



COLONEL MUSTARD OR BUFFY FOLIO:

**Enriching Students' Sense of
Place and Learning Visions
in Library Outreach**

**Caitlin Stewart
Joshua Altshuler**

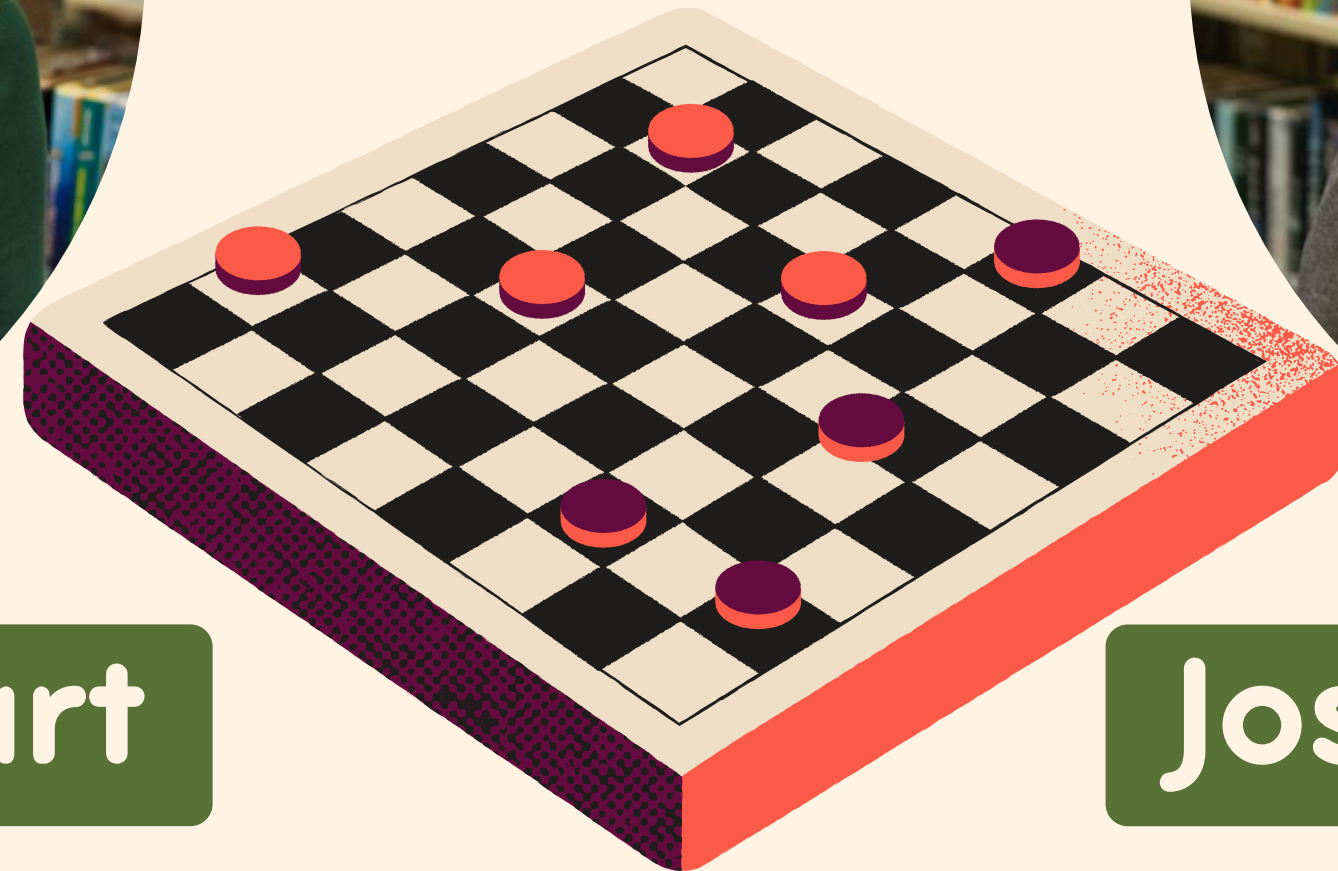
Illinois State University





Caitlin Stewart

Teaching and Learning Librarian



Joshua Altshuler

Education and Psychology Librarian

INTRODUCTIONS

OUR CONTEXT



Illinois State University

- Public R2 University in Normal, Illinois
- **21,994 students enrolled** in Fall 2025
 - **19,513 Undergraduate students**
 - 4,253 First Time in College (FTIC)
 - 1,714 Transfer students

Milner Library

- 72 library faculty and staff members
- Subject liaison model with ~12 librarians in Liaison Services

Education Programs

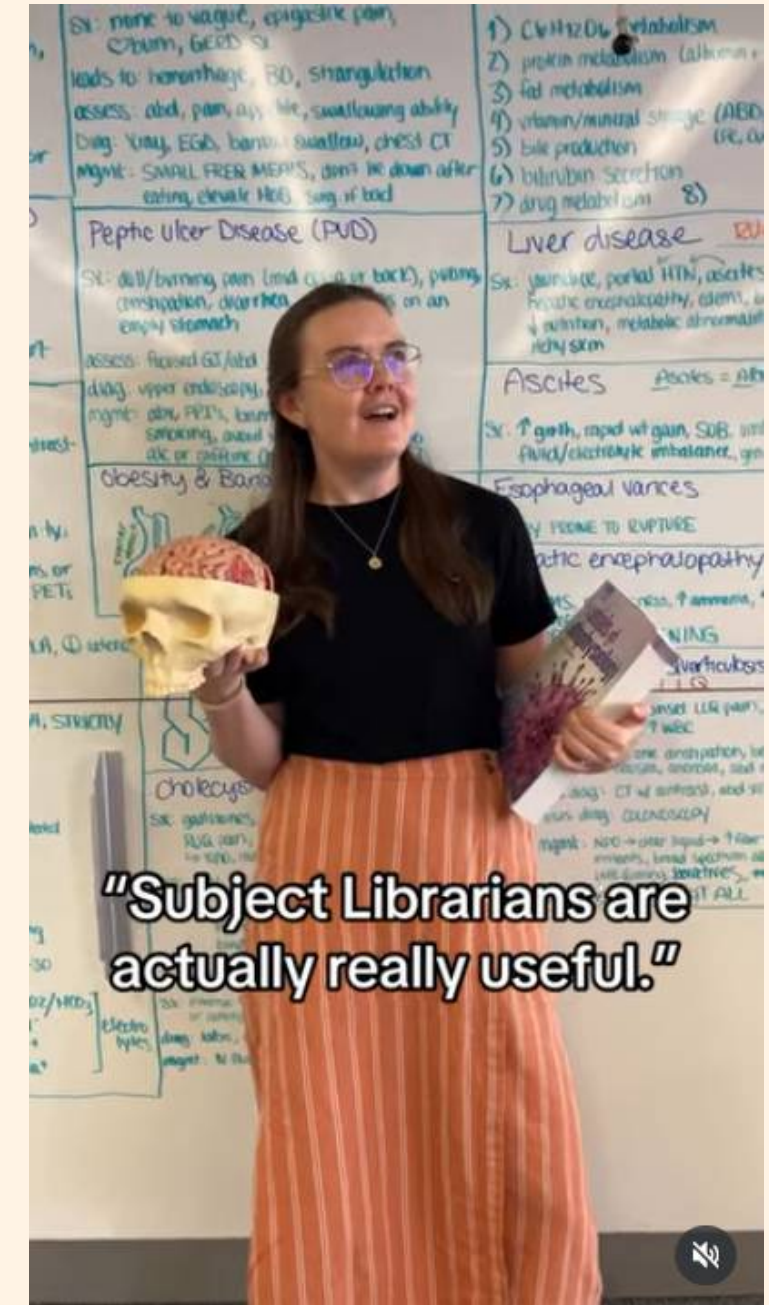
- Largest preparer of teachers in Illinois
- Education programs
 - 30 majors, 7 minors, 18 masters, 14 certificates, & 16 doctoral
- Elementary education was the top degree awarded in 2024.
- **1,014 undergraduate students** to complete an education major as their primary degree in 2025



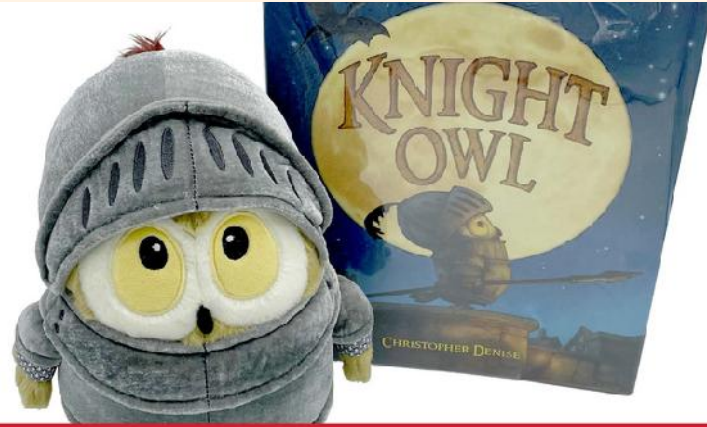
<https://view.genially.com/657a241df2d1e50014caab9e/interactive-image-tmc-virtual-tour>

TEACHING MATERIALS CENTER

YOUR LIBRARY. YOUR SPACE.



CONTENT



Your Library, Your Teaching

Teaching Materials Center • Find us on Floor 6!



Children's Literature

Find picture books, chapter books, young adult novels, graphic novels, informational texts, poetry, and more. Discover and evaluate titles online using *Novelist Plus* and *Teachingbooks.net*.



Curriculum Materials

Discover materials to teach a specific grade or subject such as teacher- and student-edition textbooks as well as professional resources such as activity guides.



Hands on Teaching Objects

Explore ways to bring active learning into the classroom with puppets, manipulatives, educational games, models, stem kits, and more!



School Supplies

Check out packets of school supplies to use for model lessons, assignments, RSO events, personal projects, and more.

Caitlin Stewart, Your Librarian

(309) 438-3442 • cjstew1@IllinoisState.edu • Milner Rm 614C



Your Library, Your Teaching

Education Theory and Research



Education Book Collection

Browse educator and researcher-authored titles pertaining to policy, community engagement, pedagogical theory, and curriculum enrichment. Find us on Floor 6!



Education Journals

Stay informed of ongoing conversations in subject areas like special education, leadership, and learning science. Find us on Online!



Research Databases

Find the latest scholarship on essential topics in Education and related disciplines through an organized search experience. Find us on Online!

Education Resource Index: Discover high-level reports, articles, and more.

Education Source: Delve into a range of different research categories through papers and visual content.

Joshua Altshuler, Your Librarian

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Milner Library's *Make It Space*

Resources for future teachers

Ellison Die Cutter with 80+ Die Cuts

Cut the perfect shape every time by choosing one or more of over 80 different shapes, including Reggie Redbird, that work like cookie cutters on various materials like paper.

Laminator

Laminate sheets of paper that are either 8 1/2" × 11" or 8.5" × 14."

Daily Limit: 10 per person

Booklet Spiral Binder

Add comb binding to documents as large as 20 sheets with or without a clear plastic cover.

Button Maker

Create your own 2.25" custom pinback buttons with our pinback button maker!

Daily Limit: 10 per person

Rotary Paper Trimmer and Cutter

Cut paper or cardstock in precise, straight edges for your coursework or personal projects.

The Library also offers 3D printing, multimedia workstations, a teaching supplies station, and more! **All free of charge!**



MILNER LIBRARY
Illinois State University

WHO ARE OUR USERS?



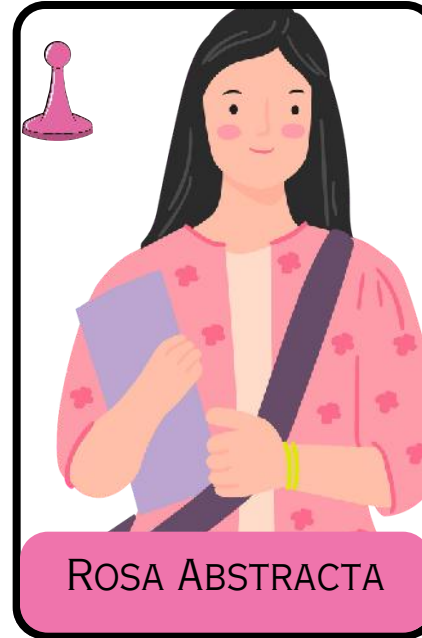
NOVA VIOLET



BLAZE QUERY



ZOOMIE O. RANGE



ROSA ABSTRACTA



BUFFY FOLIO



SUNNY MARKETTE &
GOLDIE UNDERLYN



OLIVE DEWEY



COBALT CRAMBELL
& AZURE ATTEMPT

Where are they going?

- Teaching Materials Center
- Make It Space
- Library stacks
- Study spaces
 - Private study pods
 - Collaborative tables
 - Study carrels
 - Starbucks
- Service points
 - Service Desk
 - Librarian offices
- Library classrooms

Why are they using the library?

- Individual study and research
- Group work and collaboration
- Access to resources/professional expertise
- Career growth and development
- Socializing and community-building
- Library events
- Wellness and relaxation
- Hobbyism (board games, art, etc.)
- Campus integration (tutoring, writing support, etc.)

What are they using?

- Children's and YA literature
- P-12 curriculum materials
- Tests and measures
- Hands-on teaching materials (puppets, manipulatives, etc.)
- School supplies
- Education databases
- Education books and journals
- Laminators, button makers, etc.

WHO ARE YOUR USERS?

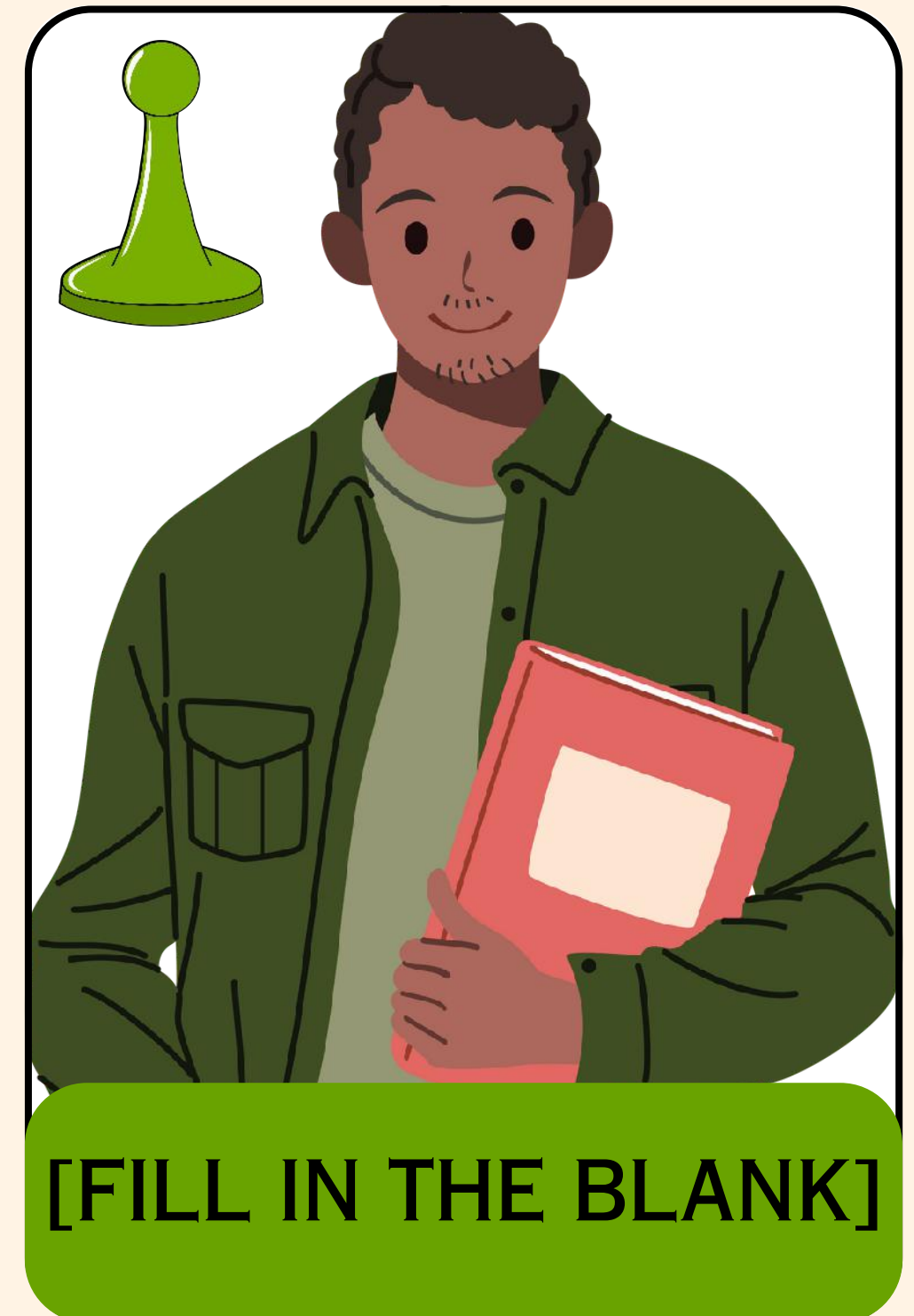
Imagine your very own “Blaze Query” or “Buffy Folio.”

If they are using the library...

- Where are they going?
- Why are they using the library?
- What are they using?

For example, Blaze Query might be going to a study carrel by the window to paint while listening to music between classes and might be using his own art notebook but watercolor paints and brushes available for check-out.

Describe your user in the chat!



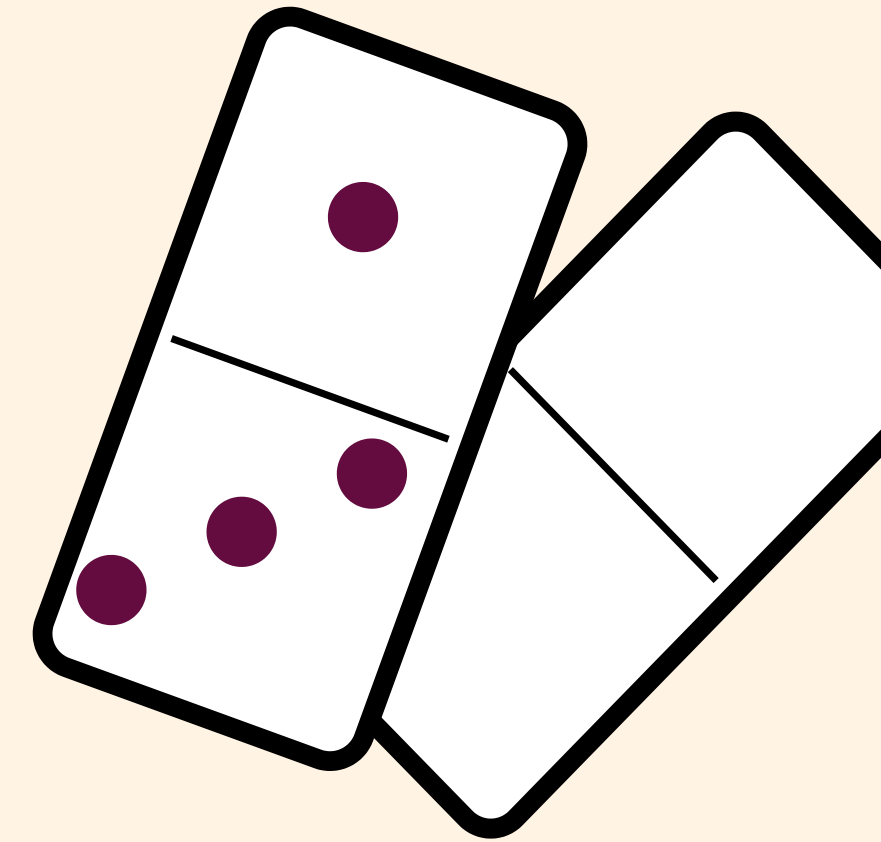
GAMIFICATION

The medium of a game:

1. Attention-grabbing communication of information
2. Customization options, colorful design, tactile engagement
3. Integration of popular culture
4. Promotes individual tasks and team-based purposes

Many games require considerable explanation to illicit energized participation. They may feel exclusive if modeled off established designs.

We needed a game that was accessible, easily recognizable, and captured the spirit of “Your Library, Your Space” ...

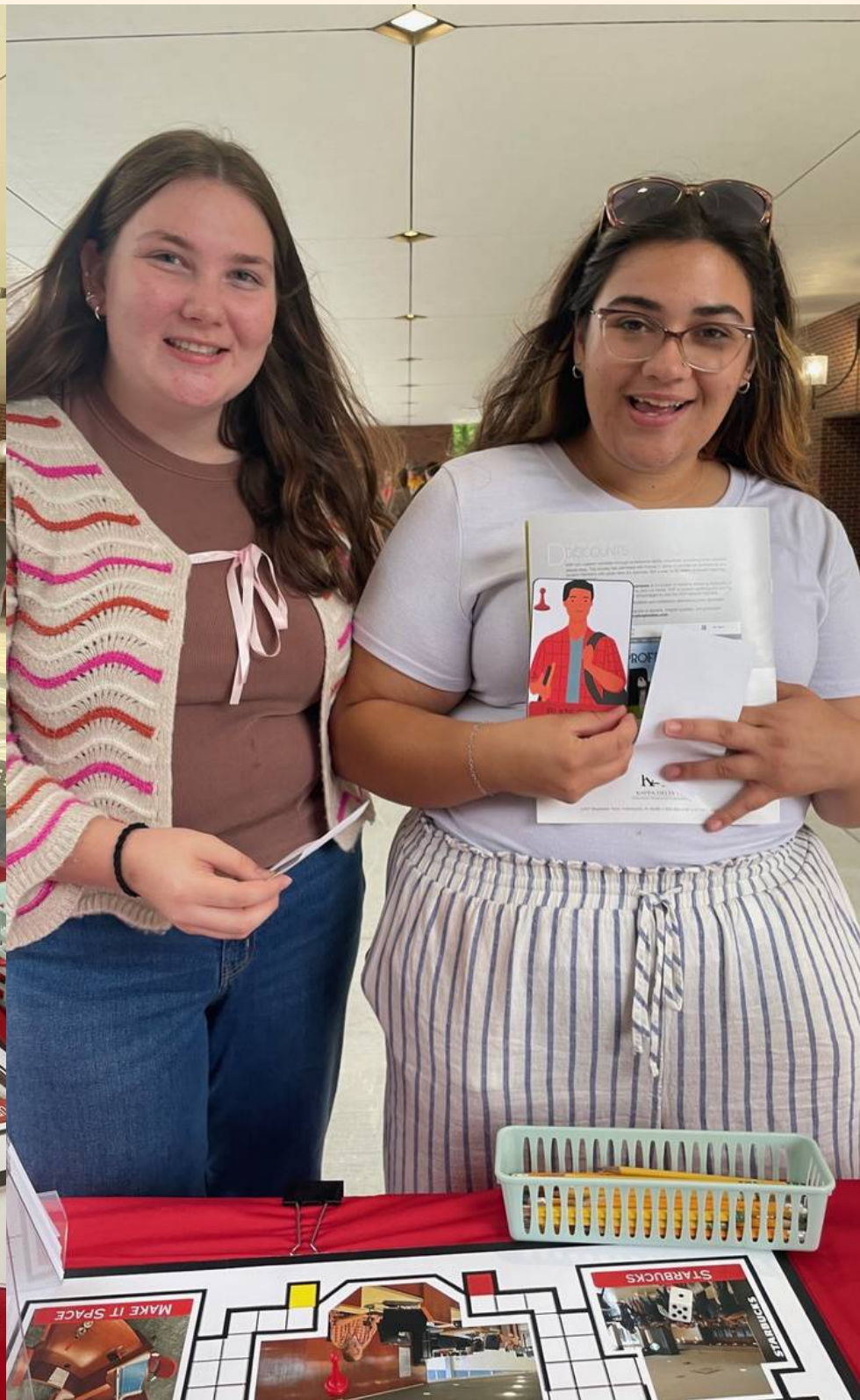
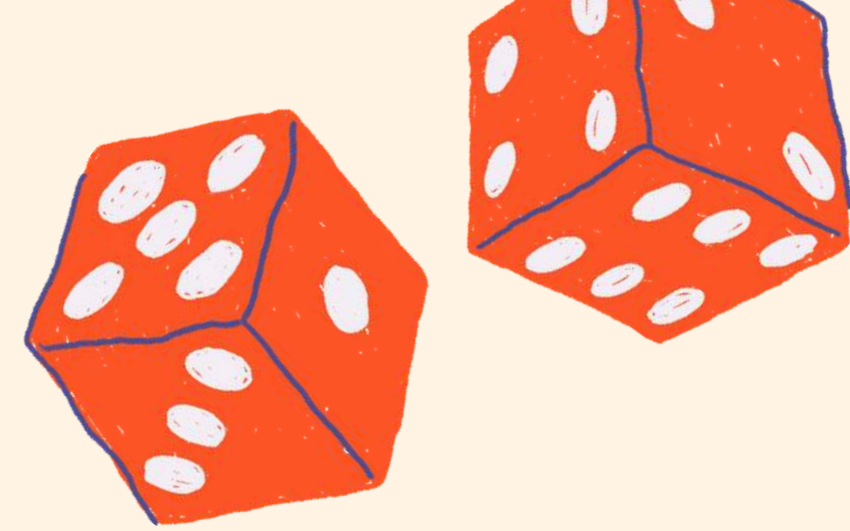


“CLUE” (CLUEDO)

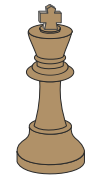
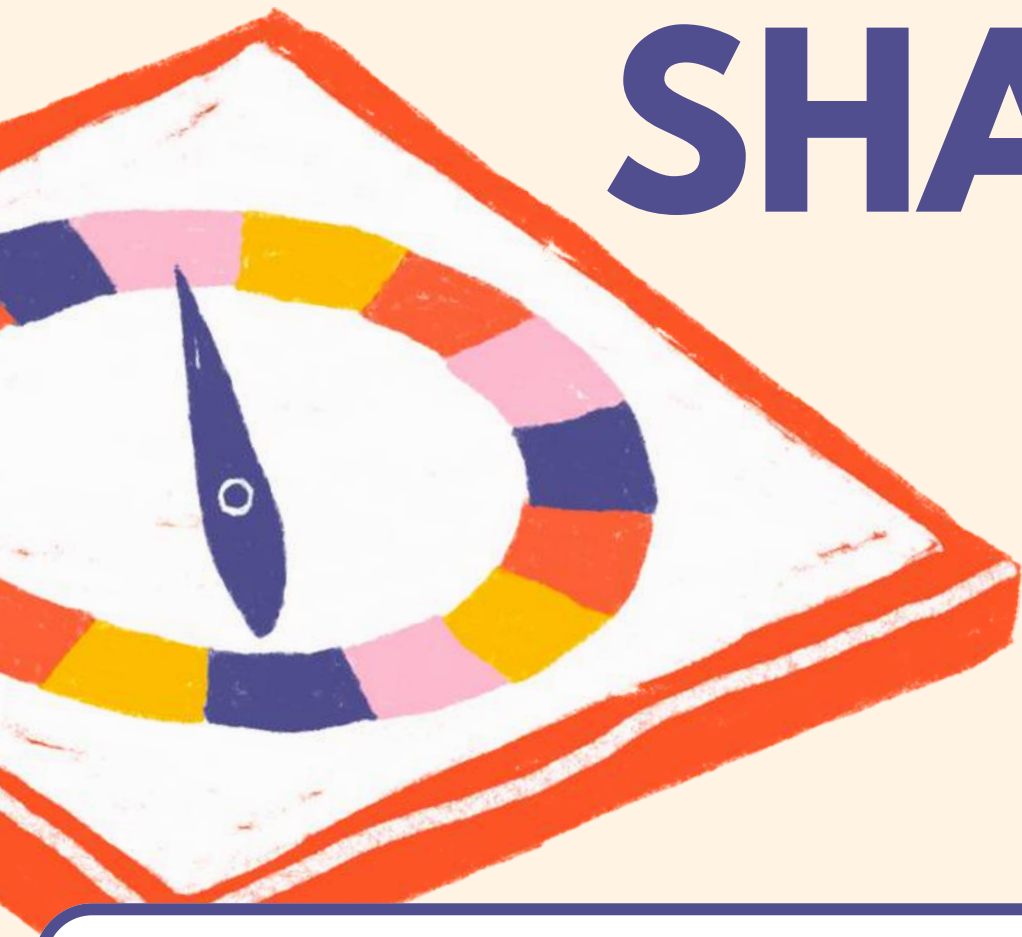


- First designed in 1943
- Anthony Ernest Pratt
- Whodunit?
- Organized around spaces, situations, and suspicious characters
- Basic supplies: dice, cards, note-pads

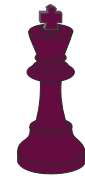
CLUE CUES



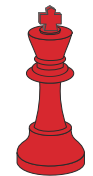
SHALL WE PLAY A GAME...



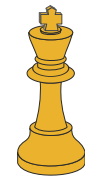
Buffy Folio



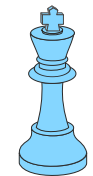
Nova Violet



Blaze Query



Sunny Markette
& Goldie Underlyn



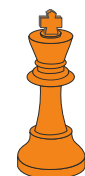
Cobalt Cramwell
& Azure Attempt



Rosa Abstracta



Olive Dewey



Zoomie O. Range



Online Version: <https://tinyurl.com/ClueCues>

PRE-ASSESSMENT REFLECTION

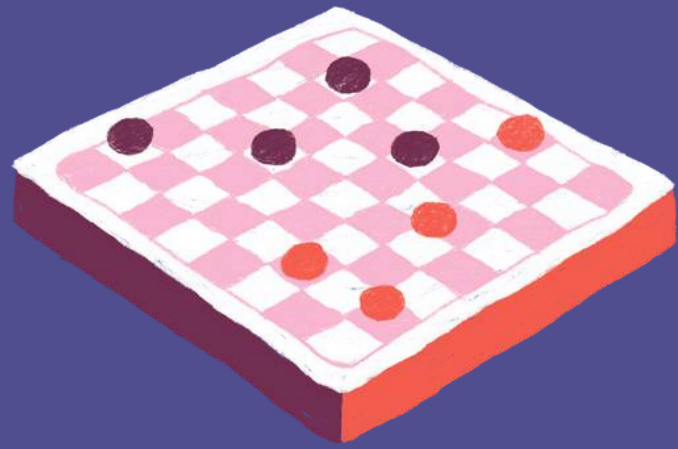
We believe that...

1. There is no “right way” to be a library user.
2. Academic libraries need to uplift flexibility, student choice, and dynamic use of spaces and resources.
3. Students need to feel that they belong in the library based on who they are as individuals and who they are as part of layered communities.

How does your library communicate to students and users a sense of place and belonging within the library?

i.e. “Your library. Your space.”





FLIPPING THE BOARD

5:00 pm – 6:30 pm
September 3, 2025
Degarmo Plaza
Back to School Kickoff

Interaction Type	Count
Perusal	16
Freebies	7
Casual	3
Library Chat (Handouts)	2
Game Attempts	1
Game Completions	33

- Approximately 450 event attendees
- More than 62 students stopped at the Milner Library table



 ASSESSMENT 							
	A-Z Database	Puppet	Educational Theory Book	Handmade Buttons	School Supplies	Picture book	3D Printed Object
Collaborative Study Tables	?				2, 1	1	
Education Librarian Offices	1, 2		5	?			
Library Stacks			2		1	3	
Make it Space	2		2		2		2
Service Desk	1						
Starbucks	2			6, 1			1, 1, 1
Study Carrels					2		
Study Pod		2, 1, 2, 1				3, 1	
Teaching Materials Center		2	2	2	1		1

BROAD TAKEAWAYS

- Students were generally more likely to recognize resources than services or locations (i.e., that the library had a button maker but not that it was in the Make It Space and that they could get free supplies for it at the Service Desk.)
- Students tended to use the library in established routines and were surprised to hear peers and others mention diverging approaches. Appeared that many had a monolithic view of the campus library experience.
- More work needs to be done to educate users not just on what resources and services exist, but how to access, utilize, and take advantage of them.



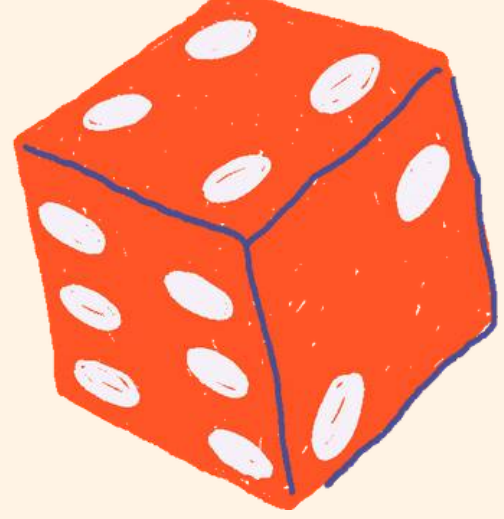
Photos from another Fall 2025 back to school event

ROOM TO GROW

- Clarifying instructions and design for streamlined play
- Incorporating follow-up challenges or reflective questions for students to carry into actual library spaces
- Emboldening participants with more competitive approach (i.e., participant race)
- Empowering students to own their user profile (i.e., DIY ClueCue Identity)
- Expanding ClueCues board for professional development and workshop initiatives

*Note: Beware of windy days when tabling





Post-Game Inspirations

As librarians & educators, we strive to:

- Link outreach best practices to deeper instructional experiences
 - Student involvement
 - Individualized engagement
- Engage in reflection regarding users' experiences with spaces/services
 - Devote care towards multitude of ways students "arrive" on campus
 - Find opportunities to cultivate a sense of play in accessible formats
- Model inclusion and community belonging across campus

WHAT IS YOUR PLAYER CARD?

Imagine you are “Blaze Query” or “Buffy Folio.”

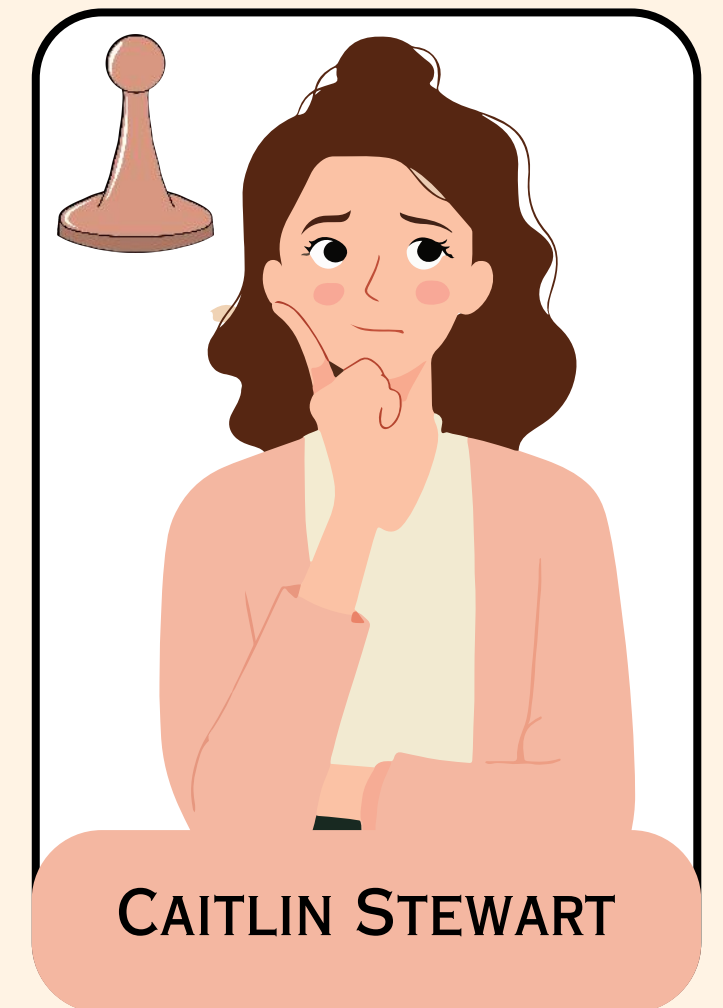
When you are in the library...

1. Where can users most frequently find you?
2. What core value is a part of your profile?
3. What is your token “object” for teaching or librarianship?

Describe your player card in the chat!



Joshua Altshuler prioritizes **active listening** and might be found in the **Education Stacks** with a **stack of colorful bookmarks**.



Caitlin Stewart believes in **intellectual freedom** and might be found in the **Teaching Materials Center** with a **class set of white boards and expo markers**.



THANKS FOR PLAYING!

What questions can we answer?

Stay in Touch With Us



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jaaltsh@ilstu.edu – Joshua Altshuler