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• Digital natives, digital immigrants
• “Brick-and-mortar-libraries” vs. virtual libraries
• Web 2.0 and Library 2.0
• The phenomenon of “Convergence”
  – Reflections in information services
  – Reflections in education for information
• Conclusion
Digital Citizenship Test

2. Do you (not your kids or grandkids) own an ipod?
3. Have you tried out a Wii? What game do you like the best?
4. Do you use a smart phone (ie, email, video, photos …)?
5. Do you IM? Do you Blog? What do you learn from it?
6. Do you know who “Lonely Girl 15” is?
7. Name 3 popular ways to watch TV without a TV
8. Have you ever WiFi’d in Starbucks?
9. What does MID mean? Have you competed in a Mash Up competition?
10. What is more collaborative Sharepoint or Wiki and what is the difference?

Source: Fred Stein, Digital Immigrants, Digital Natives and the Information Age

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Digital Natives

• Speedy access to information
• Parallel processing
• Graphics over text
• Random access (hypertext)
• Constantly interconnected
• Games
Digital Immigrants

New Mail from: Prof. Jones
Re: URGENT!
Cecilia, please come to my office IMMEDIATELY.

Prof. Jones! I'm here!
Oh, thank goodness!

Ok, now make the font in the footnote bigger...

WWW.PHDCOMICS.COM
Different kinds of experiences lead to different brain structures.

-Dr. Bruce D. Berry, Baylor College of Medicine

“Children raised with the computer think differently from the rest of us. They develop hypertext minds. They leap around. It’s as though their cognitive structures were parallel, not sequential.” . . . “Linear thought processes that dominate educational systems now can actually retard learning for brains developed through game and Web-surfing processes on the computer.”
“I have almost completely lost my ability to read and understand a longish article from the Web or from print.”

Bruce Freedman
Editorial

Where’s the Library?

by David Kohl

Available online 10 February 2006

When my son was young, he went through a phase of enjoying the “Where’s Waldo?” books. He liked looking through the complicated pictures to find the elusive Waldo. At the time, I thought it was a form of precreading, a mimicking of his parents whom he constantly saw engrossed in books. Now, I am not so sure. He may have been preparing himself for his later infatuation with video games where finding secret passages and devices was also important. Possibly the hardest part of growing older is having your fond illusions fade in the light of new data.

Recently, it has seemed to me that the academic library is beginning to take on a Waldo-like aspect. It is getting hard to

From Babylon to Librespace

Talat S. Halman
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PAPER

The Age of Cyberspace is transforming libraries into "Librespace". In the 21st century A.D., Cybernetics and Internet will give the world a revolutionary dynamic which may be called "libernetics".

It was in the 21st century B.C. that the first library emerged - a collection of clay tablets in Babylonia. It gave rise to a tradition that evolved over four millennia, culminating in the monumental libraries of our present century.

Significantly the Conference of IFLA is taking place in Istanbul, a city of diverse cultures, in Turkey, a vast open museum of
Second Life “Info Island”
Second Life “Info Island” Collections

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“Second Life is not a replacement for the first life.”

Libraries and museums in the flat world: Are they becoming virtual destinations?

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ABSTRACT
In his recent book, "The World is Flat", Thomas L. Friedman reviews the impact of networks on globalization. The emergence of the Internet, web browsers, computer applications talking to each other through the Internet, and the open source software, among others, made the world flatter and created an opportunity for individuals to collaborate and compete globally. Friedman predicts that "connecting all the knowledge centers on the planet together into a single global network... could usher in an amazing era of prosperity and innovation". Networking also is changing the ways in which libraries and museums provide access to...
Social Networks as New Web Portals

- Social networks: Web within webs
- Using Web 2.0, social networks provide a single point of access to various services
- Facebook has over 52,000 different applications
- Yahoo!, Google and Facebook users spent 200 billion minutes (139 million days) on these services in one month (October 2008)
- Google’s mission is “to organize the world’s content”, social networks’ mission is to “organize the world’s people”
- The mission is not to create virtual destinations but to “build constellations” by combining “connectivity, communications, and content”

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What is Web 2.0?

"...second generation of web development and design that facilitates communication, secure information sharing, ... interoperability, and collaboration on the ... Web. Web 2.0 concepts have led to the development and evolution of web-based communities, hosted services, and applications such as social-networking sites, video-sharing sites, wikis, blogs, and folksonomies."

Source: http://en.wikipedia.org/wiki/Web_2.0
when CNN saw the image it moved quickly to confirm with Dutch officials that a crash had happened. "Within minutes we were reporting on the story. We then confirmed with the Twitter user that the image was theirs and took it to air. "This proves that social networking sites can be a real asset in covering breaking news and gathering eyewitness accounts but the web should always be treated with extreme caution," Barnett said.
Airliner crashes at Dutch airport 4:28
Turkish airliner crashed at Amsterdam’s main airport. CNN’s Ivan Watson reports.
• Turkish plane crashes at Amsterdam airport
• World News - International Headlines, Stories and Video from CNN.com
Source: CNN | Added February 25, 2009

Most Popular

1. Turkish plane wreckage
2. Survivors report turbulence
3. Surviving plane crashes
• **Library 2.0** is a 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.

• The focus is on user-centered change and participation in the creation of content and community.

Source: [http://en.wikipedia.org/wiki/Library_2.0](http://en.wikipedia.org/wiki/Library_2.0)
Library 2.0 Meme Map

Library is a framework for integrating change into all levels of library operations.

Integration with (e) learning environment

Library that LETS

Library that invites participation

OPAC
- Federated search
- RSS for cataloging records & search results
- Records tagging
- User reviews

THE PHYSICAL LIBRARY
Loud spaces for collaboration & conversation
Mobile devices for users

Social computing apps to meet users’ need when, where, and how they need it

The library is everywhere

The library uses flexible, best-of-breed systems

Patron 2.0 = from content consumer to content creator

The library is human

1. User-centricity
2. Technology-savvy environment
3. Reaching of the patrons long tail
4. Content for more than one device
5. Component-based software, not monolithic ILS
6. Constant change
7. Use of Web 2.0 apps and services
8. Open standards

Source: http://www.flickr.com/photos/42538191@N00/113222147/

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Web 2.0 Technologies Used in Library 2.0

- **Distribution**
  - RSS
  - Wikis
  - Blogs
  - Podcasts
  - IM
  - Twitter
  - Social networks (Folksonomies)
  - Simple API’s
  - Mashups/Remix

- **Concentration**
  - Google
  - Amazon
  - Flickr
  - Facebook
  - ...

- **Library management environment**
  - User data
  - Tags
  - Reviews
  - Circulation
  - Clicks
  - ...

Source: [http://orweblog.oclc.org/archives/001556.html](http://orweblog.oclc.org/archives/001556.html)

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Always on: Libraries in a world of permanent connectivity

by Lorcan Dempsey

Abstract

Mobile communication has been more widely adopted more quickly than any other technology ever (Castells, et al., 2007). It represents a diffusion of communications and computational capacity into a growing part of our research, learning and social activities. It has resonated with emerging youth behavior, providing support for distinctive patterns of social interaction and group formation, information use and personal expression.

Diffuse networking changes how we coordinate our resources to achieve goals. For example, our use of time and space changes. Timeshifting is routine as students may listen to or watch lectures in the gym or on the train. The use of space to support ad hoc rendezvous and social learning is becoming more important.
The Horizon Report

- Mobiles
- Cloud computing
- Geospatial info
- Personal web
- Semantic apps
- Smart objects (“Internet of things”)


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OCLC WorldCat can be searched from within Facebook.
“tonta” on OCLC WorldCat
Registered users can add their own tags
Added tags become part of the OCLC WorldCat record
User-supplied notes on OCLC WorldCat become part of the record

TOC can be added
User-supplied book reviews become part of the OCLC WorldCat record

Get It
Search my library

Save It
Add This Page to Favorites
Save to: [New List] ➤ Save

Add to It
Review this Item
Edit Public Notes

Share It
Link to this Page

Services from HACETTEPE UNIVERSITESI! for this item: Connect to the catalog at Hacettepe University Libraries | OCLC FirstSearch

Reader Reviews

Write an online review and share your thoughts with other readers.

Displaying Reviews 1 – 1 out of 1

Türkçe arama motodarında performans değerlendirme, 2008-03-06

Reviewer: tonta

Book review published in Türk Kütüphaneciliği
Record can be marked and shared
Bookmark can be recorded on delicious
http://delicious.com/ytontat
Facebook Friends of the user can see the record of the book with an explanatory note...
• “intertwinement of technologies”
• Mobile phone is not just a communication tool anymore
• Users’ work, learning and private lives converge
Convergence in libraries

- Decreasing importance of “library-as-a-place”
- Remote access to information sources
- Increasing competition in library and information services
- Convergence of library types
- Providing information services through converging technologies
- Moving information services to where users are (work, learning, home and travel environments)
- Integration of outside information sources and services with those of libraries
- Integration of user-supplied content with the standard content
Convergence in education for information

- Increasing numbers of information professionals
- Demand for more knowledgeable and skillful professionals
- Obsolescence of faculty and students’ knowledge and skills
- The need for creation and maintenance of flexible, interdisciplinary programs
- Coverage of “the Internet of Things”, Web 3.0 and Social semantic network in education for information programs
What does the future hold for libraries?

- Digital natives will demand information sources and services embedded in their work, study, and social environments.
- Information sources and services will be catered to the users through Web 2.0, Web 3.0 and the Semantic Web.
- Information services will be more relationship-centric rather than resource-centric (Lagoze, 2000).
- Real & virtual library services will be provided in parallel.
- Permanent preservation of digital information will be of paramount importance.
- Education for information will be mashed up with other disciplines.

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Abstract

Social networks such as Facebook, MySpace and LinkedIn are among the most heavily visited websites. They are used not only for social networking and entertainment but also for access to information, for learning and for carrying out professional work. Social networks commonly have Web 2.0 features, offer personalized services and allow users to incorporate their own content easily and describe, organize and share it with others, thereby enriching users' experience. Some users tend to "live" on those social networks and expect information providing

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2nd International Symposium on Information Management in the Changing World
September 22-24, 2010, Ankara, Turkey

The "2nd International Symposium on Information Management in the Changing World," organized by the Department of Information Management of Hacettepe University, will take place in Ankara, Turkey, from 22-24 September 2010. It aims to bring together both researchers and practitioners to discuss the current information

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