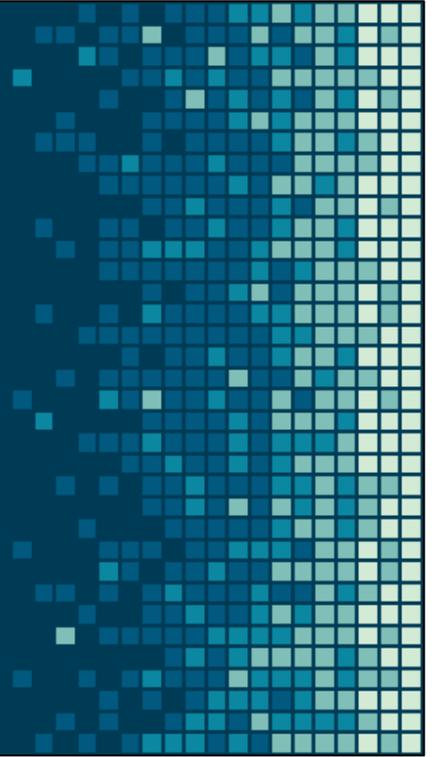


Pandemic Iberia: Collaborating over board games

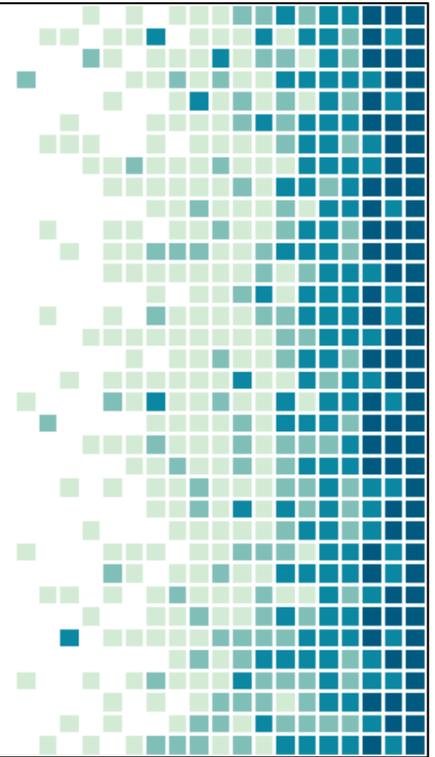


[Slide 1]

Hello everyone,

Today I wanted to share with you all my experiences in developing a librarian in residence program and talk about the importance of librarians as collaborators.

Librarian in Residence



[Slide 2]

For those who haven't heard of the term before, librarian in residence is an outreach program where librarians spend time in their respective faculties with the aim to develop relationships, offer support with their teaching and research needs and collaborate with their academic community. I do this for 2 hours every week on a Wednesday morning. I found this was a good time as the Faculty was a buzz of people and I wanted to get the most impact during my time there.

Librarian in Residence is not a new initiative, and I had participated in such program before in previous employment. But in my current role at Monash University Library, it was new and something to be explored.

When I began thinking about how was I was going to approach the librarian in residence program at Monash University, like any librarian I did some research and found the following quote that I resonated with well. It is by Aguilar, Keating, Schadl & Van Reenen that they wrote in 2011 in their article titled: **Reference as Outreach: Meeting Users Where They Are** "...Moving librarians from reference desks into learning, researching, and discovery spaces do not kill them off! It changes their roles on campus and makes them more active participants in the process of intellectual exchanges that are fluid, not bound to a single, and often restrictive or prejudiced standard, but responsive to the multiplicity and complexity reflected in research on most academic campuses..." (Aguilar, Keating, Schadl &

Van Reenen (2011, p. 347).

With this in mind, I had some ideas on what I wanted to achieve, which included collaboration between the Faculty and the Library, I wanted to transform our outreach services through an embedded librarian program and discover my Faculties interests. Now I just had to let the Faculty know where I was, when and for how long. As Monash University is currently using Workplace, which is a collaborative platform run by Facebook and where the Education Faculty uses it to communicate. Therefore, I used this medium to communicate with them when I would be available in the Faculty.

I wanted to focus on becoming a collaborative partner. I set out to develop relationships and get to know my faculty colleagues and discover their interests. I met Roland in the Faculty and quickly learned of his passion on all things STEM. Roland visited me one day during librarian in residence, empty mug in one hand and package under his arm, he wanted to show me a board game he was particularly fond of and tell me about his research. During our conversation I offered to organise a gathering of the education team at Monash University Library and to play the board game for his research purposes. I invited Roland to the Matheson Library, I booked a room and bought some popcorn for us to enjoy during the afternoon.



[Slide 3]

And here we are, after playing Pandemic Iberia with Roland, who on the right. Pandemic Iberia is a historical board game placed in the mid 19th century, where the participants all play a role and have a superpower, and we need to work together to slow the spread of disease along the Iberian Peninsula.

Roland is a STEM professional and is conducting some research using experimental methodologies as he wants to move forward with his PHD. An aspect of this research was around Roland gathering observational data on how people work together and communicate with each other, taking into consideration how this changes from the point of view of the teacher observing the class to being the participant undertaking the activity in the classroom. At the end of the board game it was clear Roland had been paying attention to how we approached the scenario and how we used our superpowers as a team to stop the outbreak of disease as he told us what he found at the end of the game.

What is your superpower?



[Slide 4]

Similar to the board game, the aim was to work together and use our superpowers that we were assigned. Does this sound familiar? As librarians we do this every day. Just like our superpowers during the game, librarians are about working together - not against each other, it is about being the right person at the right right time with the right piece of knowledge and our actions are not made in isolation but with intention and alongside others.

THANK YOU!

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5

[Slide 5]

Thank you for listening to my journey so far, I hope that you enjoy your own library outreach experiences and have some fun along the way like I have.

Enjoy the rest of your day.

Aguilar, P., Keating, K., Schabl, S & Van Reenen, J. (2011) Reference as Outreach: Meeting Users Where They Are, *Journal of Library Administration*, 51:4, 343-358, DOI: 10.1080/01930826.2011.556958