2018 ARLD Poster Sessions

Mixed Methods Research Investigating Faculty Experiences with Grey Literature

Amy Riegelman, Shannon Farrell, Julie Kelly, Wanda Marsolek, and Kristen Cooper, University of Minnesota Twin Cities

As academic librarians, we are acutely aware of the challenges in locating grey literature. In our recent mixed-methods research we surveyed and conducted interviews to investigate how tenured and tenure-track faculty at the University of Minnesota experience grey literature in terms of finding, citing, and creating. The poster will share the preliminary results of our research and will help attendees understand 1) the multiple different types of resources that are considered grey literature as well as 2) other aspects of grey literature including why it is desirable in evidence synthesis as researchers attempt to address publication bias.

The CatDoc HackDoc : a cataloging documentation hackathon

Kristi Bergland, Kalan Knudson Davis, and Stacie Traill, University of Minnesota Twin Cities

Cataloging and metadata management staff of the University of Minnesota Twin Cities, Crookston, Duluth, and Morris campuses came together for an intensive two-day retreat with the goal of revising, formatting, and linking as much cataloging documentation as we could. The idea for CatDoc HackDoc originated with the Islandora community's "HackDoc" model, which we adapted and refined for the University of Minnesota Libraries' cataloging documentation.   CatDoc HackDoc participants organized themselves into several functional teams: two Content Teams, to create and revise cataloging documentation; an Accessibility Team, to format documentation for consistency and accessibility; an Organization Team, to organize documentation within shared Google Drive space; and a Sites Team, to create a staff website providing access to all cataloging documentation. At the end of two days, participants had revised, reformatted, organized, and linked over 100 documents and consumed more than 3 dozen donuts. The event was a success -- so much so that we plan to hold it annually. Our poster will feature the lessons learned, the obstacles overcome, and the Agile project management methodologies employed to make our cataloging documentation more accessible.

Inclusive redesign of graduate data management curriculum

Janis Shearer, St. Catherine University

My practicum with the Research Data Services Team at the University of Minnesota Libraries included a project to revise lesson plans for graduate level research data management training in preparation for a 2-day boot camp. The term "data management" does not resonate with all graduate researchers and it was important that the learning objectives, content and assessment activities reflected that. This poster will discuss how I worked with the RDS Team to develop an inclusive boot camp for all disciplines, and why understanding the needs of researchers was essential to launching a valuable event.

Adventures with ADDIE: Creating an Online Professional Development Program

Anne Beschnett, St. Catherine University and Trent Brager, University of St. Thomas
As part of the professional development offerings of the Minnesota Library Association's Instruction Round Table (IRT), the IRT co-chairs decided to build an online professional development program (mostly) from the ground up. IRT co-chairs developed, launched, facilitated, and evaluated the Creating Online Information Literacy Learning Objects: I'll Get to It This Summer (COiLO) program over Summer 2018. COiLO was developed to introduce, or reintroduce, participants to the ADDIE instructional design process. The two and a half week online program, delivered through the Free for Teachers version of Canvas, offered participants the opportunity to set aside some time in their schedules to work on applying the ADDIE model to their own online learning object creation process. This poster will describe COiLO's own very meta process of using the ADDIE model to create a program about the ADDIE model from analysis to evaluation, including the trials and tribulations of creating your own program from scratch.

The Reality Of VR In The Library

Amanda Lewis and MaiSee Vang, Metropolitan State University
Virtual Reality (VR) is a buzzing new technology that is starting to gain momentum in library services. How is VR being used in libraries today? What types of VR headsets are out there and what would work best for your library? What are the costs and benefits of VR? How do you make one headset work at a gaming event with many participants? Our poster showcases the Metropolitan State University Library's journey with implementing VR gaming into our library programing, while also giving you insights on whether or not a VR system will be a good fit for your library and your patrons.

Building a Culture of Innovation and Excellence at the MSU Mankato Library

Mark McCullough, Memorial Library, Minnesota State University Mankato
The Minnesota State University Mankato library is working to strengthen partnerships with various campus units, particularly those within the Center for Excellence & Innovation. The goals are to expand awareness of services and programs offered by these offices; to utilize the services; to enhance the knowledge and skills of library faculty related to teaching and research; to create new partnerships; and to support a culture of innovation among library faculty. I will describe some of the steps the library has taken as well as our successes and challenges. I will prepare a 5-10 minute overview of our efforts that can be repeated during the allotted time as needed. I will be prepared to answer questions from other academic librarians.