Festival of Learning Library Sessions and Pop-Up Library Makerspace

Come to the library and attend a range of presentations and workshops. Visit our pop-up makerspace in the student lounge! Help build a lego tower city and an origami crane sculpture, yarn bomb the makerspace, see 3D printers at work, try a 3D scanner, tinker with arduinos, try out augmented reality and much more ...

Monday 16 March 2015

10:30 – 11:00am (Session) | Bldg 105:225 (Library) | Linda Sheedy and Anita Sallenbach  
Workshop: The hidden use of the Unit Outline Builder – how the Library capitalises on your information  
The Library has only recently gained access to Learning Resource data from the Unit Outline Builder. The benefit of this session is to increase awareness within the academic community and start a conversation about leveraging this new opportunity. Register here

11:30 – 12:00pm (Hands on session) | Bldg 105:2.59A (Library) | Karen Miller  
Learn to make an origami crane (and perhaps a flower or box). This workshop is being presented by a complete origami novice, so if you have any skills to share, please come and help us learn! You can add your creations to our communal origami sculpture, which visitors to the library’s popup makerspace will build over the week of the festival. Register here

12:00 – 12:30pm (Discussion) | Bldg 105:2.59A (Library) | Matthew Robinson and Karen Miller  
Makerspace meetup #1: Building a makerspace community in the library  
In 2015 Curtin library aims to build a makerspace community through the establishment of a makerspace in the library. It will be a collaborative learning environment where people can come together to share tools, materials and expertise, and develop digital literacy skills through hands-on ‘making’ activities. We’d like to exchange ideas on how this space can evolve and be shaped over the following months. Register here

1:00 – 2:00pm (Session) | Bldg 105:225 (Library) | Kitty Delaney  
Workshop: Being “out there”: maximising your profile as a teaching and learning researcher  
In the current research environment, it’s important to make your research count. At this workshop you will learn about tools that can help you identify the best journals to publish in, and get ideas about how you can maximise your profile. We’ll also discuss questions such as: “What should you consider when choosing a journal?” and “What is a researcher profile?”. You’ll have the opportunity to network with other T&L researchers, share your experiences, and learn from the experience of others. Register here

2:00 – 2:30pm (Session) | Bldg 300:214 (Life Sciences) | Kim Flintoff and Matthias Liffers  
Presentation: Shades of grey: Sharing your work when you don’t publish in a journal  
Many academics produce work that is not published in traditional scholarly literature. Grey literature is work that has been presented at workshops, in conferences and in blog posts and can have an impact at the level of practice. While often overlooked in traditional citation metrics, is an important source of information in scholarship and professional practice. This session examines ways to enhance the visibility of your work and to begin some analysis of its reach. Register here
**Tuesday 17 March 2015**

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<thead>
<tr>
<th>Time</th>
<th>Event</th>
<th>Location</th>
<th>Facilitators</th>
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<tbody>
<tr>
<td>10:00 – 10:30am</td>
<td>(Discussion) Makerspace meetup #2: Robots in the library makerspace</td>
<td>Bldg 105:2.59A</td>
<td>Cesar Ortega-Sanchez and Matthew Robinson</td>
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<td></td>
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<td>(Library)</td>
<td>Robotics and makerspaces go hand in hand. Come along and join in a conversation about the social, cultural and environmental applications of robotics and the how a library makerspace could support this exciting area of learning and research. <a href="#">Register here</a></td>
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<tr>
<td>11:00 – 12:00pm</td>
<td>(Hands-on session) Workshop: What a Kahoot!</td>
<td>Bldg 105:225</td>
<td>Karen Miller, Rowena Holland and Joanne Comerford</td>
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<td>(Library)</td>
<td>Come and join us for the Great John Curtin Quiz Challenge, where YOU get to write the quiz questions! You will be using Aurasma, an augmented reality app, to discover hidden knowledge. You will be working in teams to contribute a question to an awesome 10 question quiz about the life of John Curtin. You'll be competing against the other teams to get the highest score in the quiz, using the online quiz tool, Kahoot. Will your team be the winning one? Curtin Library created this game in collaboration with AHEAD in Schools, and we want to share it with you. Mini-ipads with the required apps pre-installed, will be provided for each participant <a href="#">Register here</a></td>
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<td>12:30 – 1:30pm</td>
<td>(Hands on session) Workshop: What’s Your Aura? Using augmented reality to create engaging learning activities for students</td>
<td>Bldg 105:225</td>
<td>Karen Miller, Michele Gradisen and Jenny Lee</td>
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<td>(Library)</td>
<td>In the education sphere the use of augmented reality (AR) - technology that layers digital content on top of the physical world - is becoming increasingly popular as a means of introducing interactive and engaging activities into the classroom. As part of its teaching and learning program, Curtin University Library has been using Aurasma, a free AR application, to create fun learning activities for students using mobile devices. We will briefly explain how augmented reality has been used more broadly in the education context, and then share the library’s 2014 experiences in designing AR game-like activities for both the LinkUp (AHEAD) program for high school students visiting campus, and as part of an orientation game for new students using the library. After a quick demonstration of how to create an augmented reality experience, participants will design and create one, before discussing ideas about how AR activities could be integrated into their curriculum. <a href="#">Register here</a></td>
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<td>3:00 – 3:30pm</td>
<td>(Hands on session) Makerspace workshop #2: The Beginner’s Guide to Augmented Reality</td>
<td>Bldg 105:2.59A</td>
<td>Rowena Holland</td>
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<td>(Library)</td>
<td>You may have heard about augmented reality – the layering of digital content over ‘real’ world objects. Did you know it is super-easy to create your own augmented reality ‘experience’ using your smart phone or mobile device? Come along and find out how to make images come alive! We’ll be using the free app Aurasma – you can download it before you come, or during the session. We’ll also have some ipad-minis that you can use if you prefer. <a href="#">Register here</a></td>
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**Wednesday 18 March 2015**

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<tr>
<td>10:00 – 10:30am</td>
<td>(Discussion) Makerspace workshop #3: Bringing the makerspace into STEAM Education</td>
<td>Bldg 105:2.59A</td>
<td>Kim Flintoff and Leah Irving</td>
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<td>(Library)</td>
<td>Makerspaces are an ideal learning environment for developing the ‘maker’ skills essential for STEAM (science, technology, engineering, arts, and maths) education. Join us in a conversation on the role a library makerspace could play in the innovative programs emerging in this space. <a href="#">Register here</a></td>
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<td>12:30 – 1:00pm</td>
<td>(Hands on session) Robotics Club Students Makerspace workshop #3: The Beginner’s Guide to Arduino</td>
<td>Bldg 105:2.59A</td>
<td>Nicola Carson and Lynne Vautier</td>
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<td></td>
<td></td>
<td>(Library)</td>
<td>In this meet up you will have a hands-on experience with Arduino, the single-board computer that is transforming the world of hobbyists and robotics enthusiasts around the world. Write your first Arduino program and get hooked into the fascinating world of computers. <a href="#">Register here</a></td>
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<tr>
<td>12:30 – 1:00pm</td>
<td>(Presentation) Presentation: The 24/7 Library experience for students</td>
<td>Bldg 105:225</td>
<td>Nicola Carson and Lynne Vautier</td>
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<td>(Library)</td>
<td>In second semester 2014 Curtin University Library opened for 24/7 for the first time. This session will share how this is done, describe how it enhanced the student experience of using the Library and what we learnt for the future. <a href="#">Register here</a></td>
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</table>
2:00 – 3:00pm  (Hands on session)  Bldg 105:225 (Library)  

Marie Clarke and James Robinson  
*Workshop: Place Space Race! A library orientation game.*  
Curtin library is developing a game to introduce new students to the library and we would love your help to play-test it. You’ll be working in small teams to earn points by completing challenges around the library building using your mobile device. How well do you know your way around the library? How many challenges will you manage to complete? Will your team be the winner? And will you give the game the thumbs up, or the thumbs down?  
*Register here*

3:30 – 4:00pm  (Hands on session)  Bldg 105:225 (Library)  

Karen Miller, Jo Comerford, Michele Gradisen, Rowena Holland and Jenny Lee  
*Workshop: Playing with Games in the Library*  
Throughout 2014 Curtin library experimented with games-based learning, developing activities for high school students visiting the campus through the AHEAD in Schools program and designing a self-paced library orientation game for new Curtin students. In this session, we’ll be sharing our experience of what has been a very interesting, rewarding and fun learning process. Explore ideas about how mobile devices can be used in games-based learning activities to enhance the student experience.  
*Register here*

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**Thursday 19 March 2015**

9:00 – 10:00am  (Discussion)  Common Ground Café Bldg 104  

*Coffee Conversation with Amanda Bellenger*  
*Digital Copyright – what are the pitfalls*  
Copyright protects almost every type of text, graphic work, audio-visual item or artwork. Curtin staff must comply with Copyright obligations under Australian law. Join us for a conversation on the basic concepts of Copyright; how to use copyright materials in your teaching resources; and the implications of Copyright on digital learning including MOOCs. Attendees are welcome to bring their real world examples to the session.  
*Register here*

12:00 – 12:30  (Discussion)  Bldg 105:2.59A (Library)  

Karen Miller and Petra Dumbell  
*Makerspace meetup #4: Connected learning in the library makerspace*  
Connected learning has the potential to re-imagine the experience of education. Join us to exchange ideas on how a library makerspace can foster this equitable, social and participatory style of learning. We’ll consider questions such as: How can the library makerspace connect learners and build a collaborative learning community? What skills would you like to develop, alongside others, in a library makerspace?  
*Register here*

1:00 – 2:00pm  (Hands on session)  Bldg 105:6105 (Library)  

Matthew Robinson and Daniel Piczak  
*Makerspace workshop #4: The Beginners Guide to Learning to Code*  
In this session, you will learn about a range of free online tools that you could use to create your own data visualisations and infographics. Get ideas and learn tips and tricks from the example works showcased. No technical knowledge required!  
*Register here*

3:00 – 3:30pm  (Hands on session)  Bldg 105:2.59A (Library)  

Janice Chan  
*Makerspace workshop #5: The Beginner’s Guide to Data Visualisation*  
In this session, you will learn about a range of free online tools that you could use to create your own data visualisations and infographics. Get ideas and learn tips and tricks from the example works showcased. No technical knowledge required!  
*Register here*

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**Friday 20 March 2015**

10:00 – 10:30am  (Discussion)  Bldg 105:2.59A (Library)  

Leah Irving and Karen Miller  
*Makerspace meetup #5: Transmedia adventures in the library makerspace*  
A makerspace can provide a means to explore, experiment and play with visualisation technologies, virtual and augmented reality, video creation, digital storytelling, and much more. Join us to exchange ideas on how a library makerspace could support these creative activities.  
*Register here*