OUTREACH BEYOND THE BASICS:
FINDING INNOVATIVE WAYS
TO CONNECT USERS
TO DIGITAL COLLECTIONS ASSETS

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THREE EXAMPLES

• Public events
• Graduate course
• Multi-disciplinary collaboration
“We’re going to stream this on Facebook LIVE. Is that cool?”
VISIONS OF RAPTURE

• Art for artless 45s from Black Gospel Music Restoration Project (BGMRP)
• Students in ART 4331: Package Design
• 2 years running
• Audience: undergraduate students from non-project-related discipline
• Goal: get undergraduate art students to engage with BGMRP
VISIONS OF RAPTURE: LESSONS LEARNED

• Get in front of students early
• Provide detailed structure
• Faculty buy-in is crucial
• Find ways to make collection relevant to age group
• Have a good handle on printing logistics for physical exhibit

• Final analysis: 9/10
VOICES & VINYL

- Student-focused concert
- Modern interpretations of 1960s-1970s gospel songs
- Heavenly Voices Gospel Choir
- 2 years running
- Audience: undergraduate music students, general BU population
- Goal: provide opportunity for current students to make “vintage” music relatable to modern audience
• Passionate advocates will move mountains for your project …
• … but remember that students operate on their own timetables
• Ensure an audience: schedule for a public place during high-traffic time
• Leverage the power of high-level social media accounts
• Try not to think about the thousands of people watching you on Facebook

• Final analysis: 10/10
“Honestly, I get really scared that I’m going to break every piece of technology I touch.”
ARCHIVAL TECHNOLOGY AND DIGITAL COLLECTIONS MANAGEMENT

- Offered Fall 2013, 2014, 2016
- Elective course, second years only (requires Archives course prerequisite)
- Overview of major technology trends in museums
- Focus on digitization basics
  - Scanning (flatbed and large format), metadata creation, record enhancement
- Curate and provide content for Omeka online exhibit
Slavery’s Influence on American Culture

Long after the defeat of the South in the Civil War and the emancipation of slaves, slavery continued to influence the American experience. The institution left an indelible mark upon American culture and continues to shape conversations in the country today. From 19th century plantation culture to Reconstruction, from Jim Crow laws to redlining policies in the mid-twentieth century, from the Civil Rights Movement in the 1960s to modern discourse on racial inequality, the impact of slavery on American culture is far reaching. This exhibit focuses on slavery’s influence on four specific areas: the economy, American perspectives of slavery, African American spirituals, and the Civil Rights Movement.
Students still dislike group projects …
… but sometimes that's the only way it will work
Schedule periodic checkins to ensure they’re getting the most out of it
Pre-arrange for materials (physical or existing digital)
Don’t rely on a single source for materials
Serve as gatekeeper for access to enterprise systems

Final analysis: 10/10
MAKE VIDEO GAMES (ABOUT WAR)

Will Middle School students adopt video game learning more readily than, say, deodorant use?
“WAR OF THE REBELLION ATLAS”
VIDEO GAME

- Started as side project from my “Civil War paper dolls project”
- Twice rejected for internal funding
- Create a video game from existing asset
- Target to middle schools
- Graduating senior took on as extra project
From Sabine Pass to Galveston: The Texas Gulf Coast in the Civil War

Welcome! This game will help you learn more about the Texas Gulf Coast’s role in the American Civil War. You will see what happened when Union and Confederate forces fought the battles of Sabine Pass and Galveston using official maps created by the United States War Office in the 1890s. You can start playing the game right away by clicking Start the Game below, or click on Learn About Uniforms and Equipment to discover the kinds of uniforms, flags and equipment used by both sides throughout the war.
October 4, 1862: The Attack on Galveston

The Union Navy, in an attempt to take the port of Galveston, sent three ships into the harbor and asked for the city’s surrender. Rebels at Fort Point fired shots at the boats, and the Union returned fire. A cease-fire was agreed upon and the Confederates escaped the city with their equipment, weapons and supplies. Union forces entered the city later that day.
January 1, 1863: Confederates Retake Galveston

The Confederates sent two “cottonclad” ships into the harbor to attack six Union ships, as well as ground troops to retake the city. The Union Navy sank one of the two ships but the Confederates succeeded in disabling a Union ship, which was then destroyed by its own crew to keep it out of Rebel hands. The loss of the Union ship led Union troops on the ground to believe they had lost the battle, and they surrendered. Some Union troops escaped on ships to Louisiana. In the end, Galveston returned to Confederate control and the blockade was lifted for several days. Galveston was the only major port still in Southern hands at the end of the war in 1865.
WOTR ATLAS GAME: LESSONS LEARNED

• The only thing more challenging than working with video game coders is working with their faculty advisors
• Again, providing more structure is key – “If A=B, then B=C or D, what will G look like?”
• Spec out several platform options (platform agnostic mobile site vs. app)
• Find a great testing partner
• Middle schoolers are stranger beasts than I remembered
• “I thought it would look more like Halo”

• Final analysis: 8/10
IN CLOSING

Remember: good artists create, great artists steal and the rest simply do updated versions of things that happened 40 years earlier in order to save time on the design side.

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