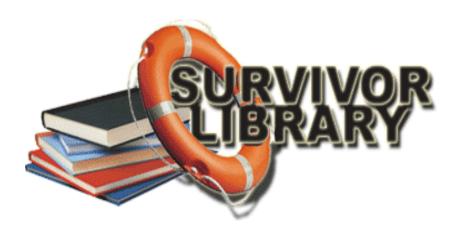
#### Using Pop Culture to Introduce New Users to the Library

Library Technology Conference 2011 Ron Joslin, Macalester College

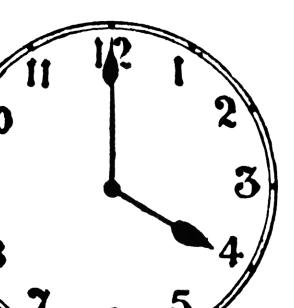




#### **LibTV**

#### What we'll be doing....

## #1 Describe Macalester's experience



#2 Opportunity for you to share how your library engages new users

#### First Year Student Orientation

## A CHANGE IN DIRECTION



### **OUR GOALS:**

#### Expose them to basic Information Services resources

Let them know that we're fun and approachable!

# We asked and here's what our students told us:

- 1) INTERACTIVE: Don't just tell them, let them do
- 2) <u>SOCIAL</u>: Provide opportunities to interact w/ each other
- 3) <u>FUN</u>: Don't make it too instructional make it fun!
- 4) ENGAGING: Make activity challenging (just not too challenging)
- 5) FAMILIAR: Connect with them where they already are online
- 6) OFFER GOOD PRIZES!

### Making it work...

-optional summer activity -low tech, web-based -focus on the activity, not the library -not too time-intensive

## Why pop culture?

merican



## The DeWitt Code:

An online murder/mystery orientation game for first-year students at Macalester

### PERFECT RECIPE FOR A MYSTERY

A dead librarian. Two first year students A not-so-famous-painting. A secret society. And the hint of a conspiracy!

### STORYLINE

What body? No body, no murder? – is it a practical joke? but the 'Dean' is not laughing.

Paul and Maria work together to clear their names (and enlist the rest of the first year class to help them)

They interact with various characters while visiting locations in the library around campus

(and one of them is the murderer!)

#### MAKE IT GAME-LIKE...

Add even more features frequently found in games including the ability to:

- --- customize or personalize the experience
- --- "collect" or acquire things
- --- the ability to determine your own course through the game
- --- need to use teamwork and collaboration in accomplishing tasks
- --- earning points (and thus increase competition)

Not a '1 time for two hours' activity ...instead many times for a few minutes

#### USE OF MULTIMEDIA...

Improve the games' "look appeal"...

...this means increased graphics, video, audio, etc.

...and this content needs to be integrated into the activity as opposed to be add-on content.

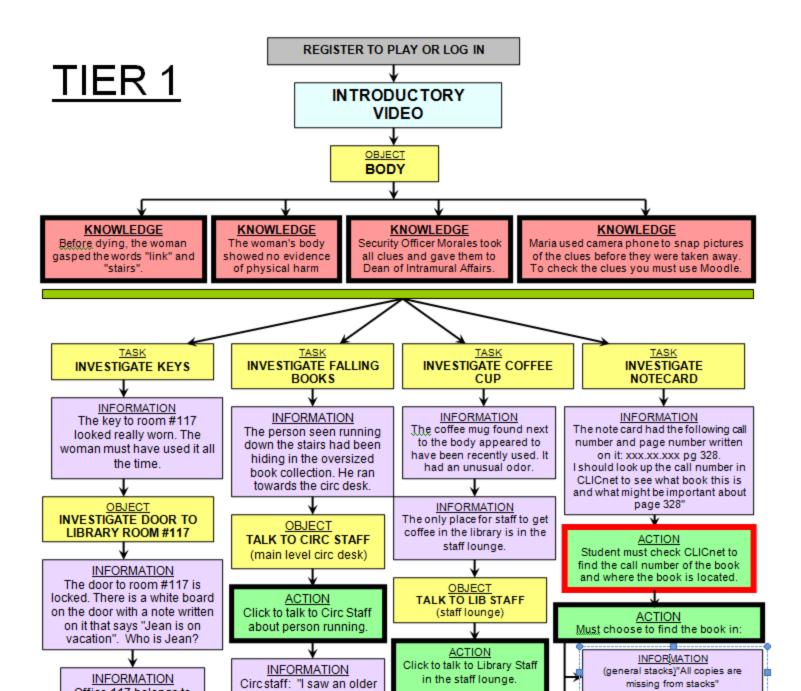
Content should be brief and visual ....USA Today not Wall Street Journal

#### AUTOMATE EVERYTHING...

Things need to happen automatically and not be human-driven so that players can be truly independent of library staff trying to "pedal the bike behind the scenes" to keep the game moving.

Use PHP or scripting languages to automate most game processes.

We chose to use Joomla.



#### Follow-up survey:

(37% responded to survey)

#### 100% glad they participated

89% felt they learned new things that would make the start of classes at Macalester easier

#### DEDLAN 0 AWATI STUYANA OLEH RIKA ERNES EUGABER ADAN SURVIVOR LIBRARY • DELAST

#### SURVIVOR LIBRARY!



-- eight Mac students compete in weekly tasks to avoid being kicked out of the library.

-- used 'video diaries', blog postings, forums, etc.

-- each week vote on who they thought should be kicked out!

-- each week first year students voted on who they thought should be kicked out of the library!

#### The 'Survivor Library' cast of characters

- ADAM conspiracy is his thing
- STILIYANA international student
- ERIKA the St. Thomas student taking a class at Mac
- MARY the environmental activist
- ERNESTO the jock with 'a crush' on Mary
- ALEKS the spoiled rich kid
- ELIZABETH the politician
- OLEH the party animal

#### Production hurdles

Making it interactive while producing videos on our schedule

#### Most popular features:

- --Forums More than 10,000 individual posts in the three months
  - --Additional (non-library) content



- do a 'reality check' on assumptions about Macalester

-how international is Macalester?
-is everyone who attends Macalester very liberal?
-how 'socially conscious' is Macalester? Green?
-sports teams?

- all from a student perspective

# Who is the class of 2013?

- create a 'profile' of the incoming first year class
- use polling to allow first years to create their own profile
- make it non-traditional

EXAMPLES:

- How many continents have you visited?
- Private vs. public high school?
- Do you play a musical instrument? The bagpipes?
- How languages do you speak?
- Vegetarian or meat-eater?
- Ever cause a car accident?
- PC or MAC (or Linux)?

#### Examples of other ideas being developed...

- --Interactive Map of neighborhood
- --Cool Library Tools
- --Coffee Shops/Local Businesses
- --Journal or Not
- --How Information Literate are You?
- --Getting your Computer Macalester ready
- -- Campus legends and lore
- -- Student employment in Info Services

## The site also included many of the traditional 'social networking' features:

- adding user comments
- uploading pictures / video
- interests tag cloud / affinity grouping

## LibTV

Promote library services with short videos in 'hurry up and wait spaces' spaces

Short-lived project at Macalester

### Now it's your turn...

#### THANK YOU! QUESTIONS OR COMMENTS?

joslin@macalester.edu