

building a collaborative space for a dh community

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institutional context



dh.sdsu.edu

planning + execution

Space:

Repurpose the
Media Center

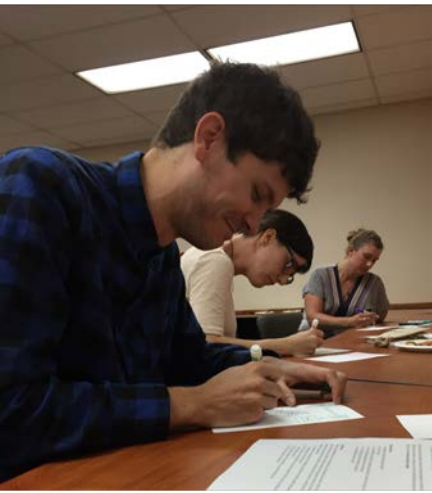
Process:

Phased +
iterative; User-
centered +
community-driven



planning + execution

2016-2017: design/visioning, MC dispersed, renovation
tiny.cc/sdsu_dhcenter_creation

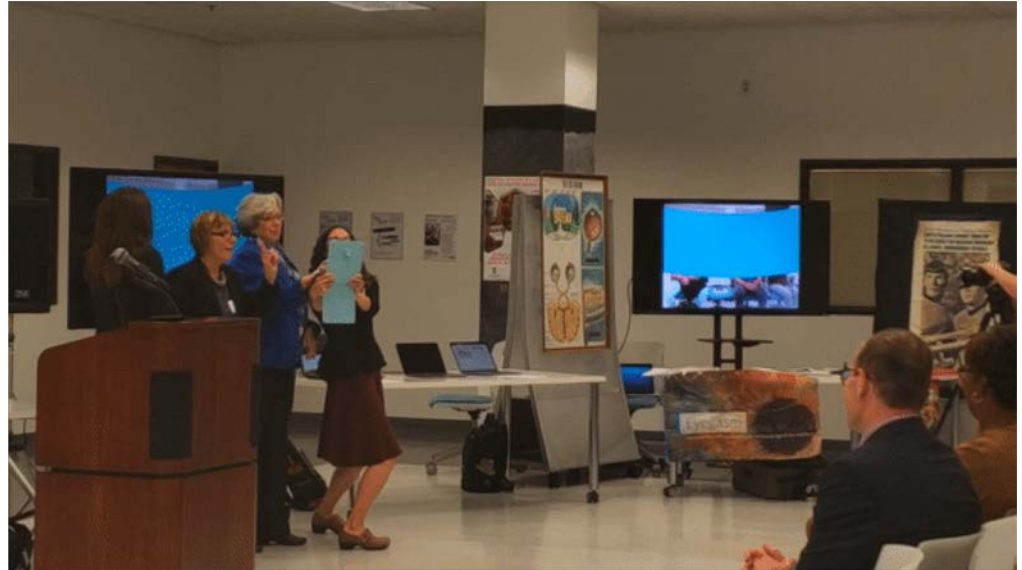


planning + execution

2017-2018: renovation completed, official launch
tiny.cc/sdsu_dhcenter_creation

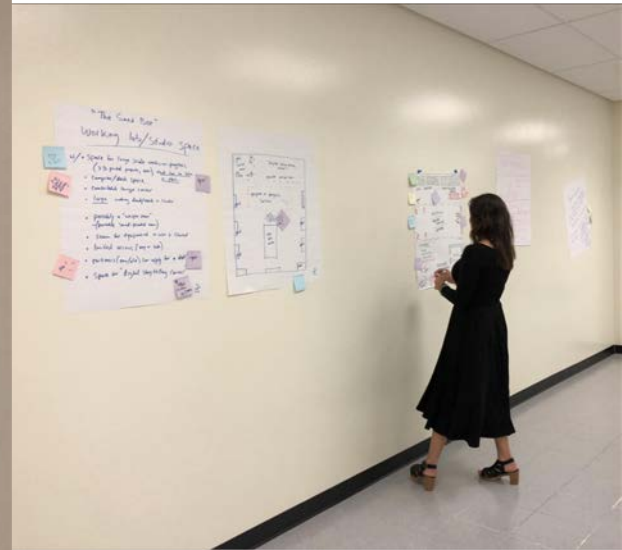
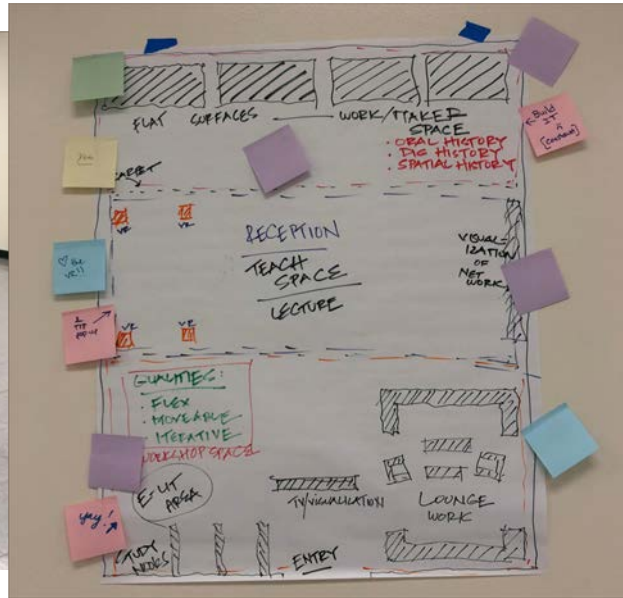


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planning + execution

2018-2019: 2nd design, programmatic growth + maturation



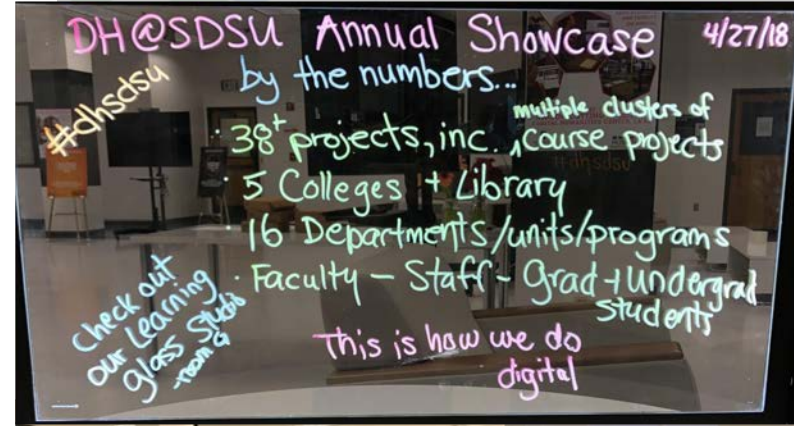
a closer look at the space

- Imaginative “blank slate”
- De-emphasizes technology in favor of human connection
- Flexible, on-the-fly configuration to support...



a closer look at the space

... showcases



a closer look at the space

... teaching + learning



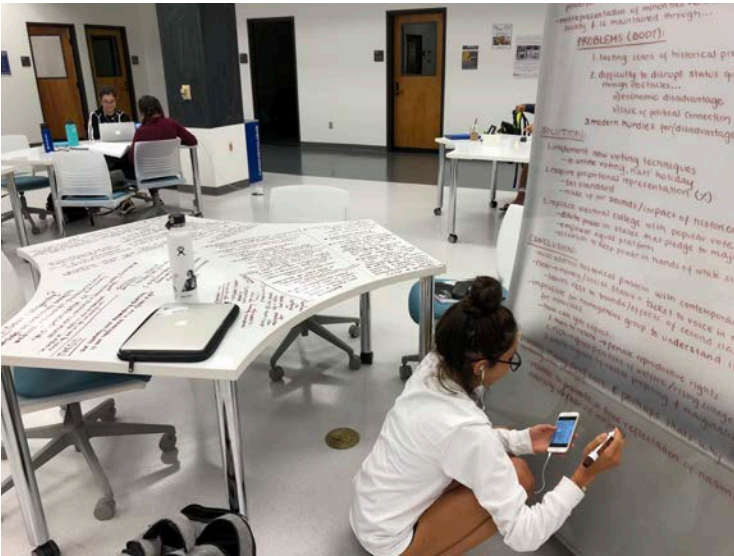
a closer look at the space

... conversation + connection



a closer look at the space

... individual + collaborative work, creation, critique



a closer look at the space

... big public events



new spaces 2018-2019

- DIY Podcasting Studio
- AR/VR/New Media Pop-up Production Studio
- Meditation Room
- Fall 2019: additional space for sustained learning + creating



redefining service

- Programmatic offerings
- Curricular tie-ins
- In-depth consultations
- Long-term partnerships
- Community building



Pam Lach

@VisualizingPam

Redefining #DH service in the library. Step 1: remove service desk. tiny.cc/DHSpace-Service

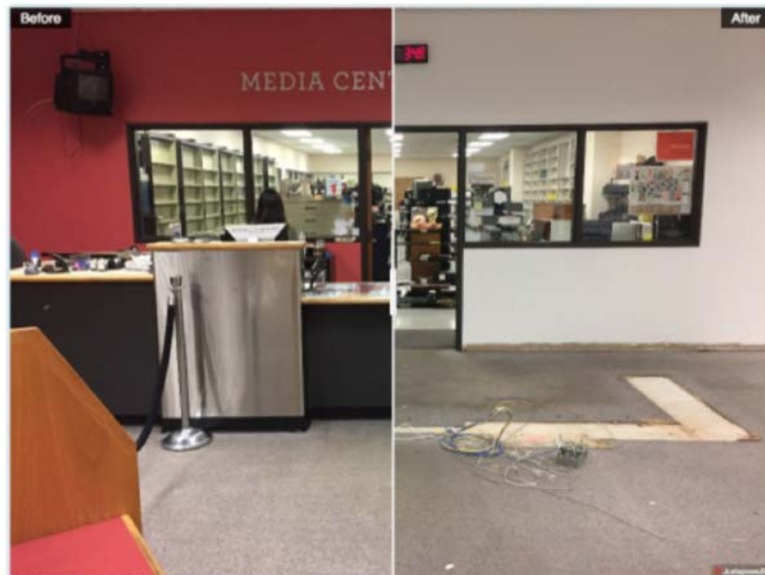


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programmatic services

From one-off events to programmatic services

SPRING 2019 EVENTS & ACTIVITIES

DIGITAL HUMANITIES CENTER AT SDSU - LA 61

Creative Workshops

These workshops are dedicated to artistic creation including 3D animation, VR, and electronic literature. We'll get hands-on with programs such as Twine, Unity, and more.

DH Tools

These workshops help students and faculty expand their knowledge of digital tools. We'll get hands-on with programs such as Twine and timeline and data visualization tools.

Lecture Series

We host a variety of scholars, artists, and practitioners to speak about working at the cutting edge of the Digital Humanities. Events are an opportunity to come together as a community and interact with experts.

Research & Development

We provide opportunities for faculty and students to present their work as well as continue learning, develop research, and collaborate with other members of the Digital Humanities Initiative.

funding + staffing

Funding: ~\$250,000 one-time student use fee funds

Staffing: 1.0 inherited FTE → .5 → 2.0 dedicated FTE DH staff

(in)formal
learning +
programs



operations +
events

early successes

- Broad interdisciplinary engagement
- Faculty buy-in
- Creative experiments
- Increase # DH projects, consultations, instruction



*Space matters
for community*

ongoing challenges

1. External-facing collaboration vs. internal needs + pressures
2. Rocky integration into the library
3. Colleague and user confusion about the service model
 - a. Especially without a traditional service desk
4. Internal and external space grabs
 - a. Avoid gatekeeping while protecting DHC's programmatic cohesion
5. Admin frustration w/ slow pace of user-driven design
6. Maintaining internal buy-in

lessons learned + better practices

1. Maintaining buy-in requires constant attention
 - a. Library advocacy equally important to external outreach
2. People are the most valued resources
 - a. Library staff + allies
 - b. External partners + relationships
3. Space AND services should be user-driven
4. Space needs to fit institutional context