

# LIBR 1495: Special Topics II

## Enhancing Library Web Pages with Media, Mashups and Social Software

### Description

Participants in this course will learn simple techniques for creating and adding media (audio & video) to library web sites, and for incorporating Social Software and Web 2.0 tools and applications into library web pages. Emphasis will be placed on creating engaging and effective web pages for library patrons and staff. Participation, collaboration and networking with other course participants will be integral to success in this course. The final course grade will be based on self, peer & instructor evaluation of course contributions, activities & project web site.

Prerequisite: LIBR 1111: Information Retrieval Tools & Techniques.

**NOTE:** The prerequisite may be waived for individuals who can demonstrate the ability to: Create simple html documents with links, tables, and images; FTP html & related files to website; Create and contribute content to a Blog; Contribute content to a Wiki. Individuals should also be familiar with standard content and utilization of Library web pages and the role of the different types of libraries in their respective communities. Programming skills are not required.

### Technical Requirements

- Recent model computer and minimum 5 GB available hard disk space and high speed Internet access (cable or dsl)
- Digital image & video capture device such as digital camera, web camera, phone with capture capabilities, etc.
- Computer headset with microphone (preferably USB connection)
- HTML Editor such as Adobe Dreamweaver or Kompozer

### Course Outcomes

*Students will be able to*

- create, manage & contribute to blogs and wiki, and incorporate them into library web pages
- identify & incorporate rss feeds in web pages
- create audio and video files in suitable formats for the web and upload them to web sites
- create web pages incorporating media files
- integrate the use of social software services such as twitter, flickr, and delicious, into web pages.
- research and identify appropriate library uses for new tools or applications
- use web conferencing and application sharing software to collaborate with colleagues

*Students will understand*

- What Web 2.0 and Library 2.0 mean, and how they have shaped our current practices
- How media can enhance user experience of web pages, and how to effectively employ it in a library setting
- Why it is important for libraries to keep up with technology trends
- The impact of mobile technologies on services to library patrons

## Students will value

- Shared knowledge & skill development
- Collaboration and networking for keeping up with new technologies

## Methodology

- Collaboration & Networking: Students will be placed in assignment & project work groups, and will be expected to contribute to these groups. Students will evaluate their own and others contributions, and this self and peer review will constitute a significant portion of the grade for collaboration. Webconferencing, chat, and online discussion will be used for collaboration and teamwork.
- Individual assignments: Several graded assignments will be assigned throughout the semester. Students will be expected to complete these activities individually, incorporating input from their networking and assignment work groups.
- Research & implementation: Students will research appropriate applications and tools and develop library appropriate implementations.
- Major Project: Students will create a web site that demonstrates competence with technical skills as well as understanding of their application to the library environment. The major project will incorporate the techniques and applications learned throughout the course implemented appropriately for a target library type.

## Textbooks

**Farkas, Meredith.** Social Software in Libraries: Building collaboration, communication and community online. Information Today, 2007

**Hofstetter, F.** Internet Literacy. 4th ed. Career Education, 2006. (strongly recommended)

## Evaluation

Course Participation & Networking	5%
Individual Assignments	45%
Workgroup Collaboration	10%
Innovation` assignment	15%
Major Project	25%
<b>Total</b>	<b>100%</b>

## Expectations

The assignments and project must be submitted on the due date, unless previous arrangements are made with the instructor. One mark per day will be deducted from assignments & projects submitted after the due date (e.g. if the project is worth 15% and is handed in 5 days late, it will be graded out of 10%). Students will participate fully in online discussions, and provide support for classmates in developing ideas and projects. All activities, assignments and projects **must** be completed and submitted in order to successfully complete the course.

# Library Technician Grading Scheme

<b>Grade</b>	<b>Mark</b>
A+	96-100
A	91-95
A-	88-90
B+	84-87
B	80-83
B-	77-79
C+	71-76
C	65-70
C-	60-64
D	50-59
F	Below 50%