Scavenger Hunt in the Library

Locating Data Sensors

OVERVIEW

Participants to play detective and map all the sensors and data entry points in the public library.

WORKSHOP PURPOSE

This workshop helps to build data infrastructure literacy, which is key to understanding the technical systems that shape our data society. Workshop participants explore the interconnected network of data inputs in the library, such as printers, WIFI routers, security cameras, computer terminals, and other devices. They will also consider how data travels around the library. For example, data can travel via cell phone networks, closed circuit TV (CCTV), Bluetooth, WIFI networks, or hardwired Internet connected devices.

DESCRIPTION OF ACTIVITY FOR LIBRARY WEBSITE

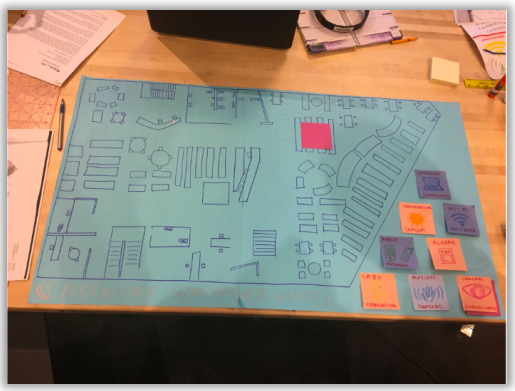
"Let's go on scavenger hunt and find the network of data inputs at the library."

QUESTIONS TO PROMPT DISCUSSION:

1. *Where are the sensors at the library?*
2. *What are they used for? Are they for checking out materials, for security, for accessing the Internet?*
3. *Are these sensors collecting data on you? How is this data used by library?*
4. *How do you feel about data collected about you?*

KEY TERMS AND CONCEPTS

Data awareness, data flows, networks, privacy, sensors, WIFI signals, surveillance, IoT (Internet of Things)



PHASES OF DATA LIFE CYCLE ADDRESSED: Collect/Create Data, Transform/Use Data

RECOMMENDED AUDIENCE & ENVIRONMENT

For tweens and teens, ages 11 and up. This activity is successful with small groups, from two to ten, depending on the size of your library. We suggest alerting the library staff in advance.

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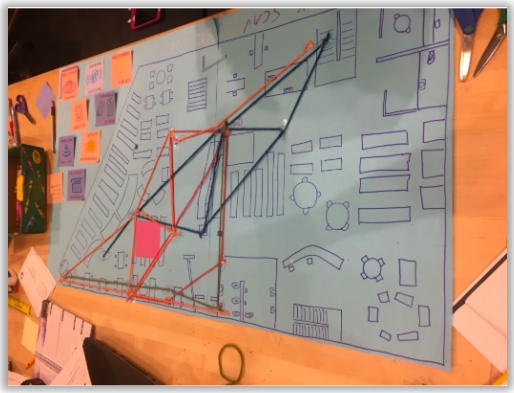
MATERIALS NEEDED

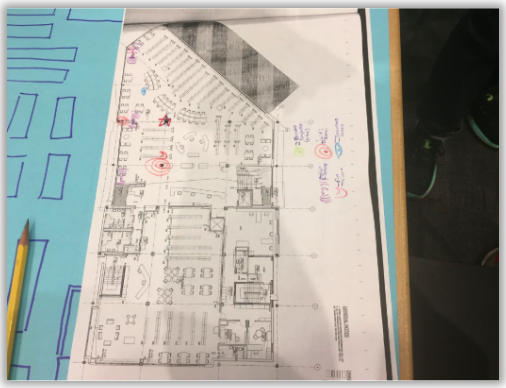
1. Sketch paper for maps, aerial floor plans or fire exit maps for reference
2. Yarn (4 colors)
3. Scissors
4. Markers
5. Clipboards with map of library and pencils (optional)

STEP-BY-STEP PLAN

Directions

1. Facilitators should identify data entry points throughout the library in advance. Prepare floor plans of the library in advance. Print out a floor plan for each participant.
2. Begin the activity with a brainstorming exercise: Can participants guess what devices in the library might be connected to the Internet? Are there other devices in the space that collect data or provide access to the Internet?
3. Give participants a clip board with a map of the library. Ask participants to walk around the library, find devices that collect data, and mark their location on the map. Look for routers, security cameras, gaming devices, materials checkout stations, TVs, computers, printers, cell phones, iPads. Might these devices be connected to the Internet?
4. Participants regroup and share their maps. What did they find?
5. On a larger map for the group, mark the location of sensors and devices, then connect them using the yarn, to show how data moves around the library. Examples of connections might include:
    a. Connect security cameras to the security guard's computer if he/she has a live feed.
    b. Connect laptops to wireless routers;
    c. Connect computers to printers.
    d. Connect cell phones to 3G/4G/LTE cell phone towers (outside the library) or to another cell phone via Bluetooth.
6. Tip: Sometimes, you'll stumble across a "mystery device." In the library. Don't be afraid to ask other librarians passing by what they think it may be. If all else fails, Google the device, and its function!





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