YALSA Board Meeting
2005 Annual Conference
Chicago, Illinois
June 23-29, 2005

Topic: Regional Institute Taskforce Report

Background: YALSA established a taskforce to develop the curriculum for a new regional institute, the plan being that it could become a licensed institute such as Power Up With Print and Get Graphic that YALSA could sell to state libraries and other organizations. The taskforce presented a report at Midwinter proposing an online course, a full day institute just prior to Midwinter 2006, and a Gaming Night at Midwinter 2006. The Board directed the taskforce to develop a curriculum for these events by Annual and report on their progress.

Action Required: For Discussion/Decision

From Linda Braun, Taskforce Chair:

In the months following the Midwinter Conference the Task Force has discussed and moved forward on the theme, formats, and speakers for delivering continuing education to members both online and at a Midwinter Institute. Members quickly settled on the theme of new literacies and new technologies and then began to research the best way to deliver content in these areas.

After receiving word from the Executive Board that the costs of webinars were prohibitive at this time, the Task Force decided to develop a web-based course and a full-day Midwinter 2006 Institute and plan a video gaming night. The proposed umbrella title for these events is: A Perfect Match: New Technologies + New Literacies.

Details on each of the components follows:

**Web-based Course**
Monique LeConge and Linda Braun have agreed to develop a four-week web-based course on teens, technology, and new literacies. Students who participate in and complete the course will spend a minimum of 8 hours in synchronous and asynchronous learning. The instructors will combine online discussion, readings, chat sessions (at least one one hour chat will be scheduled for each week), and written assignments to provide instruction. The outline for the course is as follows:

**Week 1**
What are new literacies and why do they matter to YA services?

- Topic guide that highlights key ideas and issues related to the week’s topic.
- Reading for the including titles such as Leading Double Lives: Literacy and Technology In and Out of School by Bronwyn Williams Journal of Adolescent and Adult Literacy June 2005.
- Discussion board on new literacies, developmental assets, and YA services. (We will “seed” the discussion board with initial questions to answer on the topic and respond to “students” as they post in order to help guarantee there is discussion.)
- Overview of final “assignment” – see week 4

Week 2
Blogging, chatting, IMing, RSS, podcasting, libraries and new literacies

- Topic guide that highlights key ideas and issues related to the week’s topic
- Explore examples of each of these in library and non-library settings
- Discussion board on uses in libraries and how the technologies promote literacies. (We will “seed” the discussion board with initial questions to answer on the topic and respond to “students” as they post in order to help guarantee there is discussion.)

Week 3
Gaming, libraries, and new literacies

- Topic guide that highlights key ideas and issues related to the week’s topic.
- Play at least one online game and/or visit an arcade
- Discussion board on the role of gaming in libraries and literacy development (We will “seed” the discussion board with initial questions to answer on the topic and respond to “students” as they post in order to help guarantee there is discussion.)

Week 4
New literacies build library community

- Based on the work in the previous weeks each participant will develop an innovative library program or service that integrates technology and that supports new literacies. We will provide a template for the program outline. Each program will be posted on the course discussion board.

Midwinter Institute
Task Force members discussed many possible speakers, topics, and formats for the all day Institute that will be held on Friday, January 20th.

Keeping in mind that the Institute should provide a curriculum that can be replicated and sold throughout the country, the Task Force determined the following list of speakers and topics would best suit YALSA’s needs and purposes. (All speakers listed have agreed to participate in the program if the Board approves the suggested plan.)

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<tr>
<th>Topic</th>
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<tr>
<td>What we mean by new literacies</td>
<td>Anthony Bernier, San Jose State College</td>
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<td>Graphic novels and literacy</td>
<td>Robin Brenner, Lexington Public Library,</td>
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<td>Lexington, MA</td>
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Connections between communications tools and literacy  
Linda W. Braun, LEO: Librarians & Educators Online

The literacies of gaming  
Beth Gallagher, Metrowest Regional Library System, Waltham, MA

The ethical implications of technology and literacy  
Frances Jacobson Harris, The Lab School, University of Chicago, Urbana Champaign

The Institute will also include first-hand librarian accounts of the literacy implications of technology use by teens. These will be integrated into the Institute as either breakout sessions and/or lunch time speakers.

When asked to participate in the Institute, speakers were notified that along with presenting content they would also be asked to include activities within their presentations that could be replicated and reproduced in other settings.

Gaming Night
The Gaming Night will take place the evening of Friday, January 20th at either an arcade in San Antonio or the San Antonio Public Library. Task Force member Mary Hastler has communicated with a SAPL staff member who is happy to work with the Task Force to help put the event together. This may include locating and arranging for space for the event and organizing a group of teens who can be on hand to talk to attendees about gaming and help those attending with the games available at the event. Mary has also contacted several gaming vendors to ask for their support. These vendors include:

- Baker and Taylor
- Best Buy
- EB Games
- Electronic Boutique
- Game Crazy.com
- GameStop.com

Board Support
Because of the work involved in the gaming night it would be useful to have one or two other Task Force members who can assist Mary in the planning of the event. The Task Force would like new members appointed for that purpose.

Once the Board approves the general outline for each of the components outlined above, the Task Force will move forward in confirming speakers, vendor support, locations, costs, and so on.