Library 2.0: A New Approaches high-tech Library for Librarians

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Abstract - In this research paper particularly focussed on library 2.0, difference between library 1.0 and library 2.0. And some common features of library 2.0., Key principle for building the Library 2.0, Browser + Web 2.0 Applications+ Connectivity + Full-features OPAC, Web 2.0 set of criteria. And advantages of Library 2.0

Key words: Library 2.0, Library 1.0, Social Network, Blog.

Prelude: From centuries, libraries are considered as the places in which books, journals, CDs are kept for reference or for borrowing by the public. Library or library 1.0 today can be defined as the way resources are kept on selves or at a computer behind a log in. These resources can be taken form a shelf, checked out to the librarian, taken home for a certain length of time and absorbed and then taken back to the library for someone else.

Library 2.0: Library 2.0 is loosely defined model for a modernized form of library service that reflects a transition within the library world in the way that services are delivered to users. Library 2.0 also calls for libraries to encourage user participation and feedback in the development and maintaining of library services. The active and empowered user is a significant component of Library 2.0 with information and ideas flowing in both directions- from the library to the user and from the user to the library- library services have the ability to evolve and improve on a constant and rapid basis.

Library 2.0: Definition: Chad and Paul Miller describes “Library 2.0 as a concept, very different from the service that operates according to the expectations of today’s users. They states that with this concept the library will make information available wherever and whenever the users require it”. Michaels Stephens on ALA Tech Source, “Library 2.0 is a meeting place online or in the physical world, where library users needs will be fulfilled through entertainment, information and the ability to create their own stuff to contribute to the ocean of content out there”.
Difference between Library 1.0 and 2.0:

<table>
<thead>
<tr>
<th>Library 1.0</th>
<th>Library 2.0</th>
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<tbody>
<tr>
<td>In library only</td>
<td>Everywhere in this world with internet</td>
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<tr>
<td>Information controlled by library</td>
<td>Information controlled by user/stakeholder</td>
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<td>Static library website</td>
<td>Dynamic user website</td>
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<tr>
<td>Publishing</td>
<td>Participating</td>
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<tr>
<td>Available locally</td>
<td>Available worldwide</td>
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<tr>
<td>One way</td>
<td>Two way</td>
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<tr>
<td>Library as an service</td>
<td>Library as an experience</td>
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Some common features of Library 2.0: It reinforces the role libraries play in the community by building of today’s best and continually improving the service.

- It can be summarized as being user-driven and aiming to serve each library user time in retrieving information.
- It gives library users a participatory role in the services and the way they are used.
- It allows librarian to develop a more intensive routine of soliciting customer response and regularly evaluating and updating services.
- It seeks to harness our customer’s knowledge to supplement and improve library services.

- Key principle for building the Library 2.0: The components required for building the new library 2.0 are:
  - Browser + Web 2.0 Applications + Connectivity + Full-features OPAC
  - Browser: An application program that provides a way to look at and interact with all the information on the World Wide Web.
  - World Wide Web (first web browser, 1990) now called Nexus
  - Mosaic (first web browser with a GUI, 1993)
  - Internet Explorer (September 2006)
  - Other browsers include:
    - Fire fox, Flock, Safari, Lynx, Opera,

Web 2.0: Web 2.0 was first used by O’Reilly media as the name of a series of web development conferences (www.web2con.com/) that started in 2004.

Subcategories of what web 2.0 encapsulates include usability, economy, participation, convergence, design, standardization and remixability. These categories such as blogs, audio, video, RSS, open APIs, wikis, social software and focus on simplicity.
Web 2.0 is the following set of criteria:

- User-generated content, as opposed to content posted solely by the site author(s).
- Treats users as if they are co-developers of the site.
- Highly customizable content and interface for example allowing users to put their own feeds on their home page.
- Example: www.netvibes.com
- The core application of the website runs through the browser and web server, rather than on a desktop application.
- The incorporation of popular internet trends such as “blogging”, “tagging”, “podcasting”, “wikis”, the sharing of media and.
- Integration of emerging web technologies.
- Example: AJAX, RSS and Application programming interfaces.

**Synchronous messaging:** Libraries have begun employing it to provide “chat reference service” where user can synchronously communicate with librarian, experts much as they would in a face to face reference context. And, co-browsing, file sharing, screen capturing and data sharing etc.

**Streaming media:** Streaming of video and audio media is another application that many might consider web 1.0, for libraries have to maximizing streaming media’s usefulness for their user

**Social networking:** Most promising and embracing technology and networking as well as imagination required to begin to look a library as a social network itself.

**Facilities:**

To interact but to share and change resources dynamically in an electronic medium, allow user to create accounts with the library network, See what others have in common to their information needs, Recommended resources to one another, Catalogue their books and view what other users share those books, Recommend books to one another simply by viewing one another collection and communicate asynchronously i.e. blog and tag their books.

**Blogs:** “Weblog or blog coined by Jorn Barger in 1997”

Blogs and wikis are relatively quick solutions for moving library collections and services into “Web 2.0”.

**Ethos:** In blogs, user can put new resources, or existing resources or links change, or can adding the information as appropriate here, For libraries, blogs are another form of publication and need to be treated as such.

**Challenge:** Lack of editorial governance and the security

**Tagging**

- Web 2.0 enables the users to create subject headings for the object at hand.
• Allows users to add and change not only content (data) but content describing content (Metadata).
• It can add tags to the resources, the user responded to the system to the user.

More Advantages: An open catalogue, a customized user centered catalogue, simply make lateral searching easier

RSS feeds: RSS feeds and other related technologies provide user a way to syndicate and republish content on the web. User can republish their content from their sites or blogs on their sites or blogs aggregate content on other sites in a single place and ostensibly distill the web for their personal use. Libraries are creating RSS feeds for users to subscribe to including updates on new content in subject database. They are also republishing content on their sites.

AJAX: One tool of choice for creating interactive pages with easily changeable components. Some commentators equate web 2.0 with Ajax while others say that Ajax is only part of web 2.0. Its definition is a bit more straightforward than that of web 2.0, since it is really an acronym for “Asynchronous Java Script and XML” for the non programmer, the easiest way to understand Ajax is to see some examples. The way users can drag Google maps is a classic example of Ajax. In libraries web pages can update frequently with new messages with help of Ajax to the user interface without reloading the entire browser page.

Mashup: Hybrid applications where two or more technologies or services are conflated it to a completely new service

Web 2.0 is a mashup: Hybrid of blogs, wikis, streaming media, content aggregator, instant messaging and social networking, It allows the user to edit OPAC data and metadata, Saves the user tags and a giant user driven catalogue, is created and mashed with traditional catalogue.

Flickr (Photo sharing): The best online photo management and sharing application in the world. The main goal is to help people make their photos available to the people who matter to them. If we may be want to securely and privately share photos of our kids within our family across the country, Flickr makes all these things possible and more, To do this, we want to get photos into and out of the system in as many ways as we can: from the web, form mobile devices, form the user’s home computers and from whatever software we are using to mange out photos.

Facebook: Facebook is a social utility that connects people with friends and other who work, study and live around them. Facebook provides: People to keep up with friends, Upload an unlimited number of photos, Share links and videos, Learn more about the people they meet. Anyone can join in Facebook a valid email address is http://www.facebook.com.

Scribd: Scribd is a Silicon Valley start up creating technology that makes it easy to share documents online. Scribd as a big online library where libraries can publish their original content, part of the idea behind Scribd is that library has a lot of documents sitting around on
their computers that only they can read. With Scribd it is hoped to unlock this information by putting it on the web.

Suggestions for Libraries

- Analyze the needs of the users
- Make survey on users to know their demands
- Examine and evaluate the present system and services
- Make a usability study on physical & online space of library
- Give training to the library staff
- Decide the ways to provide web based services
- Find and use the web 2.0 tools
- Look at other libraries and their 2.0 services
- Monitor, update and evaluate the services

Conclusion

With these approaches, we take our existing wealth of data we make it work much harder. It is a platform where a lot discussion involves technology; libraries with limited technology funding or in communities affected by the digital divide can still work toward Library 2.0. If technology options are limited, consider physical functions that will better serve current customers as bring in new ones. You can develop ideas for new, affordable offering, including physical services from other libraries, staff feedback and by surveying both current and potential customers.

References: