

Promoting the Library & Building Connections Through Internal Makerspace Projects

Sharona Ginsberg, Learning Technologies Librarian, SUNY Oswego

IMPORTANT TAKEAWAYS

Internal use of the library makerspace by library employees helps add value and develop a culture of making. Projects created internally are great for advertising and marketing the makerspace, as well as other library services, and can build connections between library units and throughout campus.

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TEMPLATE BOOKMARKS



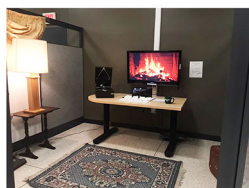
- Project was presented as part of a Banned Books Week event in collaboration with the campus Creative Writing department.
- Three bookmark templates created in Photoshop, along with a template sheet to fit five bookmarks for printing.
- During event, participants stood in front of photo booth frame and held the cover of their favorite banned book. A helper took photos with a smart phone, which were backed up to Google Photos. On a computer, photos were downloaded and inserted into Photoshop templates, then printed on cardstock.
- Project got participants interested in and curious about Banned Books Week, and provided the opportunity for librarians to educate.
- Project also helped build connections between the library and the Creative Writing department.

PHOTO BOOTH & BACKDROP



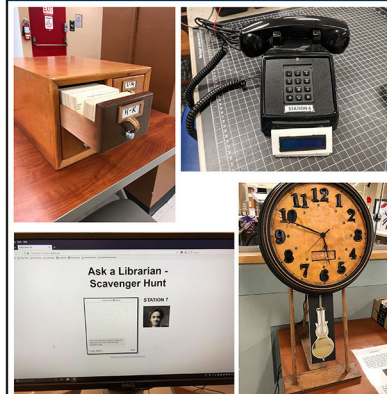
- **V1:** Enclosure resembling antique tripod camera, holds iPad, simple wooden frame on wheels with props; **V2:** Added branded background to wooden frame; **V3:** Enclosure resembling Polaroid instant camera, holds iPod Touch; **V4:** Xbox Kinect digitally projects users into photos; **V5:** Raspberry Pi provides camera and controls upload of photos
- Has been used as part of seven library events so far. Worked to engage patrons, introduce them to the library, and drive them to our social media where photos were uploaded. Social media users who did not attend events learned about them.
- Through its various iterations, it has brought together the makerspace with Special Collections, Access Services, and the First Year Experience Librarian in meaningful ways.

"MAGIC" RADIO



- Rewired vintage radio using Arduino, speakers, LEDs, servos, diodes, Bare Conductive touch board
- Audio clips were loaded onto micro SD card of Arduino. Each clip was edited in Audacity to add static "radio tuning" sound effect.
- Clips were from Special Collections/Archives recordings (interviews, performances, etc.) from local and college history.
- Displayed as part of the library's 50th Anniversary Celebration. Participants could push green "button" to choose a clip. Transcripts were provided for accessibility purposes.
- Placed in a study space with additional props to create the ambiance of gathering around to listen to the radio.
- Project worked to promote both makerspace & Special Collections to library visitors, while building connections between the makerspace and Special Collections units.

LIBRARY SERVICES SCAVENGER HUNT



- Designed and themed to educate participants about library services of the past and present. Featured at the library's 50th Anniversary Celebration.
- Seven stations of varying tech level:
 - Modified clock that displays clue on LCD screen when numbers are pushed
 - Repurposed card catalog with hidden customized card
 - Existing catalog computer with no changes made
 - Locked book that opens to reveal a message when a code is input on a number pad
 - Computer with access to library databases, no changes
 - Modified phone that plays a recording in response to a certain number being dialed
 - Simple bot chat that provides a clue when the correct question is asked
- Project helped educate & engage patrons, tie together separate services, and promote the library's offerings.