2-6-2019

Digital Scholarship at USFSP: Results from the NPML Goal 1 Committee Report

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-- Draft: 2/6/19 --

Committee Members:
Gary Austin, Theresa Burress, Alex Curran, Berrie Watson, Otis Wilder, and Kaya van Beynen

Abstract
This report presents the results from the NPML's Strategic Goal 1 Committee's environmental scan of faculty-led digital scholarship activities at USFSP. Initial exploration of this topic began late in the 2017/18 year, while a more systematic environmental scan with semi-structured interviews of USFSP faculty occurred in the Fall 2018 semester.

The following themes emerged:
- Faculty continue to collaborate with their previous R1 university
- Their purposes for conducting DS projects are both immediate and practical as well as long term and ideological
- Research and instruction are intimately linked
- DS is used for Instruction
- Students play a role
- Faculty experience multiple challenges: Internal and End User
- Faculty need for additional support in some areas
- Faculty need support/knowledge regarding project maintenance and sustainability

Using these results, the NPML Goal 1 committee developed a series of recommendations pertaining to: 1) Marketing, 2) Software 3) Supporting Research, 4) Instruction, and 5) Digital USFSP

Introduction
At the onset of this project, the library was not formally supporting any faculty digital scholarship projects either as librarians, instructional designers, or through information technology. We knew by hearsay that several USFSP faculty engaged in such projects, but overall the library lacked an in-depth understanding of what projects were occurring, how they were structured in relation to faculty teaching and/or research, and whether there was any potential areas for the library to support or collaborate.

The Strategic Goal 1 committee, charged to *customize library instruction, collections, research tools, and services in order to foster an exceptional user experience*, decided to explore this issue in order to get a better understanding of digital scholarship projects on campus. At the conclusion of the 2017/18 academic year, an Ad-Hoc Digital Scholarship Working Group was formed. The working group compiled a preliminary list of faculty who were known to be working on digitally inflected projects, created a semi-structured interview protocol, and tested it by interviewing a small group of these faculty. The working group also developed and led a roundtable discussion on digital scholarship at the CITL Week of

Teaching in August, which resulted in identifying additional faculty and graduate students who are interested in digital scholarship topics.

With the start of the new academic year, the NPML Goal 1 committee decided to expand their efforts and conduct a systematic environmental scan of digital scholarship at USFSP and come up with a list of recommendations for the NPML Goal 1 Committee and various areas of the library to consider in their service delivery. This report presents the results from this effort.

Methodology

Thirteen USFSP faculty were interviewed in the Fall 2018 semester by members of the NPML Strategic Goal 1 committee. These faculty were identified for inclusion using a snowball sampling method that targeted faculty who are engaged with Digital Scholarship (DS) projects. Additionally, a short survey was sent to all USFSP faculty asking them whether they engaged in DS, and if yes, would they be willing to be interviewed.

A total of 18 USFSP faculty were identified as engaging in DS projects, 13 of whom consented to be interviewed. These faculty came from all 3 USFSP colleges and represented an array of disciplinary perspectives regarding DS. Faculty were interviewed using a standardized semi-structured qualitative instrument asking faculty about their DS activities in terms of their teaching, research, partnerships, institutional support, and IT and infrastructure needs. Members of the NPML Goal 1 committee conducted the interviews and entered their notes into a shared Google Docs Form.

At the outset of the interviews, the faculty were provided this working definition of digital scholarship in order to start the conversation:

> "Digital Scholarship enhances the act of creating and sharing knowledge using digital technology. It leverages digital technology and media to conduct research across disciplines and to disseminate, access, and/or reuse it via primarily electronic methods. "
> - U of Houston Libraries

The Goal 1 committee members collaboratively analyzed the results based on overall and per-question themes. The results from this analysis is presented below.

Results

Theme	Explanation
Continued collaborations with previous RI university	Several faculty continued to engage in DS projects that started at their previous institution (where they had completed their PhD or a post-doc). These home universities were R1 institutions that already provided in-depth infrastructure support. The USFSP faculty continued to work on this DS project based at their previous institution.
Programs used / Digital Tools	3D scanner and relate it to the merge cube - Audacity - Data scraping - Excel - Eye tracking software - GIS / Geospatial analysis - Matlab - Merge cube headset (soft and squishy for students) - Nvivo - Python - R - SeeClickFix - Storybird - Tableau - Van Gage - video games - VR/AR - Vimeo 360 VR - Weebly / web pages - Wordpress - Wikis - Wikipedia - Zebratology
Purpose of DS projects and use of digital tools: Immediate / practical purpose	- Analyzing quantitative information - Analyzing observation / qualitative information - Collaborative publishing - Creating infographics - Crowdsourcing - Data visualization - Digital curation / showcasing student digital projects - Interactive simulations - Open coding - Open publishing

Purpose of DS projects and use of digital tools: long term / ideological	● Democratizing access to and sharing of information
	● Creating products that students can access / use once they graduate
	   ○ To help students apply their coursework and learning to their current profession
	   ○ To help students create a portfolio and evidence of their work
	● Empower voice of students or their community partners
	● To publish on innovative things
	● To improve literacy
	● Public Outreach: To reach an audience or amplifying a project's impact; using open access publishing to reach more people than provided through traditional scholarly publishing
	● Testing application for patenting and commercial application

Research and instruction are intimately linked.	Applied DS research projects ● On instruction ● As means of dissemination ● Civic engagement ● Interactive
Using DS for Instruction	Means of teaching ● Multiple literacies (digital, visual, audio, writing); multimodal Model interactive instruction for pre-service teachers ● Change process of learning to be interactive, more engaging ● Provide hands-on experiences ● Intro to tools that teachers can use in their own classrooms Give students a safe space ● To communicate and express themselves ● To play with technology that they can then use in their own classrooms Creating products that students can access / use once they graduate ● Enable the student to apply their coursework outside of academia ● Create a portfolio / evidence of student work
Role of students	● Some projects have been successful using students to collect and analyze data ● Other projects the students at USFSP don't have sufficient research skills or abilities ● Or projects are to teach the students the products - so quality of student work less directly an issue ● Some projects designed to be shared / engage the public / other projects use tools as non-public to build student voice in safe space
Digital products produced	● Digital maps / shapefiles / datasets ● Digital presentations ● Interactive simulations ● Textbook & online supplemental material ● VR public resource ● Videos ● Websites

	● Wikis
External partners	● Hack for Impact ● City of St. Petersburg, Department of Planning ● Davis Youth Farm ● Enoch Davis Center ● FDEP ● Florida Center for Instructional Technology (USF Tampa COE) ● FWC ● ICAR ● Mott Marine ● Neighborhood groups ● NOAA ● SPC ● Swiftmud ● Topkit ● USGS ● USF Tampa
Challenges - Internal	A couple faculty described asking various units for support when they first started their DS project or when they started working at USFSP. At that time they were denied, either because they asked the wrong department and were not persistent or that service was not provided at that time. This one time being told no was interpreted as an encompassing no for the whole institution into the future. As a result: ● Faculty didn't know what services the library already provides (ie. AV editing room in STC) ● Need to overcoming perception of lack of support / walls in one area, does not mean that it is not available elsewhere or that it may work towards it in the future
Challenges - End User	Partnering with community groups / schools / individuals with limited technology/ capacity to support new software applications. For example: ● Browser Compatibility ● Large Downloads ● Bandwidth
Expressed areas that faculty might need additional support	● Audio video editing ● Images ● Institutional repository that has capacity to showcase videos and 3d ● Podcast help ● Money ● Tech on the go
Maintenance of project after completion	Faculty seem unaware of difference between a website and a digital repository. Archiving only emerged as a discussion point in 2 interviews -- one where the faculty member is already working with the library, and the other, where the faculty would like help with keeping class projects sustained, but private just to those students.

	Several faculty find it challenging to keep their websites maintained/current.

Issues that Did not Emerge in Discussions
- Copyright
- Grants and project funding
- Accessibility considerations - is this on the radar of faculty and their projects?
- Sustainability, lifespan of digital projects - asked about this, but lack of concern, understanding or awareness of issues
- No one talked about marketing their projects; general impression is that they would put projects online and people would come.

Suggested Library Response and Considerations

1. Marketing:
   - Share results with NPML Goal 5: Communication Committee
   - Advertise existing services
     - For example -- Video editing room in STC
     - New faculty orientation: know old institution's resources, can't assume that they know or will use USFSP resources
   - Help Faculty build USFSP reputation for their DS projects
     - Internal Audience:
       - Use these faculty as examples in [Bull]etin, Monday Minutes, etc to highlight faculty and innovative projects to raise USFSP awareness of experimental instruction techniques, open access, innovation, etc.
       - Consider a message that the library is a partner for longer term innovation (Karla's tagline: We have solutions!)
     - External audience:
       - Include link to Digital projects in faculty Selected Works profiles
       - Gather together / Link these to a collection of Faculty Projects.

2. Software
   - Provide the list of DS software to the Student Tech Center and CITL for consideration
     - Map how the library currently does or does not support these tools
     - See Suggestion #1 Marketing
   - Software that library does NOT support?
     - Consider
   - Software that the library does support?
     - Potential workshop topics?
   - Create a libGUide of Freely available DS tools that faculty could try and use for their teaching and/or research

3. Instruction

- Podcasting Panel for CITL Week of Teaching - Ricky (Ed Tech), Drew Smith (Research), Allison Bartow (Community Engagement)
- Consider hosting a workshop on creating StoryMaps
- Consider results in regard to the Information literacy program
  - Metaliteracy
  - Scaffolding instruction
- Learn who is using eportfolios at USFSP
  - University Success?
  - College of Education?
  - Self driven by students?
  - Others?
- Future DS FLC?
- Local student pipeline issues, what role do we have to play??

4. Supporting Research
- Share results with USFSP Office of Research
- Plum X / alt metrics might be more relevant
- Create a list of journals where faculty might publish on research into pedagogy
- USFSP efforts towards supporting, increasing undergraduate research -- be a part of this
- Consider which partners are most important to to the library, either as current affiliates or as a potential future affiliate

5. Digital USFSP - Collections / digital projects
- Share results with NPML Goal 2 Digital Team
- Discuss merits of creating a collection with links to faculty DS projects that are hosted offsite
  - Can place links to DS in Faculty Selected WOrks profile
- DS in Digital Archive
  - Review with Goal 2 committee whether there are any DS projects that might be appropriate for hosting on the Digital Archive
  - Develop general guidelines to vet whether DS projects might be potential additions to the archive so that librarians, STC, Instructional Designers are better able to speak to faculty
  - Create talking points on the difference between a webpage/ website and an archive
  - Create Talking points on how faculty can create DS projects considering issues of copyright, archiving, etc.