WAGUL SHARECASE 2018

MURDOCH UNIVERSITY, PERTH CAMPUS
THURSDAY 29TH NOVEMBER
9AM - 12:45PM

THEME: Innovative Partnerships, Engagement and Collaboration to Improve the User Experience

LOCATION: Hill Lecture Theatre, Building 450, Room 2.035
Murdoch University, Perth Campus
90 South St, Murdoch
(see attached map)

TRANSPORT:

PARKING
Guest parking is available near the venue in Car Park #4 (see attached map)

PUBLIC TRANSPORT
Murdoch Station is a 10 minute walk away
OR Transperth buses run regularly from the station to the campus
(see attached map)

Click here to Register
Listening to your clients - the MBA Get Ahead workshops @ Curtin
Kitty Delaney (Faculty Librarian, Business)
The collaboration between the Faculty of Business and the Library is in its third successful year. Our story shows that achieving a big impact in your faculty does not have to involve spending a lot of money or using lots of technology. The key is to really listen to your clients, look for support and collaborators, and ensure that you can measure your impact.

Game on! Collaborating with game designers in the Makerspace
Marie Clarke (Coordinator, Makerspace) and Karen Miller (Coordinator, Learning Success)
During 2018, the Curtin Library Makerspace collaborated with game design academics from the School of Design and Built Environment (SODBE). We hosted student workshops to support their curriculum and partnered in a game design competition, the ‘Creative Jam’. In this short presentation we will share our experience as well as our future plans to support the creation of games.

Student success through creative partnerships using Library Guides
Lisa Webb (Librarian, School of Science)
Working in partnership with the Centre for Learning and Teaching and the Schools, Subject Librarians at ECU are supporting students in their academic preparedness using the Library Guides platform:
- Science Student Community
- LANTITE: Literacy and Numeracy Test for Initial Teacher Education students
- Academic Skills in Nursing and Midwifery

UX - The five senses of student success (adapted from Kate Conway's presentation)
Debra Smith (Librarian, Reference & Information Services)
By improving our user experience, we can become even more effective. To do this we need to find ways to bridge the gap between our experience and that of our users.
In this presentation, we will discuss the actions our library undertakes to improve the user experience.
NOTRE DAME SNAPSHOT

A Library - Student partnership: Communicating the Academic Integrity message
Jackie Stevens (Manager, Research Services) and Sophie Fisher (3rd Year Student Internship, Behavioural Sciences)
Our Teaching & Learning Committee (LTC) identified a need to better engage with students to improve academic integrity (AI) outcomes. The Library offered to review the existing approach to communicating with students about AI. Recognising our limitations in understanding how to communicate in an authentic student voice, we engaged a Behavioural Sciences student undertaking a professional internship, to compare our approach with sector good practice and provide recommendations about how to speak to students about AI in more engaging ways.

UWA SNAPSHOT

3D Printing for Arts and Law
Caroline Clark (Senior Librarian, Library Engagement) and Jay Ratta (Client Support Officer, Library Experience)
UWA Library recently introduced a 3D Print Lab for students and staff, and have been promoting it to the faculty staff through short, hands-on workshops. Hear how these sessions were structured and received by Arts and Law academics.

To client experience and beyond! A Library Client Service Charter journey
Megan Sutherland (Client Support Officer, Library Experience)
Frontline staff often have a massive impact on customer experience. With this in mind, members of the UWA Library Experience team recently set about developing a written internal document that describes the elements of excellent library service that all frontline staff commit to offering Library patrons. And so the Client Service Charter for Library Experience was born. Hear from project team member, Megan Sutherland, about the process of designing, creating and implementing a great Service Charter.

Engaging audiences with Augmented Reality
Nola Steiner (Senior Librarian, Library Engagement) and Stephanie Davenport (Librarian, Library Engagement)
AR is an increasingly common presence in everyday life, used to enhance real-world experiences and environments, and in doing so captivate audiences. See and hear about UWA Library’s experiments using AR to increase engagement with orientation events and outreach programs.

WRAP UP - ORGANISING COMMITTEE

MORNING TEA

BREAK OUT FOR QUESTIONS

OPTIONAL TOURS AND NETWORKING
Refurbished Geoffrey Bolton Learning Common and Launchpad