Grainger Engineering Library Information Center

Annual Report, FY23

I Unit Narrative

INTRODUCTION

This was a year of transition in the Grainger Engineering Library Information Center (GELIC.) Megan Sapp-Nelson succeeded William Mischo as Engineering Librarian in August 2022. During this transition, the GELIC has continued to provide excellent service and access to information tools and resources, while focusing on meeting the needs of patrons across their life, augmenting services to facilitate curiosity and creativity, meeting needs of patrons for support in mental and physical health, and providing innovative tools and services that facilitate learning. This report covers FY23 and provides a summary of the accomplishments of the unit.

ACCOMPLISHMENTS

The GELIC is the third busiest building on campus, after the Memorial Union and the ARC. FY23 saw 2.1 million visitors come through the GELIC doors (as measured by cumulative gate count total, see appendix 2, page 26). We are registering over 18,000 visitors a day on peak days.

The GELIC is under constant evolution and innovation to meet the needs of our patron base. FY23 is no exception. The print collection contains 119, 112 items. The collections historically held on the second floor are being moved to the third floor in order to condense the physical holdings and to open up additional quiet study space in the footprint of the stacks on the second floor. As part of this project, books cataloged in National Library of Medicine call numbers have been assigned Dewey call numbers and integrated into the 3rd floor stacks. The Center for Academic Resources in Engineering (CARE), the Computer Based Testing Facility (CBTF) and the Engineering Advising office continue in the footprint of the GELIC and serve the engineering undergraduate population with the goal to increase student retention through meeting academic needs as they arise. This year, the leadership of GELIC worked with Library Physical Facilities to create both a family study room and a lactation room, located on the 4th floor, in order to further the inclusive climate for all members of the university community. Facilities also assisted us to address an ongoing issue of building cleanliness.

To gauge need for further staffing support and changes in the GELIC space, an assessment of space usage was carried out (in partnership with the Library Assessment office) in the 2nd quarter of FY23. Based upon observational and focus group data, the GELIC planned a few small, immediate changes to spaces, and used the data to develop longer term plans for resources, staffing, and physical facilities.

Megan Sapp-Nelson had meetings with administrators and instructors in all engineering programs in the Grainger College of Engineering and Carle Illinois College of Medicine; a total of 52 separate meetings with a wide range of stakeholders have provided insight and opportunities in instruction, research, and infrastructure support. New instruction session opportunities came of the conversations, as have opportunities to create course specific libGuides, create an information literacy canvas module that can be added to the learning management system for engineering undergraduate courses, and invitations to participate in committees in multiple departments and initiatives, including the CICOM faculty meeting,

IMMERSE (The Center for Immersive Computing at UIUC), and a campus strategic cluster hire proposal that was lead by Megan Sapp-Nelson and Alex Cabada (not funded).

The IDEALab continued to grow throughout FY23. Celenia Graves joined the IDEALab as Visiting Assistant Professor and Outreach Coordinator. See appendix 1 for a report on the accomplishments of the IDEALab in FY23. The IDEALab focused on growing outreach in FY23, with successful partnerships with the SpHERES (Sparking High Schoolers' Excitement for Research in Engineering & Science) program, Champaign Public and Urbana Free libraries, MakerGirl, Girls Who Code, Illini eSports, and VR student club. IDEALab personnel have been invited to participate in the IMMERSE: Center for Immersive Computing developmental phase and white papers, explored partnerships with local gaming companies, and worked closely with the Technology Entrepreneurship Center (TEC) to support the development of student entrepreneurial skills. The IDEALab introduced a highly popular 5 part series of workshops entitled "Podcasting: How do I…" that was very well received by stakeholders from across campus.

A proposal for a faculty cluster hire was submitted, in support of a faculty line in the IDEALab. The proposal involved 4 colleges and 5 departments. While the proposal was unsuccessful, the process of building the cluster lead to closer working ties with researchers and programs using immersive computing across campus.

Collaborations with courses and campus organizations have increased during FY23. STEM Entrepreneurship & Business (STEM-E-BIS) GA's and librarian provided research guidance for more than 60 experiential learning project teams from the Gies College of Business and Technology Entrepreneurship Center (TEC).

The IDEA Lab also joined the TEC's Social Fuse outreach program, which connects students and other organizations within the entrepreneurship eco-system. The TEC helped promote the IDEA Lab's 2nd annual EntreFest, an outreach event for RSO's and other campus units to celebrate National Entrepreneurship month in November. EntreFest saw a 25% increase in attendance from 2021, and featured a speaker, Melissa Siero, who shared her passion for entrepreneurship and her product/ service.

STEM-E-BIS continued to partner with the Margolis Market Information Lab and Data Science Research at Gies for database subscriptions (including costs and initial licensing) needed for faculty and doctoral student research.

The Spatialized Computing and Immersive Media (SCIM) facility was constructed over much of FY23 with leadership of Jake Metz, Media Commons, and Przemyslaw Bosak, a GELIC graduate assistant. The assembly of the various technologies has been completed, and initial outreach to user groups is ongoing as of Q1 FY24. This state-of-the-art facility allows for capture of movement in 3D as well as design of 3D sound. This facility complements our large virtual reality headset collection, enabling both programming and design, as well as reuse of virtual reality files and programs.

MAJOR CHALLENGES

The challenges of FY 23 were primarily in the area of human resources. Attrition, transfers and separations lead to multiple vacancies. In the course of FY 23, three library specialist vacancies emerged, and an additional two senior library specialist positions were created in order to provide supervision 24 hours/5 days per week. As of the end of FY23, none of these positions have been filled, although a

search for 2 SLSs is underway. Additionally, Peg Burnette will retire in FY24, and a vacancy exists for a bioengineering liaison. It is anticipated that all seven positions will be filled through searches in FY24.

This low census of staff has resulted in reduced hours for the start of AY23-24. Rather than the usual 24/5 hours, the GELIC is open until 2AM 5 days per week.

Additional challenges presented as Megan Sapp-Nelson was oriented and trained as head of the GELIC.

Problems with sufficient cleaning of the building were dealt with throughout the year by Joe Hall-Ingram, Megan Sapp-Nelson, and Tim Newman. Thanks to a pilot program, the building is now regularly cleaned throughout the day by building service workers. This pilot has been a huge success from our vantage point.

SIGNIFICANT CHANGES

Megan Sapp-Nelson assumed the role of Head, Grainger Engineering Library Information Center in August 2022. Peg Burnette moved from the Health Sciences Building to GELIC after the move was requested by Carle Institute College of Medicine. She also announced her pending retirement, in FY24. Celenia Graves joined the GELIC as a visiting assistant professor and outreach coordinator. Sarah Park was selected as the new Head of Mathematics Library and liaison to Electrical and Computer Engineering and Computer Science. She begins her position in Q1 of FY24.

CONTRIBUTIONS TO STRATEGIC GOALS

The GELIC is an important partner in creating infrastructure to support state of the art immersive media research and teaching. The IdeaLab has the largest collection of immersive media/virtual reality headsets on campus. This collection allows undergraduate and graduate courses, as well as researchers (many of whom are affiliated with IMMERSE: the UIUC Center for Immersive Computing) to access this emerging technology. The GELIC faculty and staff work with Library IT in software development and hardware support to support the UIUC library discovery infrastructure, particularly with regard to the Easy Search development and maintenance, the Primo implementation, and other public facing web sites such as the Planets service.

The GELIC participated in the Savvy Research workshops regularly for the first time in FY23. 13 new sessions were developed for the workshop series, which support the strategic interests of the UIUC Library and University for strengthening learning, retention, research skills and student success. Instruction to departments in 4 colleges expanded in FY23, as did outreach events conducted by the IDEALab, thereby augmenting our support of strategic education and community outreach goals at the library, college and university level. We expanded Destress Fest and partnered with McKinley Health Center to install a new wellness vending machine, thereby enhancing student wellness and meeting goals for developing partnerships to support students' physical and mental health and well-being. The GELIC was awarded one time funding to develop a collection of books to support outreach initiatives. This collection is focused on K-12 STEM education, with a particular focus in highlighting the contributions of minoritized individuals to STEM. This meets multiple strategic goals for DEIA and outreach to the community.

PROGRESS ON FY23 ANNUAL GOALS

No goals were articulated in the FY23 annual report, due to the transition between heads of the GELIC.

FY24 ANNUAL GOALS

- Develop relationships with administrators and faculty in all constituent colleges and departments
    - Identify key stakeholders in entrepreneurship eco-system at the University level and leverage available resources to create tighter integration within entrepreneurship initiatives.
- Have conversations and develop proposals for the support of emerging departments and programs in our constituent colleges
    - Grainger College of Engineering School of Computing and Data Science proposal
    - Gies College of Business/ ACES expanded MBA offerings
    - Expanding ISchool Game Design program
- Increase instruction and outreach opportunities through relationship building
    - Graduate level workshop development will be the initial focus.
    - Collaborations with TEC to get learners acquainted with GELIC and its offerings
- Sign an MOU with Grainger College of Engineering for the tenants in the GELIC
- Pilot a service profile for the Spatialized Computing and Immersive Media (SCIM) Lab, including establishing access for patrons and collecting assessment data to determine additional resource needs.
- Hire and onboard 5 staff members and 2 faculty members
- Make the standards collection discoverable by cataloging all standards
- Increase Savvy Researcher offerings from current 13 to 20 (one workshop for 10 weeks each semester) with a long-term goal of ramping up to 26 workshops, one workshop for 13 weeks each semester.
- Partner with student success organizations to develop innovative programs using the GELIC facilities and expertise with the goal of enhancing the lived experience of students as a whole person, in learning, research, and personal wellness
    - Expand existing programs including DeStress Fest and introduce a robust Wellness corner on the 1st floor of the library
- Complete Phase 1 of the Design Production Shop in the IDEALab to enhance creativity, design and fabrication opportunities for patrons
- Do a rigorous study of the costs and liabilities for keeping the GELIC open 24/7
- Leverage existing opportunities for outreach to constituent colleges and departments
    - E.g. Engineering Research Showcase as an opportunity to discuss research data management.
- Expand community engagement, including programs for the Douglas Branch of the Champaign Public Library, Cunningham Children's Home, Don Moyers Boys and Girls Club and Big Brothers Big Sisters.

SUPPORT NEEDS

The highest priority need for GELIC is a need for clarified processes or the creation of a new business office mechanism. The 3D printing lab and the vinyl cutter in the Mini-Design Production Shop can only function on a cost recovery model because the GELIC can not assume the costs of the raw materials (filament for 3-D printing and vinyl for the vinyl cutter.) However, we have been informed that we

cannot use PaperCut to charge for some or all of these services by Tracy Tolliver (because PaperCut is intended for printing only). Therefore, we need a mechanism within the business office for being able to charge patrons for their material usage. This is a critical issue for us. If we can't get a mechanism for charging costs back to patrons, we will have to shut down the services for the 3D printers and the vinyl cutter. The GELIC has heavily invested in building out these emerging technology resources, but we need to be able to make those services sustainable through charge backs. If this is not possible, then we will need a recurring fund to purchase the equipment and supplies (in the absence of cost recovery mechanisms). We similarly need a mechanism to move funding from the IDEALab to community partners for the purchase of supplies for outreach events. This includes software/games purchased through the STEAM and Meta Stores.

A primary need for the GELIC is maintenance. The building is starting to look run down after 30 years of constant use. Many rooms need wall repair and painting. Installing chair rails will reduce future wear and tear. We also anticipate that the wood floor in the Grand Gallery needs to be re-screened imminently and replaced in the next 10 -15 years. This will be a major maintenance expense that our endowments cannot cover. The furniture is gradually falling apart from heavy usage. The closure of UGL gave us additional furniture and bought us some time to figure out what to do next regarding furnishings. However, we are most likely looking at a major furnishing expenditure in the next 5-10 years.

We are seeing increased use of the IDEALab and new SCIM studio. For this reason, we would like to see an increase in student wage support to give those resources expanded hours for stakeholders to use those services and resources. We would also like to expand the game library for the gaming lab, in support of the expanding Game Design program, as well as wellness recreation activities. A project budget for this project is $5000.

We would like to build out our support of students across their whole lives. We would like to expand DeStress Fest from only during finals to both Midterms and Final Exams. This would require additional funding for this outreach program (snacks, giveaways, crafting supplies etc.)

We are seeing indications that multiple new departments and programs are in the proposal stage. We anticipate needing further funding of engineering and business collection development funds in order to support these programs. Further information on this will emerge in FY24.

We are attempting to host 6 annual MakerGirl Sessions in the IDEALab, but there is a base cost of $6000.00 to do so. While we have asked for the money to be donated through advancement, in order to host the sessions in FY24, we would need a one-time funding allocation to ensure that the sessions happen during the 23-24 academic year.

GRADUATE ASSISTANTS

Paid on Library Allocation (allocated 3.75 FTE)

.5 FTE GAs Paid on Library Allocation: 7

.5 FTE GA Paid from CICOM funds transfer: 1

.5 FTE GA Paid from Association of American Railways Tech Grant: 1

.25 FTE GA paid from Library Allocation: .5

.25 FTE GA paid from Math endowment funds

Hourly GA paid from GELIC endowment funds

The Graduate Assistants perform a variety of pre-professional library duties including: direct patron assistance at public service points, chat reference assigned hours, duty officer responsibilities where they supervise students and are in charge of building operations, projects involving software maintenance and development (typically databases and web sites maintenance), collection development activities, library instruction and literacy sessions, and assisting GELIC librarians with literature reviews, liaison activities, and project support. Specialized projects such as assisting in the build for the SCIM lab, developing podcasting educational workshops that were delivered multiple times to a variety of audiences from across campus, and development of online training modules for student workers and new Graduate Assistants were all important deliverables accomplished by GAs in FY 23.

II Statistical Profile

1. FACILITIES

User Seating Counts

Seats at:	Lower	First	Second	Third	Fourth	Totals
Tables	100	168	323	0	178	769
Carrels	0	0	264	66	0	330
Public Workstations	0	46	0	0	83	129
Index Tables	0	0	0	0	0	0
Group Study Rooms	32	0	0	0	92	124
Informal/Other	100	46	48	12	150	356
Totals	232	260	635	78	503	**1708**

Number of Hours open to the public per week

Time period	Number of hours open per week
Summer II 2022	87
Fall 2022	148
Spring 2023	148
Summer 1 2023	87

2. PERSONNEL

Faculty

Name	Position	FTE	Period of Employment
Megan Sapp-Nelson	Head/Professor	1.0	August 2022-present

Monica Carroll	Assistant Professor	1.0	
Chris Wiley	Associate Professor	1.0	
Margaret (Peg) Burnette	Associate Professor	1.0	
Becky Smith	Associate Professor	1.0	
Elisandro (Alex) Cabada	Assistant Professor	1.0	
Celenia Graves	Visiting Assistant Professor	1.0	October 2022- present
Bill Mischo	Emeritus Professor		August 2022-present

Civil Service Staff

Name	Position	FTE	Period of Employment
Joe Hall-Ingram	Library Operations Associate	1.0	
Stuart Lee Turner	IDEA Lab Coordinator	1.0	
Anna Gerard	Senior Library Specialist	1.0	
Paula Adams	Senior Library Specialist	1.0	
Dirk Ton	Library Specialist	1.0	
Anne Silcox	Library Specialist	1.0	
Vacant 3rd shift LS	Library Specialist	1.0	
Vacant 2nd shift LS	Library Specialist	1.0	
Vacant 3nd shift SLS	Senior Library Specialist	1.0	
Vacant 2nd Shift SLS	Senior Library Specialist	1.0	

Graduate Assistants

Name	Position	FTE	Period of Employment
Matthew Caine	Pre-professional graduate assistant	.5	August 2022-February 2023
Kendall Neumann	Pre-professional graduate assistant	.5	
Annika Deutsch	Pre-professional graduate assistant	.5	
Zoe Peterson	Pre-professional graduate assistant	.5	
Elizabeth Marathas	Pre-professional graduate assistant	.5	
Andres Molina	Pre-professional graduate assistant	.5	
McKinzie Horoho	Pre-professional graduate assistant	.5	

Przemyslaw Bosak	Pre-professional graduate assistant	.5	
Camryn Burkins	Pre-professional graduate assistant	.5	
Samantha Ehlinger	Pre-professional graduate assistant	.5	
Skylar Lucci	Graduate Hourly		February 2022-

Student Wage Budget FY23 - $164, 979 budgeted with a later infusion of funds that resulted in a final estimated $213,477

Student worker FTE

Service Point	Semester	FTE for student workers
IDEA Lab	Fall 2022	1.76
	Spring 2023	1.68
	Total	*3.44*
Circulation Service Point	Summer 2 2022	4.16
	Fall 2022	8.53
	Spring 2023	8.11
	Summer1 2023	4.21
	Total	*25.01*

3. USER SERVICES

Gate Count – 1,070, 242 (Continuous gate count total)

-This is an 18% increase over the 2021-2022 continuous gate count total of 877, 689.

Circulation Count – 14,648 loans

Sweeps Week Reference Transactions	Fall 2022	Spring 2023
Email	4	2
Chat	7	0
In Person	227	129
Phone	19	13
Total	257	144

Presentations

117 were noted in the Instruction, Outreach and Public Engagement database

Reported sessions by Grainger faculty and GAs

College	# of courses	# of students
Gies College of Business	60	600
Technology Entrepreneurship Center (TEC)	1	20
Grainger College of Engineering	15	511
Carle Institute College of Medicine	15	300
University High School	1	25
Savvy Researcher workshops	13	
IDEALab Outreach/Instruction	45	2650
Total	150	4106

Appendix 1

IDEALab Annual Report

FY 23 Stats
From July 1st, 2022 to June 31st, 2023, the IDEA Lab served:

- 1,170 unique users booked lab spaces
- Lab spaces booked a total of (9,076) hours
- 167 unique users booked lab equipment
- Lab equipment booked a total of (61,650) hours
- 147 3D print job requests processed. Examples of patrons submitting requests include:
    - Library Digitization Services
    - Japan House
    - Native American House
    - Vet Med
    - MECSHE Machine Shop/Rapid Prototyping Lab
- 97 unique users submitted 3D Printing requests
- $2890.74 revenue generated from 3D Printing
- 34275 visitors passed through the lab entrance

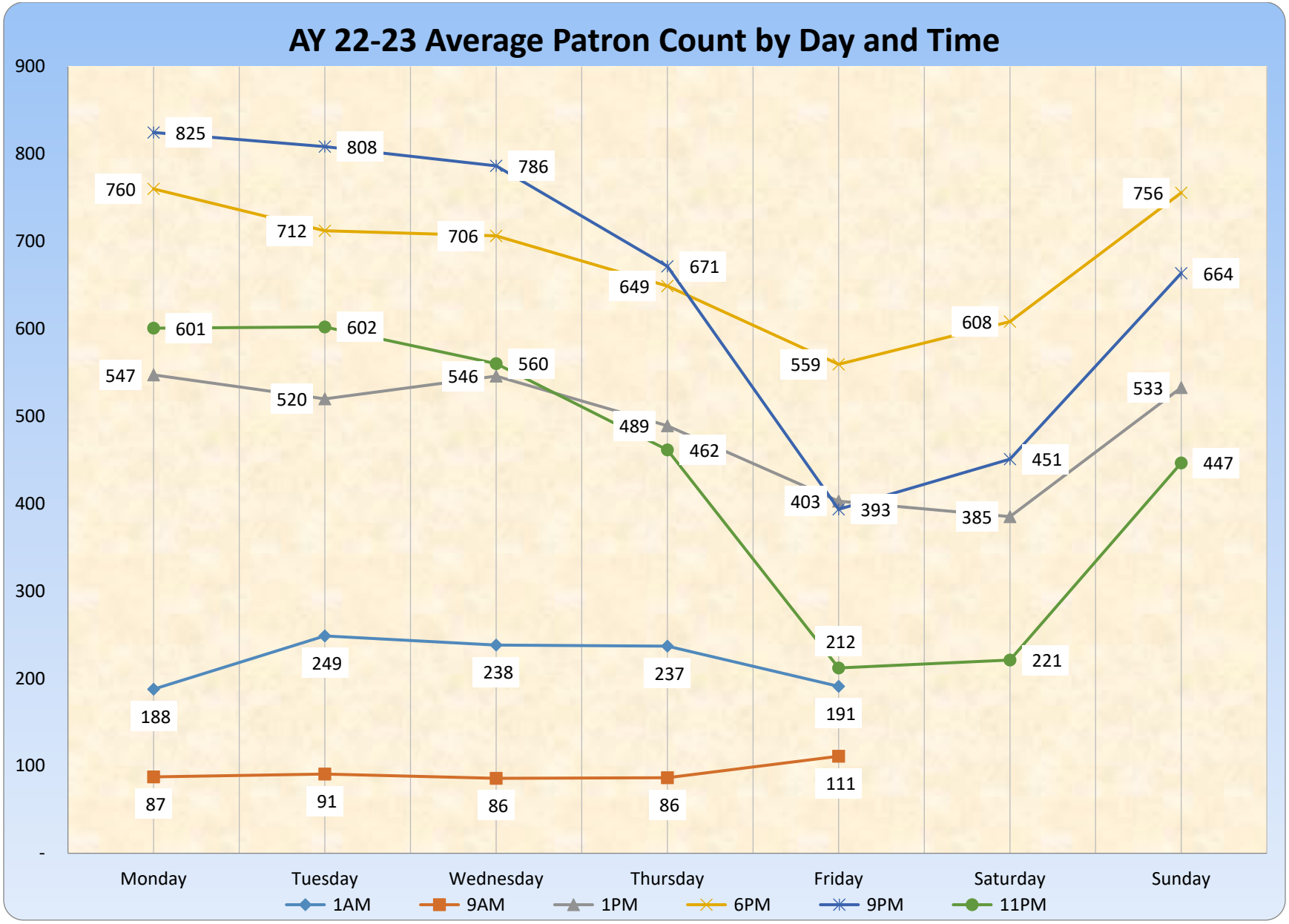
Outreach and Engagement
To meet the public engagement mission of the university, the Library has expanded on its outreach efforts to local community youth. This programming seeks to teach our future scientists and leaders STEM and emerging technology concepts and topics through various workshops, instruction sessions, and partnerships with local, state, and national groups.

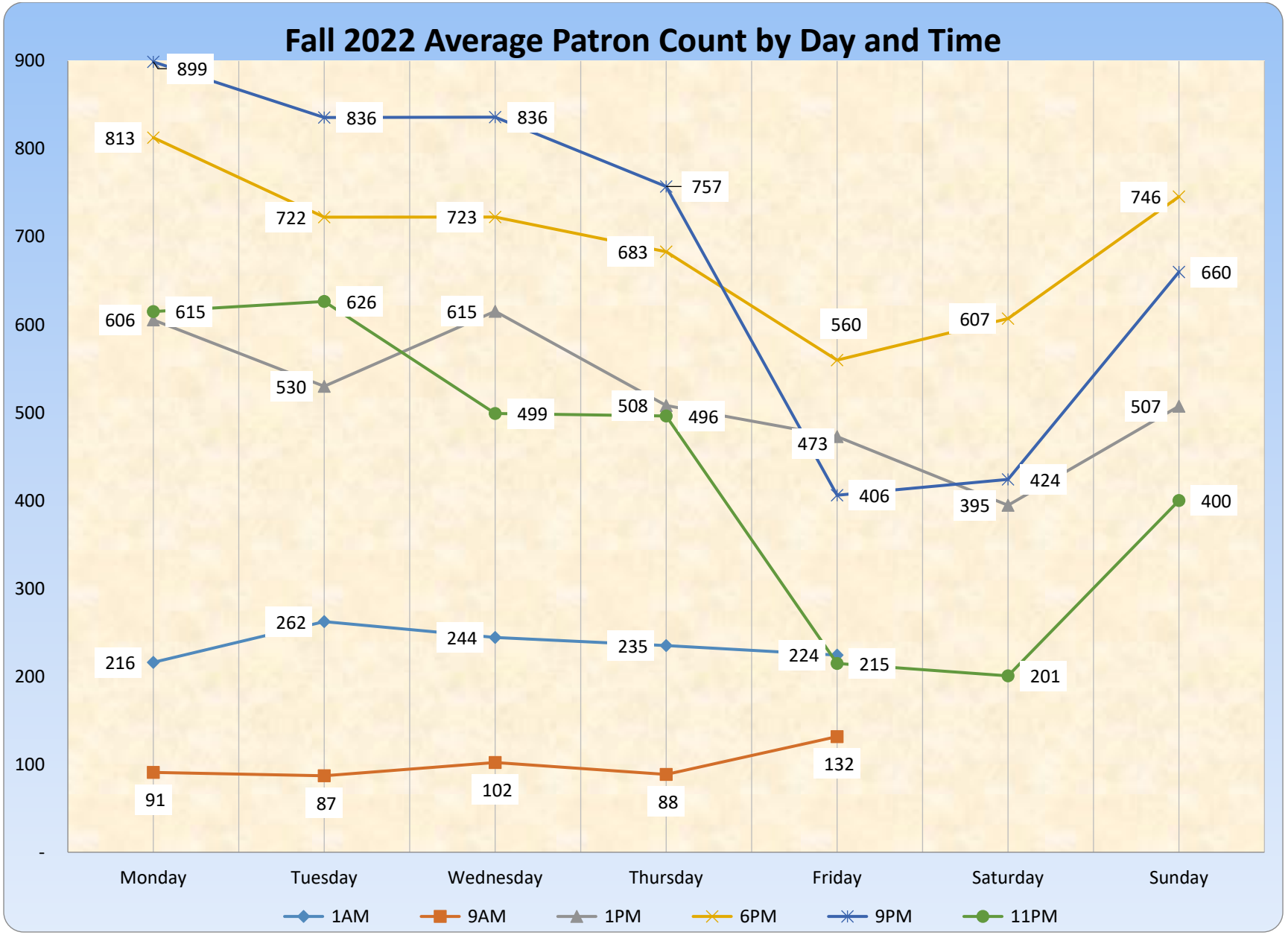
- Provide internship opportunities in the IDEA Lab to local high school students in the Champaign-Urbana area as part of the summer SpHERES (Sparking High Schoolers' Excitement for Research in Engineering & Science) program to provide prospective college students with real world research lab experience.
- Technology programming at the Teen Lounge at the Champaign Public Library and Open Lab at the Urbana Free Library
- Partner with the national MakerGirl group, which was founded at Illinois, to provide workshops in the IDEA Lab to teach young girls STEM concepts through 3D Printing.
- Establish the first Girls Who Code clubs in Central Illinois in the IDEA Lab, in partnership with the Beckman Institute. We established a club at the International Prep Academy in Champaign and the Urbana Middle School.
- Provide access to a growing pool of loanable technology to support research and teaching and learning and youth engagement, such as providing VR headsets for the POINT VR (Physics Outreach and Instruction through New Technologies) from the Illinois Center for the Advanced Studies of the University for their summer youth camp and Urbana Farmers Market events.
- Support the Astronomy and Bioengineering Department's summer youth camps through providing access to 3D Printing and Virtual Reality equipment.
- Continued support for the Illini Esports and VR Student Club at Illinois, including space, equipment, and programming and new support initiated for the Stu/Dio, Illinois MetaGamers and the VEX Robotics student RSOs.
- Lab invited to participate in a Visual Literacy Conference event at the Krannert Art Museum.

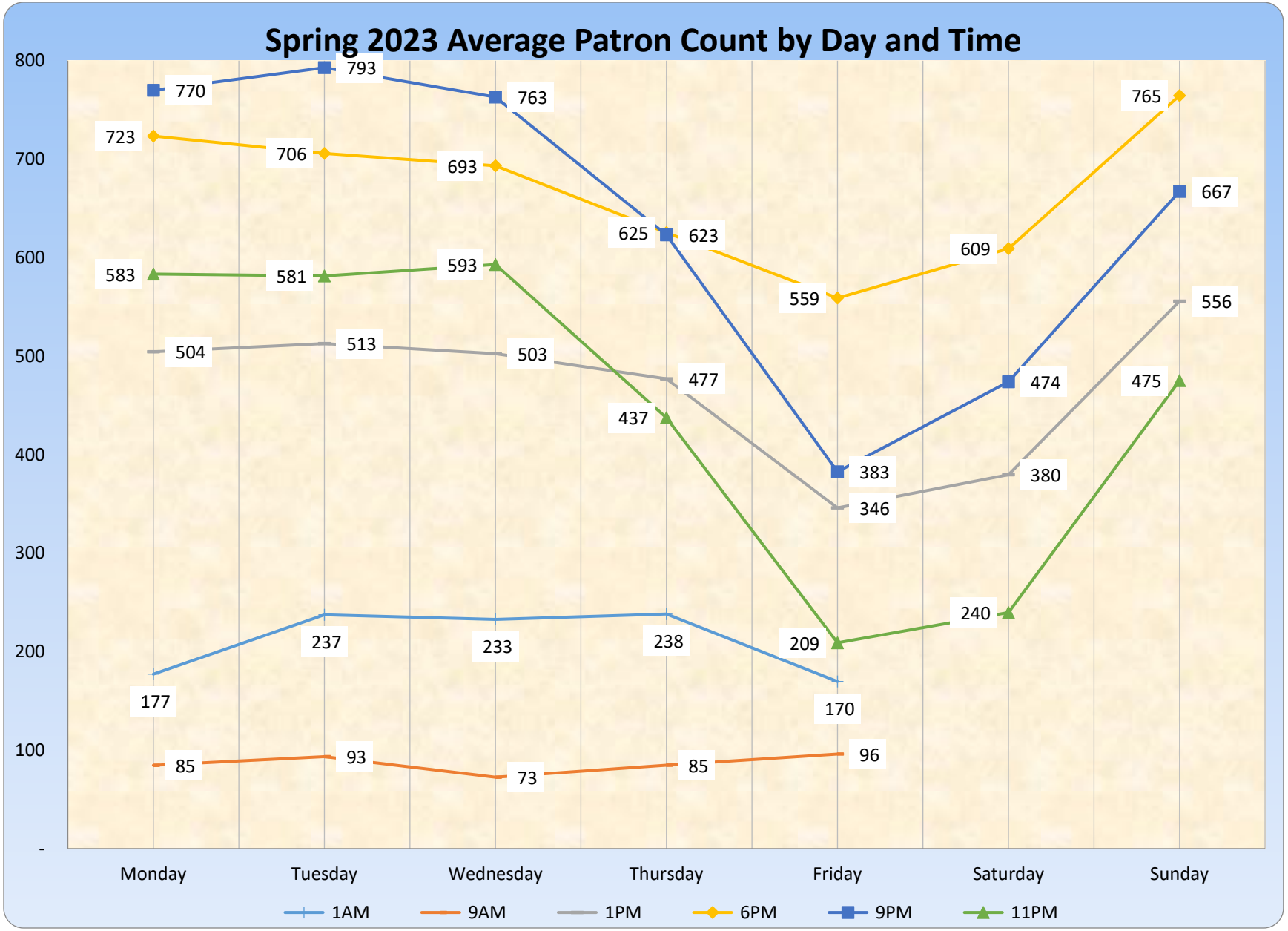
- IDEA Lab continued to serve as a node in the Health Maker Lab campus network, including providing workshops and 3D Printing support for the make-a-thon cohorts.
- Lab contributed partnered on the Library passport student welcome event, along with the Funk ACES Library and Main Library
- Tour provided for the Society of Hispanic Professional Engineers
- Lab provided tour to UnDead Labs, a local gaming company, to have initial conversations about potential partnerships
- Lab provided the Second Annual EntreFest event in November of 2022, serving as a hub of innovation for campus.

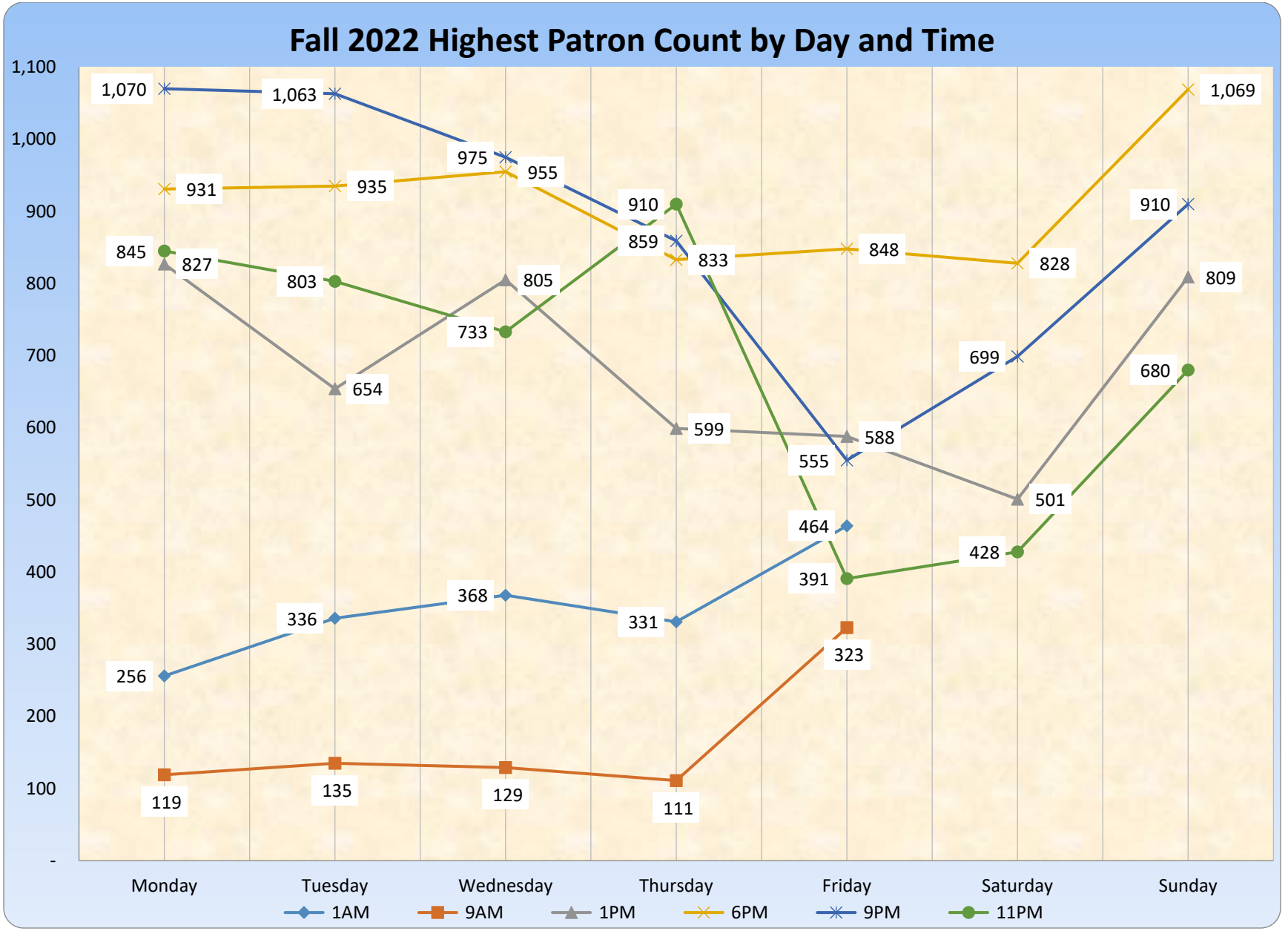
Research, Instruction, and Presentations
The IDEA Lab continued and expanded on its support for research, instruction, and in providing presentations. As well, the lab provided its own original research and instruction programs.

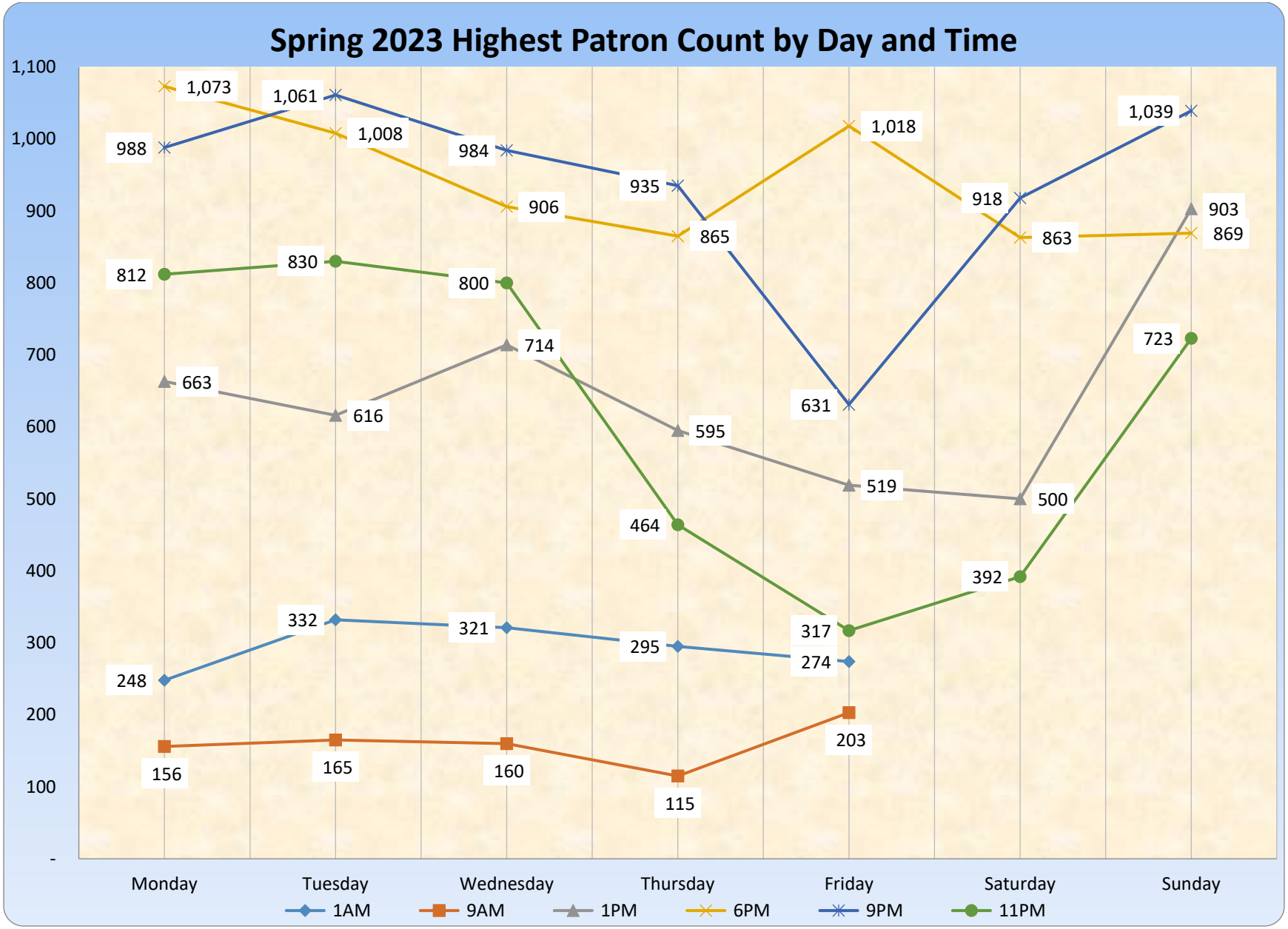
- Provide course integrated instruction on podcasting for University Laboratory High School students.
- Provide operational, and outreach and engagement support for the Spatial Computing and Immersive Media (SCIM) Lab, in partnership with the Scholarly/Media Commons, including support through 5 weekly hours of one PSED Graduate Assistant.
- Provide a popular 5-part series of workshops on podcasting through the Library Savvy Researcher Workshop.
- Continued lab support for BIOE 302, CS 415, CS 498, GSD 390, IS 419, ME 470, and JOUR 460
- Lab faculty/staff contribute to educational workshops on emerging technologies for the library and campus communities through the Library Emerging and Integrated Technologies Committee (LEITC), including a series of workshops around Generative AI technologies.
- Lab Director invited to provide keynote “Creating Belongingness for the Whole Person: The Library Makerspace” for the Panhandle Academic Library Conference (PLAN 2023).
- Lab Director invited to present on panel on emerging technology spaces and services in the library at the 2022 Designing Libraries IX Conference at Temple University.
- Lab Faculty/Staff presenting poster at the International Symposium of Academic Makerspaces
- Lab Faculty/Staff invited to present on panel on AI services in the Library for the North American Hub Meeting of IFLA 2023.
- Lab Faculty presented at GenCon on gaming accessibility
- Lab Faculty poster accepted for Illinois Library Association 2023 Conference
- Experimental Learning and Engagement Librarian invited to campus leadership team for Generative AI.
- Lab Faculty participated in the Engaged Unit Program (Rantoul Township High School)
- Lab Coordinator provided consultation for Siebel Center for Design on deploying gaming spaces
- Lab provided tech tools talk to the campus Digital Humanities group

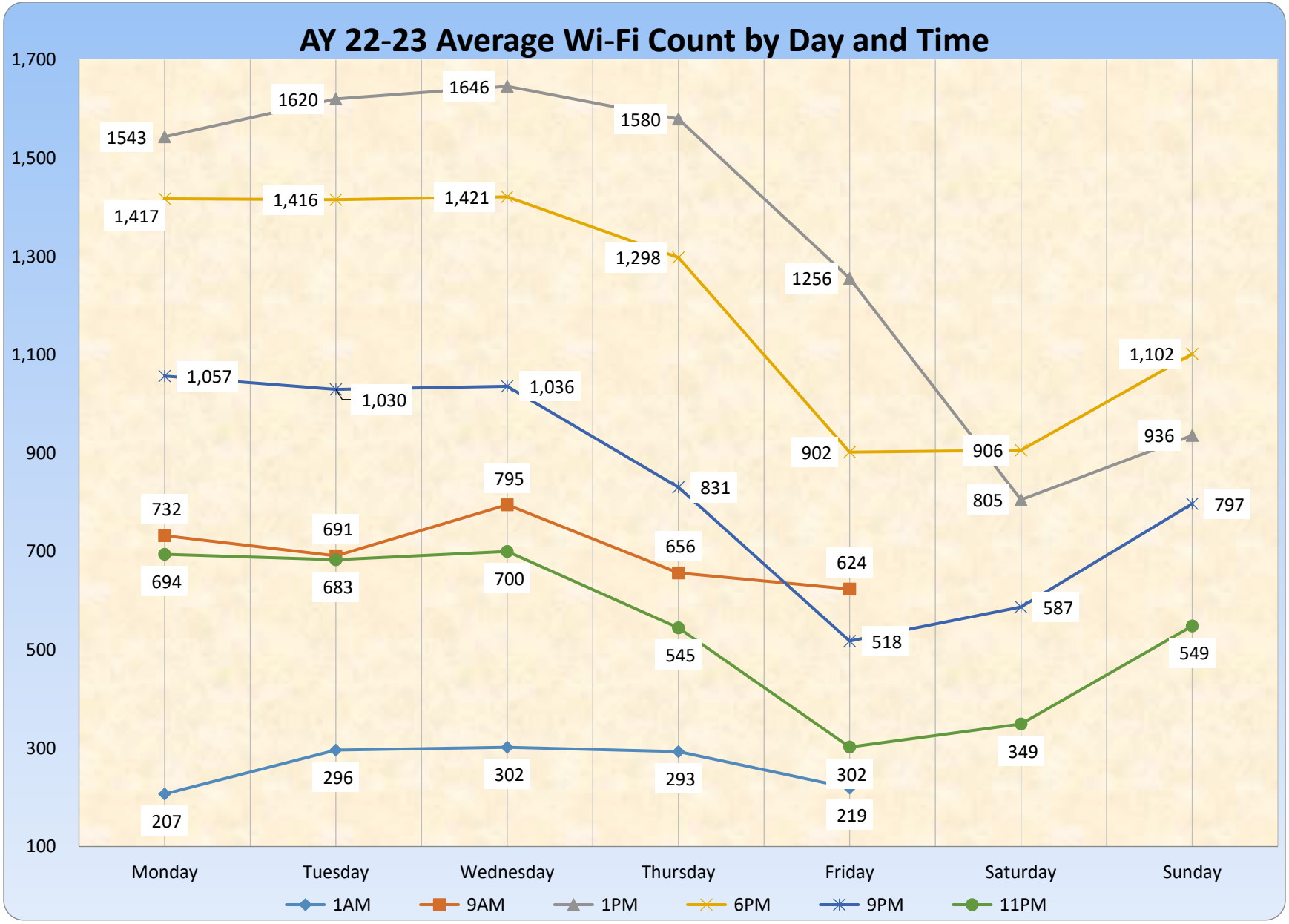

AY 22-23 Average Patron Count by Day and Time
900
800
700
600
500
400
300
200
100
-
825
808
786
671
403
393
451
664
760
712
706
649
559
608
756
601
602
560
462
212
221
447
547
520
546
489
385
533
188
249
238
237
191
87
91
86
86
111
Monday
Tuesday
Wednesday
Thursday
Friday
Saturday
Sunday
1AM
9AM
1PM
6PM
9PM
11PM

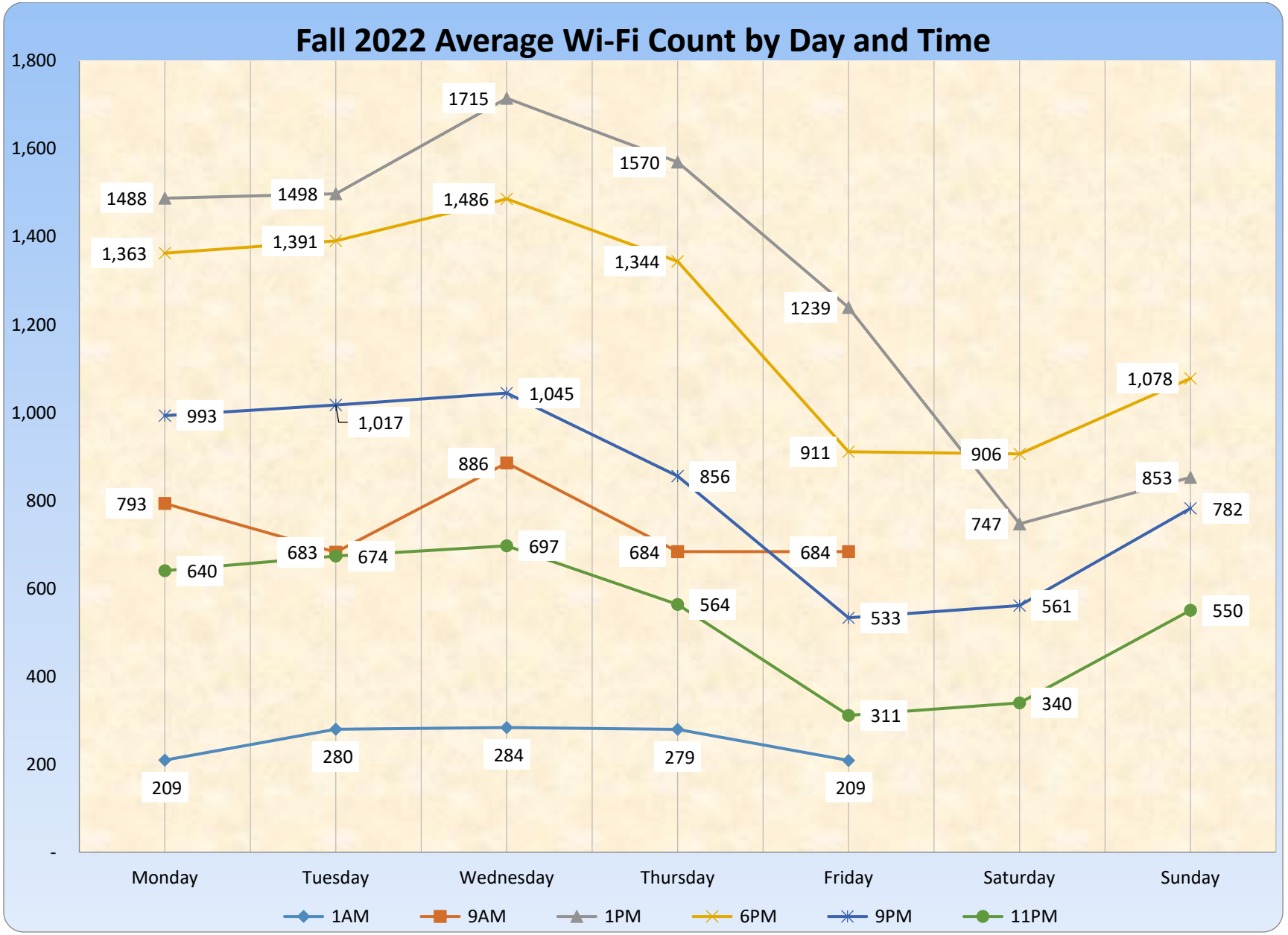

Fall 2022 Average Patron Count by Day and Time
900
800
700
600
500
400
300
200
100
-
899
836
836
757
406
660
813
722
723
683
560
607
746
606
615
626
499
508
496
473
424
507
530
615
395
400
216
262
244
235
224
215
201
91
87
102
88
132
Monday
Tuesday
Wednesday
Thursday
Friday
Saturday
Sunday
1AM
9AM
1PM
6PM
9PM
11PM

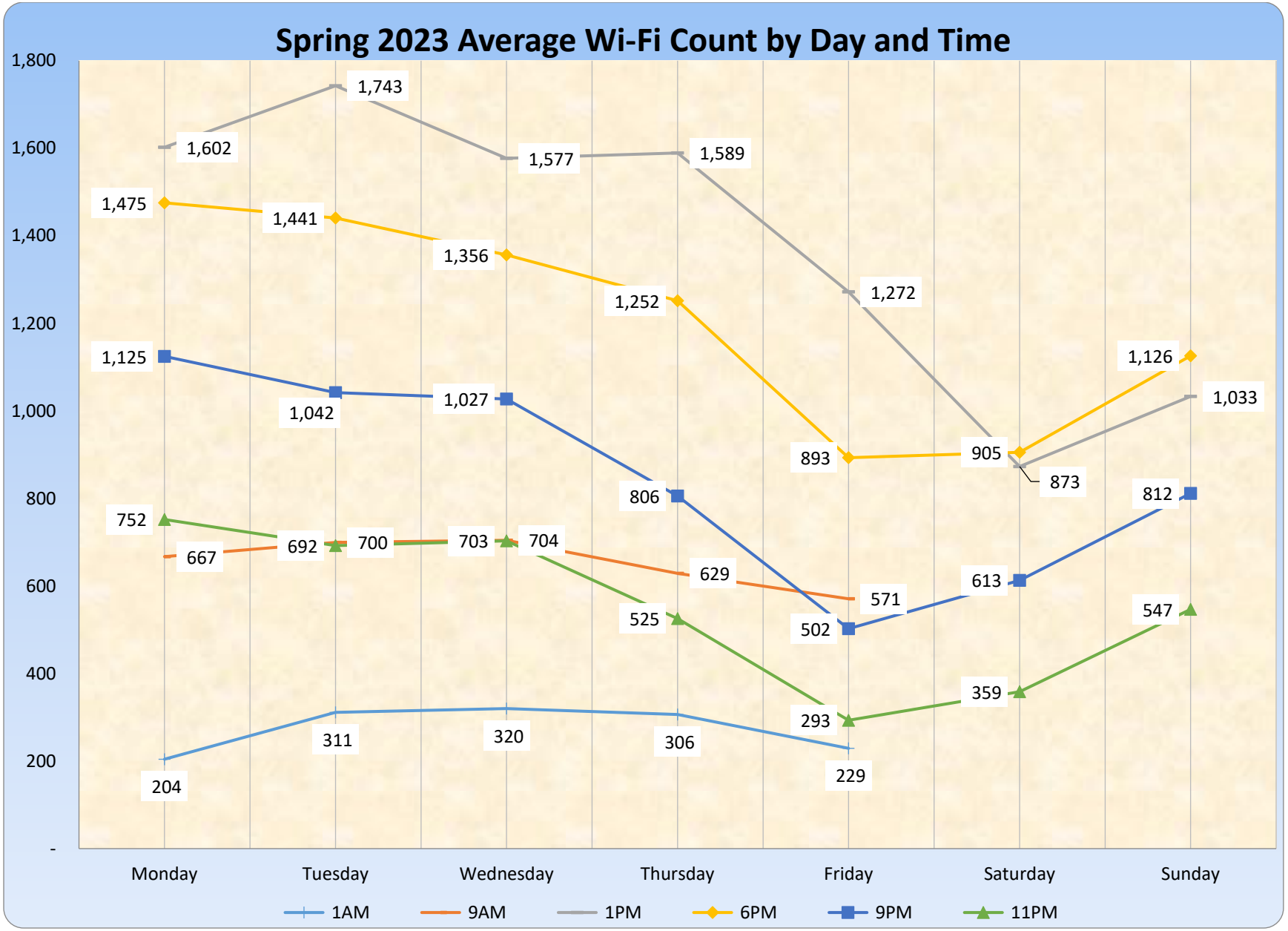

Spring 2023 Average Patron Count by Day and Time
800
700
600
500
400
300
200
100
-
770
793
763
625
623
383
474
667
723
706
693
559
609
765
583
581
593
437
209
240
475
504
513
503
477
346
380
556
177
237
233
238
170
85
93
73
85
96
Monday
Tuesday
Wednesday
Thursday
Friday
Saturday
Sunday
1AM
9AM
1PM
6PM
9PM
11PM

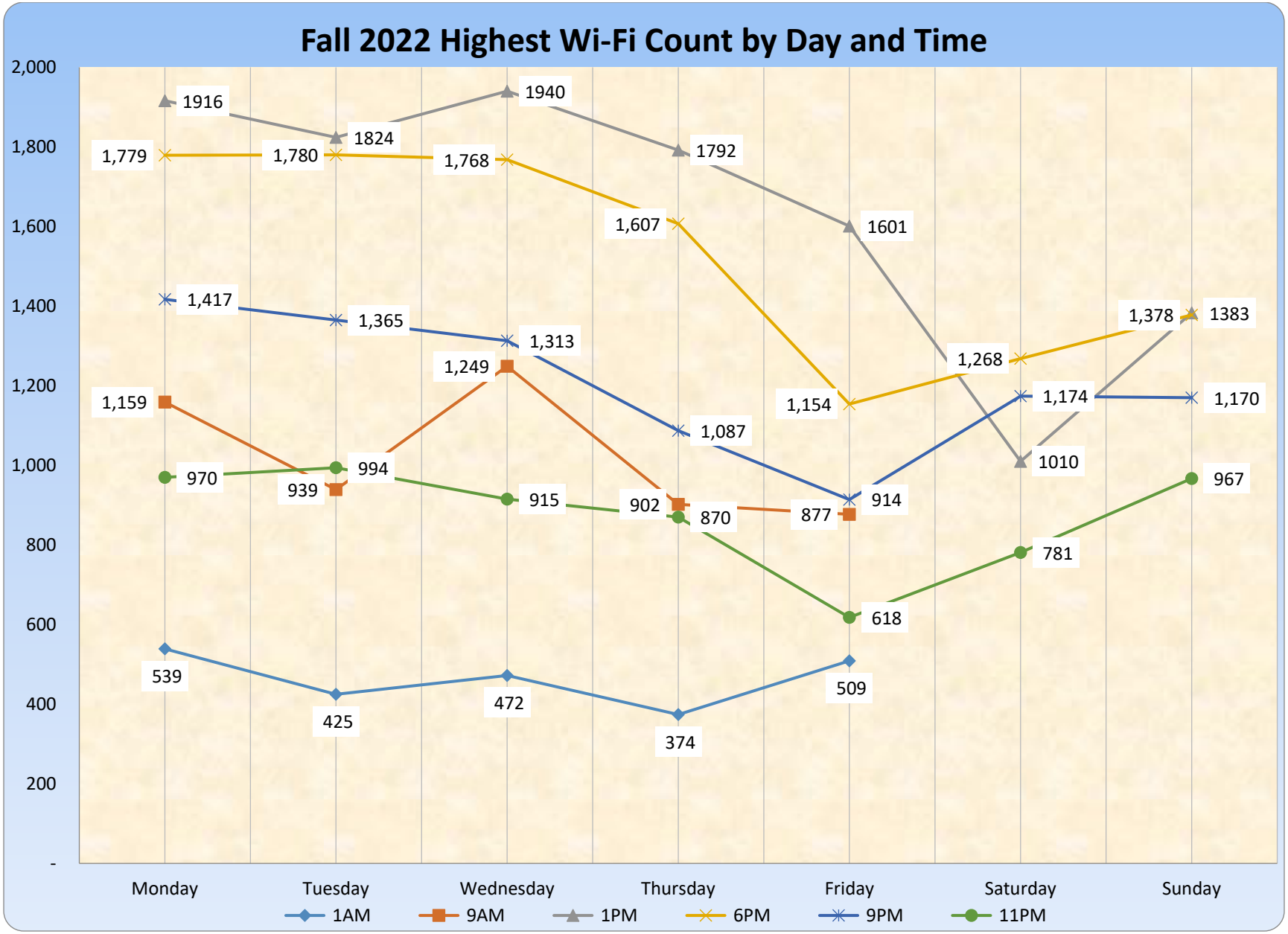

Fall 2022 Highest Patron Count by Day and Time
1,100
1,000
900
800
700
600
500
400
300
200
100
-
1,070
1,063
975
955
931
935
910
859
833
848
828
1,069
910
845
827
803
805
733
699
809
654
680
599
588
555
501
464
428
391
368
336
331
256
323
119
135
129
111
Monday
Tuesday
Wednesday
Thursday
Friday
Saturday
Sunday
1AM
9AM
1PM
6PM
9PM
11PM

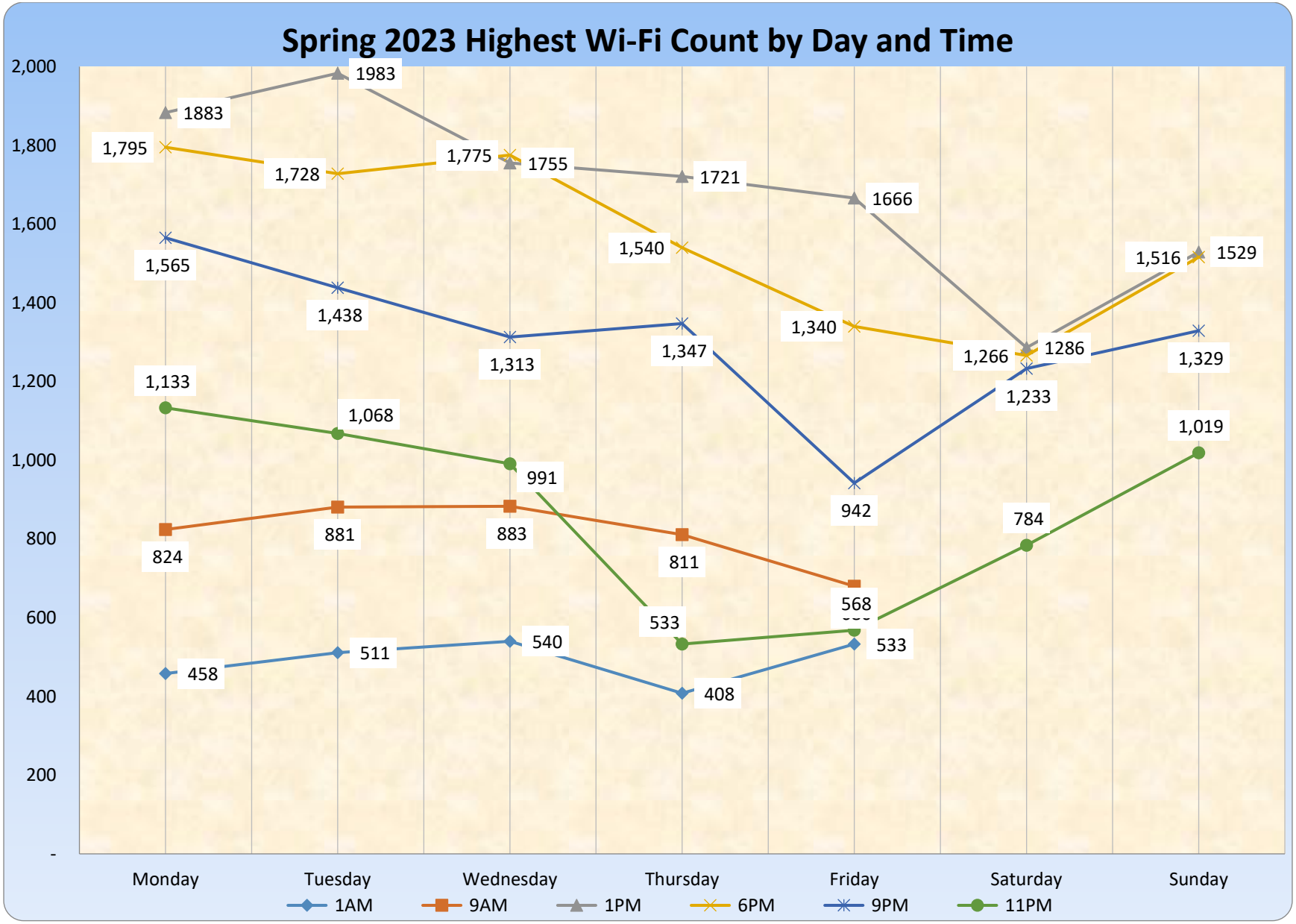

Spring 2023 Highest Patron Count by Day and Time
1,100
1,000
900
800
700
600
500
400
300
200
100
-
1,073
1,061
1,008
984
935
906
865
1,018
918
863
1,039
903
869
988
812
830
800
714
663
616
595
519
500
631
723
464
392
317
332
321
295
274
248
203
156
165
160
115
Monday
Tuesday
Wednesday
Thursday
Friday
Saturday
Sunday
1AM
9AM
1PM
6PM
9PM
11PM

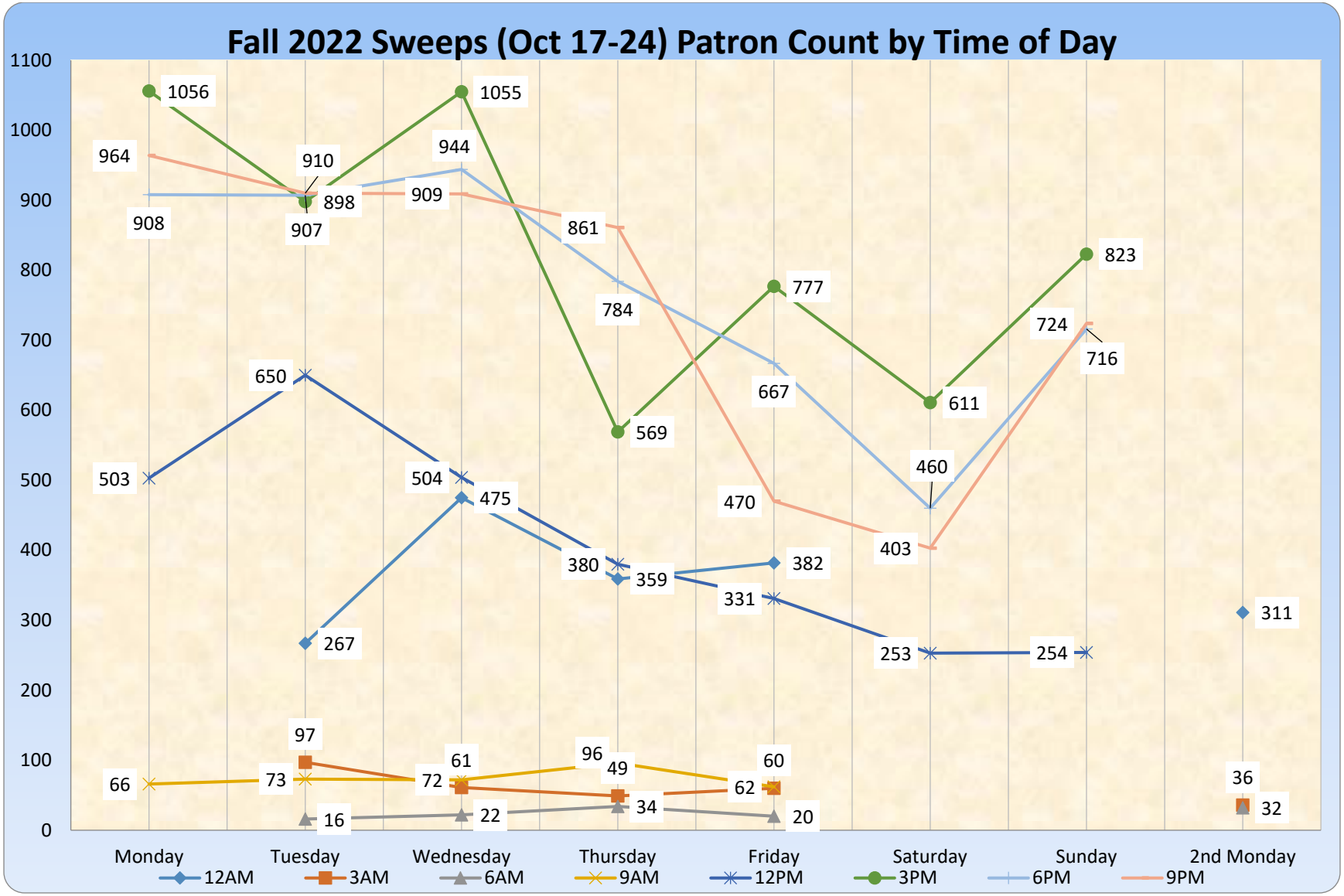

AY 22-23 Average Wi-Fi Count by Day and Time
1,700
1,500
1,300
1,100
900
700
500
300
100
Monday
Tuesday
Wednesday
Thursday
Friday
Saturday
Sunday
1543
1620
1646
1580
1256
805
936
1,417
1,416
1,421
1,298
902
906
1,102
1,057
1,030
1,036
831
518
587
797
732
691
795
656
624
694
683
700
545
349
549
207
296
302
293
302
219
1AM
9AM
1PM
6PM
9PM
11PM

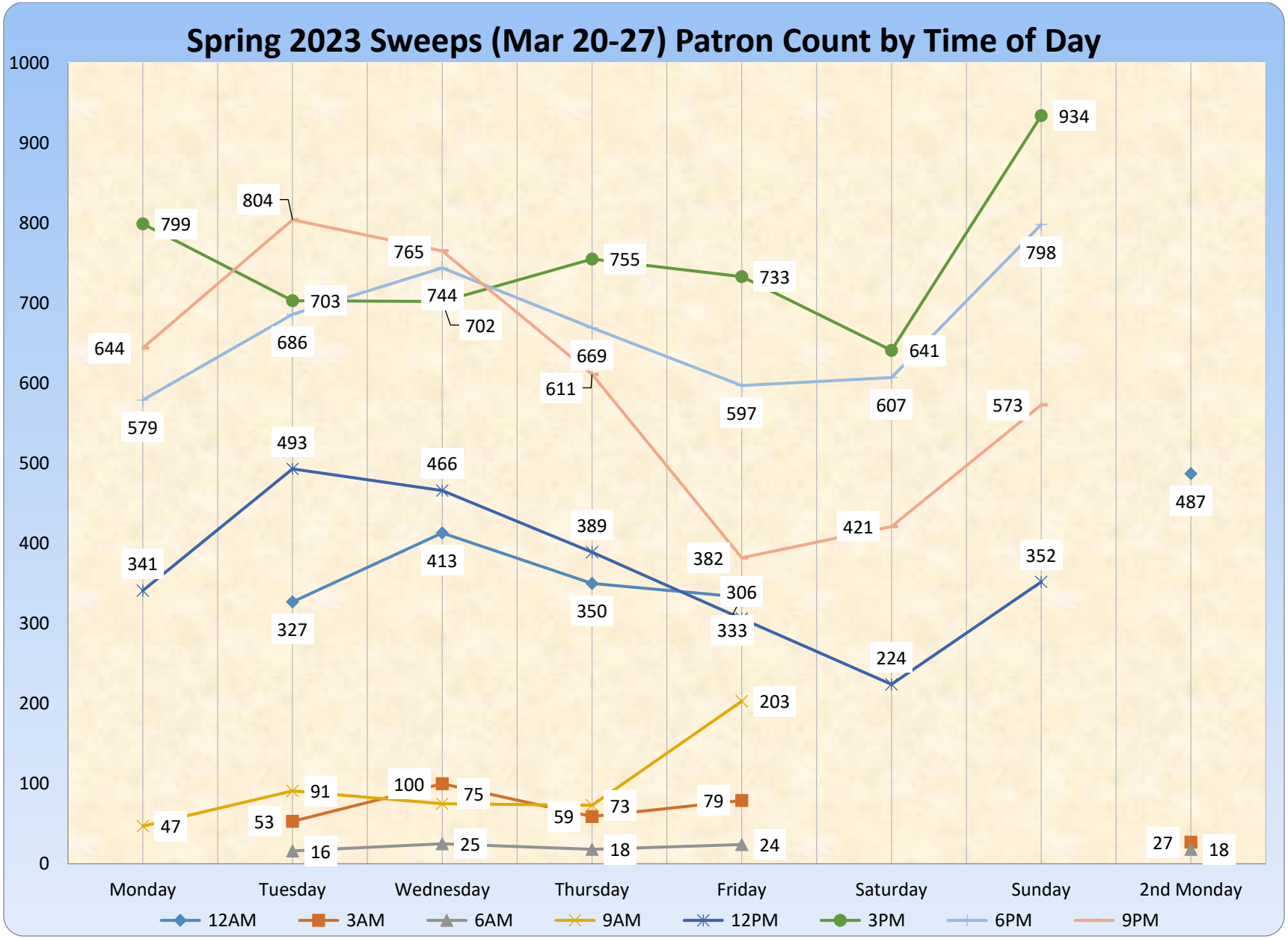

Fall 2022 Average Wi-Fi Count by Day and Time
1,800
1,600
1,400
1,200
1,000
800
600
400
200
-
Monday
Tuesday
Wednesday
Thursday
Friday
Saturday
Sunday
1AM
9AM
1PM
6PM
9PM
11PM
1488
1498
1715
1570
1239
747
853
1,363
1,391
1,486
1,344
911
906
1,078
993
1,017
1,045
856
533
561
782
793
683
674
886
684
684
640
697
564
311
340
550
209
280
284
279
209

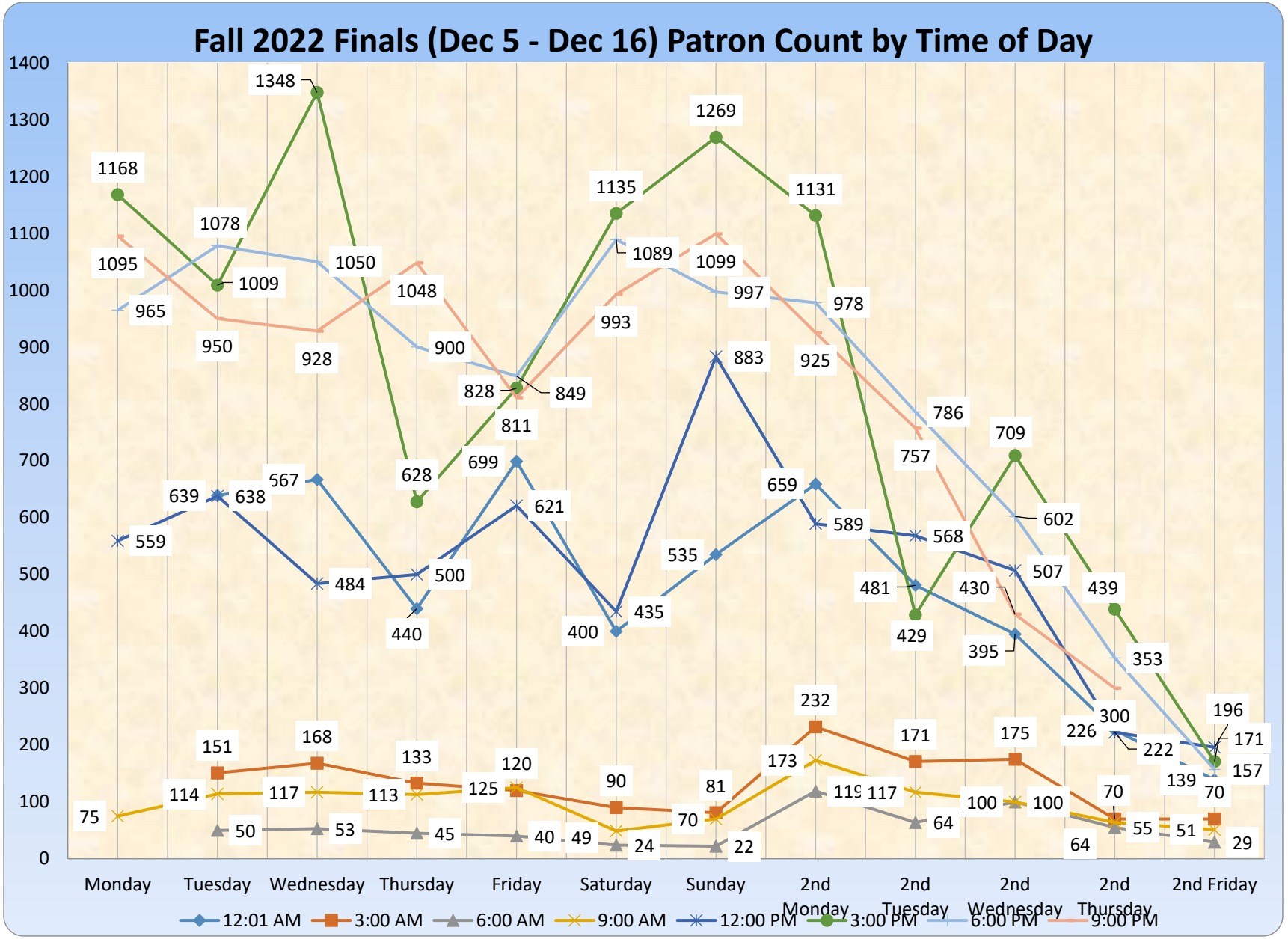

Spring 2023 Average Wi-Fi Count by Day and Time
1,800
1,600
1,400
1,200
1,000
800
600
400
200
-
1,602
1,743
1,577
1,589
1,272
873
1,033
1,475
1,441
1,356
1,252
893
905
1,126
1,125
1,042
1,027
806
502
613
812
752
692
700
703
704
525
293
359
547
667
629
571
204
311
320
306
229
Monday
Tuesday
Wednesday
Thursday
Friday
Saturday
Sunday
1AM
9AM
1PM
6PM
9PM
11PM

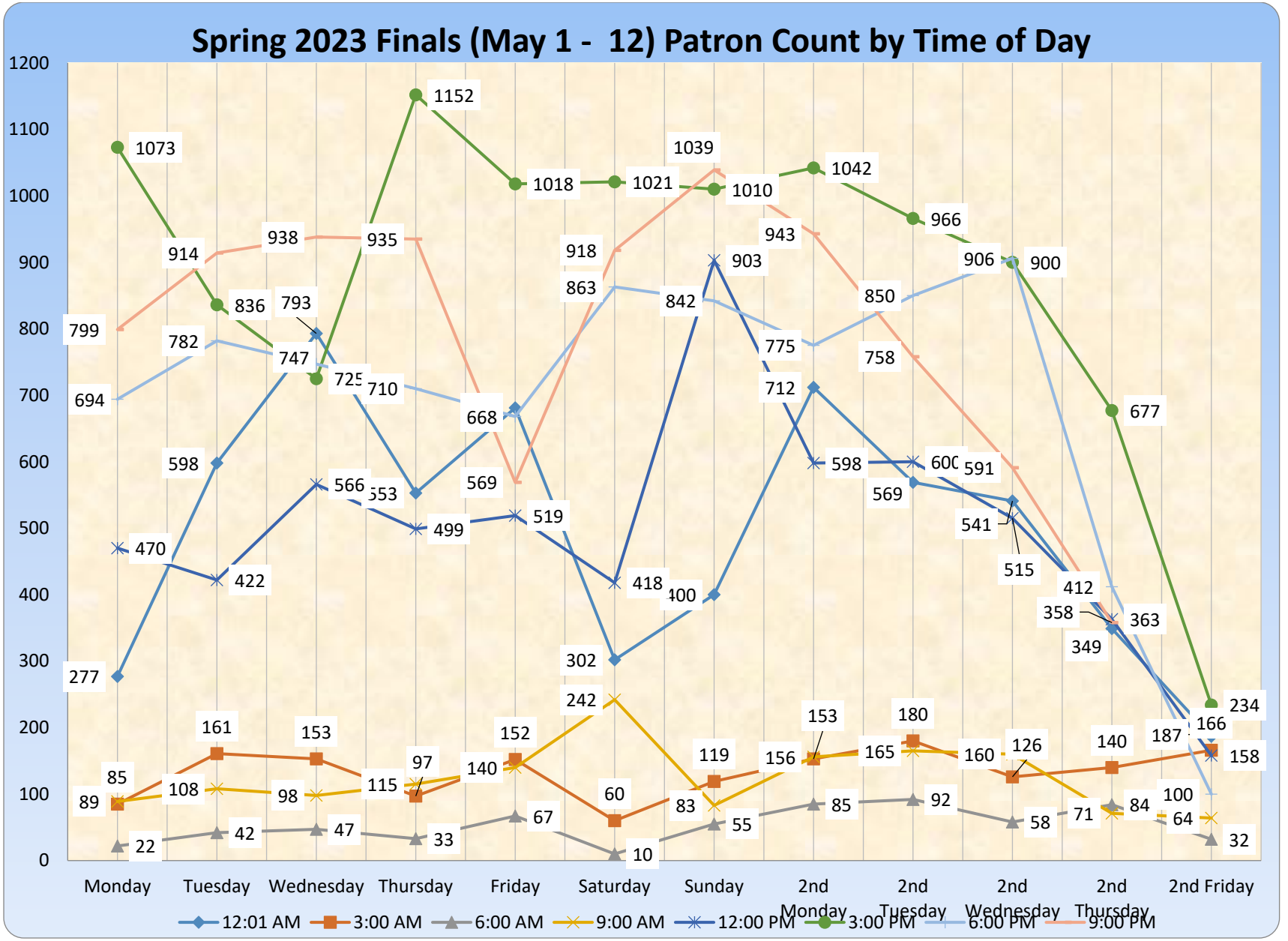

Fall 2022 Highest Wi-Fi Count by Day and Time
2,000
1,800
1,600
1,400
1,200
1,000
800
600
400
200
-
1916
1824
1940
1792
1601
1010
1,779
1,780
1,768
1,607
1,154
1,268
1,378
1383
1,417
1,365
1,313
1,087
914
1,174
1,170
1,159
939
1,249
902
870
877
970
994
915
618
781
967
539
425
472
374
509
Monday
Tuesday
Wednesday
Thursday
Friday
Saturday
Sunday
1AM
9AM
1PM
6PM
9PM
11PM

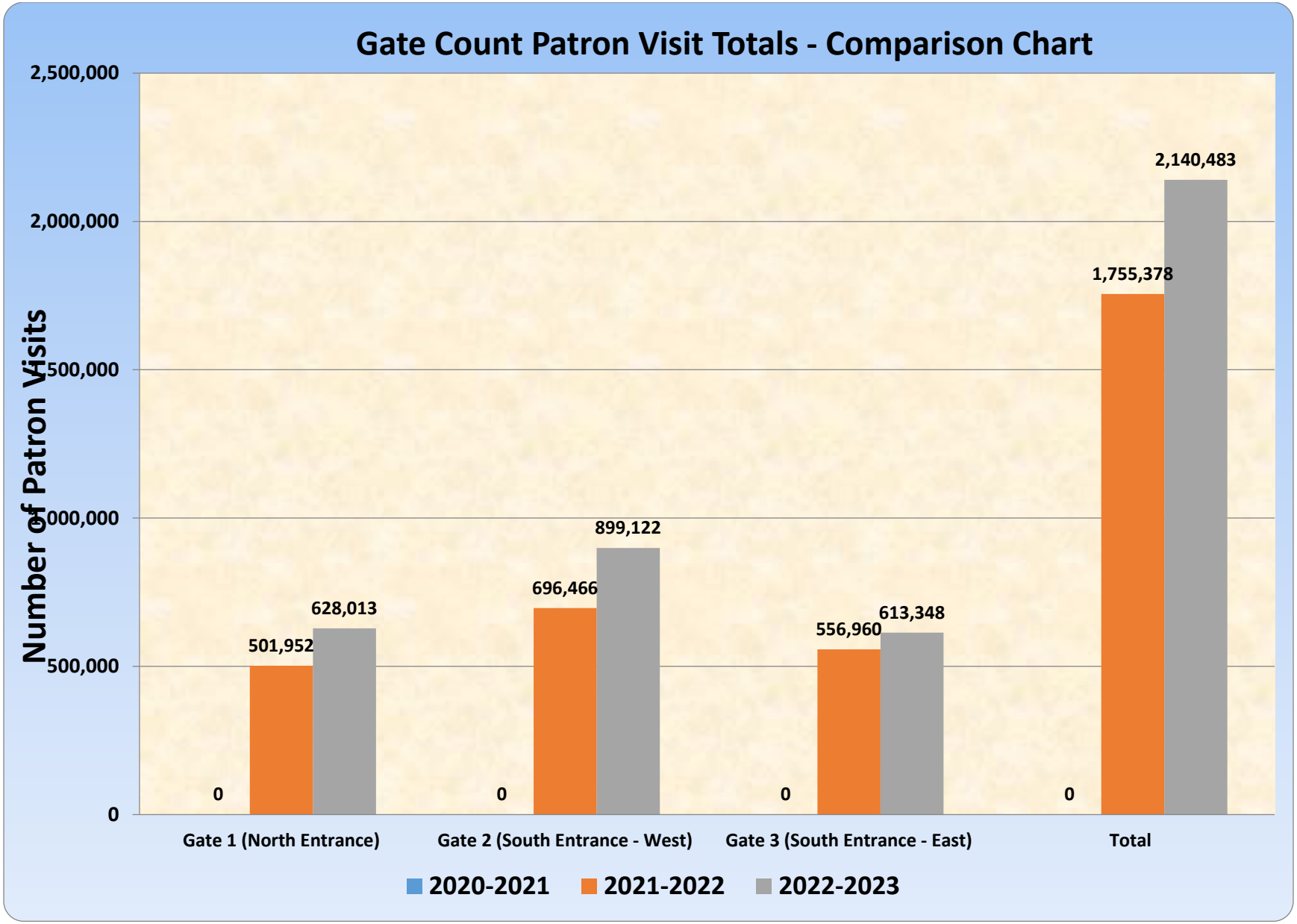

Spring 2023 Highest Wi-Fi Count by Day and Time
2,000
1,800
1,600
1,400
1,200
1,000
800
600
400
200
-
Monday
Tuesday
Wednesday
Thursday
Friday
Saturday
Sunday
1AM
9AM
1PM
6PM
9PM
11PM
1883
1983
1755
1721
1666
1286
1529
1,795
1,728
1,775
1,540
1,340
1,266
1,516
1,565
1,438
1,313
1,347
942
1,233
1,329
1,133
1,068
991
533
784
1,019
824
881
883
811
568
458
511
540
408
533


Fall 2022 Sweeps (Oct 17-24) Patron Count by Time of Day
1100
1000
900
800
700
600
500
400
300
200
100
0
1056
1055
964
910
944
898
909
908
907
861
784
823
777
724
716
650
667
611
569
503
504
460
475
470
403
380
359
382
331
311
267
253
254
97
66
73
61
72
96
49
60
62
36
16
22
34
20
32
Monday
Tuesday
Wednesday
Thursday
Friday
Saturday
Sunday
2nd Monday
12AM
3AM
6AM
9AM
12PM
3PM
6PM
9PM


Spring 2023 Sweeps (Mar 20-27) Patron Count by Time of Day
1000
900
800
700
600
500
400
300
200
100
0
Monday
Tuesday
Wednesday
Thursday
Friday
Saturday
Sunday
2nd Monday
12AM
3AM
6AM
9AM
12PM
3PM
6PM
9PM
799
703
744
702
755
733
641
934
644
804
765
669
611
579
686
597
607
798
573
421
382
341
493
466
389
413
350
306
333
352
224
487
327
203
91
100
75
59
73
79
47
53
16
25
18
24
27
18


Fall 2022 Finals (Dec 5 - Dec 16) Patron Count by Time of Day
1400
1300
1200
1100
1000
900
800
700
600
500
400
300
200
100
0
Monday
Tuesday
Wednesday
Thursday
Friday
Saturday
Sunday
2nd Monday
2nd Tuesday
2nd Wednesday
2nd Thursday
2nd Friday
12:01 AM
3:00 AM
6:00 AM
9:00 AM
12:00 PM
3:00 PM
6:00 PM
9:00 PM


Spring 2023 Finals (May 1 - 12) Patron Count by Time of Day
1200
1100
1000
900
800
700
600
500
400
300
200
100
0
Monday
Tuesday
Wednesday
Thursday
Friday
Saturday
Sunday
2nd Monday
2nd Tuesday
2nd Wednesday
2nd Thursday
2nd Friday
12:01 AM
3:00 AM
6:00 AM
9:00 AM
12:00 PM
3:00 PM
6:00 PM
9:00 PM


Gate Count Patron Visit Totals - Comparison Chart
Number of Patron Visits
2,500,000
2,000,000
500,000
000,000
500,000
0
0
501,952
628,013
0
696,466
899,122
0
556,960
613,348
0
1,755,378
2,140,483
Gate 1 (North Entrance)
Gate 2 (South Entrance - West)
Gate 3 (South Entrance - East)
Total
2020-2021
2021-2022
2022-2023