



CREATING SPACE FOR  
*new media*

3 PROJECTS. 1 OUTCOME.

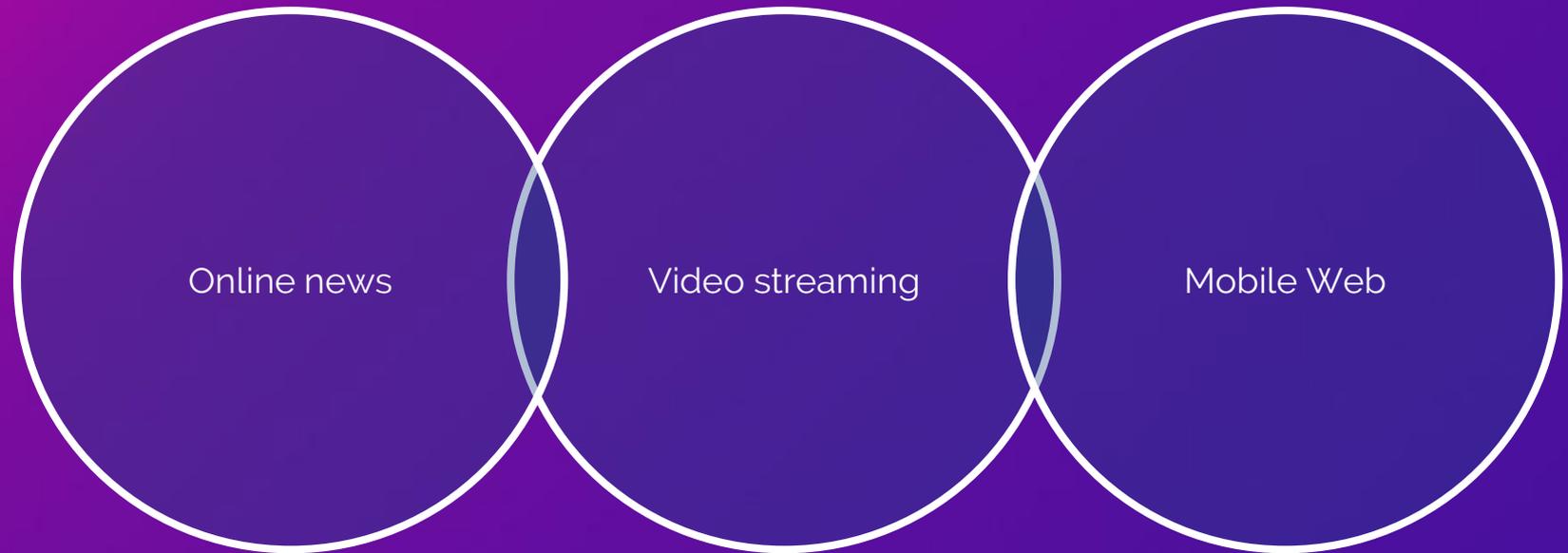
*But first, some background...*



Between 2011 and 2016, the Media Centre has hidden away its microforms and VHS to make space for users and new collections. Visits and loans increased significantly.



# THE IMPACT OF THE *digital revolution*





*"The battle has been fought, and won."  
Scott Chantler*



## EXAMPLES *at uOttawa*

Down-to-earth accounts of complex issues.  
Using graphic novels to teach Middle Eastern politics.

The need for speed! Using gamification to integrate speed training into translation courses.

The complicated space of gender representation in gaming.  
Why is my avatar so hot?



## Background

For years, users asked us for easier access to our films.

Open stacks improve visibility and increase circulation.

## Summary

We moved 5,000 films. We use a LC-inspired classification, and DVD tattle tape. Three employees worked full time on this project for 6 months.

## Fun facts

The hardest part was figuring out how to operate the label maker. Less than 5 titles are missing, among them: *Inside out*.



## GRAPHIC NOVELS

### **Background**

We received a donation of 2,000 works in French. This collection was recovered from storage and transferred to our open stacks.

### **Summary**

We bought 500 titles in English. We created a new classification. We discovered that some profs are using graphic novels.

### **Fun facts**

We thought we had lost the Saga series, but it had been placed on reserve.  
Most popular:  
Maus, Persepolis,  
Fun Home



## **Background**

In the last few years, we have received a number of requests from researchers to add games to our collection. After much research...

## **Summary**

We launched a modest collection: 200 video and board games in open stacks. This collection has generated much interest, and a little bit of backlash.

## **Fun facts**

Acquisitions were perplexed by our order for coloring books. Several units borrow games for team building activities.

# INNOVATION *is messy*

Distill the concept into raw form. Get it into other's hands. See what happens.



THE DISTANCE SEPARATING OUR EYES MEANS THAT THERE IS A DIFFERENCE BETWEEN THE VIEW EACH PRODUCES - THUS THERE IS NO SINGLE, "CORRECT" VIEW.

THIS BECOMES EVIDENT BY LOOKING ALTERNATELY THROUGH ONLY ONE EYE AT A TIME...

AND IT IS THIS DISPLACEMENT - PARALLAX - WHICH ENABLES US TO PERCEIVE DEPTH.



WHICH VIEW IS TRUE?

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OUR STEREOSCOPIC VISION IS THE CREATION AND INTEGRATION OF TWO VIEWS. SEEING, MUCH LIKE WALKING ON TWO FEET, IS A CONSTANT NEGOTIATION BETWEEN TWO DISTINCT SOURCES.

**Visits: 25,000 to 55,000**

**Loans: 7,000 to 12,000**



*Meaningful*  
CONNECTIONS

A faded, purple-tinted portrait of a woman with long dark hair and glasses, looking slightly to the right. The image is semi-transparent and serves as a background for the text.

*Questions?*

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## CREDITS AND REFERENCES

- ▷ Presentation template by [SlidesCarnival](#)
- ▷ How comics became literature, [National Post](#)
- ▷ Learning With Video Games, [James Paul Gee](#)
- ▷ Think like a startup, by [Brian Matthews](#)
- ▷ Unflattening, by [Nick Sousanis](#)