

Better Together: Student-Led Collaborative Media Creation

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Abstract

It's 2019. You work at a library and are interested in collaborating with campus partners to create interactive media. Maybe you have grand plans, maybe you aren't sure where to start. Either way, this presentation will help you make those plans a reality. Join us to learn how a team of librarians without any formal experience in media production collaborate with a group of library student employees and campus partners to produce award-winning instruction, outreach, and reference media that is culturally responsive, student-centered, and relatable to the institution's student body.

Learning Outcomes

- Articulate the role and value of partnering with library student employees on grassroots media projects
- Examine how grassroots media projects are being used across instruction, outreach, and reference service areas and imagine potential projects that would benefit their home institution
- Adapt and apply a process for partnering with student employees to apply culturally responsive pedagogy towards media production

Slides:

<http://bit.ly/better-together-slides>

WI+RE Website:

<https://uclalibrary.github.io/research-tips/>

Design Toolkits:

<https://uclalibrary.github.io/research-tips/about/design-toolkit/>

Reference Training Videos:

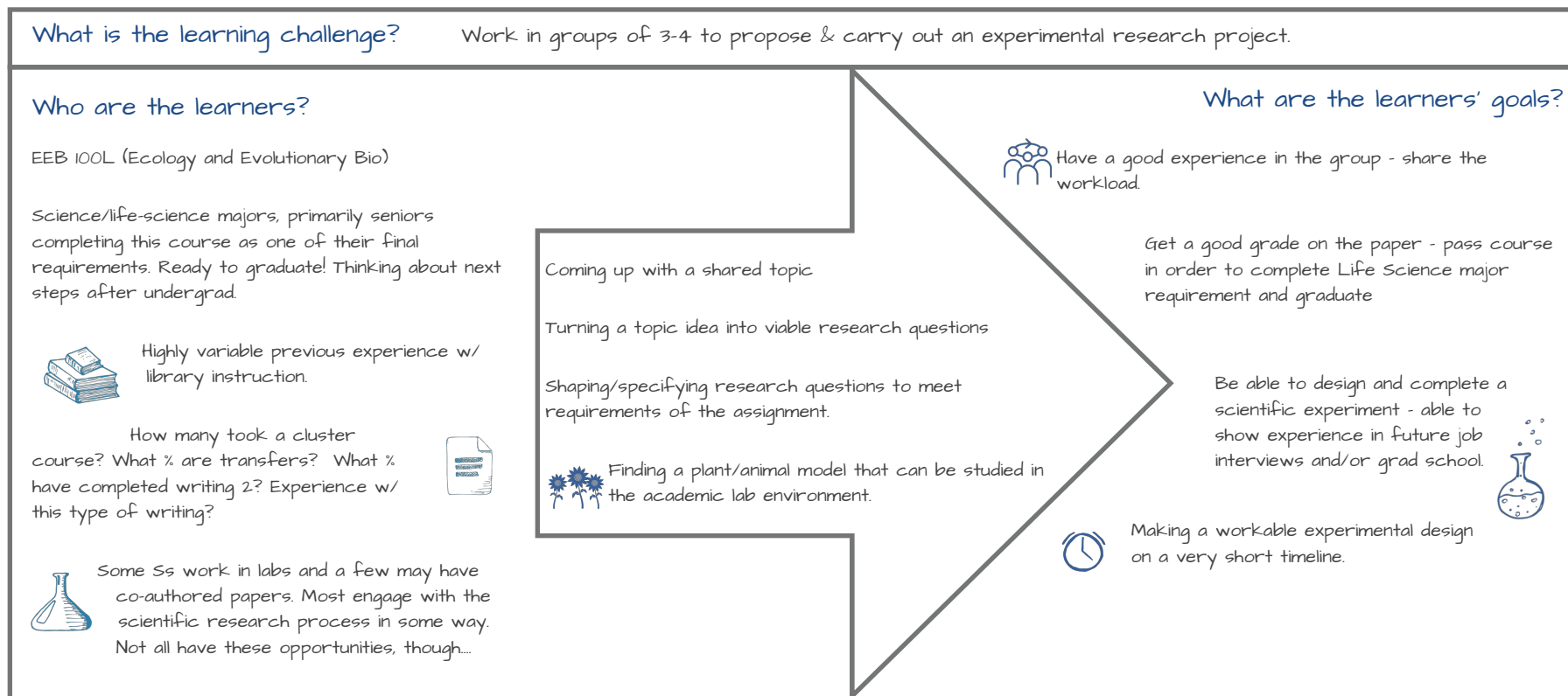
<http://bit.ly/reference-training-playlist>

References & Resources

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Empathy Map

center your design around learners and their goals.
 situate your design ideas in real-world learning contexts.
 develop insight into key breakthroughs in the learning process.



How to make an empathy map:

1. Describe the major challenge you want to explore (e.g., "evaluating sources for a literature review").
2. Reflect on the learners and their goals: Who are the learners? What background knowledge do they have? What are their goals? Areas of expertise? How do learners currently approach this challenge? What contextual factors might impact learning?
3. Identify breakthroughs and aha-moments in the learning process that will help learners achieve their goals and meet the requirements and expectations.

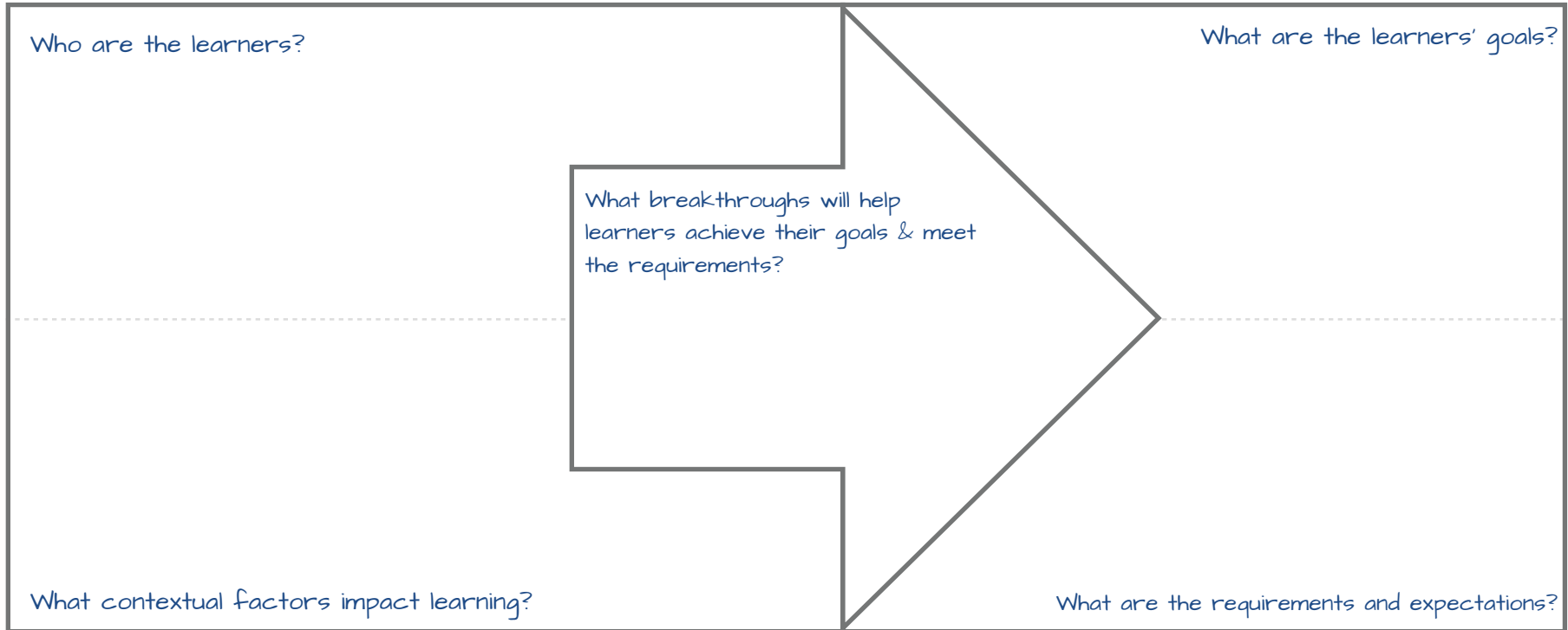
Tips:

- Explore the diversity of learners and learning contexts (as well as commonalities).
- Question your assumptions and actively identify unknowns.

Empathy Map

center your design around learners and their goals.
situate your design ideas in real-world learning contexts.
develop insight into key breakthroughs in the learning process.

Challenge:



How to make an empathy map:

1. Describe the major challenge you want to explore (e.g., "writing an effective literature review").
2. Reflect on the learners and their goals: Who are the learners? What background knowledge do they have? What are their goals? Areas of expertise? How do learners currently approach this challenge?
3. Explore the contexts in which learning will happen & identify requirements and expectations. Is this a required course? Do learners have equal access to information and materials? How does grading/evaluation work? Are grading expectations clear for all learners? What other contextual factors might impact learning?
4. Identify breakthroughs and aha moments in the learning process that will help learners achieve their goals and meet the requirements and expectations.

Tips:

- Explore the diversity of learners and learning contexts (as well as commonalities).
- Question your assumptions and actively identify unknowns.