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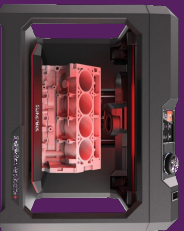
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WHAT DO STUDENTS USE? A REVIEW OF TECHNOLOGY IN LIBRARIES

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Overview of Technologies Discussed

3D Printing & Scanning



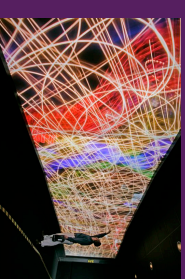
Maker Bot Replicator +

Virtual Reality



HTC Vive

Visualization



Oak Ridge National Lab EVEREST

Research question: What increases or supports the use of these technologies?

Education & Training

Providing educational support for adopting and using the technology is important.

- DeLaMare Science and Engineering Library at University of Nevada, Reno has a Lynda.com subscription which includes courses for 3D modeling software (Radniecki, 2017).
- DeLaMare also employs Tech Wranglers to offer consultations on learning and troubleshooting 3D modeling software (Radniecki, 2017).
- Many Libraries offer workshops for 3D printing, but attendance varies per topic and institution

Visibility

Having the technologies in a high traffic, very visible space self-promotes the resource

- University of North Alabama Library moved VR headsets on reserve to the top shelf to help increase circulation (Malone & McDaniel, 2017).
- East Carolina University Library has decreasing use of 3D printers and attributed location in a place not many intentionally walk to and in a back corner (Zuberbier et al., 2017).
- University of Alabama Rodgers Library for Science and Engineering report high usage with very little advertising due to visibility (Scalfani & Sahib, 2013).

Classwork

Integrating the technologies into courses requires students to come and use them

- University of North Alabama Library also used the headsets in information literacy instruction. Circulation of the headsets was nearly 100% during the course instruction period (Malone & McDaniel, 2017).
- University of Oklahoma's OVAL (Oklahoma Virtual Academic Laboratory) has 10 different classes that use VR, such as biochemistry students viewing organic molecules in VR with an assignment to submit screenshots of particular atomic bonds (Enis, 2016).

Events & Showcases

Holding events that demonstrate the technology in use is great outreach to get more people interested

- NCSU held "27 Coffee & Viz" events in 3 different visualization areas that had over 1850 attendees (Nutt & Gurley, 2017).
- Highlight Faculty Research on display walls to allow patrons to learn about campus scholarly endeavors (NCSU Libraries, 2014).

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- Enis, M. (2016). University of Oklahoma expands networked virtual reality lab. *Library Journal* -- Malone, D., & McDaniel, D. (2017). A mid-size academic library's experience in introducing virtual reality (VR) headsets into instruction and circulation. *Journal of New Librarianship*, 21(1), 601. [doi: 10.211173/newlib21/4](https://doi.org/10.211173/newlib21/4) -- NCSU Libraries (2014). *The James B. Hunt Jr Library at North Carolina State University: The Library Building as Research Platform*. Retrieved from <https://www.slideshare.net/bookkavalation/Visualization-at-ncsu-libraries> -- Radniecki, T. (2017). "Supporting 3D modeling in the academic library". *Library Hi Tech*, 35(2), pp.240-250. doi: 10.1108/LHT-11-2016-0121 -- Scalfani, V. F., & Sahib, J. (2013). A Model for Managing 3D Printing Services in Academic Libraries. *Issues in Science and Technology Librarianship*, 72(1). doi: 10.5062/FASS5599 -- Zuberbier, D., Agarwala, R., Chin, R., & McKinley, M. (June, 2017). Climbing to cruising altitude: Promoting an academic library's 3D printing service. *ASCE Annual Conference*, Columbus, OH. Retrieved from <https://peer.asee.org/17379>