Final Report for William Allen White Library
William Allen White Library Student Training
Zipporah Brown
Emporia State University

IT899 XA

Project Recap: Proposal for New Training

The William Allen White Library, otherwise known as the WAWL, serves as an academic library. I was working with current senior WAWL staff, led by Alex Moskowski, to create a self-paced, one-semester-long training program for student library staff. My goal was to create as many high-quality modules as possible from the 23 proposed modules within a Canvas course shell. I ended up creating 9 modules out of these in the Canvas course shell.

Pilot Implementation Report

After emailing the client, we decided that the best time, with the most students available, would be the following Monday. For the purposes of the test, their reactions would be recorded via Zoom for further reflection and analysis, and to inform future modifications to the modules. The student workers were allowed to select any module they wanted, and they could choose more than one if they opted to complete up to two modules within the allotted 1- to 2-hour testing period. They were told the test was for a class and that the designer was a student who wanted to know whether the modules worked. After setting up both students with Zoom and their modules, they began the testing period. Each student in addition to the Zoom gave suggestions afterwards for ideas for the overall project to the designer or the client, which they might include.

Reflection of Evaluation Results

Overall, the evaluation results (both informal feedback from the students and the formatted survey responses) were mostly positive (see Appendix A). Unfortunately, at the time of this report, only two students were included in the pilot testing. Even though it was a range of experiences between the two, which helped with feedback to make corrections. It would have

been better to get more students and staff involved in the testing process of the phase to test more modules out.

One major point that was touched upon in the feedback was updated information. The information that I got from the client from the past website was not all necessarily updated information, and some of it was lacking in information for modules. As the designer, I had hoped that all of the information that the client had given me was updated. This became a repeated concern in the feedback I received. The surveyors also brough up a few other minor tweaks (see Appendix A for details) that I can easily and quickly address to improve the course.

The module survey asked the learner to rate the workshop's overall quality, use of technology, and support services; the participants gave this project "good" ratings. Mostly it was a mixed bag of results between the two neither indicating whether it was an excellent or bad course just a good course.

Conclusion

In all honesty, this project was more difficult than I believed it to be at the beginning of this process. As a former librarian of this library, I felt incredibly comfortable with the topic of the project. I did the training and went through a part of the early days of this training on Canvas when they ere just rolling this out, so I was quite relaxed with my first attempt at creating a module that explained what I did nearly every day. As it so happened, I was entirely too relaxed.

My first module, I had so many issues from figuring out Canvas to figuring out content on my own. I earned not only a sinking feeling, but also a sinking grade, and a constructively worded email from my client that I could do better.

So I had to do better, work harder and invest in the project instead of it being my side work it becoming my main work like it should have been from the beginning. The more that I did this the better my grades were, the better feeling I got, and the better the emails I got from my client.

Appendix A

Module Survey Results



























