Poster Session Descriptions

Alphabetical by Session Title

Accelerating Technology Adoption by Health Sciences Librarians
Claire Hamasu, John Bramble, and Sharon Dennis (University of Utah)

We're all familiar with the Rogers model for the adoption and diffusion of innovations (Everett Rogers Innovation Adoption Curve), which includes new technology. We know that innovators need to start with the early adopters to build capacity before reaching the majority level. Are there methods that can be used to move quickly through the model to have a majority of the population adopt new technologies that are deemed important? The National Network of Libraries of Medicine MidContinental Region (NN/LM MCR) prides itself on being in the forefront in the use of technology. We believe that one of the ways that librarians show their value to their institutions is by being technology leaders. For this leadership position to be attained, health sciences librarians cannot lag behind in their knowledge and use of new technologies. Web2.0, access to resources through smart cell phones, electronic books, Internet 2, Open Source technologies all have been on the NN/LM MCR's agenda for the librarians in its region. This poster will describe the methods this program has used to accelerate the adoption of new technologies by health sciences librarians.

From Alone to Together: Open Source-based Collaborative Pathfinder Production System
Shinji MINE (Nagoya University)

Nagoya University has created and provided about 70 pathfinders that highly evaluated as good practice of information literacy program in a report by Ministry of Education, Culture, Sports, Science and Technology in Japan. However, librarians are now on the ragged edge for sustainable pathfinder production because of 1) weak corporations ("one" librarian for one pathfinder), 2) heavy workload (one month for one pathfinder) and 3) inconsistency (different librarians use different software). To improve technical production environment, we developed online collaborative pathfinder production system. Technological feature of our pathfinder production system is usage of 1) open source software and 2) external APIs. We use open source contents management system, Plone that allows multi-users to collectively create and manage a pathfinder in a common platform. By including add-on products such as FCKeditor and StructuredDocument, librarians can easily create without knowledge of HTML and manage and reuse each component of a pathfinder in highly structured way. In addition, we use mashups by using external API , such as Japanese National Diet Library Digital Archive Portal (auto input of bibliographic information for individual material) and Amazon Web Service(image and reviews) for easy and efficient creation. Finally, we will show how this system works in corporation with faculty, teaching assistant and librarian and results of user evaluation. We will provide our system as open source package to share among library community.

Improving Library Electronic Reserves: Library, and Instructional Technology Services Working Together
Xiaohua Li, Wenling Ma, and Alyssa Ferdinando (Sacred Heart University)

Inefficiency was the major cause of the library downgraded E-Reserve service in the past. A streamlined Electronic Reserve (eReserve) request and delivery service was implemented at Sacred Heart University library to take advantage of the institution's integrated Course/Content Management system (Blackboard). A web-based interface was developed to facilitate the request, retrieval, digitization, and delivery of eReserve materials directly to students within their Blackboard courses. The statistics is used to show the improvement of the service. Some drawbacks will be addressed and need to be solved in the future.

Keeping the Boat Afloat: Mobile Management of a large-scale microfilm conversion project
Laura Robinson (Washington State Library)

The Washington State Library is currently managing a two-year grant to convert 100,000+ newspaper pages from microfilm to full-text searchable text and image files as part of the National Digital Newspaper Program (NDNP). Organizations involved in the endeavor include: the Library of Congress, the National Endowment for the Humanities, the Washington State Library, the University of Washington (along with other academic and public libraries in the state) and OCLC (along with its sub-contractor CCS). Working on a national-level project with multiple organizations spread around the US and Europe has its challenges. Throw in hundreds of thousands of very large image and data files, multiple locations and organizations, different workflow procedures and policies, and navigating various accounting and contracting practices and it could be a recipe for disaster. Keeping project management mobile in this environment is essential.

Preparing for Library 2.0: Loyola's 23 Things for Library Staff program
Chulin Meng and Susan Wardzala (Loyola University Chicago)

Libraries' core values include not only managing and providing access to information collections, but also building communities and foster collaborations. More and more libraries are seeing the advantages of using Web 2.0 technologies, which are created for information communication, interaction, and sharing, in the library environment.
To prepare library staff for the library 2.0 challenge, Loyola University of Chicago Libraries created a "23 Things for Library Staff" project, a self-paced learning program, to encourage staff to experiment and learn about the new and emerging technologies. This presentation will focus on our experience with the 23 Things project: the need of this learning project, the curriculum development, the assessment survey and user feedback, the knowledge gained, and the lessons learned. We hope our experience will be helpful to the libraries who are thinking about doing similar programs.

SDSU Research Cloud: A visual representation, displayed in real-time, of research performed at San Diego State University
Keven M. Jefferyand Kyle E. Murley (San Diego State University)

Contemporary library research is normally a solitary venture with patrons alone at a computer, rarely having any idea what areas their peers are exploring. With the launch of homegrown database-driven subject guides, the San Diego State University Library & Information Access began keeping track of online resources visited by patrons. These statistics have been mined to create a visual representation of the guides being used at any given time. A flat screen monitor has been installed above the reference desk

displaying a tag cloud, or weighted list, based on the subjects that have been researched over the previous 60 minutes. The displayed subject terms are shown in different font sizes depending on the number of times the guide has been used. The research cloud display has become a popular method for librarians and patrons to see what subjects are currently being researched at any given time.

Technology on a budget: Building a Desired Room Scheduler with Drupal
Weiling Liu (University of Louisville)

No budget or low budget for a calendar system that accepts scheduling requests online and displays approved schedules in many ways besides calendar views? The speaker will share with you her experience in building a room scheduler with Drupal, an open source content management system. In this scheduler system, library can define its own request form or forms; user submitted requests remain invisible to the public until they are approved; certain required information can be automatically hidden from the public without further human intervention once entered by the user; room monitor(s) can be notified on new requests; confirmation email can be sent to the requester and other library related personnel directly within the system; schedules can be viewed by location, class or other categories as well as in calendar views and instant statistics reports on room usage.

The Marriott Mobile Libary
Tony Sams (University of Utah)

Web-enabled mobile devices are becoming the most popular method of communication. The Marriott Library's Mobile website will tap into the essence of mobile technology providing a textural online environment via any web enabled phone. A focal point of the mobile environment will be an enriching web application that will cater to Apple's interactive, multi-touch iPod Touch and iPhone devices. The portability of the Apple devices will allow patrons to move freely throughout the library all the while engaged in a rich, online, interactive experience. The Mobile Library will allow patrons to pass through departments and facilities to discover services that range from virtual assistants for research, to detailed 360º virtual views of the new library facilities. The project will also feature specific department information with interviews (audio and video) regarding services offered. This proposal asks that a poster session be granted to highlight the Mobile Library project, the Marriott Library's new facilities, and The University of Utah's dedication to technology-enhanced learning. The poster will focus on content creation, timeline, costs, and people skills needed to create the mobile project.

The Temporary Thaw of the Status Quo: A Snap Shot of Group Dynamics round the Release of Wrath of the Lich King
BWS Johnson

If we apply Zipf's Principle of least effort to World of Warcraft, we find that players will often take the course of least resistance and phone in a favour with guild players to get through a hard problem. In strong reliance upon guild runs, one forgets valuable tactics for handling change. Brain plasticity yields to play by macro. In the cosseted world of the high ranked raiding guild, why look outside of one's tower for fresh meat? Nash equilibrium sets in, a hush falls across the land, and no one moves. One traps oneself in an impoverished information setting and grows risk adverse. (Chatman) But, from time to time, something new happens in the multi player realm. Glorious new content is

introduced in an expansion pack. One *can't* call upon a player that's substantially higher in level and substantially better geared than an instance demands, since there _aren't_ higher level players that are tricked out in good gear to help out their low level friends.

Indeed, the very nature of the game shifts radically, taking it from more or less a cooperative game to a non-cooperative game. (Nash) The walls between guilds come down, the lines of communication open up, new friendships are formed. Temporarily, at least.

If we can duplicate this in our Libraries by finding a friendly way to agitate the waters just enough to break old social habits, we might be able to harness the spirit of innovation inherent to new interactions.

Ubiquitous Library E-learning: Implementing Library Tutorials With Adobe Presenter
Regina Koury, Marcia Francis, Spencer Jardine, Ruiling Guo, and Cathy Gray (Idaho State University)

One of the top-ten assumptions of the 2007 ACRL environmental scan stated that "online learning will continue to expand as an option for students and faculty – both on campus and off – and libraries will gear resources and services for delivery to a distributed academic community." Universities throughout the US are increasingly offering new distance-learning programs and are welcoming back non-traditional, working students, who last visited libraries in the times of CD-ROMS and card catalogs. Idaho State University (ISU) is one of these universities. Our library team at ISU developed a set of tutorials, using Adobe Presenter software, with each tutorial aimed at a specific campus constituency. These were developed based on the multiple requests from the faculty and most-frequently-asked reference questions. Our presentation will detail timelines, tips on how to make it work for you, what to avoid, how to successfully market it to your campus communities and how to assess the outcomes.

Use a Subversion to resolve upgrading conflicts
Hongyan Sun (University of Maryland)

A library often develops its own software or makes local customizations on commercial software to improve its services. A group of developers often work together in the developing process of software. However, one developer's update may bring back an outdated work of other developers' by overwriting the application. Same problem exists in commercial software upgrade. The upgrade can sometimes overwrite local customization made on the previous version. With the recognition of the problem, the University of Maryland library employs an open source application, Subversion, to manage software upgrade and development. This poster discussed the usage of Subversion to resolve the upgrading issue. Iliad application upgrade in the University is taken as an example to discuss Subversion's function.

Using Facebook to Connect with Students
Jared Howland (Brigham Young University - Utah)

Facebook launched Facebook Pages in 2007 allowing libraries to create pages for their libraries. This allowed any Facebook user to keep up with library news, events and other

library happenings. While many libraries have created library pages, many libraries have not yet taken advantage of the Developer Platform that was launched in 2006 and allows 3rd parties (such as libraries) to create applications that integrate with the Facebook platform. In this session I will discuss how we at Brigham Young University built a Facebook application that allows our students to search our library resources from their Facebook account. I'll walk attendees through the setup process and discuss the key points to integrating with the Facebook platform. I will close with a demonstration of the application we built and discuss the things we learned about how students are interacting with Facebook and our library's resources.