

Project Name

Multimedia Innovation Instruction Technology (MIIT)

Principal Investigator Christine Faraday

Campus Nassau Community College

Year of Project 2013

Tier Tier One

Project Team

- Marsha Spiegelman, Nassau Community College

Overview Summary

Active learning pilot with a media:scape mini to create a video or Pinterest board based on one of the books connected to a campus-wide project. Selected videos and boards will be showcased on the "Speak, Memory" LibGuide which is used by faculty across campus to stimulate ideas for infusing the theme into classes and activities.

Outcomes Summary

The project [website](#) describes functions and uses of the collaborative space and survey research is available as part of the project outcomes.

Project Abstract

The goal of this project is to encourage collaborative student work that is enhanced by web 2.0 tools. Currently, faculty is hesitant to assign many group projects because they cannot assume that the students who attend Nassau Community College have access to computers at home. Even if faculty require students to complete the group work on campus, there are few places that would provide sufficient space and tools. In the library, we have over 200 computers set up for individual use. Our project would create a dedicated space

within the library to house a media:scape mini. This product will allow students to easily connect mobile devices and share information. The media:scape mini is an intelligently designed product which would be placed on a secure table and connected to a single monitor. Students would be able to connect up to four devices and share views from any of the screens. We would also purchase four laptops and one iPad to be used with the media:scape mini by any student. Students would be asked to make reservations to use this dedicated collaboration space that houses the media:scape mini and available mobile devices.

During this pilot phase, students will be asked to use the collaborative space and tools provided by the library to participate in a specific campus-wide project. This project will be part of the 2013-2014 College-Wide theme of "Speak, Memory" and will require students to create a video or Pinterest board based on one of the books connected to this project. As part of the College-Wide theme, faculty are encouraged to find ways to integrate the theme into their classrooms. In order to give faculty sufficient time to prepare, the theme for the coming-year is announced in the spring. The official announcement includes a link to a LibGuide designed to help all disciplines creatively brainstorm ways of using the theme. By connecting our project on collaborative work to this theme, we will ensure that all members of the faculty are aware of the new library tools and space.

Asking students to design videos and content curation boards, in groups of two or more, will encourage collaboration on a number of levels. Students will first work together to design and create these projects, then selected videos and boards will be showcased on the "Speak, Memory" LibGuide which is used throughout campus. The LibGuide, for the current theme of "Journeys", has been viewed over 1400 times. Besides inspiring other students, faculty viewing these projects will have a visual representation of the type of creative and collaborative work that can come from web 2.0 tools. Library faculty can offer workshops on Pinterest and other content-sharing services and reinforce ways in which such tools can enhance student learning and engagement. Additionally, the selected student projects will be able to be viewed by anyone from any campus via the "Speak, Memory" LibGuide.

Reports and Resources

- [Project outcomes report](#)
- [Survey](#) given to ART 103 students at the end of the semester to gauge their satisfaction using the Collaborative Student Space in the library, and the [survey results](#)
- [Statistics](#) for student use of the Collaborative Student Space in 2014
- [Project website](#)
- [Presentation at SUNYLA 2015](#)
- [Mid-project report](#)

Connected Learning Models

- Collaborative Learning Technologies

Instructional Design

- Student Engagement
- Student Learning Support