Director's Retreat

Thursday, October 5, 2017
8:30AM-3:30PM
Tribute Golf Course and Bunkers Bar & Grill
1001 Golf Club Road, Wausau, WI 54403
6.5 CEUs for the day

TABLE THREE—Library Trends in Programs & Services

Library directors will identify how library services and programs are evolving and investigate how libraries can assist in addressing community challenges.

Learning Objectives

- Identify library program and service trends.
- Identify what challenges library communities are facing.
- Identify how libraries can assist in finding solutions for community needs and wants.

Questions for discussion

- What trends do you see in library services and programs?
- How can libraries identify community needs? Patron needs?
- How does your library develop new or adjust existing services and programs to meet new community needs and wants?
- What part of your community are you not reaching? Why? How might you reach them?
- What challenges or roadblocks is your community facing in addressing community needs?
- Can library services and programs help address community needs? How?
- If money, time, and staff were not an object, what program or service would you start?

BIBLIOGRAPHY

IMLS. IMLS Releases Annual Data and Survey Results of American Public Libraries. September 14, 2017.
   The Institute of Museum and Library Services (IMLS) released two key information products: the latest data from its annual Public Libraries Survey and a new report on the previous year's data. Public libraries' collections are adapting to changing technology. Although there is a decline in the use of traditional library services, attendance at public programs is increasing. In response to the interest, public libraries offered 4.5 million programs, a 1-year increase of 5 percent and a 10-year increase of 68 percent. Over the past 10 years, public-access internet computers increased 55 percent.

Maker Space

Public Libraries Online. Why Make? An Exploration of User-Perceived Benefits of Makerspaces. November 28, 2016.

   Why libraries? Physical space. Access to equipment and instruction. Responsive to user interests and skill levels. Opportunities for collaboration. Self-directed work. What are the benefits? Feeling of safety, community, and belonging. Greater involvement with chosen interests. Improvement in at least

one digital media skill. Improved academic, communication, and writing skills. Better understanding of opportunities after high school.

Library Journal. Making It Happen. June 9, 2017.

> LJ surveyed 7,000 public libraries in 2017 to find out: What is a maker anyway? This resource outlines what maker spaces contain, why developing new skills is important, how maker spaces positively increase visits and encourage library partnerships with skilled professionals, what was needed to get maker spaces a reality, and reviews challenges maker spaces are facing.

School Library Journal. Tech Rising: School librarians are being recognized as tech leaders and investing more in cutting-edge digital tools. April 28, 2017.

> Technology budgets are rising in schools as technology is used to support learning. VR, smart phones, coding… librarians are becoming the technology experts.

School Library Journal. How Fair is Your Maker Space? May 11, 2017.

> This resource outlines how all budgets can support a Maker Space and include technology for all interests with consideration for inclusive services founded in student involvement. The article includes innumerable ideas for hi-tech, low-tech, and no-tech maker activities and equipment.

Make Magazine. Making Makerspaces: Acquiring Insurance. May 23, 2013.

> This resource discusses the importance of evaluating insurance to make sure your coverage is what you need.

Passive & Patron Directed Programming

American Libraries Magazine. Libraries and the Art of Everything Maintenance. September 1, 2017.

> "That's a library moment. A person comes into the library and discovers something that they didn't know about themselves. They have access to resources they didn't know existed." Library space brings experts and learners together in a safe, shared space.

Central Mississippi Regional Library System. 324 best Passive Programs images on Pinterest. 2017

> Browse over 300 passive programming ideas.

Programming Librarian. Mini Maker: Sew a Felt Cat. March 23, 2016.

ALSC Blog. Including the Shy Ones: Passive Programming & Interactive Displays. September 23, 2017.

> A big challenge for librarians serving youth is reaching as many young library users as possible, including the shy ones. So, "How can we engage these children without forcing them into our programs?" Passive programming! Set up a table or interactive display with clear, minimal instructions and empower your patrons. Make a digital scavenger hunt (use QR codes, social media, and other digital tools) or set out Dash and Dot robots with a challenge and a tablet or directions for downloading a free app. Whatever you do, keep staff in a supportive role on the sidelines and encourage exploration.

Technology Experts & Coding

School Library Journal. Bring International Games Day to Your Library on November 21. October 16, 2015.

This event, which falls on November 21st this year, gives participating libraries a chance to raise awareness about gaming in libraries, engage with their students and patrons in a different way, and bring together gamers from across their community. Libraries can incorporate VR, coding, in addition to table top, console and web games.

ALSC Blog. Gimme a C (for Collaboration!): Coding, Collaboration, and Community. September 23, 2017.

Westerville Public Library used an LSTA grant to purchase robots to extend their popular in-house technology programs. But what about reaching children who might not make it into the library? WPL collaborated with schools to bring coding programs featuring the new robots during the Westerville City Schools Summer Intervention program. WVLS has many robots and more available to WVLS, IFLS libraries of all types.

Hour of Code. How to teach one Hour of Code.

Student-guided hour of code tutorials or "How to" guides for educators, businesses, parents and volunteers. This website has it all. Hour of Code walks through why coding is important, how to partner with local experts, promote your event and provides fun modules with many themes and even a certificate of completion! Don't forget to watch the 1 minute, 5 minute, or 10 minute inspirational videos.

WI Department of Instruction. Coding Initiative in Wisconsin Public Libraries.

What do we mean by coding? What is the coding initiative? Timeline? This resource provides all the information and "Getting Started" coding resources including inspirational and instructional videos!

This multi-year project is administered by the PLDT staff and is contingent on LSTA funding and advisory committee approval.
- Year 1 (April 2016-March 2017) - PLDT staff will develop materials and resources to support awareness and professional development to public library staff and systems regarding coding.
- Year 2 (April 2017-March 2018) - PLDT staff will develop online professional development resources, organize regional coding workshops for library staff, and arrange for circulation of coding kits.
- Year 3 (April 2018-March 2019) - PLDT staff will work with a limited number of multi-system sandbox teams on pilot projects that explore specific aspects of coding and public libraries; e.g., digital literacy or workforce development.

WisCode Literati. Dream Big. Learn Code. 2016.
This project began with funding from ILEAD USA - Wisconsin in 2015. This website, created by your peers, includes kits for developing no tech, low tech, and hi-tech coding programs.

I Love Libraries. Libraries Unlocking Creativity. June 1, 2017.
Libraries are utilizing the concept of "escape rooms" to inspire patrons and tap their creativity by converting library spaces into arenas for collaborative gaming and problem solving. Escape rooms bring in new library visitors.

School Library Journal. Breakout EDU brings "Escape Room" Strategy to the Classroom. September 7, 2016.

Rather than breaking out of a room, Breakout EDU's versatile kit provides the basic materials necessary to present puzzles for students to decipher, each clue leading to another, and ultimately to the locked

strongbox. There are several age ranges to choose from: early childhood, elementary, middle school, high school, even adult.

WLA Youth Services Section. Build an Escape Room – Teen Program. June 26, 2017.

Seven steps to building your own escape room. A Star Wars escape room example is included.

American Libraries Magazine. Libraries on Lockdown: Escape rooms, a breakout trend in youth programming. September 1, 2016.

A few examples of escape rooms at various libraries with four tips to running an escape room at your library.

Strategic Library. Library lockdown: An Escape Room by kids for the community. November 23, 2016.

Over the course of four months in 2016, children and teens from Morton-James Public Library built Nebraska City's first escape rooms. This article outlines their process.

Virtual Reality

Featured Presenter: Brian Kopetsky, Assistant Director McMillian Memorial Library, Wisconsin Rapids.

Public Libraries Online. Virtual Reality in the Library: Creating a New Experience. February 24, 2016.

Are virtual reality labs, tours, and workshops the next step for libraries? The answer is a solid maybe as the technology develops and makes its way out of gaming and movies and into education and everyday experiences.

American Libraries Magazine. Top Library Tech Trends: Tech leaders recommend the tools and resources your library can adopt now and in the near future. May 1, 2017.

From virtual reality to gamification to security techniques, libraries are using the latest technology to engage patrons, increase privacy, and help staffers do their jobs. Libraries can take patrons on virtual tours, make Google Cardboard sets, play games, or visit Mars.

Computers In Libraries. Mobile Technology Goes Virtual: Using Virtual Reality in Education. May 1, 2017.

Students at the Alan B. Sheppard Middle School in Deerfield, Illinois are traveling in their social studies classes: "Students were able to watch Syrian refugees come ashore by boat in Greece or be there to sit in on a class in a small village in an African nation." This resource outlines where to get virtual content and urges VR enthusiasts to become producers instead of merely VR consumers.

WI DPI. Want to try a little virtual reality at your library? September 20, 2017.

Public Libraries Online. Bringing Virtual Reality to Our Senior Patrons. September 5, 2017.

Libraries have long provided specific services to their senior populations, from Music & Memory programs to homebound access. Increasingly, libraries are adopting virtual reality technology into their service model. For libraries in possession of VR hardware, the technology offers an incredible new avenue for serving our senior communities.