



COLLEGE OF INFORMATION STUDIES



2020-2021
Annual Report



Professors Dr. Hernisa Kacorri, Dr. Amanda Lazar, and Dr. Eun Kyoung Choe discussing a Health Informatics project

WHO WE ARE

- 42 tenured/tenure track faculty, 28 professional-track faculty members who specialize in teaching, service or research, 8 researchers, 50 staff, and 1900 students focused on leveraging information and technology to improve the lives of individuals and communities
- 3 Bachelor's programs, 7 Master's programs, 1 PhD program
- \$10M in research expenditures and over 85 funded research projects

GROWTH

- 300% increase in faculty, staff, and students in the last three years
- Continued growth in research funds and philanthropic gifts to support the College's mission
- BS in Information Science, est. 2016, is one of the 5 largest undergraduate programs at UMD and the #1 fastest growing degree program overall at UMD
- 2 new undergraduate majors, 2 new Master's degrees, and other programs under development

DIVERSITY

- 31% of students from underrepresented groups, 42% female student body, students from 54 countries

UMD COLLABORATION

- Faculty joint appointments with Arts & Humanities (ARHU), Behavioral and Social Sciences (BSOS), Computer, Math, and Natural Sciences (CMNS), Education (EDUC), Journalism (JOUR), and Public Policy (PLCY)
- Dual or joint academic programs with Architecture (ARCH), Engineering (ENGR), JOUR, and ARHU
- Joint research units with BSOS (SoDa: Maryland Center for Social Data Science) and with University of Maryland Institute for Advanced Computer Studies (UMIACS) (HCIL: Human Computer Interaction Lab, and CLIP: Computational Linguistics Information Processing Lab)



THE UMD iSCHOOL

Bringing together multidisciplinary thought leaders to tackle real-world information challenges that benefit everyone

The students, faculty and staff at the UMD iSchool are passionate about how individuals, organizations, and communities can benefit from information. We conduct leading research, spearhead partnerships and outreach, and shape the next generation of information professionals.

In all that we do, we strive to:

- Help people find and understand information
- Enable people to make beneficial decisions based on data and information
- Protect the privacy and security of information and the people who use it
- Democratize the access and benefits of information

To do this, the iSchool is a multidisciplinary college that brings together great minds from across disciplines—such as information technology, archival and library science, organizational psychology, cultural anthropology, computer science, cognitive science, electrical engineering, and education.

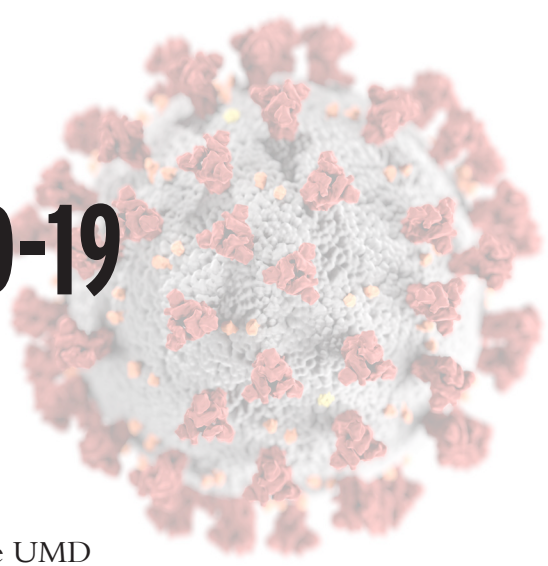
A few of the ways that our college is tackling real-world information challenges:

- Developing new computer interfaces that allow people with disabilities to use accessibility features seamlessly
- Establishing ethical guidelines for social data use in partnership with consumers, big data researchers, commercial providers, and regulators around the world
- Creating new technologies so people with dementia can live in their own homes
- Understanding the uses and effects of digitized ethnographic collections for Native and Indigenous communities
- Creating generalizable configurations of people, computing, and information that augment human intelligence and creativity

Like many other iSchools (information schools, which number over 100 worldwide), we started as a Library School. Today, we continue to strengthen libraries, archives, and museums and have retained our core commitment to supporting diversity, inclusion, and the accessibility of information and technology to all people. Alongside this, we have grown to be an international leader in socio-technical information science education and research. We develop information and technology solutions with people, for people. We apply this approach to the development of information processes, technologies, programs, institutions, and systems.

THE iSCHOOL AND COVID-19

RESEARCH AND GROWTH



Faced with the ongoing COVID-19 pandemic across the nation, the UMD iSchool community leveraged its global network to develop cutting-edge research and forge partnerships with national and international institutions to combat these crises.

Library Field Guide to Survive Crises

As libraries across the nation came face-to-face with a new sense of normalcy resulting from the COVID-19 pandemic and civic unrest, LIS expert Mega Subramaniam, Professor and Associate Dean for Faculty, worked alongside 137 library staff across the U.S. to develop a comprehensive digital field guide designed to assist library administration and staff through these and other forms of crises.

Two UMD iSchool Faculty Members Join FAS COVID-19 Task Force

Access to timely and accurate information and expertise is now a necessity for survival as policymakers move forward to address the ongoing coronavirus pandemic. Professors Jen Golbeck and Beth St. Jean were selected to join a world-class team of experts assembled by the Federation Of American Scientists to specifically examine and advise on big data and technology issues surrounding COVID-19, and on the societal and international implications of COVID-19.

UMD Partnership with George Mason University to Leverage 311 Data During Pandemic

311 hosts hundreds of crisis-related resources for residents in the DC, Maryland, and northern Virginia (DMV) areas accessible on the web or on mobile devices. Susan Winter, Associate Dean for Research and Co-PI, has partnered with George Mason University (GMU) and Connected DMV to understand how residents in the DMV area leverage 311 during disasters, such as the COVID-19 pandemic, and help empower policy makers to use 311 data for improving crisis service quality and overall regional resilience.

UMD, Carnegie Mellon University, and Facebook Team Up to Forecast Coronavirus Spread

Capitalizing on the most widely used social media platform in the world, social data researchers at the UMD Social Data Science Center (SoDa) and the Carnegie Mellon University Delphi Research Group are leveraging data shared by more than 30 million Facebook users world-wide to predict the spread and future hotspots of COVID-19 and identify patterns in preventative measures.

In addition, the iSchool quickly pivoted its operational approaches in response to the pandemic. The college seamlessly shifted academic programs fully online, adjusted recruitment approaches and saw growth in students for Fall 2020, focused on our new remote culture with care packages for students and virtual social events for faculty and staff, and launched several new public talk series with fantastic participation.

YEAR IN REVIEW

HIGHLIGHTS

- Launched Master of Professional Studies in Gaming, Entertainment, and Media Analytics (GEM)
- Launched Master of Professional Studies in Data Journalism with Merrill School of Journalism
- Launched two new minors offered at Shady Grove and one offered at College Park
- Student body grew from 1800 to 1900 students
- Created the Advanced Information Collaboratory (AIC)
- Created the Center for Archival Futures (CAFe)
- Launched special interest groups to bring together thought leaders around Search Mastery and Sociotechnical Cybersecurity (STC)
- The Trace Research & Development Center celebrates 50 years

KEY EVENTS

- February 2021 – 4th Annual Data Challenge: Data Exploration to Cultivate Better Living
- April 2021 – What is digital inequality?: A conversation on *The Promise of Access*, by iSchool Faculty member Dr. Daniel Greene
- May 2021 – 1st Annual ALA Lecture Series with Julius C. Jefferson, Jr., ALA President
- May 2021 – 38th Annual HCIL Symposium
- May 2021 – 22nd Annual MacLeod Lecture: Queerer and Queerer: 50 Years of LGBTQIA+ representation in books for young people
- Launched monthly Center for Archival Futures (CAFe) Speaker Series
- Launched monthly Sociotechnical Cybersecurity (STC) Lecture Series
- Launched monthly Search Mastery Lecture Series

SIGNIFICANT AWARDS & GRANTS

- ARL – Additive Manufacturing Digital Curation and Data Management – Richard Marciano and J. C. Zhao (\$2.075M)
- IMLS Early Career – Libraries, Integration, and New Americans: Understanding immigrant acculturative stress – Ana Ndumu (\$380k)
- IMLS Early Career – Sustaining Digital Community Collections – Katrina Fenlon (\$382k)
- NSF CAREER – Advancing Remote Collaboration: Inclusive Design for People with Dementia – Amanda Lazar (\$550k)
- NSF SCC-IRG Track 1: Inclusive Public Transit Toolkit to Access Quality of Service Across Socioeconomic Status in Baltimore City – Vanessa Frias-Martinez, Christopher Antoun, and Jessica Vitak (\$2.35M)
- ONR Accelerating Cross-Disciplinary Innovation with Computational Analogy – Joel Chan (\$350K)



Professor Jonathan Lazar lecturing about digital accessibility

AY 2020-2021

NEW FACULTY



Victoria Van Hyning

Assistant Professor
Library Innovation,
Information Justice, &
Digital Humanities



Zubin Jelveh

Assistant Professor
Data Science, Public
Policy, Record Linkage



Diana Marsh

Assistant Professor
Archives and Digital
Curation



Naghmeh Momeni

Lecturer
Social Networks &
Online Communities



Ryan O'Grady

Lecturer
Future of Work, Library
and Information Science



Ido Sivan-Sevilla

Assistant Professor
Comparative
Social Science &
Technology

NEW STAFF

Emilia Azar

Academic Program Specialist
(HCIM/MIM)

Sarell Brookins

Academic Advisor (InfoSci at SG)

Corie Brown

Academic Program Specialist (InfoSci at CP)

Jessica Feltner

Administrative Assistant II

Bryan Hwang

LAN System Administrator

Matt Krishan

Web Developer

Maura Matvey

Business Manager

Hayleigh Moore

Writer

Charlene Ploetz

Undergraduate Program Advisor

Jillian Scarson

Academic Program Specialist (MLIS/PhD)

Chris Stark

LAN System Administrator

Amy Vaillancourt

Undergraduate Advisor

Liz Zogby

Trace Center Outreach Coordinator

AY 2020-2021

REACHING INDUSTRY: iCONSULTANCY

Through the iConsultancy Program, students partner with public and private sector organizations and businesses to solve their information challenges. Nearly 400 iSchool students, both graduate and undergraduate, completed 90 projects over the 2020–2021 academic year, utilizing skills in UX/UI, data visualization, information management, and database and technology development.

Example projects:

- **United Way of Lower Eastern Shore** – designing a web-based platform to improve overall health and social literacy among the four Lower Eastern Shore counties of Maryland
- **Library of Congress** – revitalizing LOC's Chronicling America historic newspaper collection to reach new audiences
- **CommunicateHealth** – improving CommunicateHealth's services aimed at improving health literacy
- **IQ Solutions** – designing an affordable solution to support independent living for individuals with Mild Cognitive Impairments (MCI) and early-stage Alzheimer's Disease or Related Diseases (ADRD)
- **Cool School** – reshaping how the app, Cool School, teaches children about conflict resolution in modern day
- **Historic Takoma** – implemented a new website design, and developed a full-fledged migration plan and user manual for Historic Takoma's leadership during COVID-19
- **Central Kenilworth Avenue Revitalization Community Development Corporation** – database and tools to capture survey data to improve Latinx outreach
- **IOT Stormwater** – these two projects build community and campus connections by improving water monitoring on campus and deploying new technologies to improve stormwater management
- **Fiscal analysis for New Windsor MD** – provided guidance and easily consumable information for municipal decision making around long-term capital investment – a model for other small jurisdictions throughout the state (PALS)
- **Lift4Today** – website redesign & social media training for a personal fitness business
- **SDAT** – equity analysis of state dept of taxation data on property assessment appeals
- **DC Water** – multiple projects – one project analyzed and visualized data to speed up the process of finding change in impervious areas, and another that converted internal forms to new technologies to satisfy workforce transition needs due to COVID-19 impacts
- **Smith School Alumni** – ongoing collaboration with Smith School Alumni office to develop their alumni engagement technology – integrating Salesforce with internal and 3rd party products
- **Washington Suburban Sanitary Commission** – multiple projects to support data warehousing, data analysis and data dashboards across multiple departments
- **WSTC** – analyzed impact of pandemic on bus routes and ridership for Montgomery and Prince George's counties

ACADEMIC PROGRAMS

BACHELOR'S PROGRAMS

BS in Information Science (InfoSci) offered at College Park and Shady Grove
BA in Technology and Information Design (InfoDesign) (*Launching Fall 2022*)
BS in Social Data Science (SDS) (*Launching Fall 2022*)

MASTER'S PROGRAMS

Master of Science in Human-Computer Interaction (HCIM)
Master of Information Management (MIM)
Master of Professional Studies in Gaming, Entertainment, and Media Analytics (GEM)
Dual Masters in Information Management & Community Planning (CPIM)
Master of Library & Information Science (MLIS)
Dual Masters in History and Library & Information Science (HiLS)
Master of Professional Studies in Data Journalism (*Launching Fall 2022*)

DOCTORAL PROGRAM

Doctor of Philosophy in Information Studies (PhD)

CERTIFICATES & NON-DEGREE STUDY

Graduate Certificate in Information Risk, Privacy & Security (CIRPS)
Professional Certificate in Digital Curation for Information Professionals (DCIP)
Non-Degree Study in School Library Media

NEW FOR 2022-2023

Carillon Community in Health Justice

*InfoSci student doing
work during her lunch
break in Edward St.
John Learning and
Teaching Center*



NEW & NOTEWORTHY

Master of Professional Studies in Game, Entertainment, and Media Analytics (GEM) Launched 2021

This fully online graduate degree addresses the unique need for highly-trained information professionals and data scientists who understand the complexities that the entertainment industries face today. Students learn to apply analytics and data science methods in support of video games, streaming video, Over-The-Top (OTT) media, mobile games, eSports, traditional media, professional sports, and other current internet-based entertainment products.

The program weaves sociotechnical facets of entertainment into the curriculum, enabling students to influence consideration of data privacy, ethical design, and national security concerns in product and service design and deployment.

Master of Professional Studies in Data Journalism Launching Fall 2022

This new interdisciplinary program combines STEM data-management techniques and world-class journalism training to teach students marketable skills in data collection and data visualization to communicate meaningful findings.

The Philip Merrill College of Journalism and the UMD iSchool will begin offering a new from-anywhere data journalism master's degree in the Fall 2022 semester, and will begin accepting applications in Fall 2021.

Certificate of Professional Studies in Information Risk, Privacy, and Security (CIRPS) Launched 2021

The iSchool is uniquely positioned to take a primary role in providing education and training to existing information management professionals who want to take on the challenges of information risk management.

Individuals completing this program will be positioned to review data protection legislation, legal requirements for information policy specifications, implementation of information policies, data governance, data validation, and business rule compliance, as well as help architect, socialize, and deploy corporate information governance programs.

Carillon Community in Health Justice Launching Fall 2022

In fall 2022, iSchool Associate Professor Beth St. Jean will launch an iSchool Carillon Community on health justice. Carillon Communities are living-learning programs for first-year students focused on problem-solving and creativity skills and mindsets. Students who join Beth's community will live together in Easton Hall and take a seminar on health justice with Beth as well as a "Carillon Studio," in which they collaborate on a design project related to the student experience at UMD.

ACADEMIC HIGHLIGHTS

MLIS PROGRAM

Ranked #4 in the USA by US News & World Report

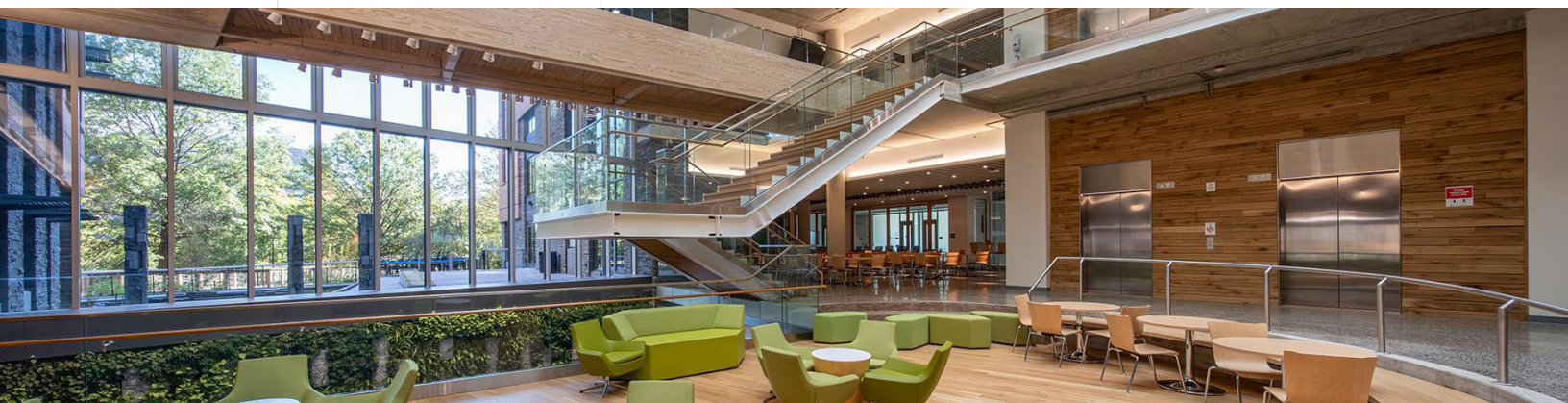
In addition to attaining this new ranking, the program has developed new research organizations and partnerships to support a growing interest in archives and digital curation, increasingly coupled with an interest in diversity and inclusion and making archives accessible to populations who have historically been excluded. The recently established Center for Archival Futures (CAFe) allows MLIS students to more deeply engage in this area.

In response to important issues facing the profession, new courses were developed, including Roles and Responses to Crisis by Information Institutions (developed by Mega Subramaniam and first offered in the Winter 2021 term), Outreach, Inclusion, and Crowdsourcing (developed by Victoria Van Hyning and first offered in Spring 2021), and Critical Theory in LIS (developed by Ana Ndumu and being offered in Spring 2022).

INFOSCI @ SHADY GROVE

Unique to the InfoSci at Shady Grove program, two new minors were launched during the Fall 2021 semester – Technology Innovation Leadership, which combines creative leadership, design thinking and understanding socio technical challenges to tackle large scale problems relating to technology innovation, and Information Risk Management, Ethics, and Privacy, where students learn practical strategies to mitigate risks and explore the ways emerging technologies benefit in the context of risk management, ethics, and privacy.

Over the past year, faculty, staff, and students at the InfoSci at Shady Grove have been committed to introducing the possibilities open in information science fields to local middle and high school students. In a partnership with Montgomery County Public Schools, students and faculty at Shady Grove help support STEM teachers who offer cybersecurity camps for middle school students and host six high school students interested in career-based learning experiences.





iSchool students discussing a project in INST327

INFOSCI @ COLLEGE PARK

As the #1 fastest growing undergraduate program at UMD, students graduate equipped with the necessary technical skills to address the growing need for information professionals who understand complex social and organizational issues. The 2020 career placement rate was 86%, with 95% of employment directly related to the field of study and skills gained in the major.

The InfoSci program also teamed up with Engineering to create a minor in Science, Technology, Ethics and Policy (STEP) that explores the powerful social, ethical, and political relationships that drive research and innovation. The program delves into the challenges of living and innovating in a world where emerging science and technologies are becoming increasingly interconnected, pervasive, and powerful.

PHD PROGRAM

This year's cohort of 19 PhD students is the largest the iSchool has ever had. The program overall has a 69% female student body in a STEM program, something we are very proud of.

Alongside the iSchool's brilliant faculty, PhD candidates can pursue the world's most difficult, unanswered questions about information and tackle today's critical social problems. Graduates go on to land careers in academia, government, and industry, working with some of the most prominent social and technical innovators, including AT&T Labs Research, Facebook Research, Google, IBM, Microsoft, National Library of Medicine, Johns Hopkins Applied Physics Laboratory, and various universities across the globe.

RESEARCH OVERVIEW

Our researchers combine principles of information science with cutting-edge technology to foster access to information, improve information interfaces, and expand how information is used.

TOP THREE FUNDING SOURCES

- National Science Foundation (NSF)
- Institute for Museum and Library Services (IMLS)
- Trace Center Funding: Department of Education and National Institute on Disability, Independent Living, and Rehabilitation Research (NIDILRR, HHS)

RESEARCH AREAS

- Library and Information Science
- Data Science, Analytics, and Visualization
- Accessibility and Inclusive Design
- Digital Humanities
- Data Privacy and Sociotechnical Cybersecurity
- Social Networks and Online Communities
- Smart Cities and Connected Communities
- Information Justice, Human Rights, and Technology Ethics
- Human-Computer Interaction
- Future of Work
- Health Informatics
- Youth Experience, Learning, and Digital Practices
- Computational Linguistics, Machine Learning, and Information Retrieval
- Computational Archival Science



Student participating in a hands-on workshop for an Aging and Disability course at the iSchool

RESEARCH CENTERS & LABS

- Advanced Information Collaboratory (AIC)
- Center for Archival Futures (CAFe)
- Computational Linguistics and Information Processing Lab (CLIP)
- The Human-Computer Interaction Lab (HCIL)
- Social Data Science Center (SoDa)
- Trace Research & Development Center (Trace)

SPOTLIGHT: TRACE CENTER

This year marks the 50th Anniversary of the Trace Research and Development Center, which came to the UMD iSchool in 2017. The Trace Center continues to be a leader in the field of information and communication technology by contributing groundbreaking innovations and industry and policy standards.

Since 1971, the Trace Center has helped millions of people interact with the world using common everyday devices, like telephones and computers. Originally formed to address the communication needs of people who were non speaking and had severe disabilities, the Trace Center has been a producer of cutting-edge research and technologies that can be found in billions of devices used by people with and without disabilities around the world.

The Trace Center is developing new technologies and conducting research that has the potential to ensure continuous improvement in accessibility, both for end users and for organizations who manage accessibility.

- **iAccessible** – an automated software tool for digital accessibility compliance testing in development in a collaboration with Optimal Solutions. iAccessible, currently available to organizations, has potential to improve the management of web accessibility within large organizations
- **Morphic** – provides users with a way to automatically adjust a computer's settings and special features to the user's unique specifications, such as font sizes, color contrast, zooming, and screen reading. This new software currently being tested at UMD has significant potential to transform our concept of how accessibility features are discovered, modified, and used within the operating system
- **Inclusive Design for People with Dementia** – a project funded by the National Science Foundation (NSF) to improve technology for people with cognitive impairments and train the next generation of researchers and designers to support people with mild dementia and other cognitive impairments
- **Personalized Self-Tracking Tech for Older Adults** – an NSF-funded project to develop teachable interfaces for wearable technology to enhance the motivation of older adults to engage in physical activities with their own health data

NOTABLE MOMENTS

- Gregg Vanderheiden, Professor and Establishing Director of the Trace Center, delivered the keynote address at the **22nd International Conference on Human-Computer Interaction**
- Jonathan Lazar, Professor and Incoming Director of the Trace Center, and core faculty member in the Human-Computer Interaction Lab, awarded **2020 ACM SIGACCESS Award** for Outstanding Contributions to Computing and Accessibility



Stock image of Baltimore MTA bus (iStockphoto) and Vanessa Frias-Martinez, Professor and PI

UMD Researchers Receive \$2.35M NSF Award to Improve Public Transit Planning in Baltimore

Be an Advocate for public Transportation (BALTO) joins UMD faculty from the College of Information Studies (iSchool) and the School of Architecture, Planning and Preservation with researchers at Morgan State University and the University of Baltimore. Together, they will develop and deploy a digital toolkit designed to spark community-informed, actionable transportation solutions for eight yet-to-be-identified neighborhoods in Baltimore, and addressing socioeconomic disparities among lower-income residents within large public transit systems.

This four-year project, launched Oct. 1, 2020, is funded by a \$2.35 million grant from the National Science Foundation's (NSF) Smart and Connected Communities Program. It builds on the team's prior work in 2017, also funded by the NSF, which identified barriers to technology, transportation and opportunity in West Baltimore.

"With the information supplied by our digital toolkit, city and state transit officials will be able to better engage residents in a collaborative effort to understand the geographic mobility challenges of those with limited means, and then take steps to address these challenges." - Vanessa Frias-Martinez, Associate Professor in the iSchool and principal investigator of the project.

In addition to Frias-Martinez, other co-PIs on the project include Celeste Chavis, an associate professor in the Department of Transportation and Urban Infrastructure Studies at Morgan State University; Christopher Antoun, an assistant research professor in the iSchool; Jessica Vitak, an associate professor in the iSchool; Sevgi Erdogand, an assistant research professor in UMD's School of Architecture, Planning and Preservation; and Seema Iyer, an associate director and research assistant professor in the Jacob France Institute at the University of Baltimore.



From left to right, Tom Bradley (mayor of LA), Charles White, and David C. Driskell at the "Two Centuries of Black American Art" exhibition, 1976. Courtesy of the David C. Driskell Papers at the David C. Driskell Center at the UMD, College Park

Crowdsourcing Project to Preserve the Work of African American Art Pioneer

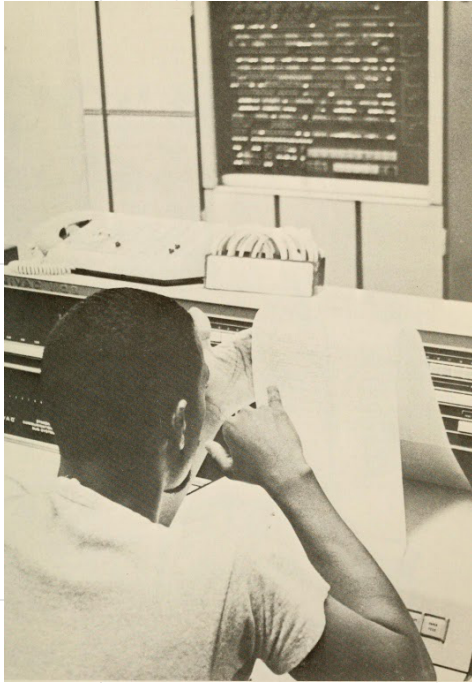
In February 2021, faculty and students at the UMD iSchool and the UMD David C. Driskell Center for the Visual Arts and Culture of African Americans and the African Diaspora (Driskell Center) launched a new crowdsourcing project allowing anyone with an internet connection to transcribe the works of the late African American artist, scholar, curator, and Distinguished University Professor of Art, Emeritus, David C. Driskell.

Using the transcription platform, From The Page, scholars, historians, artists, and researchers, alike, can help improve the David C. Driskell Papers' discoverability, particularly for those interested in broadening the field of African diasporic studies and preserving the rich culture of African-American visual art. Along with Prof. Driskell's various correspondence, the approximately 50,000 item collection contains material relating to Prof. Driskell's 1976 "Two Centuries of Black American Art" exhibition, which was instrumental in shifting the public's appreciation of African American art and establishing African-American Art as a distinct field of study.

"Particularly in the pandemic, crowdsourcing has completely exploded because it's a thing people can do from home," says Dr. Victoria Van Hyning, Assistant Professor at the UMD iSchool and one of the project's initial leaders. "Focusing on archives, [and] art cultural production by people of color in general, is really needed when we look at the broader landscape of crowdsourcing, but also what tends to get collected in the first place, what tends to get described through finding aids, what tends to get digitized."

Van Hyning also partnered with Deputy Director of the Driskell Center, Dorit Yaron, and Archivist, David Conway, for the Fall 2020 semester to create the Outreach, Inclusion, and Crowdsourcing course as a way of honoring the legacy of Prof. Driskell, teaching students about crowdsourcing and engagement, as well as Black cultural production. They saw it as an important opportunity to engage the UMD community and the public with the gallery and archives during prolonged closures caused by the pandemic. The project serves an immediate need in terms of engagement, and a long-term need in terms of creating data for future research.

DIVERSITY & INCLUSION AT THE UMD ISCHOOL



Research at the School of Library and Information Services, 1967

A HISTORY OF ACTIVISM

The UMD iSchool (formerly the UMD School of Library and Information Services) was founded in 1965 with a mission to transform the ways in which libraries functioned in communities – bringing information related to health, housing, education, police and emergency services, consumer affairs, employment, government, and more to underserved communities. In the 1960s, this was a radical and even opposed concept.

The UMD iSchool is credited as having the first library and information science program with a core focus on identifying and addressing the social needs of communities. The college also has a legacy of championing diversity within its own community, actively recruiting students and faculty from underrepresented populations since its inception.

LAND ACKNOWLEDGMENT

At the College of Information Studies, we believe it is important to create dialogue to honor those that have been historically and systemically disenfranchised. So, we acknowledge the truth that is often buried: We are on the ancestral lands of the Piscataway People, who were among the first in the Western Hemisphere. We are on indigenous land that was stolen from the Piscataway People by European colonists. We pay respects to Piscataway elders and ancestors. Please take a moment to consider the many legacies of violence, displacement, migration, and settlement that bring us together here today.

The land acknowledgment we use was organized by Ghonva Ghauri from MICA and approved by Piscataway elders.

CONTINUING A MISSION OF ACTIVISM

Diversity and inclusion continues to be central to the mission of the UMD iSchool today.

Our faculty, staff, and students actively engage critical issues of:

- Collaborating with the National Federation of the Blind to develop and enhance curriculum in areas of diversity and inclusion
- Organizing the annual Conference on Inclusion and Diversity in Library and Information Science (CIDLIS), the first and longest-running event of its kind
- Serving on diversity and inclusion focused boards and committees, such as the Executive Board of the Black Caucus of the American Library Association and the FAS COVID-19 Rapid Response Task Force – Societal Impacts Group
- The Anti-Racist Teaching Seminar (ARTS), now in its second year, helps make our courses and teaching more inclusive, equitable, anti-racist and anti-oppressive by providing a learning community in which faculty and students revise curricula and develop inclusive teaching practices. During the summer of 2021, 19 faculty (2 from CS) along with 6 students revised 13 courses in preparation for teaching this academic year
- Offering an MLIS specialization in diversity and inclusion (we were the first program to do so)

DIVERSITY IN THE UMD ISCHOOL COMMUNITY TODAY



31% of students from underrepresented groups



42% female student body



1900 students from 54 countries

**Within our
STEM programs:
InfoSci: 30% female
MIM: 61% female
HCIM: 67% female
PhD: 69% female**

While we are proud of our diverse student body, we realize we need to do even more to make the iSchool a truly diverse and inclusive environment. Through marketing, advertising, and hiring, we are working towards increasing the diversity of all of the iSchool: faculty, staff, and students.

DEAN KEITH MARZULLO



The College of Information Studies is highly interdisciplinary. Our faculty come from American Studies, Anthropology, Cognitive Science, Communication Studies, Computer Science, Data Science, Education, Electrical Engineering, English literature, Library and Information Science, and Organizational Psychology, among others. This rich mixture of interests and skills creates an intellectual environment that is highly generative: the college is a fertile ground for developing new designs, discoveries, interventions and policies that use information and technology to help people, from the individual to the societal. Our educational programs are equally crosscutting, including our first undergraduate major Bachelor of Science in Information Science – now the fourth largest undergraduate major at UMD.

About a year and a half ago, like most other universities, we became a virtual organization almost overnight. It was hard on the students as well as the faculty and staff, but we all rose to the challenge of being a world class research university in the face of COVID-19. I'm proud of all of us for how well we did in the face of adversity and on how we are working together to create a role model for the research university in a post-pandemic world.

We accomplished so much in the last year. We are getting ready to launch two new undergraduate degrees: a Bachelor of Science in Social Data Science (with BSOS) and a Bachelor of Arts in Technology and Information Design. We grew our capstone project program, engaging with new partners from both the public and private sectors. We hired six new faculty members, grew the size of our programs, obtained many new research grants, and offered, for the first time, our Info Challenge Summer Camp program for high school students in Montgomery and Prince George's Counties.

This year, we welcome our largest student body ever – 1336 undergraduates and 557 graduates. COVID-19 is still with us, but we are all vaccinated or being tested twice a week and wearing masks. We're starting this new academic year with cautious optimism.

Keith Marzullo, Professor and Dean
UMD iSchool



Masked UMD students enjoying a nice day while practicing social distancing (image courtesy of UMD Strategic Communications)



Professor Ge Gao working with PhD students in her sound-proofed lab space



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