2017-04-13

Defining Popular Culture Within the Academic Library

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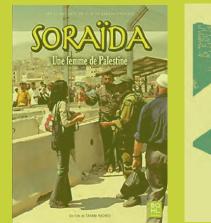
Defining Popular Culture Within the Academic Library

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Discussion Group

Staff involved with selection, processing, reference, acquisitions, cataloging

Goal is to have common understanding of what we have across our library system - pop culture collections do not reflect our organizational structure

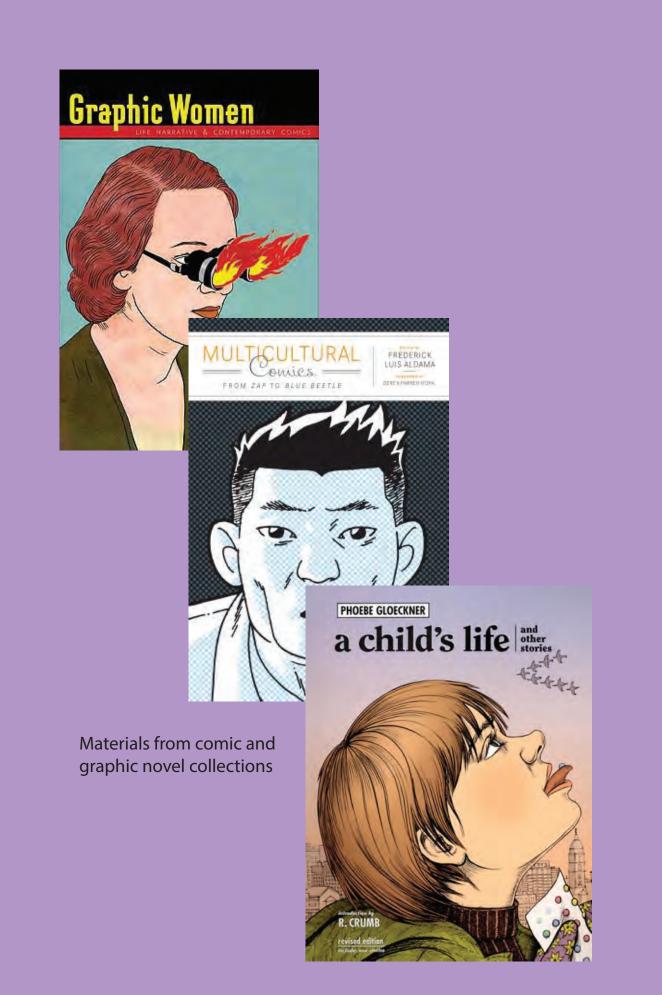
Topics include:

highlighting sub-collections who is collecting what potential exhibits, activities and other ways to highlight pop culture materials collaborations

Special issues and problems discussed:

processing and description challenges for unique formats (for example: mini-comics, cataloging by character)

international acquisitions challenges purchasing challenges (non-standard vendors, ephemeral formats, volume of materials) cataloging (reclassification of materials)



What is popular culture?

A collection area? Area of study? Research tool?

At U-M, popular culture materials may be:

graphic novels computer and video games movies and television popular news and magazine sources popular fiction and non-fiction music

in a variety of languages from all over the world online and print used by researchers in all disciplines



all subjects, formats, and locations collected and processed by many people and in many different ways require a holistic approach





Lessons Learned

Popular culture is not part of any single individual's job duties, therefore sustainability requires active time commitment on part of organizers

Increased awareness among library staff of academic interest and activity related to popular culture, along with our collections strengths, and library's capability to respond to these campus needs

Next Steps

Build capacity for outreach and publicity activities related to popular culture materials

Continue to work across the organizational structure to identify opportunities for collaborative collection development

Work directly with faculty to support their popular culture needs



Environmental Scan

Identifies relevant academic departments (5 primary, over 20 other programs)

Overview of faculty and courses related to pop culture

Sampling of course titles

Identifies relevant primary and secondary sources

Research Project

How useful are patron requests in building pop culture collections?

Research project is a mixed methods

ILL and purchase request monograph requests were collected

Pop culture materials are manually identified and tagged

Results will be analyzed and reviewed against current acquisitions practice

Faculty will be interviewed to supplement the data

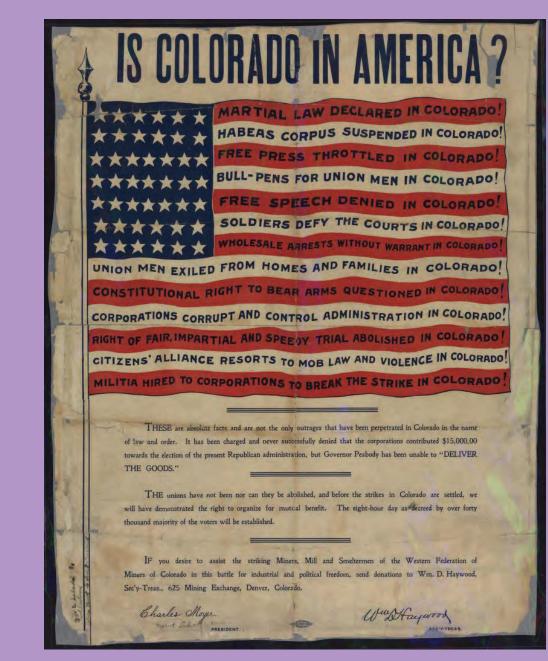
Purchasing Decisions

More holistic approach (many heads involved)

How to move and process items across collections (for example: magazines moved from shorter term collections to longer term)

Active focus on purchasing pop-focused content (for example: EBSCO pop magazine archive)

Committing more funds to enable large purchases



U-M Library Digital Collections. Political Posters, Labadie Collec tion, University of Michigan. Accessed: March 02, 2017.

Askwith Media Library Joseph A. Labadie Collection Computer and Video Game Archive Screen Arts Mavericks and Makers Janice Bluestein Longone Culinary Archive

