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Getting graphic: The ISSUU with e-books, information literacy and undergraduate students

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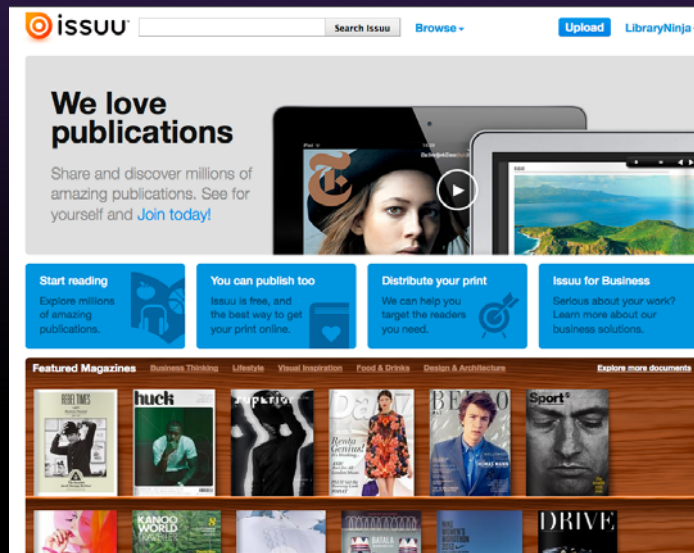
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Graphic Novel Project

- Drawn by K-State Salina student Greg Charland
- Funded by K-State Academic Excellence Award 2011 for labor and printing
- Collaboration between K-State Salina and Kansas Wesleyan University for content



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Goals of Graphic Novel

Project

- Reach visual learners
- Meet accreditation standards/learning outcomes for American College and Research Libraries Association (ACRL)
- Teach basic, lifelong information literacy skills to undergraduate students across multiple disciplines
- Product must be freely and easily accessible



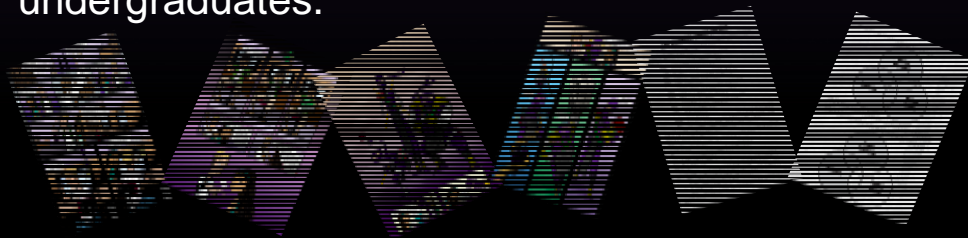
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Student Learning Outcomes:

As a result of reading the graphic novel, students will:

- Describe two search strategies when looking for research resources.
- Explain two library resources available to undergraduates.



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Assessment:

Students answered electronic post-surveys:

- 94% of students named 2 available library services
- 80% used Boolean logic correctly in a research scenario
- 71% put books in the right call number order
- 57% correctly named the online catalog as the tool for finding books in the library

When asked about the overall graphic novel,

84% of students selected

“It was so awesome, it blew my mind!”

or “It was pretty cool.”

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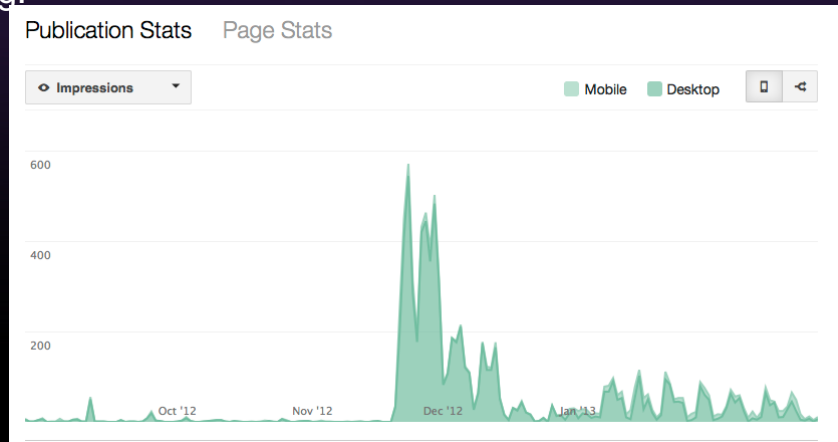
Legends of the Library Ninjas: A Quest for Knowledge



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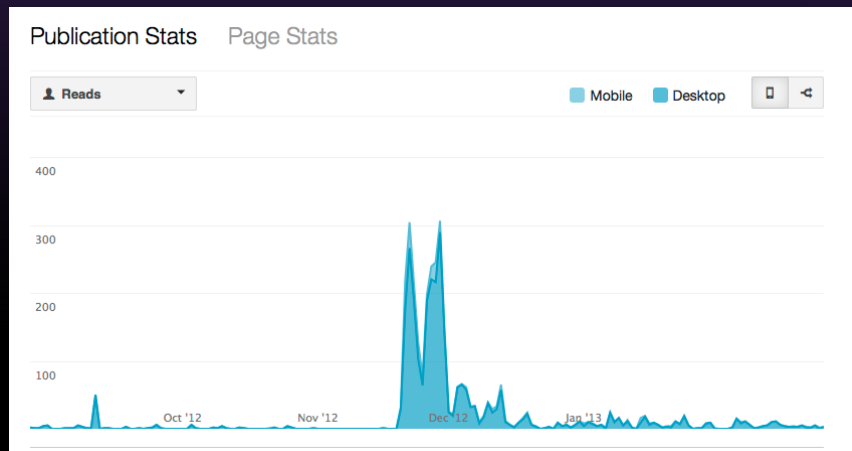
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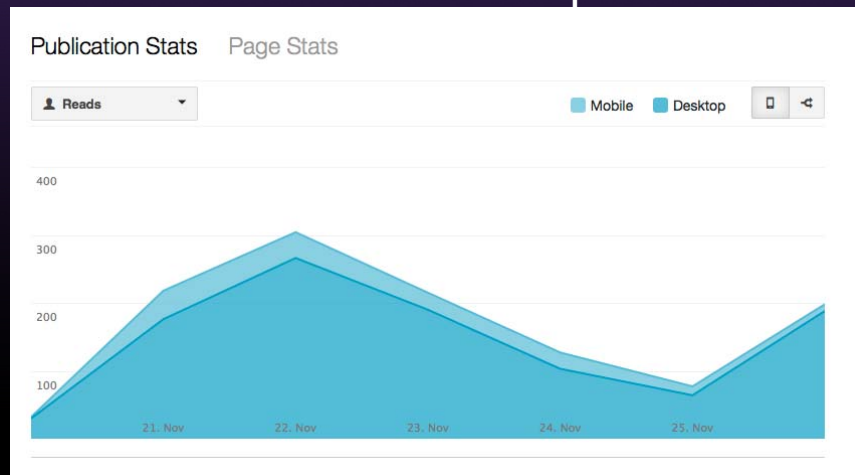
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