Engaging Technologies

Change the Way Visual and Print Resources are Used & Discovered through Media-Rich Software & Technologies

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PROJECTS OF DISCUSSION

Hesburgh Libraries Digital Exhibitions and Collections

REMIX: Digital Literacy Resource Portal

American Ruins
Snite Museum of Art
THE CHARGE

Implement a web based tool for creating online digital collections and exhibits

FRAMEWORK

Built from the ground up
Honeycomb - back end
Beehive - front end
Honeypot - image handler
DEC (Digital Exhibits & Collections)

2-Step Content Management

Collection Curation
Add and manage the individual items in your collection or exhibit.

Site Curation
Increase user engagement by adding essays and showcases to annotate and highlight compelling items from the collection.
COLLECTION CURATION

Build an exhibit through a series of unlimited showcases

UPCOMING EXHIBIT

The Poor Man’s Bible
*Sacred Architecture of the Italian Romanesque, 1050-1200*

Six showcases exploring photographs from the Visual Resources Center Digital Collection, Hesburgh Libraries
SITE CURATION

Showcases include text descriptions, commentary, transcriptions etc along with and images

FEATURES

Browse and search
Zoom and pan high resolution images
THE CHARGE
Partner with campus units to create and launch a digital literacy resource website that will help students find, evaluate, ethically use, and create information using digital technologies.

AUDIENCE
A student focused portal using First Year of Studies content from Writing & Rhetoric Multimedia courses
Advancing Digital Literacy for First Year Students

THE CONCEPT

A journey through digital networking turning research essays into a digital project

THE RESULT

REMIX Digital Literacy Resource Portal

Connecting students to scholars, digital information and technology through a set of three tasks: Discover, Mix and Share
Advancing Digital Literacy for First Year Students

THE FRAMEWORK

Each project concept will show students how to achieve the results effectively through interchangeable learning objectives within each task.

- Discover
- Mix
- Share
Advancing Digital Literacy for First Year Students

**USE & ACCESSIBILITY**

Faculty can add their own learning objectives and request projects

A tool to accompany Library Instruction

Accessible through Hesburgh Libraries homepage

**GROWTH**

Currently used by other departments across campus
**REMIX**

**Advancing Digital Literacy for First Year Students**

**RSA ANIMATE**

Shows learning objectives within each task of Discover, Mix and Share

**LEARNING OBJECTIVE**

Shows a ‘Discover’ learning objective on How to create an RSA Animate or Short
THE INITIATIVE

Initiated from a student visiting my station on visual resources during an open house at the Center for Digital Scholarship

THE CHARGE

Create an online exhibition to accompany a student assignment in the course, *American Ruins* offered by the Department of American Studies, University of Notre Dame

Snite Museum of Art held the print exhibition of student selected photographs
American Ruins

Online and print exhibition - University Museum, American Studies Class and the VR Curator

THE RESULT

Online exhibition based on student selected photographs of American ruins from the collection of the Snite Museum of Art

Interpretive texts accompanied each photograph

VR Curator created the website using Google sites through student input during class visitations
The Industrial section of the American Ruins shows an introduction followed by student selected photographs.

Student interpretive text example and photograph from the Industrial section.
Online and print exhibition - University Museum, American Studies Class and the VR Curator

PROMOTION

Online exhibit featured on the Snite Museum of Art’s website and launched the first day of the print exhibition

Exhibition poster displayed across campus