

# Digital Library News

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## **The role of public libraries changing to meet digital world's requirements**

Libraries are moving away from being quiet, dark places full of dusty books as they struggle to keep pace in a digital world. But it is not just the technology that has changed — the way people use libraries and the spaces and programs they need to offer have also changed dramatically.

*<https://www.abc.net.au/news/2018-02-25/the-future-of-public-libraries/9481540>*

## **India's National Digital Library (NDRI) to collaborate with top global digital libraries**

At an international workshop hosted by UNESCO and IIT-Kharagpur last week, the National Digital Library of India (NDLI) announced that it is planning to collaborate with top digital libraries of the world. The UNESCO has also promised to promote the digital libraries and resource-sharing activities of SAARC countries, an IIT-Kharagpur release said.

## **National online educational asset**

The NDLI project, funded by the Ministry of Human Resources Development, was kick-started by IIT-KGP with the aim to create a national online educational asset for students interested in research and innovation.

## **Digital cultural heritage**

NDLI has been collaborating with the Europeana Foundation, an organisation tasked with developing a digital cultural heritage platform for Europe, for the past few months. Some other digital libraries that expressed interest in collaborating with NDLI are Tainacan Project (Brazil), National Library of The Netherlands, National Library of South Africa and National Library of Nepal, the release said.

About 200 domain experts from India and abroad, including representatives from Microsoft Research, Google, and Taylor & Francis, participated in the international workshop. The workshop deliberated on the state-of-the-art technology, practices, and policies accepted internationally for digital library design.

The national library has become a leading digital repository of country with approximately 1.26 crore content resources—thus bringing a significant change in the domain of online content search for both academics and general readership.

*<https://www.indiatoday.in/education-today/news/story/national-digital-library-india-1080575-2017-11-06>*

## **Library App – your digital library card**

Your device becomes your digital library card

with the University of Sydney Library app—when borrowing books scan the digital card within the app at the self-service checkout.

Get persistent authentication—you can log in once and then have access to your borrowing, loans, and fine information. It also enables you to request items from the catalogue and access our databases without the need to re-authenticate again. Fast search of our catalogue by scanning any book's ISBN by using the camera on the phone. Easy access to our 360° virtual tours, opening hours, study space booking, news and events, social media channels, and Chat Now/Ask Us Now services. The app is a free download on the Apple and Google app stores.

<https://news.library.sydney.edu.au/library-app-your-digital-library-card/>

## What Trends Will Affect and Shape Libraries In 2018 And Beyond?

Libraries are constantly evolving to meet the needs of their diverse communities. Far from being a simple repository of books and media, today's libraries serve as invaluable resources for everything from data analytics to 3-D printing and beginning lessons in coding.

In 2018 and beyond, it's critical for the modern library to take in the changing faces of its patrons and respond accordingly. Every demographic is different, but there are countless ways that the modern library can respond to recent trends and offer information and resources that are both innovative and relevant to its users.

### Technology

According to the American Library Association Top Technology Trends resource, libraries worldwide spend \$1.8 billion on technology. These facilities often offer users their first hands-on access to new products. One popular way that libraries are increasing accessibility to new technologies is through makerspaces.

Makerspaces include tech-like virtual reality content creation labs, 3-D printers, product fabrication tools, PCB milling machines, laser cutters, and more. Makerspaces can serve many valuable purposes including:

- Facilitating prototype creation for entrepreneurs and inventors
- Educating patrons on science and technology
- Promoting creative problem solving
- Offering experiential learning opportunities

Library science professionals must strive to develop makerspaces and other technology labs that cater to the distinct needs of their demographics. Makerspaces can be entire on-site labs, mobile carts or even backpacks filled with tools that are available for loan.

### Gamification

Gamification is an emerging trend that frames learning in the easily accessible format of a game. Games are increasingly seeing use for everything from elementary school education to professional training. Game mastery helps promote many skills, including math, logic, spatial reasoning, reading, and writing.

Players may seek out the library for guides and handbooks to help them enhance their game play. Examining how video games encourage kids to read, Brecht Vandenbroucke noted in an article for Wired that The Ultimate Player's Guide scored between grades 8 and 11 on the Flesch-Kincaid Reading Ease scale, yet books like this are often devoured by elementary age children who are motivated by their interest in games, such as Minecraft. By supplying the right literature, libraries can promote literacy among players who are interested in learning more about the games that interest them.

Libraries can also serve as a meeting place for players, offering the opportunity for socialization through gaming. The Darien Library in Connecticut runs its own Minecraft server and the Hudson Library in Ohio hosted a Minecraft build-off. Promoting co-play in pairs, groups or classes, libraries can help encourage players to

explore various game elements together by asking questions, sharing insights, and processing new discoveries together.

## Virtual Reality

Virtual reality (VR) technology provides the user with a headset that transports them to immersive destinations where they can look up, down, and around simply by moving their heads. Libraries have long served as critical access points to new technologies. When computers and the internet were still new innovations, the local library was often the easiest place for users to get online.

Today, libraries may have the opportunity to offer users their first interactions with virtual reality. In California, Oculus launched an initiative that made 100 Oculus Rift headsets and VR-ready computers available in 90 libraries. With a price tag of about \$1,500 for a headset and VR-ready PC, this technology may not be accessible to the average consumer yet. However, libraries that offer this type of technology can help new users acclimate to the systems which are already coming down in price, even as they experience museum collections or exotic travel destinations remotely thanks to VR.

## Coding

It's fairly common for libraries to offer basic computer literacy classes on topics, such as word processing, spreadsheets, and internet use. Today, many facilities are finding a great demand for more advanced classes, as well, particularly for those that explore coding. These classes are popular among patrons of all ages.

In Library Journal, the manager of the digital experience at Westport Public Library in Connecticut, Alex Giannini, says, "Kids today are growing up with an iPad in their hands. They don't have to learn the digital language; they're born with it." He goes on to note that offering coding classes at a younger age helps these tech-savvy youths grasp deeper concepts of technology.

Coding classes have been successful for

libraries across the country, from the Berkeley Public Library in California to the Orlando County Library System in Florida. These offerings bring in new patrons and provide fresh, valuable resources to regulars who want to learn something new.

## Social Media

Establishing, maintaining, and growing a social media presence is important for libraries. Gregg Dodd, Director of Marketing at Columbus Metropolitan Library, explains the value of a digital strategy clearly, saying, "Our users live in a digital world, so this is an important space to connect with them."

Social media links make library events, activities, and offerings easily sharable. Digital content such as historical photographs are ripe for social sharing, as well. By responding to social media tags, comments or mentions, libraries gain a valuable opportunity to engage with their audience and strengthen social connections.

## Data Analytics

Libraries are perfectly poised to take an active role in the field of data analytics. The library has long been responsible for gathering, organizing, and safeguarding valuable information. Modern research and data collection has come a long way from the days libraries were managing and accessing some of the earliest dial-up online databases. Today, digital data is collected in such overwhelming amounts that one of the biggest challenges lies simply in analysing the information to find meaningful conclusions in the overabundance of data.

In coming years, these institutions will need to determine the best way to make use of the data available to them. Some opportunities include:

- Compiling and connecting data across research studies and reports
- Providing easily searchable and understandable data to users
- Developing and promoting educational

content curated using data sources

- Translating data into informational exhibits and programs

For those intrigued by the modern face of today's library systems, there are unique opportunities to become part of the change. Tomorrow's librarians can help spearhead new innovations in library technology and program

development with a library science degree online from USC Marshall School of Business. This cutting-edge program can equip students with the insights they need to help shape the future of the world's libraries.

*<https://librarysciencedegree.usc.edu/blog/what-trends-will-affect-and-shape-libraries-in-2018-and-beyond/>*