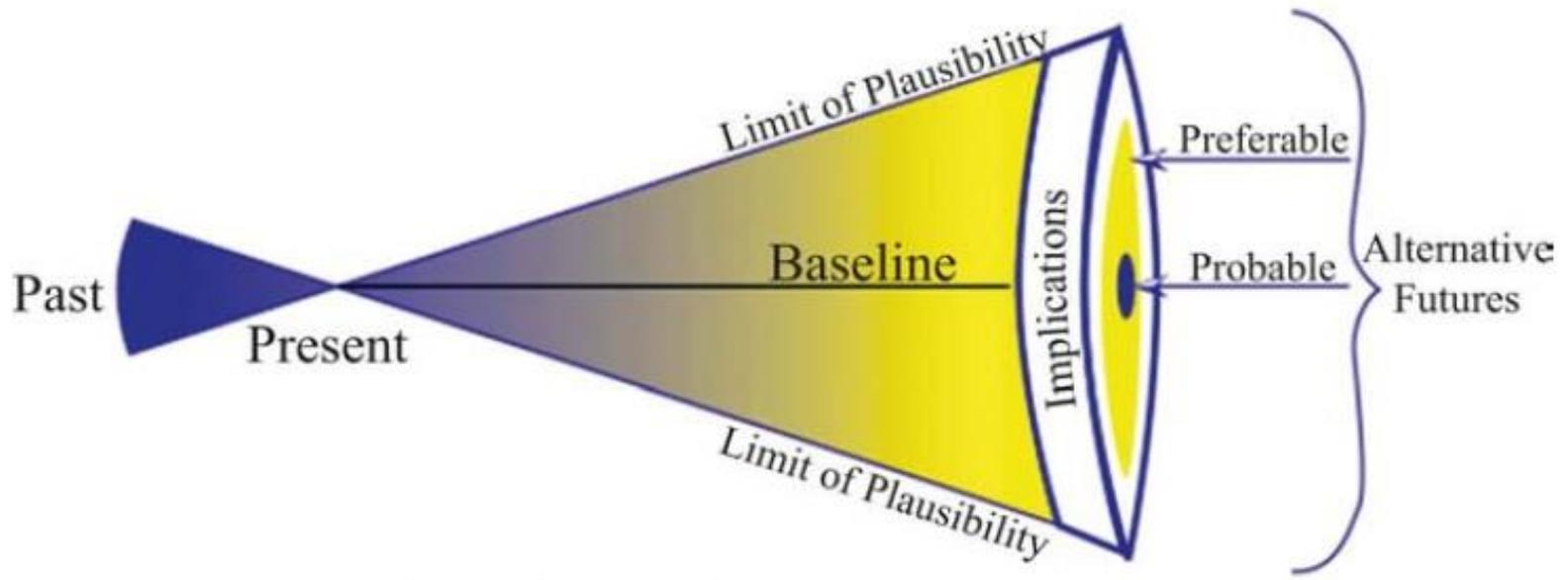


Trends for Academic and Research Libraries: Learning with ALA's Center for the Future of Libraries

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Universitarias y Especializadas
1 June 2016



The future is many, not one

Source: Bishop (2007)

SOCIETY

TECHNOLOGY

EDUCATION

ECONOMICS

**POLITICS
&
GOVERNMENT**

ENVIRONMENT

DEMOGRAPHICS



ACCESS

CIVIC
COMMONS

CREATION
&
EXPRESSION

DEMOCRACY

DISCOVERY

DIVERSITY

EDUCATION

INTELLECTUAL
FREEDOM

LITERACY

PLACE

PRESERVATION

PRIVACY

PUBLIC
DISCOURSE

SERVICE



The Center for the Future of Libraries works to:

- Identify emerging trends relevant to libraries and the communities they serve
- Promote futuring and innovation techniques to help librarians and library professionals shape their future
- Build connections with experts and innovative thinkers to help libraries address emerging issues

AGING
ADVANCES

ANONYMITY

BADGING

COLLECTIVE
IMPACT

CONNECTED
LEARNING

DATA
EVERYWHERE

DIGITAL
NATIVES

DRONES

EMERGING
ADULTHOOD

FANDOM

FAST
CASUAL

FLIPPED
LEARNING

GAMIFICATION

HAPTIC
TECHNOLOGY

INCOME
INEQUALITY

INTERNET
OF THINGS

MAKER
MOVEMENT

PRIVACY
SHIFTING

RESILIENCE

ROBOTS

SHARING
ECONOMY

UNPLUGGED

URBANIZATION



Fandom refers to a community of people who are passionate about something, whether it's a film, a band, a television show, a book, or a sports team. [1] The growing availability of media and social networks have provided individuals more opportunities to discover content and then more easily find groups of like-minded people with whom they can share and exchange proof of their fandom (discussions, writing, art, etc.).

How It's Developing

For many, the idea of fandom may be most readily associated with the television series Star Trek and the Trekkies who led letter-writing campaigns to extend the series and attended conventions where they met the actors and creators of the series. Fandom, however, might find even earlier origins in the Lisztomania frenzy over the pianist Franz Liszt, the fans of the Sherlock Holmes detective stories, die-hard sports fans, or even the music fandoms of Sinatra, Elvis, or the Beatles.

Notes and Resources

[1] "The Geek Grandpa: Leonard Nimoy's Pivotal Role in the Rise of Fandom." Lynn Zubernis. Raw Story. March 5, 2015. Available from

<http://www.rawstory.com/2015/03/the-geek-grandpa-leonard-nimoys-pivotal-...>

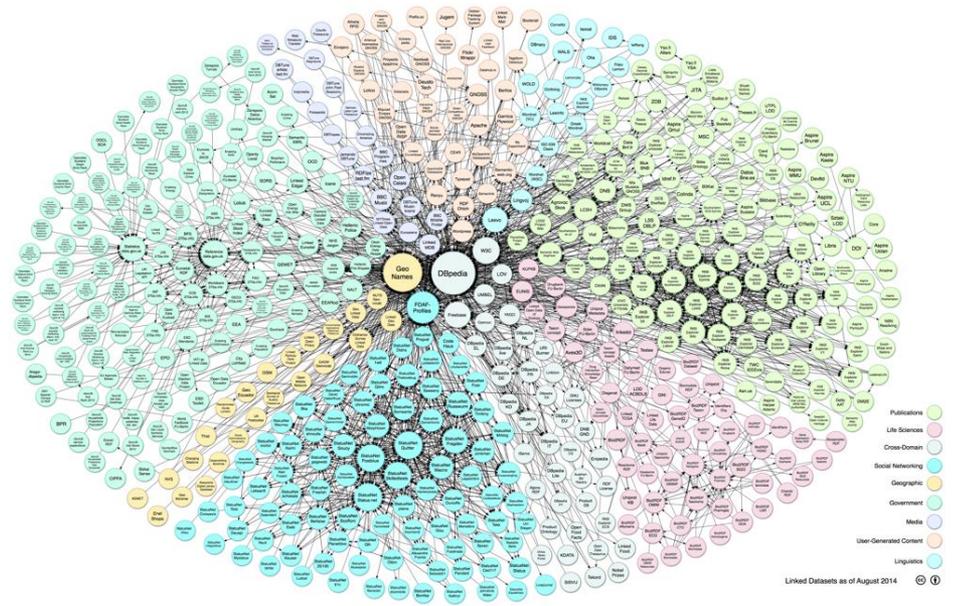
[2] "A Beginner's Guide to Fandom." Aja Romano. The Daily Dot. August 7, 2012 (Updated July 2, 2015). Available from <http://www.dailydot.com/culture/beginners-guide-fandom-fanworks/>

Why It Matters

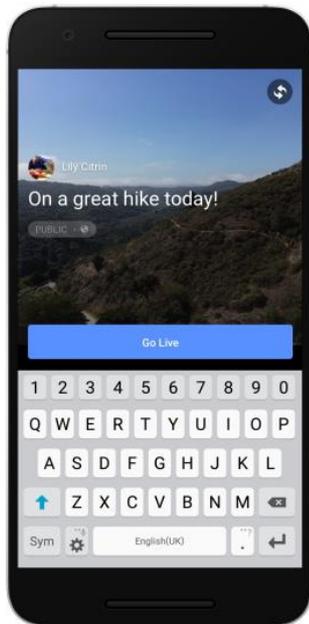
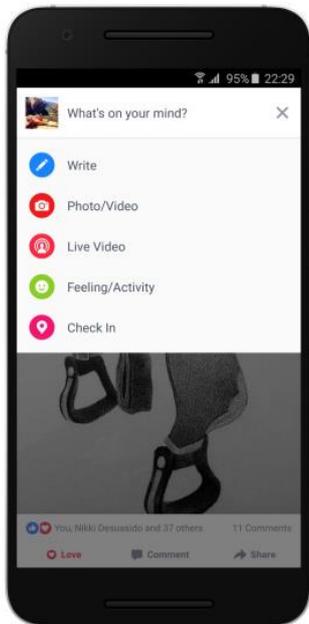
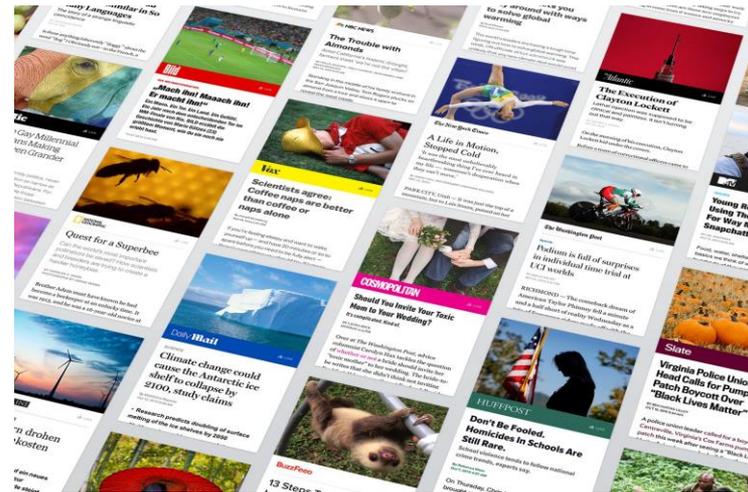
As cultural institutions that preserve and provide access to books, video, music, and an increasing array of media, fandoms may be obvious partners in promoting literacy, engagement with culture, and media creation.

Fandom increasingly assumes active creation – writing, recording, drawing, remixing, role-playing – rather than just passive consumption of media. [13] This could make it an important space for libraries to design programming and ...

DATA
EVERYWHERE



<http://www.discovershadow.com>



MAKER MOVEMENT



CONNECTED LEARNING

BADGING

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5.4GHz
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1.2 GHz
-  **Cellular**
700MHz-2.4GHz

-  **Made for all phones**
(2 sizes)
-  **Designed in NY**
-  **MADE IN USA**

by Adam Havey x Johanna Bloomfield





4 Steps From Jane McGonigal



**Collect
signals from
the future**

**Combine
signals into
forecasts**

**Create
personal
foresight**

**Play with the
future**



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