Milne Library as Scholarly Partner

Brendan Aucoin, M.A., M.S.I.S. (Milne Library)
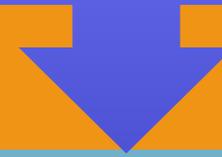
Karen Stewart, PhD (Communication & Media)

The Guiding Concern

The Milne Library's mission is to "create an inviting and stimulating intellectual center as the foundation for the teaching, learning, and research activities" on campus

To help fulfil the mission, the library was looking for campus partners to feature scholarship in the building

The library has space and resources, but needed external partners to help manifest the mission

The Guiding Concern cont.

In conjunction with its mission, the library also wished to create and curate new resources

The goal was to produce materials that specifically supported current scholarly research activities on campus

The Project

- Brendan Aucoin, Head of Access Services & Library Technology, was approached by Karen Stewart, Assistant Professor of Media Studies, for a possible collaboration with Milne Library for her video game research project

- This collaboration had the potential to meet the mission objectives of the library, and so Aucoin and Stewart worked together to explore the value of this collaboration fully

- The following case study presents the some of the findings from this collaboration.
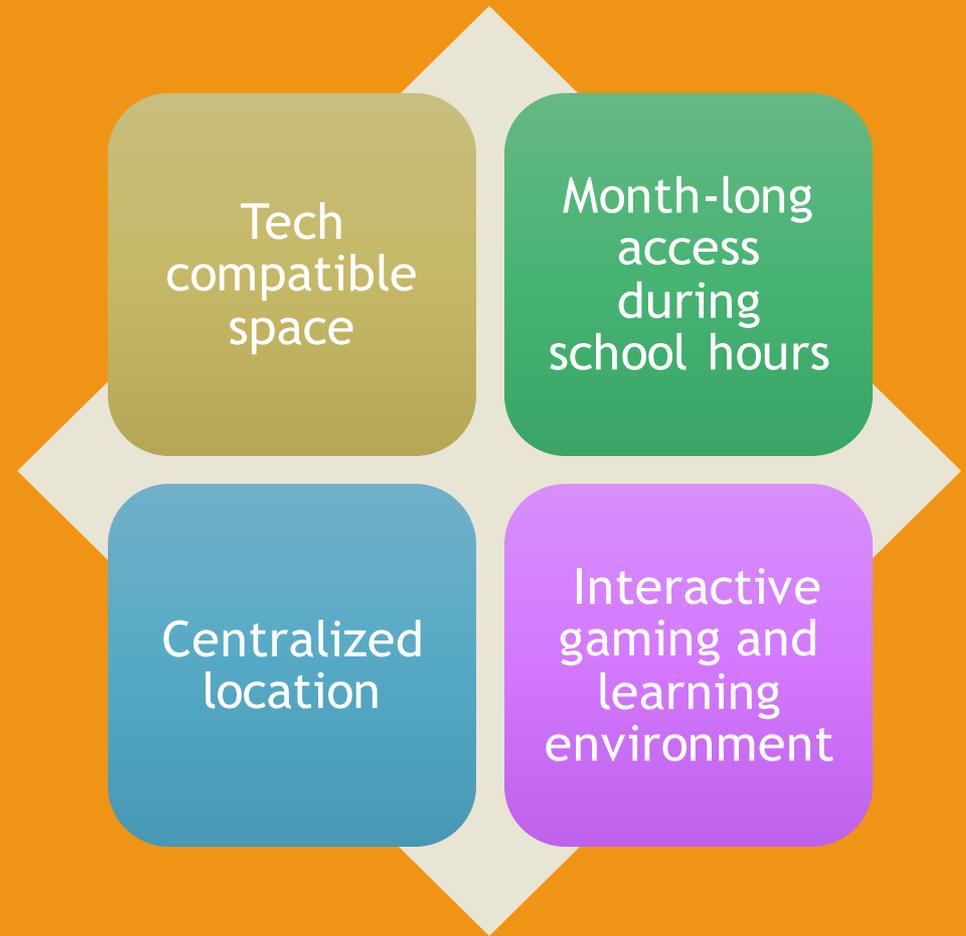
Case Study: *Leap of Faith*

Leap of Faith is a visual novel video game created by Stewart and a team of undergraduate research assistants who participated in the applied learning portion of the project.

Stewart needed to identify a campus location where she could 1) showcase the game to the campus community; and 2) present the applied learning aspects of the project for peer review, preferably in interactive and experiential ways.

Aucoin felt Stewart's project represented the kind of scholarly partnerships the library was currently seeking to develop, and suggested they collaborate to create a video game installation event within Milne.

Location and Support Needs Initially Identified by Stewart and Aucoin

Tech compatible space

Month-long access during school hours

Centralized location

Interactive gaming and learning environment

Library Contributions

- 102A, a large storage room that that was converted into a gaming lounge

- Close working relationship with ITS

- A monitored building with high foot-traffic and long open hours

- A location capable of supporting a reception event

- Librarian expertise with video game resources and curating information

- Student and Peer interest (public relations buzz) for library-supported research and creative activities

Library Contributions cont.

In addition to location support, Aucoin developed a set of library research support thingies to help promote and guide video game scholarship on campus

These took the form of 1) a game studies research guide; 2) a book display; 3) and archive of the project

The slides 9-12 detail these support materials more fully

The library uses the Libguides platform to develop specialized library resources to share with the campus community. Most commonly librarians will create guides tailored specifically to coordinate and supplement a library instruction class. In addition to these course guides, the Libguides platform is also used to develop other library resources including those designed to support this project. The Game Studies research guide brings together a curated collection of existing library materials, information about Leap of Faith, and highlights game studies resources across the SUNY Oneonta campus community. The Libguide platform allows for easy integration with the library catalog pulling down metadata directly from the catalog while at the same time allowing a user to easily link to the item in the catalog and request it for loan. These same integrations allow for easy linking of journals, databases and other electronic resources to be easily linked and made accessible to users through the guide. It is also important to note that these guides are meant to be "living documents," they can grow and develop as the library adds resources, or as the librarian refines the curated materials provided in the guide.

1. Game Studies Research Guide

Game Studies

Resources for researching the interdisciplinary field of game studies at SUNY Oneonta.

Home

What is Game Studies

Library Resources

Video Game Studies at SUNY Oneonta

Leap of Faith

Get Library Help

Head of Access Services and Library Technology

Brendan Aucoin

Subjects:
Communication Studies, Mass Communication

What is Game Studies

Welcome!

Video games studies is a burgeoning multidisciplinary field of study. Spanning across cultural studies,

2. Book Display

The library has a number of display areas available within the building. These displays are managed by our Display Coordinator and prepared by staff and student employees. Each display has a targeted theme and is used to highlight areas of the library collection. In the case of this installation, library staff member Christie Dourlaris, in conjuction with several library student workers gathered a collection of books related to video games and Revolutionary War era New York state history. Many of these video games books were then added into the Game Studies Libguide. The library collection of over 300,000 physical items and nearly double that number of available electronic resources can be daunting to consider in it's entirety. Highlighting small curated displays allow for the library staff to present small interesting snippets of all that is available.

Librarian Brendan Aucoin will be working with Dr. Stewart to create an archiving of the development progress for Leap of Faith. When video games are recognized as texts and as a part of the cultural lexicon it becomes important to think about the preservation of the development process. In addition to those reasons, a video game like Leap of Faith that is developed as a part of scholarship and heavily associated with student engagement, the reasons for preserving the development process becomes more important. Finally, because this process is a "first of its kind" project at SUNY Oneonta, keeping mindful record of the project allows for further development on the theme and opens the door for more alternative scholarly creative works in alternative media, such as video games. The development of the archive is an ongoing process and will take a great deal of time to complete.

3. Archiving

Project Findings

The event met with great success and interest across campus

Collaboration between Aucoin and Stewart proved beneficial for both parties

102A demonstrated to be versatile and well suited for both the reception and installation

Library resources highlighting game studies featured prominently

Raised the profile of librarians as partners in scholarship

Developed a template for additional scholarly installation in the library

Focused attention on the scholarly merit of game studies

Brought attention to dynamic and interactive learning through game studies

Thank you

Brendan Aucoin, Milne Library
brendan.aucoin@oneonta.edu

Karen Stewart, Communication & Media

karen.stewart@oneonta.edu