

# Aimée's Travel Report

See <http://paddock.pbwiki.com> for the complete report

April 16-18 at Computers in Libraries 2007

[Presentation Links](#) | [CIL blog](#)

## **I attended sessions on:**

### **Planning and Implementing Web2.0**

[See the slide show](#)

WHY? Meet changing customer needs, stay culturally relevant, keep digital space up-to-date

WHAT? Set services up based on library goals

WHO? Staff and patrons can do the work together with social software

Set up is easy, planning and maintenance is harder

Have goals, plan for participation

You do not need to be an expert. It's OK not to match (domain names, etc). **What is important is to get your message out**

### **Building Collaboration, Communication, and Community Online**

[More from presenter Meredith Farkas](#)

- Social software democratizes content creation and participation
- [Links](#) mentioned in the presentation
- Use social software to start a conversation
- Use social software to provide services: to remote users / where users are / using tools patrons use
- Capitalize on the collective intelligence of colleagues and users (e.g., a reference wiki to create a knowledgebase for reference)
- Strategies for implementing social software:
  - avoid technolust - use right software for specific need
  - ask "will it improve library services?" "will patrons use it?"
  - involve staff at all levels in planning
  - learn to trust your patrons
  - involve IT
  - consider maintenance and sustainability
  - focus on functionality - what it will give your patron

### **Millennials and the Library**

[More from presenter Marshall Breeding](#)

Millennials are those born between 1981-2000

In shaping collection for millennials think of the following

- Content - digital/immediate
- Discovery - more like the www
- Access - anytime/anywhere

Satisfying millennials is not inconsistent with needs of previous generations and is in tune with the strategic directions most libraries have

**If not readily satisfied the millennials will move on to non-library resources to satisfy their needs**

Millennials preferences are:

- Immediate
- Collaborative
- Intuitive
- Mobile
- Flexible

Millennials expectations are set by the web:

- **Low tolerance** for clunky and ineffective websites
- Confident in their abilities
- Reluctant to ask for help

**Learning with Blogs & Wikis - [see the presenters' wiki!](#)**

Wikis:

- best for group projects / anyone can change
- less structured
- good for non-chronological use
- collecting knowledge or creating directories
- documents activity

Blogs:

- structured
- reverse-chronological order
- ownership of own posts

- good for reflective writing
- blog to get feedback
- blog to create a record of transformative learning

### **Privacy, Security, Social Networking & Libraries: “Me, My Space, & Eye”**

OCLC has a forthcoming report on internet and libraries

Interesting divide between librarians using internet and patrons using internet

General population does more chat, IM, and social networking than librarians

See the [slide show](#) for charts and graphs from OCLC's survey results

### **Building Libraries in Virtual Worlds - [YouTube Tour of Info Islands](#) (3:21)**

For updated info on Info Island in SL: <http://www.infoisland.org/>

Alliance and Charlotte Libraries build info archipelago in Second Life

- **5k visitors/day!**
- They hold meeting, conduct workshops, have authors speak, etc.
- Events and exhibits are what really attract people to the archipelago
- Virtual libraries will probably be **centered around services rather than collections**
- Since April they have grown from 1 to 10 islands
- They provide **40 hours/wk of avatar-avatar reference** with Question Point
- The reference desk is a success. People enjoy the avatar-avatar interaction.
- [See their ppoint presentation](#)

### **Podcast Possibilities for Library Instruction**

[Rachael Clemens at UC Berkeley](#) podcasts library instruction sessions for Nursing students

Her suggestions when planning podcasts for instruction:

- Chunk content into smaller modules
- Use a script
- Post them online
- Advertise and evaluate

The time it takes.... a short, audio-only podcasts can take about 15.5 hours to produce when you are first learning. An audio/video cast can take about 21.5 hours to produce.

Plus...

**Using Content Management Systems to build community**

**Implementing DSpace at NASA**

and more...

**I also spent a day in the Library of Congress's Madison building to do some research in the Manuscript Reading Room:**

