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Creating the Online 'Amazing Library Quest'



A practical discussion about the process of creating an online orientation to the Library

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Overview

This presentation is a practical discussion about the process of creating an online orientation to the Library.

- 1 Background
- 2 Approach
- 3 Process
- 4 Examples and demo
- 5 Conclusion



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Background to online module

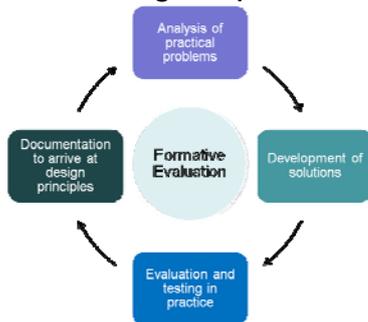
- The face-to-face quest
- Approval
 - Online module as hurdle
 - Equity for off-campus Students
 - positive transition to uni.



Approach

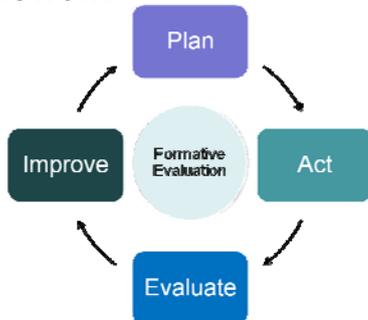
- Collaboration between librarians, learning skills advisers and e-learning co-ordinator
- Practical design approach
- Continuous evaluation
- Learning
 - Active learning approach
 - Authentic learning opportunities

Framework - Design experiments



Adapted from Reeves and Hedberg (2003: 274)

Framework



Similar to The Monash Quality Framework

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Development approach example

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Subject matter expert storyboard

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Subject matter expert storyboard

- Meetings to establish requirements
- Two subject librarians created the initial storyboard
- The document was sent to a wider group for review

Subject matter expert storyboard

- Useful to determine structure of the topics and screens of the online module
- Collate all the content and text
- Determine learning objectives and refine topics
- Guided development of the next phase – the instructional design storyboard

Instructional design storyboard

Quest 3: Locating journals (magazines, serials, periodicals)

f. Searching for journals

Screen Text
Journals are extremely important in academic study and research, as they represent the current state of knowledge in your field of inquiry. The articles in journals are often usually written by experts and are peer-reviewed. Do they do things that interest to experts in the field?

The Library has both print and electronic copies of thousands of journals.

Activity: Using the Library catalogue, search for the journal listed: 'Radical History Review'.

Write down the location and call number for this title.
[Hint: Use Advanced search (journal title)]

Interactions	Media
<p>2.7. Print/Class Text Entry</p> <p>Click on the 'Advanced search' button.</p> <p>Text Entry: Enter 'Radical History Review' in the search box.</p> <p>Click: Click on the 'Search' button.</p> <p>Feedback: The system will return a list of search results.</p>	<p>Text Entry: Enter 'Radical History Review' in the search box.</p> <p>Click: Click on the 'Search' button.</p> <p>Feedback: The system will return a list of search results.</p>

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Instructional design storyboard

- Created from subject expert storyboard – 'translated' into new format
- Purpose – design online interactions and to provide an idea of the final multimedia product
- Collaboration and refinement of content

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Development approach example

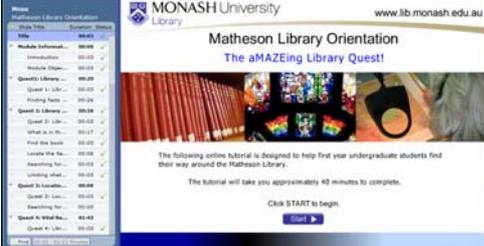
Development and continuous evaluation...



<http://www.lib.monash.edu.au/learning-objects/e-modules/matheson-arts-orientation/emod-matheson-arts-orientation-2010.htm>

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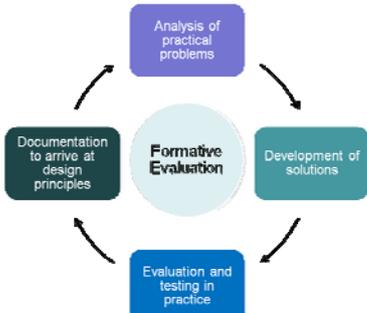
Demo



<http://www.lib.monash.edu.au/learning-objects/e-modules/matheson-arts-orientation/emod-matheson-arts-orientation-2010.htm>

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Evaluation

- Focus group (observation and discussion)
 - “Comprehensive and to the point.”
 - Valued active engagement: “Good opportunity to practise on our own.” “Involves you more.”
 - Clear and concise
 - Effective learning tool
 - Suggested user control over speed of some interactions

Evaluation

- Staff – gave people ideas for e-learning activities for their areas, e.g. Engineering orientation, copyright activities
 - Students- excellent feedback
- “It was fantastic and nice and quick. I liked how if you wanted to skip parts you could”

Conclusion

- Time consuming – first experience
- Learning experience
- Gave us a template for future developments
- Gave other staff opportunity to think how they can use the different e-learning interactions
- Inspiration for others
- Provided an introduction for our students who are not based at the library
- Equity – off-campus student access

References

Reeves, T. C, and Hedberg, J. G. (2003).
Interactive learning systems evaluation.
Educational Technology Publications,
Englewood Cliffs, New.Jersey.

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Thank you



Questions