Emerging Trends & Emerging Tech: Exploring the Hyperlinked Library

Montana Library Association Offline 2016

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Technology
Understand Technolust
Technostress

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Techno-fatigue

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Techno-divorce
Techno-shame
Techno-hesitation

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Technophobia
Techno-siege
Techno-isolation
Balance & Learning
How we approach chaos! :-}
Wearable Technology

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Wearable Tech

http://www.siegelgale.com/blog/the-fitbit-experience/
Big Data

http://www.flickr.com/photos/expressmonorail/2760562460/
**WHAT IS BIG DATA?**

**VOLUME**
Large amounts of data.

**VELOCITY**
Needs to be analyzed quickly.

**VARIETY**
Different types of structured and unstructured data.

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**WHAT ARE THE VOLUMES OF DATA THAT WE ARE SEEING TODAY?**

- **Facebook**: 30 billion pieces of content were added to Facebook this past month by 600 million plus users.

- **Zynga**: Zynga processes 1 petabyte of content for players every day; a volume of data that is unmatched in the social game industry.

- **YouTube**: More than 2 billion videos were watched on YouTube... yesterday.

- **LOL**: The average teenager sends 4,702 text messages per month.

- **Twitter**: 32 billion searches were performed last month... on Twitter.

**WHAT DOES THE FUTURE LOOK LIKE?**

Worldwide IP traffic will quadruple by 2015.

By 2015, nearly 3 billion people will be online, pushing the data created and shared to nearly 8 zettabytes.

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**Everyday business and consumer life creates 2.5 quintillion bytes of data per day.**

90% of the data in the world today has been created in the last two years alone.

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**HOW IS THE MARKET FOR BIG DATA SOLUTIONS EVOLVING?**

A new IDC study says the market for big technology and services will grow from $3.2 billion in 2010 to $16.9 billion in 2015. That’s a growth of 48% CAGR.

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58% of respondents expect their companies to increase spending on server backup solutions and other big data-related initiatives within the next three years.

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2/3rds of surveyed businesses in North America said big data will become a concern for them within the next five years.

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"Big data is high volume, high velocity, and/or high variety information assets that require new forms of processing to enable enhanced decision making, insight discovery and process optimization."

http://www.gartner.com/resId=2057415
Volume - “tons”
Velocity - “fast”
Variety - “chaos”
Data about things.
Data about places.
Data about people.
Data in the cloud.
Issues:

Curation
Privacy
Analysis
Skills
LIS Curriculum
Internet of Things

http://www.flickr.com/photos/expressmonorail/2760562460/
The Social Life of Information

John Seely Brown
Paul Duguid

Harvard Business School Press
Social Life of Info

By 2047 ... All information about physical objects, including humans, buildings, processes, and organizations, will be online. This is both desirable and inevitable.
“DIY” & Creation

http://www.flickr.com/photos/expressmonorail/2760562460/
A movie made by Talia Lord in the DML for a homework assignment. This is her family’s history.
TESS AND THE TITANIC!!

Research Project Printed in 3D

Tess chose the Titanic for her school class topic that she wanted to learn about. In addition to her research reading, she will design a poster about the sinking of the Titanic.

Not stopping there, Tess decided to blow everyone away and use her technology skills to make a 3D printed replica of the ship. Next up are plans to print a companion piece - the iceberg that sank the Titanic using clear plastic filament. Stay tuned...

Great job on your project, Tess!

Posted 1 week ago by roselo

Teen uses a 3-D printer to craft hand for boy

Published on Feb 1, 2014

Mason Wilde, 17, used a 3D printer at the Johnson County Research Library to craft a prosthetic hand for 9-year-old Matthew who is missing fingers on his right hand. (Jan. 30, 2014 Video by KansasCityStarVideo)

https://www.youtube.com/watch?v=BY2PhGszuUc&
Published on Jun 17, 2015

Celebrating the National Week of Making, enjoy this video from last week's from Tinker Tuesdays when students in grades 5-8 dropped by the Carmel Clay Public Library to learn about a tiny robot called Ozobot. Drawing tracks on paper in regular marker, students programmed Ozobot to spin, change direction, slow down, speed up, change colors, and follow a floor-length path across the Storytime Room. Thank you to Brookstone at Circle Center and the Library's Foundation and Friends for the opportunity to tinker with Ozobots while learning about line-following robots also known as Automated Guided Vehicles.
Evolving Jobs & Workflows

http://www.flickr.com/photos/expressmonorail/2760562460/
Full Stacks

http://lj.libraryjournal.com/2015/06/opinion/michael-stephens/stacking-the-deck-office-hours/
“They are adept at navigating the rapidly evolving and shifting technological landscape.”

Chris Messina
Always on.

Mindfulness.
We are not interested in snail paced incremental change—but rather overhauling everything from policy to staff training, from technology to programming and more immediately.
Always Learning

http://www.flickr.com/photos/expressmonorail/2760562460/
This site has been created to support PLCMC's Learning 2.0 Program. A discovery learning program designed to encourage staff to explore new technologies and reward them for doing 23 Things. For more information about this program, please see the About Page.

L2 Image Slideshow

Just a slide show of some of the fun Learning 2.0 images that have been created during the course of this program ...

About this Project
The 23 Things
The Participants

Recent Posts

- L2 Image Slideshow
- #23 Is this really the end? Or just the beginning ...
- #22 Audiobooks (or "The end is in sight ")
- #21 Podcasts,

http://plcmclearning.blogspot.com/
I’m confident I can learn new technologies.

53% / 36%
Agree / Strongly Agree

I like to explore technology on my own.

44% / 32%
Agree / Strongly Agree

I’m comfortable learning about new technologies.

54% / 33%
Agree / Strongly Agree
NEW ARTICLE: EXEMPLARY PRACTICE FOR LEARNING 2.0 (FULL TEXT)

This article appears in the new issue of Reference & User Services Quarterly, Volume 53, Number 2 / 2013. The editors graciously allowed me to publish it full text here as well.
Thing 23: Digital storytelling

Digital storytelling plays an increasingly visible part in our daily lives. Mobile technologies and apps put the tools to capture and create stories into our hands every day and some organisations are also exploring ways to use storytelling via online tools to engage stakeholders. As the Shanachie team from “This Week in Libraries” often remind us, the mission of libraries includes the goals to “keep stories, make stories, share stories”,...
Thing 22: eResource vendor apps

We apologise for the lack of Wrap Up for Thing 21, it got lost in the excitement of seeing the finish in 2 weeks!!!! – Kate.

But now, Thing 22...
Thing 6: Video

February 21, 2014  Activity, Thing 6  23mobilethings PH & SG

Make sure you click all tabs (Discover, Explore, and Activities) to get to the end of the lesson.

Video is getting popular

Insivia shared 50 must know stats about video marketing for 2013. Statistics like “86% of colleges and universities have a presence on YouTube, according to the University of Dartmouth”, and “Each day 100 million internet users watch an online video” are just a few examples. Statistics from YouTube show that more than 4 billion hours of video are seen each month, and 25% of global YouTube views come from mobile devices. YouTube is also a popular search engine, particularly for DIY topics. Of course there are other video apps and tools to consider as well, including Vimeo, Vine, Viddy, Social Cam, Animoto, uStream, Flickr, Instagram and more!

Vimeo started out as a video sharing website for film professionals, thus, I really like how Vimeo retains the quality of your uploaded video. Plus, you don't have to worry about the limit to the
Tame the Web | Michael Stephens | SJSU SLIS | Creative Commons Attribution-Noncommercial-Share Alike 3.0

Before | After

- **19%** | 0% | I have no understanding at all and need others to use technology for me
- **25%** | 0% | I have a limited understanding and I usually need to ask for help
- **31%** | **18%** | I understand only parts, can work on my own but sometimes need help
- **21%** | **58%** | I have a fair understanding and chat about mobile apps and technologies to colleagues and friends
- **4%** | **24%** | I have a high understanding and can teach/train others
Thing 6: Reflective Practice

You have probably noticed that we have a few modules on the course called Reflective Practice.

We have included these modules in the course as an opportunity for you to catch up if you’re falling behind and also take stock of how you are progressing in the course. Reflective blogging is an important element to this course.

In Thing 2 we asked you to ask yourself some questions and reflect on how you came to the point in your career that you are at today. How did you feel after you wrote your answers? Justified in your career path, empowered by the work that you do, or questioning where to go next perhaps?
A place can be set up in under 20 minutes and includes 4 laptops, 50 e-readers, 5,000 e-books, and its own power.
Hygge
Hygge: the Danish word and concept that is hard to translate but found in abundance in Copenhagen. Danes, correct me if I'm wrong, but it can be defined as the art of building sanctuary and community, of paying attention to what makes us feel alive. A feeling of belonging to the moment and celebrating the everyday. It's in the small rituals that comfort us, make us feel at home. It's sitting around a table sharing a meal, or beside a fire on a wet night. It's cosiness. This trip has been full of hygge - last night we had a beautiful meal at Höst restaurant where we sampled the best of new Nordic cuisine with lots of laughter and candlelight. Perfect.

#InCopenhagen
Show kindness
Thank you!