Have you heard about Open Educational Resources (OER)? They are a craze that is sweeping the nation!

Open educational resources (OER) are free and openly licensed educational materials that can be used for teaching, learning, research, and other purposes (definition from Creative Commons). The OER pilot at Pacific is offering faculty an opportunity to review, adopt and create open materials during the summer and offering students a reduced cost load for select courses.

Pacific started the OER pilot in the summer of 2017 and has already saved students over $110,000 based on course enrollment numbers and previous textbook costs.
The Technology in Education Committee (TEC) budgeted $25,000 for faculty grants and 10 faculty were awarded with grants the first summer: 1 from Humanities, 1 from Social Sciences, and 8 from STEM. Over the course of the summer, the faculty attended a CTL/Library led workshop, participated in a Canvas course, and worked on their open education materials.

End product deliverables for the pilot faculty varied, including:

- Brand, new authored textbook
- Modified pre-existing open textbook, adjusted to work within their pedagogical teaching style and course syllabus
- Modular video lectures
- Locating open versions of texts already being used and creating open syllabi with embedded course assignments

If interested in hearing directly from a few of the pilot faculty, please watch the short video on this page: http://go.pacific.edu/oer

After the success of the pilot year, the experiment was repeated for summer 2018. In March of 2018 you may remember we had a display in the Library’s entrance area for Open Education Week. This consisted of a white board asking for student feedback, a “petting zoo” of open textbook first chapters, and pop-up lectures by CTL and Library staff members. Additional details can be seen here.
During the week, we passed out flyers to all faculty to apply for the second round of grant funding. For the summer of 2018, TEC budgeted $35,000 for OER grants. While the OER committee received 21 applications, the top 15 were awarded with grants: 1 in Education, 4 in Social Sciences and 10 to STEM faculty.

There have been numerous studies done on the value and benefits of OER. The most recent came from a large-scale study from 2010-2016 at the University of Georgia which found that OER led to significantly better grades. Read more about this here. Or if you’re interested in faculty adoption rates, check out the 2017 report from the Babson Survey Research Group located here.

Over the course of the 2017-2018 academic year, the 10 pilot faculty who implemented OER in their courses, ending up saving students over $110,000. Considering the investment was only $25,000, this is a great return in only two semesters. These faculty will continue using the OER in subsequent iterations of the courses and two of them also converted additional courses to use OER already. Hopefully as we continue to track the return on investment, we will see solid data beyond monetary savings on student academics, as the University of Georgia did in their recent study.
Virtual Reality in an Old Mining Town

by Josh Salyers, Jaime Culilap, and Keely Canniff

Set against a backdrop of gold rush-era historic buildings and the Yuba river, the University of the Pacific Libraries and the Media X program offered an opportunity to experience the various uses of virtual reality when we sent a group of faculty, staff, and students to the Nevada City Film Festival on September 6-8.

Unlike other film festivals in which our university has submitted a single project to be weighed against others, Pacific ran their entire virtual reality pavilion. This festival represented a significant step in bolstering Pacific’s reputation as a leader in digital storytelling using VR. It also gave our students an opportunity to, in their own words, “watch people from different
creative backgrounds share a common interest in media entertainment through the VR exhibit."

Our pavilion was organized into four experiences:

1.) Media X’s award winning “A Yosemite Welcome,” a 360 VR film that allowed viewers to meet John Muir (Lee Stetson) and hear about his first encounter with a Yosemite bear.

2.) “Little Manila Recreated,” the virtual reality reconstruction of Stockton’s once-vibrant Filipino neighborhood developed by the Digital Delta Project’s summer fellows as part of a library, history department, and computer science department collaboration.

3.) The “Muir Experience” proposal. This was a simple VR visualization of Holt Atherton Special Collections’ proposal for a space where those who come to the library can connect with Muir’s works. This experience showed viewers our vision for a space that would allow visitors to commune, as Mike Wurtz describes it, with Muir’s writings and share their ideas for how such a space could better accomplish that objective.

4.) An early demo of “Before the Dam: A Walk through Muir’s Hetch Hetchy.” This is the most recent project currently being worked on by our Library’s Special Collections and advanced digital initiatives team. It has generated considerable buzz as it shows viewers what the valley looked like before it was dammed for San Francisco’s water supply and allows them to read Muir’s journals in context. This project engages our work with contemporary debates over whether the valley should be restored.

Festivals like NCFF offer an excellent opportunity for our students to transition from presenting like students to taking ownership of the projects on which they work. Festival goers are accustomed to speaking to the content creators and our students practiced presenting as developers of our VR projects. To this end, faculty and staff followed a self-imposed rule by never referring to them as students, but rather, project developers. In this role, our students shined and spoke authoritatively about the history that informed projects like Little Manila
Recreated and the process of working with the community to create it. After all, helping students take ownership of their work is a primary goal of the Library’s push to support innovative learning experiences for our students.

Also, Nevada City is not exactly a shabby place to spend some down time either. The students glamped (basically, fancy camping in structured tent/cabins) and had time to enjoy the non-virtual reality of a gorgeous old mining town and some of the most picturesque views of the Yuba river.
Since the launch of The Cube 16 months ago, staff in the library has worked with faculty from History, Engineering, Computer Science, and Media X departments to integrate Virtual Reality into classroom activities.

Historical reconstructions, immersive storytelling, virtual tours, and architecture renderings are just some of the examples of how Virtual Reality has been used to enhance learning experiences at Pacific. Given the high demand of Virtual Reality on campus, the library dedicated additional space for Virtual Reality content development.

The Cube provides expertise and access to an array of 3D technologies, including Virtual Reality headsets, 3D modeling software, 360° cameras, and 3D printers. Thanks to a fall 2017 TEC grant, the Cube recently added seven “Oculus Go” to its fleet of Virtual Reality Systems. Oculus Go is a lightweight, standalone, and easy to use Virtual Reality headset, making it very portable for classroom use. Prior to Oculus Go, using Virtual Reality required additional devices and sensors, which limited its use in classroom settings.

Here are some examples of how Virtual Reality is being used in courses at Pacific in partnership with the Cube -

**Engineering Management**

Faculty - Dr. Abel Fernandez and Dr. Mehdi Khazaeli

Virtual Reality used for architectural renderings

Students in the Building Information Modeling (BIM) course designed and modeled one-story buildings to house the Pacific Garden Program. Students along with the Cube staff then converted the 3D architectural models into Virtual Reality accessible models. The Virtual Reality models were then setup and used during final presentation, which allowed audiences to virtually walk through the building.

Using the Cube resources, students in Engineering Management senior design project created a model of design project for viewing in virtual reality. Additionally, the Cube provided equipment and technical expertise for students to display their project at senior project day.

**History**

**Faculty – Dr. Jennifer Helgren**

Virtual Reality for historical reconstruction
As our collection of student-created content grows, Professors, such as Jennifer Helgren, are having their students come to the Cube to assess the quality and educational efficacy of these projects. Dr. Helgren’s assigned written evaluations of the Hetch Hetchy project, Little Manila Recreated, and others to her students in History 21.

**Media X**

**Faculty – Kevin Pontuti**

Virtual Reality used for immersive storytelling

- Media X courses and projects have also worked with the Cube team to produce and/or conceptualize a variety of projects including a Virtual Reality Museum on John Muir’s inventions, an empathetic representation of a deaf person’s experiences in public, and an immersive music video.

**Computer Science**

**Faculty – Dr. Osvaldo Jimenez and Dr. Dan Cliburn**

Virtual Reality used for game development

- Students in two computer science class used the Cube resources to create Virtual Reality content including video games. The Cube provided dedicated content development space, equipment, and technical support during campus wide presentations of those projects.

**General Education**

**Faculty – Elke Schmeling, Mariela Guzman, and Robin Imhof**

Virtual Reality used for virtual tours
Students in Pacific Seminar 1 sections had the opportunity to climb the steps of the Parthenon and view the massive golden statue dedicated to the goddess Athena. The purpose of this Virtual Reality tour was to learn about Athens and build excitement for “The Athens Game” as part of implementing “Reacting to the Past” (RttP) as a pilot for 17 sections of PACS1 this fall.

Welcome to RapidILL!
by Monica Schutzman and Brenda Carrillo

The University of the Pacific Library is now a member of RapidILL!

RapidILL is a unique resource sharing system that was designed by the Interlibrary Loan staff at Colorado State University Libraries. Following a devastating flood in July of 1997, RapidILL was developed to provide very fast, cost effective article requesting and delivery
Requests made through Rapid are also matched against a database of over 35 million open access articles used for filling requests. This new Interlibrary Loan system consortium will help the Library provide speedier and more effective article lending and provide a better fill rate for requests submitted. It will also dramatically decrease the time lending staff dedicates to each request because it makes use of automated procedures, making Resource Sharing much more efficient between libraries.

There is no change to the patron side of submitting article requests through ILLiad. The work is all done on the backend. Once an article request is submitted through ILLiad, it will automatically be routed to Rapid libraries for filling. With Rapid there is an average turnaround time of less than 12 hours! RAPID uses its extensive consortium of libraries to route our requests to different time zones so requests are filled around the clock. With the automated system, when a patron submits a request, that request goes out to the lending library within 10 minutes of submission into ILLiad. The fill rate for articles through RAPID is 94-97% for articles.

We have only just started the service (startup was Sept. 5, 2018) and there have already been 86 requests processed through Rapid with a fill rate of 95% and an average turnaround time from submission to completion of 12.5 hours. The library is still in the trial phase of implementation but staff and patrons are already excited to be seeing the speed of requests being filled.

**STATISTICS**

**Scholarly Commons**
- In August, Scholarly Commons had 6,838 full-text downloads and 83 new submissions were posted, bringing the total works in the repository to 37,578. University of the Pacific scholarship was read by 899 institutions across 142 countries.

**September marked the 1st Year Anniversary of Link+ at Pacific!**
**UPCOMING AWESOMENESS**

**Homecoming Events at the Library**

- **Covell College Archives Open House** - October 12th 12:00 PM-5:00 PM
- **History Open House at the Archives** - October 13th 10:30 AM-12:00 PM
- **20th Annual Safe Trick or Treat** - October 24th 4:00 PM- 7:00 PM

Scholarly Communication Talks on October 24, 25 and 31, read more about them here!

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**DID YOU KNOW?**

Did you know we have a [Library Renovation site]? In an ongoing effort to keep the Pacific community fully informed throughout the renovation process, we have dedicated a site solely for the renovation. Please check back for updates, including information regarding progress, timeline, noise level, and other details.

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**TRIVIA**

The first participant to turn in the most correct answers the quickest will receive the trophy prize. You may only submit your answers once. Please submit your answer via email to libraryleads@pacific.edu.
1. What is the name of the library that has floating bookshelves, suspended from the ceiling with long frosted glass catwalks?

2. This library is one of several built in low-income peripheral neighborhoods of which city as part of an initiative to strengthen a sense of community and ownership? With thousands of visitors a day, this particular library has been credited (in part) with transforming a neighborhood that once had a 5pm street curfew and was completely
controlled by urban militias.

3. An earlier incarnation of this national library burned down. The modern library was completed in 2002 and has a water feature. In what country is this library located?

SEPTEMBER TRIVIA WINNER - NICOLE GRADY
Winner of this month’s trivia questions will win the special honor of hosting the trophy on their desk for the next month (plus a surprise bonus gift)!

Read Past Issues

Do you have an idea for a Library Leads article? We'd love to hear about it. Please submit your idea to libraryleads@pacific.edu.