Workshop

Future Libraries: Transforming Libraries from Physical Space to Active Learning Space

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Books © Gareth Morgan 2008
Programme

9.00  Introductions
9.15  ‘Best and worst’ exercise
10.00 Future library landscape presentation
11.00 Future challenges exercise
11.30 Future challenges feedback
12.00 End

Beinecke Rare Book and Manuscript Library, Yale University
Introductions

Name

Institution/ organisation

Involvement with libraries

The house of books has no windows. Janet Cardiff and George Bures Miller, 2008.
‘Best and worst’

From the pack of cards provided each group should:

Choose three images that represent the things that you like the most about the libraries that you know

Choose three images that represent the things you like least about the libraries that you know

Each group will feedback briefly to everyone else.
The future library landscape

Andrew Harrison
Spaces that Work Ltd

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The rules are changing…..

- The internet has changed notions of place, time and space
- Emerging new methods of teaching and learning based on an improved understanding of cognition
- Effect of demographic changes on learning population
- Changing financial context for education: increased competition, pressure on resources
- Impact of changes in government policy: funding, participation, research strategy
- Blending of living, learning, working and leisure
- Life-long learning
Changing context

Source: British Library
Libraries of the Future project (2011)

- Funded by JISC, Research Information Network, SCONUL
- Research project to explore the future of academic libraries
- Libraries are at a turning point – information technology transforming the way we access information
- ‘Established role of libraries as physical space housing racks of books is looking increasingly out of touch’
- Project published three scenarios for future libraries: ‘Wild West’, ‘Beehive’ and ‘Walled Garden’ – all negative
- ‘There can be no universal assumption that a library, librarians or librarianship will exist in 2050’ (Curtis et al, 2011)
Libraries: supporting new ways of learning

- Collaborative, active learning with hands-on experiences
- Integrated, multidisciplinary
- Distributed, learning takes place anywhere/anytime, mobile technology with social activity
- Immersive with simulated or real-world experiences
- Blended activities, online with face-to-face, mixed reality

Design Factory, Aalto University, Helsinki
New ways of learning requiring different types of space

- Space for flexibility
- Space for technology
- Space for small group working
- Space to support inter-disciplinary learning and research
- Project spaces
- Community spaces

- There is still room for books in the future library but they will co-exist with digital information sources
- ‘No use’ and ‘low use’ publications located elsewhere, ‘high use’ in the library
School libraries

- School libraries have been around since the 8th century (Clyde, 1981)
- Often the centre or ‘pivot’ of the school
- Clyde distinguished between five types of School Library. Those established to:
  - support the teaching and learning activities of the school
  - provide recreational reading
  - serve both the school and the community
  - function as a scholars’ library to serve the needs of a particular group within the school
  - serve as a memorial
- Role of libraries in schools and existence of school library systems challenged in recent years on grounds of economic value and relevance in the information age – information on the internet
- Studies have shown clear link between the presence of school libraries with qualified librarians and academic performance

School libraries provide ‘information and ideas that are fundamental to functioning successfully in today’s information and knowledge-based society. The school library equips students with life-long learning skills and develops the imagination, enabling them to live as responsible citizens’……

…… School libraries should also be considered as vital means for fulfilling ambitious goals regarding information literacy for all, the availability and the open dissemination of information and knowledge for all student groups to exercise democratic and human rights. (p.14)
Future students

• Young people around the world are globally aware - convergence of expectations and aspirations of learners and knowledge workers everywhere

• Lifestyles: at home, in education and at work

• The importance of “place”: urban and building amenity and character

• “Having a say” in the creation of the places in which they work

• ‘Digital natives’ – technology is a core part of living, learning and working
The future library landscape

Phillips Exeter Academy Library, Louis Kahn 1971
Public Libraries

• Public libraries have only been in existence since the 19th century – private membership libraries have longer history
• Declining attendance numbers in many countries leading to reduction/closure of libraries
• Re-invention of public libraries to be more relevant – creating a community asset
• Vital access point for citizens to the digital future: skills development, technology access, information expertise
• Changing role of library staff

Stuttgart City Library, Germany
Hjorring Library, Denmark

- Public library located within Metropole shopping mall
- 5,090sqm in size
- Completed 2010
- Interiors designed by Bosch & Fjord.
- The library encourages playfulness, creates surprises and is a place to ‘be’ for this community
Amsterdam Central Library (2009)

- 10 floors with a total of 28,000sqm
- 5 special collections
- 1,000 seats, 600 with PC’s
- 50 multimedia workplaces
- 2 Museums
- Library theatre with 270 seats
- Children’s theatre of 40 seats
- Auditorium for 50 seats
- 1,200 car parking places & 2,000 bike stalls with camera
The future library landscape

Makerspace, College of San Mateo Library, California, USA
Youmedia Chicago

- YOUmedia are innovative, 21st century teen digital learning spaces at 12 Chicago Public Library locations.
- YOUmedia was the first space devoted to high school teens at Chicago Public Library, occupying a 550 sqm space on the ground floor of the central library in downtown Chicago. Since expanded to 12 locations across the city,
- With an emphasis on digital media and the maker movement, teens engage in projects across a variety of core content areas including graphic design, photography, video, music, 2D/3D design, STEM and hands-on making.
- YOUmedia connects young adults, books, media, mentors and institutions throughout Chicago in dynamic spaces designed to inspire collaboration and creativity.
The Hive, Worcester

- Europe's first joint university and public library.
- Includes the fully integrated Worcester Public Library, the University of Worcester’s academic library, the Worcestershire Records Office, the County Archive and Worcestershire Archaeology Service.
- The library houses over a quarter of a million books including substantial children's & academic libraries
- Archive provides storage to over 12 miles (19 km) of archive collections
- The Hive is also home to Worcestershire County Council customer services "Worcestershire Hub"; a business centre; café; and, meeting facilities.
- There are a total of 350 computers distributed around the building, for joint use by members of the public and the university's students
The future library landscape
Academic libraries

• “The primary role that the central campus library plays symbolically, geographically, and functionally in the life of a university ensures that this building is an integral element of the university experience for most students.” Jamieson 2005

• Edwards (2000) claims that the university library is arguably the most important building on the campus

…The library is the signifier of learning
…Libraries are study centers, buildings where student-centred learning takes priority
…(irrespective of changes in media) the library retains its central position in the environment of learning.
Changing nature of scholarship

- Changing technologies
- Changes to researcher expectations
  - Contact any time, anywhere
  - Store, personalise, manipulate, repurpose, share
- New research methods
  - Multi-authoring
  - Cross disciplinary research
  - Collaborative Ph.Ds
  - Cross border research
  - Multiple formats and multimedia outputs
  - Importance of ephemera as well as formal documents
- Proliferation of digital information
  - Large scale digitisation
  - Born digital information
- Blurring of boundaries between academic and business worlds
Information behaviour of the researcher of the future

• Research commissioned by JISC and the British Library (2008)

• The ‘Google generation’, are searching for and researching content in new ways - will this shape their future behaviour as mature researchers?

• Findings: although young people demonstrate an apparent ease and familiarity with computers, they rely heavily on search engines, view rather than read and do not possess the critical and analytical skills to assess the information that they find on the web.

• All age groups share so-called ‘Google Generation’ traits - impatience in search and navigation, and zero tolerance for any delay in satisfying their information needs
Changing uses of academic libraries

- Between 2009 and 2015, total initial circulations in ARL libraries fell by almost half (from 36 million to 19 million).
- Average decline in circulations per student since 1995 is from 25 to 7 - a 72% decrease.
- Important not to assume that declining circulation rates mean declining use of library resources overall, or decreasing engagement with library services.

Source: Rick Anderson, University of Utah, 2017
Many university libraries are seeking to shift from their traditional role as repositories of information and other resources for individual, passive learning to places where learners meet, collaborate, and interact in learning processes that are much more dynamic. (Jamieson, 2005)
Academic Libraries

- Symbolic and practical role as ‘heart of the campus’ regained
- Vital places to collaborate, connect and learn
- Repository of print material role enriched with library as:
  - Portal to digital information
  - Place of information expertise
    …‘there is more to life than google’
  - Neutral home of specialised IT equipment and software on campus (not owned by a faculty)
  - Centre for learning resource development
  - Social learning commons
  - Gallery and display space – celebrating interdisciplinarity
  - Connection to the community (mixed use libraries)
  - Connection to the workplace (innovation, incubation, co-working)
Shift from physical to hybrid environments

- Physical environments are increasingly equipped by, and formed through, new technological features supporting mobile ways of working.
- Physical environments find their extension in the non-physical environments of the digital world.
- In combination, the physical and the non-physical work environments lead to new hybrid learning and work spaces and environments.
The Future Library: spanning the physical and the virtual

Virtual

- Library Knowledge Systems, e.g. VPN/Intranet, Servers and digital infrastructure
- Research centre, Digital archives, Projection and presentation areas
- Library Internet sites, information sources, digital displays

Private
- protected access
- individual or collaborative workspace

Invited access
- collaborative research, project and meeting space

Public
- open access
- informal work, social and display space

Physical

- Work areas
  - Stacks, Archives, conservation areas
- Reading Rooms, Collections
- Cafés, Courtyards, Touchdown work areas, Lobby

Source: DEGW

The future library landscape
Virtual & physical space are complementary

Whatever the interface we are always physically located somewhere.

Virtual space:
- convenient
- efficient

Physical space:
- meaningful
- symbolic

"We will gravitate to settings that offer particular cultural, scenic and climatic attractions… Sometimes we will network to avoid going places. But sometimes, we will go places to network."
Transition from library to Learning Hub

- Increasing integration of other spaces and services within the library:
  - Teaching space
  - Group study and project rooms
  - Student services functions
  - Technology space
  - Staff teaching and learning support
  - Catering and social space
Future Library: Supporting the entire research process.

Source: RCA Living Libraries project
Developing a landscape of study & research settings

Group size
- Single person
- Small group 2-6 people
- Medium group 7 - 20 people
- Large group 21+ people

Boundary control
- None e.g. open area with no visible separation from adjacent settings
- Minor e.g. furniture groupings, low screens, plants as dividers
- Major e.g. use of partitions and screens to divide space
- Total e.g. enclosed room

Technology provision
- Basic e.g. wireless network access
- Enhanced e.g. Data projector, smart board, large display device
- Advanced e.g. Multi-screen displays, immersive or simulation environment

Ability to reconfigure space
- Fixed Fixed furniture or technology limits possibilities for other uses
- Moderate Furniture/technology can be reconfigured by BL staff for alternate uses
- Flexible Users can reconfigure space and technology at will for other activities

Ambience
- Formal Conventional setting configured for research or work
- General Setting can be used for both formal and informal activities depending on configuration and user requirements
- Informal Casual setting for research, work and social activities

The future library landscape
Information Services Building, University of Otago, Dunedin, New Zealand

- The Library provides:
  - 2,200 study places for readers in the ISB
    - 27 different types of study setting
  - 17 group study rooms, 5 group viewing rooms
  - 160 PCs give access to electronic resources of the Library
  - Nearly 700,000 items in collection including 400,000 books, 2,788 journals and major Special Collections
  - Substantial Art Collection and gallery space
  - 3 seminar rooms for teaching Information Literacy skills
- Library building includes a wide range of other University functions
- Library provides ‘Link’ social learning space created in the gap between the IS Building and the adjacent Students’ Union Building
The future library landscape
Synchronous and asynchronous learning

- **Face-to-face**
  - Instructor-led training/workshops

- **Synchronous**
  - Webinars/Live streaming
  - Live simulations

- **“Collaborative” Asynchronous**
  - Discussion forums
  - Social networking

- **Self-paced Asynchronous**
  - Online-self tutorials
  - Archived podcasts

Source: Unitec Institute of Technology, New Zealand
Creating the future Digital Library

• Creating an inspirational place than integrates the physical and the virtual
• Creating a multi-layered experience
• Creating versatile space and IT infrastructures to support change
• Creating space for people not technology
• Creating an information service infrastructure
• Creating a robust development plan that is achievable, affordable, exemplary

Source: Urban Screens 2005
Digital Humanities

- Combines the methodologies from traditional humanities disciplines (such as history, philosophy, linguistics, literature, art, archaeology, music and cultural studies) and social sciences
- Mapping the exchange and transmission of ideas in history and studying the evolution of language and culture over the centuries
- Digital humanities incorporates both digitized and born-digital materials
- Digital humanities foster collaboration and traverse disciplines and methodological orientations
- Analytic tools provided by computing including Hypertext, Hypermedia, data visualization, information retrieval, data mining, statistics, text mining and digital mapping and digital publishing

Manual of divination in runic Turkic, 8th century held in The British Library
Digital Humanities Centre activities

**Collaboration** – working with national and international partners to develop digital humanities expertise and resources

**Exploration** – Assisting research centres within the University and externally to apply digital humanities methodologies to explore diverse issues

**Preservation** – supporting the digitization and conservation of manuscripts, artifacts and archaeological sites

**Curation** – creation of digital exhibitions and publications providing diverse journeys through digital resources

**Interpretation** – Using digital humanities methodologies and data sets to answer questions that would not be possible using traditional scholarship.

**Dissemination** – Making digital resources available to support learning and research at all levels
Digital Library core activity hubs

Social Hub:
active area with a wide range of activities including reception, informal gathering and conversation by visitors, eating/ drinking, viewing of digitally inspired art and performance pieces.

Work Hub:
a range of individual and group work settings possibly including ‘on demand’ meeting rooms, video conferencing and reprographic services

Research and learning Hub:
wide range of research and learning settings that will support both individual and group activities

Skills Hub:
home base for information and technology specialists

Support Hub:
IT infrastructure and administrative support facilities
Digital Library Space Model

Support hub
(admin and systems support)
- server rooms
- data stores

Staff space

Skills hub
(information specialists)
- staff home base
- help desks

Private
- meeting rooms

Research/Learning hub
- lecture theatre/cinema/performance space
- media clusters for group work
- media centres (enclosed rooms)
- classrooms for educational programme
- multimedia training centre

Invited

Cafe
- informal meeting area

Public
- exhibition/display/interactive exhibits
- family history centre
- media walls
- multimedia supplies/IT store
- lockers

Social hub

User space
- touchdown workspace

Work hub
- multimedia art installation/residencies
- innovation space
- reprographics
- partner space

Source: DEGW/ British Library

The future library landscape
Digital Library: visualisation of external public spaces

Source: DEGW/ Sketch Studio
Digital Library: visualisation of Social Hub and public areas

Source: DEGW/ Sketch Studio
Digital Library: visualisation of Research Hub

Source: DEGW/ Sketch Studio
The future library landscape

Library classroom and individual study space
University of Santa Clara, California

Individual study space, general library area,
University of Santa Clara Library, California

Technobooth, University of Bournemouth Library, UK

Project room, University of Santa Clara Library, California
Cave (2) at Monash University
Additional Hubs in an extended Digital Library

**Business hub:** space and service offerings supporting and enhance the business related activities of the library
- work and meeting areas
- office support
- serviced offices
- incubator spaces for new businesses
- hotel

**Education Hub:** facilities to support national and international universities
- shared teaching spaces
- student home bases for national/international institutions
- administrative space for other institutions
- space for collaborative research projects involving library digital resources
Digital Library: possible extended space model

Source: DEGW/ British Library
Digital Library: visualisation of Business Hub

Source: DEGW/ Sketch Studio
Digital Library: visualisation of Academic Hub
The future library landscape

It classroom, University of Missouri – St Louis, USA
Expanding the library landscape

School libraries

Joint use libraries

Public libraries

Joint use libraries

Academic libraries

Community Learning Centres
Technology Access Centres
Events & Performance spaces
Government Service Centres
Maker spaces
Co-work spaces
Digital Scholarship Centres
Business & Intellectual Property Centres
"The library of the future is a little bit like an airport for books or a convention centre for the meeting of minds ....so a place like an old fashioned Italian piazza where one can sit and sip your coffee and stroll leisurely or act as a marketplace, exchanging and trading information and knowledge.

This is happening at the same time in a physical space as well as in a virtual space and the interface between the physical and the virtual space is going to be crucial for our envisioning of the library of the future."

Massimo Riva, 2012
Professor of Italian Studies
Director of the Virtual Humanities Lab at Brown University
Exercise: Imagine your perfect library …..

Describe the future library experience you want to create.

What will make people want to come to your library?

What are the biggest challenges in making this happen?

Who could you partner with to make this vision a reality?
Thank you.

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