**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**

<table>
<thead>
<tr>
<th>Time</th>
<th>Location</th>
<th>Presenter(s)</th>
<th>Session Title</th>
<th>Details</th>
<th>Register here</th>
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<tbody>
<tr>
<td>10:30 – 11:00am</td>
<td>Bldg 105:225</td>
<td>Linda Sheedy and Anita Sallenbach</td>
<td>Workshop: The hidden use of the Unit Outline Builder – how the Library capitalises on your information</td>
<td>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.</td>
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<td>11:30 – 12:00pm</td>
<td>Bldg 105:2.59A</td>
<td>Karen Miller</td>
<td>Workshop: Makerspace workshop #1: The Beginner’s Guide to Origami.</td>
<td>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.</td>
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<td>(Hands on session)</td>
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<td>12:00 – 12:30pm</td>
<td>Bldg 105:2.59A</td>
<td>Matthew Robinson and Karen Miller</td>
<td>Makerspace meetup #1: Building a makerspace community in the library</td>
<td>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.</td>
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<td>(Discussion)</td>
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<td>1:00 – 2:00pm</td>
<td>Bldg 105:225</td>
<td>Kitty Delaney</td>
<td>Workshop: Being “out there”: maximising your profile as a teaching and learning researcher</td>
<td>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: &quot;What should you consider when choosing a journal?&quot; and &quot;What is a researcher profile?&quot;. You’ll have the opportunity to network with other T&amp;L researchers, share your experiences, and learn from the experience of others.</td>
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<td>(Session)</td>
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<td>2:00 – 2:30pm</td>
<td>Bldg 300:214</td>
<td>Kim Flintoff and Matthias Liffers</td>
<td>Presentation: Shades of grey: Sharing your work when you don’t publish in a journal</td>
<td>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.</td>
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Tuesday 17 March 2015

10:00 – 10:30am (Discussion)  
Bldg 105:2.59A (Library)  
Cesar Ortega-Sanchez and Matthew Robinson  
*Makerspace meetup #2: Robots in the library makerspace*  
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.  
Register here

11:00 – 12:00pm (Hands-on session)  
Bldg 105:225 (Library)  
Karen Miller, Rowena Holland and Joanne Comerford  
*Workshop: What a Kahoot!*  
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.  
Register here

12:30 – 1:30pm (Hands on session)  
Bldg 105:2.59A (Library)  
Rowena Holland  
*Makerspace workshop #2: The Beginner’s Guide to Augmented Reality*  
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.  
Register here

Wednesday 18 March 2015

10:00 – 10:30am (Discussion)  
Bldg 105:2.59A (Library)  
Kim Flintoff and Leah Irving  
*Makerspace meetup #3: Bringing the makerspace into STEAM Education*  
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.  
Register here

12:30 – 1:00pm (Hands on session)  
Bldg 105:2.59A (Library)  
Robotics Club Students  
*Makerspace workshop #3: The Beginner’s Guide to Arduino*  
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.  
Register here

12:30 – 1:00pm (Presentation)  
Bldg 105:225 (Library)  
Nicola Carson and Lynne Vautier  
*Presentation: The 24/7 Library experience for students*  
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.  
Register here
### Thursday 19 March 2015

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<tr>
<td>2:00 – 3:00pm</td>
<td>Bldg 105:225 (Library)</td>
<td>Marie Clarke and James Robinson</td>
<td><strong>Workshop: Place Space Race!</strong> 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? <a href="#">Register here</a></td>
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<td>3:30 – 4:00pm</td>
<td>Bldg 105:225 (Library)</td>
<td>Karen Miller, Jo Comerford, Michele Gradisen, Rowena Holland and Jenny Lee</td>
<td><strong>Workshop: Playing with Games in the Library</strong> 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. <a href="#">Register here</a></td>
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### Friday 20 March 2015

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<td>10:00 – 10:30am</td>
<td>Bldg 105:2.59A (Library)</td>
<td>Leah Irving and Karen Miller</td>
<td><strong>Makerspace meetup #5: Transmedia adventures in the library makerspace</strong> 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. <a href="#">Register here</a></td>
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