

Continue the networking!

Here are some suggestions for nearby lunch options:

Daphne's Greek Cafe
9516 Culver Blvd.
Greek food offering vegan options.
310-280-1650
www.daphnes.biz

Meet in Paris
9727 Culver Bl.
French Bistro specializing in mussels.
310-815-8222
www.Meetrestaurantla.com

Kay n' Dave's
9341 Culver Blvd.
Mexican food made with fresh ingredients.
310-558-8100
www.kayndaves.com

Maple Block Meat Co.
3973 Sepulveda Blvd.
BBQ and beer
310-313-6328
<https://www.mapleblockmeat.com>

Tender Greens
9523 Culver Blvd.
Farm to table
310-842-8300
www.tendergreensfood.com

K-ZO
9240 Culver Blvd.
K-ZO serves authentic sushi and euro-Asian small plates.
310-202-8890
www.k-zo.com

For more options visit <https://www.downtownculvercity.com/dine>

March 16, 2018

SCIL Business Meeting
1:00 pm
virtually via Zoom

Mark Your Calendars!

CARL Conference

Check out the SCIL
Interest Group Panel
at CARL!

SCIL would like to acknowledge Heldman Learning Resource Center, West Los Angeles College for hosting this program.

Presenters and attendees – thank you!

Your participation makes this event successful, year after year!

Thank you for attending SCIL Works 2018!!

Please take a moment to complete a short evaluation of the program.

About SCIL

The Southern California Instruction Librarians (SCIL -- pronounced "skill") interest group is dedicated to providing professional development and discussion opportunities focused on information literacy and instruction-related activities for library professionals from all types of institutions. CARL is committed to providing reasonable accommodations to people with disabilities at all CARL-sponsored events.



SCIL Works 2018

presents



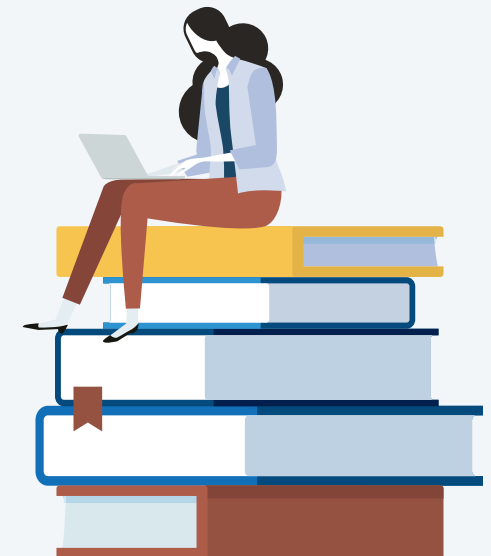
Where Virtual Meets Reality: The Intersection Between Instruction and Our Virtual Campus Communities

Heldman Learning Resource Center, West Los Angeles College • February 23, 2018



Schedule for Friday, February 23, 2018

09:00 – 09:45 am	Registration, Networking, Breakfast
09:45 – 10:00 am	Welcome
10:00 – 10:30 am	Research and Practice I
10:30 – 11:00 am	Research and Practice II
11:00 – 11:15 am	Break
11:15 – 11:30 pm	Lightning Rounds
11:30 – 12:00 pm	Research and Practice III
12:00 – 12:15 pm	Closing Remarks & Evaluations



Research & Practice

I. Problem? Yo, I'll Solve It: Creating an Online Tutorial with LibGuides

Tamara Rhodes, Subject Librarian for Psychology, Cognitive Science, Human Development, and Linguistics, University of California San Diego

Problem: After 5 quarters of library instruction in the same course, tweaking and modifying things along the way, the evaluations and research papers continue to say that students still aren't getting it and they want more individual time in the session. But we don't have the time!

Solution: A flipped classroom. To be more responsive at the outset to the changes to content and how it's presented based on feedback, an online tutorial was created in Libguides to test this flipped classroom solution.

Problem: Libguides limitations.

Solution: This presentation will tell you! Learn the challenges faced with creating a Libguides tutorial that is interesting, has active learning activities, and offers a decent design. Then, see the finished product and learn how those challenges were overcome.

II. Attendance and Usage Data to Support the Integration of Information Literacy into the Required Curriculum in Online Education

Hannah Schilperoort, Information Services Librarian, University of Southern California, Norris Medical Library

The author provides an overview various methods for providing information literacy instruction to students in an online graduate program and shares attendance and usage data that points to integrating information literacy instruction into the required curriculum as the most effective method to reach students.

III. Using Student Feedback to Evaluate Tutorial Design

Anna Uribe, Distance Education Librarian, Bridgepoint Education and Jacline Contrino, Distance Education Librarian, Bridgepoint Education

Effective user experience (UX) design is essential to students who study in an online environment. Learning objects need to address affective learning concerns such as tone and engagement as well as cognitive learning concerns such as usability. In this presentation we will outline the process of selecting design aspects for assessment and designing surveys to collect meaningful student feedback for library tutorials.



Lightning Rounds

I. Flipping Engineering Information Literacy Instruction

Liz Cheney, Engineering Librarian, UCLA Science and Engineering Library and Tony Aponte, Engineering Librarian, UCLA Science and Engineering Library; Doug Worsham, Team Lead for Teaching and Learning, UCLA Biomedical Library

The UCLA Science and Engineering Library (or SEL) has a longstanding engagement with Engineering 183: Engineering and Society, which requires students to write an in-depth team paper on a current engineering ethics issue. Each class section would attend a library workshop to cover key learning outcomes. With growing enrollment, however, this model presented challenges for instructional staff. This presentation discusses project issues, collaborative efforts, re-clarification of learning outcomes and tutorial/storyboard processes to create videos promoting library research skills in a sustainable and targeted way.

II. The Medium is the Message – Creating Student-Centered Classrooms Virtually Anywhere

Summer Krstevska, User Engagement Librarian and School of Business Liaison, National University

This presentation will focus on using easy-to-use and easy-to-access apps, cloud computing software, and innovative techniques to connect students in a fun and practical way. Whether the students are fully online, in a hybrid or blended course, asynchronous or synchronous these tools can be applied to all instructional settings. See how to incorporate technologies to engage your students through active and peer to peer learning no matter the format and at no cost to you or your library/institution. Participants will learn how to incorporate cloud computing applications like Google Drive or Office 365 into their instruction, along with other applications like Padlet for brainstorming and presentations, and Kahoot! for fun assessment and gamification opportunities. Bring your smartphones, tablets or computers to this session to get the full experience.

