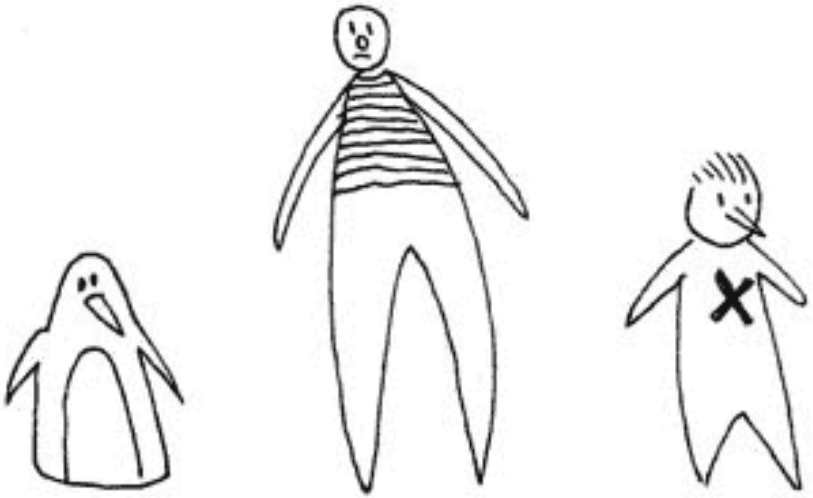
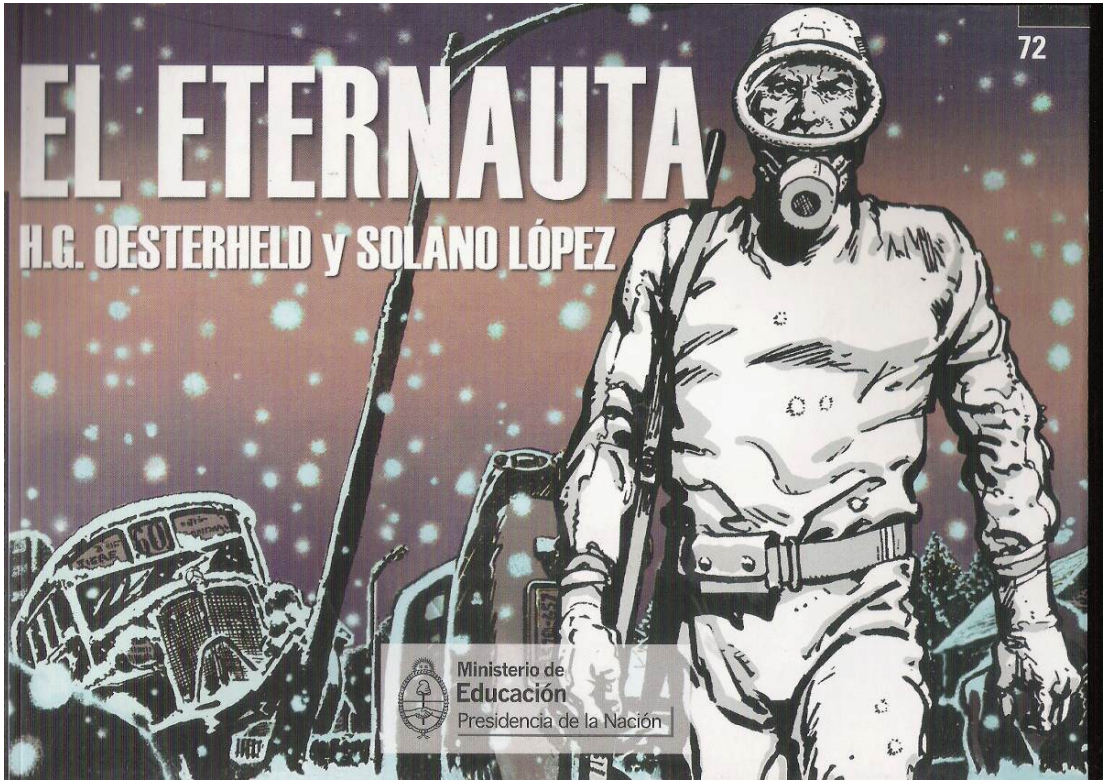
Library Island Player Notes

We began with...



Panel Lottery / Comic Book Dice
(aka @snailx roasts a penguin...)

https://mechanicaldolphin.com/2014/10/14/comic-book-dice-a-sequential-storytelling-game/



El Eternauta at the National Library of Argentina

https://www.theguardian.com/books/2015/dec/15/the-eternaut-hector-german-oesterheld-francisco-solano-lopez-review

UN EPISODIO DESCONOCIDO

El atajo

La batalla de la Biblioteca Nacional

el ETERNAUTA

UNA CITA CON EL FUTURO

MEMORIAS DE UN NAVEGANTE DEL PORVENIR

Historieta publicada originalmente como edición especial de la Biblioteca Nacional para la muestra "H.G.O. + El Eternauta" a 30 años de la desaparición de Héctor Germán Oesterheld y a 50 años de la publicación de "El Eternauta".

Idea original: Horacio González / Textos: Juan Sasturain (colaboración: Paul Maiztegui) / Dibujo: Francisco Solano López.

SPACEGUARD!

http://blogs.slq.qld.gov.au/plconnect/2017/02/21/play-your-cards-right-a-quick-stem-game/

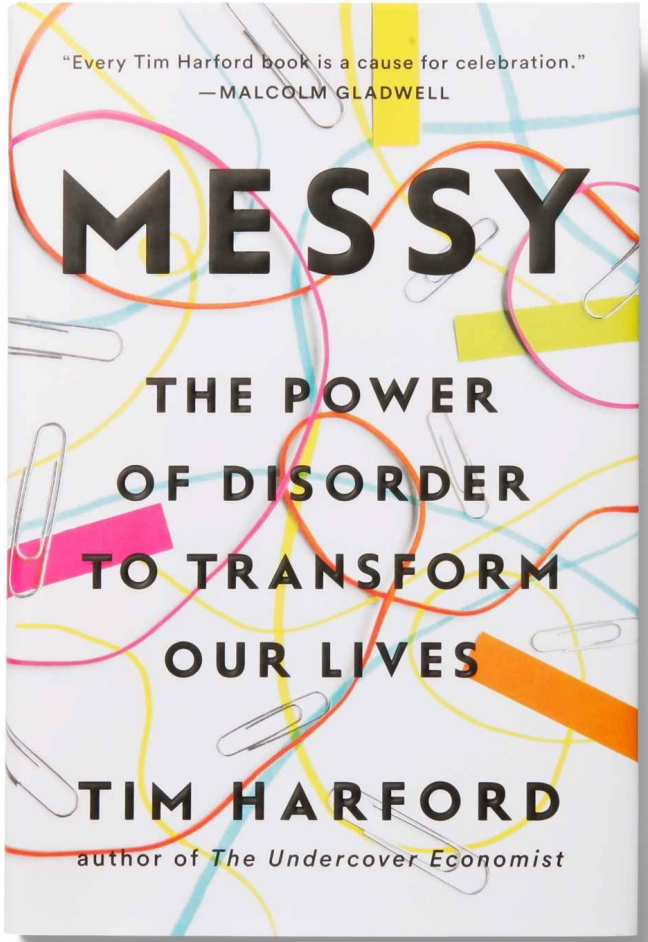
BBC digital expert Tony Ageh poached by New York Public Library

Co-creator of the iPlayer criticises the corporation's bureaucracy as he leaves after 14 years

'Everything I told the BBC to do they didn't understand or do,' said Tony Ageh, now chief digital officer at the New York Public Library. Photograph: Martin Godwin for the Guardian

Tony Ageh, one of the architects of the BBC iPlayer, is to leave the corporation after 14 years to join the New York Public Library as chief digital officer.

https://www.theguardian.com/media/2016/apr/06/bbc-tony-ageh-new-york-public-library



SPECIAL BONUS BOOK RECOMMENDATION

What is about to happen?

At some point professional development has to be about more than the experts telling you what to do, or even scaffolding your independent learning.

Can "innovation" even be taught? How do we let people experiment with librarianship in a safe space free from ill consequences?

Life is messier than design thinking, office politics must always be dealt with, and real libraries never look like the artists' impressions...

....so this is an attempt to push the boundaries of workshop form as well as content.

I want to see if we can let people surprise us

instead of us controlling the outcomes

Five-year mission

We had to agree <u>four priorities</u> to address in the five year run of Library Island

This is what you came up with:

Panasonic

Panaboard

Computer classes
Makerspaces
Entertainments
Content creation
Pop-up lib
Cafe
Barista Course
Staff / user meetings
Automation
Free food
Book clubs on fems
Co-location

Business Supports
Digi
Schools liaison
fam hist

Represent to Ministry
User input
family programs
Increased loans
Personalization
Staff training
Community gardens
Community spaces
24/7 access
Events / exhibits
Homework advice

Home library
Personalized RA
Experiential learning
Objects library
Research community needs

Preserve Verb. culture + lang
Teach Verb.
Increase cust. service quality
Ebooks
Mobile Indig. services
Mobile services
Equipment lib
Wine bar
Staff wellness
Community wellness
Touch the old books
Lit. festival
Homeless services

Computer classes / Represent to Ministry / Home Library / Preserve Verbalese culture + language / Teach Verbalese / Increase customer service quality / Ebooks / Mobile Indigenous services / Mobile services / Equipment library / Wine bar / Staff wellness / Community wellness / Touch the old books / Literary festival / Homeless services / Makerspaces / Entertainment / Content creation / Pop-up library / Business support / Cafe / Digital / Barista courses / Staff-user meetings / Schools liaison / Automation / Free food / Family history / Book club on ferry / Co-location / User input / Family programs / Increased loans / Personalisation / Staff training / Community gardens / Community spaces / 24/7 Access / Events & exhibitions / Research community needs / Object library / Experiential learning / Personalised readers advisory / Homework advice

We managed to reduce this to:

Back of house + advocacy

Island Heritage

Community outreach + development

Creation, growth + development

Back of house + advocacy
Island Heritage
Community outreach + development
Creation, growth, + development

Then all freaking hell broke loose!

Think back to your time on Library Island.

What was easy for you and what was hard?

When you designed processes at the libraries or the ministry, were they for the convenience of your clients or to manage your own workload? How can we reconcile these two needs?

When you represented your community, were you well-served? Who helped you? Who let you down?

What was most frustrating? What was most rewarding?

What will you take away from your Island experiences to apply next time you find yourself in a position of authority, or advocacy, or directly facing a customer?

If you find yourself designing a library offer, will you remember to think of the ragged, all-too-real, messy challenges of real life - not just the airbrushed artists' impressions and innovation buzzwords?

And how will you make sure your work reflects those real challenges?

Want to know more?

https://mechanicaldolphin.com/2017/04/16/library-island-the-professional-benefit-of-play/

https://booksadventures.files.wordpress.com/2016/11/liberact-final.pdf

www.mechanicaldolphin.com

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