

Gary Ginther: VR Races Back to the Art Library and Makes a Speedy Recovery
Ohio University

Notes, begin with slide #2:

Slide 2: Managing Change

Economic: The die was cast in 2006 when the Dean of the COFA announced that he would not renew the Curator of VR in 2007. No assistance other than with moving was offered, the db was deleted and the card file tossed in the trash.

Trends: Faculty in a variety of areas were adopting PowerPoint very quickly, so it followed that they would need images.

Preservation: It's clear that the evolving library should be leading this effort, OIT has not resolved the issue of long-term data storage and preservation (OU has no DAM in place). The library can easily store 270K slides in cabinets, and even create access via any service point, provided the faculty know what they're looking for.

Slide #3: What was the library response?

Desktop: I knew the only way to deliver images was to the desktop; no portable hdd's or flash drives. The expectation is that you press a button and the material appears – we can do that.

Integrate: As has been pointed out by many leaders in the profession, the library must integrate itself into the evolving fabric of the academy. In building relationships with areas outside the Fine Arts that utilize images for teaching (many of whom were not users of the VR as it existed in the SOA), we're helping them to discover image resources both within and outside of the library – (I've directed faculty to obscure, free images on Flickr© to satisfy challenging requests).

Slide #4: How Do We Do It?

Delivery: I developed a simple online delivery form that staff and student assistants can easily use; the patron gets an email with links to individual images. Click the link, open the image, right click and save to the local hdd, done. It had to be that simple. The images live on the library server for 30 days and are then deleted. In addition, by allowing faculty to be responsible for their own image collections we encourage and support the adoption of a new mindset that includes visual and media literacy, through practice, not discussion.

Slide #5: Image--delivery form and email notification.

Slide #6: Why Is It Working?

Visibility: The library is centrally located and offers consultation and work space, with easy access to print materials.

Faculty Commons: It's just next door to the Art Library and offers a variety of training /learning opportunities. There is a big focus on .ppt and Bb., so the

library VR dovetails nicely with that effort.

Slide #7 : What Happens Next?

Real Estate: Maintain a high quality physical space; the art library footprint increased by 30% this year, not in response to the addition of the VR but because the Humanities reliance on print material has not waned in the last 5 years. The number of titles added is only diminished by the increase in cost in the face of fairly static budgets (the budget is near to fair, all things considered).

Real Estate: Maintain a high quality e-space; continue to subscribe / build links to digital content. Provide every viable e-source within reason, while promoting the print collection. The academy is now coming around to the idea that e-sources are supplemental, not replacements (think mantra...) Continue to be aware of new information and be responsive to expressed faculty/teaching/research needs. Let faculty R&D drive decision-making.