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Library Leads, May 2019, Issue 8

University of the Pacific Libraries

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UNIVERSITY OF THE
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Library Leads

May 2019, Issue 8

Celebrating the Permanent Home for the John Muir papers

By Mia Watts



The highlight of the day was the Muir Fair where visitors learned from various campus and community groups about how Muir's legacy continues today.

On April 13th, 2019, University of the Pacific presented a day of John Muir, celebrating the new ownership of the John Muir Papers at Holt-Atherton Special Collections and Archives.

The event was attended by community members, students, researchers, and Muir enthusiasts alike who came together to celebrate John Muir, his legacy, and his immortalization on the UOP Campus. The event began with the premiere of Michael Conti's documentary, *The Unruly Mystic: John Muir* in the Janet Leigh Theatre. Director Michael Conti's film examines Muir's relationship with nature by interpreting his writings and searching for a deeper understanding of nature through Muir's spiritualism. The film was very well attended and received. A copy of *The Unruly Mystic: John Muir* is now available in the Stockton campus library.

handmade Muir statues and artwork by Karen and Will Pettee were displayed. Charles Berolzheimer, president of California Cedar Products Company and University Regent, gave away commemorative John Muir Papers pencils and *Muir Observer Journals*. Students and professors from the Media X program presented their Muir projects using virtual reality and holographic technologies, while students of the history department and John Muir Center presented their research via posters.

The day concluded with a ceremony hosted by University President, Pamela Eibeck. The ceremony formally thanked the Muir-Hanna family for graciously gifting the John Muir Papers to Holt-Atherton Special Collections and Archives. President of the Sierra Club, Loren Blackford, spoke on the importance of Muir's legacy and the relevance of his environmental work, especially in today's climate. Sarah Hess ('21), a history major and Powell scholar who recently won an award for her research on John Muir, shared her experience on how the accessibility of the John Muir Papers inspired her research and can benefit students in their own work. The ceremony ended with an exuberant and convincing portrayal of John Muir by Lee Stetson. Stetson's performance was an excellent way to conclude the day's activities. What better way than having the man himself?

John Muir was an innovator and a visionary beyond his time. The University of the Pacific Libraries' Holt-Atherton Special Collections and Archives is honored to be affiliated with John Muir and his legacy as the home for his Papers. The Archives is excited as we initiate the Muir Experience in the library renovation – a pilgrimage site for Muir enthusiasts to immerse themselves in Muir's ideas and commune with his writings. Pacific hopes that this new status of ownership will continue to inspire and encourage others to learn more about Muir and carry on his ideals through progress and change.



John Muir, as portrayed by Lee Stetson, emphasized the importance of preserving and sharing “his” message through the John Muir Papers at the University of the Pacific.

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VR Pedagogy: Where do you start with Virtual Reality?

by Josh Salyers

What would be your advice to an instructor just starting to teach a Virtual Reality course?

“Well, don’t forget about your biggest partner on campus...Seriously, after this conference, go straight to your library and form a partnership.” -Ben Lok

The rest of the panelists at the VR Pedagogy roundtable added to Benjamin Lok’s (University of Florida) response with their own experiences partnering with their libraries to help them design and support their VR courses, including development spaces for students, equipment checkout, and classroom support.

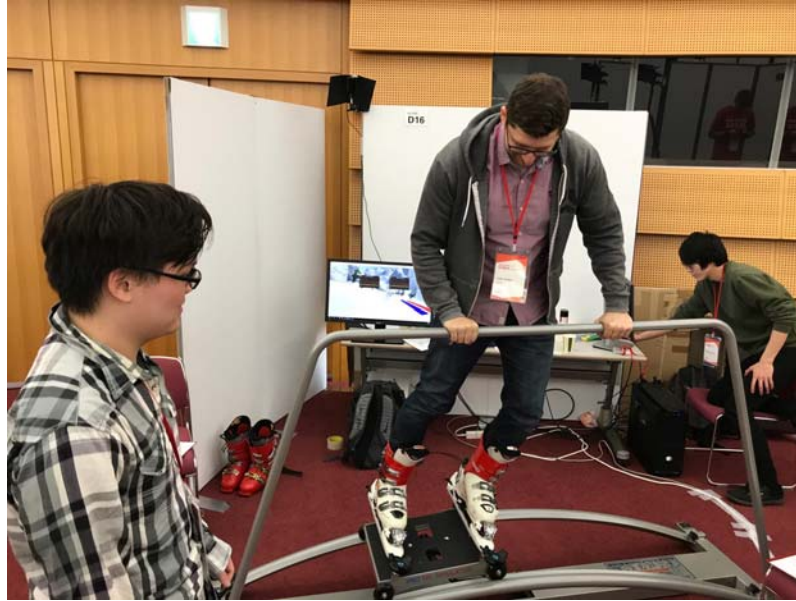
The state of teaching with Virtual Reality was among the more prominent topics discussed at the IEEEVR 2019 conference in Osaka, Japan. Several panel sessions throughout the conference were dedicated to critical discussions of the approaches and barriers to teaching Virtual Reality development as a course or how to simply leverage the immersive power of VR as a classroom tool in any subject. These discussions culminated in roundtable discussion with some of the leaders in VR pedagogy. These professors came from a variety of disciplines and as is often the case with newly implemented pedagogical technology, the roundtable raised more questions than they answered, but the questions are the essential starting place for understanding how we might meaningfully use VR in our classrooms.

As the panelists clarified, addressing such questions requires clarifying learning objectives and course goals. These can generally be categorized in three ways:

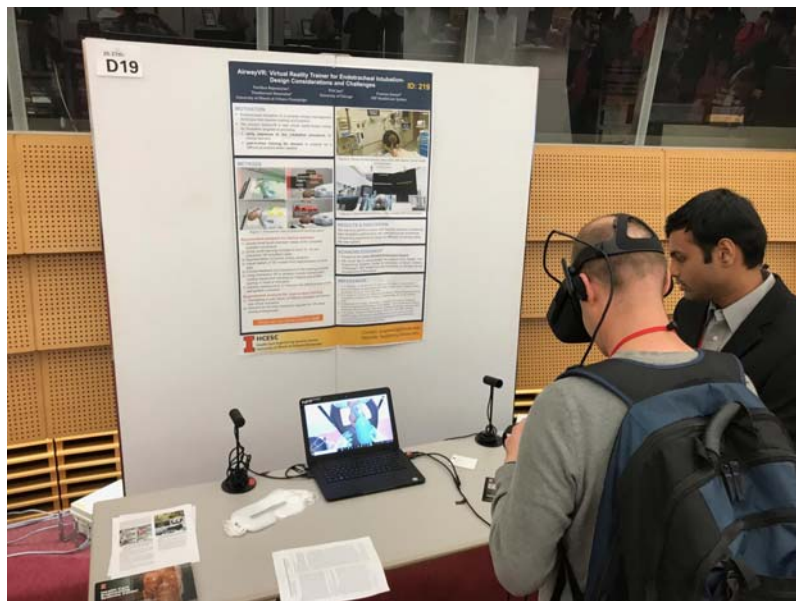
- Teaching students how to develop/ or theorize about Virtual Reality development
 - Which department(s) should teach VR development?
 - Should VR development courses be undergraduate or graduate level?
 - What do we assume about student skill sets when we teach VR? What would the prerequisites be? (A graphics course? Modeling?)
 - What can reasonably be included in a one-semester VR development course? (Theory/concepts, environment development, interactions, interfaces, etc)

new ways.)

- What type of technology support do these courses need to allow students to leverage VR's immersive potential without worrying about prerequisites to development?
- How do we teach storytelling in VR without focusing on VR development?
- How can we setup content curation opportunities while minimizing time teaching the technical skills students would need?



- Using VR for virtual classrooms and teaching content?
 - How do we overcome classroom size limits (limits on how many virtual participants servers can handle) in virtual learning environments?
 - How to understand when virtual learning environments are meaningful/useful?
 - For course content visualization in VR, how do we overcome the impracticability (Especially in large courses) of limited numbers of students experiencing interactive content in headsets?



questions as we work with faculty to explore effective uses of VR technology in the classroom. Historical reconstructions, immersive storytelling, virtual tours, visualization, gaming, and architecture renderings are just some of the examples of how Virtual Reality has been used to enhance learning experiences at Pacific. To date, staff in the Cube have worked with over a dozen faculty from various disciplines to integrate Virtual Reality in the classroom by providing technology expertise, equipment, space for content development, and pedagogical support.

Muto Project Update

By Josh Salyers and Niraj Chaudhary



Over the past few years, projects like Little Manila Recreated, have demonstrated the power of using technology to introduce new audiences to historically significant parts of our local history. In the case of Little Manila Recreated, the neighborhood's destruction hid a rich and nationally significant cultural history here in Stockton. The Sanji Muto project will similarly introduce new audiences to a rich cultural history through the experiences of a former UoP student and towering business and political figure in modern Japan.

Sanji Muto

Sanji Muto was a student at University of the Pacific in the late nineteenth century. Upon his return to Japan, transformed by his American education at University of the Pacific, he introduced far reaching social and political changes. He joined [Kanebo](#) and revolutionized labor relations with his humanistic management style, and, in the process, established several industry firsts.

education and discourse he established Kokumin Kaikan. Out of respect for his mentor, Yukichi Fukuzawa, he accepted stewardship of [Jiji Shinpo](#) newspaper. While at the newspaper, Sanji doggedly reported on newsworthy topics including the [Teijin Incident](#).

Despite his tremendous successes, Sanji remained grounded, believing that men should be honest and earnest. Like the samurai, who followed the ethical code of *bushidō*, Sanji too embodied such values as benevolence, courage, foresight, honor, humility, integrity, loyalty, and righteousness. He remains an unsung hero and one of Japan's earliest modern-day *samurai*.

Project Description

This digital media project aims to increase understanding about Japan's history, culture, and values through the life of Sanji Muto. A team from UOP went to Japan to collect content for the project, which included interviews with Sanji Muto's grandson Haruta Muto, President, Kokumin Kaikan Foundation, and his associates, Managing Director Hasegawa, Kokumin Kaikan Foundation, Executive Director Hanasaki, Cotton Industry Club and professors from Kyoto University. Museums, Shrines, Muto mansion, and places relevant to the project were visited to collect content. The content was captured in variety of formats including audio interviews, 2D and 3D images and videos.

Project Funding

In 1919, Sanji Muto established an endowment to further communication and advance understanding between people in Japan and the United States. For 100 years, endowment distributions funded book purchases. Then, in 2018, in recognition of the growing popularity of digital resources, the Muto family approved directing endowment interest monies to digital media project.

Project Deliverables

The project will be delivered in three mediums:

1. Virtual Reality Experience of Modern Japan's history.
2. 360 tour of Kokumin Kaikan, Cotton Club, and Muto mansion
3. A website dedicated to the Muto Project



Deuel Vocational Institution Health Retreat

by Brenda Carrillo and Kate Finnegan

Mary-'Kate' Finnegan and Brenda Carrillo spent Sunday, April 28 at the Spread the Health Event; the [Deuel Vocational Institution's](#) first annual health retreat. The event was advocated for and organized by members of the correctional facility's population in order to share information on various health and wellness topics.

The library was asked to participate by helping the inmates access high quality consumer health information. It was thanks in part to a generous donation from UCLA, that Brenda and Kate were able to take print health information on the top five topics requested; men's health, heart health, diabetes, eating well in a limited environment, and dental health. Also offered was a flier with addresses where the men can write for free health information on a wide variety of health topics. The fair was a success and it is hoped Pacific can play an expanded role in next year's. And - stay tuned! An expanded description of this collaborative effort is being written up for publication.

STATISTICS

Scholarly Commons

- Scholarly Commons had 15,939 full-text downloads and 266 new submissions were posted, bringing the total works in the repository to 48,069. University of the Pacific scholarship was read by 1,711 institutions across 151 countries.

Link+

UPCOMING AWESOMENESS

The library will be open 24/5 April 28th through May 8th for Stockton campus finals.

Additional study space for students can be found at the Alumni House, Baun Fitness Center, and Morris Chapel.

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- 809 users

starting at 9:00am. [Read more about it here.](#)

Kanopy

- 123,200 minutes of videos streamed

DID YOU KNOW?

Did you know that the [McGeorge Law Review](#), now published as [The University of the Pacific Law Review](#), is celebrating the publication of the 50th Volume this year? Started in 1970, the Law Review has published quality articles in multiple issues a year under student supervision. Congrats on the milestone!

MAY TRIVIA - Winter has Come / Game of Thrones themed!

Participants have until Friday, May 10th to submit answers. The correct submitters will be put in a raffle and the participant name that is drawn will receive the trophy prize. Please submit your answer via email to libraryleads@pacific.edu.

1. We are in the final season of Game of Thrones, how many seasons are there in total?
2. The TV show Game of Thrones is based on the series A Song of Ice and Fire by George R. R. Martin. How many full-length novels have been published so far?
3. Several trees from the filming location of the Kingsroad blew over in 2016's Storm Gertrude and were remade into doors featuring scenes from Season 6. They are hung around Northern Ireland at various locations. Door 8 depicts events in Braavos and features a possession of Arya's - what is it?

April Questions and Answers:

1. Which company developed the Information Literacy Tutorials used in the flipped classroom model developed by Pacific's academic librarians?

A. Credo

2. Where is the Actuarial Science department at Pacific located?

A. [Classroom Building 106](#)

3. During Open Education Week 2019, what percentage of Pacific students admitted to delaying buying a textbook for a class?

A. 85%

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MARCH AND APRIL TRIVIA WINNERS - Sandra Burdi, McGeorge Law Library (April winner) and Harriet Zook, McGeorge Law Library (March winner) (L-R)

Winner of this month's trivia questions will win the special honor of hosting the trophy on their desk for the next month!



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