

Welcome to the October 2021 issue of *C&RL News*. We start out this month with the latest installment of our Perspectives on the Framework column. Veronica Arellano Douglas, Emily Deal, and Carolina Hernandez of the University of Houston discuss their use of experiential scenarios as teaching tools in “Valuing the everyday.”

At Ohio University, librarians use archival materials from a local mental health institution to connect first-year psychology majors to the library. Paul C. Campbell and Stacey Lavender write about the project in their article “Approaching freshman library one-shots in an unconventional way.” In this issue’s The Way I See It essay, Joel M. Burkholder looks at taking information literacy “From the shelves and into the world” through music.

Using gamification as a learning tool is the focus of this month’s Scholarly Communication column highlighting “The Open Axis video game” developed at UCLA, while Vincent F. Scalfani of the University of Ala-

bama writes about his adventures “Using the Linux operating system full-time” in our latest ACRL TechConnect feature.

With fall term in full swing likely comes a full slate of meetings, some of which may remain virtual or hybrid. Rachel G. Rubin and Urszula Lechtenberg of the University of Pittsburgh provide tips for using backwards design to improve meetings of all types in their article “Teach your meetings well.” Librarians at the University of Albany worked with their Senate parliamentarian to present a workshop on applying *Robert’s Rules of Order* to virtual meetings. Lauren Puzier and Kelsey O’Brien write about their experience in “No Pets on Zoom.”

Make sure to check out the other features and departments this month, including a look at the digitization of the “USC Illuminated Medieval Manuscripts” collection by Danielle Mihram and Melissa L. Miller.

Thanks as always for reading the *News!*

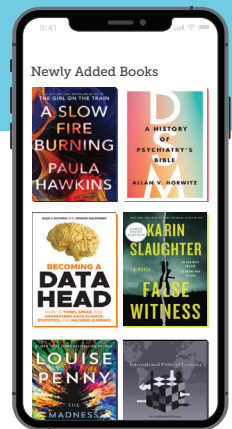
—David Free, editor-in-chief, dfree@ala.org

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