

## 3M Award for Innovation in Libraries, 2007

Project Name: Te Punga, the Voyager Tutorial  
Entrant: The University of Auckland Library  
Project Partners: The University of Auckland Library; The Centre for Flexible & Distance Learning.  
Time Frame: 2 years  
URL: [www.library.auckland.ac.nz/voyagertutorial](http://www.library.auckland.ac.nz/voyagertutorial)  
Entry Submission: **Presentation** is on enclosed CD; accompanied by the full tutorial  
**Evidence of success** of innovation: Refer **Results** section of Presentation  
**Summary** is below

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### Submission Summary

Te Punga, the Voyager Tutorial, is the result of a project to create a highly effective learning tool around the Library catalogue. It is innovative amongst library tutorials for: the specificity of its target audience (young first-year students); a strong emphasis on learning design; high visual and contextual values.

#### Objectives.

Key strategic objectives were to:

- create an interactive student-centred tutorial
- apply sound learning principles
- provide relevant contexts for first-year students
- provide for different learning styles
- use Net Generation modes to convey information.

Learning objectives included gaining the ability to :

- interpret references
- search Voyager for items by title and author
- search for articles by serial title
- topic search by keyword and subject heading
- access a personal library record, amongst others.

#### Methods.

These objectives were addressed by various strategies and tactics:

- additional expertise and fresh vision was acquired through a collaborative partnership
- tight identification of the target group enabled a strong student-centred approach
- attention was paid to sound educational principles e.g. active learning, self-assessment, feedback, the existence of a variety of learning styles, the provision of relevant contexts
- recognition of key differentiating factors characterising the Net Generation significantly affected contexts and modes of delivery, which include a graphic novel, simulations and role-play
- opportunities provided by the web environment were exploited
- careful design of the framework, allowing for narrative learning pathways (novel chapters) or a modular approach (Enquiry Desk sections).

#### Results.

Te Punga is a highly visual, content-rich, interactive tutorial. Designed for self-paced flexible learning, it can also be integrated into course curricula within the information literacy continuum. The tutorial excels in its student-centred focus, a deliberate strategy to facilitate learning. Feedback from students, both solicited and unsolicited, has been overwhelmingly positive, and not confined to younger people. Results are accruing from more structured learning environments and confirm that achievement of objectives is occurring. The complete 'package' has fulfilled the project team's hopes for an engaging and highly effective learning tool. It has also drawn positive attention to the Library; and judging from comments made during usability testing, has the capability of altering perceptions amongst the target group. Also very heartening has been feedback from peers and colleagues who have responded to Te Punga not only with compliments, but enthusiasm and excitement. The University of Auckland Library is not alone in aspiring to improve user-centredness. We would be delighted to know that others have been inspired by this project.