Library 2.0 Library Services & Web 2.0

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Overview

- Web 2.0 and Library 2.0
- The demographics
- Library 2.0 tools
- Next

Thanks & attributions to OCLC, Stephen Abram, Marshall Keys, Terri Manning, Bobbie Everett, Cheryl Roberts & Denyse Rodrigues





Web 2.0 & Library 2.0





"Back in the 1980's," there were:

- No cell phones, no "texting"
- No answering machines
- No MP3s, no file sharing software
- No JPEGs, no digital cameras
- No World Wide Web

"My so-called Blog", Emily Nussbaum, NYT Magazine Jan 11, 2004





Web 2.0

- Old media losing to new media:
 - Broadcast radio vs Satellite & Internet radio
 - Newspapers vs Google News, <u>Craigslist</u>, etc.
- Individual-driven content rising:
 - Personal web pages
 - Blogs (a new one each second!)
 - Digital images/video (<u>flickr</u>, <u>Picasa</u>, <u>YouTube</u>)
 - Bookmarks, etc. (e.g., del.icio.us, furl, digg, technorati)
- Infotainment increasingly social & peer-to-peer:
 - Community authorship, open content (Wikipedia)
 - Myspace, Facebook, etc. personal presence services





Born Digital or Getting There

- Google Print Library project
- Open Content Alliance / Million Books project
- Project Gutenberg (over 17,000 digital books)
- others.. (archives, museums, university press backfiles, institutional repositories, etc.)





Nano Phone, Cardphones ...



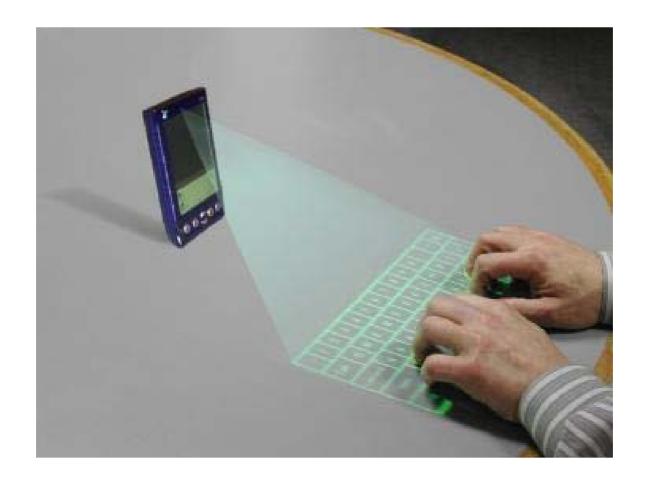






Personal Phones





http://www.snopes.com/photos/advertisements/pcpen.asp

Discover the difference.





Human RFID Tagging Illegal

 California Senate Bill 362, which would prohibit any person from forcing any other person to undergo an implant in their body of a radio frequency identification (RFID) device, passed the Senate Floor on a 28-9 vote Thursday.

http://www.govtech.com/gt/articles/139441?utm_source=newsletter&utm_medium=email&utm_campaign=GTSN_2007_9_11





Final Chapter in the Life of the Book

- "Bill Gates expects in the very near future that Microsoft will be able to give all undergraduates a \$400 hand-held device that will contain all the text books they need for their course."
- "We are, it seems, about to lose physical contact with books, the primary experience and foundation of civilization for the last 500 years."

Bryan Appleyard. Sunday Times (UK), January 21, 2007 http://www.timesonline.co.uk/article/0,,2092-2557653,00.html







The Networked Book

- It is the new agora/plaza/forum where authors, publishers, and readers congregate to ponder, discuss, joke, enjoy, and refer.
- With the advent of blogging; the advent of Google, Amazon, and soon Microsoft book searches; and an audience of Web 2.0 collaborators, the book is becoming searchable, linkable, multimedia-able, comment-able, annotate-able, preview-able, aggregate-able, correlateable, syndicate-able, feed-able, e-mail-able, Flickr-able, deli.cio.us-able, digg-able — in fact, divisible and mutable.

Paula Bernstein, "The Book as Place: The "Networked Book" Becomes the New "In" Destination", *Information Technology Today,* Vol. 14 No. 10 — Nov./Dec. 2006











Library 2.0

• "Library 2.0 simply means making your library's space (virtual and physical) more interactive, collaborative, and driven by community needs. Examples of where to start include blogs, gaming nights for teens, and collaborative photo sites. . . . make the library a destination and not an afterthought." . . . Sarah Houghton

11 reasons why Library 2.0 exists and matters

http://www.blyberg.net/2006/01/09/11-reasons-why-library-20-exists-and-matters/





The Demographics





The Millennials

- The Millennials are almost as large as the baby boom (approximately 81M).
- The Millennials are the children born between 1982 and 2002 (peaked in 1990).

Terri Manning, Bobbie Everett, Cheryl Roberts The Millennial Generation: The Next Generation in College Enrollment, CPCC 2006, http://www.cpcc.edu/planning



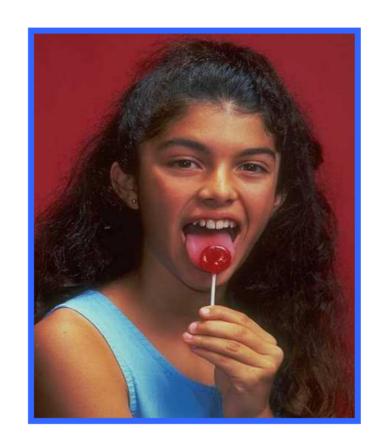


The Millennial Profile

"The Millennials are spoiled rotten brats whose parents have given them everything."

"This generation is extremely talented and will bring technology and teamwork skills to the workforce."

Terri Manning, Bobbie Everett, Cheryl Roberts The Millennial Generation: The Next Generation in College Enrollment, CPCC 2006, http://www.cpcc.edu/planning







Major Influencing Factors

- 1. Their parents
- 2. The self-esteem movement
- The customer service movement
- 4. Gaming and technology
- 5. Casual communication





Millennial Expectations

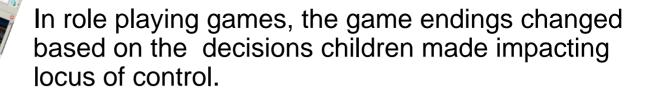
- Expect access (24/7)
- Expect things to work like they are supposed to; if they don't "that is your problem"
- They want what they have paid for
- Everything comes with a toll-free number or web address

Terri Manning, Bobbie Everett, Cheryl Roberts The Millennial Generation: The Next Generation in College Enrollment, CPCC 2006, http://www.cpcc.edu/planning









- Complex set of decision-making skills.
- Teaches them to take multiple pieces of data and make decisions quickly.
- Their learning style closely resembles Nintendo, a trial and error approach to solving problems.

Terri Manning, Bobbie Everett, Cheryl Roberts The Millennial Generation: The Next Generation in College Enrollment, CPCC 2006, http://www.cpcc.edu/planning





By the end of high school

- It is estimated that the average child will have:
 - Spent 10,000 hours playing video games
 - Sent 200,000 emails
 - Spent 20,000 hours watching TV
 - Spent 10,000 hours on their cell phone
 - Spent under 5,000 hours reading

Mark Prensky, Use their Tools, Speak their Language! 2004
http://www.marcprensky.com/writing/Prensky-Use_Their_Tools_Speak_Their_Language.pdf
accessed 07/09/2007





Will We Still Read?

- "Literacy experts and educators say they are stunned by the results of a recent adult literacy assessment, which shows that the reading proficiency of college graduates has declined in the past decade, with no obvious explanation."
- "It's appalling -- it's really astounding," said Michael Gorman, president of the American Library Association and a librarian at California State University at Fresno. 'Only 31 percent of college graduates can read a complex book and extrapolate from it. That's not saying much for the remainder."

--The Washington Post, December 25, 2005





IT Literacy Also at Risk

- Preliminary findings from Educational Testing Service (the SAT people) on "Information and Communication Technology" literacy assessment, based on tests of over 6,000 college students
- Measure students' "ability to use digital technology, communication tools, and networks appropriately to solve information problems in order to function in an information society."





IT Skills Survey Results

- Students were asked to evaluate faux websites based on objectivity, authority, and timeliness (only 49% could pick the one site that met all those criteria)
- Asked to narrow an overly broad search (which only 35% could do), and select a research statement for a class assignment (only 44% picked the one that captured the demands of the assignment).

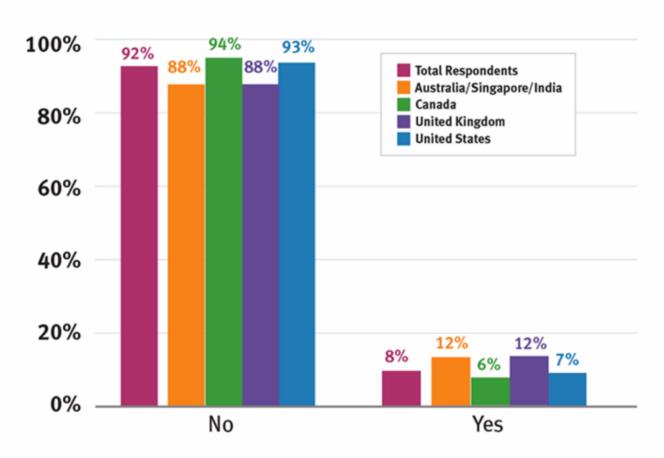




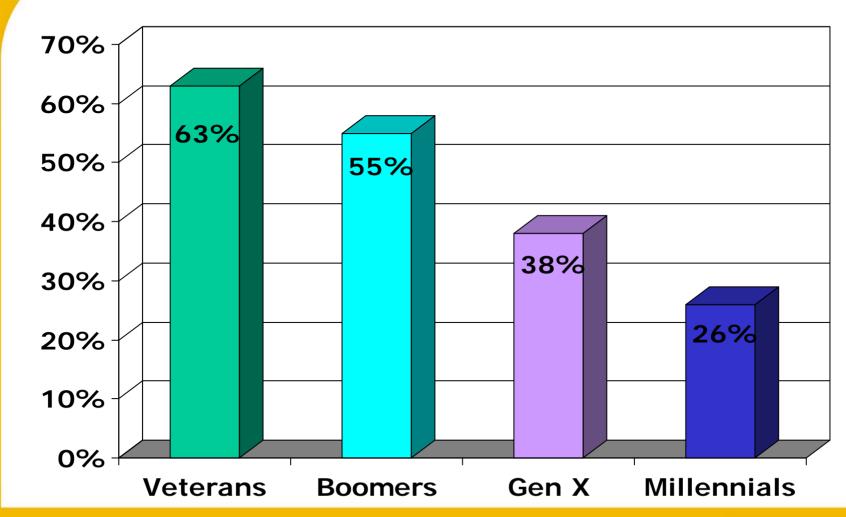


Free vs. Fee

Would you trust an electronic information source more if you have to pay for the information compared to a free source?



Satisfaction with Online Courses







Moving to an Oral Culture?

 Futurist William Crossman says that by 2020 "reading, writing and text will be replaced by listening, speaking and graphics".

The Arrival of Talking Computers and the End of Literacy—A 20-year Forecast. TNTY Futures. http://www.tnty.com/newsletter/futures/archive/v01-05lifestyle.html











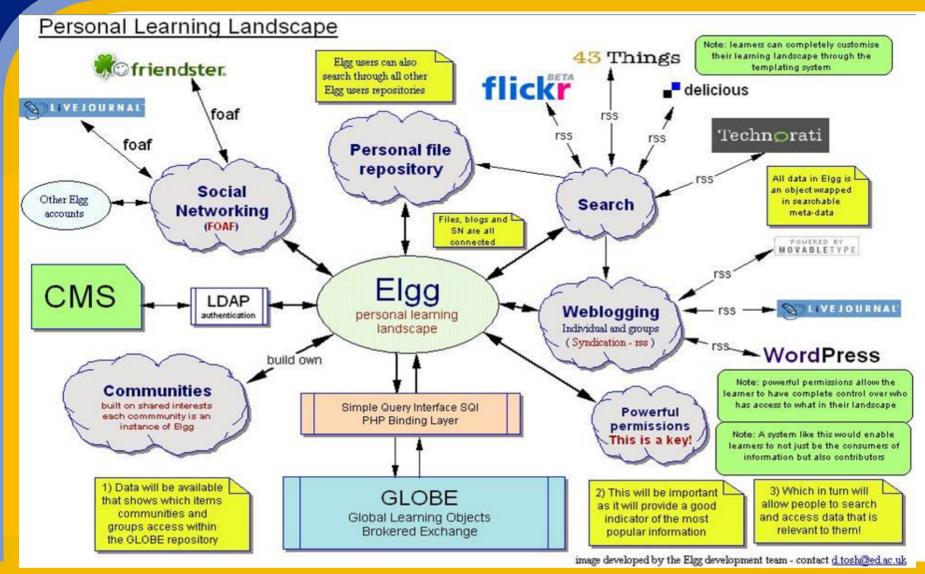
The Silver Surfers

- "Facebook with wrinkles" . . . Eons, Rezoom, Multiply, Maya's Mom, Boomj and Boomertown
- "78 million boomers roughly three times more than there are teenagers and 20-somethings - and most of them are Internet users who learned computer skills in the workplace. Indeed, the number of Internet users who are older than 55 is roughly the same as those who are aged 18 to 34, according to Nielsen/NetRatings"

Matt Richtel International Herald Tribune September 6, 2007 accessed: 20/09/2007











Library 2.0 Tools





A Librarian's 2.0 Manifesto

- Always in beta
- Ready, fire, aim
- Go where the users are
- Create open systems

Library 2.0 : An Academic's Perspective. Posted by Laura Cohen on November 8, 2006 01:01 PM http://liblogs.albany.edu/library20/2006/11/a_librarians_20_manifesto.html





Changing the Focus

- Not afraid to try something and fail
- "taming the culture of perfect can be done with a different mindset, one that involves play and experience."

"Turning "No" into "Yes", Michael Casey & Michael Stephens. *Library Journal*, 5/1/2007 http://www.libraryjournal.com/article/CA6435552.html





Some Library 2.0 Tools

- Wikis
- Blogs
- Podcasts
- Social networking sites

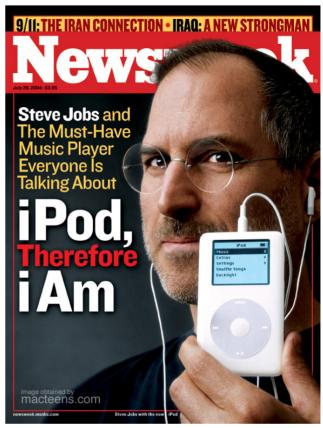




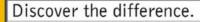
Podcasting

One in five people owns an MP3 player (June 2006)





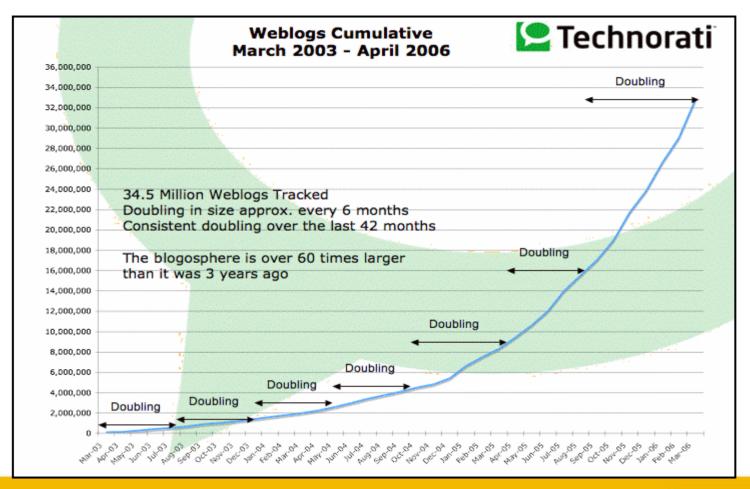








Blog Trends





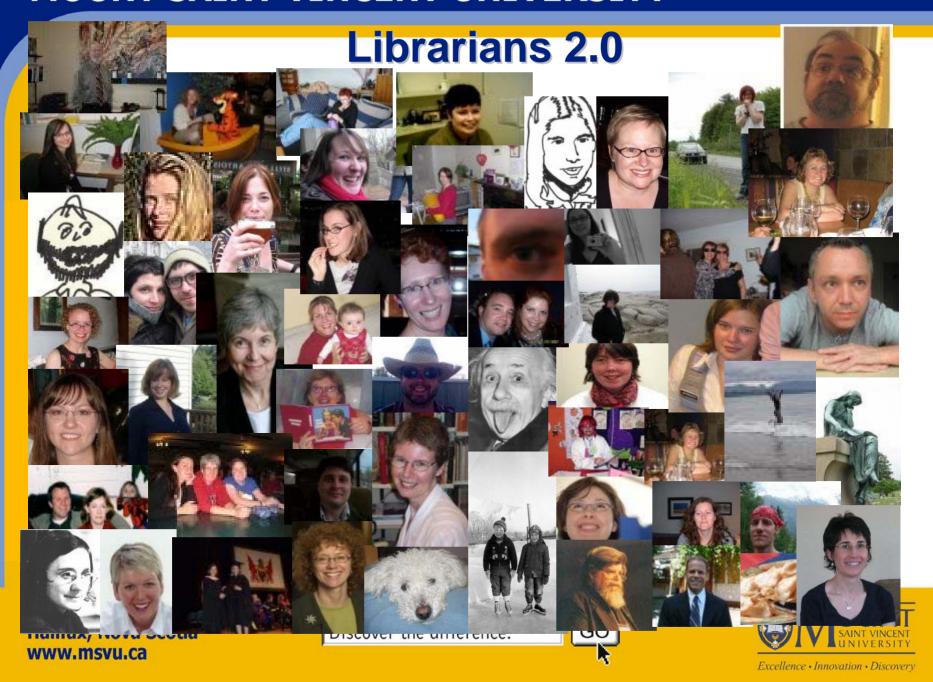


And then there's . . .

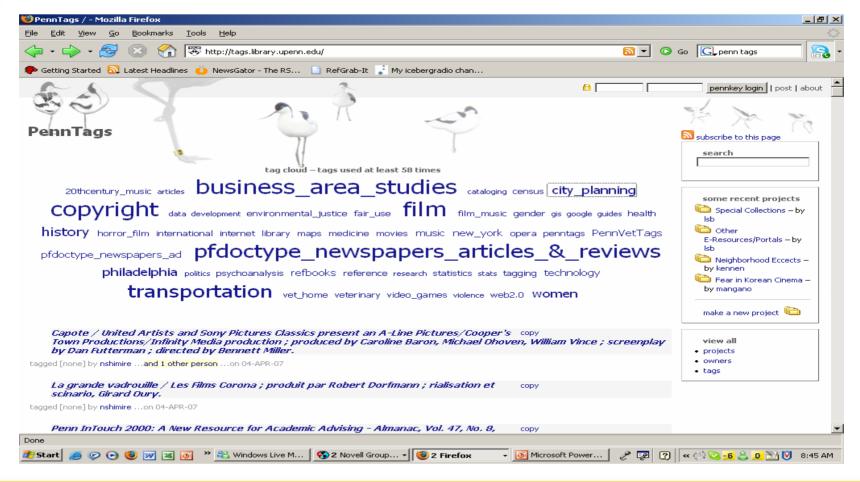
- Wikipedia, Citizendium (created by Wikipedia founder Larry Sanger) and Scholarpedia (peerreviewed and focusing on neuroscience and computational intelligence)
- Google Docs (online collaborative word processing), Yahoo's new Mash, Linked-In, Quechup, Twitter, Amazon's Kindle, fanfic / slash sites, and, and, and







The Open Library







Tagging & the Tried & True

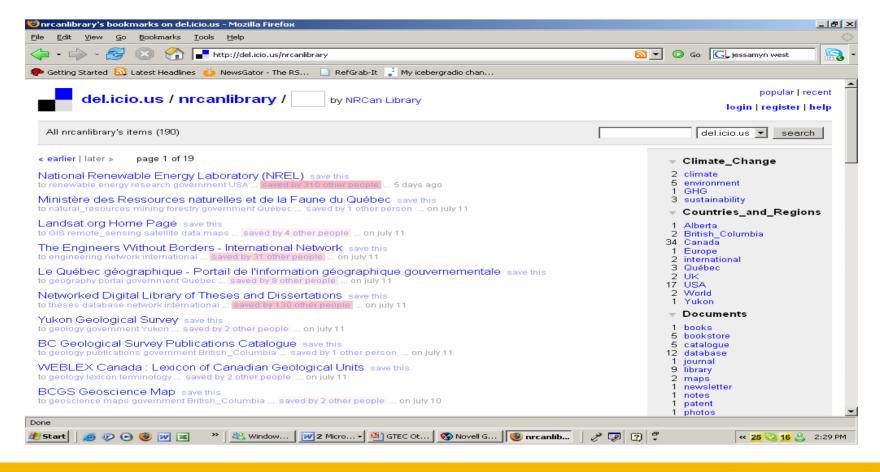
- Despite the popularity of folksonomies, "the state of the art in tagging seems firmly wedged in 2003:"
- "Tagging in 2007 seems to have advanced no further than a means by which one or more users of a site (or application) can group content around a loose framework of concepts. If you are lucky those concepts may express relationships but often they do not."

Matt Mower http://matt.blogs.it/entries/00002618.html accessed 23/08/2007 15:21





National Resources Canada on del.icio.us







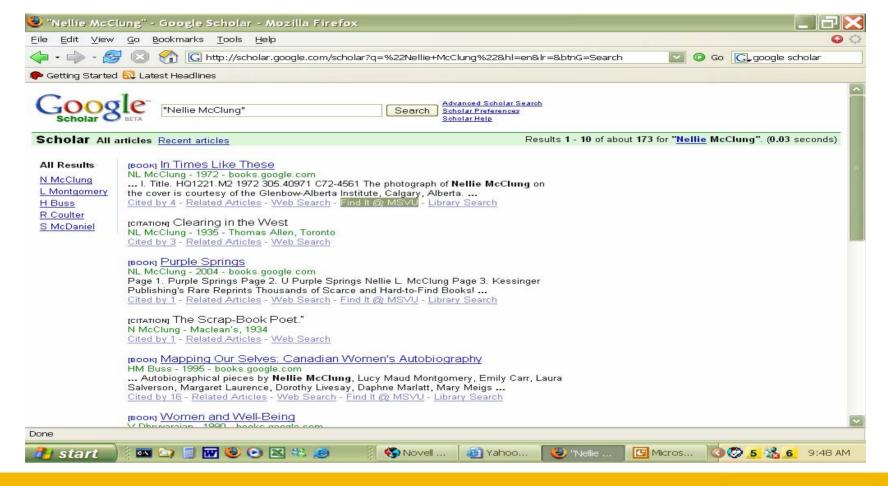
Organization of Information

- Before: Library of Congress subject headings, a controlled vocabulary thesaurus and print materials that were immutable.
- Now: user-generated metadata or tags, tag clouds, folksonomies and data that always changes. Room for both!





Find It @ MSVU





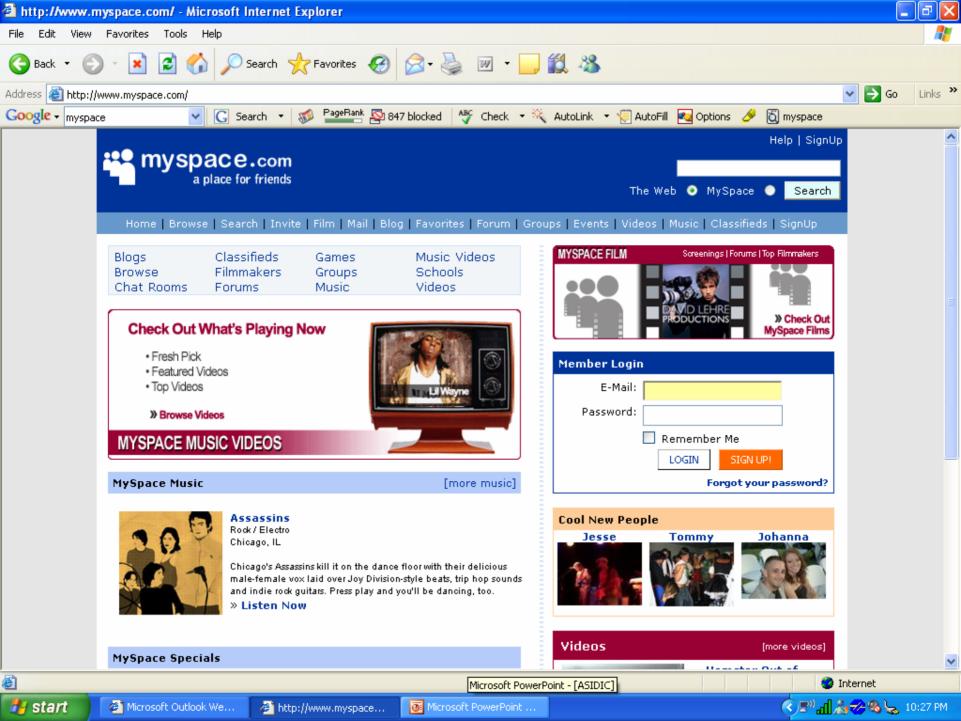


Open Source ILS

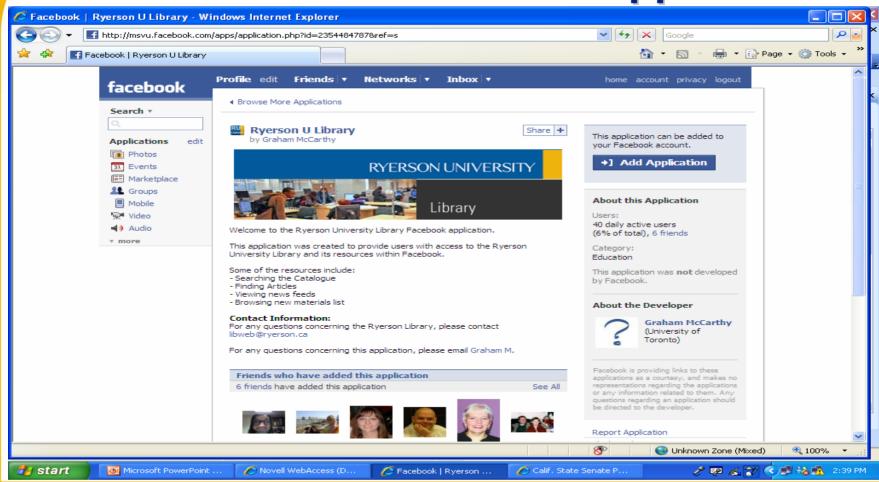






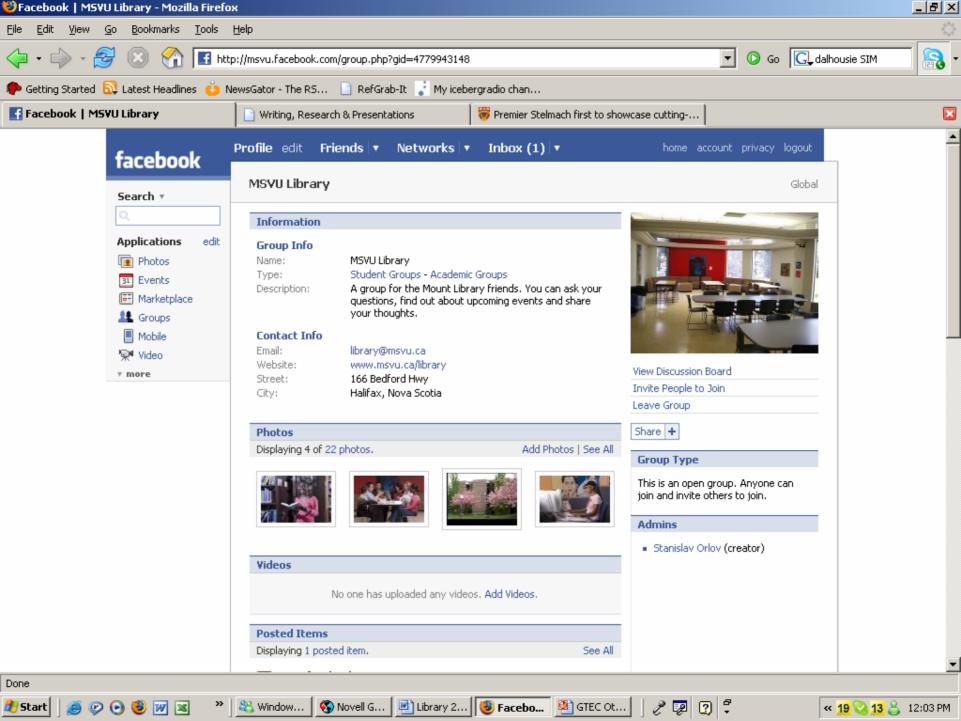


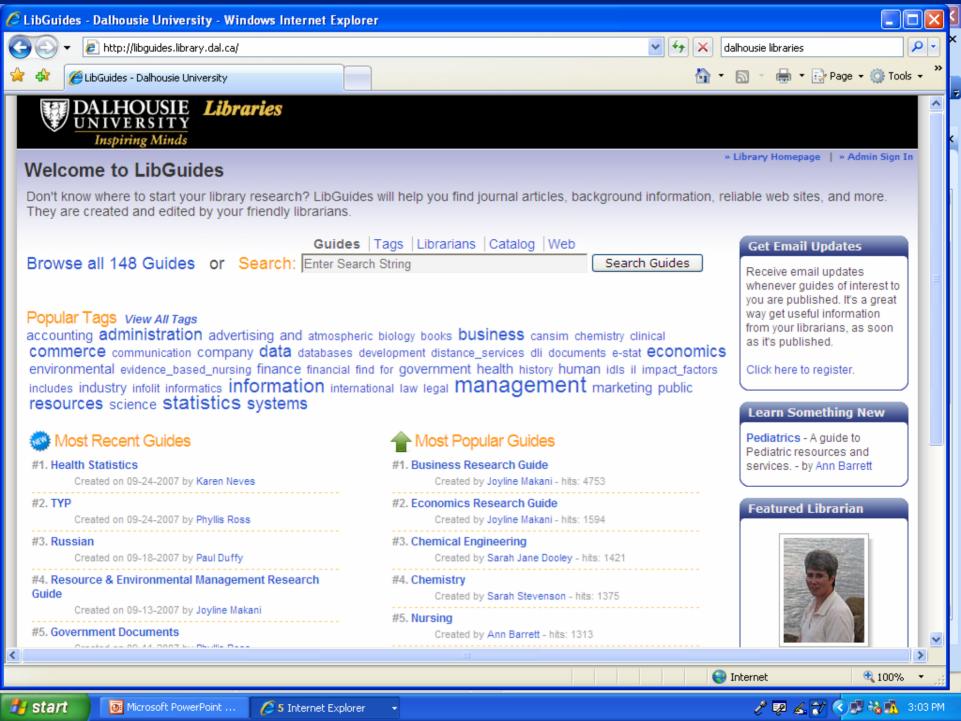
Not the BoozeMail App

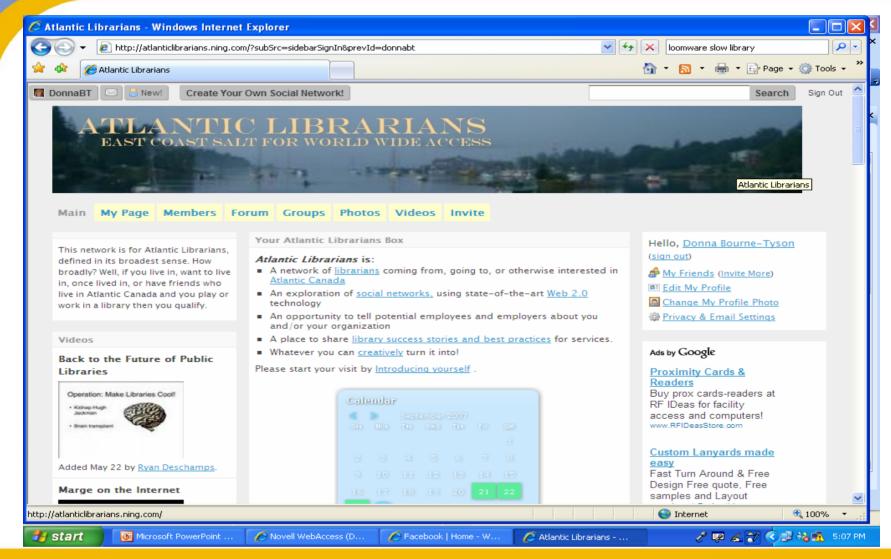














GC



Learning Environments

- Course Management Systems
- Content Management Systems
- Second Life





CMS and **CMS**

- D2L, Blackboard, Sakai, WebCT
- Joomla, Drupal, Mambo
- Embedding the Library







//secondlife.com/join/

A Learning Space







MSVU Library in SL







Second Life as a Lab

- Sherry Turkle, MIT professor of the social studies of science and technology recommends that therapists use SL as a tool for understanding their clients' innermost thoughts and desires.
- Eric Lofgren, an epidemiology grad student at UNC, Chapel Hill is unleashing a virtual epidemic in SL to better understand how disease spreads in real life.

Andrea L. Foster The Wired Campus, Chronicle of Higher Education, September 10, 2007





Next





Participatory Media

- Content more fulsome if structured and yet enriched by end-users
- Jessamyn West. . . what do we have to lose when social networking tools are free?

http://otherlibrarian.wordpress.com/2007/01/19/my-top-ten-library-20-no-brainers-for-public-libraries/

 It's true that some of your Facebook friends are more like acquaintances





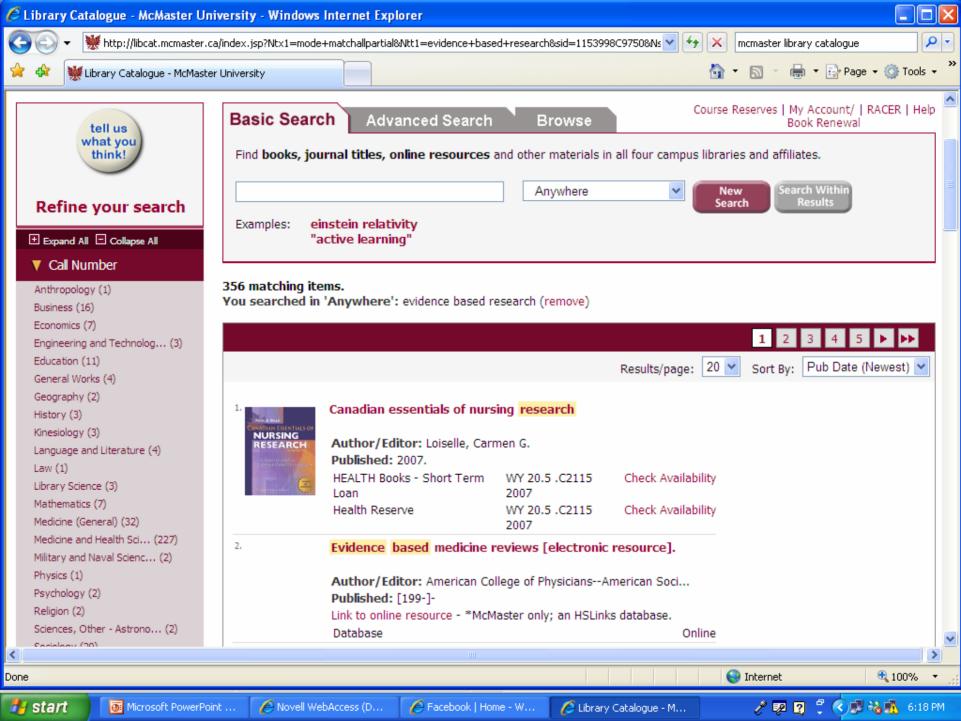
"Forget the Lipstick, This Pig Needs a Complete Makeover"

 McMaster University Library recently gave their OPAC (er, Pig) a complete makeover with the implementation of the Endeca Information Access Platform.

Speaker: Amanda Etches-Johnson (User Experience Librarian, McMaster University)







Virtual and Physical Outreach







2.0 Issues

- Net neutrality, open access, digital copyright
- Accessibility, diversity, equity, censorship
- Open source and web standards
- Information literacy, lifelong learning







http://www.libraryman.com/blog/2007/08/20/disco-dancing-for-peace-in-the-biblioblogosphere/







Questions?

