CROSS CAMPUS CONNECTIONS
FOR STUDENT SUCCESS

IUP Assessment in Action Team
Dr. Theresa McDevitt, Government Documents/ Outreach Librarian, IUP Libraries, Dr. Jack Makara, Assistant Director for Assessment and Academic Initiatives, OHRL, Katherine Jenkins, Assistant Dean of Libraries for Assessment and Development, Loyd Onti, Assistant Dean for Information and Communications

Technology, College of Education, Aftican Shurur, Assistant Director for Student Life/ Student Leadership and New Student Success Center for Student Life/ Student Leadership and New Student Success.

Phase One. Conceptualization.
Spring through Fall 2013
Library, Student Affairs Division, and College of Education partners met bi-weekly to:
- Gather and analyze existing data
- Develop IRB
- Design and pilot events, educational activities and games
- Do surveys and focus groups to gather feedback that will inform redesign of games and activities

Phase Two. Spring 2014
Pilot a library VIP frequent user program to reward users and encourage repeat visits. Incorporate related activities, games, and events other library events and activities.

Phase Three. Summer/Fall 2014
Analyze survey results and use data to develop improved activities and program for next year. Continue to develop collaboration with campus partners to support student success.

Next Steps
- Continue to develop events and activities in collaboration with Student Affairs and embed them in existing Student Affairs student engagement events.
- Continue to offer educational events and library information materials to residence hall assistants to use as residential educational programs or in educational displays.
- New programs will include an Academic Success Group Trivia Challenge in conjunction with student orientation events including those for Sutton Scholars, the Honor's College and possibly the Welcome Weekend Orientation events and monthly trivia nights which will be sponsored by the Health Awareness Division of Student Affairs and run by representatives from student organizations.

Yours truly at the YouTube Video, produced by IUP Libraries http://www.youtube.com/watch?v=xmzRBT2JK9Q

We found that after playing library games students report:

- More comfortable using the library after playing the games (51%)
- More comfortable preparing for research (61%)
- More likely to ask a question at the library (51%)
- More likely to seek help from a professor (51%)
- More likely to seek help from a librarian (51%)
- More likely to do research (51%)

Total

Other results show increases in visits to the library and high GPA's for largest percentage of library visitors.

Total

Literature Review
The following articles provide useful background information on successful collaborations for student success:


New partnerships with departments and associations outside the library as a result of project include:
- The Center for Student Life, New Student Orientation, Health Awareness, Resident Housing Association, Student Government, and Student Advisory Group, and a number of Greek Associations
- New partnerships were developed with professors in Economics, Nutrition, English, Foreign Languages, and History who modify adopted and supported pilot library games and educational activities that had begun with Student Life collaboration.

Findings provided useful information on timing of announcement of activities, how to contact faculty, types of activities to suggest, and timing for optimal adoption of information library building activities.

Some relationship may exist between project and increased number of visits to the library.

Students with highest GPA’s appear to be highest % of library users, suggesting some connection between library usage and student academic success.

Complete bibliography and more information on the project including handouts available from: IUP Libraries Assessment in Action LibGuide http://libraryguides.lib.iup.edu/aia

Assessment in Action LibGuide
Complete bibliography and more information on the project including handouts available from: IUP Libraries

Phase Three. Summer/Fall 2014
Analyze survey results and use data to develop improved activities and program for next year.

Continue to develop collaboration with campus partners to support student success.

Conclusions
- Collaboration with outside partners leads to better programs and events, increased attendance at events, and increased support for student success.
- New partnerships with departments and associations outside the library as a result of project include:
- The Center for Student Life, New Student Orientation, Health Awareness, Resident Housing Association, Student Government, and Student Advisory Group, and a number of Greek Associations
- New partnerships were developed with professors in Economics, Nutrition, English, Foreign Languages, and History who modify adopted and supported pilot library games and educational activities that had begun with Student Life collaboration.

Findings provided useful information on timing of announcement of activities, how to contact faculty, types of activities to suggest, and timing for optimal adoption of information library building activities.

Some relationship may exist between project and increased number of visits to the library.

Students with highest GPA’s appear to be highest % of library users, suggesting some connection between library usage and student academic success.

Phase One. Conceptualization.
Spring through Fall 2013
Library, Student Affairs Division, and College of Education partners met bi-weekly to:
- Gather and analyze existing data
- Develop IRB
- Design and pilot events, educational activities and games
- Do surveys and focus groups to gather feedback that will inform redesign of games and activities

Preliminary Steps
Collaborative Relationship is Developed between IUP Library and IUP Division of Student Affairs.
AIA project is developed to enhance and expand existing partnership.

Process and Methods
- Collaboration with outside partners leads to better programs and events, increased attendance at events, and increased support for student success.
- New partnerships with departments and associations outside the library as a result of project include:
- The Center for Student Life, New Student Orientation, Health Awareness, Resident Housing Association, Student Government, and Student Advisory Group, and a number of Greek Associations
- New partnerships were developed with professors in Economics, Nutrition, English, Foreign Languages, and History who modify adopted and supported pilot library games and educational activities that had begun with Student Life collaboration.

Findings provided useful information on timing of announcement of activities, how to contact faculty, types of activities to suggest, and timing for optimal adoption of information library building activities.

Some relationship may exist between project and increased number of visits to the library.

Students with highest GPA’s appear to be highest % of library users, suggesting some connection between library usage and student academic success.

Complete bibliography and more information on the project including handouts available from: IUP Libraries Assessment in Action LibGuide http://libraryguides.lib.iup.edu/aia

Assessment in Action LibGuide
Complete bibliography and more information on the project including handouts available from: IUP Libraries