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Innovative Education: Information Literacy Planning reframed as Design Thinking

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INNOVATIVE EDUCATION

Information Literacy Planning reframed as Design Thinking

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INNOVATIVE EDUCATION
MANY WAYS!

INNOVATIVE EDUCATION
WHAT IS IT?

▪ Modern or new ways of conceptualizing instruction
▪ Novel approaches to content delivery
▪ Forward-thinking means of knowledge sharing
▪ Path-breaking strategies used by educators

“To be called an innovation, an idea must be replicable at an economical cost and must satisfy a specific need. Innovation involves deliberate application of information, imagination and initiative in deriving greater or different values from resources, and includes all processes by which new ideas are generated and converted into useful products.” http://www.businessdictionary.com/definition/innovation.html
INNOVATIVE EDUCATION
DOES WHAT?

▪ Creates value
▪ Facilitates academic pursuits
▪ Boosts study and learning
▪ Supercharge study and learning
THE INNOVATIVE EDUCATOR

The Seven C’s

- Creative
- Connected
- Committed
- Curious
- "Change-Agent"
- Courageous
- Collaborative

https://theinnovativeeducator.weebly.com/characteristics-of-an-innovative-educator.html
INNOVATION DRIVES CHANGE

Stone
Clay Tablets

Handwritten
Papyrus
Scrolls
Codices

Machine Printed
Books
Periodicals
Newspapers
Magazines

Digital Resources
Databases
E-books
E-journals
Social Media
INFORMATION LITERACY
WHAT IS IT?

- Modern ways of conceptualizing informatics
- Novel approaches to content delivery
- Forward-thinking means of knowledge sharing
- Path-breaking strategies used by librarians
- Skill sets:
  - Recognize when information is needed
  - Ability to locate, classify, evaluate and use information in multiple formats appropriately

INFORMATION LITERACY
WHY IS IT IMPORTANT?

The Information Literacy Competency Standards for Higher Education prescribe that an information literate person:

▪ Determines the nature and extent of information needed
▪ Accesses the needed information effectively
▪ Evaluates information efficiently and its sources critically
▪ Incorporates selected information into his/her knowledge base and value system
▪ Uses information effectively to accomplish a specific purpose
▪ Understands many of the economic, legal, and social issues surrounding the use of information, and accesses and uses information ethically and legally

THE INNOVATIVE LIBRARIAN

Creative
- Designs for User Experience and User Engagement

Committed
- Supports academic success & life-long learning

Curious
- Learns new resources and technologies

Connected
- Builds relationships & resources through technology

Change Agent
- Establishes new directions

Courageous
- Takes risks

Collaborative
- Builds & Maintains relationships
Design Thinking is an iterative process in which we seek to understand the user, challenge assumptions, and redefine problems in an attempt to identify alternative strategies and solutions. It is a solution-based approach to solving problems.

https://www.interaction-design.org/literature/article/what-is-design-thinking-and-why-is-it-so-popular
Design thinking has a human-centered core. It encourages organizations to focus on the people they're creating for, which leads to better products, services, and internal processes.

https://www.ideou.com/blogs/inspiration/what-is-design-thinking
LIBRARIANS AS DESIGN THINKERS

✓ Liaison Outreach
  ✓ Faculty-Librarian collaboration

✓ Campus Collaboration
  ✓ Participate in interdisciplinary activities

✓ Instructional Design
  ✓ Develop assignments and establish learning outcomes

✓ Community Outreach
  ✓ Support life-long learning

✓ Content-Specific Programming
  ✓ Support classroom learning in non-academic spaces

✓ Technology
  ✓ Teach and learn new technologies
TEACHING INFORMATION LITERACY USING DESIGN THINKING STRATEGIES

- Flipped Classrooms
  - Blended learning
- Gamification
  - Content Relationship Management (CRM)
- Simulations
  - Escape Rooms
- Discovery Projects
  - Ready to Code
- Virtual Worlds
  - Google Reality Tours
TEACHING INFORMATION LITERACY USING DESIGN THINKING STRATEGIES

- Social Media
  - Creative Spaces
- Online Tutorials
  - Networked learning
- Active Learning Spaces
  - Makerspaces
- Smart Classrooms
  - “Open Source” digital textbooks
- Remote Teaching
  - Podcasts
BOOSTING STUDENT ENGAGEMENT USING DESIGN THINKING STRATEGIES

- Smart Phones & Personal Devices in the classrooms
  Collaborate, Communicate, Create, Coordinate
  - Poll Everywhere
  - Anchor
  - Word Clouds
  - Survey Monkey
  - Google Drive
    - Forms
    - Documents
    - Sheets
BOOSTING STUDENT ENGAGEMENT
EXAMPLES OF DESIGN THINKING STRATEGIES

- Campus Sustainability & Information Literacy
- Climate Change & Sustainability
- Digital Storytelling
- Print → Electronic Format
- Library Entrepreneurship
QUESTIONS
REFERENCES


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