Technophobia or Techno-guru: Librarians as technologists

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In beginning

- There were books
- Computers
- Tablets, IPhones, watches
How things have changed


2010–?????? Work & Home

Technophobe maybe

- What has staying power can we predict
- Tools & trends, how far do we need to look
- The Hurdles, expertise
Techno-guru

- Goals, projects
- Strategic, organisation
- Cost
- Training: new role of the librarian as a technologist
Information Seeking

- The old paradigms
  - Pettigrew et al. (2001) define information behaviour as the study of how people need, seek, give and use information in different contexts, including the workplace and everyday living.

- The new paradigms
  - Robinson, Lyn (2014) defines a new trend in information behaviours, the emergence of immersive information behaviour, the seekers of information use technology trends that are pervasive, multi-sensory & participative.


Supporting students

How we support now
- E-books
- Blogs
- Twitter
- ITunesU

In The future?
- AR (Augmented Reality)
- Layar
- Gamification
- Apps
Who Supports the librarian

Support we have now

- IT service based in library, systems team don’t talk to Liaison
- E-learning team provide good support
- Do it yourself. Ad Hoc help from IT — e-learning support team very busy
- Remote support
- VLE support
- Learning Technologists support
- More support or no support
- Learning/e-learning technologist but Not in library
- Academic colleagues: using their skills library team may have to develop resources
- Lack of training
- Library about to appoint a e-learning technologist
Who Supports the Librarian

- In the future/real world

- Strategic direction from institution
- Co-operation between for example Library IT & Media to develop ideas
- Learning technologists based in liaison team or based in VLE team
- Learning technologist in librarians office—do training with librarian & academics
- Dedicated support
- Full support from learning technology team
- Collaboration
- Library technologists a great idea
- University App to incorporate library information
- More troubleshooting from IT
- Library tech guru in the library
- Opportunities across university services to learn technologist skills
There's lots of Apps, AR software & Gamification examples

RefME is a reference app

AR just one example.

Conclusion

- The Robot Librarian
