

Empirical Rules the World: Promoting Graphic Novels and Information Literacy in the STEM Classroom

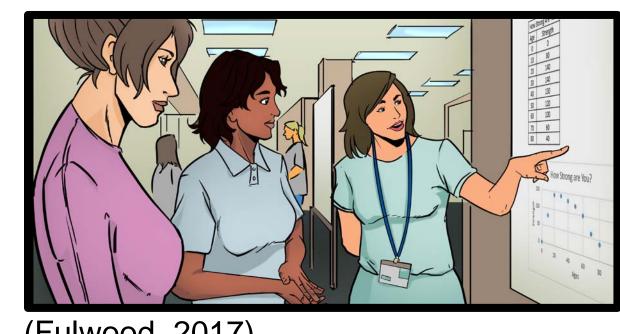
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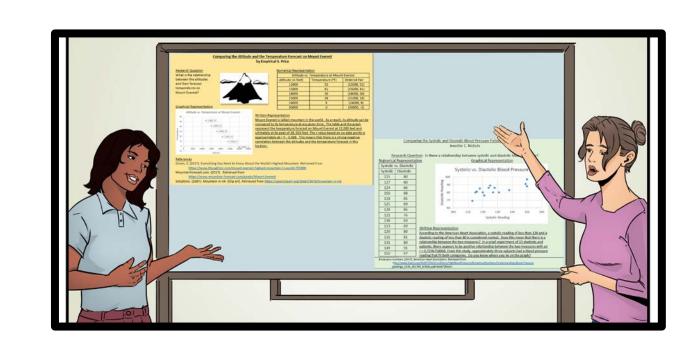


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Summary

Graphic novels have become popular learning tools in libraries and classrooms. To date very little has been done to promote the use of graphic novels in STEM classes. The purpose of this proposal is to determine if using graphic novels will improve student information literacy skills and success in the college statistics classes.





(Fulwood, 2017)

Research Driven

Graphic novels and the embedded librarian concept are both recent innovative tools with supporting research that has shown an increase in student success (Brenner, R., 2015; Smith. S. S, & Sutton, L., 2010).

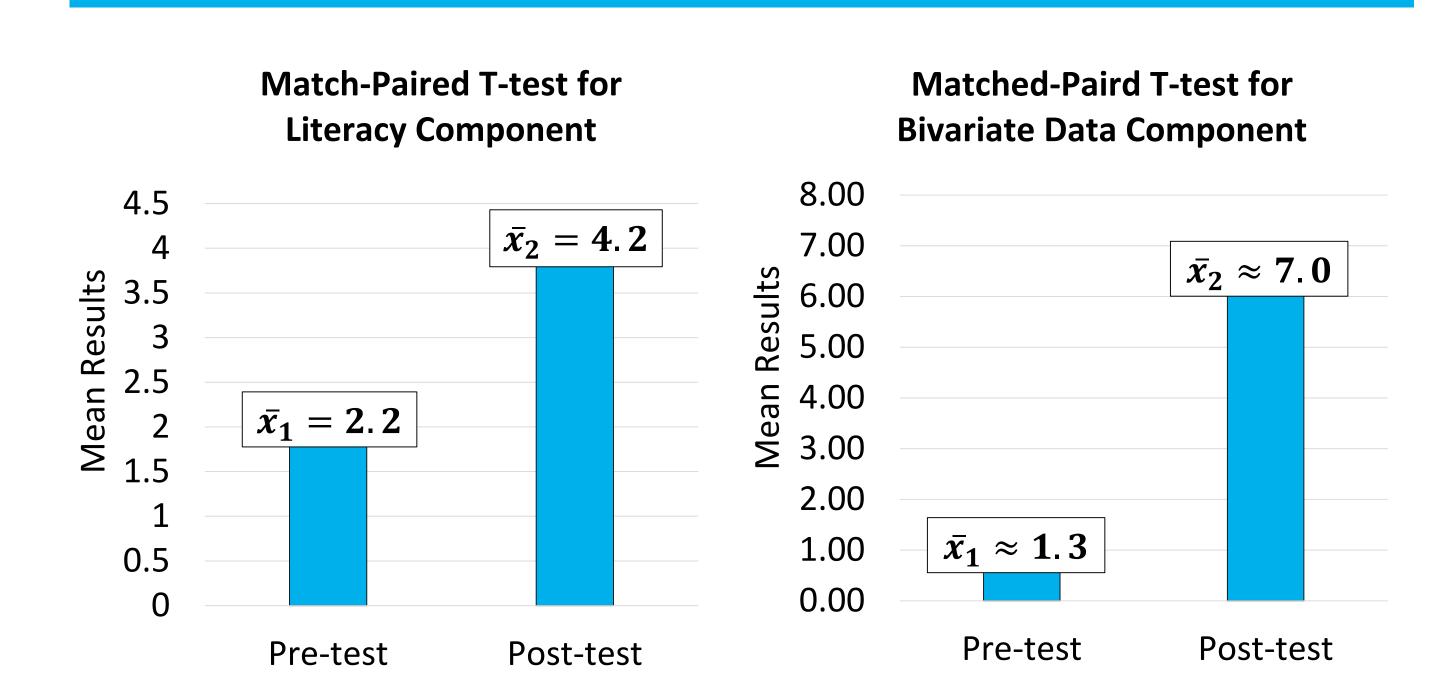
BC Strategy

Strategy 2 in the BC Strategic plan for 2017-2022 attempts to employ both a faculty member and a librarian to use innovative tools to increase students' success.

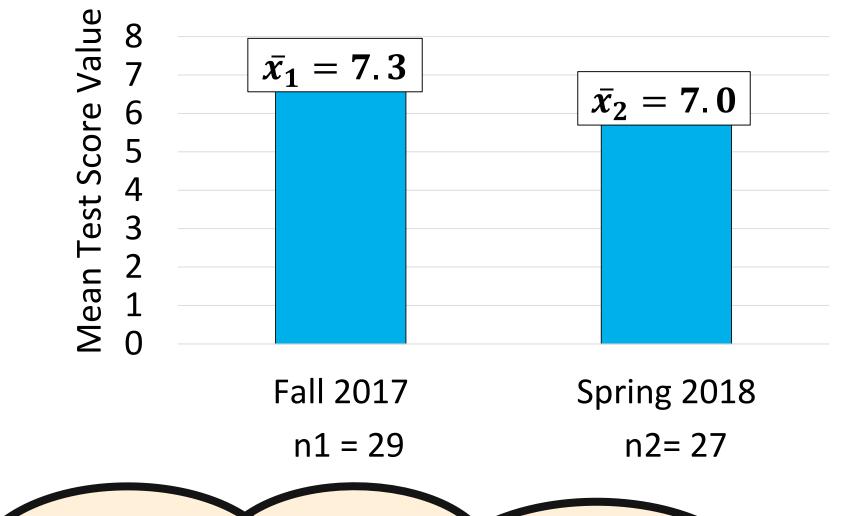
Goals

- Refine each student's scope of information literacy
- Improve the student's acquisition of critical reading skills
- Introduce the idea of bivariate data
- Promote collaborative work

Results



Two-Variable Sample T-test for Post-test Correlation Comparison from Fall 2017 to Spring 2018

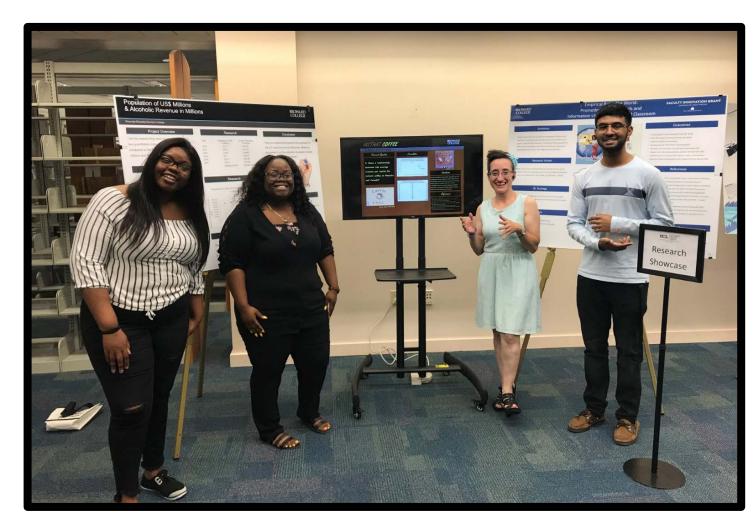


Research Question:

Why should educators use graphic novels and information literacy as alternative teaching strategies in the STEM higher education classroom?



(Student Research Showcase, Spring 2018)



(Student Research Showcase, Spring 2018)



MATH FACULTY IN THE NEWS

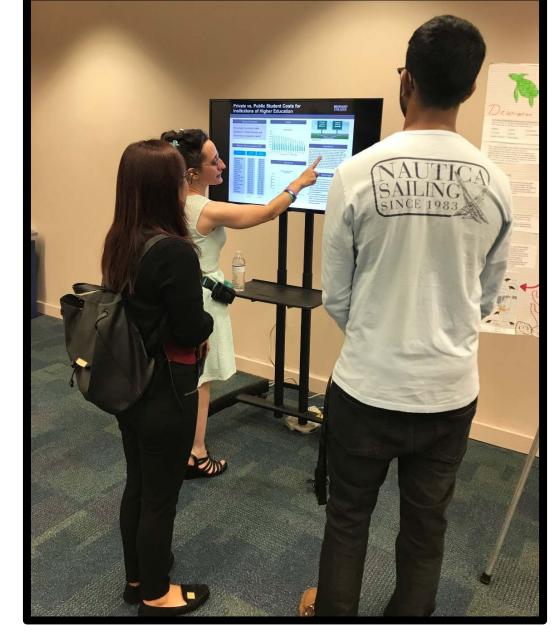
Three math faculty received Aspen Faculty Innovation Grants, and they presented their ideas at the LEAD Conference on February 23, 2018. Dr. Mitzi Fulwood and our two STEM Librarians, Elena Lazovskaia-Hall and Simone Williams, are currently working on "Promoting Graphic Novels and Information Literacy" in the STEM Classroom. This work gives students in STA 1001: Pathway to Statistics an opportunity to write a research question, conduct research in Statista, create a bivariate table and scatter plot in Excel, compute the r-value using the TI 30XS Multiview or Excel, and finally analyze and interpret their results.



(STA 1001 Classroom)

Answer:

To increase students o communication skills in the area of *reading*, writing and speaking.



(Student Research Showcase)

References

- Brenner, R. (2015). A guide to using graphic novels with children and teens. In Scholastic. Retrieved from https://www.scholastic.com/ teachers/lesson-plans/teaching-content/guide-using-graphic-novels-children-and-teens
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