

DLF

Architects of Collaboration

Peter Brantley

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Libraries in the world

Have not sufficiently ...

- Let go of past place or mission
- Reorganized for redefinition
- Provided active support for learning
- Vigorously engaged in public debate
- Led innovation on the edge

Libraries in community

Have not adequately ...

- Understood how students work, play
- Collaborated with core IT groups
- Worked well with other libraries
- Coalesced vital interests with publishers, authors, readers

Δ is always < estimated

- Libraries approach irrelevance
- Libraries must be in reach of the young
- Content is exploding across the net
- Users assume a dialogue, libraries assume lessons.

Problems and solutions

- Massively distributed information
- Rich data, inadequately described
- Need for flexible user enrichment
- Mapping linkages across content
- Challenge of ubiquitous access
- Variable persistence of resources

Library proverbs

Libraries are available everywhere

- Libraries are not search engines
- Libraries must create accessible content
- Content is largely addressed directly
(less often mediated by organizations)
- Content is at the center of services.

Libraries are portable

- People assume constant network access
- Computing everywhere, on anything, screens (small | large) (portable | fixed)
 - software developers for cell phones
 - are moving into story telling
 - faculty could be teaching
 - using library resources and tools

Libraries know where they are

- Where am I?
 - I know and my cell phone knows.
 - Why not my library?
- Rich information resources are available through the network, in location context
- We should enable learning in place.

Libraries tell stories

- TV engages more readily than reading
- The more immersive, the more engaged
- Distributed learning =
media enriched learning
- Building video-smart universities

Libraries help people learn

- Teaching
 - happens on the move /
 - virtually and in “real life” /
 - in polyglot assemblages
- Responsibility for learning is with the student, not the teacher
- Support learning, not just teaching.

Libraries are tools of change

- Our children will not read print books
- Printed books are culminations
- Publication is a process, not an ending
- “To publish” = publishing all the time
 - Update, comment, change
 - Fluid, punctuated, diverse

Libraries are paths for exploration

- Services should be *ubiquitous, available, open*.
- People should use our tools, services, and content without our guidance.
- Services and content should encourage recombination
- Re-mixing content is re-envisioning the world.

Libraries help forge memories

- Preservation is but one piece of a portfolio of cultural stewardship
- Preservation is shared within community
- Preservation is faith-based
- Preservation is imprecise and uncertain
- Preservation is part of access.

Libraries speak for people

- We learn by building on others.
- These are issues for libraries:
 - Fair use of copyrighted material
 - Right of information access
 - Control of individual privacy
 - Network rights of way
- These have no meaning unless voiced.
- These issues are our responsibility.

Libraries study the art of war

- Industry will want to commercialize content
- Industry will want proprietary solutions
- Industry will not always be collegial
- Libraries must:
 - engage with clarity, strength, union
 - stand together to define normative behaviors
 - publicly shame the arrogant and selfish

Strategies into the future

Faculty and Students as communities

- Don't hold office hours: out → reach
- Help build communities of scholars
- Forge, sustain emergent collaboration; create centers of practice
- Libraries are sited to bring scholars together, working on new inquiries.

Information Technology, Information Discovery

- Libraries + IT must build new teams
- Construct new understandings and policies with complementary effort
- Community ownership is the most important paradigm for technology.

New libraries in new worlds

- Attraction of Second Life is not in a slavish replication of real worlds.
- Virtual communities cause us to rethink -
 - How learning works
 - Education through social interaction
 - Delivery of information
- Permit us to re-imagine our sense of space and place.

Proliferating publishing

- Publishing is a conversation.
- Publishing is about access, change.
- Build units investigating social media (digitalculturebooks) or re-imagining what the book might look like
- Re-build scholarly communication to reach not just faculty but the public

On the mobile edge

- Engage with creators of new forms of rich media narratives; stories convey knowledge
- Partner with faculty and software engineers developing location aware mobile learning
- Work with Google, Yahoo, and startups; hold conferences, think *aloud*, speculate about a portable future.

Optimize libraries

- Google, Amazon, Yahoo, and Microsoft are important content holders at massive scale
- SEO: content must be harvested and ranked.
- Establish, vocalize HE expectations for info. access, authenticity, and provenance.
- We are the front-line; the young are with us.
- We are the best place to grok the future cool.

Numbers of things

- Libraries have always measured success by counting things. Their bad.
- Libraries are successful when they help others use content and build services.
- Libraries work when they bridge community.

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Libraries are ...

... the architects of collaborations.

By the collaborations that libraries build,
libraries define themselves.