

Ethnographic Research and Participatory Design at the University of Maryland Libraries: Pioneering Partnerships Beyond Library Walls

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Thank You! Contributing Authors

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Presentation

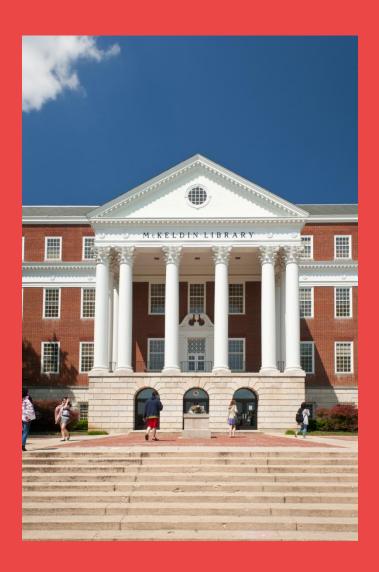
- Project Overview
- Library-Led Activities
- Anthropology and Architecture Classes
- Use of Data Collected, Next Steps
- Skills and Partnerships Developed

Project Overview

University of Maryland (UMD)

- 38,000 Students and Faculty
- 4,000 Faculty
- Flagship Campus of University System of MD
- Inside Beltway (College Park)
- Eight UMD Libraries
 - McKeldin is the largest
 - Hornbake houses Special Collections
 - Largest University Library System in DC-Baltimore

McKeldin Library





University of Rochester

Ayers Saint Gross Architectural Firm

University of Maryland

Libraries

School of Architecture,
Planning and Preservation

Anthropology Department

iSchool



Nancy Foster





David Cronrath





iSchoo

The Players



Jane Williams

Ethnography

Ethnography's unique contribution to qualitative research is that it deeply examines the context in which activities occur, usually involving a researcher working with participants as they go about their daily lives.

-College Libraries and Student Culture: What We Now Know, ALA 2012

Participatory Design: Trusting Community Expertise

Every stakeholder is an expert, each in her or his own way:

In unstable times a physical re-programming can no longer depend on traditional, professional experts (architects and librarians), for whom precedent is now unreliable. We looked to our user community's expertise.

-David Cronrath, Dean, UMD School of Architecture, Planning & Preservation

Methodology

Fall 2011 (Inputs)

Spring 2012 (Results)

Library Participatory Design Team

Anthropology Methods Course

Architecture Students



Architecture Studio
Class

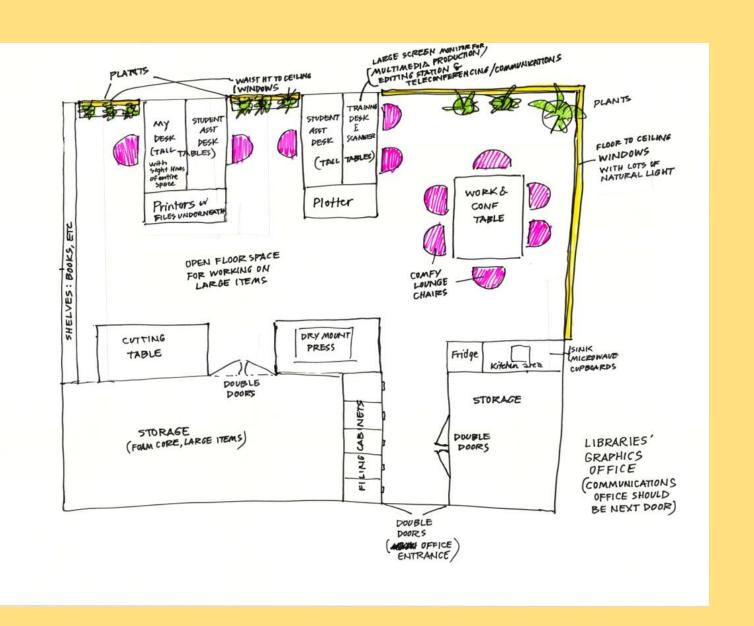


Library and Campus Stakeholders

Three Library-Led Participatory Design Activities

1. Design Workshops

Imagine that we could create a new space inside the library that would be exactly as you want it. Imagine that we ask you to design it and then we get a team of people to come in and build it. You walk into the space and it's perfect. It meets your needs and enables you to take full advantage of your academic opportunities.



Design Workshop Analysis Themes

- Atmosphere
- Openness/visibility
- Privacy
- Dedicated space by function
- Shared areas
- Workflow and support

Design Workshop Analysis Faculty Work Needs

- Library collections
- Deep, sustained thinking, reading, writing
- Inspiration from "heart" of Library
- Connection to nature, culture
- Solitary AND collaboration/seminars
 - Being in one's own space
 - Conversation, community building
- Equipment
- Occasional break, sustained energy from food/coffee

Design Workshop Librarian & Library Staff Work Needs

- Light
- Ability to see across space
- Being in one's own space
- Meeting with others
- Technology
- Storage
- Instructing/Training and receiving instruction/training
- Specialized equipment
- Maintaining a sense of self

Design Workshop Undergraduate Work Needs

- Solitude and concentration AND group interaction
- Noisy AND quiet
- Equipment
- Library computers
- Areas to spread out
- People to assist them
- Furniture with some comfort
- Be with others, whether socializing or just being together
- Frequent shifts among courses, disciplines
- Sustained energy from rest, food, coffee, etc.
- Physical comfort, emotional security
- Sense of self, opportunities to experiment/build identity

Design Workshop Graduate Work Needs

- Ample light
- Solitude, intense concentration
- Containment of noise
- Equipment
- Development of connection to one's discipline
- Focus: attain degree
- Inspiration from "heart of the library"
- Sustained energy from occasional rest

2. On-the-Spot Interviews

- 1. When did you last study for an exam?
- 2. When did you last work on a class project or lab?
- 3. When did you last work on a full-blown research paper?

 For each question, state date, time, for how long and where you were

On-the-Spot Interviews Analysis

Studying for exams

- $\le 4 \text{ hours}$
- > 75% UDGs study afternoons/night
- 29% in McKeldin; 23% in Bedroom

Project Work

- $-63\% \le 2 \text{ hours}$
- 50% in library, mostly McKeldin, mostly TLC; 25% home;
 25% in classroom

Research papers

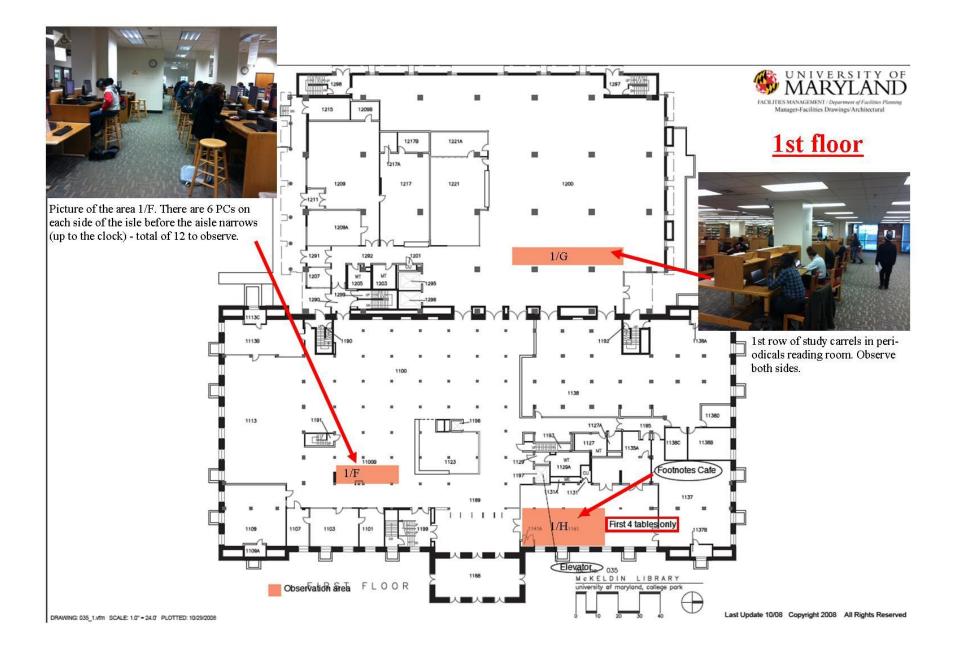
- 1-4 hours
- 60% at home; 37% in library, 80% in McKeldin; half of those in TLC

On-the-Spot Interviews Analysis

- UDGs want quiet, convenient place, computer access
 - Bus stop, parking lot, classroom building
 - Dorm or bedroom
- Seek inspirational/motivational spaces
- Over course of project/studying students may need variety: quiet and noisy space, or private and shared space
- Comfort supports academic work

3. Public Space Direct Observations

- A Reading and/or working on an academic assignment
- L Using own productivity device as part of academic work [also used in combo with A]
- C Using library computer as part of academic work [also used in combo with A]
- B Taking a break alone
- S Socializing with others
- X Not engaged (sleeping, talking through, etc.)



Public Space Direct Observations

- Few if any GRADS/Faculty appear to use public space
- Students observed taking advantage of both group and individual spaces
 - > 2/3 working alone
 - Group work increases throughout afternoon, evening
- Students generally not very engaged with library print materials – mostly engaged with personal materials, tech devices

Public Space Direct Observations

- 85% observed apparently engaged in academic work
 - 19% assignment w/o tech device
 - 47% reading/working on assignment w/laptop
 - 18% reading/working on assignment w/library computer
- 15% otherwise engaged
 - 8% taking break
 - 3% socializing/checking Facebook
 - 4% sleeping, walking, otherwise engaged
- % using both library computer and personal tech device not accurately captured

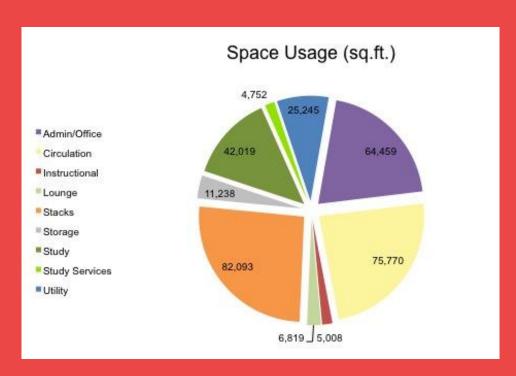
Anthropology and Architecture Classes

Anthropology Findings

Students' needs and expectations while doing schoolwork...

- Students seek convenience
- Students need various types of spaces and amenities
- Students seek an ability to personalize their experience
- Students want control over their space
- Students seek "comfortable" environments
- Internet access is important, but can be distracting
- There is a difference in the needs of undergraduate vs. graduate students

Architecture: Existing Building Program





Use of Data Collected & Next Steps

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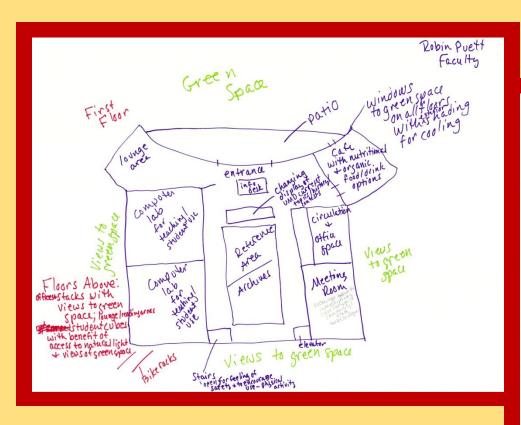


Architecture Studio
Class



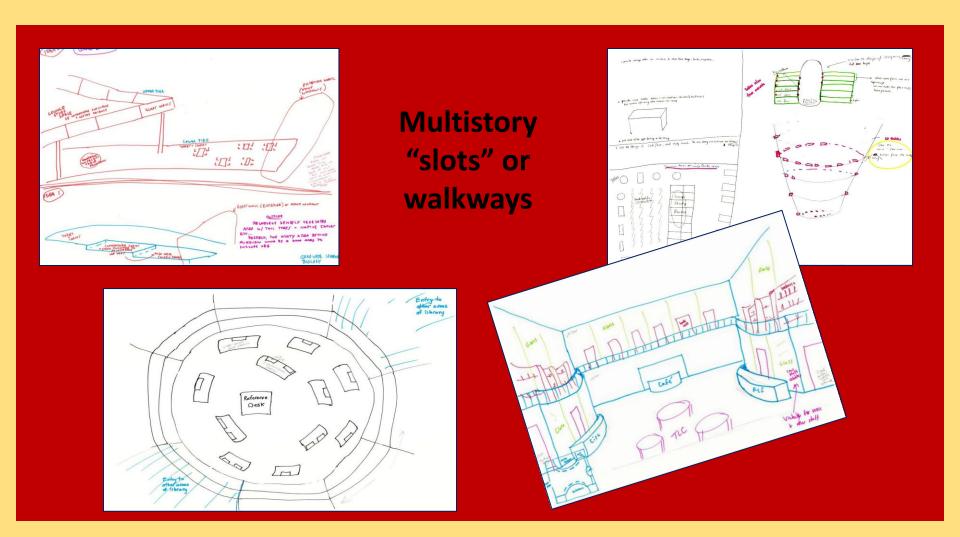
Library and Campus Stakeholders

Articulation of the Work with the Architecture Studio



Natural elements

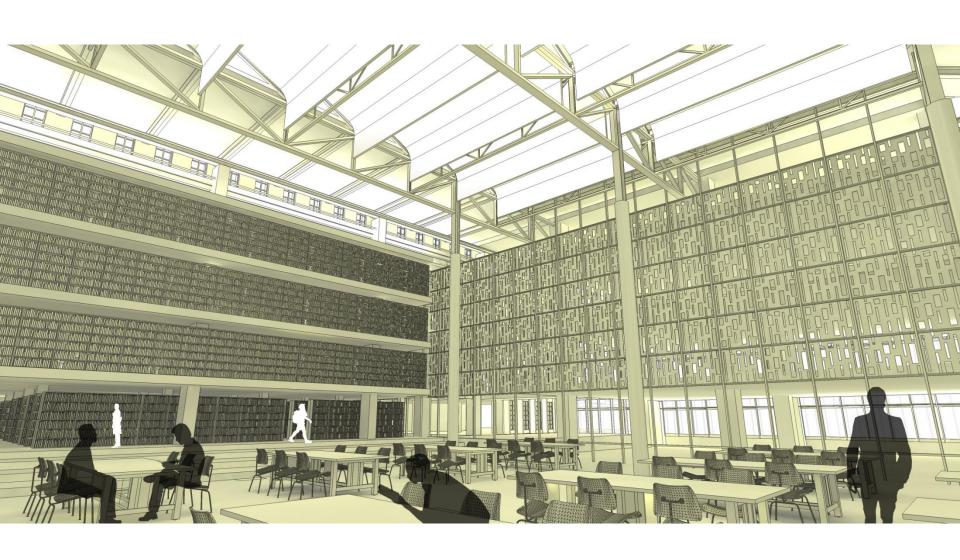
Articulation of the Work with the Architecture Studio





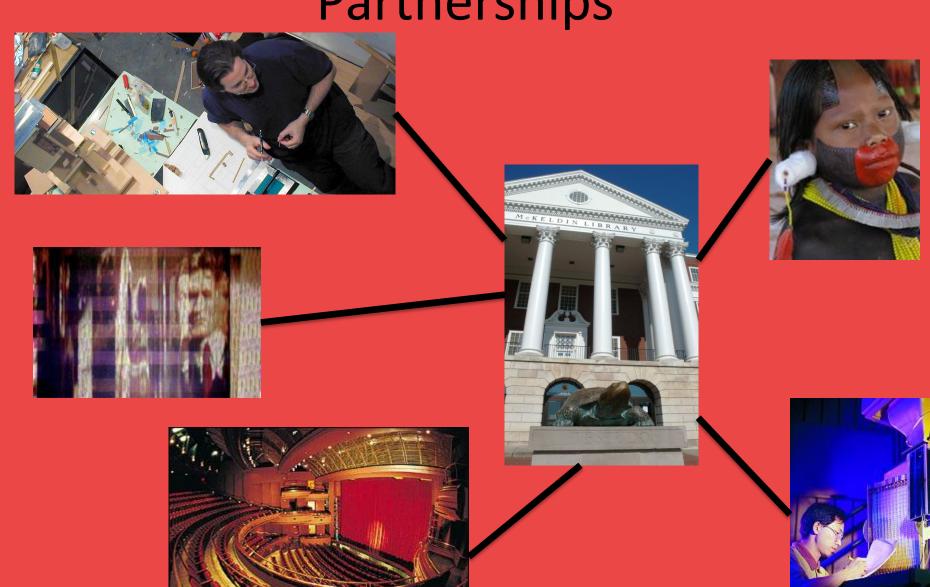






Skills and Partnerships

Partnerships



Skills

- IRB
- Complex Project Management
- Communication
- Data Collection and Analysis
- Collaboration



Unexpected Outcomes

- Studies for Other Campus Libraries
- Listening for Opportunity
- Creating Opportunity
- Redefine Library Role in Academic Enterprise



Questions?

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