Designing academic libraries in the digital age

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Designing Academic Libraries in the Digital Age

Clarence Maybee
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Purdue University Library
Institutional Context
Active Learning Course Redesign Program

• Teams
  • 3 instructors
  • 1 librarian
  • 1 instructional designer
  • 1 instructional technologist

• Scope of Program
  • 289 faculty
  • 478 courses

13-Weekly Meetings

Photo by Tuhin Dey
Active Learning Classrooms in the Libraries

48 Seat Computerized Business Library

117 Seat ScaleUp Undergraduate Library

54 Seat, 1 Monitor per Table Undergraduate Library
Participatory Design Study

- Observations (twice a day for 2 days in 4 classrooms and adjacent spaces)
- Reply Cards (N = 41)
- Spot Interviews (N = 58)
- Design Workshops (N = 67)
- Interviews (N = 14)
Participatory Design Study Conclusions

• Students...
  • Prefer to study in the library or in a library-like space
  • Work individually growing number work in groups
  • Want more Wi-Fi, outlets and chargers
  • Need different spaces at different times of day
  • Prefer serious work-focused spaces

• Spaces...
  • Seem “full” at 50% capacity
Wilmeth Active Learning Center (WALC)

Library

Classrooms

WALC
Ecotones
Wilmeth Active Learning Center
Wilmeth Active Learning Center

2017 Winning Video

Why I Love Purdue Libraries competition

By Cole Griffin & Anna Magner
Informal Learning Spaces

Reading Room

Work Area

Book Stacks
7 Types of Classrooms

- BoilerUp
- ScaleUp
- 6Round
- Eye to Eye
- Performance
- Turn2Team
- Flexible
Informal Learning

- **Observations** (6 times per day for 5 days)
- **Reply cards** (2017-18 Academic Year, N= 1861)

- **Patrons**
  - 91% Undergraduates
  - 42% Engineering

- **Why WALC?**
  - 45% - Atmosphere/Design
  - 39% Central location

- **Learning activities**
  - 36% Study alone
  - 19% Group work
Classroom Utilization & Occupancy

- First-year
  - 48.1% average room utilization
  - 65.6% average room occupancy

Average Utilization and Occupancy in WALC by Classroom Type, 2017-18 Academic Year

- Classroom Type: Round, BoilerUp, Eye2Eye, Flexible, Performance, SCALE-UP, Turn2Team
Instructor Perceptions Of Classrooms

- Surveys (2017, December, N=75)
  - 64% indicated a positive impact on student learning
  - 76% of which attributed it to student collaboration

- Spot Interviews (N=44)
  - 1% spent on 0% active learning
  - 15% spent on 1-24% active learning
  - 16% spent on 25-49% active learning
  - 27% spent on 50-74% active learning
  - 41% spent on 75-100% active learning
Future Directions

• Observational study
  • What kinds of active learning are happening in active learning classrooms?
  • How does the adjacency of formal and informal learning spaces impact on student success?

• WALC Data Collection Group
  • Libraries
  • Center for Instructional Excellence
  • Information Technology @ Purdue
  • Office of Institutional Research, Assessment, & Evaluation
Thank you!

Questions

• Architect – BSA Life Structures, Indianapolis, IN

• Photo credits of WALC – Teresa Brown, Purdue University
References


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