

Applying emerging technologies to library redesigns: Thoughts on promoting agility in non-agile environments

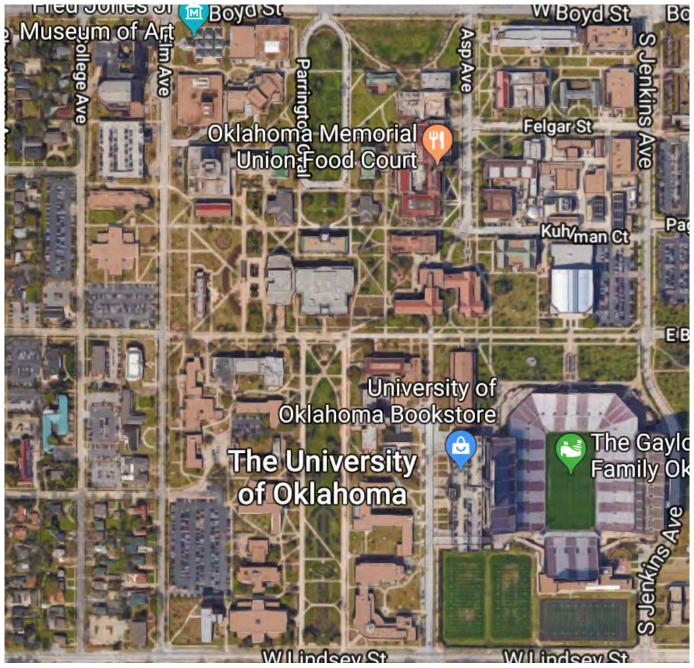






- Introduction Context
 - Types of Change
 - Academic Libraries today
- Designing new spaces incrementally
- Emerging technologies a moving target
- Combining new spaces and technology incrementally
- Conclusion



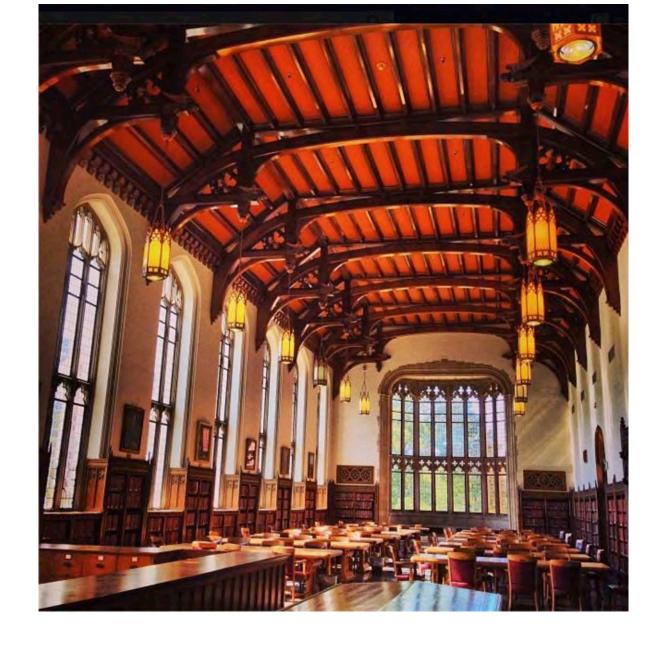
























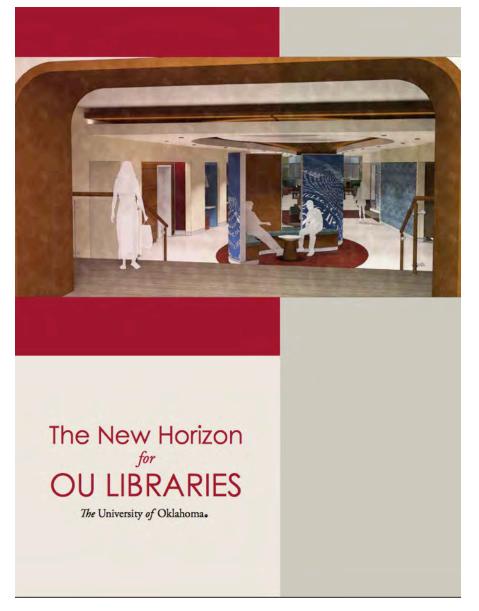












https://masterplan.libraries.ou.edu/publications



University Goals Library Strategic Plan Library experience: virtual & physical **Special Collections** 21st C. Library **Research & Scholarly Communications External** Workforce forces **Community Outreach** Light Street of the second conices Stoff the University **Financial Resources**

The kind of change preferred in non-agile environments... like academia



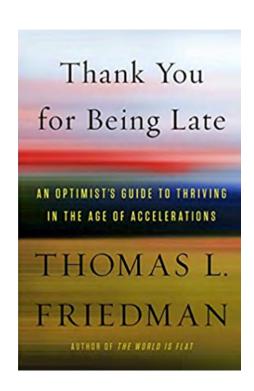


https://www.facebook.com/pg/RobGonsalves.Official/photos/?ref=page_internal



Another kind of change... Agile.





What happened around 2007?

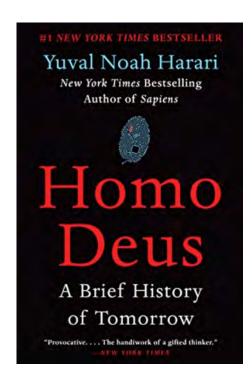
- iPhone
- Hadoop (big data)
- GitHub
- Facebook (Sept 2006)
- Twitter
- Google bought YouTube (2006)
- Android launched
- Kindle released
- IBM released Watson
- Intel released high-k-metal gate microchips

"One of the greatest leaps in history"



Another kind of change... Agile.





"Scientific research and technological developments are moving at a far faster rate than most of us can grasp."







The result of all this change?

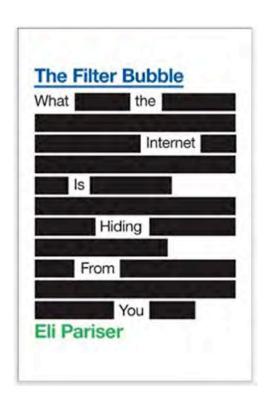
- Many countries are struggling with: pace-of-change, tribalism, massive financial disparity, resentment, alternative facts, ignorance, racism and more.
- Libraries need to factor these realities into their work with people, technologies or spaces.

Why/How?





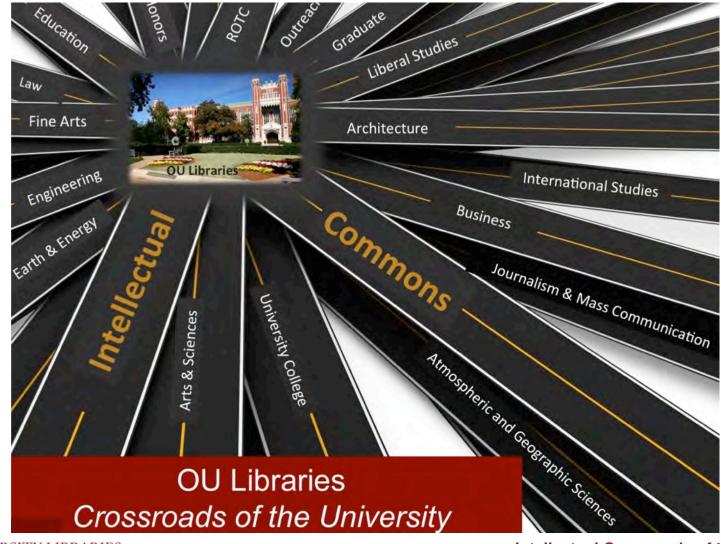




"Ultimately, democracy works only if we citizens are capable of thinking beyond our narrow self-interest. But do do so, we need a shared view of the world we cohabit. We need to come into contact with other people's lives and needs and desires."

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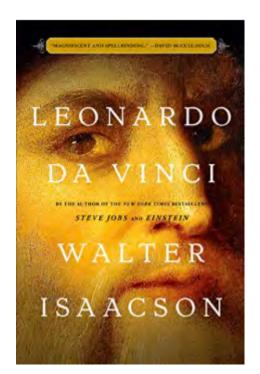












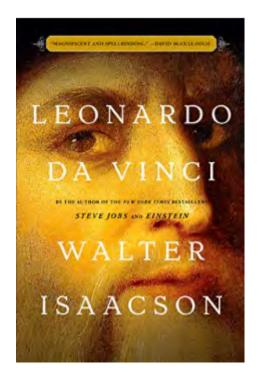
"Leonado da Vinci is the ultimate example of how the ability to make connections across disciplines – arts and sciences, humanities and technology – is a key to innovation, imagination and genius."

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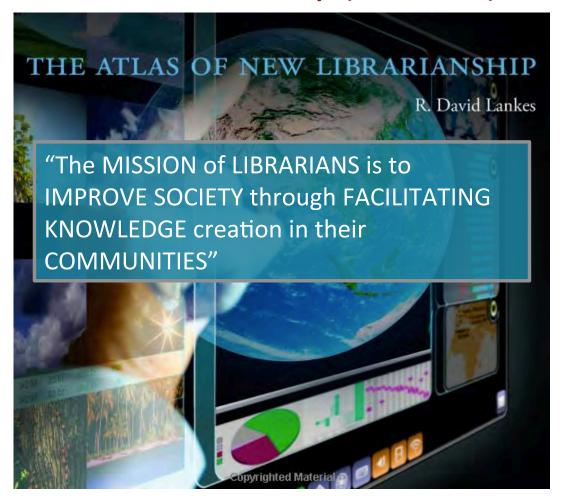




"Genius is often considered the purview of loners who retreat to their garrets and are struck by creative lightning. Like many myths, that of the lone genius has some truth to it. But there's usually more to the story..... Genius starts with individual brilliance. But executing it often entails working with others. Innovation is a team sport. Creativity is a collaborative endeavor."

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New library spaces should

- Knowledge creation
- Collaboration / Unification
- Versatility

support:

- Color (institutional beige & green must die!)
- Tech support:
 - Outlets (via USB and standard power outlets)
 - Video conferencing support
 - Physical space to use technology
- Offer many styles of seating with





Lower Level 2 – Conference Room, Zarrow Family Faculty and Graduate Student Center





Before After







Lower Level 2 – Conference Room, Zarrow Family Faculty and Graduate Student Center







Lower Level 2 – Conference Room, Zarrow Family Faculty and Graduate Student Center









/

Learning Lab: Lower Level 1, 1958 Building

The "before" pictures







Learning Lab: Lower Level 1, 1958 Building
The "after" pictures



















Intellectual Crossroads of the University





Community Classroom and Digital Scholarship Lab











This was a student break-room before we converted it.











"The real power of virtual reality may lie in bringing us closer to reality. It isn't always pretty, but it has the potential to effectively foster empathy and learning in a world made weary by too much of the same information." (emphasis is my own)

Dan Costa, Editor, <u>PC Magazine</u> February 2018 Edition





September 2017 - 1st time ever, that we're aware that a Virtual Reality <u>Class</u> was held in H.E. across 7 remote locations (2 in Arizona, 5 in Oklahoma), 15 total participants, with an instructor in Arizona giving a tour of a cave, pointing out archaic cave art.



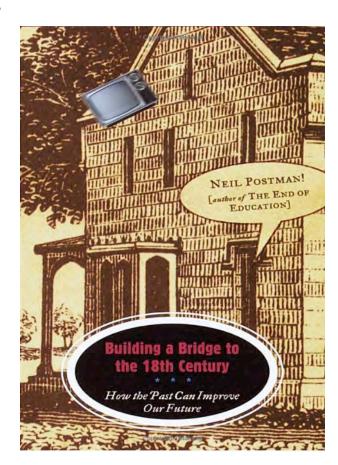
What does all of this mean for workspace design?



Emerging technologies... A moving target

Questions we need to ask in adopting emerging technologies:

- "Technology maybe be life-enhancing or lifediminishing; which is it?
- What is the problem to which this technology is a solution? Whose problem is it?
- What problem does it solve for me?
- Will its advantages outweigh its disadvantages?
- Which people and what institutions might be most seriously harmed by a technological solution?
- What sort of people and institutions might acquire special economic and political power because of technological change."



















Research subjects at the University of Minnesota fitted with a specialized noninvasive brain cap were able to move the robotic arm just by imagining moving their own arms.

Credit: University of Minnesota

https://www.sciencedaily.com/releases/2016/12/161214085926.htm

What does all of this mean for workspace design?























https://youtu.be/hRmkkrafboo?t=19s

https://www.youtube.com/watch?v=xI0uGBEPMts

What does all of this mean for workspace design?





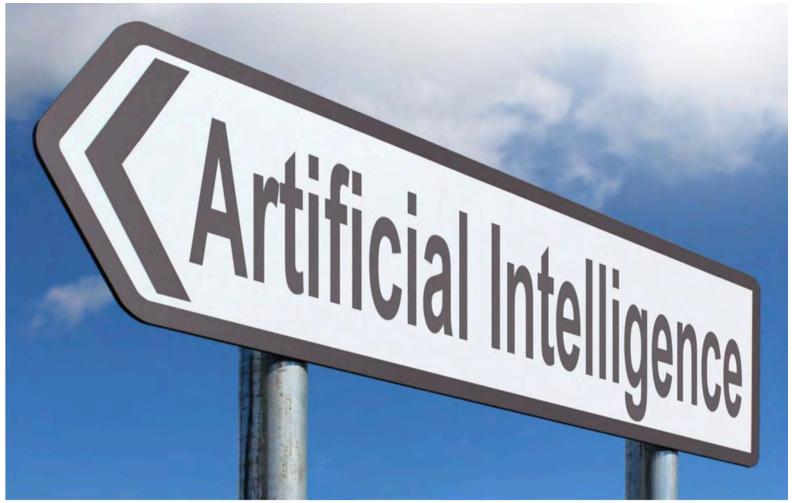


Ubtech Robotics' Walker is the world's first commercialised biped (walking on two legs) robot for the consumer market, offering a complete "home butler" service. The robot is designed to provide smart assistance and support across a wide range of people's daily lives.

What does all of this mean for workspace design?







Artificial Intelligence by Nick Youngson CC BY-SA 3.0 Alpha Stock Images







- Using Amazon Dots and Ivy.ai software in dorms
- Creating a Digital Skills Hub
 - Virtual hub at this point, physical will come later.
 - Partnership with College of Journalism, CTE, OU/IT, Bursur's Office, Provosts Office, Computer Science and many others.
 - Teaching courses in use of AI, VR, Algorithms, Blockchain, Digital Literacy, Digital Privacy, etc.
 - Running workshops in building Google AI kits.







Methodologies we're using at OU Libraries to interweave emerging technologies into existing domains:

- Do presentation to staff on why change is needed, what the technology can do that is new and adds value.
- Fireside chats
- Work next with Deans, Chairs, Students and then... faculty.
- Describe what new jobs will look like
- Have them help create job descriptions
- Tell them about training they'll receive







Methodologies - cont'd:

- Seated managers of Digital Scholarship Laboratory and Emerging Technology Librarians (ETL) on Sr. Management Team meetings.
- Named an ETL to work with departments to integrate appropriate tech.
- Creating a syllabus builder
- Discovery system searches 3D models
- Decide on your goals/objectives for the space. That determines:
 - Metrics to be measured to determine success?





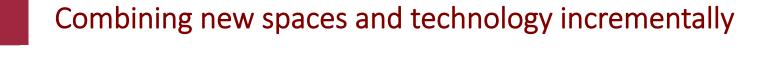


Methodologies - Cont'd:

- What space/hardware/software/ furniture is needed?
- O How to staff space & at what level?
- How to build a community around the space?
 - Ensure every person gets welcomed/ greeted
 - Showcase what is created
 - Those with a talent, we ask to teach sessions
 - Rotate user training w/formal training
 - Create whiteboards for collaborative brainstorming
 - Programs (Classes, seminars, guest lectures)
 - Volunteer programs
 - VR Club run by students









Innovation @ the Edge

Entrance - before.





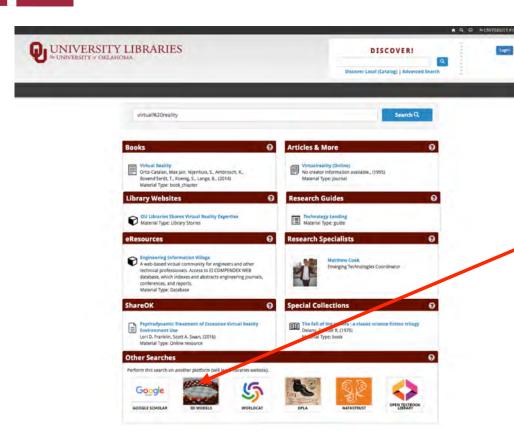


Innovation @ the Edge

Entrance – after. Difference?

- Met with women's engineering group. They suggested:
 - Seats outside
 - Showcase work
 - Put women on Edge staff
 - Offer textile sessions
 - Make lab easy to approach



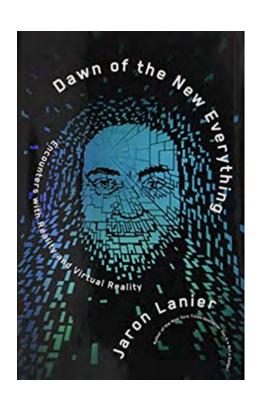




Which can then be pushed directly to one of our VR stations in the Library.







"Test your world with diverse people. Better yet, add diverse people to your team.

Cultural background, age, sex and cognitive style have a big impact on how people to take

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to VR."







VR spaces best serve user needs through defined space.















Conclusion







Conclusion



The End

Carl Grant
Dean (Interim)
University of Oklahoma Libraries

E: carl.grant@ou.edu

P: 540.449.2418

Twitter: @carl_grant

