**Session Title:** Measuring Learning Outcomes of New Library Initiatives

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*Scope & rationale:* The advent of new technologies, such as virtual/augmented/mixed reality, and new pedagogical concepts, such as gaming and gamification, steers academic libraries in unchartered territories. There is not yet sufficiently compiled research and, respectively, proof to justify financial and workforce investment in such endeavors. On the other hand, dwindling resources for education presses administration to demand justification for new endeavors. As it has been established already, technology does not teach; teachers do; a growing body of literature questions the impact of educational technology on educational outcomes.

This session seeks to bring together presentations and discussion, both qualitative and quantitative research, related to new pedagogical and technological endeavors in academic libraries as part of education on campus.

By experimenting with new technologies such as Video 360 degrees and new pedagogical approaches such as gaming and gamification, does the library improve learning? By experimenting with new technologies and pedagogical approaches, does the library help campus faculty to adopt these methods and improve their teaching? How can results be measured, demonstrated?

Presenters:

**Presenters who want to join the session can e-mail to the session's coordinator.**