Brooks Memorial Library Technology Committee
Minutes
April 24, 2019, 4:30 p.m.

Called to order at 4:33

**Minutes:** approved

**Public comment:** none

**Continuing business: Update progress on survey**

We’ve edited it, and we’ll build it in Survey Monkey, which allows things to be randomized, so we don’t get skewed results from “survey fatigue.” We’re very close and just want to tweak the last bits. Matt explained the purpose of the survey within the website project (to enable us to identify tasks we want to develop for our informational interviews with website users). How are we contacting potential respondents? Social media, website, newsletter, etc. We’ll also direct people to the website version of paper version at the library. Survey Monkey will compile the information for us. We’ll just have to do the data entry for the paper forms and analyze the long answers.

**Timeline for survey:** Have the surveys analyzed so we can report at the next tech Committee meeting (May 22nd). The survey will be out for three weeks. Staff might be able to chip away at the data entry to enable us to meet that goal.

Next phase: We’ll review the results the Tech Committee on May 22. We might at that point already know the main areas of questions we want to ask in the interviews. It’s probably most effective for the small working group to develop those questions during our weekly work sessions, and we’ll run them by Julie at Green River. We’ll conduct interviews after the first week of June, after the book sale.

Will there be a way to report back to the community right away? Yes, stuff like how many responded, what the themes seemed to be, etc.

**New business: Tech visioning connected to strategic plan**

We brainstormed, from the service priorities in the plan:

*Stimulate the imagination of library users and support life-long learning.*

- Virtual reality glasses, go to ancient Rome! Engage seniors with virtual reality, people with limited mobility.
- Augmented information on the art
- Small rooms where people can work quietly with their own technology or use technology that makes noise without bothering others
- More creative software options on a wider variety of machines
- Library input to community projects, e.g. Kipling activities
• Tech Tuesdays – tech topic every week

Engage the community through outreach, awareness, and collaboration

• Bring tech workshops out into the community
• Use tech to highlight the amazing people-resources already existing, e.g., Youtube talk of the week highlighted on our website. If you missed Jill Lepore, here’s a talk she did at ___.
• Rebroadcast first Wednesdays, etc. in the meeting room on a regular basis—AND take it out to spaces in the community, especially places like Red Clover where people might not get out as much.
• Digital conversion machines so people can digitize their slides, cassette tapes, etc. If portable, take to a community of seniors. VHS conversion too.
• Circulating internet hot spots.

Support young learners from early literacy on.

Empower teens with resources for education, entertainment, and engagement.

• Tech isn’t just screens! Audiobooks for kids who love to listen even if they don’t love to read off the page.
• Circulating devices for audiobooks and other kinds of engagement.
• More active training on use of smart phones for listening. Weekly digital media example of the week. Gear it toward different ages, and families.
• Mentoring families on what’s good for your kids. The launch pads by Playaway, with educational apps, no connection to internet.
• High school kids community service. Build a program for kids to do tech education for folks who don’t have teens in their life.
• 3-D printer, makerspace, more room
• Video games Kanopy equivalent for teens. Also space and dedicated stations for games here.
• A third floor for the children and teens! It could be floating in the sky!

Provide welcoming physical and virtual spaces for library users

• The little rooms, the devices, etc. More comfortable public access computers.
• Friendly furniture for tech users.
• Live wall, sort books and move them around. You can interact with it. The kids can program it!
• Planetarium, telescopes. We already have binoculars.
Foster technological understanding and participation in an interconnected world.

Develop information literacy in library users of all ages.

- Teach people research skills.
- Ambitious media literacy program to get beyond Facebook-level sharing of reliable news sources
- Citizen journalism/citizen science. Library offering a platform for people in community who need a place to organize their data, store it
- Information literacy about privacy – programs, training, etc.
- Our own internal inventory of privacy as it relates to all our digital services

It might be fun at our next meeting to review these brainstorm ideas and come up with the top ones. That can be reported back to the Board.

**Next meeting:** May 22\textsuperscript{nd}, 4:30