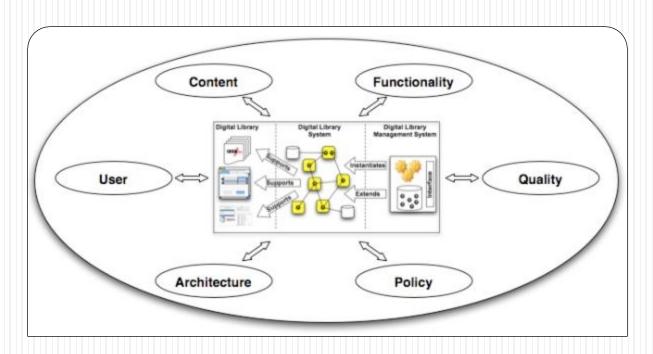
# Digital Libraries:

# An Integral Part of Future Learning Dynamics

By
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Graph courtesy of Castelli et al, (2007)

### Digital Library (DL)

"A possibly virtual organization that comprehensively collects, manages, and preserves for the long term rich **digital content**, and offers to its **user** communities specialized **functionality** on that content, of measurable **quality** and according to codified **policies**" (Castelli et al, 2007)

Six core concepts that provide a foundation for Digital Libraries

# Why digital libraries?

- Digital libraries are growing in popularity
- Large scale digitization projects are underway
- Digital libraries have ventured into audio and visual collections, just as physical libraries have
- Easy to access
- Available to world community
- Low cost for physical libraries to run
- Provides preservation and conservation
- Provides space for physical libraries

# What roles will librarians have in maintaining digital collections?

#### Research:

- **User interface developments**: To produce software and hardware that is useful, usable, and aesthetically pleasing for patrons
- User awareness: Ensuring users know about certain areas of technology and understand how to use these areas
- Usability methods: Testing functionality of systems

#### Development:

- Universal standards: Create schema for universal cataloging
- **Merge information**: Collect information from multiple sources and merge it to create one record for each title
- Collection: Invite libraries from around the world to dump their data into one system to maintain (Open Library, 2009)

#### o Further roles:

- Researching copyright laws
- Checking for broken links and other system errors
- Responding to technology standards that will change over time
- Providing access to those without internet availability

## Future Learning Patterns of Students?

- Children:
  - Can click on visual icons instead of typing Boolean search terms
  - Zoomable User Interface (ZUI): "information is presented together and the child can zoom in and out of areas to get specific or general information as needed" (HCIL, 2006)
    - Teenagers:
      - Online help through digital libraries with:
        - Homework
        - Writing tutorials
        - Researching
        - o Asking questions using Virtual Reference

# How will digital libraries affect physical libraries?

- Trend towards client-centered buildings instead of collection-centered buildings consisting of "lounge-like facilities that offer pleasant reading rooms, not just for individuals but also for groups" (Roes, 2001)
- Physical libraries will have to offer multi-media technology to compete
- Physical libraries must find a happy medium between paper and nextgeneration technologies to continue to appeal to patrons
- Physical libraries must stay current with technology in order to continue to provide service to patrons in an up to date manner
- Physical libraries have started to offer other avenues of learning, such as video game rooms geared toward teenagers, to promote patron use

### References

- Castelli, D., et al (2007). Setting the foundations of digital libraries: The DELOS Manifesto. *D-Lib Magazine*, 13(3/4).
- Human Computer Interaction Lab (2006). Retrieved March 21, 2009, from <a href="http://www.cs.umd.edu/hcil/kiddesign/searchkids.shtml">http://www.cs.umd.edu/hcil/kiddesign/searchkids.shtml</a>.
- Open Library (2009). Retrieved March 21, 2009, from <a href="http://openlibrary.org/">http://openlibrary.org/</a>.
- Roes, H. (2001). Digital libraries and education: Trends and opportunities. *D-Lib Magazine*, 7(7/8).

### Digital Library Websites

- <a href="http://openlibrary.org/">http://openlibrary.org/</a>
- http://www.ipl.org/

## KLA Pamphlet Layout

### Why digital libraries?

DIGITAL LIBRARIES ARE GROWING IN POPULARITY

LARGE SCALE DIGITIZATION PROJECTS ARE UNDERWAY

DIGITAL LIBRARIES HAVE VENTURED INTO AUDIO AND VISUAL COLLECTIONS, JUST AS PHYSICAL LIBRARIES HAVE

EASY TO ACCESS

AVAILABLE TO WORLD COMMUNITY

LOW COST FOR PHYSICAL LIBRARIES TO RUN

PROVIDES PRESERVATION AND CONSERVATION

PROVIDES SPACE FOR PHYSICAL LIBRARIES

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# KLA Pamphlet Layout cont.

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Human Computer Interaction Lab (2006).

Retrieved March 21 2009 from http://www.cs.umd.edu/hcil/kiddesig

Open Library (2009). <u>Retrieved March 21.</u> 2009. <u>from http://openlibrary.org/.</u>

Roes, H. (2001). Digital libraries and education: Trends and opportunities. *D-Lib* Magazine, 7(7/8).

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HTTP://OPENLIBRARY.ORG/

HTTP://WWW.IPL.ORG/

### **DIGITAL LIBRARIES:**

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 $B_{Y}$ 

SARAH TENFELDE DUBOIS

### **KLA Poster Presentation**

