Representative Documents
Programs, Centers, Incubators
BOSTON UNIVERSITY
Buzz Lab
http://questromworld.bu.edu/entrepreneurship/buzzlab/welcome/
Empowering engineers to drive innovation.

The Institute for the Global Entrepreneur at UC San Diego encompasses a series of programs, centers and initiatives all working toward a common goal: preparing engineers to become change makers and technical leaders who drive innovation within organizations both large and small.

Get involved as a mentor
Create a custom program for your organization.

News from the Institute

May 23, 2017
New UC San Diego Technology Accelerator Selects Five Teams for its Inaugural Cohort

Today the Institute for the Global Entrepreneur (IGE) at the University of California, San Diego announced team selections for its new technology accelerator. Five UC San Diego research teams, with innovations ranging from advanced healthcare diagnostics and medical device technologies to next-generation LiDAR for autonomous vehicle navigation, have been selected to join the new campus program. Full Story
The Startup Lab is a CAH initiative to support health and finance startups in leveraging behavioral economics through the application of existing findings from the field as well as original research. The academic incubator aims to expose startups to behavioral economics, support the integration of insights from social science, and facilitate collaborative projects with CAH lab members to answer startup-specific research questions. Learn more

The Startup Lab aims to smartly accelerate the development of early stage companies in the health and finance fields through integrating behavioral economics principles and experimentation methods into their business models and products.

Startups participating in our 3-9 month program will learn to leverage academic research to test, build, and scale their products and understand their users' decision-making processes so as to design products that powerfully impact the way their consumers form habits, make decisions, and interact with digital tools.

Want to know the latest behavioral insights?
Stay up to date on the latest behavioral research, events and resources.

Get Involved
Interested in how you can contribute as a partner or mentor? Drop us a line at startup@advanced-hindsight.com or check out our open mentoring opportunities.

Apply to the Startup Lab
Excited about integrating behavioral insights into your health or finance tech product? Applications are open until June 30th at 5pm EST. Apply now
DUKE UNIVERSITY
Center for Advanced Hindsight
http://advanced-hindsight.com/startup-lab/

UBANK
Ubank is a mobile app that helps college students in Latin America take control of their spending and save for the things and experiences they love.
http://ubankaap.com

SYNAPSE
Synapse is building a push notifications product that helps people be less distracted and more productive. Using a combination of behavioral economics and machine learning, we categorize and schedule every notification a person gets, to optimize for relevance and delight.
http://synapse.ly/

MEET OUR MENTORS

Cella Hodent
Director of User Experience
Epic Games

Julie Grundy
Information Architect
Duke OIT Web Services

Michael Norton
Professor of Business Administration (Marketing Unit)
Harvard Business School
Creating Collisions

Bringing creators together to spark innovation

At the Innovation Hub, the idea of bringing together creative people infuses everything from the design of the building to the workshops, panel discussions, receptions and other events that make this incubator program unique.

800+ New Jobs

Since the building opened, startup companies have created 800+ jobs, contributing to the local economy.

"The environment here is phenomenal. All the things you need as a fledgling company to tie all your ends together and keep going are here."

Jonathan Rowe, CEO, Neuronet
Representative Documents: Programs, Centers, Incubators

UNIVERSITY OF FLORIDA
Innovation Hub
http://floridainnovationhub.ufl.edu/

Events for Residents*

The Innovation Hub is more than a building. Events such as workshops, panel discussions and networking receptions, team meetings and current TDI Talks, incorporate the core of the program. The knowledge and connections you’ll gain through these experiences will help your startup company thrive.

Increase your chances of success

Your startup will have a significantly better chance of success with access to our resources and advice. According to the National Business Incubator Association (NBIA), 37 percent of startups enrolled into incubators survive four times the national average. To increase your chance of success, submit the intake application form. Once we have received it, we will contact you to discuss the next step in the application process.

*These events are subject to change; please check the website for updates.

How to apply
FLORIDA STATE UNIVERSITY
Jim Moran School of Entrepreneurship
http://jimmoranschool.fsu.edu/

JIM MORAN SCHOOL OF ENTREPRENEURSHIP
THE NATION'S FIRST STAND-ALONE ENTREPRENEURSHIP SCHOOL AT A PUBLIC UNIVERSITY

FSU’s Great Give: Entrepreneurship Case Competition Club
“THANK YOU so much for your generosity and unselfish contributions during last week’s Great Give. The number and dollar amount of gifts received during the 36-hour campaign was very impressive and heartwarming!...”
Susan Flurito

Panama City now accepting applications for fall 2017
The Jim Moran School of Entrepreneurship at FSU Panama City is designed for those who wish to embark on an entrepreneurial journey. Students must complete an application for the Jim Moran School at Panama City by June 25, 2017

What Makes Us Different...
The first interdisciplinary entrepreneurship school in the country with entrepreneurs as faculty from almost every college at FSU.
UNIVERSITY OF GUELPH
CBaSE – The Hub
http://www.uoguelph.ca/cbase/thehub

The Hub Incubator Program

Whether for-profit or not-for-profit, you can receive the support to grow or begin your startup. The Hub offers UofG students and alumni funding, dedicated office space and access to experienced entrepreneurs. The Hub focuses on helping startups develop a strong business model that can be rigorously tested and intelligently scaled.

The program is available to University of Guelph students and alumni working on innovative projects. Eligible teams must have at least one co-founder who is a current University of Guelph student or alumnus between the ages of 18 to 29. The Hub focuses on businesses in the beverage and food, life sciences, agriculture or social enterprise sectors but all ideas are welcome.

Teams accepted into The Hub are required to complete at least 30 hours of work each week and receiving full funding will be based on teams meeting certain requirements.

The Hub Offers

- **Funding**: $8,000+ grant to help expedite growth
- **Mentors**: Access to experienced entrepreneurs
- **Office Space**: Inspiring work and meeting space
- **Business Services**: A network of accessible professionals
- **Resources**: Tools and expertise to support growth
- **Entrepreneurial Workshops**: Learn about trends, tools and pertinent topics

"The Hub was an excellent experience for Radtree Robotics. Once we entered the Hub, the backing of the program enabled more people to pay attention to us. It also focused our objectives and shifted away from only thinking about technology. They kept us motivated and in track by helping to set our goals and refining our thinking during each meeting. The feedback was helpful since it helped us build the initial prototype and ultimately, converted us to FounderLab."

Jason Ernst
Radtree Robotics, CEO/Founder
INNOVATE. COLLABORATE. THINK BIG. INSPIRE OTHERS.

HANG YOUR TECH HAT HERE.

Your tech business needs are simple: smart people, the right tools and a comfortable space in which to change the world.

We understand, and we’ve got you covered.

The Technology Incubator, located on Centennial Campus at NC State University and next to the Hunt Library, is your direct link to this unique research campus, employing experts and game-changers in the areas of research and development that matter most to you and your start-up company.

Unlike other university-based technology incubators, ours is open to all parties, not just university-related spin-offs.

Even better, no equity stake is assumed by the university. Your technology is your technology, from start to finish.

Contact us to schedule a visit or to learn more about our program.

Gigabit Network Powered by Celito.net

celito.net
Representative Documents: Programs, Centers, Incubators

NORTH CAROLINA STATE UNIVERSITY
Technology Incubator @ Centennial Campus
https://techincubator.ncsu.edu/
The Ohio State University Center for Innovation and Entrepreneurship is an official academic center of The Ohio State University housed at the Fisher College of Business.

The center facilitates entrepreneurial and innovation-based learning and experiences that will impact the global economy by assisting in new company formation and the development of new products and services within existing businesses.

Innovation and Entrepreneurship

Because leading brands are increasingly employing innovation process for new product and service development and creation to achieve sustainable differentiation and long-term viability, both business schools and businesses need to:

- Prepare students for a new professional paradigm
- Partner with one another through research, training, and development focused on new processes for ideation, incubation, and commercialization
- Eject new approaches to value creation applied to a cross section of business issues and to address problems of global dimension, including job creation
Lion LaunchPad is a business accelerator program that helps student entrepreneurs turn innovative product and service concepts into viable startup companies by offering mentoring, work space, and micro-grants. We support students in all majors as they develop the entrepreneurial mindset, skills and desire to look for opportunities for innovation and positive change.
Special Living Option beginning fall 2017

First-year students from any college now have the opportunity to participate in a Special Living Option (SLO) and explore innovation and entrepreneurship alongside like-minded students.

Students interested in the Lion LaunchPad SLO for fall 2017 should indicate their preference in eLiving before May 15.

Learn more at Penn State News.

Student Entrepreneurs in Action

Read the stories of student teams that were recently awarded Lion LaunchPad grants. Best of luck to them as they continue to grow their businesses!

What’sPoppin | DezComp | Parking Bee | Someone | Musical Minds
SYRACUSE UNIVERSITY
Blackstone Launchpad
http://launchpad.syr.edu/

The Blackstone Launchpad has given us the setting and the resources to critically think through and solve the challenges we face as a startup. For our team, this space makes magic happen – it is a second home.

~Ryan Brinkerhoff, Thrive Project
TEXAS A&M UNIVERSITY
Startup Aggieland
http://startupaggieland.com/

THINK GLOBALLY. ACT LOCALLY.

Startup Aggieland is a globally-recognized, award-winning, pre-acceleration program disguised as a multidisciplinary business accelerator. A testament to the American Dream, our business accelerator accepts client companies that want to change the world, make a real difference in people’s lives and create value where none previously existed. Students, staff and faculty – as well as former students – are eligible to apply for mentoring and resources as clients of Startup Aggieland. Applications are competitive and require participation in a rigorous Lean Startup program.
ENTREPRENEURSHIP AS A CAREER CHOICE

Where will your entrepreneurial journey take you?

Take the road less traveled.

CENTER FOR NEW VENTURES AND ENTREPRENEURSHIP (CNVE)

Since its inception in 1998, the Center for New Ventures and Entrepreneurship (CNVE) has served as the hub of entrepreneurship for Texas A&M University. CNVE enhances the student experience by providing education, training, networking and resources for aspiring students, faculty, veterans and former students.

GET PLUGGED IN AS A MEMBER OF ENTREPRENEURSHIP SOCIETY

A recognized student organization at Texas A&M University, E-Society is the front door for students to explore entrepreneurship. Leadership positions are available. E-Society's annual signature event is Startup 101. The student-managed three-day workshop is open to the public. E-Society also hosts speakers and social events.

3-DAY STARTUP / TEXAS A&M

3-Day Startup is an extreme launch experience, open to all majors and levels of study at Texas A&M University. Staged at Startup Aggieland each fall and spring, students form teams and develop products, then pitch to investors at a public networking event. $50 is free for students, including all meals and snacks at the 12-hour event.

MGMT 489: INNOVATIVE PRODUCT DESIGN - DISCOVER THE FUTURE

As hockey legend Wayne Gretzky once said, “I skate to where the puck is going to be, not where it has been.” In Professor Don Lewis’s multidisciplinary Innovative Product Development course, cross-listed in five colleges, students of all levels use Lean Startup to see the future for a product and be light years ahead of industry trends.

UNIVERSITY / POST OAK MALL COLLABORATIVE (UPC)

Startup Aggieland's UPC is a "popup" retail incubator – the first retail incubator in our state. In partnership with Mays Business School’s Center for Retailing Studies and CBs Management in Waco, owner of Post Oak Mall, the UPC opened in June 2015 with our client Lynx Toys, which has since sold more than 25,000 pool noodle connectors.

STARTUP AGGIELAND SEED FUND

Student-vetted the Seed Fund offers non-dilutive grants for student ventures. Startup Aggieland requires no equity or IP ownership in return, but we hope you'll pay it forward:

• Company client of Startup Aggieland
• Academically-eligible TAMU student
• Proven commitment to the company success with evidence of results
UNIVERSITY OF TORONTO
Entrepreneurship
http://entrepreneurs.utoronto.ca/
UNIVERSITY OF TORONTO
Entrepreneurship
http://entrepreneurs.utoronto.ca/
WHAT IS ENTREPRENEURSHIP AT VIRGINIA TECH?

Purposeful, positive change to society is not possible without the cultivation of thoughtful leaders and enterprising minds. At Virginia Tech, our mission is to do just this, by inspiring and preparing students to turn their passion and ideas into action. We strive to create a culture that unleashes creativity, sparks vision and innovation, and instills in tomorrow’s leaders the entrepreneurial mindset and skillset that will enable them to truly invent the future.
**WHERE INNOVATION STARTS**

Virginia Tech is a world leader in interdisciplinary education and collaborative innovation. Our mission is to foster a love of learning and service to our community, both local and global. We support every stage of an entrepreneur's journey from research to commercialization. But Virginia Tech is more than about starting businesses. We enable our students to create knowledge and to apply it to the needs of an interconnected world.

**RESOURCES**

<table>
<thead>
<tr>
<th>Networking</th>
<th>Product Design</th>
<th>Working Spaces</th>
<th>Education</th>
<th>Funding &amp; Legal</th>
</tr>
</thead>
<tbody>
<tr>
<td>Apex Systems Center for Innovation and Entrepreneurship</td>
<td>The premier resource for Virginia Tech students, alumni and faculty innovators and entrepreneurs.</td>
<td></td>
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<tr>
<td>Roanoke-Blacksburg Technology Council</td>
<td>Promoting the growth of the region's technology sector.</td>
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<tr>
<td>Entrepreneur Club (E-Club)</td>
<td>The Entrepreneur Club at Virginia Tech brings students together to build world-changing ideas.</td>
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<tr>
<td>@ the NEExus</td>
<td>Virginia Tech's innovation and entrepreneurship summit.</td>
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<tr>
<td>Virginia Tech Intellectual Properties, Inc.</td>
<td>Licenses technologies developed by Virginia Tech faculty, staff and students.</td>
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<tr>
<td>inVenTs Living Learning Community</td>
<td>An interdisciplinary living-learning space for students interested in transforming innovative ideas.</td>
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<tr>
<td>VT KnowledgeWorks</td>
<td>Services to help entrepreneurs plan, launch, and grow a business.</td>
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<tr>
<td>National Science Foundation iCorps</td>
<td>Fostering entrepreneurship that will lead to the commercialization of NSF-funded research</td>
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<tr>
<td>Technical Assistance Program</td>
<td>Connecting faculty members to market needs and the businesses who can utilize them.</td>
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<tr>
<td>Northern Virginia Technology Council</td>
<td>Connecting, growing, educating, and advocating for the innovative and entrepreneurial technology community in Northern Virginia and the greater region.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Innovate Living Learning Community</td>
<td>Discovering, preparing, and connecting the next generation of entrepreneurial leaders.</td>
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</tr>
<tr>
<td>Virginia Tech National Capital Region</td>
<td>Dedicated to furthering the university’s education, research, and outreach in the Washington, D.C. metro area.</td>
<td></td>
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</tr>
<tr>
<td>Virginia Tech Office of Economic Development</td>
<td>Developing the capacity of communities and the university to support technology, talent and entrepreneurship.</td>
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</tr>
<tr>
<td>Startup Weekend</td>
<td>Where Blacksburg comes to build skills, meet incredible people, and launch successful startups.</td>
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</tr>
</tbody>
</table>
Entrepreneurship

IT'S IN OUR DNA

Waterloo is an entrepreneurial ecosystem where technological leaders and startup founders share the same goal: to bring innovative and world-changing ideas to the global marketplace.

INSPIRATION
EDUCATION
DISCOVERY
INCUBATION AND ACCELERATION
CONNECTION

A FULL SPECTRUM OF SUPPORT

Hundreds of companies and thousands of student success stories trace their roots to Waterloo's one-of-a-kind entrepreneurship ecosystem — fuelled by creator-owns intellectual property policy, experience-rich learning in the world's largest co-operative education program, and a bold, progress-driven culture that embraces innovation and risk.
EXPLORE OUR OPPORTUNITIES

There is no one-size-fits-all definition of an entrepreneur. That’s why University of Waterloo offers a full spectrum of support, from the early stages of inspiration and discovery, to the incubation and acceleration of commercial and social ventures. Entrepreneurs thrive here.

- Velocity
- Entrepreneurship Society (EntSoc)
- Conrad Business, Entrepreneurship and Technology Centre
- Research Entrepreneurs Accelerating Prosperity (REAP)
- Engineering Innovation
- Waterloo Commercialization Office (WatCox)
- St. Paul’s GreenHouse
- Accelerator Centre
- Stratford Digital Media Campus

BY THE NUMBERS

- 30+ SUPPORT AND FOR-CREDIT PROGRAMS IN THE ENTREPRENEURIAL ECOSYSTEM
- 175+ COMPANIES ESTABLISHED THROUGH VELOCITY
- $425M IN FUNDING RAISED BY VELOCITY COMPANIES
Library Resources
Entrepreneurship: Getting Started
http://guides.library.ubc.ca/entrepreneurship
Small Business Accelerator Program

SOLVE YOUR BUSINESS NEEDS WITH OUR FREE E-TOOLS

From marketing to graphic design to project management, take advantage of our curated list of tried and true e-tools.

The Small Business Accelerator offers free online access to reliable business information and tools for secondary market research for BC businesses and entrepreneurs. This initiative is led by UBC Library's Irving K. Barber Learning Centre.
Recent Blog Posts

Accelerate Your Learning with Video Tutorials
Thursday, May 18, 2017
Want to learn how to define your business structure, use social media for your business or sharpen your Excel skills, but don’t have time to take a course? No problem! With the growth of online...

Support for Social Enterprises
Monday, May 1, 2017
What do British Columbians value? Making positive impacts—and the social ventures sector is certainly thriving in British Columbia. According to the BC Social Venture Sector Labour Market Study, 2015...

Making the Pitch: How Research Can Build Credibility
Wednesday, April 19, 2017
You’ve got “THE” business idea that you’re convinced will be a success. But how can you convince your audience? With research! Prove You Know the Competition A good starting point is...

Small Business Accelerator Program
UBC Library, Vancouver Campus
Irving K. Barber Learning Centre
1901 East Mall
Vancouver, BC Canada V6T 1Z1
E-mail sba.ubc.ca
Website sba.ubc.ca

More Posts >

Twitter
Tweets by @sba.ubc

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About the University
News
Events
Careers
Make a Gift
Search UBC.ca

UBC Campuses
Vancouver Campus
Okanagan Campus
UBC Sites
Robson Square
Centre for Digital Media
Faculty of Medicine Across BC
Asia Pacific Regional Office
Lab-to-Market: a Guide to Market Research Resources @ UCSD

Start Here

Librarian on site

Librarian drop-in hours
Winter quarter!

Starting Jan. 18
Adele will have on-site hours Wednesdays 12:30 - 2 pm
near the Graduate Lounge (9th 2W127)

NOTE: The last drop-in hours for winter occur 1/22. Regular weekly hours for Spring will re-start 4/19.

Quick Links

- Market Research Resources @ UCSD
- Project Management Resources Guide
- Economics Resources Guide
- Searching/Patents
- Career Choice & Change

Background on the Market Research Process

These are materials from class presentations by Adele on market research using UCSD’s tools.

- Market Research Worksheet
  This handout that promotes you to consider many types of intelligence sources
- Decision Tree Handout
  This document provides a visual for the types of the market research resources you have available to you.

Contact Information

Adele Bash
Email Me

Contact:
Economics & Business Librarian
UC San Diego Library
University of California, San Diego
9500 Gilman Dr, 0175R
La Jolla, CA 92036-0175

Subjects:
Business, Economics

Special Thanks

Thanks to Ruby Leow, MLIS student intern and Geisel Library staff member, who contributed extensively to this page.
This research guide is designed for use by both community-based and UK-affiliated entrepreneurs.

If you are not affiliated with the University of Kentucky (as faculty, staff, or student), you will have to come to one of our campus locations in order to access most of the electronic resources. Community members who are Kentucky residents and over 18 years of age can get a library card and check out materials.

Books

Encyclopedia of New Venture Management by Matthew R. Marvel (Editor)
Publication Date: 2012

New ventures are often launched into highly dynamic environments characterized by rapid technological change, intense unpredictability and an uncertain profit flow. While new ventures offer those who initiate them a high degree of independence, excitement, and potential for great reward, they also bring high risk, stress, and greater potential for failure. Thus, it takes a special set of skills, techniques, and temperament to succeed. These skills, along with the potential risks and rewards and environmental settings and characteristics, are explored in the Encyclopedia of New Venture Management.
Entrepreneurship

http://libguides.uky.edu/entrepreneurship

- Representative Documents: Library Resources

- Kentucky Chamber of Commerce

- Commerce Lexington

- Kentucky Small Business Development Center

- America's SBDC Kentucky

- Small Business Reference Center (includes description)

- Business Owner's Toolkit

- Start Your Own Business: 50 Things You'll Need To Do
## Journal, Magazine, Newspaper Articles - Current news about companies, industries, markets, products

<table>
<thead>
<tr>
<th>Database</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>Proquest Entrepreneurship</td>
<td>Selected articles on entrepreneurial topics from 1000s of business sources. 1965-</td>
</tr>
<tr>
<td>ABI/Inform Complete</td>
<td>Research journals, trade journals, 3,000 full-text outs. Exclusive provider - WJS, 1971-</td>
</tr>
<tr>
<td>Business Source Premier</td>
<td>Trade journals, business magazines, 8,000 pubs. indexed. Exclusive provider - HBR, 1956-</td>
</tr>
<tr>
<td>LexisNexis Academic</td>
<td>Daily newspapers, newsletters, wires, TV broadcast transcripts - for local/regional news.</td>
</tr>
<tr>
<td>Massachusetts Newshub</td>
<td>Daily newspapers from eight Massachusetts cities, plus weekly business newspapers.</td>
</tr>
<tr>
<td>Regional Business News</td>
<td>Weekly business newspapers from regions and cities across the US.</td>
</tr>
</tbody>
</table>

## Environmental/Social Policy Reports

<table>
<thead>
<tr>
<th>Database</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sustainability Watch</td>
<td>Brief reports on 200+ sustainable business topics.</td>
</tr>
<tr>
<td>PolicyFile</td>
<td>Reports from think tanks and policy institutes.</td>
</tr>
</tbody>
</table>

## Industry Reports - Macro-analysis of industry conditions, performance & strategy

<table>
<thead>
<tr>
<th>Database</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>IBISWorld Reports</td>
<td>Reports for every NACOS industry, based on Porter’s Five Forces analysis.</td>
</tr>
<tr>
<td>First Research</td>
<td>Analysis from a market strategy perspective. Screen industries by performance.</td>
</tr>
<tr>
<td>S&amp;P Industry Surveys</td>
<td>Standard &amp; Poor's industry analysis from an investment risk perspective.</td>
</tr>
<tr>
<td>Plunkett Research Online</td>
<td>Industry data &amp; analysis for 30 economic sectors; top companies, market rankings.</td>
</tr>
</tbody>
</table>

## Market Reports - Consumers market analysis - Trends & preferences

<table>
<thead>
<tr>
<th>Database</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mintel Oxygen</td>
<td>Retail markets, technology, consumer lifestyle, hospitality, leisure and tourism markets.</td>
</tr>
<tr>
<td>MarketResearch.com</td>
<td>Manufacturing, computers, electronics, finance, food, healthcare, drugs, retailing, telecom.</td>
</tr>
<tr>
<td>Forrester Research</td>
<td>Focus on internet markets - business applications and consumer research, decision tools.</td>
</tr>
<tr>
<td>Feathers Advisory on IT</td>
<td>IT Infrastructure, telecom, wireless and data networks, convergence, security, internet.</td>
</tr>
<tr>
<td>Passport GMID</td>
<td>Consumer market reports &amp; data for every country worldwide. Historical, current, forecasts.</td>
</tr>
<tr>
<td>Plunkett Research Online</td>
<td>Market data for 30 economic sectors, top companies, market rankings.</td>
</tr>
</tbody>
</table>

## Company Reports - Facts, history, operations, products, revenues, competitors, leadership

<table>
<thead>
<tr>
<th>Database</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESG Manager on Campus</td>
<td>Analysis of the environmental, social, governance performance of 6,000 global firms.</td>
</tr>
<tr>
<td>MergerStat Online</td>
<td>Financial analysis - public companies worldwide. 15 yrs. financial ratios, SEC filings.</td>
</tr>
<tr>
<td>Hoover's Company Profiles</td>
<td>Brief reports - 14,000 companies - background, products, revenues, competitors.</td>
</tr>
<tr>
<td>LexisNexis Company Dossier</td>
<td>Public and private company profiles - reports, data, litigation, competitors.</td>
</tr>
<tr>
<td>Directory of Company Histories</td>
<td>Essays, corporate chronologies on the World's largest, most influential companies.</td>
</tr>
</tbody>
</table>

## Company Directories - Locate customers, competitors, suppliers - by type of business, location, size

<table>
<thead>
<tr>
<th>Directory</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>DB &amp; Million Dollar Database</td>
<td>Directory of all US &amp; Canadian companies. Search by type, location, size.</td>
</tr>
<tr>
<td>Corporate Affiliations</td>
<td>Corporate family tree for 200,000 US and international companies.</td>
</tr>
<tr>
<td>Sports Market Place Directory</td>
<td>Directory of sport organizations, media, sponsors, events, retailers.</td>
</tr>
<tr>
<td>Venture Capital &amp; Private Equity</td>
<td>Directory of 2,300 firms - executives, invest amount, criteria, stage, fund size.</td>
</tr>
</tbody>
</table>
Selma D. and Stanley C. Hollander MakeCentral: Makerspace

Hollander MakeCentral is an alternative learning environment and gathering space that encourages cross-discipline collaboration, experimentation and learning. All students, staff, faculty and community members can use the space for maker projects and activities. Our space encourages hands-on and social learning about new technologies and techniques.

Access

All students, faculty, staff and non-MSU affiliated patrons can submit files to be 3D printed, laser, or vinyl cut using Hollander MakeCentral 3D machinery. Fill out the submission form related to your request and staff will consult with you about pricing and completion date. All prints and cuts will be performed in the order they are received and may take a few days depending on order volume. Items printed from the Library's 3D printer not picked up within 14 days after being printed become the property of the Library.

If you have questions, you can email MakeCentral Staff or call (517) 884-0844.
Open House: What’s a Makerspace?

Location: Selma D. and Stanley C. Hollander MakeCentral

April 15th 11:00 AM – 4:00 PM

In this open house, Hollander MakeCentral will open its doors and open minds showing how to use cutting edge technologies to go from idea to invention. 3D Printing and Scanning, Programmable Circuitry, and Play-Doh and Legos (yep!) will all be showcased in this drop-in all ages event.

Software

- Meshmixer
- Tinkercad
- 123D Design
- Skanect
- Arduino
- 123D Catch
- Autodesk Fusion 360
- Thingiverse

Make Central Features

Spring 2017 Classes and Workshops

Sign up today for a free workshop at the library! Sign up early, as most classes have limited enrollment. Offered this semester:

- Citation Management - Endnote X6 and Endnote Online, Hendeley, and Zotero
- Digital Scholarship - audio and image analysis, Reatline, Podcasting
- Make Central
- GIS programs - compass navigation and QGIS
- Desire2Learn, ZOOM, and MediaSpace

View or search all of MSU Libraries’ Features | View Business Library Features
Overview

The advantage of business and marketing information in entrepreneurial pursuits cannot be Overestimated. Knowledge, facts and data, appropriately applied, are powerful and advantageous. This guide is created and updated to provide the best the University Libraries can offer in several key areas, as noted in the navigation links to the left, for investigating markets, developing innovative products and services, and planning a business.

Our priorities in making this guide available are as follows:

- Support for the Entrepreneurship & Innovation (ENTI) cross disciplinary entrepreneurship minor
- Support for other curriculum-connected student entrepreneurship projects.

We will provide information support for entrepreneurship research that is not connected to Penn State curriculum. However, use of most of our online resources is restricted by license agreements which prohibit such use. Researchers whose purposes are for-profit or non-educational will be directed to resources that are not restricted.

Kevin Harwell

Email Me
Entrepreneurship support

University of Toronto libraries supports campus entrepreneurs enrolled in courses and programs, commercializing research, and launching startups on their own or via a campus accelerator.

For more information or questions about anything on this page, please contact Entrepreneurship Librarian Carey Toone.

Research tools and support

Entrepreneurship research guide
Whether you’re new to commercialization or an experienced entrepreneur, this guide is a quick and easy way to access the most useful resources the library has to offer, including market research, journals, books, tools, and information on financing and business plans.

Entrepreneurship databases
An A-to-Z list of databases useful for entrepreneurship research by students, faculty and staff.

Introduction to patents and patent searching
This guide is designed to introduce you to patent searching. Basic patent information as well as useful resources are included to help get you started.

Standards and Codes research guide
Define, search, locate, and cite standards and codes across a broad range of engineering disciplines and manufacturing sectors and industries.

Request research help
Librarians are available to support your research via email or in-person consultation or referral.

Campus resources, space and equipment

Campus startups 101
How to U of T: Thinking about launching a startup? Wondering what an accelerator is, or where you can find a 3D printer? Start with this guide.

Launchpad: Campus resources for U of T startups
An orientation session offered each semester covering everything from accelerators to workshops to help you get your venture off the ground at U of T.
Workshops and instruction

The library offers a number of workshops related to entrepreneurship research.

Entrepreneurship research workshops
Open workshops offered through the library. Topics range from an introduction to business research to market sizing, primary research strategies and tools, datasets for entrepreneurs, and finding a startup job. Eligible for recognition on your Co-curricular record.

Research commercialization for graduate students
Includes an introduction to invention disclosures and research commercialization processes at U of T, as well as an orientation to campus resources and business research. Part of the Graduate Professional Skills workshop series offered by the School of Graduate Studies.

3D printing safety training
Complete this safety training workshop in order to gain access to the 3D printers housed at the iMAGLab at Gerstein Science Information Centre.

Plus: Faculty and instructors can request instructional support on library market research resources by contacting Entrepreneurship Librarian Casey Tsane,
Find out more about how librarians support teaching.

Community links

The University of Toronto Entrepreneurship Office manages an event calendar or subscribe to their newsletter.

The Business Information Centre at the Rotman School of Management offers support for business research including entrepreneurship.

The Innovation & Partnerships Office (IPO) helps build successful partnerships between industry, business, government, and the University of Toronto research community and manages U of T’s portfolio of intellectual property.

As the regional innovation centre for Toronto, MaRS Market intelligence supports U of T startups with a variety of programs and services including the Startup Library and regular events.

Toronto Public Library provides access to business databases and online research tools for residents of Toronto.
A Guide for Entrepreneurs

Creating your own start up? Looking to change the world? Want to know if your idea is patentable? Let this Library website be your guide.

Navigating This Guide

To make the most of this guide, follow the tabs in order, reading the top-level tab and the tabs beneath it before moving on to the next top-level tab. Start with the Home tab and the sub-tabs beneath it before moving on to the next two tabs. Here’s an overview of the information you’ll find in this guide:

• Home Tab - Search strategies necessary to harness the power of scholarly research & journals databases;
• Pactiva: A Basic Guide - Detailed instructions on using Pactiva, one of the most useful sources of business information for Waterloo's entrepreneurs;
• Research & Writing - A list of useful databases that Waterloo subscribes to, in order to start your search, as well as information on citing business sources.
• Assessing the Industry - Connect to other relevant Research Guides to help find company information, market research, and finances;
• Growing Your Startup - Are you looking for a mentor? Funding? A program or course to help you through the entrepreneurial landscape? Find your right fit here;
• Patent Searching - A quick look at what patents are, why you need them, and where to find them.

Who is This Guide for?

This guide is intended to help Waterloo's entrepreneurs - from Velocity residents to Engineering students working on a profitable 4th year design project to Arts students preparing for a fund pitch to anyone with an entrepreneurial interest.

The guide is aimed at current Waterloo students, so if you are from a different demographic and require assistance contact Rachel Figueiredo under the Help and More tab of this guide.

How Will This Guide be Helpful?

Many entrepreneurs don’t look in to the current marketplace or patent landscape for their project until they are near completion. Don’t make the same mistake! Research is important to the success of any business or product. Use this guide to connect with the Library’s powerful research databases and develop new ideas based on existing resources.
Patents and Trademarks: Overview

UNIVERSITY OF WISCONSIN-MADISON LIBRARIES
Patents and Trademarks: Overview
http://researchguides.library.wisc.edu/patents
Course Material
The Business Model Canvas

- Key Partners
- Key Activities
- Value Propositions
- Customer Relationships
- Customer Segments
- Key Resources
- Channels
- Cost Structure
- Revenue Streams
AESHM 474-574: Entrepreneurship in Human Sciences

Introduction

Rationale: Family and consumer Sciences curricular provide many opportunities for entrepreneurship and small business ownership in various product and service areas. In this course students will explore issues, challenges and opportunities related to entrepreneurship in areas such as apparel retailing, restaurants, hotel operations, and childcare. Issues related to family owned businesses, home-based businesses, and rural based enterprises will also be addressed. Independent business owners and industry representatives will serve as resources for panel discussions.

Course objectives:

- Identify characteristics of entrepreneurs, environmental conditions which foster entrepreneurship, and the role of entrepreneurs in the broader economy.
- Understand contributions of the family and Consumer Sciences profession to small business and entrepreneurship opportunities.
- Assess motivations for starting a small business, success factors and failure rates associated with independent business ownership.
- Evaluate personal and financial resources needed for starting a small business and sources of assistance for business start-ups. Identify funding sources that contribute to the capital base required for entrepreneurship.

Course Coordinator: Dr. Linda Niethe
Office: 1066 LeBaron
Office Phone: 515 294-1930
### AESHM 474-574: Entrepreneurship in Human Sciences

**Representative Documents:**

- Google Help Sheet
- Spring 2017 Sylabus
- Business Plan Project - New Businesses
- Business Consulting Projects
- Eagle Grove Businesses - ISU Merchandising Class

**Quick Links**
- A-Z List of e-Journals
- Journals with citations or full-text available through ISU Library.
- Blackboard
- Faculty Quick Start Guide
- Grad Student Quick Start Guide
- Article Indexes & Databases
BUS 170: Intro to Business Model Creation

Laura Leavitt ~ Guest Speaker: September 16, 2016

Business Model Canvas

Nine Building blocks:
- Customer Segments
- Value Propositions
- Channels
- Customer Relationships
- Revenue Streams
- Key Resources
- Key Activities
- Key Partnerships
- Cost Structure

CASE STUDY #1

Square is a provider of payments technologies for retail businesses. The company’s devices include the Square Reader and Square Stand and its software include Square Register, Market, Cash and Order (replacing Wallet).
1. VALUE PROPOSITION
• What value do you deliver to the customer?
• Which one of the customer’s problems are you solving?
• What bundles of products/services do you offer to each customer segment?
• Which customer needs are you satisfying?

2. CUSTOMER SEGMENTS
For whom are we creating value? Who are our most important customers?
- Mass Market
- Niche Market
- Segmented
- Diversified
- Multi-sided Platform

3. CHANNELS
Through which channels do our customer segments want to be reached?

4. RELATIONSHIPS
How will we get, keep and grow customers?

5. KEY ACTIVITIES
What key activities do our value propositions require?

6. KEY RESOURCES
What key resources do our value propositions require?

7. KEY PARTNERSHIPS
Who are our key partners?

8. REVENUE STREAMS
What is the revenue model? What are pricing tactics? For what value are our customers willing to pay?

9. COST STRUCTURES
What are the most important costs in our business model?
CASE STUDY #2

https://youtu.be/44s3VInnfrs

BMC w/ Library Resources

MSU Library Resources for BMC Building Blocks

Need more help?

Entrepreneurship & Small Biz Online Research Guide
http://libguides.lib.msu.edu/entrepreneur

Contact me!
Laura Leavitt
leavitt9@msu.edu
517-355-4647
Welcome to the EBV LibGuide!
This guide is here to help you discover the appropriate resources needed for entrepreneurial research while you're at MU. Feel free to contact me after leaving campus if you have questions.

EBV Info Portal
Thanks to the generosity of numerous database vendors, EBV participants from all 10 institutions will have free access to highly valuable business research tools for the year they are in the EBV Program. Your EBV librarians have created the EBV Info Portal, where you can find the donated databases as well as many free websites which are always available. Check out this resource at the below link:
EBV Info Portal
Outreach Materials
Welcome to the second Maker Hub Newsletter! In this issue we’re excited to announce new tools, new initiatives, and new ways to get making in the Maker Hub.

New Tools

Thanks to the generosity of the Ethics Lab (Kennedy School of Ethics) and professor Arjun Dillon, the Maker Hub has a new suite of tools for woodworking and woodworking.

The woodworking and power tool station is equipped with the Fenix modular power tool system and a large collection of quality hand tools.

The new print station has a range of paper cutters, corner cutters, and binding materials.

We’re still organizing all this new awesomeness, but drop by to take a look and consider the possibilities!

Help us expand our Open Hours!

With our new equipment we’re open different hours. Fill out this Open Hours Wishlist Survey!

Now on Facebook!

Join our new Facebook Group to follow all the awesomeness and connect with your fellow makers!
Introducing Weekly Jam Sessions

We learn best when we learn together!

Join your like-minded makers at our new weekly Jam Sessions, two-hour block set aside for focusing on a particular aspect of making.

While we may sometimes run structured workshops in this time period, usually Jam Sessions are causal, peer-to-peer learning events. You can get an introduction to the topic, learn a new skill, get help on a project, and connect with fellow makers to come up with new ideas and bring them to life in the Maker Hub. Makers of all skill levels are welcome; Jam sessions work best when the group has beginners, journeymen, and experts all hanging out together.

Note: During Jam sessions, the Maker Hub remains open to all other activity. You can still sew during Arduino Thursday, or 3D print on Woodshop Wednesday.

Jam Session Schedule

CNC Fabrication:
Tuesdays 3-7pm. Work with Vinyl cutter, the laser cutter, and 3D printers. Share techniques for designing with software like Tinkercad, Adobe Illustrator, Fusion 360, and more. Show off your work and brainstorm new ideas with other CNC enthusiasts.

Woodshop:
Wednesdays 5-7pm. Learn how to use the Maker Hub’s power tools and hand tools. Learn and share techniques for working with wood and other traditional construction materials.

Be a Maker Hub Volunteer

Help us build our community of makers at Georgetown and expand our impact on campus by becoming a Maker Hub Volunteer Monitor! Volunteers get access to the space during non-open hours in return for working at least 2 hours per week in the Maker Hub. Click here for details!

Tell Your Friends!

Please support the Maker Hub by spreading the word. Forward this email to friends, classmates, professors, and private acquaintances that might be interested. They will thank you later!
Get help on your projects, partner with other makers, and come up with new ideas.

Arduino, Plc, and Electronics: Thursday 3-7pm. Dive into the world of physical computing with platforms like Arduino and Raspberry Pi. Learn the basics of electronics and how to connect analog and digital worlds together. Get help with your projects, or get an introduction to a new tool or technology.

Textiles: Fridays 3-7pm. Learn how to knit, crochet, sew, weave, and more. Bring some issues to repair, a pattern to make from scratch, or work with others to come up with new designs.

We Take Donations! Cleaning out the garage or closet? The Maker Hub is accepting donations of any any tools, electronics, equipment, and supplies. It need not be working, but if the donation is large, let us know in advance. In particular we need:

- Lab coats, aprons, utility vests
- Voyager AV Gear
- Projectors, cameras, and anything with lenses
- Old video game systems
- Lego and other construction kits
- Thread, fabric, and sewing supplies
- Woodworking tools
- Scrap acrylic sheets and wood for the laser cutter

Contact
Website
Email

Location
First Floor, Lauinger Library
Georgetown University

Open Hours
Mon, Fri. 11-8, pm
Tue, Wed, Sat. 1-8 pm

Join our Google Group!
Share ideas, find collaborators, ask questions, and keep up with all the goings-on in the Hub by joining our google group. Note: emails to the google group may be more frequent than our newsletter, but you can subscribe to a daily or weekly digest.
Code+Art Visualization Contest

ANNOUNCING THE WINNERS OF THE 2017 CODE+ART STUDENT VISUALIZATION CONTEST!

- Grand prize: Nathenie Brooks, "Burst of Color" (top left)
- Second: Tyler Mayberry, "Carnival Claws" (top right)
- Third: Simon Park, Julia Lineberry, Hilary Smith, Lucas Gargano, Conor Shipway, Nattanun Sumpankulak, & Monica Nguyen, "Paper\SwimVR" (lower left)
- Honorable mention: Nicholas Beem and Matthew Meeks, "On the Origin of Fishes" (lower right)

Read about the winning pieces in our news article!
What is it?
The NCSU Libraries is pleased to announce its third-annual Code+Art Student Visualization Contest. Students are invited to create visualizations that may be data art, procedural environments, or virtual reality experiences. Entries will compete for cash prizes and winners will be announced April 26, 2017.

Purpose
Libraries have long been places where people have explored new ways of interacting with information. We invite students to create visualizations that give visitors a taste of the possibilities that await them inside our Libraries.

What are we looking for?
We are looking for attractive visualizations that are created with a computer. Submissions in the following categories will be accepted:

- Data visualization / data art
- Generative art
- Procedurally generated environments (game environments, for example)
- Virtual or augmented reality experiences

Note: We are especially interested in "massively responsive" web-based work that could be displayed on the Hunt Library video walls.

Prizes
- First - $400
- Second - $200
- Third - $100

Winners are responsible for any tax implications. There is a greater risk on nonresident aliens who are subject to US tax of 30% for prizes and awards and additional State of North Carolina taxes. There are also several pieces of legal documentation required in order to process the payment for nonresident aliens (W-8BEN, visa, passport, I-94).

Who is eligible?
Any NC State undergraduate or graduate student enrolled during Spring 2017 is eligible to enter. Students may enter either individually or in groups. Groups may have both undergraduates and graduates within the same group. Students from all departments in the university are encouraged to enter. Students who graduated in December 2016 are ineligible.

Timeline
- April 10, 2017 - Final deadline for entries
- April 26, 2017 - Winners notified

Submit your entry

Need Help?
If you have any questions about the contest, available technology, resources, or making visualizations, contact Alison at alison@library.ncsu.edu.
Make-a-thon Inspires Students To Solve Sustainability Challenges

Imagine you're a college student stuck in your dorm room with a big school project to finish. Suddenly, you have a brilliant idea for a new product that could help students reduce their carbon footprint. But how do you turn that idea into reality?

That's the idea behind ReCycle, a campus bike sharing concept that uses abandoned bicycles and existing bike racks to minimize infrastructure costs and make biking more accessible to students.

Developed by four NC State students, ReCycle won the grand prize in the university's second annual Make-a-thon, a four-day sustainability innovation competition.

The Feb. 3-5 event brought together 103 students on 31 interdisciplinary teams representing 8 of the university's colleges. Armed with actual campus and community sustainability data, student teams researched, designed, and prototyped sustainability innovations using resources ranging from 3D design and internet of things to geographic information systems and microcontrollers.

"Implementing new technologies ... was definitely a difficult, challenging but fun process. We were able to get out of our comfort zone and learn something that was totally new for us," said electrical engineering major Jack Holgado, who helped develop ReCycle.

Make-a-thon is organized by NC State Libraries, University Sustainability Office and the University Housing and Learning Village. Engineering Village, Women in Science and Engineering, Exemplar and Allbright Entrepreneurship Village. With sponsorship from the NC State Sustainability Fund, Autodesk, IBM and several other organizations, students competed for prizes including 3D printers, cash and a consulting session with NC State's social entrepreneur in residence.

A variation of a hack-a-thon with a sustainability twist, Make-a-thon kicked off with NC State entrepreneur Eric Henry challenging students to see problems as opportunities for innovation. Then, a day of access to industry experts allowed students to explore the feasibility of their ideas as well as learn new technologies. On the competition build day, many teams used the Makerspace inside D.H. Hill Library to turn their ideas into prototypes.

"It's such an incredibly fulfilling experience to ... go from an idea on paper to it being printed and physical," said sustainable materials and technology major Mari Paz Alvaras Valverde, whose team designed a sensor system to reduce water waste in agriculture.

At the competition's final say — about 72 hours after Make-a-thon began — more than a dozen judges representing industry and campus partnerships listened to teams' product pitches and selected winners.
Ideas presented at the Make-a-thon finals ranged from wearable designed to reduce food waste to self-powering lights that improve safety of alternative transportation such as biking and skateboarding. Students prototyped energy-saving, motion-sensored streetlights and plumbing that creates energy as water flows through pipes.

Many ideas stemmed from personal experiences. Industrial design major’s student Penghu Jiang twice missed the Wolfline bus to a career fair because the bus was at capacity, so his team designed an app that enables adjustment of bus routes based on real-time demand.

Other teams designed sustainability improvements to residence halls, such as self-charging motion sensors that turn off lights when classrooms are unoccupied and waste chutes that sort trash and recycling.

All ideas included an interdisciplinary perspective due to a competition requirement that teams include members from at least two of the university’s colleges.

“I joined (Make-a-thon) because it gave me a chance to work with engineers. In a real-world setting, I will have to work with engineers. This helps me a lot,” said economics major Mithila Guha, whose team designed a waterproof solar cube to provide renewable energy during disasters.

Though Make-a-thon is over, many teams included their ideas in between university funding opportunities such as the Sustainability Fund and the Lulu eGenes. It’s possible some projects could become actual products. But even if these ideas remain just ideas, students said the Make-a-thon experience has provided real-world benefit.

“You may not know a lot coming in [to Make-a-thon], but with the mentorship, the technology and the resources available, you can learn a lot and apply this to future career paths you may have,” Voigado said.

See more Make-a-thon projects in this Storify story.
Step into Startup Culture

Do you have a great business idea that you think could change the world? Well, check out our newest book display on startup culture and social entrepreneurship to learn more about turning your business idea into reality!

Our newest display highlights a variety of books that focus on topics such as running your startup, creating a lean startup, social entrepreneurship and much more. Here are some more details for just a few of the great reads included in this display. The full list of books can be accessed here.

- The Innovator's Method: Bringing the Lean Startup into your Organization by Nathan Furr and Jeff Dyer
  - Furr and Dyer outline how to make innovative ideas become successful startups and businesses in real-life. This book walks you through the process of refining ideas and turning them into marketable solutions or products.
Step Into Startup Culture
http://www.library.yorku.ca/web/bbl/2016/01/07/step-into-startup-culture/

- **Startup Mixology: Tech Cocktail's Guide to Building, Growing, and Celebrating Startup Success** by Frank Gruber
  - The founder of Tech.Co provides you with a framework for creating a tech startup, while also giving readers real-world examples of failures and successes from well-known startups like WordPress and Basecamp.

- **The Real Problem Solvers: Social Entrepreneurs in America** edited by Ruth A. Shapiro
  - Learn about various aspects of social entrepreneurship from this edited book, such as different types of social entrepreneur ventures, how these ventures are funded, and how social entrepreneurship straddles both the non-profit and for-profit worlds.

- **The Art of the Start 2.0: The Time-tested, Battle-hardened Guide for Anyone Starting Anything** by Guy Kawasaki
  - Arianna Huffington classified this book as the “ultimate entrepreneurship handbook”, as it provides clear, actionable advice for a variety of topics, such as idea generation, financing, and getting the word out about your new product or service.

After perusing our display, you can flex your new startup and social entrepreneurship skills by signing up for the third annual Steacie Library Hackfest! The Hackfest will be held on February 17 and 18 at the Steacie Library, York students from all disciplines are welcome to participate. Students will pitch their startup or social entrepreneurship ideas on the morning of the 17th, then they will form teams, and create a minimum viable product to showoff during the the final presentations on the afternoon of February 18. The Hackfest's theme this year is **Making a Difference with Data**, so if you have any great ideas for this topic, please make sure to sign-up for the Hackfest as soon as possible.

Enjoy our new book display and we hope to see you at the Hackfest this year!

Recent Acquisitions, December 21 – December 28, 2015
Recent Acquisitions, January 4 – January 11, 2016
York University Libraries
Steacie Library Hackfest 2017
http://hackfest.library.yorku.ca/2017/

Hacking For A Better World
Learn More
Steacie Library Dungeon Hackfest 2017

By York University Libraries

Date: February 22nd – 23rd 2017
Time: 9:00am Feb 22nd – 5:00pm Feb 23rd
Location: Steacie Science and Engineering Library.

Do you love crunching data? Creating breathtaking visualization? Or do want to learn how to do those things? Do you have a brilliant business involving data idea but you are not sure how to build it? Do you think that there’s some wisdom hidden in someone else’s data that can help us understand the world better? Are you a go-getter who will hack your way to your goals?

If you answered “Yes” to any of these questions, we invite you to participate in the Third Steacie Library Hackfest!

What is a Hackfest? If you haven’t been to one, it is about spending two days collaborating with your fellow students on a particular project, and bringing the project to reality! Students from disciplines such as Computer Science and Engineering, Fine Arts, Business, Digital Media, and Health will work together to share ideas and create solutions.

If you want to gain experience bringing an idea to life, or just want to participate in a fun collaborative environment, mark your calendar for the Annual Steacie Library Hackfest supported by LaunchYU, on February 22nd-23rd, 2017. We look forward to seeing you there!

Breakfast, lunch, and caffeine provided!
Job Descriptions
The Georgetown University Library’s Maker Hub Initiative provides a creative gathering place connecting Georgetown researchers, makers and entrepreneurs from across campus with specialized equipment and a collaborative atmosphere to design, solve problems and innovate. The Maker Hub Manager will help chart the direction of the Maker Hub Initiative and will oversee the daily operations by coordinating instructional activities, supervising a team of student peer mentors and maintaining safe, organized work areas with fully functional equipment.

This position provides support to individual students or interdisciplinary teams working on independent projects or course assignments that enhance classroom-learning experiences and contribute towards educating the whole person. The manager inspires discovery and experimentation, connecting Georgetown’s art, technology and business communities with new models of innovation in a low-stakes environment where they can work together to solve problems and learn from each other. A critical aspect of this position involves collaboration with makers from all areas of the University, including academic units, student groups and individual faculty, students and staff.

The Maker Hub Manager will be expected to have or develop expertise with all of the equipment offered, including 3D printers and scanners, a laser cutter, sewing machine, vinyl cutter, and electronics, in addition to a wide variety of tools for fabrication.

Work Interactions
Reporting to the Director of the Gelardin New Media Center, the Maker Hub Manager will work closely with New Media Center staff to expand and enhance our current focus on digital media to physical making tools and resources.

Requirements and Qualifications
Bachelor’s Degree
Practical Experience:
- 5 years experience working in a Maker Space or organization that connects art, technology and business communities.
- 2 years experience teaching.
Technical Qualifications or Specialized Certification:
- A background in the visual arts or the maker movement and the ability to use a variety of tools, including 3D printers and scanners, sewing machines, and laser cutters.
- Demonstrated experience using digital media and graphic design software.
- Experience with electronics and programming microcontrollers, including Raspberry Pi and Arduino.
### Responsibilities

This section allows you to describe the specific duties performed by the employee in this position. This section should provide detailed tasks tied directly to the summarized duties found in the job description above. Effectively used, each section will serve as a space to enumerate the duties grouped within functional categories. List the responsibilities in descending order of importance and indicate percentage of time required to complete the tasks. Percentages must total 100%.

You must indicate whether a responsibility is Essential (E) or Non-Essential (NE) in order to comply with the Americans with Disabilities Act.

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<th>Percentage:</th>
<th>Maker Hub Management</th>
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<td>1</td>
<td>25%</td>
<td>- Manages opening and closing the Maker Hub as scheduled to ensure a safe, productive environment.</td>
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<td>E/NE:</td>
<td>- Maintains organized, tidy work areas; troubleshoots, maintains and resolves equipment, hardware and software problems as needed and retains issues appropriately.</td>
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<td>Essential</td>
<td>- Communicates and enforces policies and procedures; refers patrons to other campus units or outside vendors when necessary.</td>
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<td>- Monitors and requests any needed supplies and equipment.</td>
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<td>- Researches and recommends improvements and enhancements to services.</td>
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<td>- Develops metrics, tracks and assesses activity.</td>
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<th>Instruction and Consultation</th>
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<td>2</td>
<td>25%</td>
<td>- Through one-on-one consultations, group workshops and other specialized training, instructs and advises users and staff on the design and production of projects using the tools and equipment available in the Maker Hub.</td>
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<td>E/NE:</td>
<td>- Creates effective instructional materials to educate patrons and staff on the safe and appropriate use of resources and equipment in the Maker Hub.</td>
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<td>3</td>
<td>20%</td>
<td>- Recruits qualified students and trains them to safely use all of equipment and tools in order to provide peer-to-peer support and instruction.</td>
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<td>E/NE:</td>
<td>- Mentors student staff and assigns relevant projects.</td>
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<td>Essential</td>
<td>- Coordinates activities and monitors the overall pace and direction of work.</td>
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<td>- Schedules staff to monitor the Maker Hub during all open hours; ensures coverage for holidays, finals, snow days and other emergencies.</td>
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<td>- Evaluates each student every semester to ensure quality work is maintained and ensures correct placement in the appropriate student job tier.</td>
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<td>- Ensures proper processing of termination paperwork.</td>
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<th>Percentage:</th>
<th>Community Building</th>
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<td>4</td>
<td>20%</td>
<td>- Promotes Maker Hub services and resources through tours, outreach, demonstrations, talks, and displays.</td>
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<td>E/NE:</td>
<td>- Monitors all forms of online communication with the Maker Hub, including emails, submissions of requests for services (3D printing, etc.) and listservs appropriate to job tasks.</td>
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<td>Essential</td>
<td>- Communicates and coordinates regularly with campus partners in other Maker facilities and units, for instance, Garage Physics @ Reiss, CCT Lab, Car barn Labs, the Napolitano Lab in Walsh, EthicsLab in Healy, the Film and Media Studies program, the GU Computer and Electronics Club, Performing Arts/Costume and Scene Shop Studios, and the McDonough School of Business.</td>
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<td>- Develops and maintains the website to highlight resources, services and the community of users.</td>
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<th>Percentage:</th>
<th>Professional Development</th>
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<tbody>
<tr>
<td>5</td>
<td>10%</td>
<td>- Serves on departmental, library and/or university-wide committees and task forces; as required participates in local consortia and regional and national associations.</td>
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<td></td>
<td>E/NE:</td>
<td>- Participates in achieving library-wide priorities.</td>
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<tr>
<td>Working Conditions and Physical Demands:</td>
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<td>In this section, please describe the physical environment in which the incumbent will be working (e.g., noise level,</td>
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<td>exposure to dirt, and so on). This may take up to two sentences. This information is used in the processes of evaluating</td>
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<td>candidates for the position. Additionally, it is used in designing the position for hire.</td>
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<td>Choose a item</td>
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<tr>
<td>1. Start Supervision</td>
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<tr>
<td>Indicate the number of staff this position will supervise. If none, please select “0.”</td>
<td>0</td>
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<tr>
<td>Indicate the number of student employees this position will supervise. If none, please select “0.”</td>
<td>&gt;10</td>
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<tr>
<td>Will this position be solely responsible for making hiring and firing decisions of the positions it supervises?</td>
<td>Yes</td>
<td></td>
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<tr>
<td>1. Budget/Financial Responsibility</td>
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<tr>
<td>If this position is responsible for developing/creating a budget, what is the total revenue for which the position is accountable? If not applicable, please leave the default “0.”</td>
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<tr>
<td>If this position is responsible for developing/creating a budget, what is the total expenditure for which the position is accountable? If not applicable, please leave the default “0.”</td>
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<tr>
<td>Will this position be solely responsible for making hiring and firing decisions of the positions it supervises?</td>
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<tr>
<td>Will this position manage/oversee sponsored funds (i.e., grants)?</td>
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<tr>
<td>1. Employment/Screening</td>
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<tr>
<td>Does this position direct, manage, or oversee a program that serves minors?</td>
<td>Yes/No</td>
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<tr>
<td>Do the job responsibilities include staying overnight with minors in properties owned or operated by GU?</td>
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<tr>
<td>Do the job responsibilities involve regularly spending time alone with minors (individually or in groups)?</td>
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<tr>
<td>Is there another reason for requiring a background check for this position?</td>
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Business Researcher Position

The UK Libraries Reference Department has a student position available as a Business researcher. The position is funded by the Kentucky Small Business Development Center and would consist of doing secondary market research for KSBDC counselors to use with their entrepreneurial clients. KSBDC is a non-profit organization that helps entrepreneurs start businesses or change existing ones.

The research usually involves searching in UK’s business databases and other resources for articles and reports that would help the entrepreneurs. The researcher would then write up a short synopsis of what he or she found for the counselor to use with the client. The topics vary widely -- from very high tech -- like nanotechnology companies -- to very mundane -- like a bicycle shop or a liquor store. It’s usually pretty interesting and the researcher would get a lot of experience working with business databases -- which is very helpful if you want to work in an academic or corporate library.

The person filling this position does not necessarily need to have a business background -- just good researching and writing skills, an ability to work independently, and a willingness to learn. Creativity, flexibility, and persistence would also be good qualities to have. The position is for 20 hours per week and pays $8.80 per hour. Though the pay is low, it is great experience and looks good on a resume. Several people who have had this position in the past are working as Academic Librarians at research universities.
UMass Amherst PTRC / Job Description / March 2017

- Serves as Patent & Trademark Resource Center Representative; attends annual training seminars conducted by the US Patent and Trademark Office; when possible attends webinars conducted by other offices such as the World Intellectual Property Organization (WIPO) and European Patent Office.

- Conducts training seminars on patents and trademarks for; assists with patent and trademark portions of academic class instruction.

- Provides information and reference service to patent and trademark patrons - students, faculty, staff and community patrons.

- Outreach to the community – on campus and beyond – for patent and trademark education.
Entrepreneurship Librarian / Librarian I
Michigan State University
Gast Business Library
2016-2017

JOB DESCRIPTION:

Reporting to the Head of the Gast Business Library, the Entrepreneurship Librarian / Librarian I is
a member of the team that plans and delivers the full range of reference, instruction and liaison
services to the patrons of the business library.

The specific responsibilities of the Entrepreneurship Librarian/Librarian I include the following:

• Offers a full range of general business reference and instructional services, including
  weekly on-site reference office hours and e-mail reference services. Provides in-depth,
  specialized service in the assigned subject areas of entrepreneurship and small business
  development, supply chain management and corporate social responsibility.

• Maintains effective liaison relationships with faculty active in assigned departments and
  subject areas (as listed above) and communicates with the same faculty on a regular
  basis.

• Leads efforts to integrate business library services into a growing number of campus
  programs and university initiatives in the area of entrepreneurship, including the new
  campus-wide minor in entrepreneurship.

• Co-teaches and provides embedded instruction to entrepreneurship classes offered
  through the Broad College of Business. Explores opportunities to teach to
  entrepreneurship classes in other colleges.

• Develops and markets specialized services to local businesses, economic development
  agencies and related community groups and presents programs on business library
  resources and services to these groups.

• Provides oversight and guidance to the library’s makerspace and represents the library in
  campus-wide initiatives in this area, including 3-D printing and modeling. Supervises one
  Librarian assigned to the makerspace as a secondary assignment and develops library
  programs and workshops that highlight the library’s makerspace and related services.

• Strategically selects appropriate business content for the library collection that meets the
  needs of faculty, staff, students and community members in the assigned areas of
  responsibility. Communicates the appropriate use of library subscription databases to a
  wide range of audiences with varying levels of access.

• Provides assistance in using library resources through the development and
  implementation of orientation and instructional sessions, online research guides and web-
  based tutorials.

• Participates in relevant library and business professional organizations, and takes an
  active role in state-wide library initiatives in the area of entrepreneurship.

• Pursues research and publication opportunities or other scholarly activities.

• Other appropriate duties as assigned.
 Librarian for NYU School of Professional Studies Graduate Programs

New York University — Division of Libraries in New York City

Description:

The New York University Division of Libraries is seeking a librarian to serve as liaison to the faculty, graduate students, and administrators in the NYU School of Professional Studies. Librarians play a key role in the educational mission of NYU by establishing strong relationships with faculty and students, and connecting them to the services, content, and tools that meet their research, teaching, and learning needs.

The NYU School of Professional Studies offers master's degree programs and graduate certificates in a wide range of professionally oriented areas of study. The School's graduate programs reflect the emerging trends, opportunities and innovative business strategies in each respective field that they represent, and include programs in the Schack Institute of Real Estate and the Center for Global Affairs. Graduate students at the School of Professional Studies include full-time and part-time students, working professionals, and individuals returning to the academic world after pursuing other pathways. Classes are held in the Washington Square area, the Washington Place building, the Midtown Graduate Center, days and evenings, and online. School of Professional Studies graduate programs are served by the NYU Bobst and Braus Libraries.

Responsibilities:

Working in a collaborative environment this tenure-track position is responsible for building a program of extensive instructional, consultation, and research support services; developing responsive and innovative information services; and extensive outreach to faculty and administrators in the School of Professional Studies. The School of Professional Studies Graduate Librarians will create and deliver outreach methods to students (such as consultation hours, social networking forums, and in-library/online services development); develop information literacy and research proficiency programming; and engage students and faculty as active users of NYU Libraries services and collections.

This position is a member of the business team and reports to the Head of Business and Government Information Services in the Public Services Division of NYU Libraries. The position is engaged in and contributes to the highly collaborative work of the department and the NYU Libraries. The School of Professional Studies Graduate Librarian works with colleagues at the Bobst and Braus Libraries to implement and enhance programs and services, deliver physical and virtual research and reference services, and take a leadership role on projects and initiatives as appropriate.

Qualifications:

Required: A.A accredited MLS and subject Master's degree required for tenure. Experience in library instruction, reference, and outreach in an academic setting. Candidates should exhibit a strong public service orientation, in a high degree of facility with technologies germane to the 21st century library and today's learners.

Preference will be given to candidates with demonstrated business experience in an academic library environment; or an advanced degree in business, real estate, economics or related discipline.

Professional contributions beyond the primary job, such as publications, leadership in professional organizations, and other research and creative activity, are required for tenure.
Salary/Benefits: Faculty status, attractive benefits package including five weeks annual vacation. Salary commensurate with experience and background.

To Apply: To ensure consideration, send resume and letter of application, including the name, address, and telephone number of three references to: Enrique Yazez, Assistant Dean for Human Resources, New York University Libraries, 70 Washington Square South, New York, NY 10012 or via email to libraries.careers@nyu.edu. Resumes will be considered until the position is filled.

NYU’s Division of Libraries embraces diversity and is committed to attracting qualified candidates who also embrace and value diversity and inclusivity.

EOE/AA/Minorities/Females/Vet/Disabled/Sexual Orientation/Gender Identity
Librarian for Business and Economics

Description:

NYU Libraries seeks a subject specialist in business and economics to support the research and teaching programs of faculty, graduate and undergraduate students in the FAS Department of Economics, the Stern School of Business and other departments and programs across the university. The Librarian serves as a library liaison with special emphasis on building and curating collections in all formats; developing a program of extensive outreach, instruction, consultation, and research support services; and delivering responsive and innovative information services. The Librarian for Business and Economics supports faculty and student data research needs and makes effective use of statistical methods, systems and tools. Librarians play a key role in the educational mission of NYU by establishing strong collaborative relationships with faculty and students and connecting them to the services, content, and tools that meet their research, teaching and learning needs.

The Librarian for Business and Economics is a tenure track position based in the Research Commons, and a member of the Business and Government Information Services group in the Public Services Division, NYU Libraries. The successful candidate works collaboratively with other social science librarians, the Data Services team and colleagues at NYU Abu Dhabi and NYU Shanghai to deliver statistical and numerical services related to business and economics, and takes a leadership role on selected projects and initiatives. Librarians at NYU participate in Library-wide committees and professional activities outside of NYU; and monitor developments and best practices to help ensure the excellence of the NYU collections and research support services.

New York University Libraries: Library facilities at New York University serve the school's 40,000 students and faculty and contain more than 4 million volumes. New York University is a member of the Association of Research Libraries, the Research Libraries Group, the Digital Library Federation; serves as the administrative headquarters of the Research Library Association of South Manhattan, a consortium that includes three academic institutions; and is affiliated with The New-York Historical Society. For the NYU Libraries Mission and Strategic Plan go to http://library.nyu.edu/about/Strategic_Plan.pdf

Qualifications:

Required:

- ALA-accredited master’s degree; a second master’s degree will be required for tenure
- Undergraduate or graduate degree in economics or business or related social science discipline
- Public service experience in an academic library, including reference, instruction, or collection development
- Demonstrated public service orientation and knowledge of user needs for teaching, learning, and research
- Demonstrated experience working with statistical datasets and the ability to effectively communicate with faculty, students and staff about textural, numerical and spatial data resources
- Strong interpersonal, written and verbal communication skills
- Demonstrated ability to work independently and collaboratively in a complex organization
- Creative, service-oriented approach to problem solving
- High degree of facility with technologies and systems germane to the 21st century library
- Knowledgeable in the issues surrounding scholarly communications

Preferred:
- Advanced degree in economics
- Experience with quantitative or qualitative packages for statistical analysis, e.g., Stats, SPSS, SAS, Atlas.ti
- Record of professional activities, including research and engagement in professional organizations

Salary/Benefits:

Faculty status, attractive benefits package including five weeks annual vacation. Salary commensurate with experience and background.

New York University Libraries:

Libraries at New York University serve the school’s 40,000 students and faculty and contain more than 5 million volumes. The Libraries supports NYU’s vision to become the first true Global Network University by collaborating and providing services to our 11 global academic centers and our first “portal campus”, in NYU Abu Dhabi. New York University Libraries is a member of the Association of Research Libraries and the OCLC Research Library Partnership. The Libraries participates in a variety of consortia and collaborates closely with the New York Historical Society and the Brooklyn Historical Society. For the NYU Libraries Mission and Strategic Plan go to http://library.nyu.edu/about/Strategic_Plan.pdf.
Title: 3D Design Studio Manager & Renovations Support Specialist

Position Summary
The 3D Design Studio Manager and Renovations Support Specialist provides leadership and coordination for the University Libraries' 3D Design Studio. The position oversees the daily operations of the Studio, monitors its technology and equipment, operationalizes Studio policies and programs, and supervises student staff. Additional responsibilities include participating in the Libraries’ broader learning environments initiatives, including its Learning Commons, and working collaboratively with the Libraries’ Facilities unit to support new and ongoing library renovation projects.

Required Qualifications
- Strong record of experience working with 3D printing technology, modelling software, and related applications.
- Demonstrable knowledge of 3D printing trends and best practices.
- Minimum two years of supervisory experience.
- Experience with physical space management and facilities development.
- Evidence of creativity and project management skills.
- Experience collaborating across library units and with campus partners.
- Strong interpersonal and communication skills.

Preferred Qualifications
- Knowledge of research library learning environments.
- Background in design, architecture, or engineering.
- Experience with outreach in a university setting.

Duties
65% Manage 3D Design Studio
- Oversees daily operations of the Studio.
- Trains student staff in use of Studio printers and related services.
- Produces and regularly updates student staff training documentation.
- Coordinates student staff schedules.
- Maintains and monitors use of Studio materials and supplies.
- Provides project assistance and user-end troubleshooting
- Monitors Studio compliance of hazardous materials use and other safety standards.
- Ensures that equipment is operational and repairs are made as needed in a timely fashion.
- Communicates Studio-related information (e.g., changes to operating hours, ) to library as needed.
- Collections statistics and other evaluative information about the Studio

15% Support Learning Commons Projects & Programs
• Works with other Learning Environments service point coordinators to strategize effective delivery of services within the University Libraries learning spaces.
• Contributes progressive, original approaches and ideas for the development and implementation of the Newman Library learning commons.
• Collaborates within the Learning division, other University Libraries departments and units, and other campus partners on commons-related initiatives.

15% Support Library Renovation Projects
• Assists with remodeling and reconstruction projects, working with the University Physical Plant and Renovations Departments.
• Supports Director of Library Facilities and is in contact with Project Managers, contractors, vendors, and Library personnel. Schedules meetings and maintains communication to see renovation projects through to completion.
• Contacts vendors to procure furniture and other items needed for Library renovation projects. Schedules installation of furniture and/or other services from vendors. Works with Learning Division and other Library departments as needed to schedule vendor services.

5% Contribute to the Mission of the University Libraries
• Participates in various continuing education and professional development opportunities in order to continually professional practice and philosophies.
• Maintains current awareness in the library profession and related fields.
• Provides quality services in a professional manner with a demonstrated commitment to team efforts, service excellence, and diversity and inclusion.
• Performs other duties as assigned.
Virginia Polytechnic Institute and State University

**POSITION DESCRIPTION**

Used to establish new positions, fill existing positions, and make role changes

**REASON FOR SUBMISSION (check appropriate blocks):**
- Request to Fill Vacancy
- New Position
- Job Description Update
- Role Change*  
  Change % Time (e.g. P/T to F/T)

*Requested Role Title: ___________________________

Date Prepared: __________________

**POSITION IDENTIFICATION INFORMATION**

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<td>Project Studio Coordinator &amp; Outreach Librarian</td>
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<td>Fusion Studio Manager and Learning Space Assessment Coordinator</td>
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**JOB SUMMARY AND QUALIFICATIONS**

**Chief Objective of Position:**

This position oversees the development and management of the University Libraries’ Fusion Studio. Chief objectives of the position include coordination of the daily operations of the studio as well as the organization of programmatic events related to Studio activities. This position also works to design and implement a commons assessment program using ethnographic and user experience methodologies, with the aim of better understanding the interactions occurring within library spaces and optimizing the Libraries’ learning environment for effective collaboration and learning.

The Fusion Studio Manager and Learning Space Assessment Coordinator contributes to the development of the Learning Environments unit by providing insight into current and emerging library practices in project management, interdisciplinary research practices, and user experience studies. The position applies creative problem-solving skills to meet the needs of the changing academic learning environment and works cooperatively with other units throughout the library system. This position represents the unit with external partners when necessary.
Qualifications:

Required Qualifications

- Master’s degree or higher.
- Demonstrated evidence of interdisciplinary collaboration.
- Strong communication and interpersonal skills, including the ability to work collaboratively with individuals and groups.
- Evidence of successful project management and outreach skills.
- Ability to work as part of a team in order to accomplish institutional goals in a fast-paced, energetic environment.

Preferred Qualifications

- Experience with strategic planning, program assessment, and project management.
- Experience in core library liaison activities, including reference, instruction, and collection development.
- Familiarity with interdisciplinary research methodologies.
- Evidence of creativity, innovation, and scholarship.
- Experience with space management.
- Experience with ethnographic methodologies.
- Evidence of cross-campus collaboration.
- Grant writing experience.

Education, Licensure, Certification required for entry into position:

Does the employee supervise 2 or more Full Time Equivalent employees:  Yes ☐ No ☑

Which of the following are required to meet legal and policy requirements?

☐ Commercial Driver's License (CDL) ☐ Criminal History check ☐ Driver's license
☐ Drug screening ☐ Medical exam ☐ Other, specify:

PHYSICAL REQUIREMENTS

Check the physical activities required to perform the essential functions of the position:

☐ Light lifting (<20 lbs.) ☐ Standing ☐ Sitting ☐ Bending
☐ Moderate lifting (20-50 lbs.) ☐ Lifting ☐ Walking ☐ Climbing
☐ Heavy lifting (>50 lbs.) ☐ Reaching ☐ Repetitive motion ☐ Pushing/pulling
☐ Other, specify:

CORE RESPONSIBILITIES

% Describe major responsibilities in each functional area of responsibility.

% 60

Manages daily operations of the Fusion Studio

- Coordinates facilities management.
- Actively identifies, cultivates, and maintains partnerships with university academic programs, students, faculty and staff to facilitate collaborative projects and promote awareness of Fusion Studio and other library services.
- Arranges scheduling of studio participants and provides project support services.
- Provides technology training and support.
- Organizes programmatic events involving studio participants.
- Regularly assesses and documents campus use of studios.
## Coordinates assessment of University Libraries learning spaces

- Works collaboratively with partners in Learning Division and other library units to design and implement a commons assessment program using ethnographic and user experience methodologies.
- Analyzes and reports quantitative or qualitative data gathered from various sources including library systems, observations, surveys, web analytics, interviews, and focus groups.
- Investigates and communicates new methods for data collection, analysis, and documentation for learning spaces assessment.
- Communicates and publishes findings, datasets, and reports to library in support of decision-making; reports data and findings to external audiences as appropriate.

## Participate as a leader in the Learning Environments Team

- Works collaboratively with Learning Environments service point coordinators to strategize effective delivery of services within the learning spaces of the University Libraries.
- Contributes progressive, original approaches and ideas for the development and implementation of learning environments at University Libraries.
- Collaborates within the Learning division, other University Libraries departments and units, and other campus partners on learning-related activities.
- Conducts research and produces scholarship as appropriate.

## Contribute to the mission of the University Libraries

- Participates in continuing education and professional development opportunities in order to continually professional practice and philosophies.
- Maintains current awareness in the library profession and related fields.
- Serves actively on appropriate Departmental, Library, University, and professional committees.
- Provides quality services in a professional manner with a demonstrated commitment to team efforts, service excellence, and diversity and inclusion.
- Performs other duties as assigned.