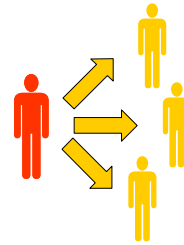


## Library 2.0 workshop

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## Web 1.0

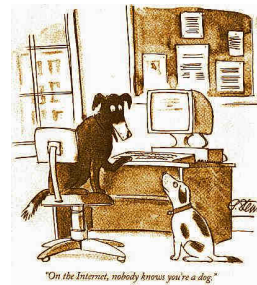


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## Web 1.0

- Static web pages
- Content published by a 'publisher'
- Publishing required technical skills
  - Most of the publishers were computer guys
- Limited possibilities to participate
- Slow pace of updating web pages
- Proprietary servers and applications
- You rarely got that much feedback
- Web identity was different than your real identity

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<http://azahar.files.wordpress.com/2007/08/i-dog.jpg>

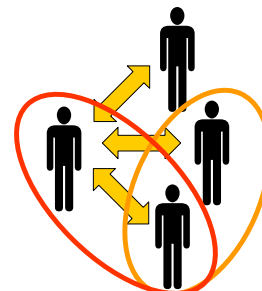
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[http://static.flickr.com/34/97547391\\_451b9b985a\\_o.jpg](http://static.flickr.com/34/97547391_451b9b985a_o.jpg)

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## Web 2.0



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## Web 2.0

1. Network as a platform
2. Data on a remote web services
3. Low or no direct costs of use
4. Participatory architecture of added value
5. Non-traditional user roles
6. Rich, interactive and user friendly interfaces
7. Social networking

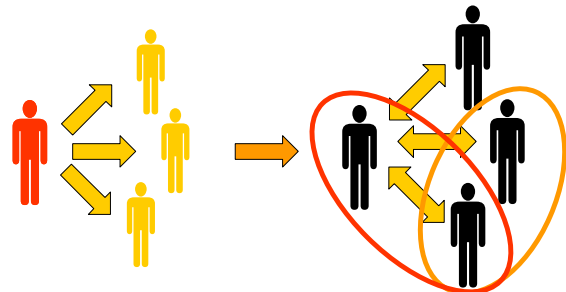
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## Web 1.0, 2.0 and n.0



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### LIBRARY 2.0 MEME MAP



<http://en.wikipedia.org/wiki/Image:L2-meme2.gif>

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## Library 2.0

- Library 2.0 describes a subset of library services designed to meet user needs caused by the direct and peripheral effects of Web 2.0. (Habib 2006)
- Library 2.0 simply means making your library's space (virtual and physical) more interactive, collaborative, and driven by community needs. Examples of where to start include blogs, gaming nights for teens, and collaborative photo sites. The basic drive is to get people back into the library by making the library relevant to what they want and need in their daily lives...to make the library a destination and not an afterthought. (Houghton-Jan 2005)
- Library 2.0 is the natural evolution of library services to a level where the library user is in control of how and when she gets access to the services she needs and wants. (Brevik)

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## Library 2.0

- The principles of Library 2.0 seek to put **users in touch with information** and entertainment wherever they may be, breaking down the barriers of space, time and outdated policy. It is a **user-centered paradigm** focusing on knowledge, experience, collaboration, the creation of new content and encouraging the heart. (Stephens)
- Library 2.0 is very much influenced by **technology-driven, two-way, social interactions between staff and staff or staff and patrons**. L2 has provided a framework within which we've been able to **re-evaluate** virtually every aspect of classical librarianship with the end goal of **usability and findability** in mind. (Blyberg)
- It is a **philosophy of rapid change**, flexible organizational structures, new **Web 2.0 tools** and **user participation** that will put the library in a much stronger position, ready to efficiently and effectively meet the needs of a larger user population. (Casey)

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## Approaches to Library 2.0

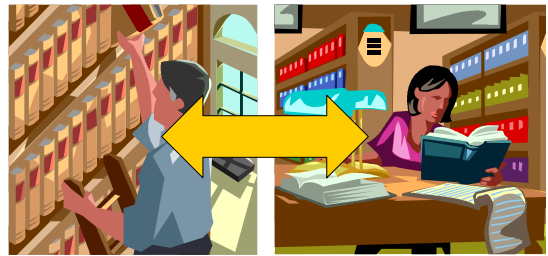
- **Collaboration**
- **Outsourced tools**
- **Communication**
- **Communities**

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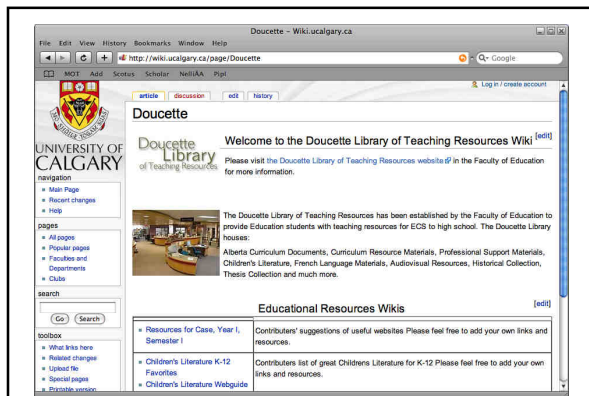
## Collaboration

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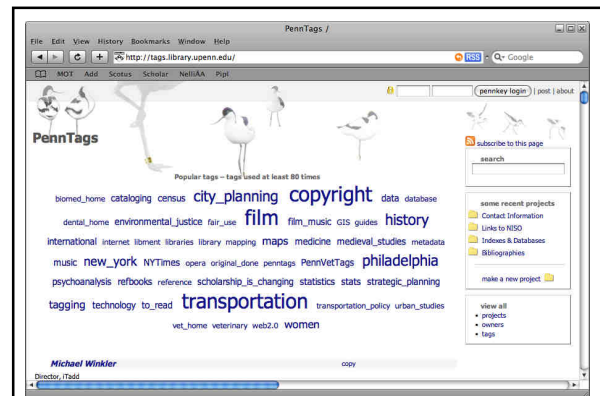
## Librarian and library user



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## Golden calf in libraries?

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## The Sacred Catalogue!

<http://www.news.cornell.edu/stories/Oct07/cardcatlog2.jpg>

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## Group discussion

Benefits, issues and extents of collaboration between librarians and library members in library 2.0

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## Outsourced tools

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## What is outsourcing?



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## Radical outsourcing



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## Data ownership



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## Data portability



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## Portability of networks



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## Privacy



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## Trust



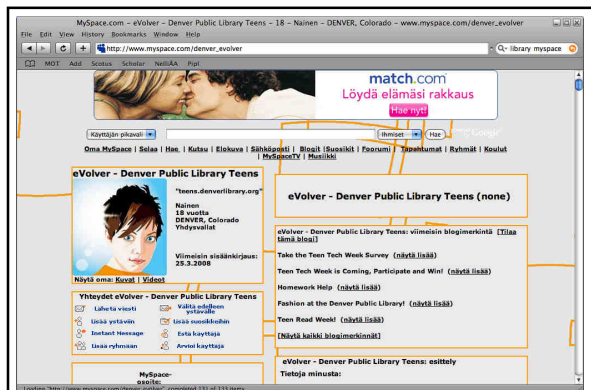
CC BY deviantArt

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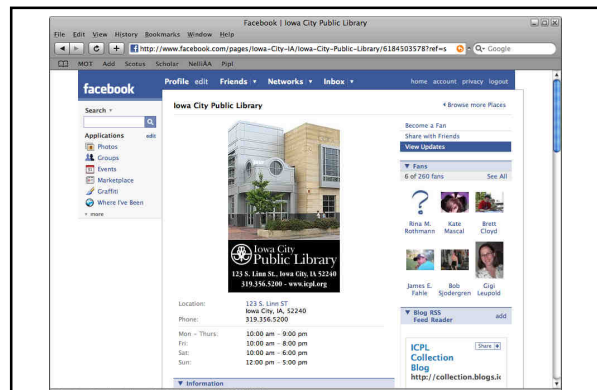
## Costs



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