe an information literate student.

• How do you engage your students in information literacy?

• What are some of the challenges of teaching information literacy?
Participatory Co-Design

- Is a philosophy: collaboration improves usability and builds relationships
- Is a process: user-centric, interdisciplinary, contextual investigations
- Is a set of techniques: usability testing, inquiry learning, interactive evaluation

... for planning learning commons, learning spaces and learning experiences “with and for” students
Lessons Learned

• Collaborative co-design cultivates insights into users’ perspectives.

• Interactive dialogue ensures learner-centered educational responses.

• Sustained communication initiates insight-driven user-designer relationships.
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