Students Take the Wheel:

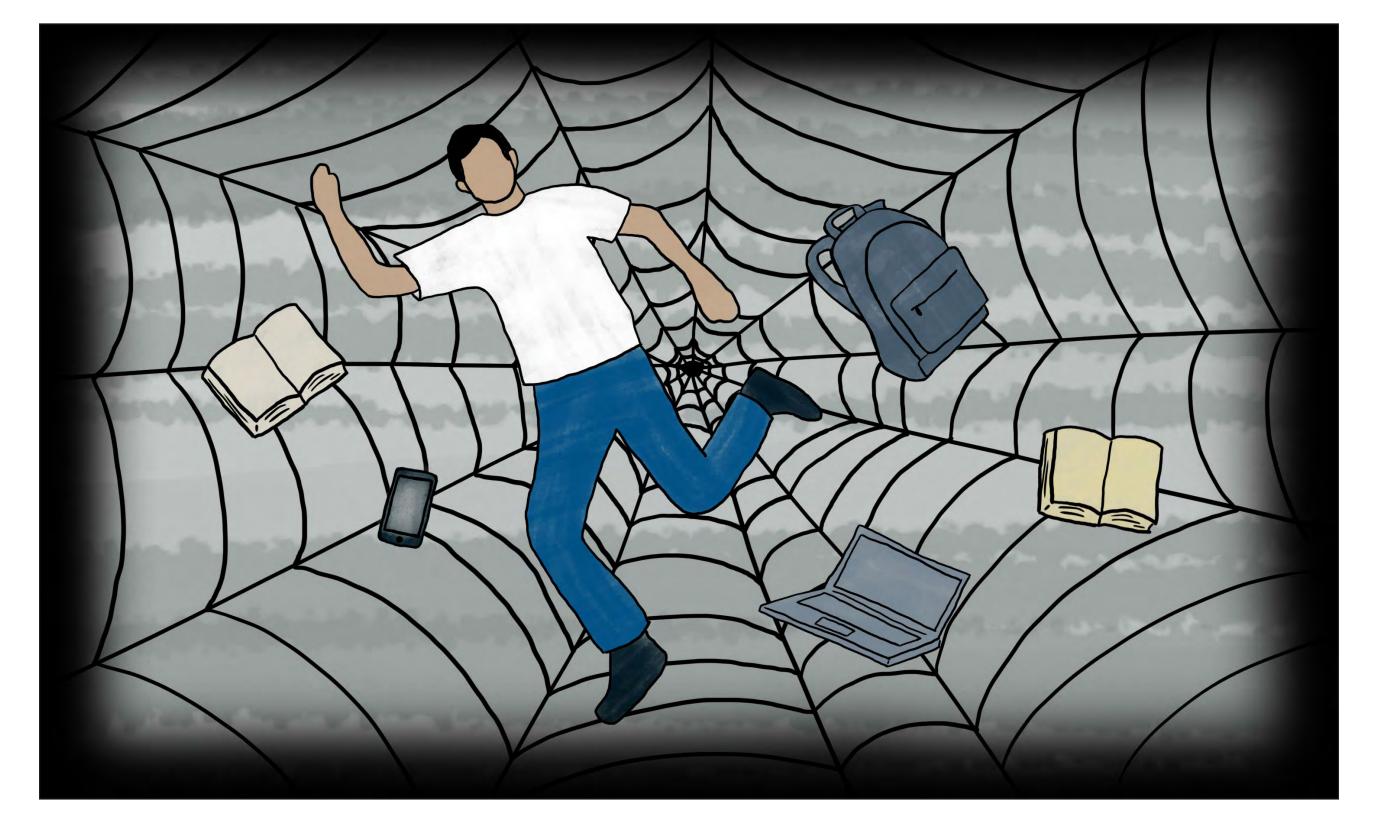
Exploring the Products and Processes of a Service-Learning Partnership with Undergraduates

Michelle Reed • Open Education Librarian University of Texas at Arlington Libraries

This project was inspired by Sharon L. Bostick's description of five dimensions of library anxiety: barriers with staff, affective barriers, comfort with the library, knowledge of the library, and mechanical barriers.¹

Background

The "Digital Storytelling Project on Library Anxiety" began as a project in a service-learning course offered by the Department of Film and Media Studies at the University of Kansas (KU). In spring 2015, a group of undergraduate students enrolled in the course collaborated with KU Libraries to create an interactive, digital game addressing experiences of library anxiety among undergraduate students that could be integrated into first-year-experience courses offered by the university. The original student team created the game's branching pathways within Twine, open-source software for telling digital stories.2 The students also wrote the game text and drafted a small number of animated GIFs that established the tone for the game. In spring 2016, after receiving funding to support production of the game's missing elements, KU Libraries contracted one of the students from the original team to create the remaining illustrations and integrate them into the Twine file. Access the published version of the game at lib.ku.edu/game.

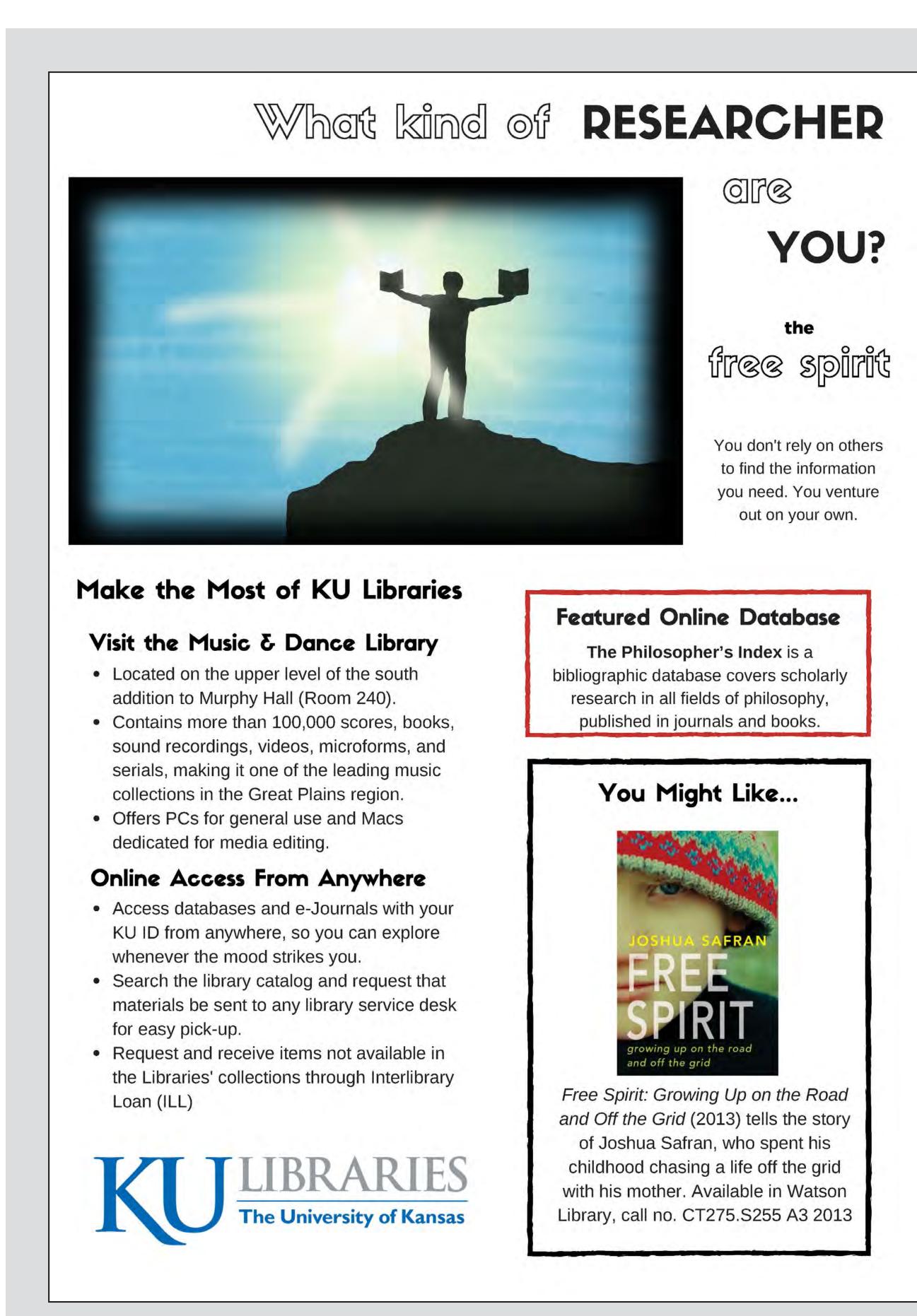






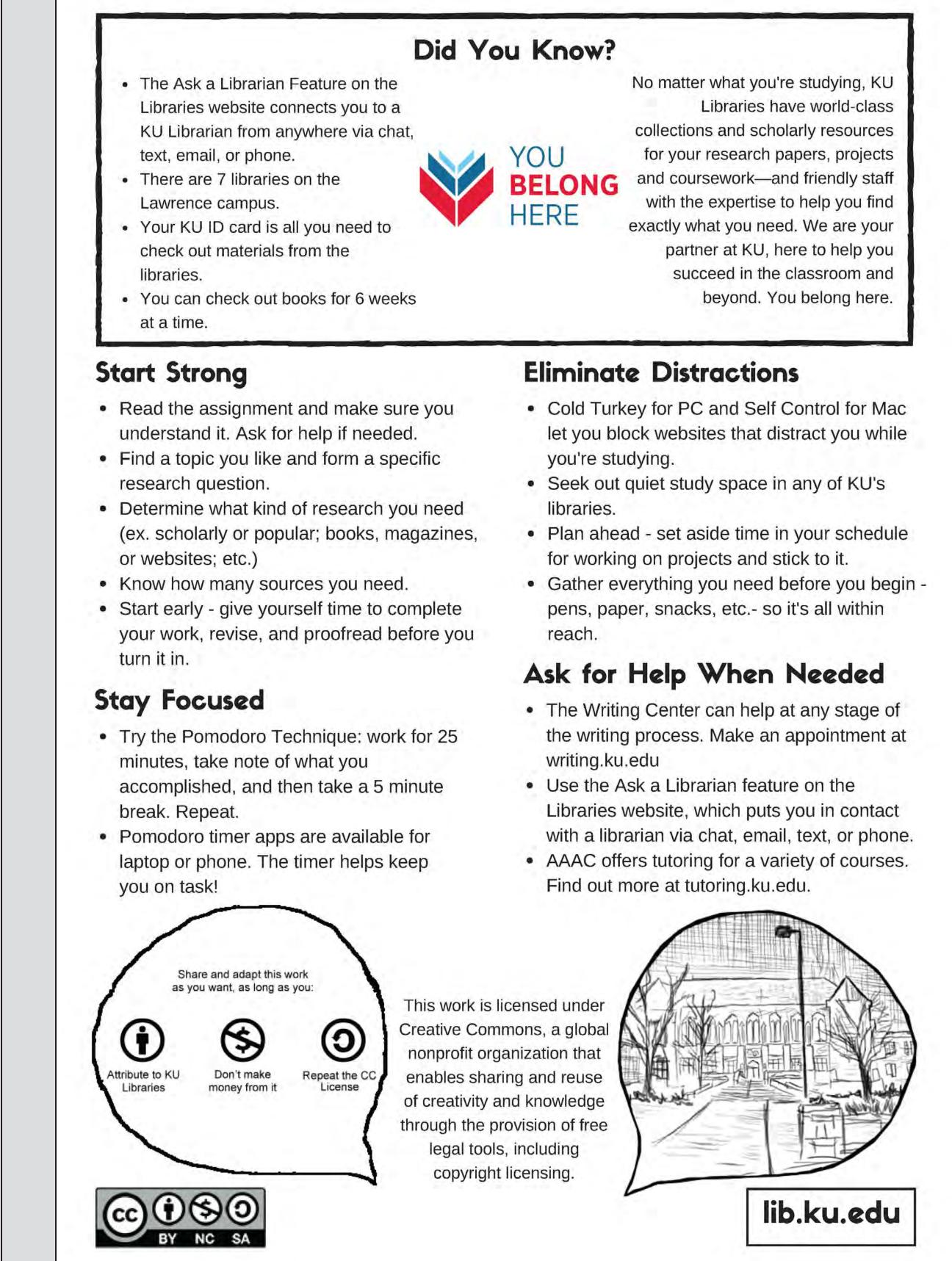
Want to adopt this game? Need help?

The illustrations above were created by Alaine Caudle. Contact her to discuss freelance opportunities at caudle.alaine@gmail. com. View her work at acmotion.com.



Course Integration

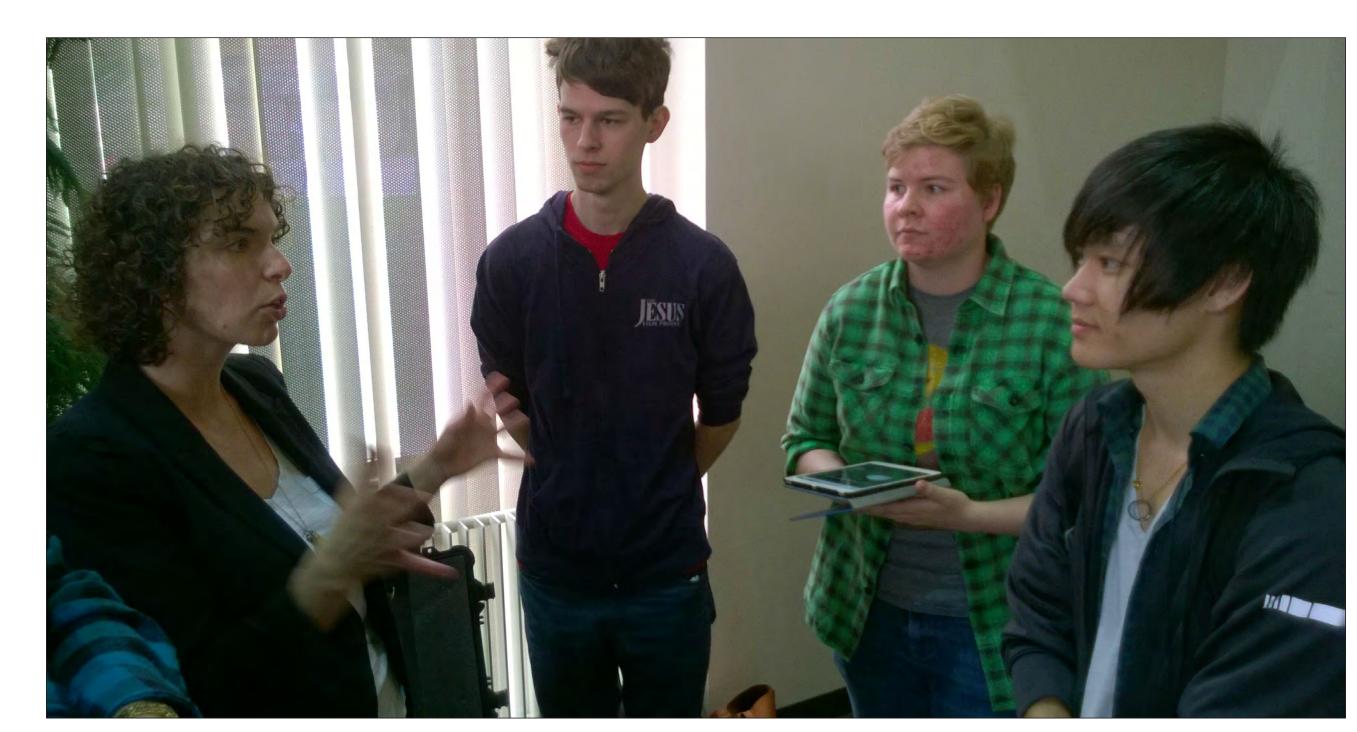
The game was used in first-year-experience (FYE) courses in Fall 2016 in conjunction with an event hosted in the KU Libraries' Learning Studio. Learn more about KU Libraries'



Handouts created by Leighann Dicks

work with FYE courses at 3 p.m. on Friday at the ACRL panel, "Transforming First-Year Information Literacy: Understanding Authority in a Sea of Information" (327-329).

Students as Creators



KU faculty and students discuss service-learning projects at the Digital Storytelling Reception hosted by KU Libraries. Pictured from left to right: Germaine Halegoua, Luke Austin, Alaine Caudle, and Ricky Yang. Photo by Doug Ward.

Open Educational Resources (OER)

Project materials are licensed as an open educational resource. OER are "teaching, learning, and research materials that are free for people everywhere to use and repurpose." They are available via KU ScholarWorks, the institutional repository for KU: http://hdl.handle.net/1808/21508.

REFERENCES

- 1. Bostick, Sharon Lee. The Development and Validation of the Library Anxiety Scale. Dissertation, Wayne State University, 1992.
- 2. Twine. https://twinery.org/
- 3. The William and Flora Hewlett Foundation. "Open Educational Resources." http://www.hewlett.org/strategy/open-educational-resources/