2008 - VRA Conference - San Diego

California State University
Visual Resources Specialists

2008 Survey of Current
Practices for California State
University Visual Resources
Specialists
Survey result and discussion
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Environmental Scan

23 California State University campuses

15 Visual Resources Specialists (CSU VRSs)

2 campuses have 2 VRS each (Art department, Architecture)

2 are classified under IT (more compansation)

Conclusion (digital)
(in % refers to respondents)

- More than 50% (5) continue to produce slides, time spent from 1 - 5%
- Digital production is at a 100% (9), time spent is from 10 to 75%
- More than 50% (5) catalog digital images, time spent 2 - 70%
- only one campus has a wide image delivery system

Conclusion (digital)

Digital work include:
- Image capture 6
- Photoshop - 5
- Image storage - 4 (external HD)
- Image delivery - 6 (mostly ppp)

Conclusion (Duties)

Duties include:
- Cataloging digital images - 6
- Internet image harvesting - 5 (2 no)
- Study guides - 5 (2 no)

Conclusion (ARTstor)

- ART subscription - 6 campuses
- Uploading images - 3 (5 no) up 250 images a year
- ARTsotr managing images for individual campuses - NONE
- ARTstor managed by main library - only 2

Conclusion (instructional support)

- Research for images - 6 yes, 1 no
- Power Point - 3 yes, 2 no
- Online support (BB etc.) - 1 yes, 3 no
- Creating Web course review - 5 yes
- VR related accreditation review - 3 yes

Conclusion (services to users)

- Image preparation - 8
- Content reference - 8
- Technical reference - 9
- One-on-one digital training - 7
- Instructional materials for self-service - 5
- Univ. program input - 5

Conclusion (services to users cont.)

- Digital images - 8
- Software training and support- 5
- Hardware and software recommendation - 5

Conclusion (other duties)

- Supervise staff - 6
- Manage other collection - 5
- Teach - 1
- Manage computer lab - 2
- Other - 2 (??)

Conclusion (Users)

- Department faculty – 9
- Students (Majors) – 9
- Non-department faculty – 6
- Non-department students – 5
- K-12 teachers or students – 2
- Art community – 2

Conclusion (Networking)

- Professional affiliation - 6
- Meeting with colleagues - 5
- Local art communities - 2
- Publication - 3
- Exhibition - 2
- Other – 2 (??)

Conclusion (Advocacy)

- Marketing VR collection - 6 yes, 2 no
- Networking w/campus community - 6
- Newsletter - 2
- Email - 4
- Website - 2
- Attend meeting (department/campus) - 1
- Other - (orientation) 1

Conclusion (Overall)

- Digital work increases, analog work continues with less time devoted to it
- No campus or system wide image delivery technology exists
- ARTstor is not used fully (faculty resistance, ARTstor inadequacy)
- VRS do not do enough to promote VR collection and services

Conclusion (How to promote)

- Self - evaluation
- Advertise via website, newsletter, main library web link, blog, wiki
- Increase networking with key administrators
- ARTstor training to faculty and students
- Work with main library
- Increase funding by grant writing
- Collaborate with solo VR professionals

Conclusion (How to promote)

- Offer media literacy instructions to students and faculty
- Incorporate Google and other Web search engine in training
- Use professional tools for PR (Strategic plan, five year plan)
- Adjust to user's needs, embrace your resources(ARTstor, Google, main library), reach out to the community
- COMMUNICATE, COLLABORATE

2008 Survey of Current Practices for California State University Visual Resources Specialists (CSU VRSs)
Results

1.

Do you continue to acquire 35 MM slides?

Yes – 5

No – 3

In house slides – 3

Repair – 1

Faculty donation – 1 (I am sure there are more but did not mention)

Percentage of time – 1 to 5%

2.

Do you acquire digital images?

Yes – 9

No – 0

In house – 9

Purchase – 4

Percentage of time – 1 to 75%

3.

Software used for image production

Time spent for:

Images capture - 6 yes – 4 to 60%

Photoshop - 5 yes– 13 to 50%

Image storage - 4 yes– 10 – 30% (MAC, Embark, Excel)

Image delivery - 6 yes, 1 no – 5 – 75%, (most use ppp, portfolio, blackboard)

4.

Do you catalog digital images?

Yes – 5

Percentage of time – 2 to 70%

5.

Do you look for images on the Internet?

Yes – 5

No - 2

Percentage of time – 1 to 10%

6.

Do you create study guides?

Yes – 5

No - 2

Percentage of time – 1 to 10%

7.

Technical support

Yes – 5

No - 2

Mostly department and college IT, some university wide IT

Whenever needed

8.

Does your campus have a campus-wide image delivery system in place?

Yes – 1 (Extensis Portfolio - Chico)

No – 7 (2 Embark department level)

9.

Did you participated in any discussion or projects with staff or administration from other departments such as the library, the IT staff, or other academic department to implement a campus-wide image delivery capability?
Yes – 1 (discussion only)
No – 5 (though a discussion in one campus resulted in ARTstor subscription by the library)

10a.

Does your campus subscribe to ARTstor?
Yes – 6, used occasionally, mostly by 1 or 2 faculty members, in one campus will use more now because large images available on ARTstor
No - 2

10b.

Do you upload additional images for faculty on ARTstor? How many a year?

Yes – 3 (40%?, 250, 70)

No – 5

10c.

Is your campus participate in ARTstor's pilot project to manage images for individual campuses?

Yes – N.A.

No - 2

10d.

Does the library administer ARTstor?

Yes – 2

No - 1

11.

Do you assist faculty with Researching images for lectures, research projects, professional presentation, etc.?

Yes – 6

No - 1

Percentage of time – 5 to 30%

11a.

Do you assist faculty with Power Point lectures?

Yes – 6

No - 1

Percentage of time – 5 to 30%

11b.

Do you assist faculty with
Using course delivery like Blackboard,
Web CT, etc.?

Yes – 1

No - 3

Percentage of time – 30%

11c.

Do you assist faculty with

Creating web based course review?

Yes – 5

No – N.A.

Percentage of time – 5 to 40%

11d.

Do you assist faculty with Program or accreditation reviews VR related?

Yes – 3

No - 2

Percentage of time – 1 to 5%

12.

Who are your users?

Department faculty – 9

Students (Majors) – 9

Non-department faculty – 6

Non-department students – 5

K-12 teachers or students – 2

Art community – 2

Other – 1

13.

Services you provide your users?

Scanning, image preparation & delivery – 9

Content reference – 8

Technical reference – 9

One-on-one training for accessing or producing images – 7

Create instructional materials for self-service help – 6

Evaluate and make recommendations for purchase of resources based on the users' need and your university program – 5

13a.

Services you provide your users?
Digital images – 6
Library database subscription – 3
Books and periodicals for the main library – 3
Software – includes image production and presentation – 5
Equipment hardware and software – 5

14.

Do you supervise staff?

Yes – 6

No - 2

1 to 4 students, from 10 to 40 hours a week

15.

Do you participate in grant writing, as an investigator or support stuff, or in drafting proposals?
Yes – 2 (1 ten years ago, 1 not VR related)
No - 5

16.

Are there other duties outside the VR position description that you have to perform?

Yes – 5

- Manage other collection – 5
- Teach – 1
- Manage or support a computer lab – 2
- Other – 2

17.

Are you active professionally?

Yes – 6

No – 2

- Member of professional association – 6
- Attend meeting with colleagues – 5
- Local art communities – 2
- Publications – 3
- Exhibitions – 2
- Other – 2

18.

Do you actively market your facility or position?

Yes – 6

No - 1

- Face to face visits with faculty, administrators, other university employees, students, etc. – 6
- Newsletter – 2
- Emails – 4
- Website – 2
- Attend meetings (faculty, univ. committees, statewide or system wide) – 1

Other –1 (orientation to introductory courses)

19.

What is your annual budget?

$1000 - $2000 – 2

$3000 - $4000 – 1

$7000 - $9000 – 3

Over $9000 – 1