

August 19, 2015

To: Bruce Abbott, LAUC-D Chair 2014-2015
From: Amy Studer, LAUC-D Program Committee Chair 2014-15
Re: Annual Report

Overview:

The committee was tasked with organizing and implementing LAUC-D programs.

Members: 2014-15 LAUC-D Program Committee

Amy Studer (Chair),
David Michalski (Vice-Chair),
Mike Winter, and
Beth Callahan

Activities and Programs:

The Committee sponsored four programs:

- The Changing Role of the University Library: Perspectives on UC Berkeley’s Commission on the Future of the Library
- LAUC-D Fall Reception
- Lightning Strikes: Presentations on Librarian Research & Development Activities
- Games Without Frontiers: Intersections of War and Gaming

Budget: \$558.46 was spent out of a budget of \$700 (July 1, 2014 to June 30, 2015).

Process: The Committee met once in person (October 29th) and twice by conference call (September 18th and January 29th). Otherwise, committee business was conducted by email and phone.

The Changing Role of the University Library: Perspectives on UC Berkeley’s Commission on the Future of the Library

Date: Thursday, October 16, 2014, 3:30 p.m. to 5:00 p.m.
Location: Library Instruction Room (LIR), Shields Library 2nd floor
Total cost: \$207.45
Permits: none required
Attendees: 32

Announcement:

Please join Dean Carla Hesse and Librarian Hilary Schiraldi as they discuss their work on UC Berkeley’s Commission on the Future of the Library, an examination of the critical role the Library will play in the research University in the coming years. The Commission’s report on UC Berkeley’s Libraries will be of interest to UC Davis because of the strong connections between our libraries, and because our own University Library is currently engaged in reorganizing and planning to meet the challenges of the future.

Read the Commission's Report:

UC Berkeley’s Commission on the Future of the Library

<http://academic-senate.berkeley.edu/issues/commission-future-uc-berkeley-library>

Speakers:

Carla Hesse, Peder Sather Professor History, Executive Dean, College of Letters and Science, Dean, Social Sciences, University of California, Berkeley; and,
Hilary Schiraldi, Head of the Long Business Library, Haas School of Business, University of California, Berkeley

Details:

Adam Siegel approached 2013-2014 LAUC-D Program Committee members with the idea for this event in the spring of 2014, at which time the date for the event was scheduled with the speakers. This event featured brief presentations and follow-up discussion with UC Berkeley's Dean Carla Hesse and Librarian Hilary Schiraldi, was well attended, and generated valuable discussion. Attendees included LAUC-D members, library staff, and a handful of faculty. Expenses included hosted lunch at Gunrock Pub for the presenters (\$111.59) and coffee and cookies after the presentation (\$95.86). The speakers declined the offered travel expense reimbursement.

LAUC-D Fall Reception

Date: Tuesday, November 18, 2014, 4:00 p.m. to 6:30 p.m.
Location: MU Special Events Room
Total cost: \$240.84
Permits: none required
Attendees: 18

Announcement:

You are cordially invited to attend the annual LAUC-D Fall Reception. Please join us to extend a warm welcome to new and returning colleagues! We anticipate excellent company and delicious hors d'oeuvres. Note: In a departure from tradition, this year we will not be serving wine at the event. We appreciate your understanding as we respect the alcohol policy on campus. Sponsored by the 2014-15 LAUC-D Program Committee.

Details:

This event is an annual social gathering that provides an opportunity to formally welcome LAUC-D members. This year Beth Callahan re-introduced Meredith Saba and MacKenzie Smith introduced Bill Garrity. No alcohol was served because of an alcohol permit requirement that a certified bartender be present, which was determined to be too expensive. Food was brought in by committee members, rather than caterers. Expenses included room reservation and use fees (\$105) and food purchased at Nugget deli and Trader Joes (\$135.84).

Lightning Strikes: Presentations on Librarian Research & Professional Development Activities

Date: Thursday, March 19, 2015, 3:00 p.m. to 4:00 p.m.
Location: Library Instruction Room (LIR), Shields Library 2nd floor
Total cost: \$58.89
Permits: None needed
Attendees: 15

Announcement:

The program will consist of Lightning talks by LAUC-D members on their recent professional development and research activities. Hence, this announcement is not only to announce the program, but also to request your participation in making a (characteristically brief) "lightning"-style presentation at this event. The content of the presentation is entirely at the discretion of the presenter. So please consider letting us know what you have recently been working on, or what you've been working on over a longer term that is still of current interest to you.

Program:

Xiaoli Li:	ISNI: What Does It Have to Do With UC Davis?
Adam Siegel:	Scientific Publications and Agricultural Geographies in SE Europe
David Michalski:	Twenty Questions About Objects, Lessons for Librarians from the Material Culture Caucus
Lisa Spagnolo:	Updates from Electronic Resources & Libraries
Dan Goldstein:	NSF Data Management workshop
Deanna Johnson:	EBVM 2014
Amy Studer:	A Librarian's Guide to NCBI
Laura Soito:	ZOTERO

Details:

The event was timed so that LAUC-D members who had attended the ALA Winter Meeting could report back. A free online sign-up tool, SignUpGenius, was used to automate speaker sign-ups. Light refreshments were provided at the event (\$58.89).

Games Without Frontiers: Intersections of War and Gaming

Date: Thursday, April 16, 2015, 3:00 p.m. to 5:00 p.m.
Location: Library Instruction Room (LIR), Shields Library 2nd floor
Total cost: \$61.28
Permits: None needed
Attendees: 15

Announcement:

To complement the University Library's Spring Exhibit: *_Games without Frontiers_*, the Librarians Association of the University of California, Davis presents a symposium on the intersection of War and Gaming. Please join us as three scholars address the complicated relationship between video games and contemporary warfare.

Program:

Introductions and Some Notes on the Exhibit

Roberto Delgadillo
Librarian for the Humanities and Social Sciences Librarian

The Games of War

Chris Hables Gray

Lecturer at the University of California, Santa Cruz and author of *_Postmodern War_* (Guilford, 1997) and *_Peace, War, and Computers_* (Routledge, 2005) along with many other articles and book chapters in the cultural studies of science and technology.

War is the great game; it is played for keeps. But it is learned from play, as most complex behavior is. Watch the wolf pups, the lion cubs, and the human children tussle for dominance. War, a behavior that is almost exclusively practiced by primates and social insects, is more complicated, and so play focused on learning war is correspondingly complex; it is games.

Shooting to Kill: Headshots, Twitch Reflexes, and the Mechropolitics of Video Games

Amanda Philips

IMMERSe postdoctoral fellow at UC Davis, researching questions of race, gender, and sexuality in and around video game technologies and gaming culture.

The headshot burst into the cultural imaginary with the assassination of John F. Kennedy in 1963, and it has been remediated from historical anxieties about execution and brain death to the eye-popping spectacle of the exploding head to video games, where it has entered a regime that holds virtuosic reflexes as the highest form of capital. By examining the textual and technological history of the headshot, this talk develops a theory of mechropolitics: a way of thinking about political death worlds as they operate in the mechanics of video games and digital simulations. Moving beyond questions of whether violence in video games has a direct effect on aggression, mechropolitics mobilizes aesthetic and social justice critique to unmask the affective structures operating within digital death worlds. These prioritize twitch reflexes and offer few consequences—precisely the scenarios that render police shootings both legible and likely.

Wartime and Cartographic Space: The View from Above

Caren Kaplan

Professor in the American Studies program and affiliated faculty in Cultural Studies and Science and Technology Studies at UC Davis.

Critics of video games often charge that players become less sensitive to violence in part due to the distanced perspective and objectified dynamics at the heart of such pastimes. In my comments I will draw on my research on aerial imagery across analogue and digital formats to argue that the world of video games bears little resemblance to military operations. The kind of time and space produced by contemporary military operations may emerge, in part, through algorithmic interactions and screen time but the players and digital processes of gaming and warfare should not be conflated.

Event Report:

Here is a report by Stephanie Maroney of the Davis Humanities Institute on the “Games Without Frontiers Symposium”.

<http://dhi.ucdavis.edu/featured-stories/university-library-shines-a-light-on-the-intersections-of-war-and-gaming>

Details:

This event was developed to support the spring Library exhibit, *Games Without Frontiers*, by Roberto Delgadillo. Because the speakers declined travel expense reimbursement, the only expenses were for light refreshments (\$61.28).

Recommendations:

This year, two very successful events included invitations to faculty and others from outside the Library. To increase participation from outside the Library, the committee recommends coordinating event calendars with other University / Department calendars to avoid conflicts. Also, consider holding events at locations that are convenient for the outside audience.

Attendance for the Fall Reception was low this year. Consider holding the Fall Reception earlier in the fall to increase attendance.

The opportunity for members to share information from professional development activities is important. The LAUC-D Program Committee should continue to sponsor an event that provides a forum for sharing at least once a year, if not more frequently.