

People should think not so much of the books that have gone into the ... Library but rather of the books that have come out of it. Seán O'Faoláin



“

Colleges and universities have long competed against one another, measuring themselves in comparison to each other and holding tightly to their idiosyncrasies as defining elements of their status. **But today, the distribution and reuse of information digitally via the Internet is rapidly changing the game, rewarding those who instead aggregate and scale toward a common infrastructure.** It is becoming increasingly clear that neither the *challenges* that confront colleges and universities nor the *solutions* to those challenges are unique to each institution.

Chuck Henry and Brad Wheeler
The game has changed
Educause Review, March 2012

My professional mission
as a librarian is this:
**Help people build
their own libraries.**
That's it. That's all I care
about.

Dan Chudnov

<http://onebiglibrary.net/story/because-this-is-the-business-weve-chosen>

What has changed

1

Now: resources are abundant and attention is scarce

Then: resources are scarce and attention is abundant

What has changed?

2

The need for local infrastructure or local assembly of materials has declined.

What has changed?

3

The library is institution scale where many of its users operate at network scale

Researchers prefer to adopt open source and social media technologies that are available in the public domain **rather than institutional license-based applications** First the social media technologies facilitate networking and community building. Second, researchers prefer to use technologies that will enable them access to resources and their own materials beyond their institution-based PhD research. “

VITAE INNOVATE

Handbook of social media
for researchers and supervisors
Digital technologies for research dialogues



Shailey Minocha

Marian Petres



What has changed

4

Now: Library services are built around the user's workflow

Then: User's workflow built around library services

The inside out library ..
the library as an actor in research
and learning environments of its
users

Outside in

1. User builds workflow around library services
2. Towards a centered network presence
3. Locally assemble externally acquired colls
4. Discovery happens in the library
5. Expertise hidden
6. Configure space around collections

Inside out

1. Library services built around user workflows
2. Towards a decentered network presence
3. Engage with creation, management, use and sharing of all information resources
4. Discovery happens elsewhere
5. Expertise visible
6. Configure space around engagement

3

Now: engage with creation,
management, use and sharing of
all information resources

Then: acquire external resources

Outside in Bought, licensed

Collections

Increased consolidation

Move from print to licensed

Manage down print – shared print

Move to user-driven models



Aim: to discover

Inside out

Institutional assets: special collections,
research and learning materials, institutional records, ...

Reputation management

Increasingly important?

Aim: to ***have*** discovered ... to **disclose**



Outside in collections – increasingly externalised to collaborative or third party. Reduced local **infrastructure**.

Inside out collections. Growing **engagement** around scholarly communication, data curation, institutional asset management, reputation/profiles. Leverage internal/external infrastructure.

4

Now: discovery happens
elsewhere

Then: discovery happens in the
library

5

Now: visible

Then: hidden

If you want to be seen as expert ...

... then your expertise has to be seen.

6

Now: space is configured around
engagement with the user

Then: space is configured around
collections