

Multimedia Learning Programmes in Information Literacy Education

A casestudy: MILE (Model for Information Literacy Education)

The workshop was lead by Niels Jørgen Blåbjerg and Bo Hvass Pedersen from Aalborg University Library in Denmark.

The workshop began with a short presentation of Aalborg University and Aalborg University Library.

The Aalborg University was founded in 1974 and have more than 12000 students. At Aalborg University they practise problem-based education with different project assignments and this model of education demands that the students have some library skills.

The Aalborg University Library have 70 fulltime employees. It holds 600000 books, 150 databases and nearly 6000 electronic journal titles.

After this introduction they continued by telling about the background of the project, development concept and then they concluded the workshop by demonstrating the MILE-program.

There was several reasons why the project was initiated:

- The library concluded that the value of the user education was too small.
- The students did not raise their level of information competence.
- The resources for educating the students to the appropriate level are not available.
- The students do not find the library resources easy to use.
- The library has an image problem because students have problems using the library resources.

The project group consists of people with different educational background. There are one engineer, two candidates, one within social science and the other within communication and the last person is a webmaster/librarian.

Investigations were made to learn more about information literacy, theory of learning and multimedia as an educational tool. There were also investigations made about the users, and the conclusion was that the students were not information literate. They have little knowledge about databases and electronic journals. Furthermore, they think it is difficult to use the library and they find the library boring and time consuming. On the other hand they are bright people with computer skills. They have an understanding of the Internet and they are also critical in examining documents.

The thought when creating MILE was that the program should be easy to use and it should motivate the user. They wanted to create a virtual room of reflection. The program is designed to compile the target group which is in the early twenties. The user layout is that of a small TV and remote control that appears on the screen. This graphic design is thought to create interest in the target group. The program contains music, humor and film sequences all to motivate the user.

After two hectic days for the conference participliance there were little energy left for discussions.