Library as a Place: The Student Perspective

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Wednesday, October 6, 2021
Overview

- Key Student Trends
- Traditional & Unique Ways Students Use Libraries
- Students’ Use of Libraries During COVID-19
- The Future of Library as a Place Post-Pandemic
Trends: More Diverse and Non-Traditional
Trends: Increased Emphasis on Mental Health
Trends: Hybrid and Online Learning
Trends: Harnessing New Technologies
Students’ Typical Use of Libraries
Students’ Typical Use of Libraries
Students’ Typical Use of Libraries
Students’ More Unique Use of Libraries
Students’ More Unique Use of Libraries
Students’ More Unique Use of Libraries
Students’ Use of Libraries: COVID-19 Edition
The Future of Library as a Place: Partnerships
The Future of Library as a Place: Wellness
The Future of Library as a Place: Private Space
Virtual Reality, Augmented Reality, Mixed Reality and the Academic Library

Virtual Reality (VR), Augmented Reality (AR), and Mixed Reality (MR) is a rapidly developing field, with an increasing interest among educators. Its recent popularity requires respective attention to the organization of the introduction, maintenance, and services to the campus constituency.

In this 4-week web course, you'll learn a hands-on approach in guiding through the pragmatics of selecting the tools and organizing the service both novices and intermediate virtual reality users. Dr. Plamen Miltenovf and Mark Gill offer the combined expertise of a librarian with a background in technology services and a director of a development lab for VR with years of experience in developing VR related services for the campus and the library. Throughout the course, you will learn practical information how to evaluate faculty and student requests and assist faculty in developing appropriate curriculum plan to integrate VR technologies.