

Expanding Library Services in the Digital Age: The Search for [Almost] Equilibrium

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Outline

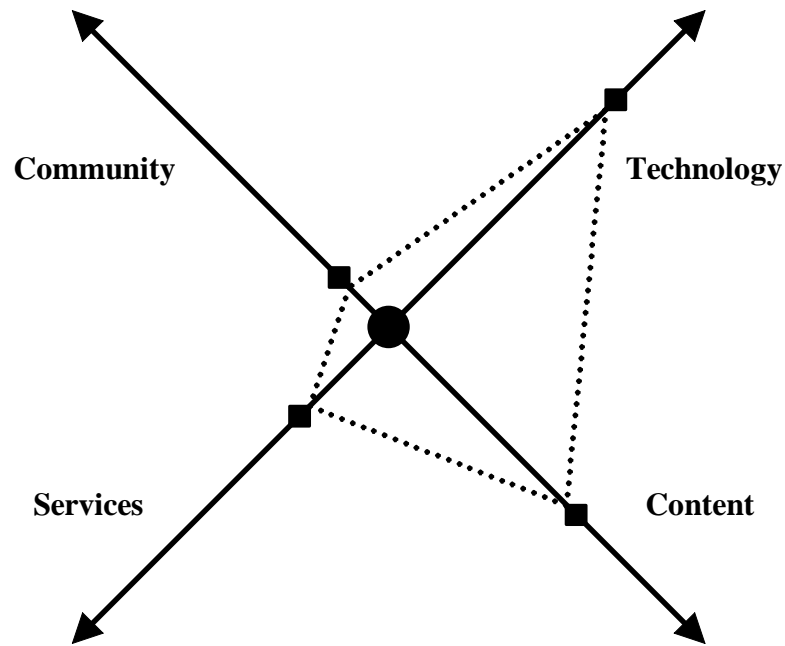
- Technology in context
- Change
- Complexity
- Variety
- DLs as extensions of PLs
- New augmentations

Technology in Context

- Technology demands attention (e.g., Moore's Law).
- Hype can hurt when resources are limited.
- People first, content second, technology third.
- The Internet is more about communication than information.

Focus on people.

Digital Library Design Space



Technology Requirements

- Infrastructure
 - high-speed networks, mass storage, CPUs
 - ubiquitous access (home, car, office)
- Access
 - indexing and search
 - overviews and previews
- Interfaces
 - GUI (graphical user interface)
 - multiple modes, mobile
- Software engineering
 - rapid prototyping, iterative design
 - interoperability and federated architectures

Change

- Today's IT change is not unprecedented.
- People are energy and time conscious.
- Technology changes quickly, people and institutions change slowly.

Attend to organizational change

Storage

3000 BC	Clay Tablets	1 character/cubic inch (cci)
1450 AD	Printed Page	500 cci
1990's	Optical Disc	125,000,000,000 cci

Today: 1000 300-page books on CD-ROM

Computation

5000 BC	Abacus	2-4 instructions per second (ips)
1945 AD	Computer	100's ips
1960's	Computer	100,000's ips
1970's	Computer	1,000,000's ips (MFLOPS)
1980's	Computer	10,000,000's ips
1990's	Computer	1,000,000,000's ips (GFLOPS)

Transmission of Information

4000 BC	Messenger	.01 words per minute (wpm)
1844 AD	Telegraph	50-60 wpm
1980's	Cable/Fiber	1,000,000,000 wpm (GBPS)
1990's	Fiber	100,000,000,000 wpm

"Within a decade or so we will be able to send all human knowledge past your house in a few seconds".

Eric Sumner, 1990 (President IEEE)

Human Processing

4000 BC Written Language 300 words per minute (wpm)

Today Written Language 300 wpm

4000 BC Visual Images 100,000,000 "bits per glance"

Today Visual Images 100,000,000 "bits per glance"

4000 BC Spoken Language 120 wpm

Today Spoken Language 120 wpm

Fundamental IS Concepts

- Appraisal
- Relevance
- Authorship
- Document
- Classification
- Diffusion/publication
- Information needs
- Search process (strategies)
- * Reuse/sharing
- * Representation and data structure
- * Design (both representation and mechanisms)

Key Library Functions

- Collection Development
- Preservation
- Access
 - cataloging
 - reference
- Manage
 - processes
 - resources

There are PEOPLE in digital libraries.

Gary Marchionini, UNC-CH

Complexity

- Human systems (including libraries) are inherently complex.
- “Perhaps networks just at the phase transition, just poised between order and chaos, are best able to carry out ordered yet flexible behaviors.” Kauffman, p. 90.
- The surprises in complex systems are not predictable.

Pay attention, be flexible, collaborate, trust human behavior-- Humans are good at adaptation; pattern matching.

Variety

- On the edge of chaos?
 - High variety
 - Hyperpersonalization
 - Universal access
 - Standardization
 - efficiencies of scale
 - classification aims to reduce variety
- *H: The closer to basic infrastructure, the better the opportunity for reduced variety; the closer to the individual, the better the opportunity for increased variety*

Compare

- **Wall Mart** →
 - wide product range
 - wide audience
 - high volume
 - price and efficiency
- **Nordstrom**
 - specialized product range
 - narrow audience
 - lower volume
 - service, atmosphere
- **Travel Agent** →
 - wide product range
 - narrow audience
 - low volume
 - service
- **Travelocity**
 - narrow product range
 - broader audience
 - high volume
 - price, convenience

Compare

Local Bookstore

Narrow product range

Narrow audience

Low volume

Service, atmosphere,
convenience

Borders

Wider product range

Wider audience

Higher volume

Price, atmosphere

Amazon

Widest product range

Widest audience

Highest volume

Convenience, price,
recommendations

Compare

- Research Library

- Wide product range (comprehensive)
- Narrow audience (geo-bound)
- High volume
- Reference Service (but not 24/7), depth

- Digital Library

- Narrow product range (so far)
- Broad audience? (global)
- High volume
- convenience (24/7)

Evolution and Extinction

- Horse and buggy vs automobile
- automobile + airplane
- Radio + TV
- Newspapers + Broadcast news

Hypothesis: Services and Information are additive.

DL extensions

- DLs support broader, faster access
- DLs leverage automated backend processing
- New wine in old bottles
 - brokering expertise
 - validate/select quality
 - preservation (e.g., public keys as well as works)
 - configuration management

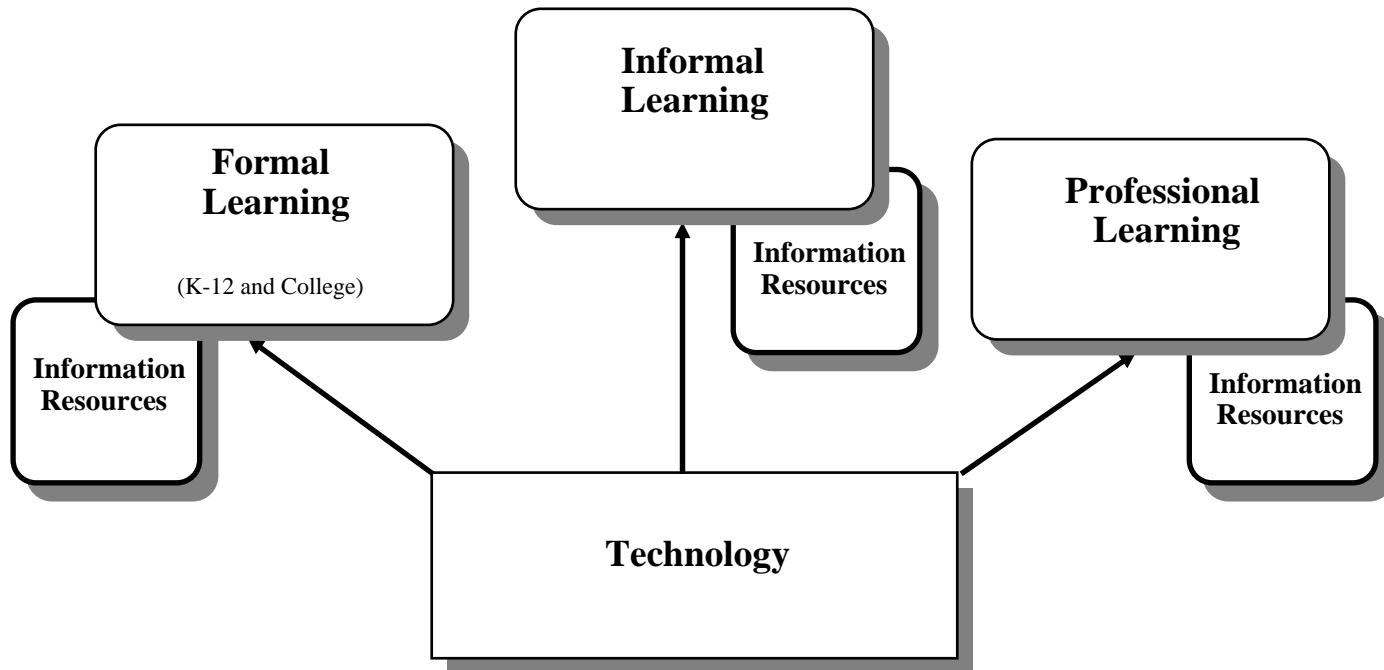
Library Augmentations

- New types of reuse and sharing
- Patron Contributions
- Virtual communities and collaboratories
- Direct support for creation and use (entire information life cycle)
- Collaborative filtering, cataloging, question answering
- Open-source libraries

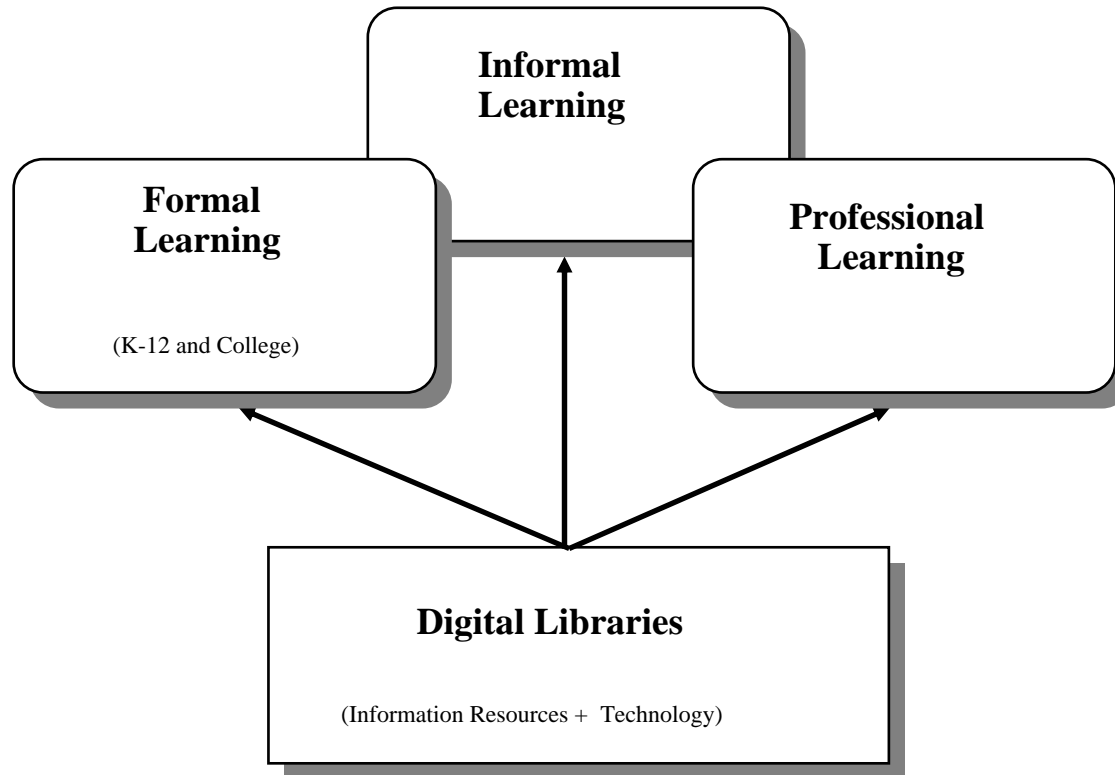
Sharium

- A virtual workspace with rich content and powerful tools where people can work independently or collaborate with each other to learn and solve information problems. A collaborative problem solving environment.
 - Organized around resources and tools
 - Encourages contributions and participation
 - Is sustainable

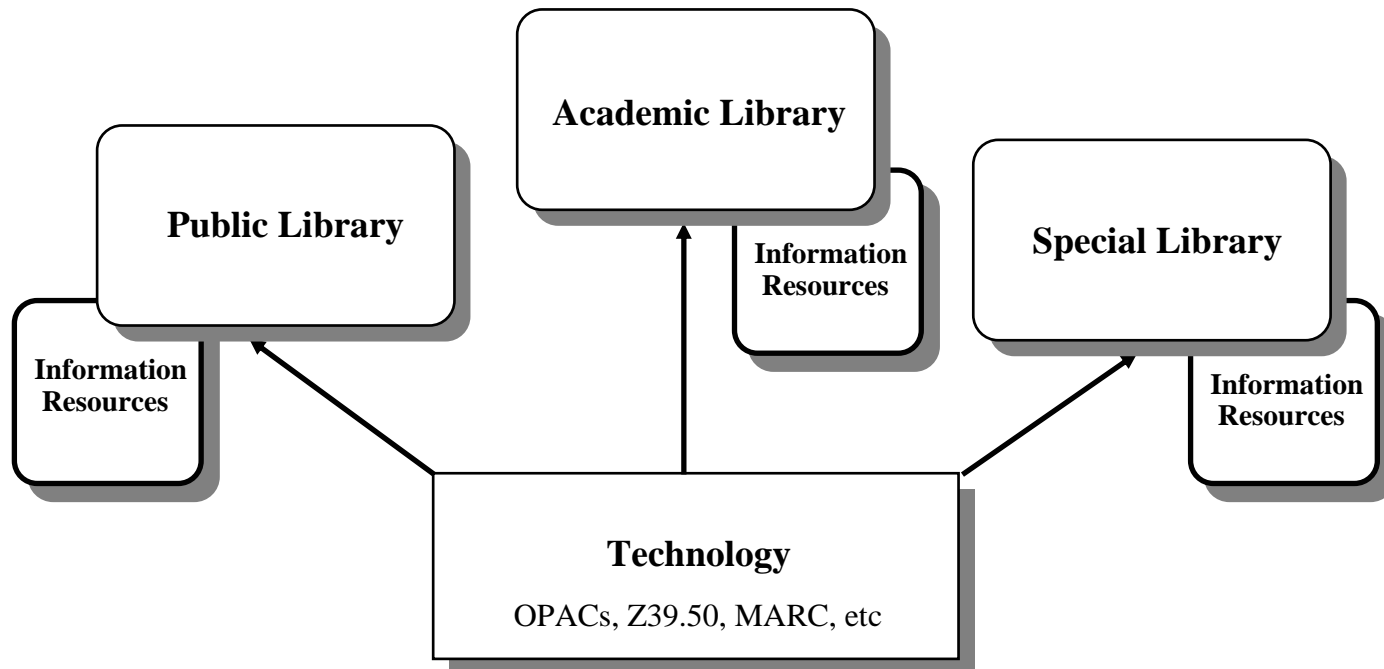
Current model of technological support for types of learning



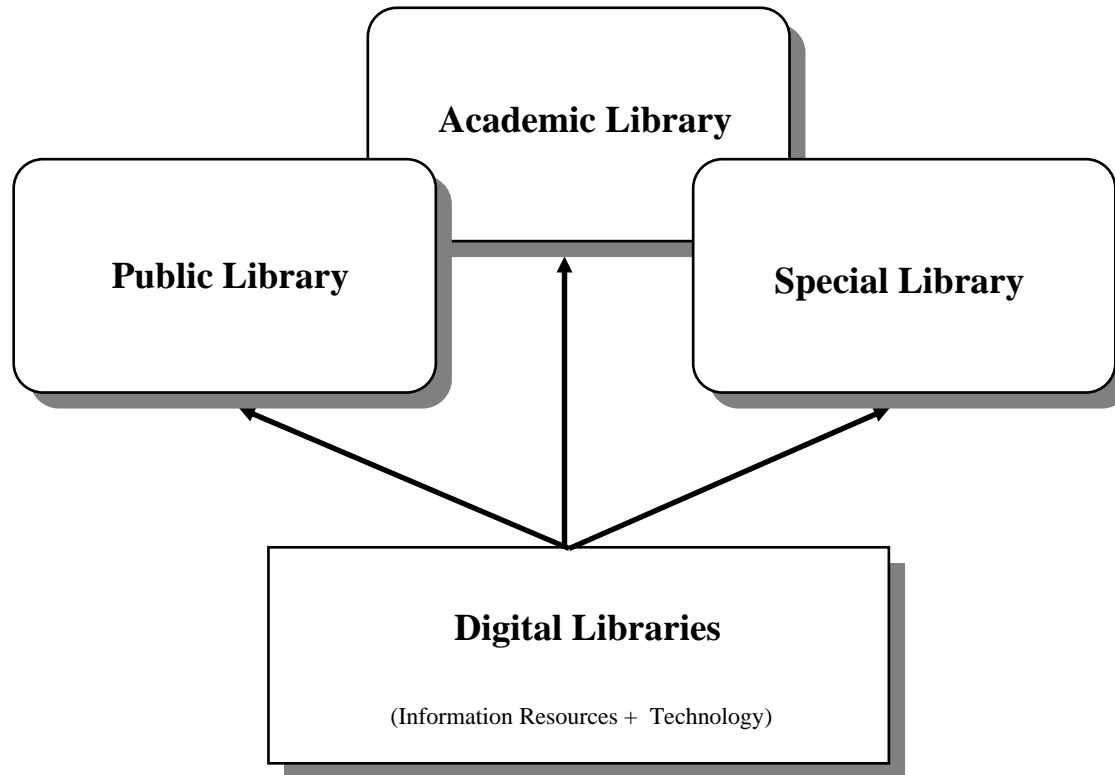
Digital libraries lead to integrated resources and types of learning



Current model of technological support for types of libraries



Shared Digital Libraries Lead to Integrated Resources and Services (Federation)



Summary

- Focus on people.
- Broaden services to all aspects of information life cycle.
- Coordinate physical and digital library resources AND inform users.
- Standardize on infrastructure and customize on client support and service.
- Be flexible and look for new augmentations.

Personal Pointers

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