Social Software: Keeping up with our Students

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UBC Library

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Agenda

1. Background
   - Trends in Emerging Technology

2. How are Libraries Addressing the Need To Keep Pace with Students?

3. UBC Library: Tools for Outreach and Teaching Series (TOTS)

http://flickr.com/photos/jekemp/13302154/
We’re all trying to keep up …

I use lots of technology, but my sister who is a sophomore in high school knows more about technology than I do. I’ve been too busy to keep up and I am getting outdated. I guess we are all dinosaurs to some extent.

- a graduating senior

The ECAR Study of Undergraduate Students and Information Technology, 2007

http://connect.educause.edu/Library/ECAR/TheECARStudyofUndergraduate/45075
What are the trends in emerging technology?

**EDUCAUSE Horizon Reports**

- Annual report on areas of emerging technology that will have significant impact on higher education

- Includes likely timeframes (adoption horizons) for acceptance into mainstream over the next 1 to 5 years
## EDUCAUSE Horizon Reports:
New Technology Adoption Horizons

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<th>2007</th>
<th>2008</th>
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<td><strong>Less than 1 year</strong></td>
<td>User-Created Content</td>
<td>Grassroots video</td>
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<td>Social Networking</td>
<td>Collaboration webs</td>
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<td><strong>2 to 3 years</strong></td>
<td>Mobile phones</td>
<td>Mobile Broadband</td>
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<td>Virtual Worlds</td>
<td>Data mashups</td>
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<td><strong>4 to 5 years</strong></td>
<td>New Scholarship</td>
<td>Collaborative intelligence</td>
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<td>Massive Multiplayer Educational Gaming</td>
<td>Social operating systems</td>
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The growing use of Web 2.0 and social networking - combined with collective intelligence and mass amateurization - is changing the practice of scholarship.

Emphasis on collaborative learning is pushing educators to develop new forms of interaction and assessment.

Growing expectations to deliver services, content and media to mobile and personal devices.

Growing need to provide formal instruction in information, visual, and technological literacy as well as in how to create meaningful content with today’s tools.

The gap between students’ perception of technology and that of faculty continues to widen.
How are libraries addressing the need to keep pace with students?

Photo by KK+ : http://www.flickr.com/photos/kk/9681952/
PLCMC Learning 2.0 (Fall 2006)
http://plcmclearning.blogspot.com/

- created by Helene Blowers, Public Library of Charlotte & Mecklenburg County, NC
- for all library staff at PLCMC
- structured, self learning – 23 activities over 9 weeks
- incentives – prizes for completing the program
- created using Web 2.0 tools - blog, YouTube, Flickr
- program notes available for other libraries to duplicate/adapt

- has now developed Learning 2.1 (a continuation)
  http://explorediscoverplay.blogspot.com/
Five Weeks to a Social Library – early 2007
http://www.sociallibraries.com/course/

- 5 week online course, offered Feb/March 07
- “grassroots” effort, created by a group of librarians in the U.S. and Canada
- Participants were librarians who weren’t able to attend conferences to learn about social software
- taught using social software tools & other interactive, media tools (blog, IM, webcasts, MP3s)
- content freely accessible online
Learning 2.0@Mac
http://macetg.wordpress.com/about-learning-20-mac/

- developed by the “Emerging Technologies Group” at McMaster University Libraries
- for all library staff
- inspired by PLCMC Learning 2.0
- 12 weeks, Feb-May 2007
- exploring tools & how they can be used by the library
- one activity per week, participants arranged into groups
- incentive – prize for completing program
Tools for Outreach & Teaching Series @ UBC Library

Photo: http://flickr.com/photos/amigadave/350299827
TOTS - A bit of background

- **April 2007:**
  - Met to brainstorm series of summer workshops on emerging technologies.
  - Sense that we are all individually struggling to keep up with pace of new technology developments
  - Why not explore them together?

- **Our key requirements:**
  - Open to all library staff
  - Hands-on / participatory
  - Exploratory / sense of play

- **May 2007:**
  - The first session!
TOTS Theme 1: Exploration and Play

- provide time and space to explore new technologies with peers
- get hands dirty
- experimentation

http://flickr.com/photos/wwworks/1431384410/
TOTS Theme 2: Tools

- explore new technologies as tools
- explore how we might want to use them in our work environment at the library
- determine which tools are NOT suitable for us!
- determine which tools have enduring value for our work and which are novelty items
TOTS: Using Social Software to Support the Series

- **Wiki:** to act as a resource for speakers and participants - session information, links to presentation slides, useful links, discussion notes ([tots.pbwiki.com](http://tots.pbwiki.com))

- **Blog:** posted to an existing blog to alert staff to new sessions

- **Google Docs:** for other documentation created, such as stats, agendas, & checklists (Google Docs)

- **Del.icio.us:** feed to illustrate social bookmarking

- **RefWorks:** created online bibliographies for further reading and made available using RefShare
TOTS Sessions: Structure

1. **Presenters**: Library staff already using the tool

2. “**Hands on**”: Brief opportunity to try the tool

3. **Facilitated discussion**. 3 questions:
   - How do you see yourself using this tool in your work environment?
   - What are some of the advantages of using this technology?
   - What are some of the challenges of using this technology?
TOTS Sessions

1. Wikis – May 2007
2. Virtual Worlds – June 2007
4. RSS – August 2007
Session Information

The TOTS session on wikis was held on Thursday May 24 from 1.00 - 3.00 in Koerner 217. This page provides a list of speakers, links to the wikis and wiki softwares discussed in the session, and finally a link to a summary of the group discussion.

Speakers:

- Susan Atkey, Librarian, Humanities and Social Sciences
- Katherine Miller, Librarian, Irving K. Barber Learning Centre
- Jo-Anne Naslund, Instructional Programs Librarian, Education Library
- Lindsay Ure, Librarian, Irving K. Barber Learning Centre

What is a wiki?

Wikis in Plain English (Lee LeFever, Commoncraft, May 2007.)

http://tots.pbwiki.com/Wikis
Session 2: Virtual Worlds

http://tots.pbwiki.com/Virtual+Worlds

Session Information

The TOTS session on Second Life and Virtual Worlds was held on Tuesday June 5 from 1.00 - 3:00 in Koerner 216.

Speakers

- Vanessa Kam, Administrative Librarian, Fine Arts
- Katherine Miller, Librarian, Irving K. Barber Learning Centre Second Life UBC.ppt
- Lindsay Ure, Librarian, Irving K. Barber Learning Centre
- Tim Wang, Manager, Instructional Development Arts Instructional Support and Information Technology (ARTS ISIT)

What are Virtual Worlds?

Background information from Wikipedia entries Virtual Worlds and Second Life

Who is in Second Life?
Social Networking Tools

1. Social Networking Tools
   a. Session Information
   b. What is a social networking tool?
   c. Summary of Group Discussion
   d. Further Reading

Session Information

The TOTS session on online social networking tools will be held on Thursday July 5, 2007 from 1.00-3.00 in Koerner 216.

Speakers:

- Susan Atkey, Librarian, Humanities and Social Sciences, Koerner Library
- Amber Lannon, Librarian, David Lam Management Research Library
- Tara Stephens, Librarian, Humanities and Social Sciences, Koerner Library
- Sally Taylor, Librarian, Woodward Biomedical Library
- Lindsay Ure, Librarian, Irving K. Barber Learning Centre

What is a social networking tool?

Social Networking in Plain English - Video (Lee Lefever. Commoncraft. June 2007)
A short - under 2 minutes - video for "people who wonder why social networking web sites are so popular".
Evaluation

Number of attendees:
○ Averaged 30 attendees for most sessions

Survey
○ Sent out a brief survey after the session for feedback – made changes for future sessions where possible

Discussion
○ Group discussion notes freely available on the TOTS Wiki: http://tots.pbwiki.com
Future of TOTS

- Learning 2.0 program planned at UBC Library

- TOTS to continue:
  - value of the experimental, organic approach
  - never-ending prolific stream of emerging technologies
  - we are free to look at truly cutting edge tools
Final Words...

What we’ve learned as coordinators:

- That this experimental and more flexible approach to teaching and learning is both productive and fun!
- We have the opportunity to be really creative and we can apply those skills to other areas of our work.
- We hope we’ve planted a seed of experimentation ...
Interested in Reading More?


