2.0 and the Internet World
9:00 a.m. - 9:45 a.m.
Lee Rainie, Director, Pew Internet & American Life Project
“Web 2.0” has become a catch-all buzz phrase that people use to describe a wide range of interactive online activities and applications, some of which the Pew Internet & American Life Project regularly tracks. Rainie brings the latest statistics and findings and talks about current trends in Web participation. The Project has developed an extensive typology of Internet users who range from fanatics content contributors to irritated sufferers from information overload. He will discuss the implications of different user types on the activities and services of libraries, looking ahead and sharing the latest thinking and predictions for the online and information worlds.

Coffee Break
9:45 a.m. - 10:15 a.m.

MASHUPS AND GAMING:
LEVERAGING SOCIAL PHENOMENA

Practical Mashups—
Adding to the Librarian’s Repertoire
10:15 a.m. - 11:00 a.m.
Robert Lackie & Robert Terrio, Rider University, Lawrenceville, NJ
Web application hybrids, or mashups, as they are more popularly known, have allowed expansion of the standard online collaboration found in blogs and wikis. The components of these social networking tools allow for modular configuration and can really rev up the teaching and learning environment. This flexibility enables you to intermingle Web sites that never had any business functioning together in one all-encompassing location. Of course, creating a practical mashup, not just a cool one, is what counts; its practicality will entirely depend on the needs of its creator and its intended purpose. In this session, our two Rider University professors will explore some practical mashups of interest to librarians and other educators and their students.

Get Your Game On —
Gaming and Learning in the Library
11:15 a.m. - 12:00 p.m.
Aaron Schmidt, North Plains Public Library, North Plains, OR
Some kids say that they don’t like to read or learn, even though they’re reading and learning when playing games! In this session, Schmidt will introduce how gaming is impacting learning, and also detail how to host gaming events in your institution.

Lunch Break
12:00 p.m. - 1:15 p.m.

WEB 2.0 ➔ LIBRARY 2.0

Successful Web 2.0 Initiatives
With Students and Teachers
1:15 p.m. - 2:00 p.m.
Michelle Kowalsky, Whippany Park High School, Whippany, NJ
Terry Bese, Fresno Pacific University, Fresno, CA
Meet with Kowalsky and Bese to review the elements of creating and sustaining online library initiatives, with examples of successful use of Web 2.0 tools, online reference, and virtual worlds in school libraries. Hear stories from successful implementations and learn ways to strategically plan and sustain a culture of technology as an integral part of the teaching and learning process.

21st-Century Libraries —
Getting Your Administrator on Board
2:15 p.m. - 3:00 p.m.
Carolyn Foote, Westlake High School/Eanes ISD, Austin, TX
As libraries employ more and more Web 2.0 tools that attempt to meet students “where they live,” we need to invite other parties into the conversation. Part of your school’s participation in Web 2.0 depends on administrative support and an understanding of the advantages of these tools. To gain that support, you as a librarian can help your administrators’ productivity with Web 2.0 tools. Foote explores ways you can help administrative staff by using blogging, wikis, podcasting, RSS, and social networking.

School Library Learning 2.0
3:15 p.m. - 4:00 p.m.
Liz Dodds, Bullard High School, Fresno, CA
Come find out more about California’s School Library Learning 2.0, an online program with nationwide implications that trains users in Web 2.0 technologies and focuses on ways school librarians can incorporate Web 2.0 tools into classroom and teacher collaborations. Join Liz Dodds to learn how more than a dozen librarian “test drivers” raced through the professional development program in the spring and became “guides on the sides” to cheer on California school librarians over the summer. These are concepts you will take back to your home state, district, or school.

Here Today . . . Here to Stay? The Future of Blogs
4:15 p.m. - 5:00 p.m.
Mary Ann Bell, Sam Houston State University, Huntsville, TX
Some experts have gone on record recently as saying that blogs are on the way out and are becoming passé. Other venues, such as vlogs, podcasts, and wikis, are moving to the front of the pack of online communication outlets. Bell does not share this view. In this session, she discusses the issue, talks about what other people are saying, and explains why she disagrees. She’ll also talk about how to keep a blog vital and healthy in today’s competitive environment that offers so many communication options for people who have something to say.

Sponsored by
Multimedia & Internet@Schools
Learning and Literacy in a Digital World
9:00 a.m. - 9:45 a.m.

Pam Berger, Publisher & Editor, Information Searcher, Scarsdale, NY, and Library Consultant, School of Information Studies, Syracuse University

Just as basic literacy means more than just decoding alphabetic symbols, digital literacy involves more than the mere ability to use software or operate a digital device; it includes a variety of technical, cognitive, social, and emotional skills that users need in order to function effectively in a digital environment. In effect, because technology makes the simple tasks easier, it places a great burden on higher-level skills. Berger explores these crucial questions: What is digital literacy? What does it mean to be literate in a digital environment? She focuses on the survival skills that learners need to successfully participate in knowledge-construction tasks in a digital environment: graphic literacy, navigation, context, focus, skepticism, and ethical behavior.

Coffee Break — A Chance to Visit the Exhibits
9:45 a.m. - 10:30 a.m.

A Year-Long Information Literacy Collaboration: How We Got There and What We Discovered Along the Way
10:30 a.m. - 11:15 a.m.

Enid Davis, Sue Smith, Laurie Vaughan & Susan Nace, The Harker School, San Jose, CA

Harker School teacher Susan Nace and librarian Laurie Vaughan share their experience in the development of a long-term, fully collaborative student research project. The effort marks a fruition of the efforts of Harker’s Information Literacy Committee. Nace and Vaughan will share ideas, discoveries, and frustrations of tackling a year-long effort in information literacy. To provide greater context, Harker’s Library Director, Enid Davis, and campus librarian, Sue Smith, join our panel to discuss the establishment of Harker’s Information Literacy Committee and how its work made such collaboration a possibility. Davis and Smith offer their strategies for how to get administrators, teachers, and information technologists on board.

Leveraging 2.0 Technologies for KidsClick! A Redesign Project
11:30 a.m. - 12:15 p.m.

Enid J. Irwin, San Jose State University School of Library and Information Science, San Jose, CA

KidsClick was developed by librarians in New York State and became a project of the Colorado State Library and Colorado Department of Education. San Jose State University School of Library and Information Science purchased the Web site and started a redesign project in February 2007. The goal of SLIS is to improve the search capability and interface of KidsClick as well as to incorporate Web 2.0 applications to create a search experience that will enhance curriculum and research projects for K-12 with a design focus on 4th through 9th grade. In addition, SLIS plans to use KidsClick! in a number of classes as a teaching tool for future librarians. Irwin’s presentation will focus on the redesign process, usability studies, 2.0 technologies added and planned, and beta testing results.

TUESDAY EVENING SESSION
7:30 p.m. - 9:00 p.m.

Gadgets, Gadgets, & Gaming!

Barbara Fullerton, Manager, Library Relations, 10-K Wizard; Sabrina Pacifici, Editor & Publisher, LLRX.com & beSpacific.com

Aaron Schmidt, Director, North Plains Public Library; Erik Boekesteijn & Jaap van de Geer, Delft Public Library

Join our experienced and entertaining panelists in a fun and fast-paced tour around the changing world of gadgets as they look at the latest products, services, and tools that will influence our digital strategies in a 2.0 world. Then have a look at a documentary created especially for IL07 that showcases gaming best practices in libraries.