Trends in Academic Libraries: Research Assistance and Instruction

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Key Trends

• Open Educational Resources
• Mobile Access & Social Media (1-2 yrs)*
• Online/Hybrid/Collaborative Learning (1-2 yrs)*
• Flipped Classroom (1 yr or less)*
• Makerspaces & 3D Printing (2-3 yrs)
• Gamification (2-3 yrs)*

Trends in Instruction

- Open Educational Resources (MERLOT, Creative Commons)
- MOOCs (Online, Hybrid & Collaborative Learning)
- Embedded Librarians ("liaisons", "personal librarians", "course librarians")
- Flipped classrooms/lessons
- Equality of services and instruction for fully-online students vs. f2f students
  (http://www.ala.org/acrl/standards/guidelinesdistancelearning)
Who are These Students?

Millennial Students, of Generation “Y” (born between 1980 and 2000)—they:

- are “plugged in” to technology
- are multi-taskers
- expect to find answers
- want to avoid wasting time
- have ‘research needs’ rather than research ‘questions’

Sources: Latham and Gross, 2013; Asher et al., 2013; Nielsen and Webb, 2011; Foster et al., 2010; Bauerline, 2009
Makerspaces

- Makerspaces - what are they?
- Social/Collaborative learning spaces: group work, peer instruction (f2f or online)
- not necessarily hi-tech

Thank you NHS Foundation and GCPS Foundation!
Makerspaces at Clemson
Instant Study Rooms at Henderson Library
Gamification

* deliver course content in engaging, interactive way

* “digital badges” — trophies, coins, or other achievements earned as skills/knowledge increase

* scaffolded learning process, with “chunking”
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(*Horizon Report 2014 Education Edition)