Engaging Student Patrons with Traditional and Experimental Technology

Public Computing
153 public computers
85 classroom computers

Public Printing
2.2M pages/year
35% of campus printing

VR Lab
1,185 sessions
13 workshops
44 attendees
* During 1st semester of operation

Server Environment
8 Linux: CentOS
2 Windows Server 2016
2 Windows 10
4 Linux: CentOS
3 Windows Server 2016
1 Windows 10
4 VMware

Utility
Production
Development

Storage – CAIASOFT
753 items retrieved (AY 17)
101K items in storage

ILS – Alma & Primo
2.6M total titles
1.4M physical titles

Interlibrary Loan
MELCat & ILLiad
9.5K items borrowed (AY 17)
23.6K items lent (AY 17)

Virtual Infrastructure

Virtual Reality Lab • Makerspace

One-Button Studio
Learning Glass
Multimedia Editing Suite

University Libraries

Designed by: Angela Brcka, Web Developer Content Strategist

James Lane, Systems Administrator
Roy Zimmer, Applications Programmer Analyst