



# THE LIBRARY AS A HUB FOR STUDENT SUCCESS

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# TRADITIONAL LIBRARIES

Library orientations and one-shot library sessions.

- We still do that!
- Students who get library sessions do better in their classes!
- Make a librarian happy and go ask how they can come along side you and help you.
- Look to see if there is a specific librarian who is a liaison for your department.
- Make friends with a librarian!

Reserve Material and Textbooks



# LIBRARIES AS DESTINATIONS

Students are encouraged to learn just because of the presence of books and the proximity of other students studying!

## Increased Productivity

Students choose an area of the library based on what they need to do. (i.e. – big table, comfortable furniture, group study, quiet study, computers)

Place to work cooperatively as a group

Side-by-Side learning – Even though students aren't studying *with* each other, sitting next to another person who is studying helps that person to learn.



# MORE THAN JUST BOOKS

Librarians as Faculty – We teach outcomes, too!

- Not just how to use the library
- Teach critical thinking skills and how to think about information

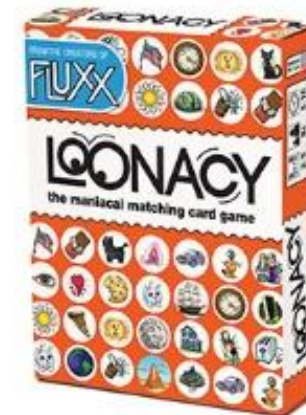
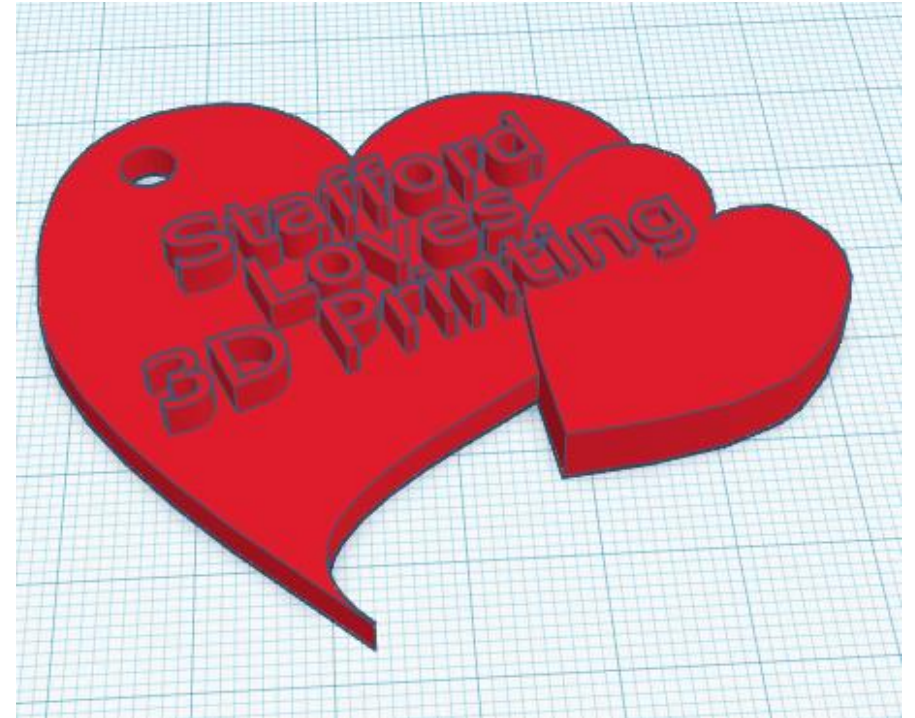
MakerSpaces and 3D Printers

Gaming in the Library

Student Groups/Clubs

“Other duties as required”

- Counseling – Career, school, life, relationships, and just a listening ear



# MAKERSPACES & MAKE 'N TAKES

## Problem solving at it's best!

- Learn to deal with a failure
  - Fix it
  - Live with it

## Leads to different types of assessments

- Active, applied learning
- Allows for CREATIVITY
- Multiple ways to prove learning took place

## Make 'n Take Activities in Libraries

- Students haven't had a chance to work with their hands and learn the skills listed above.
- Pumpkin painting, Make-A-Thon, cookie decorating, card making



3D printed Snow Flakes designed by Alexa Azzopardi  
Students were taught how to design their own snowflakes,  
and then they were printed out for the students.

# 3D PRINTING

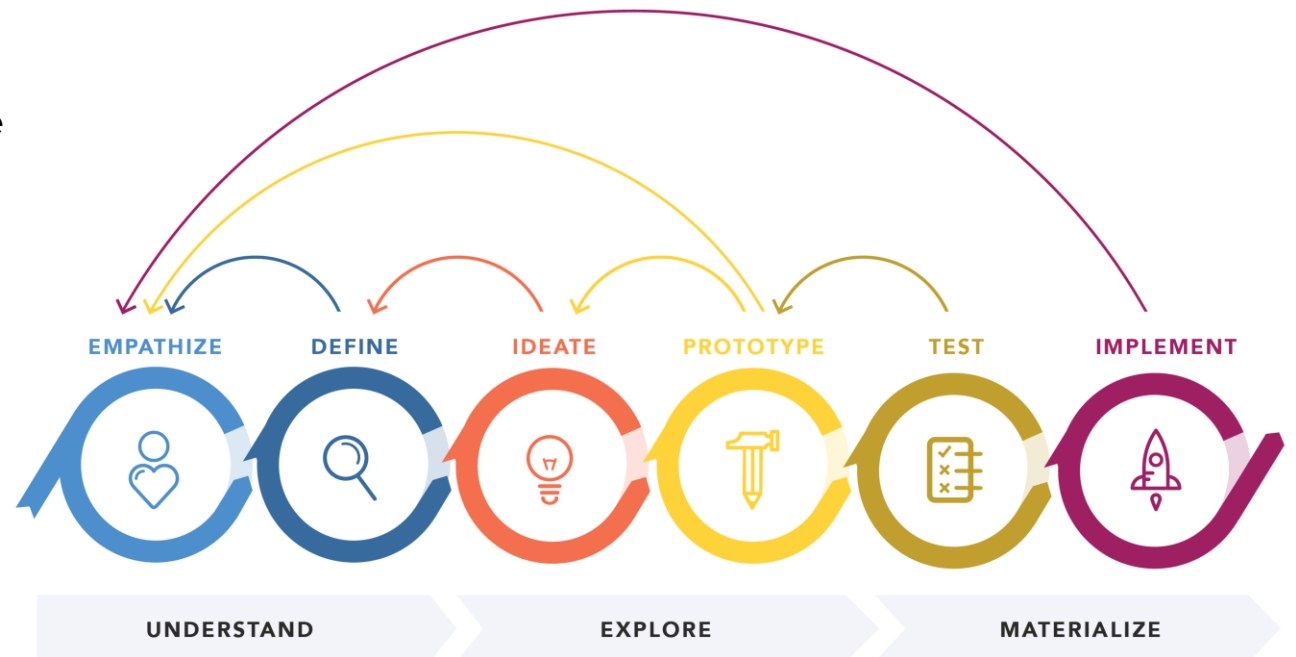
Often times part of a MakerSpace but is often the only machinery a library will purchase

While you can download items for the 3D printer to print, the learning takes place in creating your own object.

## TinkerCad

- FREE, entry level, browser based CAD software
- Design Thinking

See if your library offers training!



# STUDENT GROUPS

Dual benefits for both library and students!

## Library & Librarian

- Gets you out in front of students and (sometimes) out of the library
- You can't do it all and will need help.
- Additional funding to do activities
- Chance to mentor students
- You'll never be bored.
- It's not just FUN. It's a BLAST!!!

## Students

- Improves retention because it gives them a sense of belonging
- Learn new skills
- Take leadership positions
- Build friendships



# OUTREACH ACTIVITIES IN THE LIBRARY

## Finals Stress Relief

- Therapy Dogs
- Make 'n Takes
- Coffee

## Gaming in the Library

- Higher level, critical thinking skills
- Board games vs Video Games

## Make-A-Thon

## Pumpkin Painting

## Blind Date with a Book

## Puzzles

## Adult Coloring

## White Board Writing Prompts

## Magnetic Poetry

## Trivia with prizes

## Welcome Back Week

FEED THEM. College kids are always hungry!



# FINAL ADVICE

If you want to promote student success in the library...

- The Human Touch – It's all about **Relationships!**
- Libraries are more than **Just Books**
- Think Outside the Box
- Have a **favorite librarian** that you like to work with!





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I'd love to talk with you!