



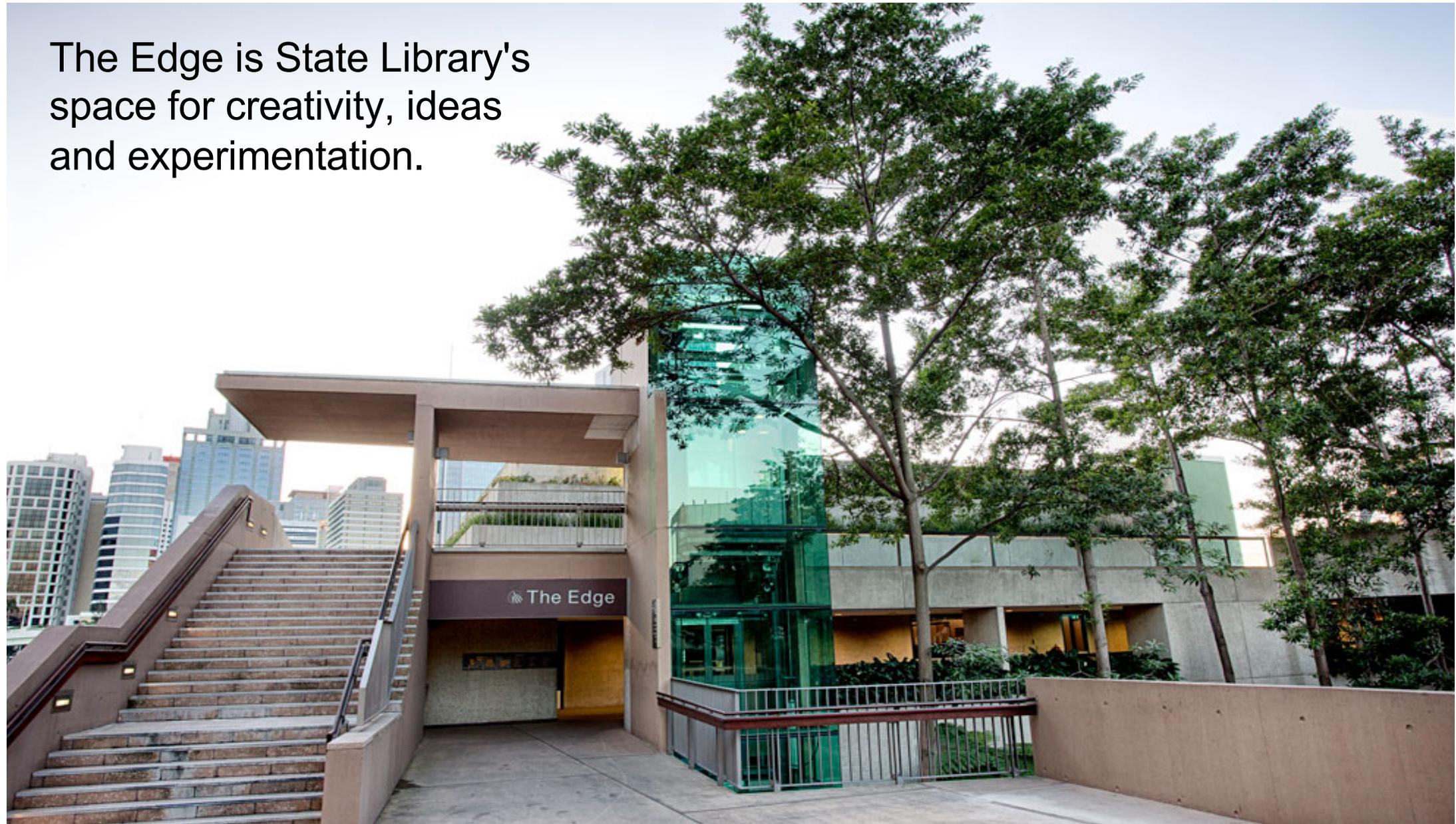
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**Delivering online
engagements in
the GLAM sector**

Welcome

Let's start by acknowledging the Traditional Owners of land we are meeting on.

The Edge is State Library's space for creativity, ideas and experimentation.



We've learnt so much

What you might like to consider when you are thinking about putting on a workshop like this-

1. the technical aspects,
2. design and development of your activity and
3. the actual delivery.



EXAMPLE – Fun Palace

“anyone can be an artist, anyone can do science”

Planning an online Fun Palace activity for your community.

- What would you want to know to make it a success?
- Is it even Possible?
- Do you really need to buy gear?
- **These are the things we want to ask**



Top Tech Considerations

In the next 30 minutes we'll cover:

- Tech Considerations
- Exercise
- Discussion

Let's test your internet speed!

Go to speedtest.net

- Press **GO**



1. Can you hear me? (How about now?)

- Sound should always be your top priority - Patchy, echoey or laggy sound is a deal breaker
- Mic
- Room acoustics
 - Feedback
 - Echo
 - Background noise (dogs, children, construction)
- Noise
- Test your audio



2. Video

- What do you want to show?
- Camera(s)
- Positioning, distance, focus
- Lighting!
- Additional monitors



3. Control

With all this software and hardware; how do we make things easier for ourselves and how can we make the most of this technology?

- Audio mix
- View control
- OBS



Our setup



Phil about to take off

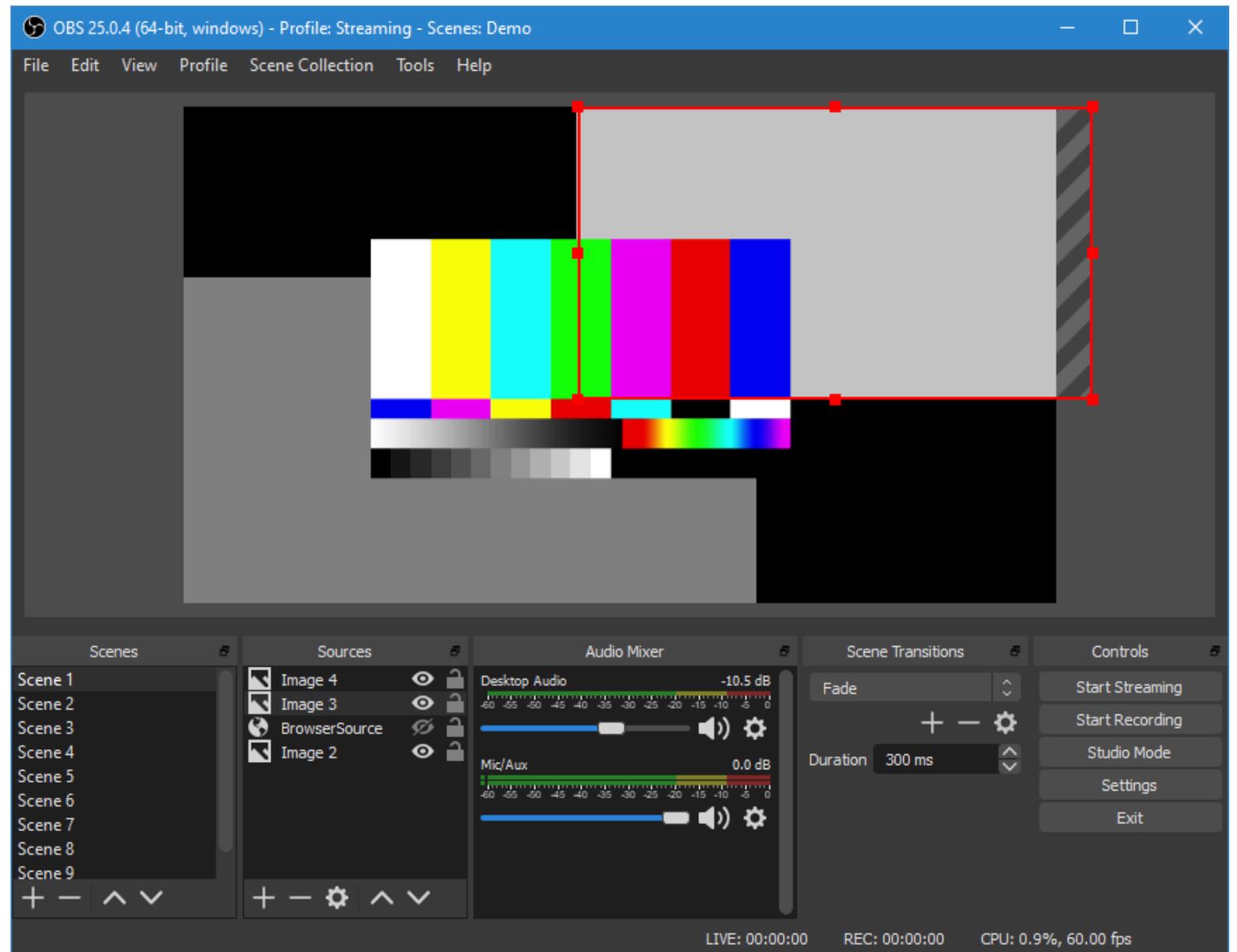
Audio mixer



View control



OBS



4. Setting up and knowing your setup

- Experiment and learn the ins and -outs of your software and hardware.
- Minimise the chance of something going wrong during the workshop
- Helps you troubleshoot if something does happen
- Trial it!

The facilitator needs to know the setup and a helping hand is valuable



5. Use what you have (at least to start with)!

- Trial your setup before purchasing expensive equipment
- Gauge participant reactions and feedback of your setup.
- Adding audio mixers, view control and more advanced software is great but is it the right thing you?
- Is it a one off or are you running multiple workshops over the next months/year?
- Budget after your needs



6. Software

- Pick software that suits your needs and is manageable
- What are the limitation of the software (is there a free and paid version)?
- If you're teaching software and the participants are required to use it during the workshop, account for cost and system requirements



7. What skills and skill sets are available to you

- What skill sets do you have in your team and which ones do you lack?
- Does anyone else in your team or organisation have any helpful skills that you can utilise?
- Consider that not everyone has the same digital literacy and experience.



Activity 1: Resource audit/map

On a big piece of paper make a map of all the resources you would need and/or could access in organisation or local community to run an online Fun Palace activity.

- Resource
- Source: Who has them?
- How to get access?
- Pros and cons of each of these elements



Design and Development

Design and Development Considerations when exploring running an online engagement in your public library



1. Audience and Content

How many people
can you deal with?

1. Audience and Content

Who are you going to target?

- Kids
- Young adults
- Families
- Retirees
- People with a specific interest



1. Audience and Content

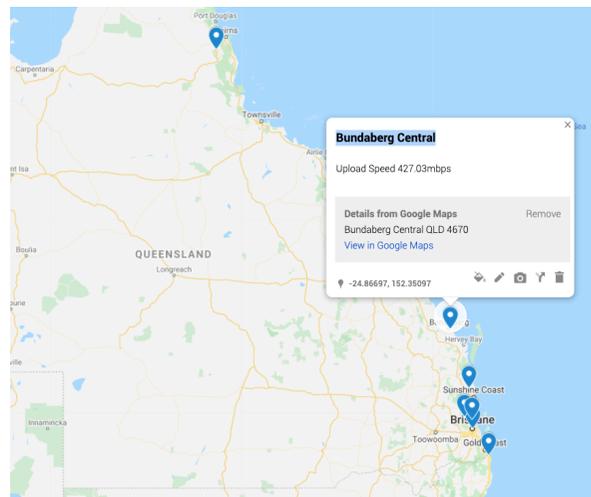
Why are we even doing this at all?

The screenshot shows a wikiHow article page. The main title is "How to Design and Print a 3D Model Using Tinkercad and MakerBot Replicator". Below the title, there is an "Author Info" section and a "METHODS" section with three steps: "Creating on Tinkercad", "Importing to Makerbot Print", and "Exporting from Makerbot Print". There is also an "OTHER SECTIONS" section with "Tips and Warnings" and "Related Articles". A red arrow points to the "SIGN NOW" button in the bottom right corner of the article content area.

The screenshot shows the Lynda.com website. The header includes the Lynda.com logo, a search bar, and navigation links for "Sign In" and "Sign Up". Below the header, there is a banner for "Lynda.com is now LinkedIn Learning". The main content area features a section for "Design Training and Tutorials" with a description and a "Start My Free Month" button. Below this, there is a "New Releases" section with four featured items: "Type Tips Weekly", "The Dumb Things Smart People Do with Their Money", "Animating in Photoshop", and "Social Media for Graphic Designers".

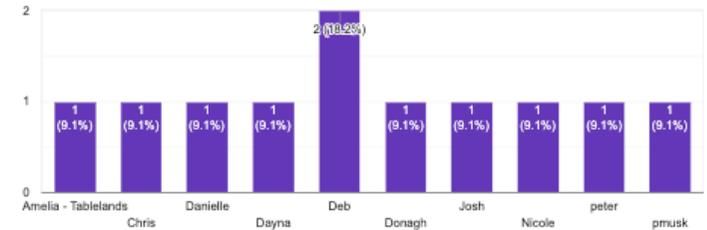
2. What kind of activity

Just cause we can't be together, doesn't mean we can't have fun, and we can't get things done.



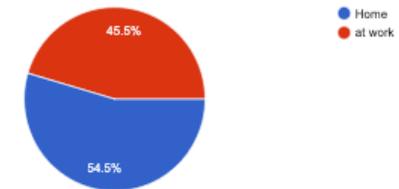
Nickname

11 responses



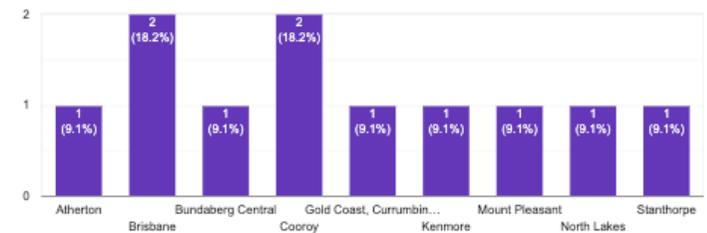
Where are you

11 responses



Location (Town, suburb or City)

11 responses



3. Keep an eye on the time



Time management



4. Tools and Materials



5. Cost

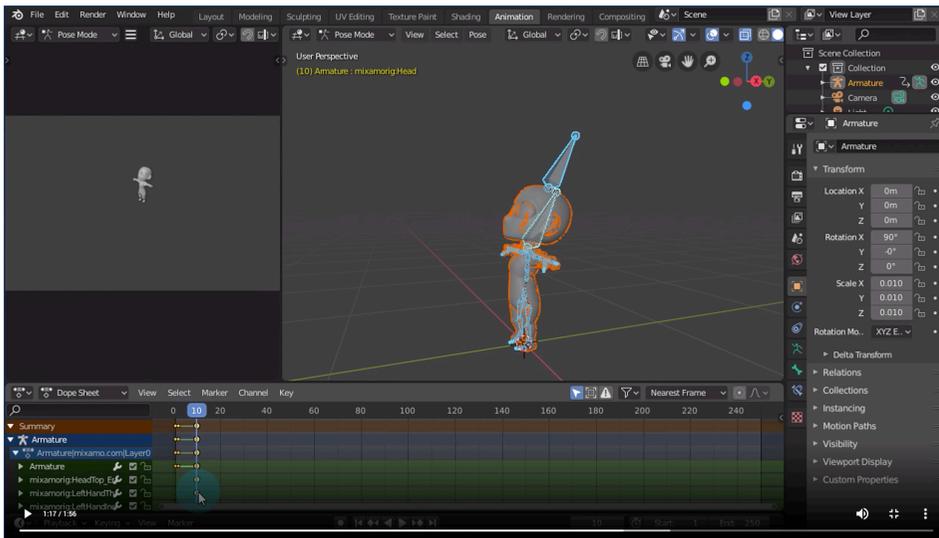


What can your community afford?



6. Short-cuts to success

Here's one I prepared earlier and other successful workshops.



*Examples from our online adaption of our **DIY Action Figures** earlier in the year*

ACTIVITY 2 - Activity Plan

Here's one I prepared earlier

Fun Palace Activity Plan

About your activity

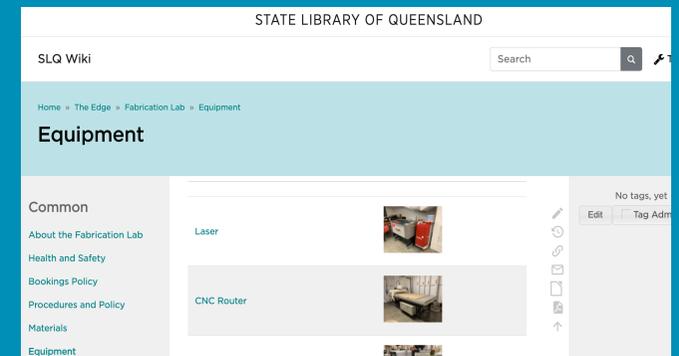
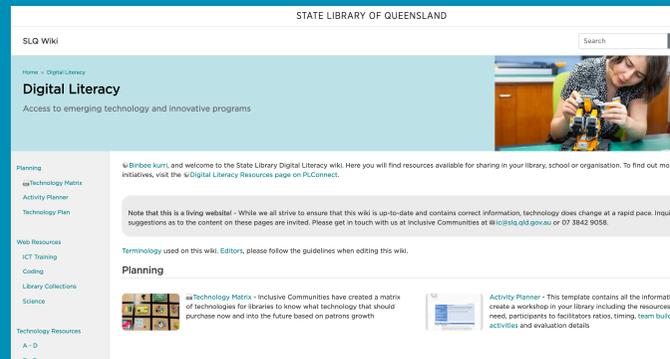
What kind of community are you going to run this in? (big regional centre, tiny community etc)

Your answer

...and the

Final Consideration

Ask for help: ask your friends, ask your colleagues and of course ask us - *its what we're here for*



AppliedCreativity@slq.qld.gov.au or wiki.slq.qld.gov.au

Questions and Feedback

Did we miss anything?

Do you think there is anything else we could do to make this kind of workshop better?

What's the main thing you'll take away from today?

Is this the kind of workshop you'd like to see more of?

Are there any topics you think would be good?

Get in touch

AppliedCreativity@slq.qld.gov.au

wiki.slq.qld.gov.au





Queensland
Government

all yours