



Innovating the FYE Proposal: Moving Beyond "Library Week"

FYE Proposal Process Best Practices

1. Develop an idea unique to your library
 - See the activity on the back of this page for ideas to get started
2. Partner with stakeholders
 - Get buy-in from administrators (library and institutional)
 - Think teamwork when working with stakeholders in the library
3. Create a working document for all stakeholders to give input on
 - Google docs is great tool
 - Using the comment feature so no big changes occur until approved
4. Create learning outcomes with all stakeholders
5. Know your deadlines and try to work ahead
6. Work with your institution's FYE coordinator(s) to get pre-approval of your proposed FYE
7. Celebrate your success!

Marketing the FYE program

- Ask Student Orientation Ambassadors to mention your FYE when visiting the library
- Announce/Promote your FYE on social media (Twitter, Tumblr, Facebook)
- Have an announcement on the library website

Gamification Ideas for Instruction and FYE's

- Plickers - <https://plickers.com/>
 - Only the instructor needs a smart device, students use cards to answer A, B, C, or D
 - Interactive Whiteboard or Projector allows students to see answers live
 - Least "High Tech" option but free to create and play
- Kahoot - <https://create.kahoot.it/>
 - Game-based learning platform that creates games or "kahoots"
 - Free to create and play
 - Students must download the app
- GooseChase - <https://www.goosechase.com/>
 - Scavenger Hunt app for students to go on missions
 - Free to create and play
 - Students must download the app
- Go SoapBox - <https://app.gosoapbox.com/>
 - Students browse app.gosoapbox.com on any phone to access the event
 - Free to create and play
 - Includes a confusion meter

Review FYE Literature

- National Resource Center: First Year Experience and Students in Transition located at the University of South Carolina
 - The Role of the Library in the First College Year with ACRL, 2007
 - Building Synergy for High-Impact Educational Initiatives: First-Year Seminars and Learning Communities, 2016
 - The First-Year Seminar: Designing, Implementing, and Assessing Courses to Support Student Learning and Success, 2011
 - And many more!

Group Activity:

1. Think about *your* Institution of Higher Learning

- Who are you as a college or university?

- What is special about your college or university?

- How can you support your institution?

2. Think about *your* library

- What does your library do well?

- What is unique about your library?

- How can you get buy-in from other library units and administration?

3. Think about *your* students

- What would interest freshmen?

- Will this be a user/student-centered experience?

4. Now share your idea with your group. Did your group members have any ideas?
