Research Strategies for Online Learners: Directing Students to Library Websites

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Rise and shine

• Skip the traditional - concentrate on new

• Brief outline
  — Introduction
  — Main content
  — Conclusion
In the past, students were directed to library websites by librarians or faculty teaching instruction sessions for classes.
Today students are still directed to course guides and subject pages...but these contain more links to other online resources than library resources.
Learners today are online savvy, they do not need guidance on using the internet to retrieve information for their research. Instead, users need to understand why it is important to use library resources when doing research.
How can we convince students that using library resources will pay off in the end?

• Jackpot!
Develop new ways to teach students about research

- Provide instruction and activities that get students’ attention and make learning and doing research fun; but also relevant to what they need to know.

- Mr Bean visits the library
Redirecting students to Library websites

• Basics of research, and everything related
• IM 204: Research Strategies
• Everything you ever want to know you can get from Google
• Used to google library websites
• Redirecting students to
Library Orientation

Be Creative

Use word searches, geocaching, uTube

St Cloud State University, Miller Center Library
Make it fun!

- Everyone likes to have fun.
  - Marketing is all about fun.
  - People are more likely to buy a product if they have fun.
  - Students will be more likely to use the library if it is a fun place to go, or if they have enjoyed their time searching online.
  - Make it fun!
How can we make it fun?

• Provide the type of research instruction that students today can relate to.
  – Social media type assignments
  – Games
  – Interactive activities
Who done it?

• Provide clues and have students use them to find our who does what.
Geocaching

- [http://www.geocaching.com/](http://www.geocaching.com/)

- It can be used to help students in library orientation sessions.

- Geocaching is a global event
Games in libraries

• Nasaga.org
• North American Simulation and Gaming Association
  – A network of professionals dedicated to the design, implementation, and evaluation of games and simulations to improve learning results
• Thiagi.com
  – Interactive training strategies
Board games

• Use old fashioned games such as
  – Clue
  – Monopoloy
  – Family Feud
  – Jeopardy
Gaming for service learning

• Intergenerational gaming
  – Invite seniors to come to gaming programs that use computer programs
  – Games can break barriers of class, generations,

• Free gaming – focus on games that are free or cost very little
Design your own games

- **[scratch.mit.edu](http://scratch.mit.edu)**
- A visual programming language for people of any experience, background or age that combines images, music and sound.
- Developed by Lifelong *Kindergarten Group* at the MIT Media Lab, led by Mitchel Resnick
- First appeared in the summer of 2007
“Gamification”

• “Gamification” taking game like elements and making something that’s not fun - fun
  – Dr. Scott Nicholson, Associate Professor and Program Director for the Masters of Science in Library and Information Science, Syracuse University, author of *Everyone Plays at the Library: Creating Great Gaming Experiences for All Ages*
Research assignment

Typically, we tell students to use library resources to locate information. Sometimes we even provide the general topic areas.
Topics of interest

LET STUDENTS CHOOSE
Still valuable

• Research guides
  – Lib Guides
  – Subject guides

  – Thomas Friedman, “That Used to Be Us,”

  • Becoming increasingly necessary to be critical thinkers, and know how to analyze the information found.
Don’t dictate, facilitate

- Use self-directed learning
- PLE – Personal Learning Environment
  - The key is to let learners take control
Wordle

- **Wordle** is a tool for generating “word clouds” from text that you provide.
- Use this to create topic words related to what the student will need to look up.
Tutorials

• Companies/Publishers - great place for student to learn about each resource
  – ProQuest
    – http://www.umi.com/assets/media/products/ABI_Training_Module1.htm
  – EBSCO (YouTube)
    – http://www.youtube.com/watch?v=eE2VR8oCGK0&feature=related
Google exercise

• Students do a comparison between PsycINFO and Google

• Student success college
  – Google: 64,400,000
  – PsycINFO: 19,
    • 13 peer review
Jing.com

• Share snapshots of what you want students to see and/or learn about
• Create online tutorials using voice and video; share your screen with others
• Collaborate with others or comment on students projects/progress
• St. Cloud State University: Films on Demand
  • Chris Inkster, Reference Librarian
  • http://screencast.com/t/AsqCCsAUoX5
Engagement

- Clickers
- Polleverywhere
Collaborate

With faculty, staff, students, community
Students

• Share ideas of research and what they found by creating online collaborative communities
  – Student led discussions on multiple topics
  – Skype
  – Twitter/Facebook
  – Service Learning
  – Utube
Summing it up
It’s all about the users

Increasing library traffic is one of the best tools for marketing both the library and the institution it represents.
If users are satisfied they return
Students want 3 basic things

• Easy, fast access
• Relevant information
• Not boring; if it is fun it will be remembered
We need to change

• Doing class projects and research does not appear to be a favorite “pastime” for most students.

• When given a research assignment students go to that which is familiar: Google.

• Libraries can bring users to them through educational marketing.
Marketing

• Directing students to library resources is a good marketing strategy for libraries.
  
  – Students become aware of library databases
  
  – Students engage in online activities with others
  
  – Students have fun while learning

• This creates a positive experience for all and helps bring them back to the library.
When users realize what the library has to offer it hits them like a rocket!
The challenge is to find the best resource. The goal is to understand its capacity and analyze its value. The vision is to have fun doing it.
Thanks for your time and attention. Now get to the beach!

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