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Implications of a Mobile Computing World for Academic Libraries and Their Users

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Implications of a Mobile Computing World for Academic Libraries and Their Users

2013 Snezek Library Leadership Institute Westmont College, Santa Barbara, CA July 19, 2013

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What is a Mobile Device?









Working Definition: Mobile

 Distinguishing features: mobile operating system, touchscreen, internet connectivity, use of apps.

- Mobile devices:
 - Smartphones & similar devices
 - Tablets

Evolution of Mobile

Smartphones:

- Introduced in 2007; by end of 2012 over 1 billion sold around the world.
- According to the 2012 Educause Center for Analysis and Research (ECAR) 2012 Study: 62% (2012) of students own smartphone; up from 55% (2011).
- 67% of students say they use for academic purposes, up from 37% in 2011.
- Among students who use a smartphone for academics
 44% use an iPhone, 46% use an Android device.

Evolution of Mobile

Tablets:

- Over 200 million shipped between 2009 and 2012. Projected over one billion will ship in next five years.
- A third (34%) of American adults ages 18 and older own a tablet computer.



Evolution of Mobile - Apps

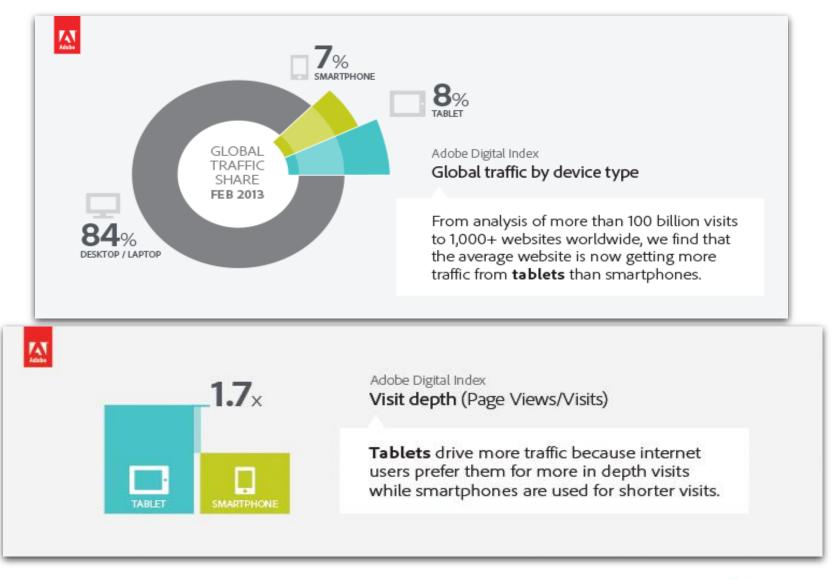
- First quarter of 2013 alone more than 13.4 billion downloads across four major app stores.
- Apple's App Store topped 40 billion downloads at end of 2012, with nearly 20 billion in 2012 alone.

Fact: the number of minutes people spend on average each day on mobile apps in the U.S. is 94 -flurry.com





Evolution of Mobile



Evolution of Mobile

At GFU, during past three years over 50+% of devices using wireless network are mobile.

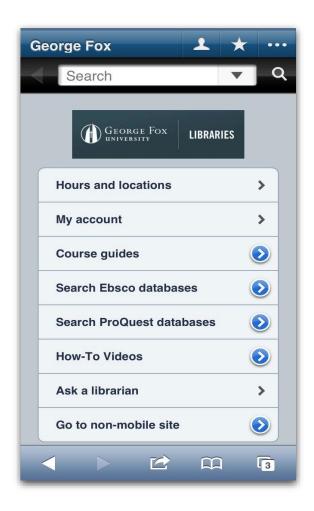


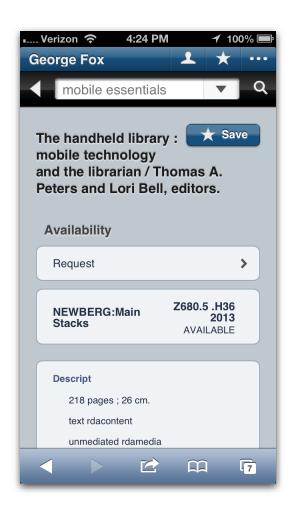
Evolution of Mobile in Libraries

- By 2010 44% of academic libraries nationally offered some type of mobile library service.
- 2012 pacific northwest library survey revealed
 52.7% had a mobile-friendly web-site; 48.6% had a mobile friendly catalog interface.

History and Evolution of Mobile @ GFU Library

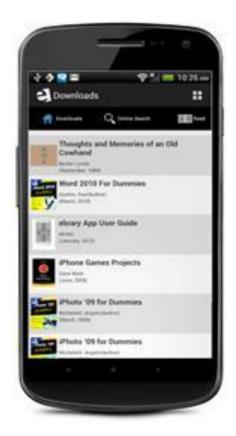
GFU libraries launched mobile site in fall 2010. Included catalog.





History and Evolution of Mobile@ GFU Library

Incorporated mobile access from database vendors (e.g., ebrary and EBSCOhost) into user education.





Assessment of Mobile @ GFU Library

- 150% increase in mobile device visits to library web site: 2,068 in 2011/12; 5,167 in 2012/13.
- 3,296 visits to library mobile site in 2012/13.
- Formal evaluation in the near future.

What the Mobile OS Means for Libraries



From Standard Operating Systems...











...to Mobile Operating Systems

(it's not just a smaller screen)







iPhone iOS (Apple)







Nexus 7 Tablet Android OS (Jelly Bean)





Reaching Our Mobile Users

Considering a library app or mobile presence of some kind?

There are a few options...

Native App, Mobile Site, Responsive Web Design

Native app

A software application developed specifically to run on the architecture of a mobile device, and which is downloaded, purchased, and upgraded through a central distribution portal (such as the App Store).

Definitions - <u>Stanford IT - Web Publishing</u> for <u>Mobile Terminology</u>

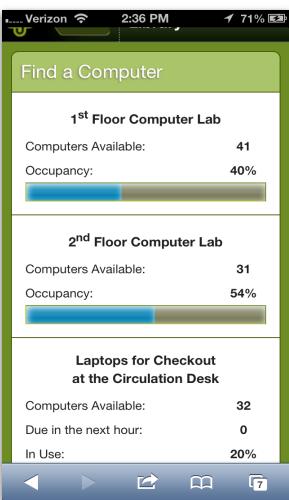


Native App, *Mobile Site*, Responsive Web Design

Web app: Uses web browser technology on the Internet to display a mobile URL on a device, often with a different appearance than the corresponding desktop website.







Native App, Mobile Site, Responsive Web Design

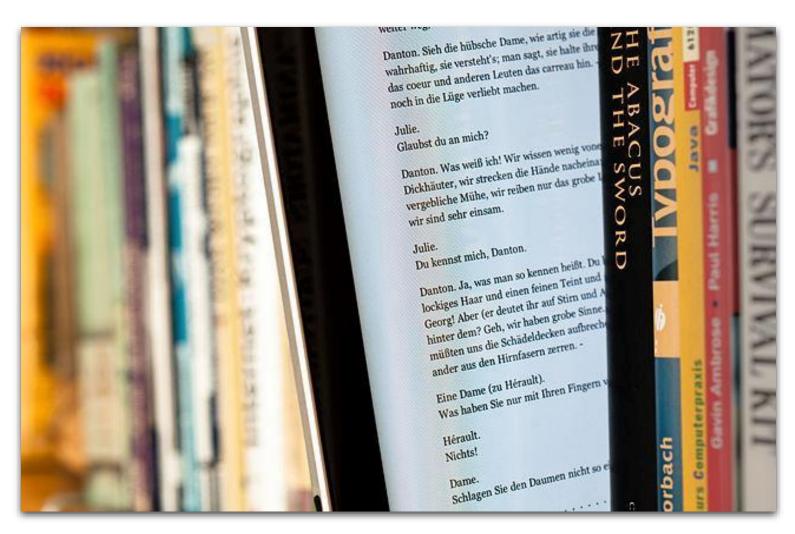
Responsive web design: A website that responds to the device that accesses it and delivers the appropriate output for it uses responsive design.

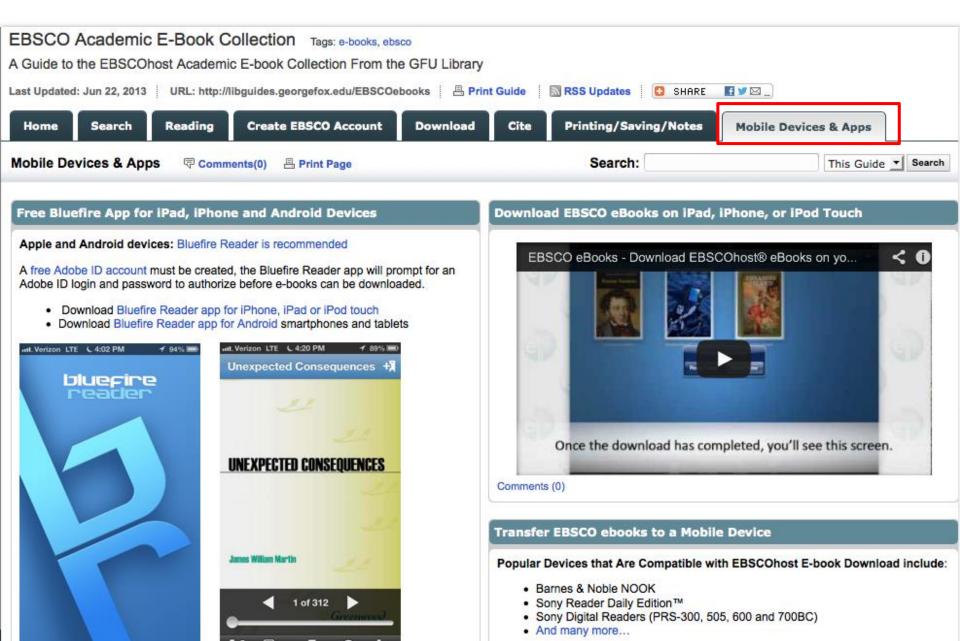




ACRL Tech Connect Article: Responsive Web Design

Digital Content: E-books and DRM





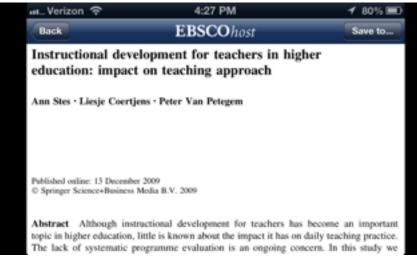
iPad (works with third-party applications BlueFire)

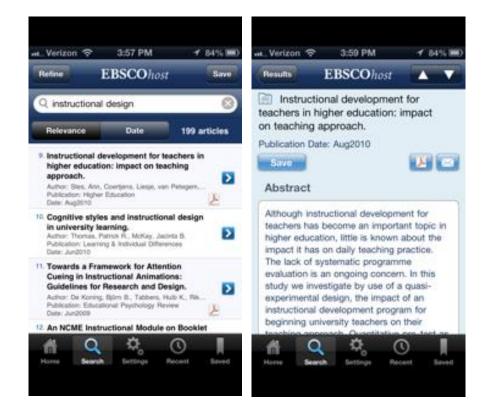
Library Vendors: Developing for the Mobile Market







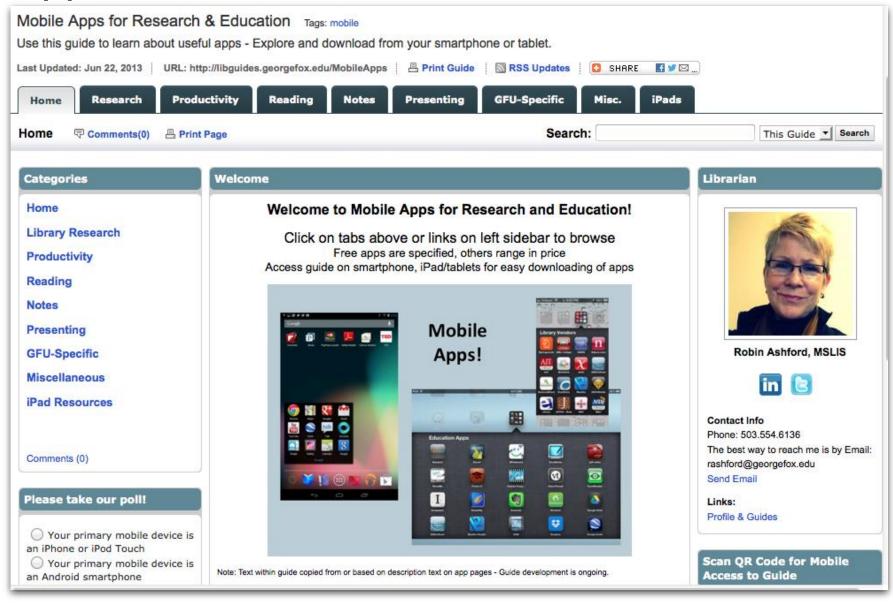




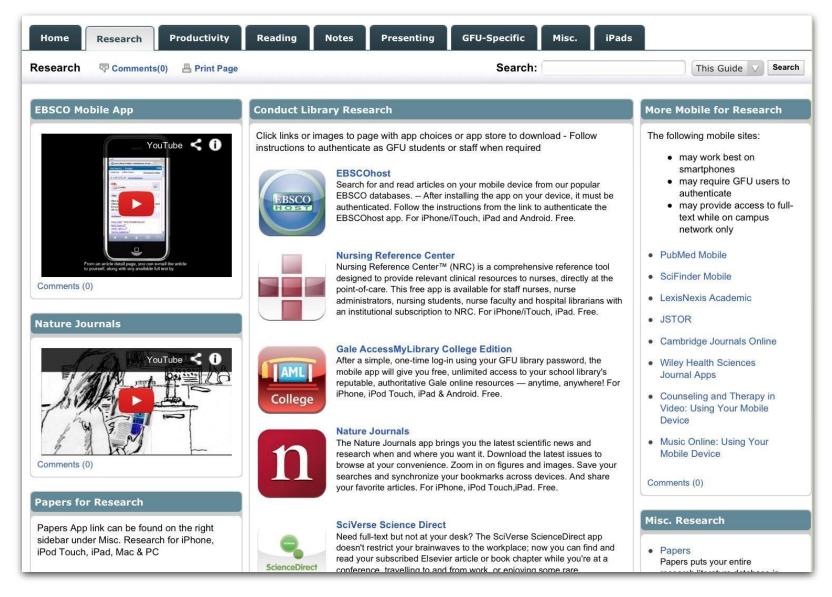
After installing the app on your device, it must be authenticated from the EBSCOhost or EBSCO Discovery Service interface. To authenticate the EBSCOhost app:

- 1.Log into EBSCOhost.
- 2.Click the **EBSCOhost iPhone and Android Applications** link at the bottom of the page and enter an email address which you can access from your device. An email with an authentication key is sent to you.
- 3.Access the email **from your device** and click the link found in the email to authenticate the application. You have 24 hours to access the key.

Apps for Research & Education



Library Research Apps



Teaching Library Instruction Classes on Mobile

(for programs gone mobile)



Blog Post: http://librarianbydesign.blogspot.com/2012/06/teaching-library-research-on-ipad.html

Helpful Services for Mobile Users



Tablets for Ioan at Nevada State College Library



Learn more: http://nsc.nevada.libguides.com/ipads (QR Code resolves to the libguide to learn more)



24-hr texting at VCU



Scanning library card

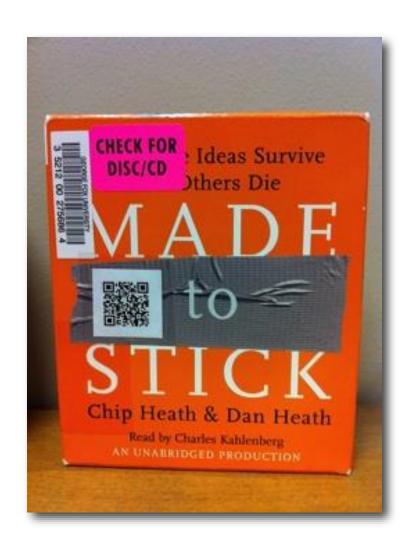


Reference help for student questions using Google Hangouts on iPad





UTexas Library Catalog

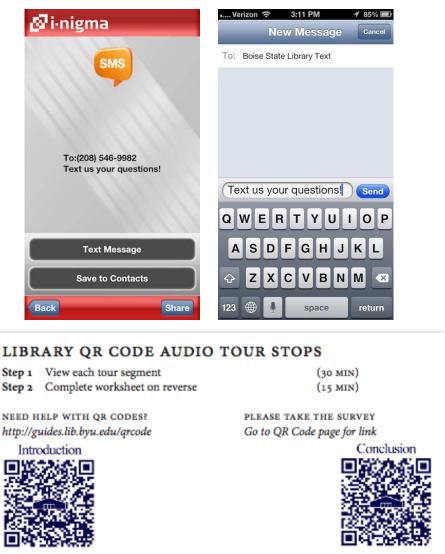


QR (quick response) Codes

- •Fad, trend, practical?
- •How long will QR codes stick around?
- •Will they mainstream in North America?
- •Does it matter?

Thoughtful strategies for helpful QR codes...





Marketing and Education at BSU Albertsons Library http://guides.boisestate.edu/QRcodes

QR Codes & Libraries: The Library Audio
Tour at BYU Library by M.
Whitchurch Audio Tour Map

Changing Mobile Landscape - New and Soon:

Phablets, OLED Displays - YOUMs and more

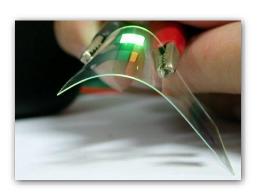
Phablets = 5"- 6.9" displays

OLED = flexible screens













New Reading Experiences - NYPL Biblion Award Winning iPad App

$Biblion_{\,\,\text{the Boundless Library}}$

New challenges. New paradigms. New ways of reading.

It is with great excitement that we welcome you to The New York Public Library for the 21st century with the relaunch of our distinguished journal Biblion, now completely rethought and redesigned for the iPad. The Greek word biblion originally meant "a strip of papyrus"; in the Middle Ages, it was applied to collections of fragments of ancient texts. Today, NYPL's digital Biblion transforms texts — ancient and modern — into a new format for new generations of readers.

This publication, rechristened Biblion: The Boundless Library, provides journeys through the Library's vast collections. The entire app, as you will see, is designed to take you — all but literally — into the Library's legendary stacks, opening up









Convergence of Print & Digital - Reading and Learning

Experiences with Augmented Reality (AR)



NYTimes AR Example

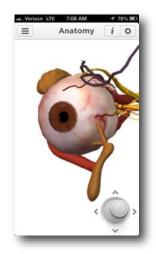


Playing with the AR App IMAG-N-O-TRON



Playing with Flying Morris in the GFU Library

Emerging Tech and Looking Forward - AR Educational Applications









Ex: Macular Degeneration - EyeDecide App

AR medical app for patient education







<u>Augmented Reality - Teaching and Learning with Aurasma</u>

Emerging Tech - Smarter Smartphones NFC (near field communication), Apple Passbook and more

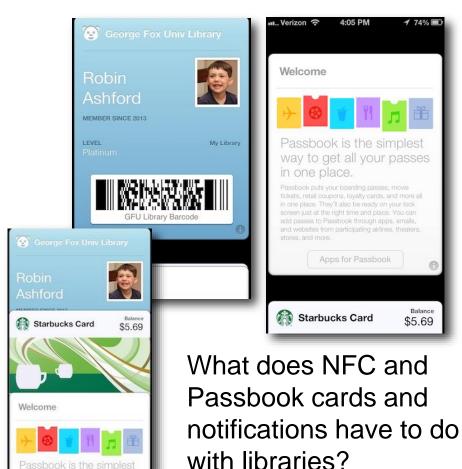






Apple Passbook vs. Google Wallet

Will hardware or software win the mobile payment game?



Examples: NFC tags can replace QR codes, walking by the library with a passbook card your smartphone notifies of a book ready for pickup on the hold shelf, etc.

Thank you!

References and image credits on following slides.

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Online NW Full Presentation

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Image Credits / Reading List

Image slide #13 Computers by Valley Library (Oregon State University)

Image slide #13 Mobile devices by Joint Base Lewis McChord

Image slide #13 Students in library study room by by East Georgia State College

Image slide #15 Mobile OS image of hand with Sony mobile Xperia™ smartphones by vernieman

Image slide #27 Smartphone Printing by Lester Public Library

Image slide #29 Scan library card iPhone by Brian Herzog

Pre-session reading list:

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