Renovation, Innovation & Collaboration:
Promoting new digital space and content to advance
student success in Arizona university libraries

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Presentation Overview

- Library renovation projects of U of A & ASU
- Collaborative spaces
- Digital rich technology and resources
- Opportunities & challenges
- Success stories & lessons learned
Arizona State University Hayden Library Renovation Project

The Student Success District (SSD) at U of Arizona
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- Started in 2019
- Connecting 4 libraries/buildings into an interconnected district that will empower generations of students
- Technology-rich environment with multipurpose spaces
- Collaborative hub for faculty, students and staff to engage, learn and share ideas
CATalyst Space: Maker Studio, Data Studio and VR Studio & workshops

Intro to QGIS
GIS Drop-in is an informal setting where you can get one on one help with your map projects.
- Date: Wednesday, February 26, 2020
- Time: 9:00am - 11:00am
- Location: CATalyst Studios, Data Studio, Main Library
- Categories: GIS, Workshop

Drop-in: Adobe Software
Have questions about Adobe CC apps like Photoshop, Illustrator, or Premiere Pro? Visit CATalyst Studio and get your questions answered.
- Date: Wednesday, February 26, 2020
- Time: 12:00pm - 1:30pm
- Location: CATalyst Studios, Main Library
- Categories: Creativity software

Building AR Experiences with Adobe Aero
Design and share augmented reality experiences using assets you’ve created in Adobe Photoshop and Illustrator.
- Date: Wednesday, February 26, 2020
- Time: 2:00pm - 3:30pm
- Location: CATalyst Studios, Data Studio, Main Library
- Categories: Creativity software, Workshop
Opportunities of CATalyst Studios at U of Arizona

- From laser cutting, 3D printing to virtual and augmented reality technology
- A formal and informal learning hub
- From personal projects to curriculum planning
- Possible collaborations at campus, national or international level
- Work with teaching faculty to engage them in their curriculum
A student success story
Collaborations & partnerships at U of A Libraries

- Affordable course materials initiative
- Course E-book Initiative
- Library Tools tab in D2L (course site)
- Library workshops at Graduate Center
- Engagement activities with campus partners
  - Global Coffee Hours in the library (online)
  - UA Global Write Nite @ the Library (online)
Makerspace @ ASU

- 3D printing and scanning
- A/V Studio
- Book Scanning
Makerspace (innovative digital tools)

- A safe space to meet, share and collaborate with people from other fields and disciplines in order to learn new skills, create new things, and advance both your personal and professional projects.
Media Lab

- Workstations for creating, editing, or transferring media.
- Space for displaying geospatial technologies and cartographic resources across ASU and beyond.
Multipurpose Classrooms
Workshop: Digital Humanities in East Asia

- Library
- Institution of Humanities Research
- School of International Letters & Cultures
- Center for Asian Research
Special Digital Collection: Agnes Smedley Collections

Agnes Smedley Collections (China)

The Agnes Smedley Collection (Post-War China)

Agnes Smedley was an American journalist best known for her work documenting and publicizing the Japanese incursions in China in the late 1930s. Ms. Smedley was also very active in relief efforts and procurement of medical supplies for affected Chinese citizens. The Agnes Smedley Collection is available for research at the Luhrs Reading Room. A related photograph collection, the papers of her biographer Dr. Stephen MacKinnon, and an extant of photos from the collection are also available. Collections of several other American journalists active in China during this period are also available including those of A.T. Steele, Francis McCracken Fisher, Jack Belden and Frank Smothers.

Description by Robert Spindler, Special Collections, ASU Libraries.
Challenges for both universities

- New & expanded roles and responsibilities
- High demand for new subject expertise/language skills
- Limited resources and assistance for long-term and/or high impact projects
- Diverse instructional / research needs
- Transition to Digital Content
- Limited resources and assistance for long-term projects
- Lack of training or workshops for digital humanities related projects
Next Steps for both universities

- Expand Professional Network
- Provide additional services and resources for faculty and students, such as:
  - initial project development consultations
  - grant writing to support DH research
  - outreach and marketing
- Lifelong Learning
Thank you!

Any questions?

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