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

Online news

Video streaming

Mobile Web
“The battle has been fought, and won.”
Scott Chantler
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*. 
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?

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
Questions?

You can reach me at:
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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