Active Learning Happens in the Library!
Leveraging a New Active Learning Classroom to Become the Campus Active Learning Hub

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Transforming Space
1981-2015: This large room (>2000 sq ft) was used as a staff only area for 1-2 employees and technical processing.
Summer 2015: Library staff cleared the space, using folding tables and chairs to create room for classes and events.

Winning the Steelcase Education Active Learning Center Grant
Spring 2016: >800 Applications, 13 Awarded USM is the first campus library to be selected.
Renovated Summer 2016 Ready for Fall 2016
For More Information: http://stmary.libguides.com/steelcase

Technology & Training
Library Support for Active Learning Pedagogy:
11 LibGuides for Learning Technologies
>50 Books for Active Learning Curriculum
>40 Board Games, including Classroom Sets
5 Breakout Box Kits
3D Printing & Poster Printing Services
Librarians on First Year Experience & Center for Teaching & Learning Committees
Checkout Technology including Laptops, iPads, Camcorders, Microphones, & More

Collaborating with Faculty
The Stories We Tell: A History Exhibit Highlighting USM Special Collections
3D Printing for Physics & Fine Art
Spanish & First Year Experience Classes Present Active Learning Projects
Board Games, Breakout Rooms, & Tools for Making Learning Happen

Measuring Impact
Library Space Usage
Audiovisual Equipment Usage
Laptop Checkouts
For More Information: stmary.libguides.com/libraryactivelearning