Circulating iPads & Media Mentorship:

Launching a Comprehensive and Successful Program for Library Patrons
Former Tech Loan Programs

- **NOOKs / Kindles**
  - Implemented in 2012 – tremendously successful for first 3 years due to new concept of mobile technology
  - 41 genre specific, preloaded devices
  - 50-65 books preloaded on each device
  - 100% grant supported
  - Check-out parameters – 3 weeks (no renewals), children & adults eligible

- **Netbooks**
  - Implemented in 2012 with NOOK program
  - 15 devices
  - 100% grant funded – purchase of devices only
  - Check-out parameters – 5 hours in library only, adults eligible only
  - Primary usage now - programs
New Tech Loan Programs

- iPads – New
  - 10 iPad Air 2, WIFI only
  - Grants funds purchased devices and various apps
  - Check-out parameters – 5 hours in library only, all ages eligible
  - Bluetooth keyboards available

- NOOKs / Kindles – Revised
  - 14 devices - paired down from 41
  - Content combined that makes sense

- Netbooks – No Change
Items to Consider

- Collection Development Policy
  - Does the policy need altering to include purchasing apps?

- Content Filters
  - How can the library filter iPads to protect younger patrons?

- Staff Training
  - How is the library protecting patron privacy?

- Procedures
  - In-library use vs. Outside-library use
New Tech Loan Program

- Procedures
  - Include General User Agreement
  - Online/digital form
  - Perfect for parents to sign up their child for technology access for the year
  - Notes made on the patron account
  - Digital file saved on staff drive
Criteria or Selection – Children’s & Teens

- Avoid
  - Apps with ‘in-app purchase-options’
  - Apps with little to no advertisements
  - Avoid apps with limited / infrequent software updates

- Parents bombarded with mixed messages about apps
  - 1 million + apps on iTunes = 80,000 of them are marked as “educational”

- Select apps based on intended library use
  - Programming purposes
  - Individual interaction
  - Group interaction
Sources for Apps – Children & Teens

- **Primary Sources**
  - American Association of School Libraries – AASL
    - Best apps for teaching & learning
    - Other years available
  - Association for Library Service to Children
  - American Academy of Pediatrics
  - YALSA – Young Adult Library Services Association

- **Secondary Sources**
  - Common Sense Media
  - Smart Apps for Kids
  - Kirkus Review
    - Other years available
Recommended Apps - Children

Books
- **Metamorphabet** – explore letters and words. Age: 2+. ALA Top Apps 2016
- **Professor Astro Cat’s Solar System** – join a fact-filled mission to learn about the solar system. Age: 6+. ALA Best App 2016
- **Disney Animated** – fascinating, hands-on look at Disney’s animation studios. Ages 5+. Common Sense Media reviewed & ALA Best App 2014

Humanities & Arts
- **Tiny Bop Homes** – discovery app, introduces different cultures, places, language. Age: 6+. ALA Best App 2016
- **Fam Bam** – engages children with tone, love of music & cartoon animation. Age: 2-7. ALA Best App 2013
- **MoMA Art Lab** – allows children to engage, create and play with art. Age: 6-8. ALA Best App 2016
- **NMAAHC Mobile Stories** – experience the National Museum of African American History & Culture virtually. Age 5+. ALA Best App 2017
Recommended Apps - Children

- **STEM**
  - **Attributes by Math Doodles** – 7 challenges that encourage children to interact, discover using math principles. ALA Best App 2016.
  - **NASA** – Explore NASA and discover images, videos, mission information, news, and NADA TV. Age: 5+. ALA Best App. ALA Best App 2013

- **General**
  - **GeoExpert** – Game-based app testing children’s knowledge of World Geography. Age: 9+. SLJ reviewed.
Recommended Apps - Teens

- **Books**
  - **Overdrive (through BPL)** – digital ebooks & audiobooks for teens. Age: 13+
  - **Shakespeare’s Sonnets** – experience content as read by Shakespearean actors and scholars. Age: 13+. ALA & AASL Best Apps 2017

- **Humanities & Arts**
  - **Spies of Mississippi: The Appumentary** – important story of democracy and civil rights. Ages 13+. ALA Best Apps 2016
  - **StoryCorps** – sharing humanity's stories to build connections between people. Ages 13+. ALA Best Apps 2016
  - **Newsela** – daily news at all reading levels. Ages 13+. ALA Best Apps 2016
  - **Kings & Queens: 1,000 Years of British Royal History** – bringing European history, from battles to scandals to life. Ages: 13+. SLJ reviewed
Recommended Apps - Teens

**STEM**

- **Desmos Graphing Calculator** – advanced graphing calculator that includes powerful features. Age: 13+. Common Sense Media 5 star review
- **Swift Playgrounds** – coding app to help older children learn SWIFT coding language, the language to create IOS apps. Age: 13+. SLJ Reviewed Top Tech 2016
- **Incredible Numbers** – interactive guide that explores complex math concepts and adds graphics to show the beauty of math. Age: 13+. SLJ Top Apps for 2014
- **Science 360** – science and engineering news all designed to engage the user in visual explorations through photos, videos & text. Age: 13+. ALA Best Apps 2013

**General**

- **Dropbox** – allows users to upload, share and access documents. Ages: 10+ALA Best Apps 2013
- **Google Keep** – note-taking service; sharing notes, save research. Age: 13+. ALA Best Apps 2017
- **Tutor.com (through BPL)** – online free tutoring. Age: 10+
Criteria or Selection – Adults

- Adults utilize mobile technology differently than children or teens
  - Streaming services – primary reasons for mobile devices
  - 2016 - 49% of adults used mobile devices to check news
  - 2016 - 49% of adults used the library to sit down to use media, read, watch videos and study

- Podcast listening
  - Continues to be a growth trend among adults
  - Pew Research Center (2016) – 21% of American 18+ listened to podcast in last month, 64% done on mobile device

- Reading Trends
  - Increase in audiobook use – 2011 (17%) to 2016 (28%)
Recommended Apps - Adults

- **Books**
  - Overdrive (through BPL) – digital ebooks & audiobooks for adults.
  - Overcast – powerful podcast player
  - Stitcher Radio – podcast all that works like a radio, allowing users to stream from popular podcasts

- **Entertainment**
  - Pandora – free streaming music
  - Crackle – fee streaming movie and TV app by Sony
  - TED – videos on all subjects
  - Duolingo – foreign language for adults and children covering multiple languages

- **News**
  - Any news sources - Fox News, BBC, ABC News, AP News, etc.
  - Weather Channel – accurate forecasts and timely weather alerts
Digital Literacy

- Continues to grow as important library service
  - 94% of respondents said libraries should offer programs to teach people, including kids and adults, hot to use digital tools such as computers & mobile devices – Pew Research

- DigitalLearn.org for your Library - PLA
  - Provides digital literacy training as a service for libraries
  - Libraries can set up their own branded DigitalLearn website, accessible to patrons at any time
  - Multiple activities available including instructions on app based products: Dropbox, Google Drive, Social Media

- BPL Tech Card Program
  - Collaborating with school librarians on digital resources
Media Mentorship

- **Definition:** Teaching children and families how to use different forms of media as a tool to create, connect and learn
  - Youth require mediated & guided experiences with digital media for experiences to translated into productive digital literacy skills
  - Without guidance from a guardian, youth will spend more time on lower-quality web sites / activities that won’t help develop school-based skills

- IMLS asserts libraries as essential community digital hubs

- Media mentors provides recommendations to meet family’s stated or implied needs through direct interaction
  - Programs
  - Providing access to technology
Media Mentorship

- Content
  - The subject matter children are exposed to and using daily
  - Interactive content – is it different at different age groups?

- Context
  - The circumstance or setting where children are interacting
  - Differentiating between background media and effective media

- Child
  - Recognizing the individual child and the needs of that child
  - What do children learn at different ages
Media Mentorship @ BPL

- Provide physical devices with appropriate, reviewed educational content – all ages
- Providing interactive engagement station in children’s department for children and parents to participate together
- Collaboration between children’s and adult departments on programming
  - Media mentorship series for parents
  - Discussing different forms of digital media experiences that translate into lifelong learning skills
  - Introducing different forms of digital literacy formats into existing story times or programs
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