VU LEARNING COMMONS

Frances O'Neil 20 June 2007



VU LEARNING COMMONS

- BACKGROUND
 - Climate
 - Gen Y considerations
 - Technologies
- VU LEARNING COMMONS
 - Service concepts
 - Staffing mix

CLIMATE

COMMON FACTORS

- Physical facility
 - "Death-of-place" or libraries has not happened as quickly as predicted
 - Social aspect of learning
 - Informal learning
 - "Kinaesthetic stimulation of co-creation" or in person interaction
- Deregulation of education sector
 - Increasing competitiveness
 - Declining market
 - From monastery to marketplace (demand-driven; students as paying customers)

CLIMATE

COMMON FACTORS cont'd

- Teaching practices
 - From teacher-centred to learner-centred, active learning
 - Redesigning curriculum and learning spaces
 - PBL, group work, project work that requires out-of-class participation

GEN Y

GEN Y values

- Fast (how fast can you do it)
- Ease-of-use (how simple can you make it)
- Availability
- Time-saving one-stop convenience
- Reliability
- Currency
- Cost
- Visual learners hands-on
- "Google, not libraries" staff & students more likely to use web/free resources that library resources

OCLC Perceptions of libraries 2006

GEN Y CONT'D

GEN Y (take-away) 1979+	TRADITIONAL (home-cooked meal)
Easy	Hard work
Fast	Nutritious
Consistent	Requires planning
24/7 (almost)	Creates mess
Freebies (entertainment)	Slow

Moyra McAllister "Gen Y" Incite October 2006 p. 16

GEN Y CONT'D

GEN Y cont'd

- Future of service
 - Recruit for attitude
 - Net contraction in birth rate below workplace needs
 - Review policies for restrictiveness
 - What can't do @ home
 - Biggest influence is parents ("breakfast for parents" @ Uni Rochester)

TECHNOLOGIES

- Gen Y = natives; Gen X = immigrants
- Social networking & web 2.0
 - Relating horizontally (friends) not vertically
 - About services not systems useful services that meet student needs
 - Eg. Second Life using such tools to enhance & support learning experiences
 - Learning is social don't restrict the software that encourages social interaction

TECHNOLOGIES

- Infrastructure
 - Providing individual access to technology at huge resource cost
 - Argument for BYO: "the contents of their computer represents their developing thoughts, concepts and expertise"
 - Social & mobile learning
- Online resources
 - Sophisticated and complex with direct links to related resources opportunity to access related information
- Learning is principle
 - Limited lifespan of technology the space will outlive the technology

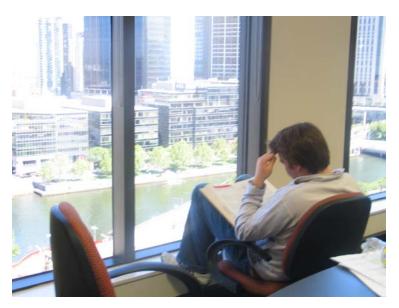
LEARNING COMMONS

- Is an institutional response to that change
- Welcoming, technology-rich, peopled support
- Students are voting with their feet
 - 60% increase in CF traffic (visits)



SERVICE CONCEPTS

- A "seamless/barrier less environment" where students feel "an ownership so they feel comfortable and confident in the space drawing on expertise if needed".
- Student spaces: sit, slouch, sleep
- IT, Library, Teaching & Learning staff co-located in single, convenient, welcoming environment



SERVICE CONCEPTS

- Minimise the boundaries between inside & out, between study & social
- What learners get when they come in is an amenity to work in, in groups – working & learning together in the same place
- With help in the background, that keeps learning on track, at point-of-need
- Perception = cool





SERVICE CONCEPTS

- Collaboration
- Not just integrated desk but integrated service
- Effective cross-referral, cross-training, cross-skilling
 - Embedded and direct support (visible & invisible)

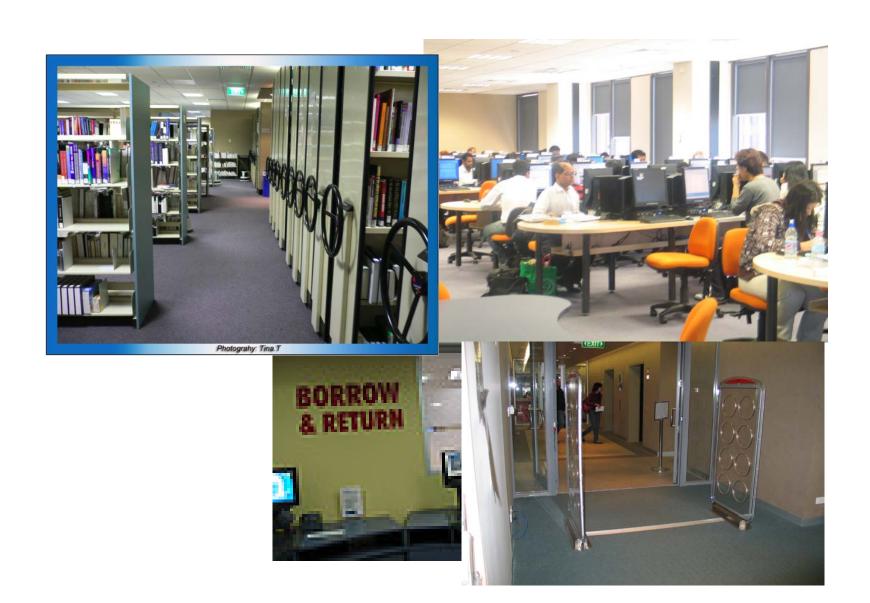
LEARNING COMMONS CONT'D

STAFFING MIX

- Help via "staged system" from clearly identifiable "rovers" in amongst the users to professional staff in "space where private consultations can occur unseen", drop in teaching labs, central information desk
- Rovers
 - peer to peer
 - IT, Library, Learning & Language support
 - first tier







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