NEFLIN TECHNOLOGY CONFERENCE 2017

Date: Friday, June 2, 2017

Time: 9:00 am – 4:00 pm

Location: St. Johns County Convention Center at Renaissance World Golf Village Resort, St. Augustine

Registration: $35.00 NEFLIN Members
(includes lunch) $65.00 All Other FL Library Staff

Keynote Speaker: **Nicole Hennig**

Payment by check: Invoice will be sent after the conference.
Payment by credit card: PayPal link included in registration.

Wondering how to choose the best session for you?
Concurrent session topics are organized by skill level, type, and audience.

Skill Level

Beginner: Limited experience or prior topic knowledge; no prerequisite skills required

Intermediate: Basic core competency or knowledge of the topic; some prerequisite skills or knowledge required

Type

Traditional: Lecture-style conference presentation highlighting a technology, resource or service

Workshop: Offers participants an interactive learning experience demonstrating a procedure, skill, or technique; includes ample time for interaction, participation, and involvement

Table Display: Intended to be interactive and allow attendees and presenters to share within a hands-on environment demonstrating items, tools, and resources, with the goal of spreading innovative learning opportunities across the NEFLIN region

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Concurrent Session #1: 11:00 am – 11:45 am

***Exploring Cost Effective Augmented Reality & Virtual Reality Options for Your Library* with Sandy Avila**: Augmented Reality and Virtual Reality are known technologies that have been around for the last 10 years. Now with the current Pokémon Go! craze, AR in particular has become more well known. Utilizing AR and VR technology in your library isn't as difficult as it may seem. This hands on session will cover a workshop with a lecture based learning component along with a hands on approach that will allow participants to play with the technologies during the session. Practical examples of AR and VR technology uses in a library setting will be explored and presented. Learning objectives: to understand AR and VR technology, their differences, and to learn about cost effective hardware and software applications which can easily be used at your library. Learning Outcomes: To understand the difference between AR and VR, how it works, and how to implement these technologies easily in a library setting with little to no cost.

Skill Level:	Beginner
Type:	Workshop
Audience:	Academic; Public; School; Special

***Hands On Coding with Dash & Dot* with Lauren Wade:** Learn how to incorporate robotics into your library makerspace! This workshop will showcase Dash & Dot robots that allow students to learn and apply coding and robotics concepts. This workshop will offer ideas and introductions to starting your own robotics programs in your library. We will investigate the five apps created by Make Wonder that support coding concepts at many different grade levels. Through collaboration we will discover different ways to engage students in computer science and coding. No prior knowledge of coding needed! You will walk away with ideas for library implementation this school year!

Skill Level:	Beginner
Type:	Workshop
Audience:	Academic; Public; School; Special

***Helping Users Organize their Digital World* with Diana Silveira:** During this interactive workshop, we will focus on helping our users: - Make Mobile Devices work more efficiently - Understand Settings and how they affect battery life and more importantly privacy - How to cross sync devices so information is accessible when they need it.

Skill Level:	Beginner
Type:	Workshop
Audience:	Academic; Public; School; Special

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***Getting Real with the Library* with Samuel R. Putnam and Sara Russell-Gonzalez:** The relentless progress of technology has always stimulated librarians with its potential for aiding and galvanizing their patrons. Perhaps no recent technology has represented that fervor more that augmented reality app Pokémon Go as millions of people were mobilized to "catch 'em all." Beyond Pokémon Go, virtual reality hardware such as PlayStation VR, HTC Vive, Oculus Rift, and Google Cardboard have flooded the market as our avenues for information are widening to accommodate the technology. Libraries, academic, public, school, and special, can all use and include these technologies in their programs with relative ease. This session will define virtual and augmented reality, differentiate between the two, and equip participants with the ability to recognize these technologies in use. Participants will be introduced to virtual and augmented reality tools for libraries, primarily those that can be used on smart devices or with additional minimal expense. Examples of successful cases of implementation within libraries will be shared and examined. Lastly, the workshop session will introduce participants to designing virtual and augmented reality-enhanced programs for implementation within their library. Regardless of their type of library, a simple step-by-step plan for creating and launching these exciting technologies in their libraries.

Skill Level:	Beginner
Type:	Workshop
Audience:	Academic; Public; School; Special

***Privacy & Security: the Fear, the Hype, and What You Can Do About It* with Nicole Hennig:** If you read today's headlines about security, you might want to go back to fax machines and snail mail. Or you might assume that privacy is dead and we may as well get used to it (you have nothing to hide, right?) While there is no such thing as foolproof security and privacy, there is a middle ground you can find by understanding and using particular techniques. We are in a world where mobile technologies are everywhere and we need to use them to be productive and to enjoy creative activities. We'll look at media hype compared to expert opinions and show what you can do to protect yourself. We'll look at statistics on the likelihood of each bad thing that might happen. You'll come away with resources for learning more, and confidence in taking reasonable steps to protect your online privacy and security.

Skill Level:	Beginner
Type:	Workshop
Audience:	Academic; Public; School; Special

***Wikipedia and Libraries: Strategies and Opportunities for Collaboration* with Robert Fernandez:** Wikipedia is the sixth most accessed website in the world and the largest information resource in human history. As information professionals, librarians should be

familiar with a resource that all of their patrons are already using. This presentation by a librarian and Wikipedia administrator will provide a basic overview of Wikipedia and discuss ways how different kinds of libraries and librarians can engage with the encyclopedia regardless of their familiarity with it or their level of technological skill. These include edit-a-thons and other events, adding images and information showcasing special collections, using Wikipedia in the classroom and as a tool to teach information literacy, and how to use Wikipedia to steer patrons towards other resources.

Skill Level:　Beginner
Type:　Traditional Session
Audience:　Academic; Public; School; Special

TechSpace featuring NEFLIN Member Libraries: What is TechSpace? Just what it sounds like – a space to share technology. Member libraries are bringing their favorite devices and tools, both low-tech and high, to demonstrate and share. Just getting started with tech devices or Makerspace technology? Colleagues will help you explore the technologies used in their libraries.

Skill Level:　Beginner
Type:　Table Display
Audience:　Academic; Public; School; Special

Concurrent Session #3: 2:00 pm – 2:45 pm

2017's Top Tech Trends in Higher Ed: The NMC's Horizon Report Exposed with Sandy Avila: Join in on a presentation for the New Media Consortium's Horizon Report and the top tech trends in Higher Ed based on the Feb 2017 edition. A review of new trends in comparison with older reports will be highlighted. Libraries are essential partners for academic success and staying up to date with the tech trends is important to the creation of relevant library programming and liaison cooperatives. Creating new programming is an essential way to connect libraries with their educational partners. Time frames for future implementation of these trends, as well as suggestions for faculty/library partnerships in the sciences will be discussed. Learn about what the Horizon Report is, what the newest Tech Trends are, and how to begin thinking about them in a library setting. Understand which tech trends to implement in your library within the next 1, 2, and 5 year time-frames and understand how to use this report in making decisions regarding library budgets and services for the future.

Skill Level:　Beginner
Type:　Traditional Session
Audience:　Academic; Special

***The Business of Putting the Library Website Out of Business* with Michael Schofield:** Don't worry, this isn't a conspiracy theory talk. It's not one of those woo-woo future-of-libraries-is-in-outer-space talks. Instead, we are going to take a big-picture look at the near future of front end web design - one dominated by interfaces, APIs, virtual assistants, chatbots - and compare it with the recent machinations of library vendors that signal danger to the negotiating power libraries enjoy (but rarely take advantage of). As a spiritual follow-up to my talk at NEFLIN UX called "The Library Interface and the Business of UX," I make the case for the website's critical role to libraries' mission success, demonstrate how vendors are selling products to libraries that undermine that advantage, and suggest ways in which to respond. Attendees will walk away with insight about what current trends in web design imply about the future, as well as a strategic perspective that can immediately inform acquisition.

Skill Level:	Beginner
Type:	Traditional Session
Audience:	Academic; Public

***The State of Social Media: 2017 Update* with Dawn Jensen:** We've all seen the most recent changes with Facebook, LinkedIn, and Instagram. What are they? And how can they affect your library or institution? Do you understand the latest social media trends and how to use them? In this session, we will discover the most popular and useful platforms; Identify where your audience/patrons are and how to reach them; and what's next in the social media scene and how your library can take advantage of it.

Skill Level:	Intermediate (*attendees should have prior working knowledge of social media and currently use online platforms at work to support organizational activities*)
Type:	Traditional Session
Audience:	Academic; Public; School; Special

***TechSpace* featuring NEFLIN Member Libraries:** What is TechSpace? Just what it sounds like – a space to share technology. Member libraries are bringing their favorite devices and tools, both low-tech and high, to demonstrate and share. Just getting started with tech devices or Makerspace technology? Colleagues will help you explore the technologies used in their libraries.

Skill Level:	Beginner
Type:	Table Display
Audience:	Academic; Public; School; Special

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***Creating Social Content for Libraries* with Dawn Jensen:** Are you wasting time searching for content to post on social platforms? This seminar will cover ways to get started and how to repurpose great information on hand. Discover why informing your clients and patrons can be the best thing to post on Social platforms and how to do it.
Get a step-by-step process to:
- Create content that can be used over and over
- Blueprint your own content system
- Reuse and repurpose what you post online
- Create marketing visuals and graphics easily

Skill Level: Intermediate (*attendees should have prior working knowledge of social media and currently use online platforms at work to support organizational activities*)
Type: Workshop
Audience: Public; School

***Latest Games and Gadgets for Education and Innovation* with Brian Pichman:** Already have a makerspace, or thinking of expanding your makerspace? Join Brian Pichman of the Evolve Project as he shows you the latest and greatest games and gadgets for your library space. From circuits, to robotics, to augmented reality; this session will cover it all - and how to implement those technologies successfully in your library space. You will also have an opportunity to play and interact with the technologies.

Skill Level: Beginner
Type: Workshop
Audience: Academic; Public; School; Special

***Service Blueprint 101* with Michael Schofield:** The service blueprint is a low-fi, high-impact tool in service design for visualizing the complexity of the services that you provide. It's a bird's-eye view of the process your patron follows in completing a task - registering for a library card, for example – the intent is not to just observe that there are pain points, but *why* are parts of this process are painful? This zoomed-out, inclusive perspective is critical to understanding how all the moving parts of a service interoperate. In this hands-on workshop, I will introduce participants to the practical service blueprint, then teach them how to do it for themselves when they go back to work.

Skill Level: Beginner
Type: Workshop
Audience: Academic; Public; Special

***Summer Tech Camp in the Library: Encouraging Youth to Explore Technology* with Melody Royster, Sara Russell-Gonzalez, Suzanne Stapleton, and Christine Yip:**
Girls Tech Camp took place in July 2016 to encourage middle school-aged girls to explore emerging technologies, meet female researchers and become aware of potential STEM (Science, Technology, Engineering and Math) careers. The objectives of this discussion is to inspire and prepare participants to offer similar technology outreach to youth in their libraries. Participants will be able to identify age-appropriate software and technologies to conduct technology outreach programs for middle-school aged youth and recognize the challenges and opportunities of hosting a technology summer camp within a library. Participants will be invited to explore sample activities including creating a circuit-based greeting card. In this presentation, we will describe the motivation, technology and activities, logistical challenges, and the surprises we encountered holding our first Girls Tech Camp.

Skill Level: Beginner
Type: Workshop
Audience: Academic; Public; School; Special

CONCURRENT SESSION TOPICS:
Select ONE topic from each session to attend when registering