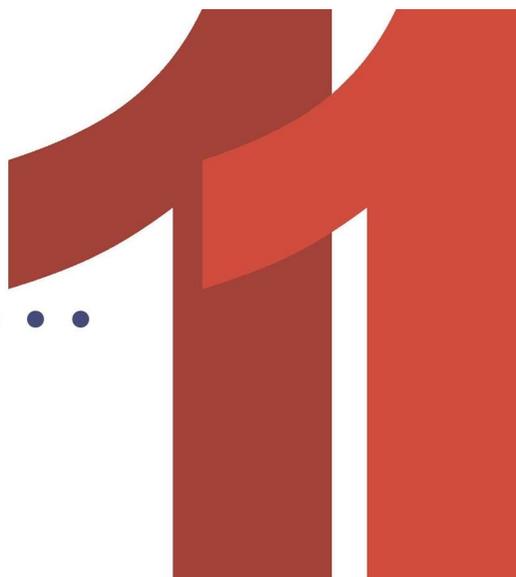


11th EBSI-SIS STUDENT SYMPOSIUM IN INFORMATION STUDIES



Open to EBSI and SIS
students and professors

March 19, 2018
3661 Peel
McGill University

10:00-10:30 – Breakfast and registration	
10:30-10:40 – Welcome	
Vera Granikov Dr. Ilja Frissen	ASIS&T McGill Chapter Co-Chair Assistant Professor, McGill SIS
Dr. Charles-Antoine Julien	Assistant Professor, McGill SIS & ASIS&T McGill Faculty Advisor
10:40-11:55	
Christopher Trudeau	Classifying soundscapes using a multifaceted taxonomy
Grace Brooks	Sound engineering: Scoping the field
Rebecca Katz	A study of fan fiction writers' legal knowledge
11:55-12:40 – Lunch	
12:40-13:10 – Lightning presentations	
Heather Rogers	Canadian academic librarians' perspectives and experiences with research data management
David Ramirez Jaimes	The library's physical space: Is the brick-and-mortar building still important in the digital age?
Vera Granikov	Where are we today? The use of mixed methods in library and information science research
Aaron Bowen-Ziecheck	Implementation and impact of a Chronic Disease Management System for patients with multimorbidity in primary care

13:10-14:25	
(Carrie) Jiamin Dai	Beyond communication and social Interaction: A review on designing for dementia care
Asma Minyaoui	Caractéristiques du comportement informationnel en matière de santé en ligne de nouveaux arrivants
Cynthia Kumah	Do millennials evaluate information found on mobile devices?
14:25-14:40 - Break	
14:40-16:20	
Tyler Kolody	Blockchain applications beyond bitcoin
Daniela Oliveira	Understanding Building Information Modeling issues through lessons learned from concept maps
Kayley McLeod	Every player their game and every game its player: Game collections and programming in Canadian public libraries
Dr. Ilija Frissen	The relationship between personality and information literacy self-efficacy in undergraduate students: A pilot-study with a MIST research methods class
16:20-16:25 – Closing remarks	
Vera Granikov	ASIS&T McGill Chapter Co-Chair

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Classifying soundscapes using a multifaceted taxonomy

Christopher Trudeau

Hierarchical classification systems are the most familiar, but they require relational consistency between the different levels and mutual exclusivity across classes. Attempts to organize soundscapes within hierarchical classification are challenging for these two reasons. Listening test results suggest that people cross-categorize everyday sounds according to the sound source, the action generating the sound, and/or the context in which these sounds are perceived (see Guastavino, 2018 for a review). Moreover, soundscapes are complex sound scenes with multiple, concurrent sound sources.

This paper proposes a faceted taxonomy that reflects the way people cross-categorize sounds. Five facets are used in the taxonomy, each reflecting a fundamental characteristic of the sound. Within some facets, a hierarchy of terms can be established. This taxonomy will be implemented using a relational database (MySQL) and a web interface for users to navigate the content and structure of the taxonomy. The proposed database will be populated using existing sound datasets, such as freesound.org. In this taxonomy, a soundscape can be described as a set of sounds, eliminating the challenge of isolating a soundscape to one placement in a taxonomy. We will analyze the free format verbal descriptions accompanying each sound in terms of the facets of the proposed taxonomy, and explore new facets from emerging categories. Thus, the proposed taxonomy supports the ongoing efforts to standardize and report soundscape research by offering a way to systematically describe a given soundscape.

Guastavino, C. (2018). Everyday Sound Categorization. In *Computational Analysis of Sound Scenes and Events*. Cham: Springer.

Sound Engineering: Scoping the Field

Grace Brooks

A sound engineer draws from a multifaceted skill set comprising technical, social and musical skills (Fig. 1). The body of text related to the work of sound engineers is similarly heterogeneous- a cursory search reveals writing on the history and theory of recording (Sterne, 2003; Wallach, 2005), grey literature dealing with best practices in studio and live sound (Swallow, 2011; Evans, 2011), engineering research literature (Clifford, 2010; Lester, 2007), ethnographic literature (Thompson, 2014; Harkness, 2014), and a hodgepodge of other work from within sound studies and social sciences (Rodgers, 2010; Pras, 2011; Beer, 2014; Porcello, 1991). These diverse disciplines each paint a slightly different picture of sound work, illuminating one or another corner of the sound engineering habitus. However, a systematic survey of this literature is lacking, and the literature surrounding sound engineering remains scattered. We will use a scoping study methodology to survey the depth, breadth, and content of the research and instructional literature on the working practices of sound engineers in studios, live sound and radio; mapping the literature in order to inform future research and identify missing pieces in the current literature on sound engineers.

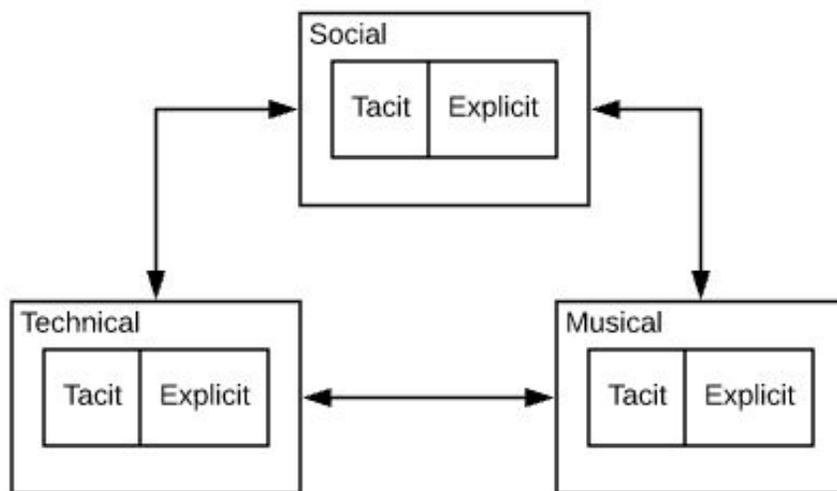


Figure 1: Tripartite model of skill sets for sound engineering. Adapted from Martin's (2014) work with studio-based music producers.

A Study of Fan Fiction Writers' Legal Knowledge

Rebecca Katz

Introduction

Fan fiction, a derivative genre using pre-existing and often copyrighted media as a springboard for new stories, has been understudied in LIS despite fans' noteworthy information behaviour (Price, Robinson, 2016). Likewise, fan writers' legal knowledge and information behavior is not well understood even though fans may benefit from copyright limitations similar to those which benefit libraries and other, better-recognized cultural actors. This presentation reports preliminary results of a pilot study of Canadian and US fan writers' legal information behaviour.

Methods

The methodology is qualitative and interview-based. Three fans, two from Canada and one from the US, were interviewed.

Results

Although this study is a work in progress, it nevertheless yielded rich data demonstrating that fans' diverse perceptions of the law influence their information behavior. The research also validates aspects of the existing fan studies literature while adding detail about fans' legal research.

Discussion

Despite some shared experiences and common language in discussing legal issues, the three pilot participants demonstrated distinct legal information behaviour. One participant expressed information avoidance linked to a sense that fan fiction may be (at least a slight) copyright infringement or may violate the wishes of the source text creator. Another participant expressed concern over the law's inaccessibility. Finally, a third participant expressed a desire and sophisticated, concrete steps to learn about law driven by her professional interests in law and writing. My upcoming, full study may find that subsequent participants fit similar categories, and/or suggest new ways fans' attitudes to law affect their information behavior.

Canadian academic librarians' perspectives and experiences with research data management

Heather Rogers

As research data management (RDM) becomes an increasingly important aspect of scholarly communication, academic librarians can play a vital role in fostering good data management practices from the start of the data life cycle through various research data services and close collaboration with students and researchers at their universities. While most of the literature on RDM has focused on the work of academic librarians at larger research-intensive universities, this qualitative research seeks to examine the gap by focusing on the RDM experiences of academic librarians at non-research intensive universities across Canada. The main objectives of the study are:

- To examine the degree to which academic librarians at non-research intensive universities are embedded in their scholarly community through research data services, such as the creation of data management guides, data curation, data management workshops, and assisting researchers and faculty with using their university's repository.
- To highlight librarians' perspectives on their personal experiences and their needs to better support RDM in the future.

By focusing on librarians' perspectives, this research will provide a detailed account of the landscape of research data services offered at universities across Canada, as well as the needs of librarians as they take on greater responsibilities to foster sound data management practices. Findings will be collected through a LimeSurvey questionnaire towards the end of March.

The library's physical space: Is the brick-and-mortar building still important in the digital age?

David Ramirez Jaimes

Introduction

Nowadays, libraries' collections and services are undergoing a digital revolution to keep up with other major information distribution players. However, a virtual version of a library running in parallel with its brick-and-mortar equivalent leads to questions about the relevance of libraries' physical space in the future.

Methodology

This research offers a literature review based on a qualitative data analysis using a "2 pass coding" approach. The main themes and categories were obtained by reading the corpus of articles of this review, and were then refined or collapsed as the reading of the articles advanced. Finally, the resulting list of themes and categories were reapplied to all articles to ensure accuracy and consistency.

Results

Despite innovative tendencies reshaping the library physical space, the six main themes that emerged highlighted that traditional characteristics, roles and technologies associated with libraries' physical spaces are still important. In addition, the research offers a general view of the phenomenon of physical space in both public and academic libraries, as well as a list of the most cited scholars whose theories have been adapted to explain the importance of the physical space within libraries.

Discussion

In general, the virtualization of libraries does not pose a threat to their physical equivalents. Instead, it has allowed libraries to make a shift from shelf and silent dominated spaces into zones for collaborative work and socialization between users. This evolution in the libraries' physicality reveals its adaptation to new realities, including virtualization and automation.

Where are we today: The use of mixed methods in library and information studies research

Vera Granikov, Emily Crist, Navdeep Kaur, Pierre Pluye

Introduction

In 2008, Raya Fidel published a paper entitled Are we there yet? Mixed methods in library and information science. An analysis of 465 articles published in major library and information science (LIS) journals revealed that although 22 articles (5%) used mixed methods (MM), the authors did not recognize or describe what they did as MM. So where are we ten years later? The research question guiding this preliminary study is: How are MM used in LIS research now?

Methodology

A descriptive literature review and content analysis. Using the phrase “mixed method(s)” in the title field, we searched for articles published between 2015 and 2016, and indexed in Library, Information Science & Technology Abstracts (LISTA) bibliographic database. All records were screened by two independent raters using agreed-upon selection criteria (arbitrage by a third coder was used when needed). Selected articles were coded for used data collection and analysis methods, level of description, and MM design.

Results

Out of 45 records retrieved from LISTA, 44 were screened (1 duplicate). Out of 44 that claimed to use MM, 18 articles satisfied the definition of MM (40%). Out of 18, 7 provided a detailed description of methodologies and methods. The most frequently-used MM design was sequential explanatory (71%).

Conclusion

The popularity of MM in LIS research is growing, but more work is needed to raise awareness of MM and improve the quality of reporting.

Implementation and impact of a Chronic Disease Management System for patients with multimorbidity in primary care

Aaron Bowen-Ziecheck, Genevieve Arsenault-Lapierre, Guylaine Chabot, Alain Larouche, Isabelle Vedel

Context

Primary care is best positioned to provide care for patients with multimorbidity (two or more chronic diseases). However, clinicians may feel overwhelmed by the complexity of care. Chronic Disease Management Systems (CDMS) may offer valuable support to clinicians. Objectives: To a) make the proof of concept of the Concerto CDMS in the context of primary care, b) measure its impact on the quality of care provided to patients with multimorbidity, and c) understand under what conditions the innovation may be implemented.

Design

An innovative mixed methods study will be conducted. First, surveys assessing user satisfaction and technology acceptance will be administered after training sessions to make the proof of concept of the CDMS. Second, retrospective administrative data and electronic medical records will be reviewed to measure the impact of the CDMS on quality of care provided. Finally, interviews and focus groups will be conducted one year after the implementation of the CDMS to evaluate the implementation dynamics of the CDMS.

Setting

Two experimental Family Medicine Groups (FMG) where CDMS was implemented and one control FMG, located in Abitibi-Temiscamingue. Participants: For the proof of concept, all clinicians who will receive training will be included. For the impact study, all adults with multimorbidity registered in the two experimental FMG (estimated n=1300) and the control FMG (estimated n=600) will be selected. For the implementation study, 33 patients, 27 clinicians, and 6 managers from these 3 FMG will be selected according to a maximum sampling strategy.

Intervention

CDMS implementation consists of 11 single-disease trajectories, whereby the co-occurrence of multiple chronic diseases are considered. All trajectories and the CDMS will be presented to clinicians during training sessions.

Outcome

The system will be evaluated using the User Satisfaction-Technology Acceptance model by Wixom and Todd (2005). Indicators of Quality of Care and interview guides will be developed based on Ontario Health Quality and National Quality Forum frameworks.

Results

Following the proof of concept, we anticipate that the implementation of the CDMS in experimental FMG will impact positively the selected indicators compared to control FMG. Furthermore, we anticipate uncovering the key elements underlying successful implementation, as well as those that undermine implementation.

Conclusions

This project will guide the development and implementation of CDMS in primary care settings and provide potential benefits to patients with multiple chronic diseases.

Beyond Communication and Social Interaction: A Review on Designing for Dementia Care

(Carrie) Jiamin Dai & Dr. Karyn Moffatt

Introduction

The human-computer interaction (HCI) literature on designing for people with dementia (PwD) is growing. A wide range of research projects has touched on various quality-of-life aspects, from dealing with wandering and wayfinding to supporting creating and sharing. However, there is a lack of mapping between the HCI research conducted and the needs of dementia care.

Methods

We adopted a conceptual framework for dementia care to examine the relevant ACM SIGACCESS and SIGCHI sponsored conference proceedings in recent years (26 full papers in review). We aim to map the existing literature and provide an overview of the research contributions and gaps regarding designing for PwD and their family and caregivers.

Results

We find the current HCI research tries to help PwD with cognitive functioning and social relationships, as well as addressing some aspects of daily activities, self-concept, and well-being.

Discussion

With an aging population and an increasing number of families affected by dementia, the HCI community faces growing demands and responsibilities for designing for dementia care. Continuing to facilitate communication and social interaction and explore person-centered care, future research could seek inspiration and collaboration in related fields and expand to supporting more daily routines and attending to the rich emotions of PwD.

Caractéristiques du comportement informationnel en matière de santé en ligne de nouveaux arrivants

Asma Minyaoui

Introduction

Lors de l'installation de nouveaux arrivants dans leur pays d'accueil, ils se trouvent dans un nouvel environnement d'information. Leur intégration dépend surtout de l'accès à l'information. Ils ont recours à Internet pour avoir un accès rapide et gratuit à l'information dont ils ont besoin. Cela soulève des questions sur les caractéristiques de leur comportement informationnel en ligne, notamment lors de la recherche d'information reliée aux besoins de base comme la santé. Cette communication présente les résultats d'une revue de littérature qui porte sur les caractéristiques du comportement informationnel en matière de santé de nouveaux arrivants sur Internet.

Méthodologie

Notre revue de littérature inclut des références issues de différentes disciplines (sciences de l'information, communication et santé). Elle vise à identifier les caractéristiques de trois composantes de comportement informationnel, à savoir : besoin d'information, recherche d'information et utilisation d'information.

Résultats

Les résultats indiquent que le besoin d'information est suscité par plusieurs motivations comme l'état de santé de l'individu ou les problèmes d'accès aux soins de santé. Pour la recherche d'information, elle est caractérisée par des préférences de recherche comme l'anonymat, l'interactivité. Pour l'utilisation de l'information, elle implique quatre catégories de conséquences, à savoir : cognitives, affectives, physiques et comportementales.

Discussion

Nous concluons que le comportement informationnel en matière de santé en ligne de nouveaux arrivants possède ses propres caractéristiques qui le distinguent du comportement du reste de la population. Ainsi, il est pertinent d'étudier ce phénomène, surtout dans le contexte du Québec qui est riche en diversité ethnoculturelle.

Do Millennials evaluate information found on mobile devices?

Cynthia Kumah, Dr. Jamshid Beheshti & Dr. Joan Bartlett

Research and anecdotal evidence points to high mobile usage among students. The ubiquitous mobile device has become part of daily lives of people of all ages and millennials are no exception. Our recent survey results point to a high use of mobile devices in searching for information both for everyday life needs and for academic needs. In spite of the high utility of the device, not much is known about how users evaluate information found on this device. This paper presents findings from interviews conducted as part of a larger project on millennials.

Participants were undergraduate students attending McGill University, and were recruited through posters placed on various noticeboards on campus as well as emails sent through the undergraduate students associations mailing listserv. Sixteen participants were interviewed. Interview questions focused on everyday life information behaviour of millennials, specifically on wellbeing. Users were asked about how they evaluate information they find on mobile devices as well as methods employed in evaluating information.

The preliminary results indicate participants do not evaluate everyday life information found on mobile devices. Participants said this is because it is usually information needed to answer quick question. However, the advancement in technology and the increase in screen size is facilitating access to all kinds of information. It is therefore important to identify ways to support evaluation of search results from mobile devices to ensure that credible and accurate information is being used for everyday life.

Blockchain Applications Beyond Bitcoin

Tyler Kolody

As Bitcoin has risen in the public consciousness, many people have become curious about this new currency and what it can be used for. We'll go through the fundamentals and explore why Bitcoin is the least interesting application of the amazing new technology known as blockchain. Blockchains can be used to create a distributed, immutable record of the exchange of any digital object. This can include the standard cryptocurrency transactions, but can also facilitate the distribution of prizes for mathematical proofs, payment for blog posts or exchange of computing resources. We will discuss how this new form of exchange based on distributed trust can be applied to LIS such as medical records, content management and ownership and fact checking. Finally, we will look at how we can use this technology to create new incentive structures that dissuade negative collective outcomes, such as fake news and overconsumption of resources.

Understanding Building Information Modeling Issues Through Lessons Learned from Concept Maps

Daniela Oliveira

Discover how educators and knowledge management (KM) practitioners' reflections on concept maps' production validate perceptions of civil engineering professionals using Building Information Modeling (BIM). Understand the current perceptions surrounding the use of ontologies in BIM environments. In addition, gain insight about the research process itself: how the research object was identified, why the chosen methodology was selected and how the study was structured.

Every Player their Game and Every Game its Player: Game Collections and Programming in Canadian Public Libraries

Kayley McLeod

Introduction

Libraries have begun acquiring and offering games, but the process, specifically in public libraries, is still not well defined. If more data could be gathered about the gaming protocols of a national selection of libraries, best practices can be identified and communicated. It is in this spirit that my research has taken shape. My presentation will discuss the findings of a survey that I created and circulated to evaluate the role of games in Canadian public libraries. This work would be presented as a paper.

Methods

A short survey was designed to collect data on demographics, gaming programs and collections, concerns about games and future plans in libraries. The survey was hosted on Limesurvey. To proliferate the survey, major Canadian provincial library association mailing lists, including listservs and newsletters were used. 112 responses were collected.

Results

- Games are most often used by children but are targeted at teens and adults as well.
- Board games are most often used during programs or events. Collections are mostly made up of digital games.
- Larger libraries tend to have more game collections and programs.
- Even when game collections are offered, hardware for gaming is almost never offered.
- The top concerns libraries have about offering games are cost, theft, damage, and rating.

Discussion

While games have become more common in libraries there is still the need for the development of best practices, including how to curate a meaningful collection, reduce theft and introduce games, and thus new and alternative narrative experiences, to patrons of the library

The relationship between personality and information literacy self-efficacy in undergraduate students: A pilot-study with a MIST research methods class

Dr. Ilja Frissen

Introduction

The modern information age has created a critical need for effective information literacy skills. Possession of skills alone, however, is not sufficient to be successful. Success also requires the self-confidence to use these skills effectively. This work investigates whether personality influences this self-confidence.

Methods

A total of 117 undergraduate students (mean age 20.5) completed a pencil-and-paper survey. The survey consisted of a demographic information questionnaire, the Big Five Index (BFI), and the Information Literacy Self-Efficacy Scale (ILSES). The BFI is a self-reported inventory comprising 44, 5-point Likert scale items, that measures five dimensions of personality: 1) Openness; 2) Conscientiousness; 3) Extraversion; 4) Agreeableness; and 5) Neuroticism. The ILSES is a self-reported inventory comprising 28, 7-point Likert Scale items, that measure people's confidence in: 1) Defining the need for information; 2) Initiating the search strategy; 3) Locating and accessing the resources; 4) Assessing and comprehending information; 5) Interpreting, synthesizing, and using information; 6) Communicating Information; and 7) Evaluating the product and process. Data were collected by thirty-one MIST students enrolled in a research methods course.

Results and discussion

A multiple linear regression was performed to predict information literacy self-efficacy as a function of the five personality dimensions. The findings showed that only one of the dimensions, Openness, had a significant influence. These preliminary results suggest that personality traits such as creativity, imagination, wit, originality, and intellect play a role in people's confidence in their own literacy skills.