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**NC STATE** University Libraries

Multimodal Instruction to Support Multimodal Assignments

Multimodal Assignments

Course instructors ask students to produce works in different media: podcasts, graphic novels, timelines, prototypes, or app designs.

- **Emphasis on making connections with course material and reflection**
- **Broadly written and open ended**
- **Many different departments**
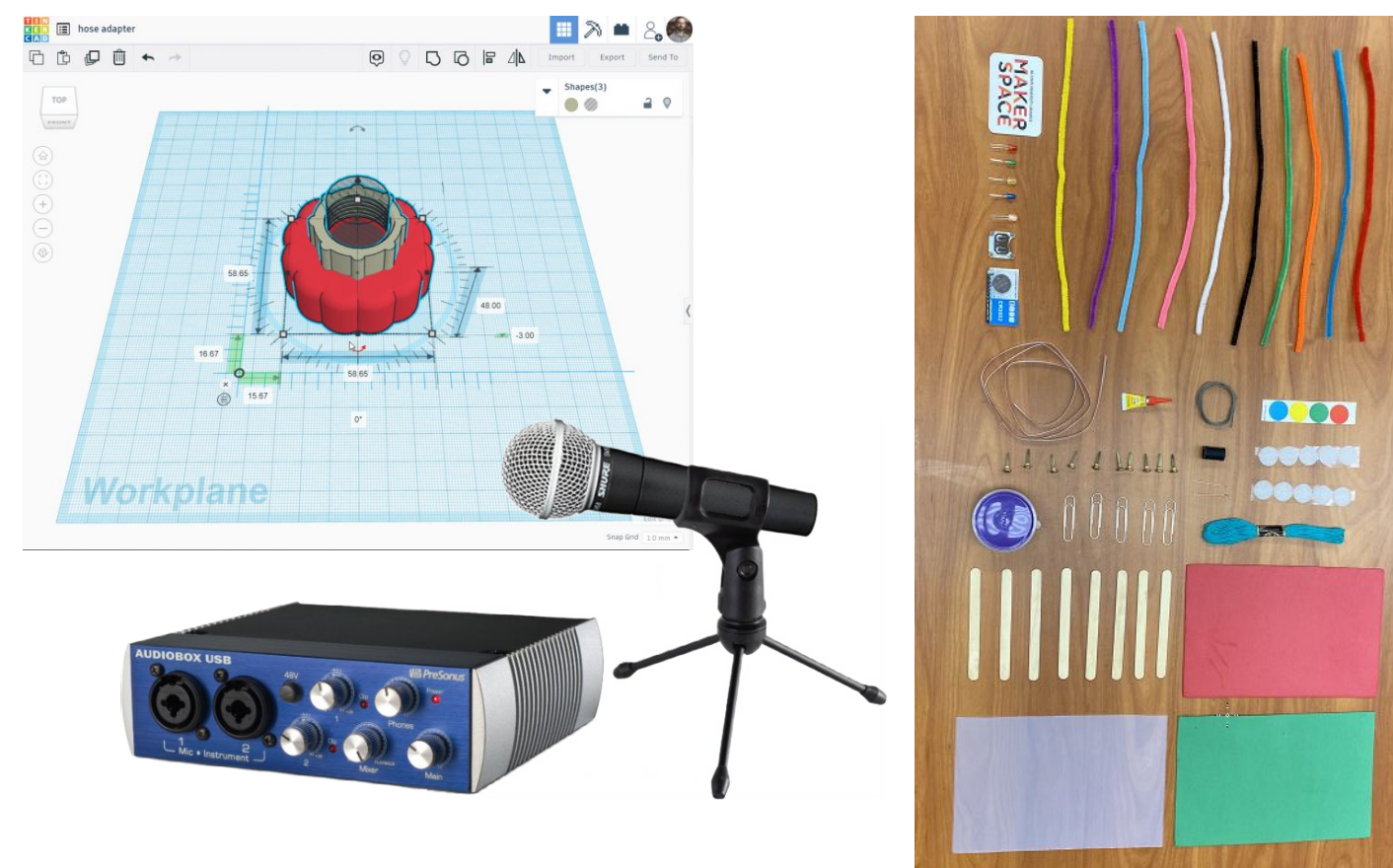
Modes of Library Instruction:

Single session with breakout rooms tailored to the course content and learning objectives. Students choose which option they like and we record all sessions.

- **Create a VR Scene in Mozilla Hubs**
- **3D Design in TinkerCad**
- **Write and Record a Podcast**
- **Brainstorming for Critical Making**
- **Prototype an App in MarvelApp**
- **Tell a Story in ArcGIS Story Maps**
- **Hand Embroidery with Data**

ENG 376 - SciFi and Steampunk
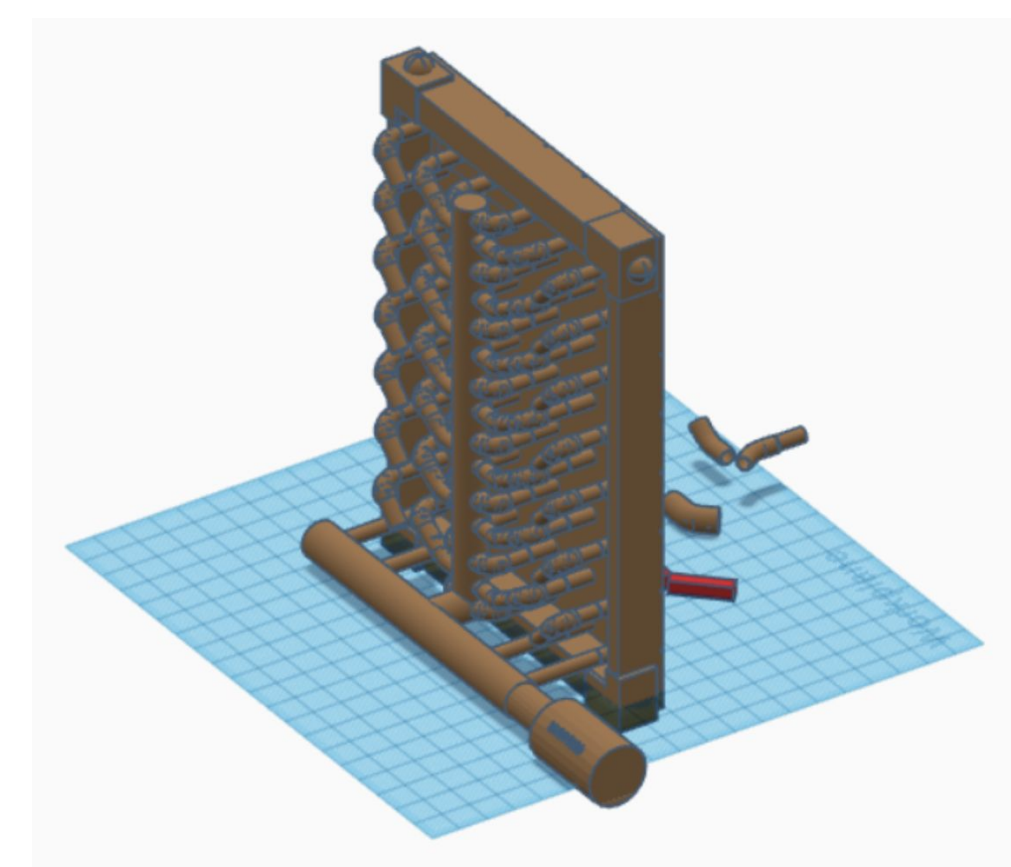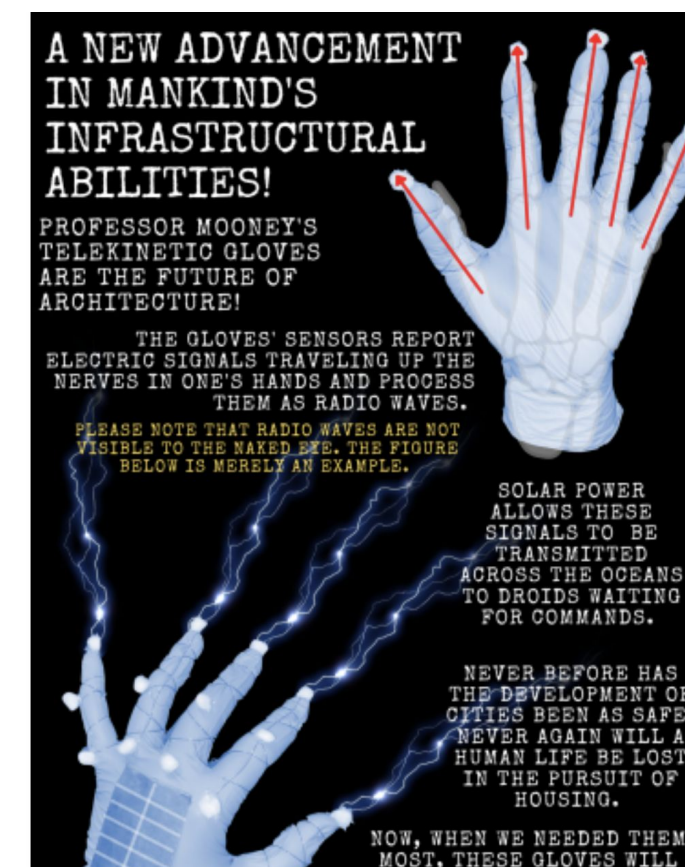
- **Literature course on origins of SciFi and Steampunk**
- **Critical making assignment: create something connected to one of the readings**

COM 703/498 Networked Mobilities
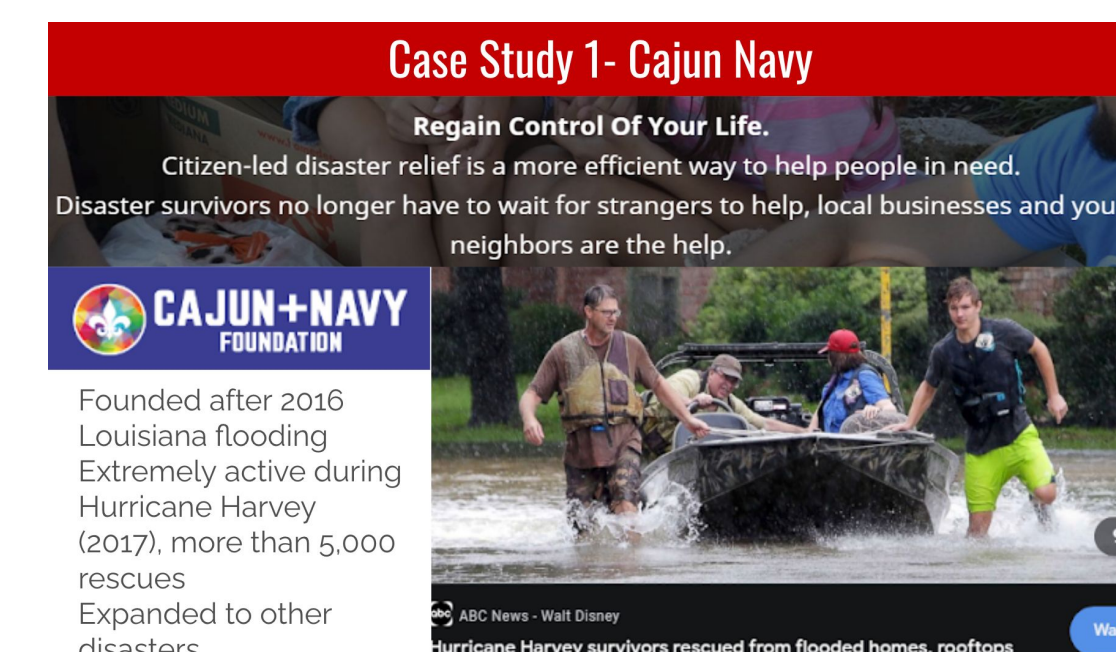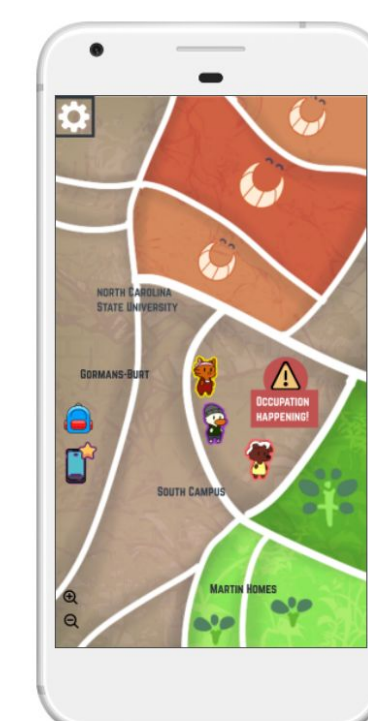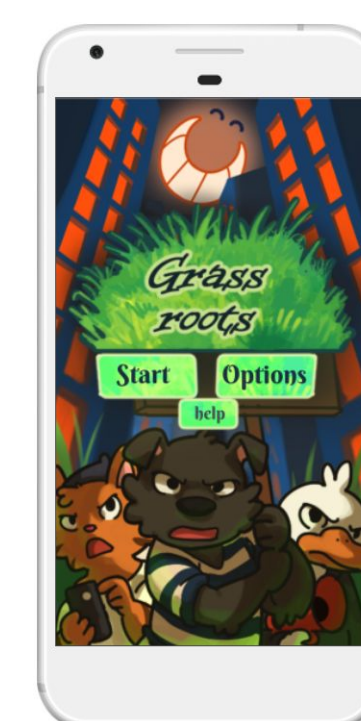
- **Communications course focused on network effects and mobile communications**
- **Open ended project: Create an application of communication on a mobile network**
- **Students addressed public parks, bus lines, campus navigation, etc....**

DSC 403 - Data Physicalization
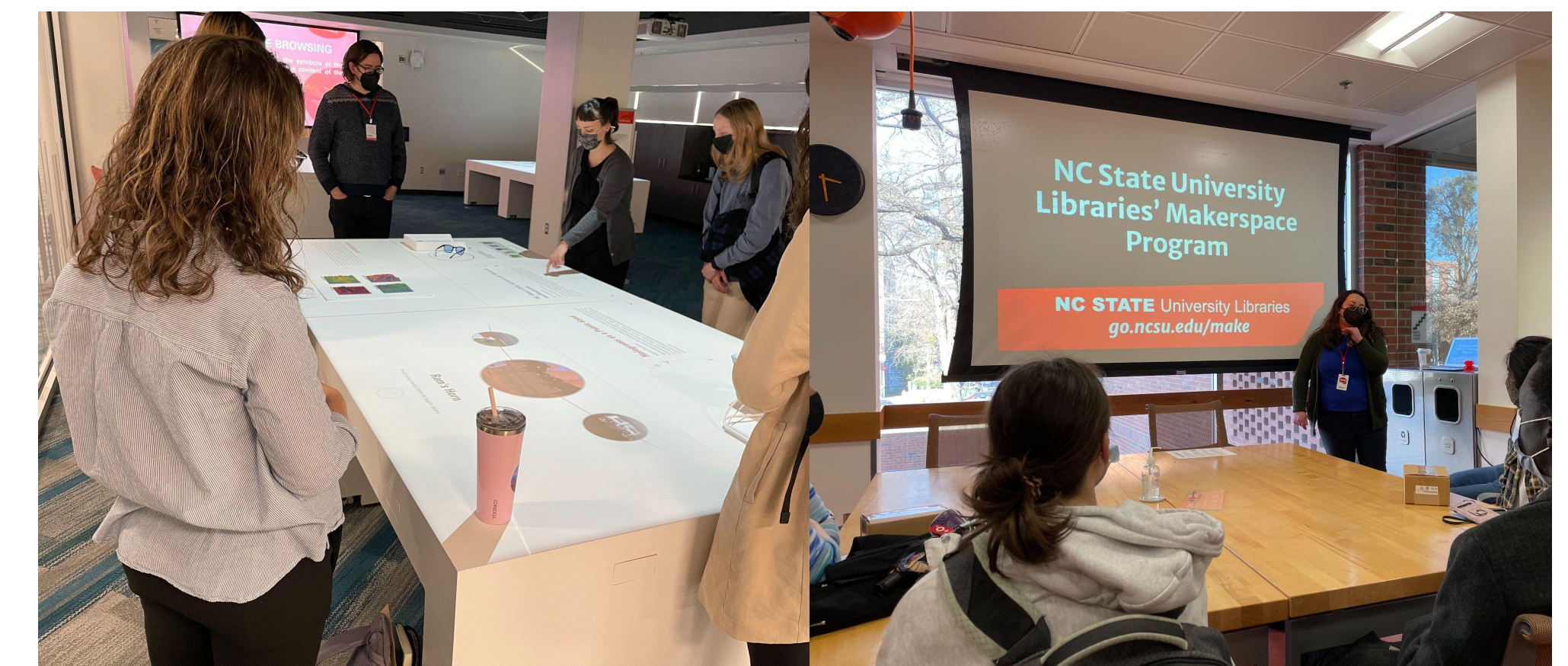
- **Data Science course on representing data in physical formats**
- **Assignment to create some kind of data presentation in a physical media: textiles, 3D printing, wood, LED lights, sound, etc....**

Student Outcomes

- **"I found that this project challenged me in ways that few classes, and even few moments in my day to day life, ever do."**
- **Better understanding of what's possible through the libraries**
- **Students engage with the libraries repeatedly and more deeply.**
- **Experience developing, prototyping, and designing can be more practical than writing a paper**