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

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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
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

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.
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.”

Legends of the Library Ninjas: A Quest for Knowledge

Legends of the Library Ninjas

Performance: N/A
Published: 18 Jul 2012
Total Impressions: 852
Rating: 1.0

Back to Statistics Overview

3207 Reads
8512 Impressions
02:50 Average Time Spent
0 Downloads
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Track access from mobile devices/desktops

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