Ideas for Libraries & Other Learning Spaces

Daniel Christian | Spring/Summer 2014

Below are some ideas for those working within a library setting who want to promote their services, materials, collections, upcoming events, facilities, etc. using a variety of technologies:

- **iPad-based displays, kiosks, or digital signage**
    - Provide information about what's immediately around them – or you could promote/highlight other parts/collections of the library
    - Periodically or constantly plays that week's recording
    - Access archived recordings

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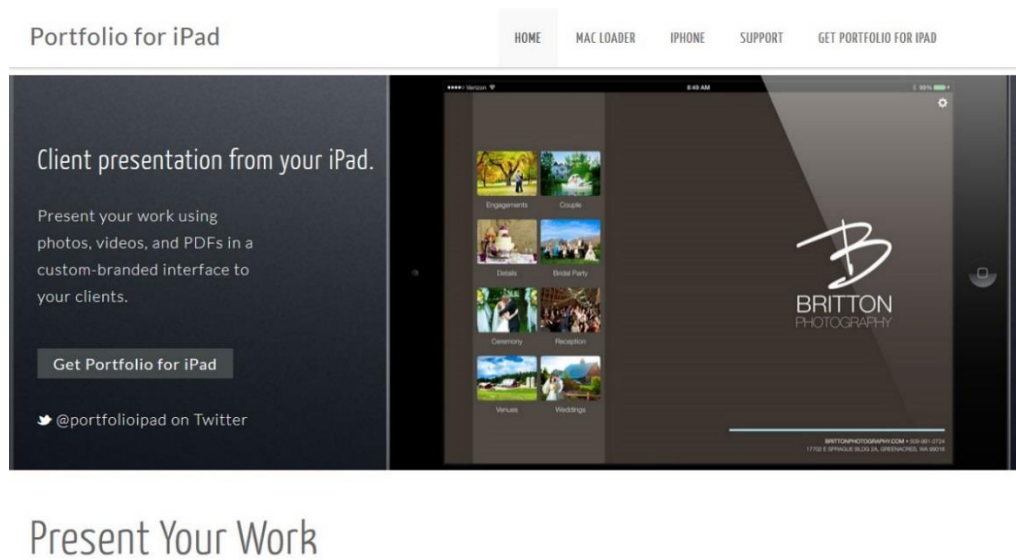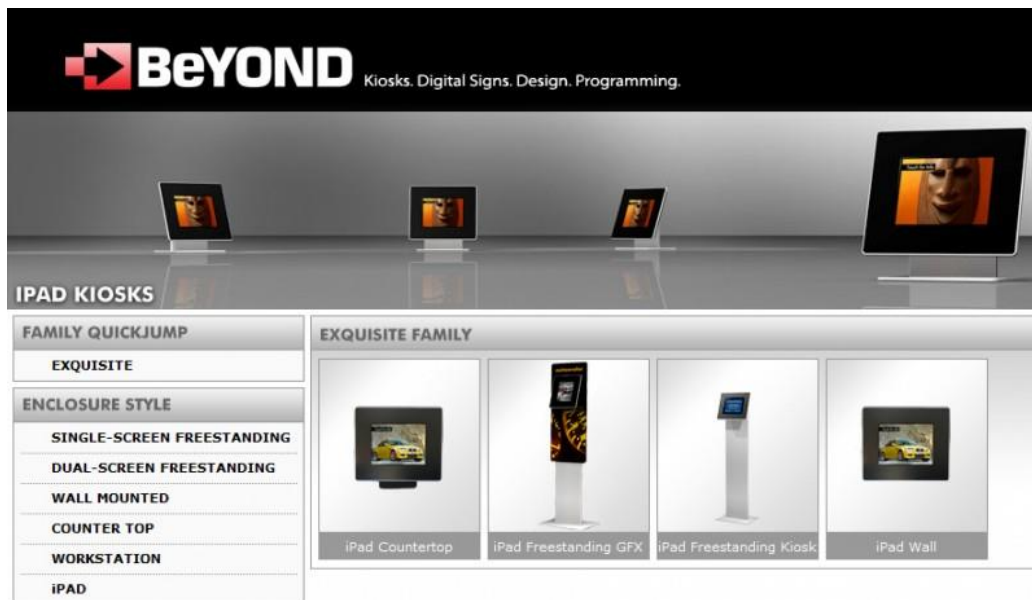
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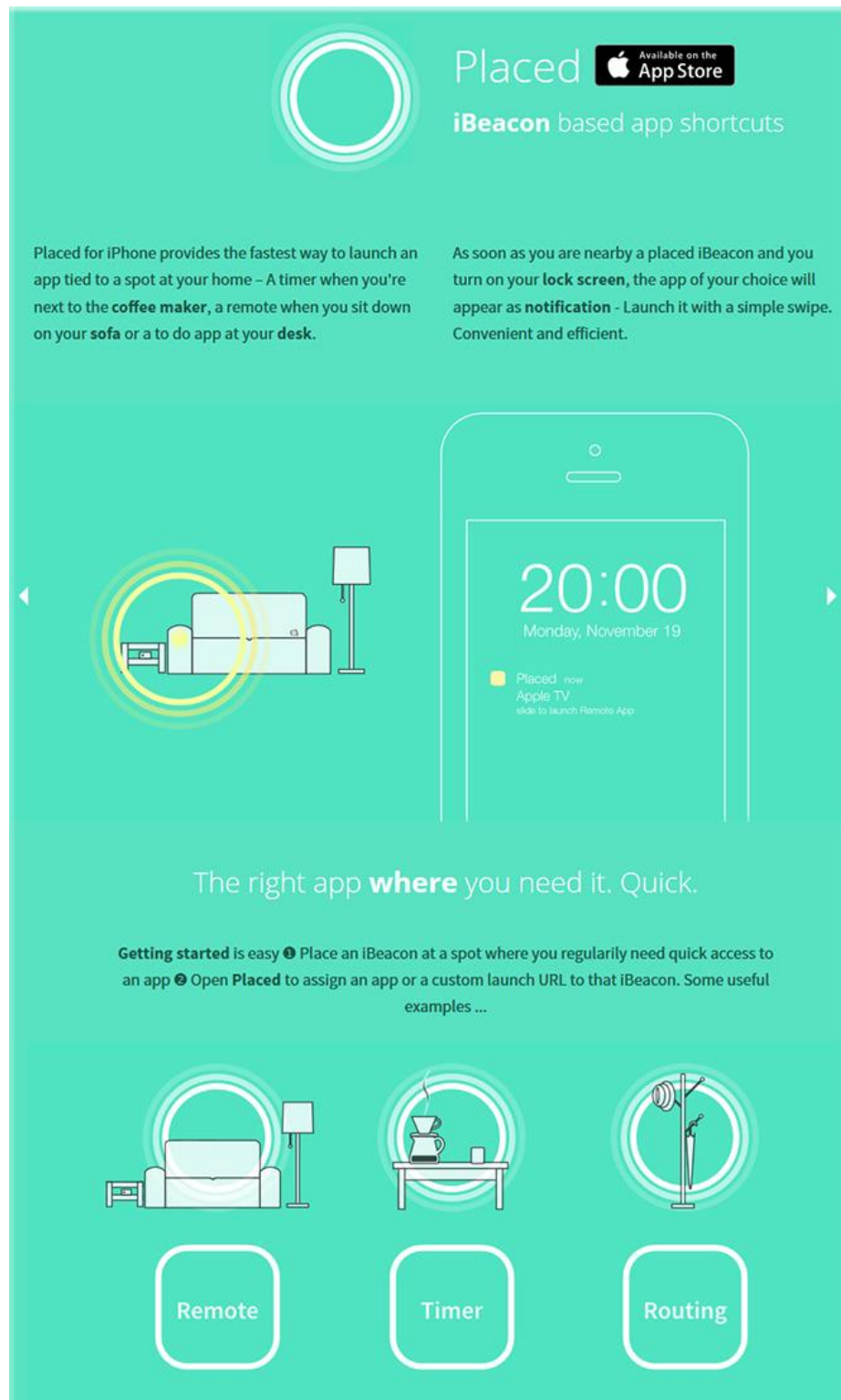
What is TourSphere?

Plans and Pricing

- **Experiment with location-based triggers via iBeacons***
    - Put iBeacons on book stacks, around certain displays/collections, in stairways, other. When a student approaches, iBeacon – plus an app like Placed – senses that person and auto launches web pages, videos, & apps on peoples' iPhones/iPads w/ information about things in their immediate proximity

*iBeacons provide a way to create and monitor beacons that advertise certain identifying information using Bluetooth low energy wireless technology.

- **Augmented reality**

    - Check out a pair of Google Glasses and go around the library; look for certain landmarks of library which will bring up further information; see Layar on Google Glass:

- **Have print-based materials that trigger an app to bring up videos, further information – see layar's website**

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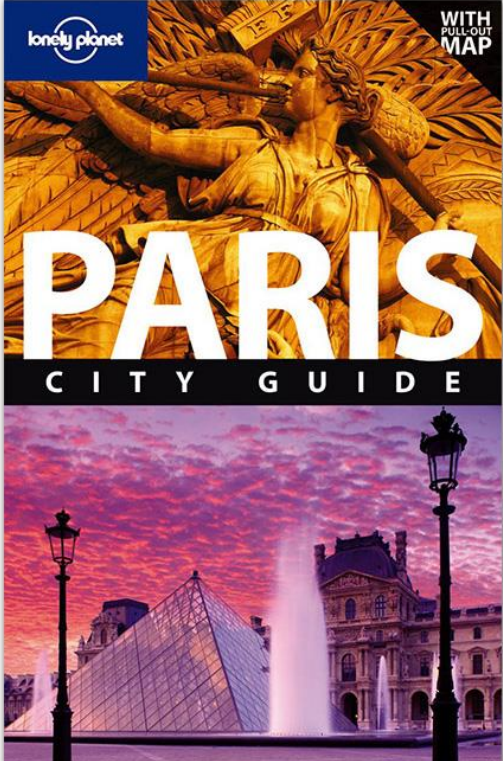
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Turn any QR code into Interactive Print with the Layar App's QR code support.

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BOOKS, PRINT

The renowned travel guide publisher has brought Layar's technology to its city guides by augmenting them with Interactive Print. Readers can gain quick access to more information about cities they visit by scanning the cover of the books.

SCAN THIS PAGE WITH LAYAR

For some other potential resources & ideas see:

- http://danielschristian.com/learning-ecosystems/category/**library-librarians/**
- http://danielschristian.com/learning-ecosystems/category/**augmented-reality/**
- http://danielschristian.com/learning-ecosystems/category/**learning-spaces/**

From DSC:
I see the following items in the classrooms/learning spaces/"learning hubs" of the future:

- **Setups that facilitate collaborative/group work**

- **BYOD baked into almost everything** (requiring a robust networking infrastructure)

- **Tables and chairs (all furniture really) are on wheels** to facilitate room configuration changes

- **iBeacon-like technology**, quickly connecting the physical world with the online world (i.e. keep an eye on the Internet of Things/Everything in the classroom); this may take place via wearable technology or via some other means of triggering events

- **Remote presence (see Double Robotics and/or the Beam+)**

- **Access to Artificial Intelligence (AI)-based resources**

- **Greatly enhanced Human Computer Interactions (HCI)**

- **Interactive *walls***

- **More makerspaces**