The Digital Media Lab
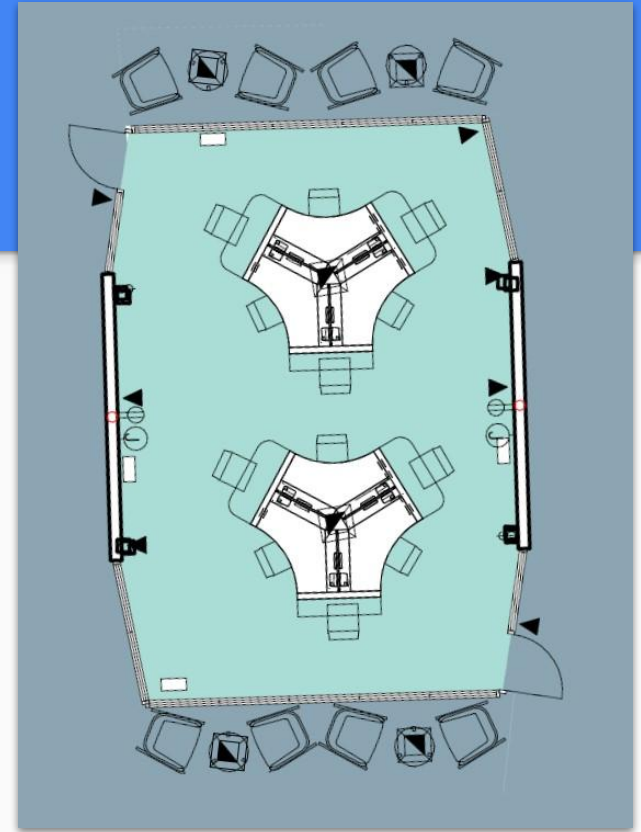
At the New Tufts Library

The Digital Media Lab

Floor Plan

Digital Media Lab Rendering

Digital Media Lab Rendering - Exterior

Overview

- The two main purposes of the Digital Media Lab

- What will be in the Digital Media Lab

- How the Digital Media Lab will meet the needs of the community

Two Main Purposes

A space for taking **interactive classes on technology and software**. Library users will be able to follow along on individual computers as well as view the instructor's screen on two wall-mounted flat panel displays.

A space for **self-directed learning and creative projects** requiring graphic design, photo, and multimedia software not available on the computers in the general public computer area.

What Will Be In The Digital Media Lab?

- Wall mounted flat panel displays so class instructors can project their computer screen for the whole class to see
- 12 computers with essential software so patrons can follow along with the instructor in interactive classes
- 2 of the 12 computers are iMacs optimized for creative projects such as digital photography, graphic design, and multimedia editing
- Professional-level software for photography, graphic design, web design, and multimedia editing (such as Adobe Creative Suite products), as well as open source software
- Color printer

LEARN
Take classes where you can follow along with the instructor on a screen as well as on a computer

PRACTICE
Word processing, spreadsheets, web design, digital photography, and more

CREATE
Graphic design & photo projects on computers optimized for popular design software

PROCESS
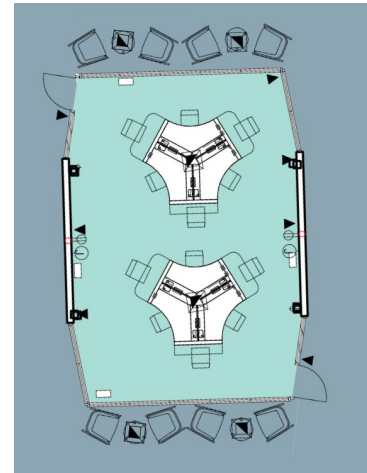Bring recorded audio and prepare it for podcasts, interviews, and more

EDIT
Video recorded in Conference Room 231 or elsewhere with software not available on a smartphone

THE DIGITAL MEDIA LAB
at the new Tufts Library
A space for interactive classes and doing independent work with specialized software

Featuring

- Wall-mounted flat panel displays so class instructors can project their computer screen for the whole class to see
- Computers with essential software so patrons can follow along with the instructor in interactive classes
- 2 of the 12 computers are iMacs optimized for creative projects such as digital photography, graphic design, and multimedia editing
- Professional-level software for photography, graphic design, web design, and multimedia editing (such as Adobe Creative Suite products), as well as open source software
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How will the Digital Media Lab meet the needs of the community?

K-12 Students

Scenario: A student in the Weymouth Public Schools is making a video as part of their summer reading project. The student records the video on their phone and then visits the Digital Media Lab to edit the files using iMovie available in the lab.

College Student Working on a Podcast

Scenario: A college student has been listening to podcasts for years and wants to try their hand at creating their own. They record the audio files for their first podcast episode in Conference Room 231 and then process and edit the recording in the Digital Media Lab using the available Adobe Audition or Audacity software.

Job Seekers

Scenario: An adult is looking for a job and wants to be able to add some new computer skills to their resume. They attend several classes in the Digital Media Lab to brush up on their skills, including word processing, email, and spreadsheets, following along with the instructor on a computer in the lab.

Curious Hobbyists

Scenario: A library patron is curious about graphic design and wants to learn about it without having to invest in expensive software. They visit the Digital Media Lab to experiment using some of the available software like Adobe Illustrator to find out if this is something they would like to pursue further.

Technology Novices

Scenario: A patron who is fairly new to technology receives an old family photograph via email from a relative overseas. In the Digital Media Lab they learn, with some help, how to edit, print, and share the photograph with other family members using Adobe Lightroom.