



Circulating iPads & Media Mentorship:

Launching a Comprehensive and Successful Program for
Library Patrons

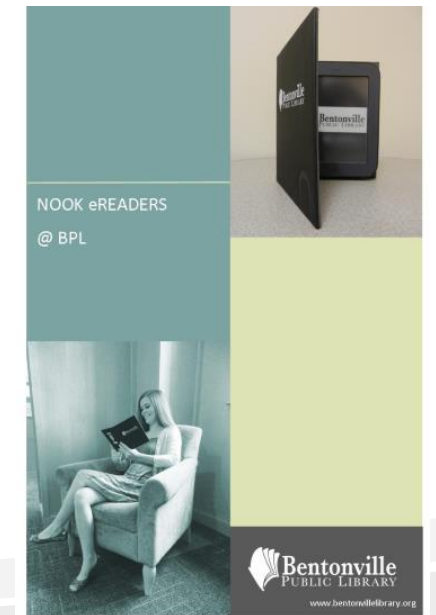
Former Tech Loan Programs

□ 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

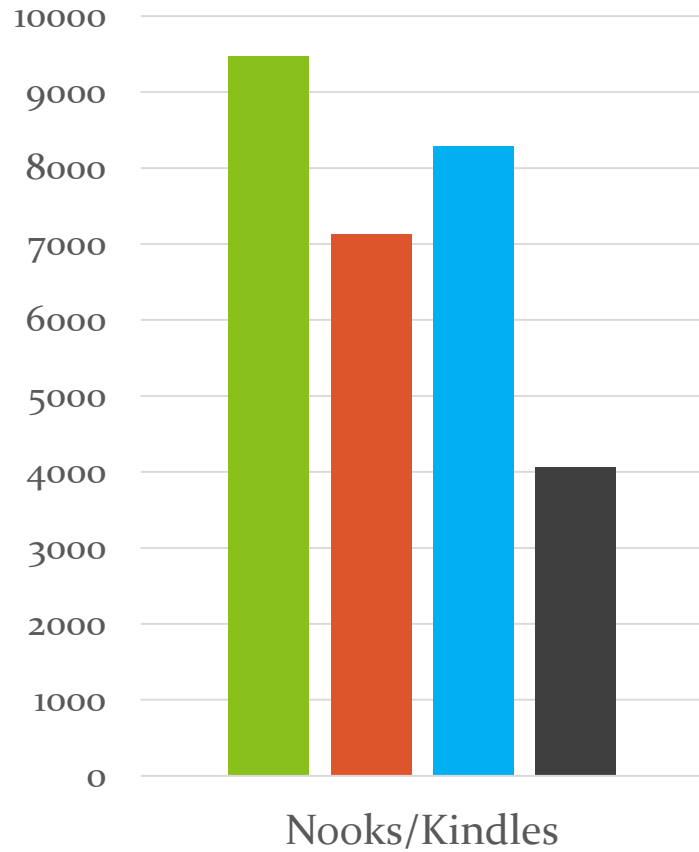
□ Netbooks

- 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

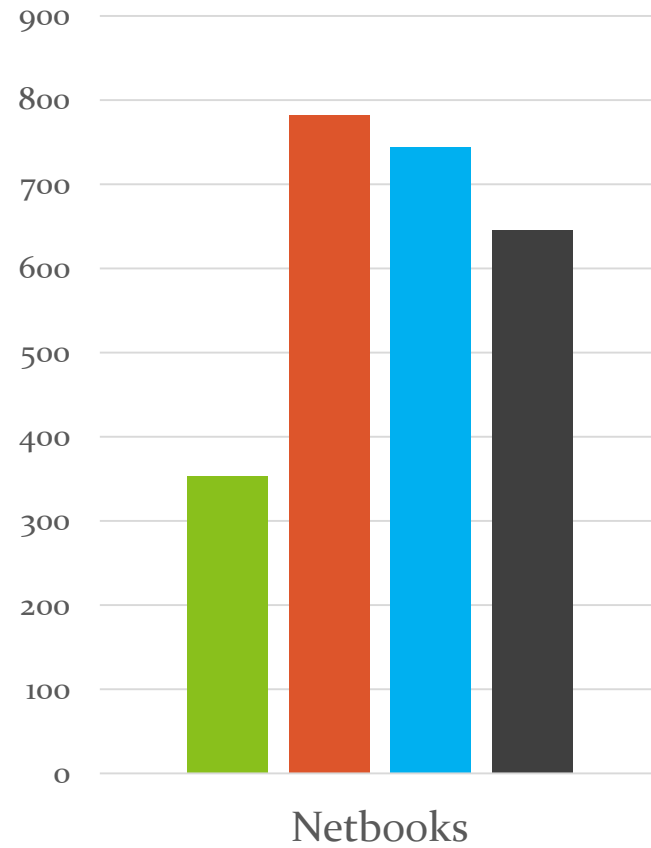




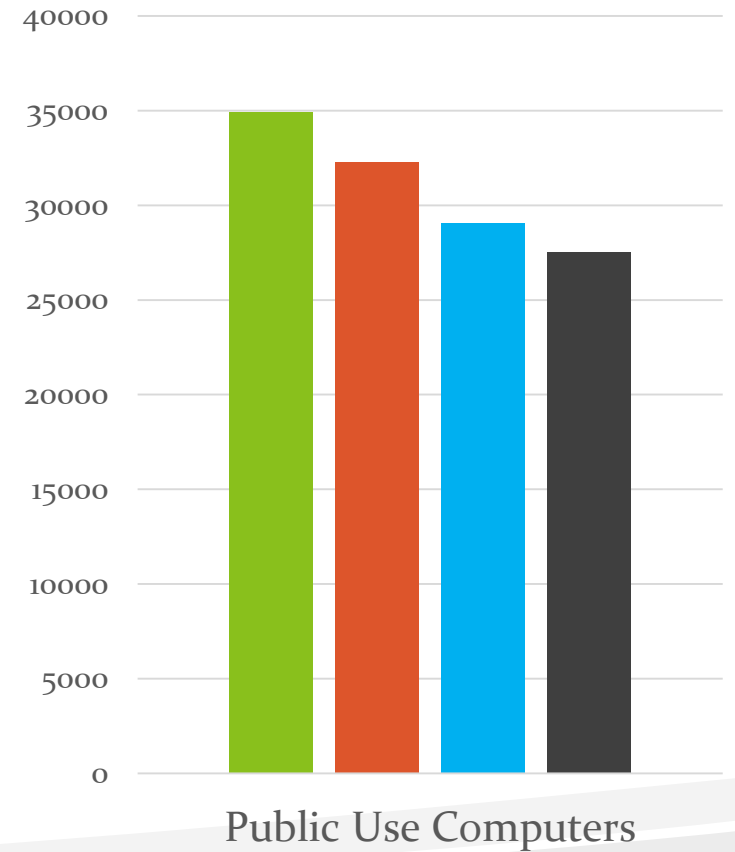
Usage Trends @ BPL



■ 2013 ■ 2014 ■ 2015 ■ 2016



■ 2013 ■ 2014 ■ 2015 ■ 2016



■ 2013 ■ 2014 ■ 2015 ■ 2016



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



General Technology User Agreement

Guidelines for Borrowing and Use

- Borrowers must be at least 18 years old, or have parental consent
- Have a library account in good standing
- Check out period is 5 hours, in-library use only (Netbooks & iPads), 3 weeks (NOOKs & Kindles)

I Agree:

- Return to Staff & On Time: To return the device at the Circulation desk. If returned to a drop box, I will be charged a \$50.00 technology fee for unnecessary risk to the device.
- Responsible for Costs: To pay full repair and/or replacement costs should the device, and/or any peripherals, be lost, stolen, not returned or damaged in any way.
- Collection Agency: If necessary, BPL will involve a collection agency to recover the device or replacement costs. Involvement of a collection agency will add a \$10.00 Long Overdue/Administrative fee.
- Removal from Building: Devices cannot be removed from the library, except Nooks. Removal of any device will result in the instant termination of your session and may be considered stolen. The Bentonville Police will be notified and library privileges may be revoked.
- User Responsibility: The Library is not responsible for any loss, liability, damages or expense resulting from, use or misuse of the device, when checked out to the me. No device should not be left unattended.
- Files: The library does not assume responsibility for lost or corrupted files for any reason, such as hardware failure, or network interruptions.
- Computer Use Policy: Device use is subject to the computer use policies of the library. All users attest that they have read and will adhere to the policy.

General Agreement and Parental Authorization:

By signing below, you acknowledge that you have read the Bentonville Public Library General Technology Agreement Policy and agree to the terms and conditions set forth in the policy.

User Information:

Print Customer Name: _____ Library Card #: _____

Customer Signature: _____ Government ID: _____

Guardian Information:

Parent/Guardian Name: _____ Parent/Guardian Library Card #: _____

Parent/Guardian Signature: _____

Replacement Costs

iPad device	\$379	NOOK/Kindle device	\$150	Netbook ThinkPad Laptop	\$700
Power Adapter	\$15	Charger	\$10	Bluetooth Mouse	\$32
USB Cable	\$5	USB Cable	\$15	Power adapter & cord	\$75
Protective Cover with Logos	\$35	Protective cover with logos	\$45	Software & licenses	\$78
BPL iPad bag with logos	\$10	BPL NOOK/Kindle bag with logos	\$10	BPL Netbook bag with logos	\$10
TOTAL	\$525	TOTAL	\$230	TOTAL	\$895

Bentonville Public Library . 405 S Main Street . (479) 271-3192 . www.bentonvillelibrary.org

General Technology Loan Agreement

Return to Staff On Time: To return the device directly to a library staff member at the Circulation desk who will check in and to NOT return the device to a drop box. If returned to a drop box, I will be charged a \$50.00 technology fee for unnecessary r

Responsible for Costs: To pay full repair and/or replacement costs should the device, and/or any peripherals, be lost, stolen, not returned or damaged in any way (e.g. water, stained, torn, broken or cracked).

Collection Agency: If necessary, BPL will involve a collection agency to recover the device or replacement costs. Involvement of a collection agency will add a \$10.00 Long Overdue/Administrative fee.

Removal from Building: are not to be taken outside of library building premises. Removal of any device will result in the instant termination of your session and may be considered stolen. The Bentonville Police will be notified and computer and/or li

User Responsibility: The Library is not responsible for any liability, damages or expense resulting from, use or misuse of the device. Any use of the device for illegal purposes, or unauthorized copying of copyright-protected materials in any format i

Files: The library does not assume responsibility for lost or corrupted files for any reason, such as hardware failure, or network interruptions.

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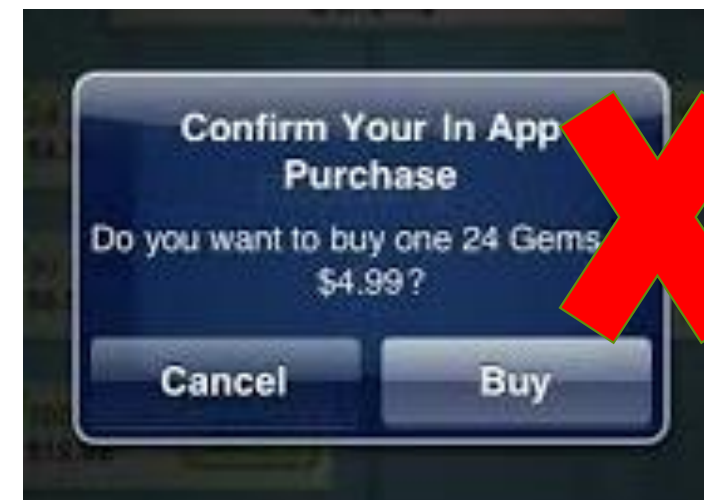
User Information:

Name



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
- [School Library Journal – Top 10 Apps 2016](#)
 - 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



American Association
of School Librarians



KIRKUS
REVIEWS

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
- [Loose Strands](#) – novel where children choose what happens next through traditional & interactive storytelling. Ages 5+. Best App for Children Digital Book Awards 2015, ALA & AASL Best App 2015



□ Humanities & Arts

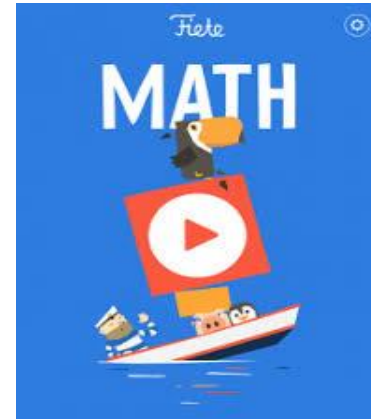
- [Tiny Bop Homes](#) – discovery app, introduces different cultures, places, language. Age: 6+. ALA Best App 2016
- [Fam Bam](#) – engages children with tone, love of music & cartoon animation. Age: 2-7. ALA Best App 2013
- [MoMA Art Lab](#) – allows children to engage, create and play with art. Age: 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

- [Fiete Math](#) – concepts of addition, subtraction, multiplication & division. Age: 4+. SLJ Top App 2016.
- [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 NASA TV. Age: 5+. ALA Best App. ALA Best App 2013
- [The Everything Machine](#) – use simple programming language to connect, control, invent and play. Age: 4+. ALA Best App 2016.



General

- [GeoExpert](#) – Game-based app testing children's knowledge of World Geography. Age: 9+. SLJ reviewed.
- [Zcooly Time Ranch](#) – 3D graphics to help tell time on both digital & analog clocks. Age: 5-9. Geeks with Juniors Best App 2016.
- [Writing Wizard](#) – customizable tracing practice and teaching letters with fun rewards. Ages: 3+. Common Sense Media reviewed, best apps for special needs.



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](#) – free streaming movie and TV app by Sony
- [TED](#) – videos on all subjects
- [Duolingo](#) – foreign language for adults and children covering multiple languages

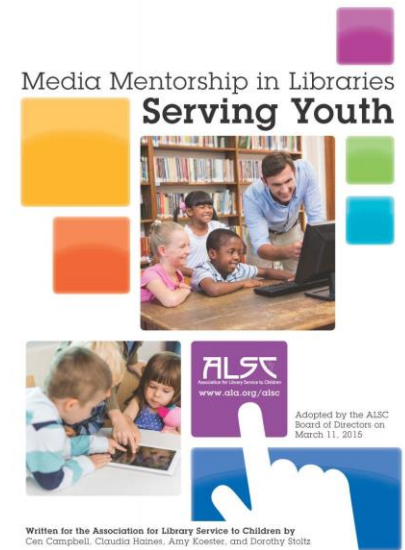


□ News

- Any news sources - Fox News, BBC, ABC News, AP News, etc.
- [Weather Channel](#) – accurate forecasts and timely weather alerts

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

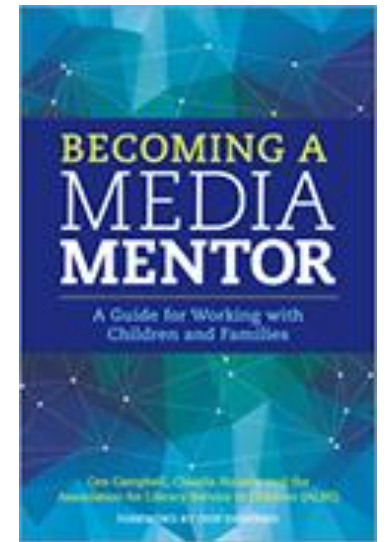
- The subject matter children are exposed to and using daily
- Interactive content – is it different at different age groups?

□ 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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