

The Library and the 21st Century Learner

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21st Century Challenges for Libraries

Rapid economic, social and educational change

- Participatory learning
- Lifelong learning
- Multidisciplinary approach
- Government funding cuts

Globalization

- Movement from a manufacturing/factory-based to a knowledge-based society

Technological advances

- 24/7 Access to Internet on handheld devices
- Digital design, manufacturing

Read: “Museums, Libraries and 21st Century Skills”

<http://www.imls.gov/assets/1/AssetManager/21stCenturySkills.pdf>

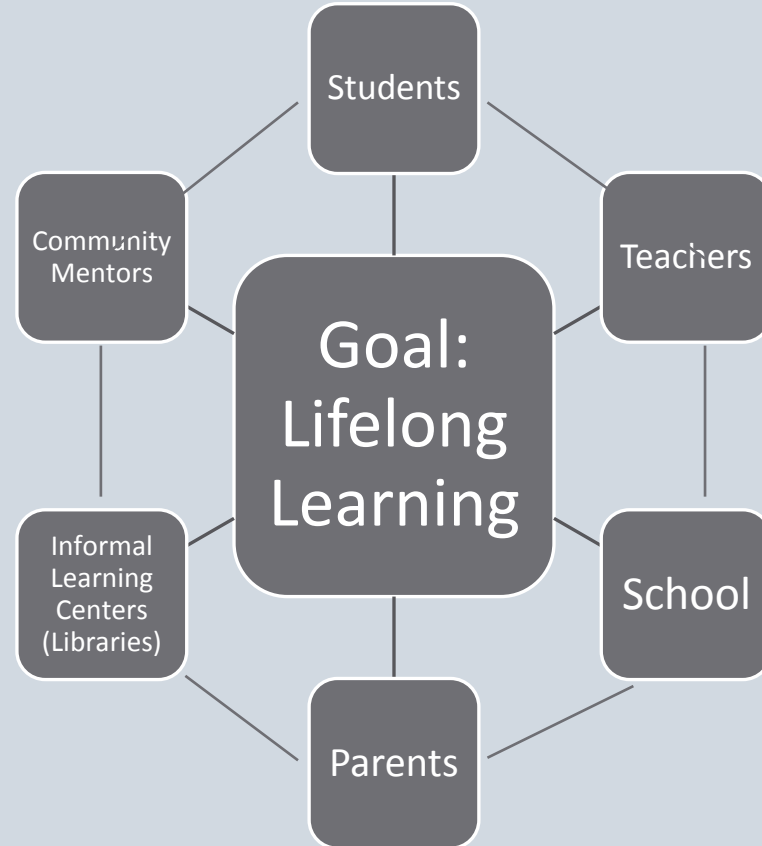


Globalization

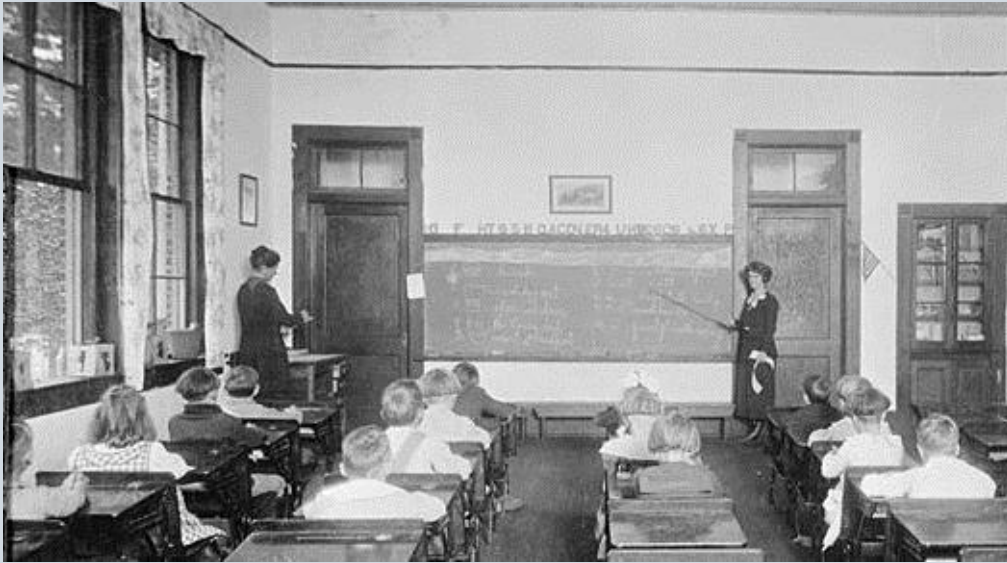
Education Models are Changing

Teacher/School

Goal: Student Gets Degree



From Teacher-Focused to Student-Focused



<http://georgiaarchives.org/>



<http://www.epa.gov/pestwise/work/index.html>

The Changing Workplace



Picture credit: http://2012books.lardbucket.org/books/an-introduction-to-organizational-communication/section_11/11c710c75c3ddb2ff9b675b56ae14eb.jpg

20th
century

- 2 jobs in a lifetime

21st
century

- 7-15 jobs in a lifetime

20th
century

- Mastery of one field

21st
century

- Simultaneous mastery of several fields

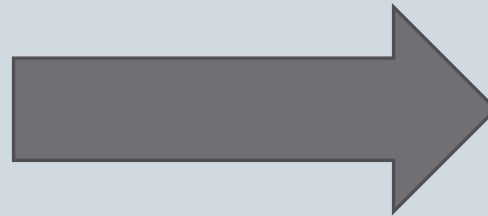
21st Century Skills

- Learning and Innovation
 - Critical thinking, creativity, visual literacy, scientific literacy
- Information, Media and Technology Skills
- Life and Career Skills
 - Initiative and self-direction, social and cross-cultural
- 21st Century Themes
 - Global awareness, entrepreneurial literacy, civic literacy, health literacy, environmental literacy

Libraries Are Learning Places

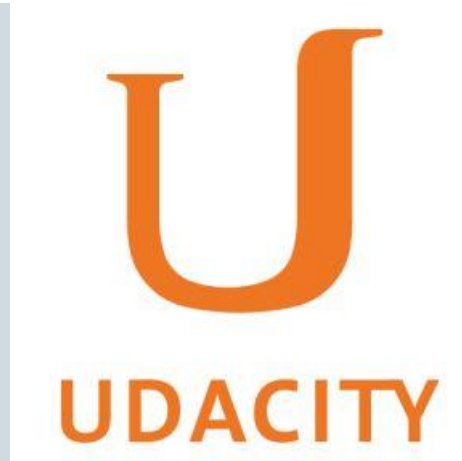
- Informal learning environments
- Guided by community needs
- Lifelong learning
- Content creation
- Citizenship
- Entrepreneurship
- Technology tools
- Innovation
- Self-directed learning

Libraries Moving from Books to eBooks



A screenshot of the Wisconsin's Digital Library website. The page is powered by OverDrive and features a navigation menu with options like Home, My Account, My Cart, Help, and Getting Started?. A search bar is prominently displayed. The main content area is divided into several sections: 'New eBook Additions' with book covers like 'What Can I Bring? Cookbook' and 'THINK MORE EAT LESS'; 'New Audiobook Additions' with covers like 'I, CLAUDIUS' and 'NEAREST EXIT'; and 'Just Back In - eBooks' with covers like 'LISA JACKSON' and 'SAPPHIRE DREAM'. A left sidebar offers a 'Browse' section with categories for eBooks (Fiction, Nonfiction, Teen, Children) and Audiobooks (Fiction, Nonfiction, Teen, Children), along with a 'More' section for Music, Video, and additional search options.

Lifelong Learning – Anytime, Anywhere



Embedded Librarians



Educate to Innovate: STEM in Libraries

- Science, Technology, Engineering and Mathematics

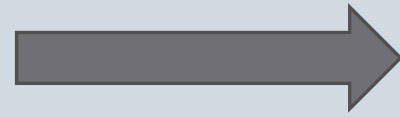


Anne Arundel Public Library, Annapolis, Maryland



Grand Forks Public Library,
North Dakota

Collection



Creation



Some definitions

Digital media learning labs

- Focus on digital creations such as videos, game design, website design, digital storytelling, and more.

Fab Lab

- Focus on digital fabrication using 3D printers, laser cutters, milling machines and other computer-run machines.

Hackerspaces

- Focus on coding, modifying, and creating software and hardware.

Makerspaces can be seen as an umbrella term to cover all types of collaborative spaces.

Fab Lab (fabrication laboratory)

- A small-scale workshop offering personal digital fabrication.



Fab Lab – iSTEM at University of Illinois

What is a Makerspace?

A workspace with tools and equipment that people can use to create and make just about anything.



Detroit Public Library's Hype Makerspace

Creative and Sharing Environments

- Promoting inspiration, collaboration and conversation.
- The true maker philosophy is not about competition but exhibition.



Westport Public Library Makerspace, Westport, Connecticut

Digital Media Learning Labs

- You Media:
Chicago Public Library
- <http://www.youtube.com/watch?v=yRG2Bf-me6k>



What Can Mentors Do?

- Give free workshops for the community.
- Volunteer to staff the space.
- Work with people on their projects.
- Provide guidance.
- Mentors/volunteers and community involvement can provide sustainability.



Photos by Kevin Henegan



Westport Public Library Makerspace, Westport, Connecticut

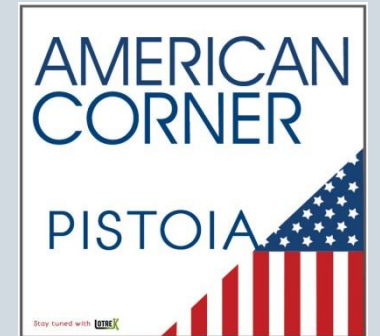
Blend of Makerspace, FabLab and Digital Learning Center Models

- Detroit Public Library's Hype Teen Center
- Offers bike tech, graphic design, crafting (knitting, sewing), electronics, Arduino robotics, and more!

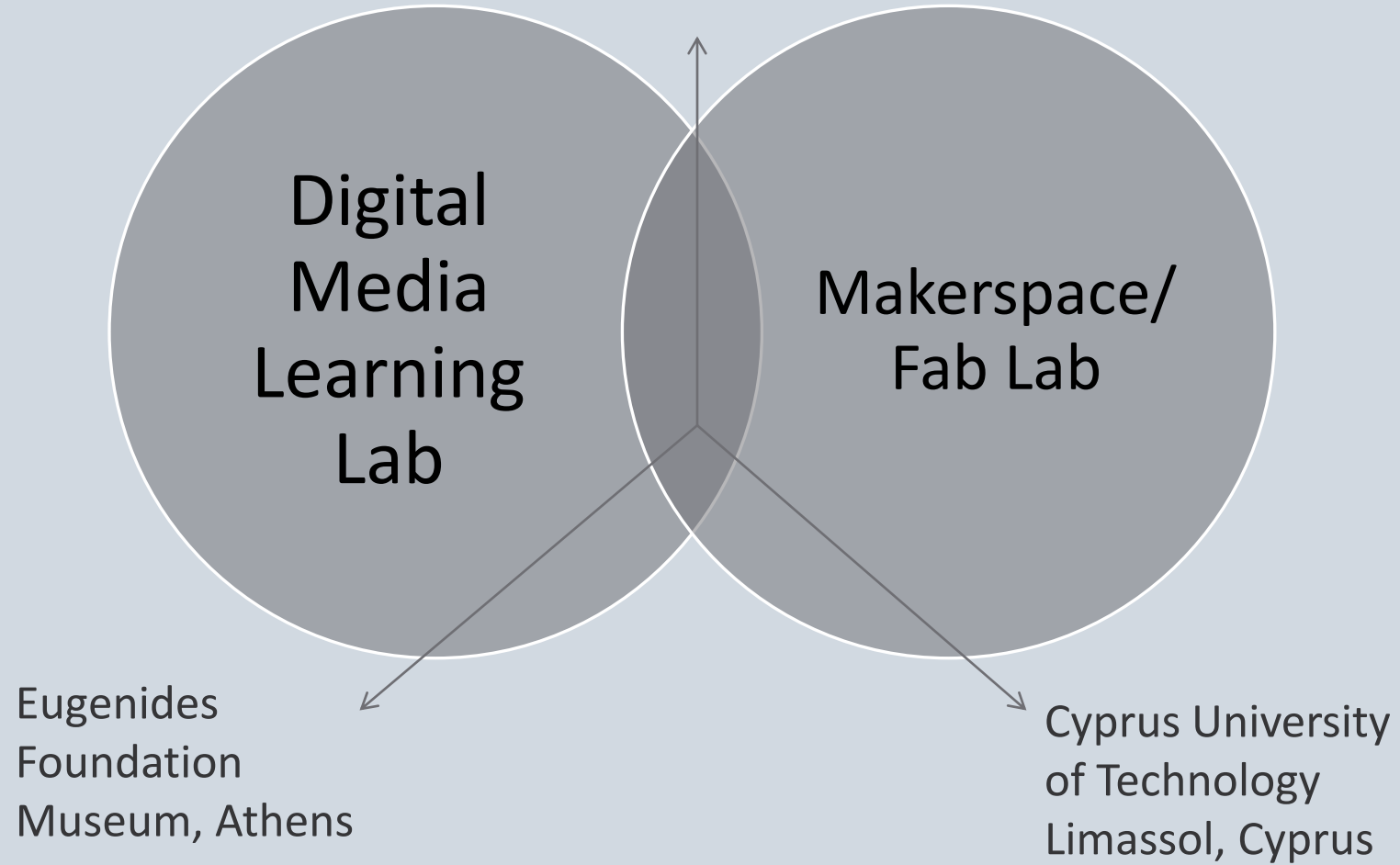


YouLab Pistoia: An American Corner

Biblioteca
SanGiorgio, Pistoia,
Italy



YouLab Pistoia, Italy



YouLab Pistoia Tools

- iMACs and PCs
 - iPad and Android tablets
 - Flipcams/sportcams
 - Digital cameras
 - 3D printer
 - Arduino
 - Drawing pads
- ... and books, speaker events, and more!



Workshops

Comune di Pistoia

YouLab Pistoia
an American Corner

LOTREK
Web Photo Video

CIAM LAB

Introduzione alle tecniche di videomaking

Corso Gratuito

7 incontri di 3 ore ciascuno

Calendario del corso:
12, 21 e 28 Febbraio;
7, 14, 21 e 28 Marzo 2013
Orario: 15.30-18.30
Sede: Sala Corsi della Biblioteca San Giorgio (Il piano)

Programma:

- + La luce e la camera oscura;
- + Elementi della videocamera;
- + Come utilizzarla al meglio;
- + Acquisizione del materiale video su computer;
- + Proporzioni e aspetti dell'immagine e le loro caratteristiche;
- + Le codifiche digitali.

Conoscenze tecniche richieste per partecipare: nessuna

Il corso è riservato agli iscritti alla Biblioteca San Giorgio compresi tra i 16 e i 30 anni (l'iscrizione Biblioteca San Giorgio è gratuita, e può essere effettuata in qualunque momento rivolgendosi al Banco Accoglienza durante l'orario di apertura della biblioteca (Lun 14-19; Mar-Sab 9-19))

Per iscriversi: inviare una mail di richiesta all'indirizzo sangiorgio@comune.pistoia.it indicando nome, cognome, numero della tessera della Biblioteca San Giorgio, numero telefonico e indirizzo e-mail da usare per le comunicazioni.

Le iscrizioni saranno accolte in ordine di arrivo, e verranno chiuse al raggiungimento di 12 iscrizioni. La Biblioteca San Giorgio invierà una mail di conferma dell'iscrizione al 12 partecipanti ammessi. Nel caso in cui le richieste siano superiori a 12, la Biblioteca San Giorgio programmerà una replica del corso tra Aprile e Maggio 2013.



Comune di Pistoia

YouLab Pistoia
an American Corner

LOTREK
Web Photo Video

LET'S WEB

Iniziare a programmare per il web

Corso Gratuito

10 incontri di 2 ore ciascuno

Calendario del corso:
30 Gennaio;
1, 6, 8, 13, 15, 20, 22, 27 Febbraio;
1 Marzo 2013
Orario: 16.30-18.30
Sede: Sala Corsi della Biblioteca San Giorgio (Il piano)

Programma:


- + HTML, i contenuti web;
- + CSS, diamo lo stile ai contenuti;
- + Come strutturare un progetto web;
- + FTP, Dominio, PHPmyadmin, a cosa servono?
- + Che programmi e strumenti servono per programmare sul web?
- + SEO, questo sconosciuto: quando il motore di ricerca diventa un lavoro.

Conoscenze tecniche richieste per partecipare: cognizioni elementari sull'uso del computer

Il corso è riservato agli iscritti alla Biblioteca San Giorgio compresi tra i 18 e i 35 anni (l'iscrizione Biblioteca San Giorgio è gratuita, e può essere effettuata in qualunque momento rivolgendosi al Banco Accoglienza durante l'orario di apertura della biblioteca (Lun 14-19; Mar-Sab 9-19))

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Projects are Shared



Photos:
YouLab
Pistoia
Facebook

SELF PUBLISHING SCHOOL

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STRUMENTI, E TECNOLOGIE PER CHI SCRIVE



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SELF PUBLISHING

Le possibilità e gli strumenti a disposizione di chi scrive ai tempi degli ebook

Corso Gratuito

Workshop da Venerdì a Sabato

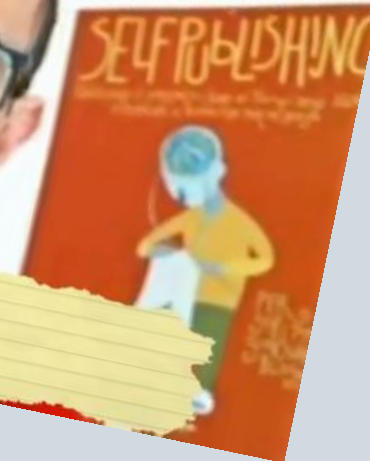
Venerdì 5 aprile 2013, ore 15.30 - 19.00
Sabato 6 aprile 2013, ore 9.30 - 13.00

Sede: Sala Bigongiari
della Biblioteca San Giorgio (I piano)

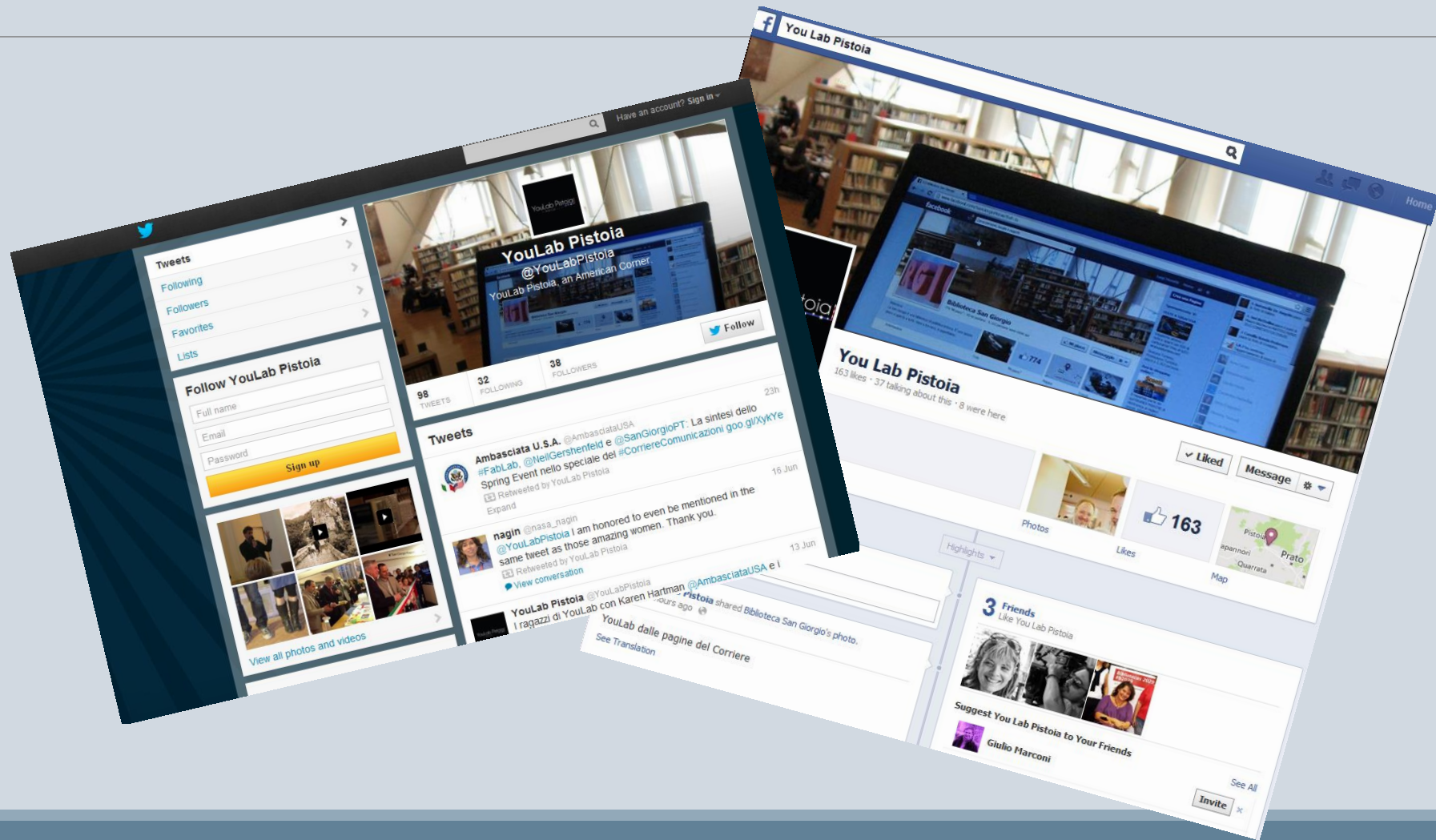
Docente: Mauro Sandrini, autore del libro "Elogio degli e-book"
e ideatore della Self Publishing School



Mauro Sandrini
Self-Publishing School



Social Media



The Library is Changing its Focus

... from education to learning

... from consumption of information to participatory learning

... from institutions to networks*

- Connie Yowell, Director of Education, MacArthur Foundation: “...focus on fostering passion, creativity, innovation, and the skills that are needed to compete and thrive in a global, connected world.”

*MacArthur Foundation, <http://macfound.org/reimagine/learning>

21st Century Skills Resources

- Partnership for 21st Century Skills : <http://www.21stcenturyskills.org>
- Institute of Museum and Library Services: <http://www.imls.gov>
 - Museums, Libraries, and 21st Century Skills Report
- American Association of School Librarians: <http://www.ala.org/aasl>
 - Standards for the 21st Century Learner
- YouMedia <http://youmedia.org>
- “Hanging Out, Messing Around, and Geeking Out:” Kids Living and Learning with New Media,” by Mikuzko Ito, etal. (free online)
- Maker Space Playbook <http://makerspace.com>
- FabLab Central <http://fab.cba.mit.edu/>
- MacArthur Foundation <http://macfound.org>

Thank you very much!

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