THE AMAZING

MAKERSPACE RACE

An Active-Learning Library Orientation for New STEM Students

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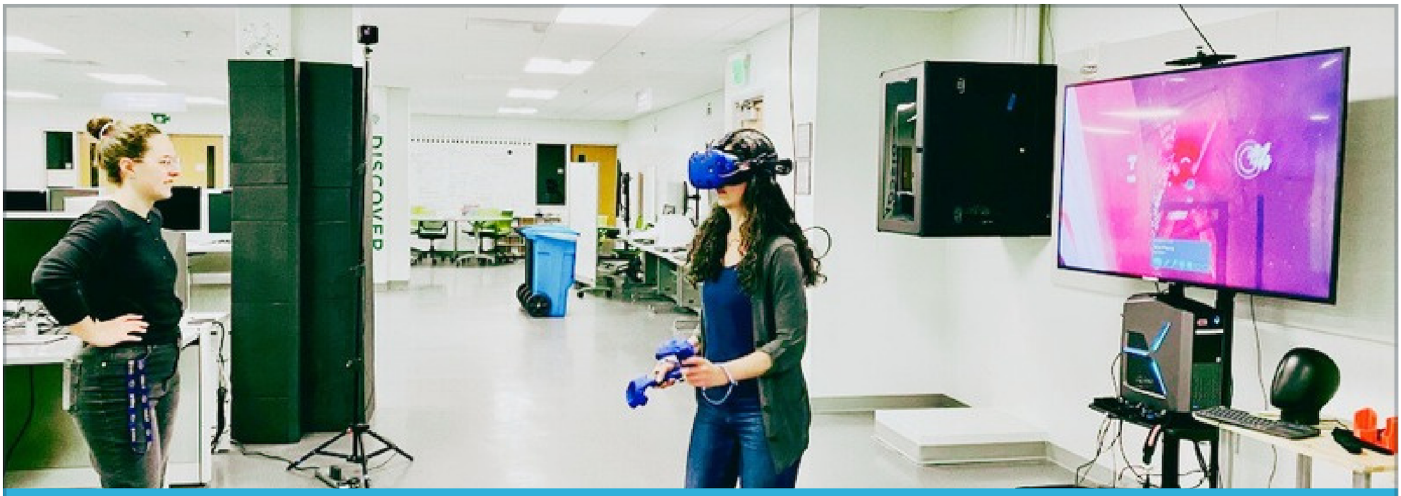

BACKGROUND

- About **100 first-time freshmen** split into four groups over two days
- Interested in **STEM fields**
- In a **weeklong summer bridge** with the Educational Opportunity Program
- On track to receive our standard library orientation at another time

TARGET

A unique active-learning activity with

SUMMER CAMP ENERGY!

that would speak to an interest in STEM

INSPIRATION
The Journal of Academic Librarianship 41 (2015) 170–177
Contents lists available at ScienceDirect
The Journal of Academic Librarianship
ELSEVIER
No Budget, No Experience, No Problem: Creating a Library Orientation Game for Freshman Engineering Majors
Kelly Giles *
RSR 47,4
556
Breaking out to break through: re-imagining first-year orientations
Claire Calderwood Veach
Kreitzberg Library, Norwich University, Northfield, Vermont, USA
The Amazing Library Race: tracking student engagement and learning comprehension in library orientations
Katherine Boss, Librarian for Journalism, Media, Culture and Communication, New York University Libraries. E-mail: katherine.boss@nyu.edu
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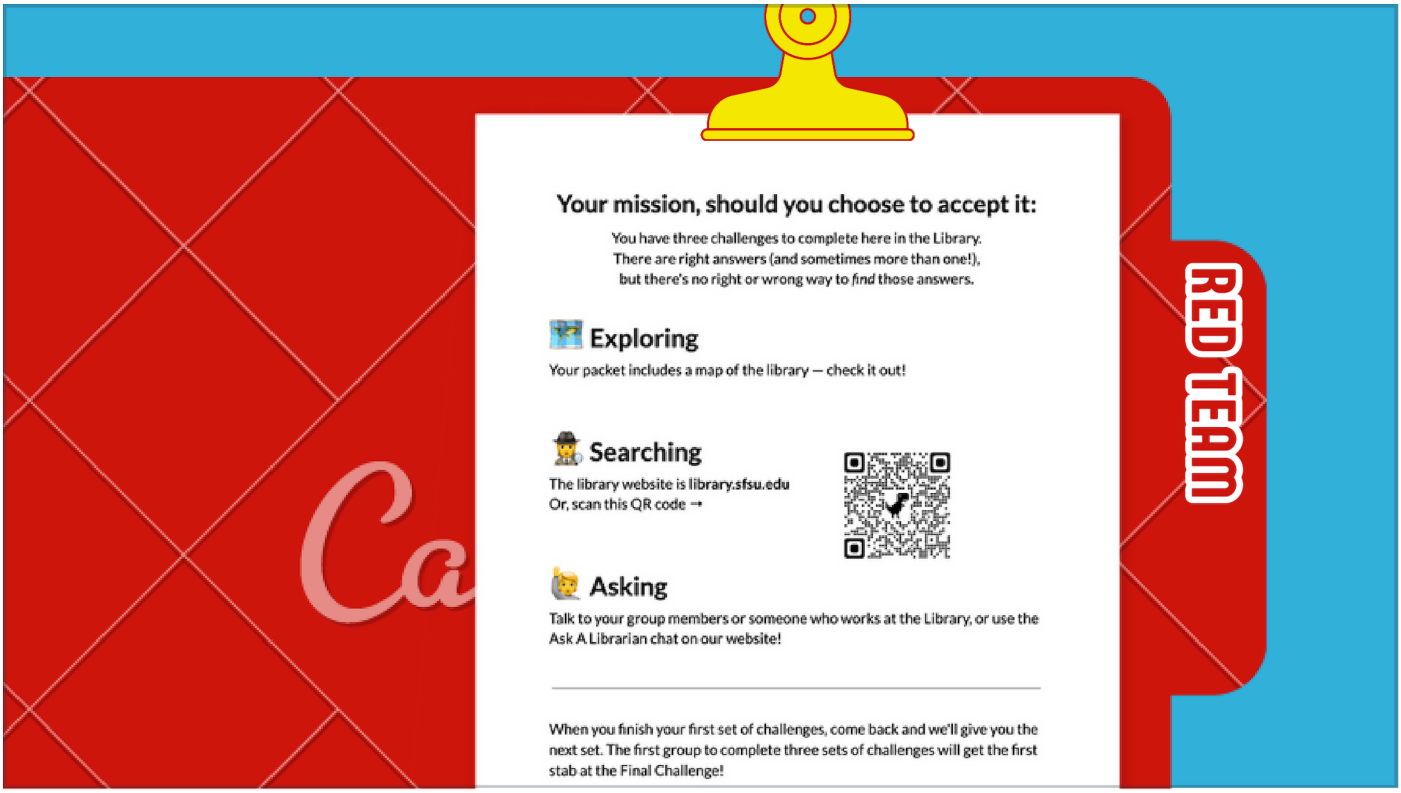
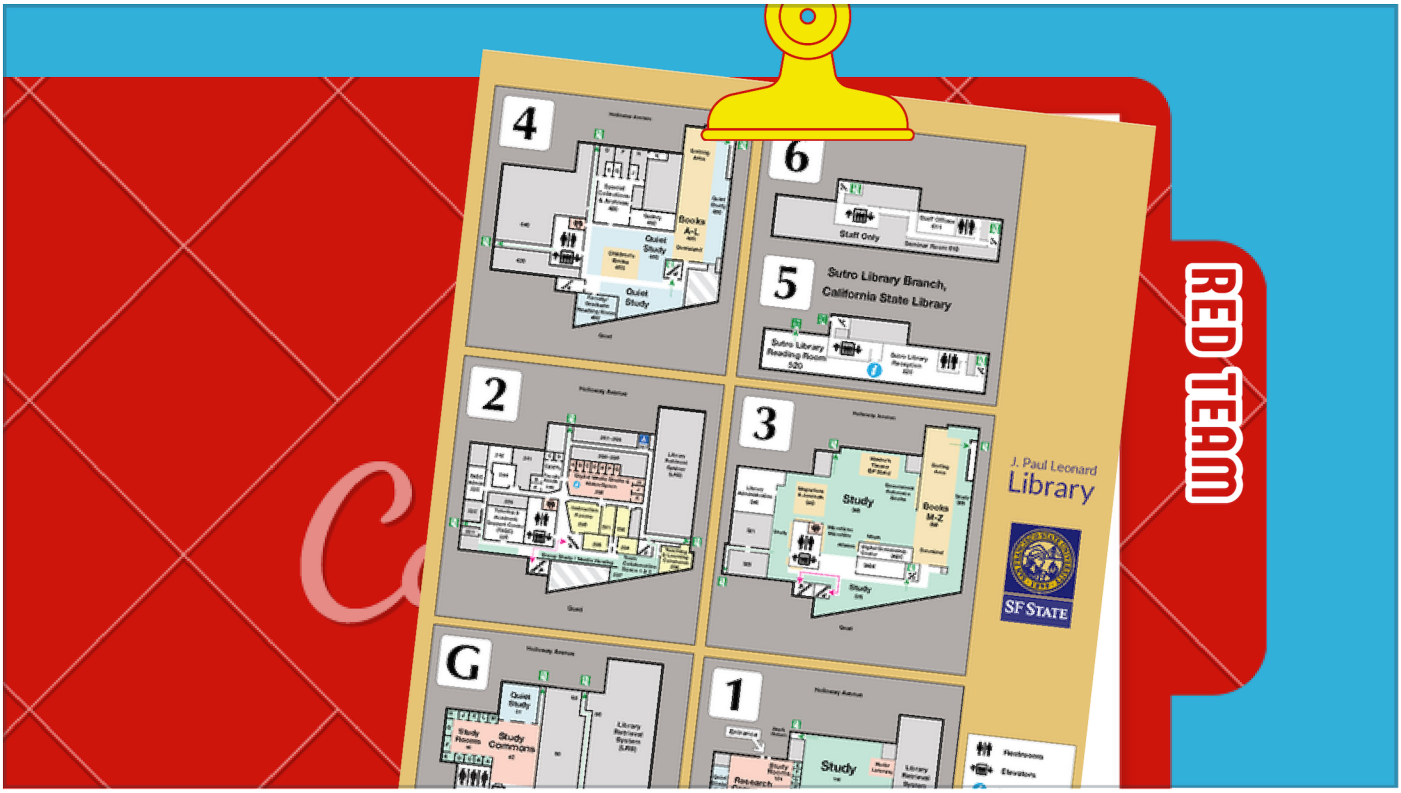
Abstract
COLLEGE & UNDERGRADUATE LIBRARIES
2016, VOL. 23, NO. 1, 44–55
Routledge
Taylor & Francis Group
Adapting the Amazing Library Race: Using problem-based learning in library orientations
Katelyn Angell[a] and Katherine Boss[b]
[a]Brooklyn Campus Library, Long Island University, Brooklyn, New York, USA; [b]Bobst Library, New York
Work in a group to solve problems/puzzles
Play a game — low stakes, no stress
Complete a task to get the next clue
Get out of the classroom and get moving
*A partial reading list

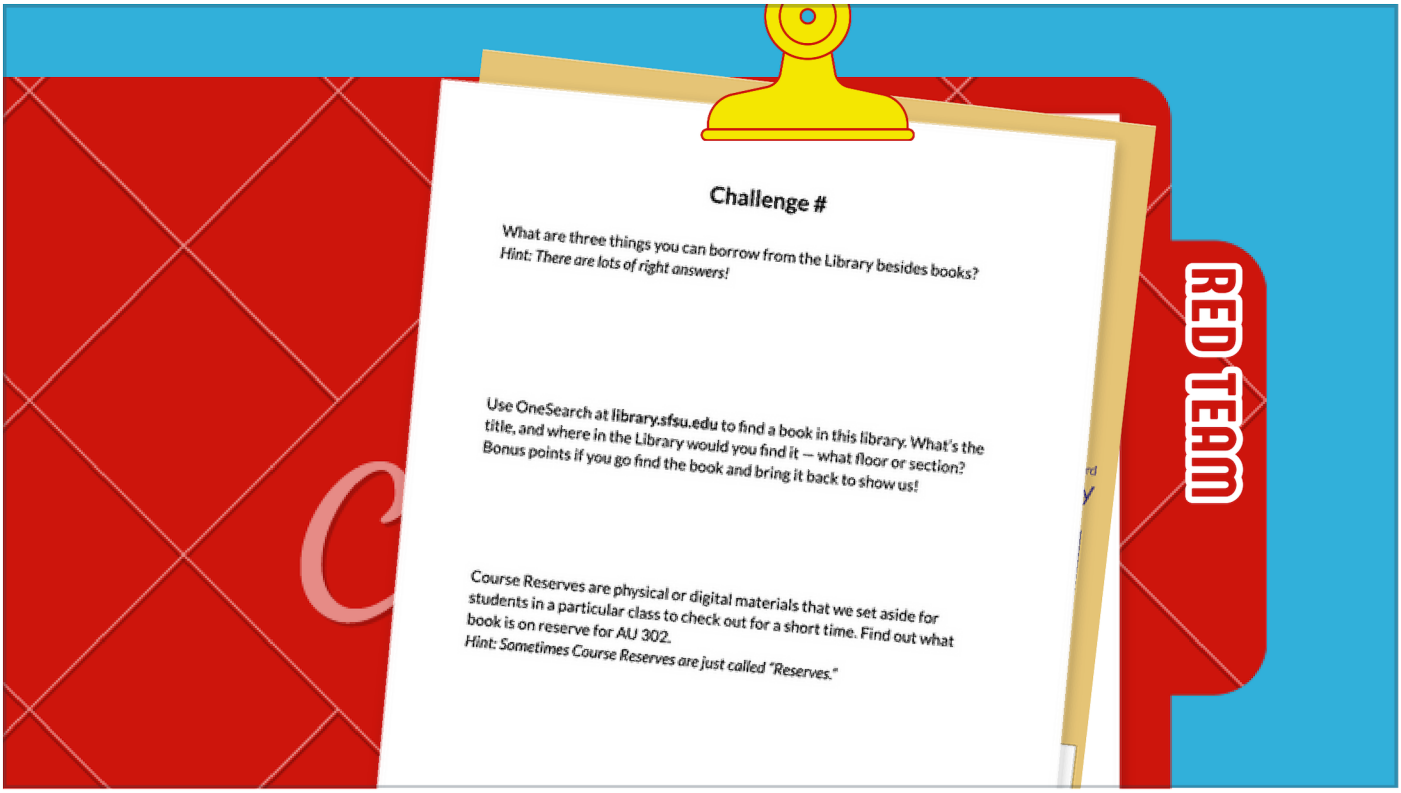
Ultimaker
COMPONENTS
& ITERATIONS

- Divide students into **5 teams**
- Teams answer **3 rounds of questions** about essential library resources and services
- As a 4th round, students are free to **play in the MakerSpace**
- Library swag (pens and stickers) and candy for all!

THE PLAN


RED TEAM
Your mission, should you choose to accept it:
You have three challenges to complete here in the Library.
There are right answers (and sometimes more than one!),
but there's no right or wrong way to find those answers.
Exploring
Your packet includes a map of the library — check it out!
Searching
The library website is library.sfsu.edu
Or, scan this QR code →
Asking
Talk to your group members or someone who works at the Library, or use the Ask A Librarian chat on our website!
When you finish your first set of challenges, come back and we'll give you the next set. The first group to complete three sets of challenges will get the first stab at the Final Challenge!


RED TEAM
4
6
5
Sutro Library Branch,
California State Library
2
3
J. Paul Leonard
Library
SF STATE
G
1


Challenge #
What are three things you can borrow from the Library besides books?
Hint: There are lots of right answers!
Use OneSearch at library.sfsu.edu to find a book in this library. What's the title, and where in the Library would you find it — what floor or section? Bonus points if you go find the book and bring it back to show us!
Course Reserves are physical or digital materials that we set aside for students in a particular class to check out for a short time. Find out what book is on reserve for AU 302.
Hint: Sometimes Course Reserves are just called "Reserves."
RED TEAM

ROUND #1

1. What are three things you can borrow from the Library besides books?
   ➔ *Hint: There are lots of right answers!*
2. Use OneSearch at library.sfsu.edu to find a book in this library. What's the title, and where in the Library would you find it — what floor or section? Bonus points if you go find the book and bring it back to show us!
3. Course Reserves are physical or digital materials that we set aside for students in a particular class to check out for a short time. Find out what book is on reserve for AU 302.
   ➔ *Hint: Sometimes Course Reserves are just called "Reserves."*

ROUND #2

1. MadLibs time! Fill in the blanks: The Library has _____ [number] individual and group study rooms equipped with whiteboards and large screens that you can reserve for up to _____ [number] hours a day.
2. We have printers for you to use in the Research Commons, in the Study Commons, and on each floor of the Library. How much would it cost to print a five-page paper in black-and-white?
3. Find out how long you can borrow a laptop from the Library.
   ➔ *Hint: There are two right answers!*

ROUND #3

1. Where in the Library can you find an all-gender restroom?
2. What is a OneCard, and what can you do with it? Name at least two things you might need your card to do in the Library.
3. What is the name of the current exhibit in the Special Collections Gallery?

ROUND #4

Congratulations, you've completed all 3 challenges!

Now you can spend the remaining time exploring the Digital Media Studio/MakerSpace! Your options include:

- Design your own 3D-printed keychain (or something else!)
- Program micro:bit
- Play a VR game
- Watch a 360° movie in VR
- Make a button
- Record some music

ITERATIONS

SESSION	
1	Most teams just asked us for the answers.
	SO
2	We had students log in to computers immediately. But then teams stayed put and just used the internet.
	SO
3	We split them into teams immediately as they entered the MakerSpace. More teams went out exploring, and they mostly used their phones rather than the desktop computers.

WHAT THEY LIKED

What did you like most about this event/program?

- Learning more about what we can borrow from the library
- The help they offer
- How open and nice everyone was
- It was interesting to look around the Library
- How they have different type of fun activities! :)

WHAT THEY LIKED

What did you like most about this event/program?

- The openness and **ability to create or experience anything** and everything there
- The comfort & excitement to spread knowledge and be **a safe spot** for students in the library
- It **relates to me** as a student

SUGGESTIONS & NEW DIRECTIONS

IDEAS TO TRY: ORIENTATION

Team sport

Have groups pick matching stickers or team names to build connection

Walk with me

Meet participants at the entrance for a mini tour before the games begin

Mood music

Create a playlist that amps up the fun camp vibe

Take your time

Enter all finishers in a prize drawing after the first week/month of classes

IDEAS TO TRY: TEACHING

Active learning

Get students out of their seats between tasks, and let groups proceed as soon as they're ready

Seeking help

Direct students to reach out to peers and library workers to normalize help-seeking behavior

THANK YOU!

We'd love to hear from you:

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smithms@sfsu.edu

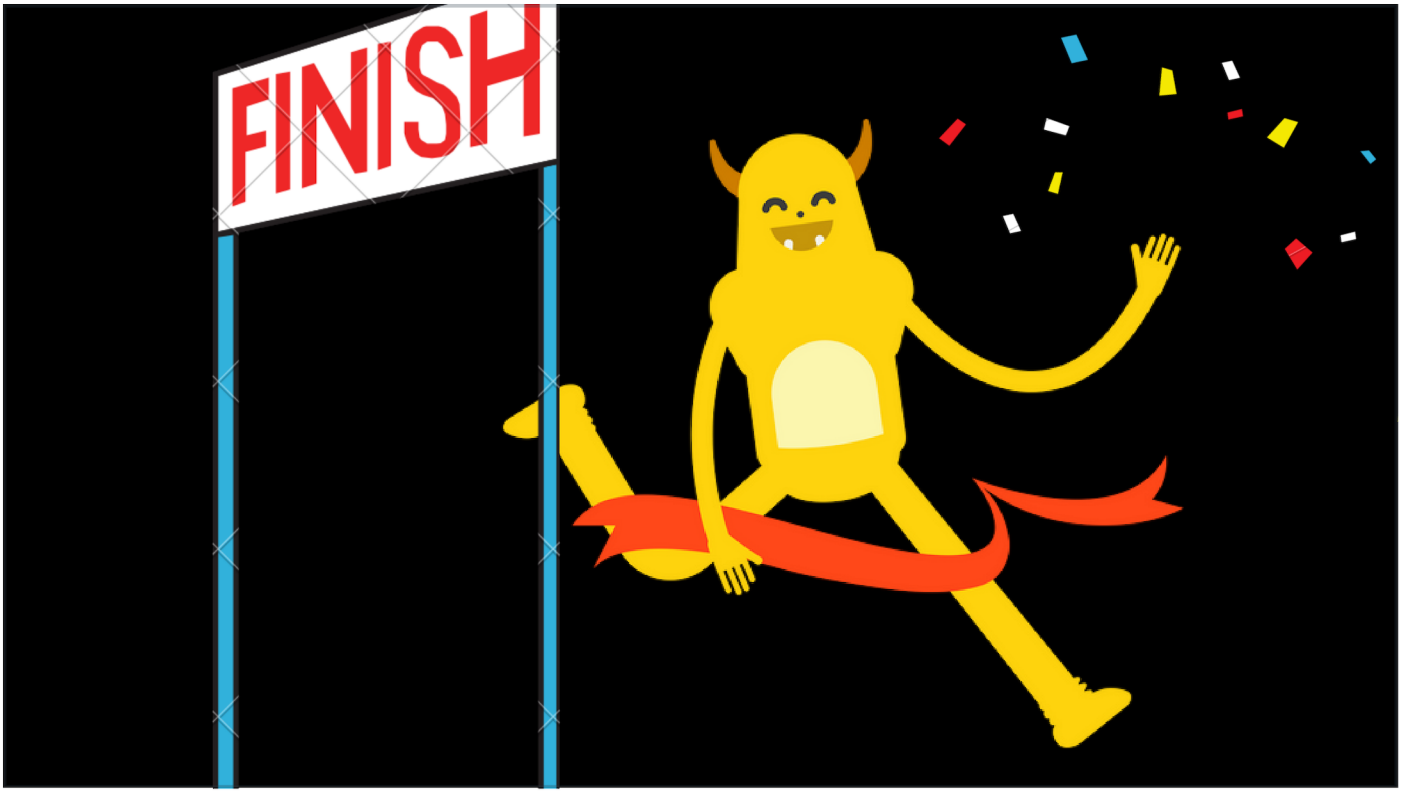
Slides:

tinyurl.com/CCLI24

Zia Davidian (she/her)

Melanie Smith (she/her)

Template from Slides Carnival


FINISH