

Valdosta State University
Master of Library and Information Science Program
Summer 2013

Syllabus: MLIS 7425 Youth Electronic Resources

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Course Description

Technology for Youth will focus on the evaluation, selection, management, and use of electronic materials for children and young adults including web and computer-based materials. Learners will explore categories of resources and develop materials to facilitate access and promote learning. Issues such as copyright and technology planning will also be explored.

This course will expand your thinking about the integral role of electronic resources in a library setting. Choices allow graduate students with varied backgrounds and interests to select activities that meet their professional needs.

Course Outcomes

Students will be able to:

1. Make effective decisions related to electronic materials for children and young adults.
2. Develop, manage, and organize electronic materials collections.
3. Evaluate and select electronic materials resources in specific categories.
4. Address access, organization, promotion, copyright, and censorship issues.
5. Develop plans for addressing technology needs and acquiring funds.
6. Integrate electronic materials into libraries.
7. Create pathfinders, webquests and other materials to facilitate access and promote learning

Course format

All course meetings and activities will be conducted through BlazeView, Valdosta State University's electronic course management system.

Required course text and resources

All required course readings are available online. The readings in the following textbook are required; however all are available as PDF files online for FREE at the book's companion website.

If you prefer to read from a traditional book, it can be purchased via amazon.com.

Lamb, Annette (2006). *Building Treehouses for Learning: Technology in Today's Classrooms. 4th Edition.* Vision to Action. ISBN 1-891917-08-0.

Assignments

Each assignment is worth the following points. Your final grade will be based on the points (out of 1000 possible) you earn over the course of the semester. Details for each assignment are available in the assignments folder of our course website.

Introduce Yourself Discussion	3 Points
Module 1: Electronic Materials	3 Points
Module 2: Pathfinders	3 Points
Module 3: Databases	3 Points
Module 4: Nonfiction	3 Points
Module 5: Fiction	3 Points
Module 6: Creativity Resources	3 Points
Module 7: Collection Development	3 Points
Module 8: Collection Issues	3 Points
Module 9: Promotion	3 Points
Pathfinder	30 Points
WebQuest Project	30 points
Take a Stand Project	10 points
Total possible	100 points

Course Grades

Students can earn a maximum of 100 points in this course as indicated above. Course grades will be awarded as follows:

- A: 90 – 100 points
- B: 80 – 89 points
- C: 70 – 79 points
- D: 60 – 69 points
- F: fewer than 60 points.

Course Policies

General Assumptions: This course is designed for the online learning environment and all course activities will take place inside the course website in BlazeView or on your own in the environment indicated in the assignment descriptions. Distance learning support is available from VSU. Please see:

<http://www.valdosta.edu/academics/elearning/blazeview-d2l.php>

Students are expected to be able to obtain materials from GALILEO and the Odum Library's electronic collections and resources or their equivalents as part of their successful participation in this course. An online services guide for distance education students is on the Odum Library web site at

<http://www.valdosta.edu/library/services/distancededucation.shtml>.

Attendance: Course content is delivered asynchronously according to the course calendar. It is the student's responsibility to follow the course calendar and participate via BlazeView as indicated at the appropriate times. It is in the student's best interest to log into the BlazeView course delivery system daily to check for announcements and e-mail messages related to the course.

Communication: The course Faculty Office discussion board will be available for the duration of the semester. Please post course-related questions that may be relevant to your classmates on the discussion board. Please read the faculty office discussion board regularly. If you have a personal question please send it to me via BlazeView course e-mail or to my Valdosta State email address – cldrouillard@valdosta.edu If you would like to speak with me by telephone please let me know via e-mail so we can arrange a good time for both of us to talk.

Late work: All course work is due inside BlazeView on the date and time indicated on the course calendar. Any exceptions without penalties must be negotiated in advance – however, in most cases this is not possible during Summer due to the brevity of the

semester. Technological crises are not an acceptable excuse for submitting work late unless BlazeView is down.

University Policies

Academic Honesty at Valdosta State University: “Valdosta State University expects that graduate students will pursue their academic endeavors and conduct themselves in a professional and ethical manner. All work that a student presents to satisfy course requirements should represent his or her own efforts, including appropriate use and acknowledgement of external sources. Specific regulations related to student conduct and behaviors are contained in the Student Handbook, Student Code of Conduct.” See also: <http://www.valdosta.edu/academic/AcademicHonestyPoliciesandProcedures.shtml> It is your responsibility to make sure you understand how to avoid breeches of academic integrity. If you are unsure about the parameters of an assignment, ask for clarification. If you need help with citations and research resources and techniques, the university provides extensive resources for students. For help please start at the Odum Library’s “how to” page: <http://www.valdosta.edu/library/learn/howto.shtml>

By taking this course, you agree that all required course work may be subject to submission for textual similarity review to SafeAssign, a tool within BlazeVIEW. For more information on the use of SafeAssign at VSU see [SafeAssign for Students \(http://www.valdosta.edu/academic/SafeAssignforStudents.shtml\)](http://www.valdosta.edu/academic/SafeAssignforStudents.shtml).

Accommodations statement: From VSU’s Access Office: Students requesting classroom accommodations or modifications due to a documented disability must contact the Access Office for Students with Disabilities located in room 1115 Nevins Hall. The phone numbers are 229-245-2498 (V/VP) and 229-219-1348 (TTY). If you have a documented disability please contact the Access Office. Once your request for accommodation is submitted please contact the instructor to discuss accommodations or modifications of course content and delivery.

Student Conduct: All interactions related to this class are to be conducted respectfully and professionally whether during face to face meetings, online interactions, small group work, e-mail or telephone communication according to the Student Code of Conduct as presented in the Valdosta State University Student Handbook, beginning on page 60: http://www.valdosta.edu/studentaffairs/documents/Student_Handbook_2009-10v1.pdf

Student Success Center: <http://www.valdosta.edu/ssc/> provides free tutoring and support for distance learning students at <http://valdosta.askonline.net/>

Student Agreement: Enrollment in this class signifies that you have agreed to abide by and adhere to the policies and regulations specified above. It is understood that the instructor may adapt or change this syllabus and the assignments contained within it according to circumstances that may arise during the course of the semester.