

Annual Report

FY2017-18

MISSION

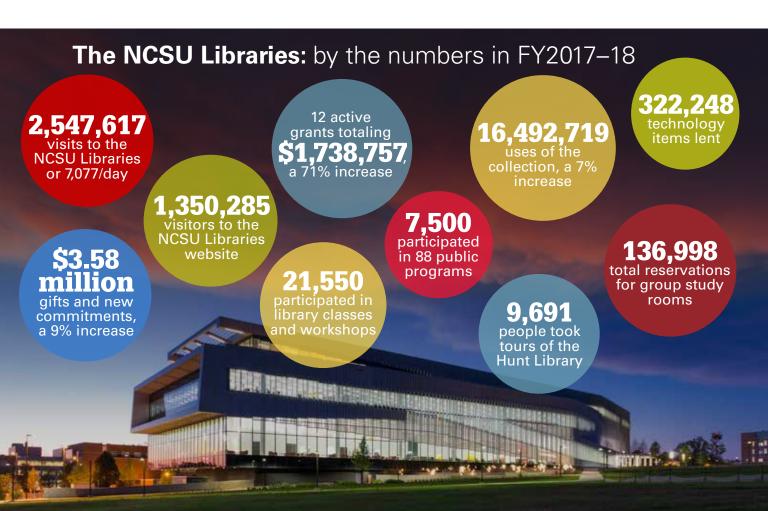
The NCSU Libraries is the gateway to knowledge for the NC State University community and partners. We define the leading edge of information services and collections to support the university's mission and to further knowledge in the world.

VISION

The Libraries: NC State's competitive advantage.

YEAR IN REVIEW

This year, the Libraries moved forward strategically on a number of fronts, expanding our capabilities to meet the university's growing needs and interests in areas such as data science and management; visualization; virtual and augmented reality; making, fabrication, and 3D printing; and research capacity and competitiveness. We are deeply engaged with campus partners in the planning and design for the renovation of the D. H. Hill Library, featuring the Academic Success Center (ASC), anticipating many new opportunities to enrich the student experience through collaborative and complementary services and technologies. In the meantime, a variety of needed enhancements and updates to other library learning spaces were undertaken this year, aiming to alleviate the impact of the loss of valuable study seating during the construction phase of the renovation project (2019–20) and to produce an eventual, significant increase in high-demand group and quiet study seating.



Supporting the University's Strategic Plan

GOAL 1: ENHANCE THE SUCCESS OF OUR STUDENTS THROUGH EDUCATIONAL INNOVATION

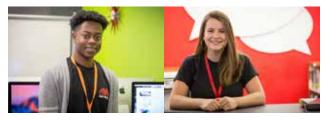


The highly successful **Making Space** series continued into its second year, aiming to confront bias and systemic barriers to inclusion in the STEM fields by presenting the experiences and perspectives of individuals from underrepresented groups in science and technology.

Launched in Fall 2017, in collaboration with the Graduate School, the **Peer Scholars Program** gives graduate students and postdoctoral researchers the opportunity to share their expertise and teach advanced research skills to the NC State community through Libraries workshops on topics including design, programming, analytics, immersive technologies, and diversity.



The Libraries' **Alt-Textbook** project empowers and supports faculty working to innovate pedagogically; enhance access for NC State students to high-quality, tailored educational materials; and reduce the financial burden of expensive textbooks. It has become a state and national model for open education, saving NC State students more than \$400,000 to date.



The first two **Library Leaders Scholarships** were awarded, recognizing exemplary contributions to the Libraries by current students. The two awards of \$2,500 each come from the Library Leaders Scholarship Endowment, established to provide scholarship support for students working at the NCSU Libraries and to encourage them to consider pursuing an advanced degree in Library and Information Science.

GOAL 2: ENHANCE SCHOLARSHIP AND RESEARCH BY INVESTING IN FACULTY AND INFRASTRUCTURE

The Libraries created a new **Data & Visualization Services Department** to help students and researchers develop critical data science skills, further establishing the Libraries' central role in providing crucial services and instruction in these emerging tools and techniques.

In its first full academic year, the Libraries' Virtual Reality (VR) Studio offered 69 orientation sessions and introduced three new workshop topics to students, serving over 1.800 users.

The Libraries' investment in research collections has a direct impact on the productivity of researchers at NC State. This year's **4.1 million journal article downloads** are up by **13%** from the previous year, and the **7.5 million database searches** represent an increase of **8%**.

Scheduled to open in fall 2020, the **D. H. Hill Library Renovation** project includes the complete renovation of the second and third floors with a new open stairwell connecting these floors with the Ask Us lobby. In addition to the **Academic Success Center**, a partnership with the Division of Academic and Student Affairs (DASA), new Libraries spaces will include an **Innovation Studio**, an enlarged and upgraded **Visualization Studio**, and a new **Dataspace**.



GOAL 3. ENHANCE INTERDISCIPLINARY SCHOLARSHIP TO ADDRESS THE GRAND CHALLENGES OF SOCIETY



The 2018 Make-a-thon, organized by the NCSU Libraries with the University Sustainability Office and four University Housing Living and Learning Villages, brought together 148 students on 39 interdisciplinary teams representing 10 of the university's colleges, to kickstart ideas that could improve the sustainability of the campus, the community, or the world.

Library events focusing on research and scholarship brought together students and faculty from across the disciplines, offering opportunities for collaboration, knowledge sharing, and new connections. **The Coffee & Viz Series**, for example, is a forum for NC State researchers and nationally recognized guests to present their visualization work and discuss topics of interest with colleagues, students, and the public. Since its inception in January 2015, it has showcased **38 faculty** and graduate student projects, with a **total attendance of more than 2,400**.



GOAL 4: ENHANCE ORGANIZATIONAL EXCELLENCE BY CREATING A CULTURE OF CONSTANT IMPROVEMENT

The Libraries joined the
Association of College
and Research Libraries
(ACRL) Diversity Alliance,
a national program uniting
academic libraries committed
to increasing the hiring
pipeline of qualified and
talented individuals from
underrepresented racial and
ethnic groups.





Wolf Tales, the Special Collections Research Center's initiative to "capture the voices of the Pack," developed regular recording and outreach events for historically underrepresented communities at NC State, including new partnerships with the Association of Women Faculty, the NCSU Women's Center, NC State Live, and others. This year, the collection added **83 new recordings** with community partners from **16 recording events**, for a current total of **152 recordings** with alumni, students, faculty, and staff.



We sustained our success in attracting minority librarians to the **NCSU Libraries Fellows program** (established in 1999). We recruited and hired two librarians from underrepresented racial/ethnic groups for the 2018–20 cohort. Fifty Fellows have been hired into permanent roles at the completion of their Fellowships since the program began in 1999.

GOAL 5: ENHANCE LOCAL AND GLOBAL ENGAGEMENT THROUGH FOCUSED STRATEGIC PARTNERSHIPS



The Libraries' suite of public programs showcases the research and work of faculty and students, highlights the contributions of alumni, and engages the public

that demonstrate the Libraries' and the university's forward-looking and experiential focus.

In 2017–18, the Libraries hosted 88 public events with attendance of more than 7,500. Library Journal named our Director of Program Planning and Outreach, Marian Fragola, a 2018 "Mover & Shaker."

Designing Libraries for the 21st Century conference at the James librarians and designers from **30 states** and **five** countries.



Visitors from 102 countries, from Afghanistan to Zimbabwe, have come to see the James B. Hunt Jr. Library. The library attracts widely diverse groups, from grade school campers to seniors, educators to executives, as well as prospective students and their

parents. We have toured more than 68,000 people since the building opened in early 2013, and requests for tours have not diminished



A large-scale public event, **State of the Sciences: LIVE at the Library**, was held in April in collaboration with the College of Sciences, as part of the North Carolina Science Festival. More than 800 attendees enjoyed virtual reality experiences in the Creativity Studio, behind-the-scenes bookBot tours, pop-up science books, and Makerspace activities, all programmed and coordinated by library staff.

Honors, Grants, and Fundraising

HONORS:

- At the opening session of the North Carolina Library Association (NCLA) Biennial Conference in October, Susan K. Nutter was presented with the NCLA Distinguished Library Service Award.
- Heidi Tebbe, Collections & Research Librarian for Engineering and Data Science, was selected by the National Aeronautics and Space Administration (NASA) as a 2017 "Datanaut."
- Library Technician **Shaun Bennett** was selected by ATG Media and the organizers of the Charleston Library Conference as one of their top Up & Comers.
- Library Journal named NCSU Libraries Director of Program Planning and Outreach Marian Fragola a 2018 "Mover & Shaker." Fragola was lauded for her "knack for creating programs that span disciplines and are free and open to the public."
- **Debbie Currie** was honored with the United States Agricultural Information Network (USAIN) Service to the Profession award. This is the highest award for agricultural information librarians and recognizes a career of achievement.
- Library of Veterinary Medicine Director Kris Alpi received a 2018 Medical Library Association Librarians without Borders Ursula Poland International Scholarship.

GRANTS:

- Designed and prepared to open a Dataspace at the Hunt Library (specialized workstations for data science and analysis) with a private foundation grant of \$389,100. The project will also enhance the Game Lab's capabilities for data visualization, workshops, and interactive presentations.
- \$414,000 grant from the Andrew W. Mellon Foundation, "Visualizing Digital Scholarship in Libraries and Learning Spaces," to support advancement of tools and techniques for developing and sharing large-scale visual content for research.
- \$360,384 "Digitizing Hidden Special Collections and Archives" grant from the Council on Library and Information Resources, enabling the Libraries to partner with the ASPCA on a three-year project, "'The Animal Turn': Digitizing Animal Protection and Human-Animal Studies Collections."

FUNDRAISING:

• The Libraries raised approximately \$3.58 million in gifts and new commitments in 2017-18, 9% more than in the previous year. Highlights for the year included an \$850,000 estate gift from a retired faculty member, a \$389,100 grant to create a Dataspace and renovate the Game Lab at the Hunt Library, the acquisition of several prestigious collections, and several other major gifts to support diverse areas.

