

The Illinois Library Association Reporter

is a forum for those who are improving and reinventing Illinois libraries, with articles that seek to: explore new ideas and practices from all types of libraries and library systems; examine the challenges facing the profession; and inform the library community and its supporters with news and comment about important issues. The *ILA Reporter* is produced and circulated with the purpose of enhancing and supporting the value of libraries, which provide free and equal access to information. This access is essential for an open democratic society, an informed electorate, and the advancement of knowledge for all people.



ON THE COVER

Inspired by light, communal art, and cloud-gazing, artists Caitlind r.c. Brown and Wayne Garrett created *Cloud*, an interactive sculpture composed of around 6,000 new and used light bulbs donated from local homes, businesses, museums, and eco stations. The sculpture stood for a single night in September 2012 as part of the *Nuit Blanche*late-night arts festival in Calgary, Alberta. Articles in this issue put people at the center of how libraries work today, whether we are creating space for community participation, addressing climate change, or avoiding extinction. Photo credit: Doug Wong.

The Illinois Library Association is the voice for Illinois libraries and the millions who depend on them. It provides leadership for the development, promotion, and improvement of library services in Illinois and for the library community in order to enhance learning and ensure access to information for all. It is the eighth oldest library association in the world and the third largest state association in the United States, with members in academic, public, school, government, and special libraries. Its 3,200 members are primarily librarians and library staff, but also trustees, publishers, and other supporters. The Illinois Library Association has four full-time staff members. It is governed by a sixteen-member executive board, made up of elected officers. The association employs the services of Kolkmeier Consulting for legislative advocacy. ILA is a 501 (c) (3) charitable and educational organization.

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See ILA calendar for submission deadlines for the *ILA Reporter*. Copy should be submitted by e-mail to ila@ila.org. You are encouraged to include digital or film photos (black/white or color) and graphics (on disk or camera-ready) with your articles, which will be included on a space-available basis.

APRIL 2013



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Makerspaces: Surveying the Scene in Illinois

efined as a space for people to come together to create, share, and collaborate, makerspaces are the latest buzz in libraries across the country. Their popularity led to Maker Monday, a full day at the 2013 American Library Association's Midwinter Meeting in Seattle devoted to the topic. But you don't have to leave Illinois to get a sense of this exciting movement that combines community engagement, participatory programming, and both high- and low-tech maker environments.

Eighteen Illinois libraries responded to a survey last fall, sharing what they were doing, and even this limited sample turned up a few trends. Seven of the libraries reported having had a media lab in place for several years, while an additional seven have labs under construction or are considering building one in the near future. Six of the survey respondents have makerspaces in place or in development. Many or most are aimed at teen and youth audiences, but with plenty to interest other patrons.

Cost, limited resources, and space were identified as the biggest challenges to developing a makerspace or media lab, but neither community size nor location seemed to be a barrier. Of the responding libraries with some form of makerspace, service populations range from 1,400 to over 200,000. Respondents represent urban, suburban, and rural areas of the state.

"Makerspaces are the latest buzz in libraries across the country." Libraries with spaces either recently opened or set to launch include:

- Gail Borden Public Library District's Digital Media Lab, set to open summer 2013. The 600-square-foot space is designed to attract young people to invent, collaborate, and evaluate, using digital media such as video, sound recording, photography, design, game development, editing, and remixing. The digital studio will be open to others in the community when not used by young people.
- Urbana Free Library's Fab Lab (http://urbanafreelibrary.org/blog/teen-servicesblog/ 2013/01/22/tufl-teen-tech-series) will host a weekly after-school teen technology series. Youth will have a chance to learn digital productive technologies and techniques, including scanning, modeling, and printing in 3D, image manipulation with Adobe Photoshop, digital storytelling in stop motion, video game creation, and sharing with musical instruments.
- Fountaindale Public Library's Studio 300 (http://fplstudio 300.wordpress.com) opened its doors in March 2013. With eighteen editing stations, six sound recording studios, two video recording studios with a shared control room, and three group collaboration rooms, this technology-rich environment will be a teen magnet.

Chicago Public Library has also recently announced plans to create a makerspace in addition to their existing media lab, You Media. Four other area libraries featured below share their stories of how their makerspaces came to be.

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Oak Park Public Library Population: 51,000 Makerspace: The Idea Box Staff Contact: Monica Harris, customer services manager

Oak Park Public Library (OPPL) has made a concerted effort to move from more traditional programming to a focus on participatory programming — engaging its audience and getting them involved in a real way. The Idea Box is a physical extension of this philosophy, a constantly changing participatory exhibit space in the main library's vestibule. It isn't focused on things commonly found in makerspaces, like 3D printers and laser cutters. Its focus is to encourage participation from the community, foster play and imagination in all ages, and keep customers surprised and delighted. The Idea Box opened without a budget in vacant cafe space and has hosted thirteen subsequent exhibits since its opening in March 2012. The Best Books exhibit encouraged people to write about their favorite books on post-it notes and garnered more than 1,900 individual notes, and additional "interaction" from responses to comments!

A big part of what makes the space special is its focus on freshness and change — if something doesn't work, it's only a month until there's something new. Programming the space requires little to no direct staff interaction on a day-to-day basis. A staff team meets quarterly to set the exhibit schedule, and the customer service staff develops the exhibits. The project's success led to it being added to the 2013 budget.

Morton Grove Public Library Population: 23,000 Makerspace: Programming Extravaganza Staff Contact: Natalya Fishman, head of adult services

Morton Grove Public Library's (MGPL) foray into the makerspace movement started in 2011 with its first Card Making Extravaganza, a big event providing space, materials, and instruction for making greeting cards both by hand and on a computer. The idea for the event came specifically with that thought in mind: provide space and instruction and foster the creativity of patrons of all ages.

Elements of makerspace are incorporated in MGPL's annual Tech Fests by including hands-on stations for Google Search Stories, a QR Code scavenger hunt, digital storytelling, and more. The 2012 Tech Fest included Bristle Bot mini-robot construction and local social media blogger, *Morton Grove Maker Mom* (www.themakermom.com) These innovative programs help MGPL "compete" with larger and better-equipped libraries nearby with full support from staff, administration, and the library board. Creative and technologically savvy staff members make it happen. Even without a media lab or dedicated makerspace, it's possible to incorporate elements into library programming, fostering content creation and encouraging the community to see the library as a "tech beacon."

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ARLINGTON HEIGHTS AND GLEN ELLYN: DIGITAL MEDIA AND 3D PRINTER LABS



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Arlington Heights Memorial Library Population Size: 75,000 Media Lab: The Studio Staff Contact: Richard Kong, digital service manager

A library customer recently used a scanner and Photoshop in our digital media lab to repair a flood-damaged photograph of her grandmother, not the typical library experience of a decade (or even a year) ago. In 2011, Arlington Heights Memorial Library began to think seriously about Joan Frye Williams' idea that libraries should be more like kitchens (i.e., places for creating and producing things) rather than grocery stores (i.e., places for consuming things).

In January 2012, AHML opened a pilot digital media lab and received an immediate positive response from the community. Users create videos for business and personal use, digitize and touch up old family photographs, make original multi-track recordings, design websites, and add new job skills. Staff frequently provides one-on-one assistance and teaches classes on topics such as Photoshop, iMovie, and GarageBand. A recently renovated 744-square-foot studio includes an isolation booth for high-quality sound recording and a production room with backdrops and lighting for photography and video projects. Three smaller post-production suites provide editing facilities, while cameras, external hard drives, field recorders, and tripods are available for check-out. The Friends of the Library covered the \$15,000 start-up cost for the initial pilot lab and later donated \$24,500 more for the renovated studio; several departments contributed to planning, installing, and staffing the space.

For libraries considering a digital media space, focus on what people will do with the technology and space. Whether it's a local teen creating a video for a film festival or an entrepreneur working on media to help promote her/his business, the library can open doors to digital media that would otherwise be beyond their reach. The equipment and software are just the tools bringing libraries and their users together. For more information, visit ahml.info/studio. Glen Ellyn Public Library Population: 27,000 Media Lab: 3-D Printer Fab Lab Staff Contact: Ridgeway Burns, youth outreach librarian

There is a new staff member at the Glen Ellyn Public Library. While the rest of the staff sleeps, the library's three-dimensional (3D) printer works tirelessly on the creations of library patrons. This printer is translating patron-created 3D images, from computer-assisted design (CAD) programs, into exact physical replicas in plastic. For over a year, workshops for fourth to eighth grade students have been attracting students to the library, teaching valuable skills, and encouraging digital creativity.

The Makerbot Replicator 3D printer cost \$2,000, while rolls of plastic filament, the printer's "ink," cost around \$45 and each filament roll lasts multiple months. The open source software used to design 3D models and operate the printer is a free download and can run on any library computer. Once it was clear that the printer's noise and slight odor would be mitigated by the printer operating outside of their office area, the library administration and staff were on board with the unique project idea.

Given the quantity of student designs generated plus the slow printing speed, students are asked to return in a week to pick up their designs. Despite the delay, they have embraced the 3D printer, creating and printing hundreds of designs. A great tool for introducing patrons to the "makerspace" idea, 3D printers don't require a large space or major infrastructure. It might be time to hire a new employee at your library — the 3D printer!

MAKING COMMUNITY SPACE

School and academic libraries are joining the maker movement, as well as other community centers and organizations. The key ingredients seem to be combining space with some level of technology and know-how to allow and inspire creative uses. What seems to distinguish the movement from a factory model is that the goal is not simply the goods produced but the shared experience of producing them. For libraries looking to find a new place in a changing world, making space for makerspaces seems to be a good fit.

ADDITIONAL RESOURCES

For those looking to join the maker movement, here are a few additional resources:

- LACONI Social Club, Topic: Maker Space, http://www.laconi.net/technology/social-club
- Facebook Group, https://www.facebook.com/groups/ librarymaker
- Chicago Northside Mini Maker Faire, http://makerfairechicago northside.com/sponsor
- Hackerspaces in Chicago, http://hackerspaces.org/wiki/Chicago
- Makerspace Playbook http://makerspace.com/maker-news/ makerspace-playbook
- Make magazine, http://makezine.com/
- Online community, http://makerspace.com/
- "Manufacturing Makerspaces," American Libraries, http://americanlibrariesmagazine.org/features/02062013/ manufacturing-makerspaces
- Travis Good's blog, http://www.goodpursuits.com/?cat=58
- "Making the Case for a Public Library Makerspace," *Public Libraries Online*, http://publiclibrariesonline.org/ 2012/11/making-the-case-for-a-public-library-makerspace/

Ready or Not, Concealed Carry Is Coming to Illinois

urrently Illinois is the only state in the nation that prohibits, with some limited exceptions, a gun owner from carrying a loaded gun outside the home. Last December, the Seventh Circuit Federal Court of Appeals struck down this prohibition in its decision, as follows:

The Second Amendment states in its entirety that "a well regulated Militia, being necessary to the security of a free State, the right of the people to keep <u>and bear</u> Arms, shall not be infringed" (emphasis added). The right to "bear" as distinct from the right to "keep" arms is unlikely to refer to the home. To speak of "bearing" arms within one's home would at all times have been an awkward usage. A right to bear arms thus implies a right to carry a loaded gun outside the home.

Moore v. Madigan, United States Court of Appeals, Seventh Circuit, December 11, 2012, page 5

The effect of the court's decision has been stayed until early June 2013 to allow time for the Illinois General Assembly to pass legislation regulating how a gun owner might lawfully be allowed to carry a loaded gun in public. If the legislature fails to act by the court's deadline, presumably concealed carry of firearms would be lawful throughout Illinois and unregulated. While Illinois Attorney General Lisa Madigan is requesting review of the decision by all of the appellate judges of the Seventh Circuit, it is widely believed that the current Illinois law prohibiting concealed carry will ultimately be ruled unconstitutional. For several years, gun rights activists have proposed legislation allowing and regulating concealed carry of firearms, but those proposals have failed to secure enough votes to pass in the Illinois General Assembly. While those same proponents still seek legislation explicitly permitting concealed carry, the court's decision has now shifted the burden to pass legislation regulating guns to gun control advocates.

Recent gun violence has pushed many public officials to call for more regulation of firearms especially with regard to assault weapons, high capacity ammunition, and closer scrutiny of persons with a history of mental illness. All eyes are on the Illinois General Assembly with several bills currently pending that will have an effect on Illinois libraries.

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THE CURRENT LEGISLATIVE SESSION

Rep. Brandon Phelps (D-118, Harrisburg) has proposed concealed carry legislation for the last several years and has again filed his proposal as House Bill 997. Senator Gary Forby (D-59, Benton) has filed the same language as Senate Bill 1284. These bills would permit concealed carry by persons aged twenty-one and older, who undergo background checks, and have a valid Firearm Owner Identification card. Persons allowed to carry firearms can do so openly or in a concealed fashion, and guns may be unloaded or loaded.

Under this proposed legislation, there are many locations where firearms would still be prohibited, libraries among them. The specific language of the draft legislation exempts the state capitol and buildings under the control of constitutional officers, courthouses, places where the governing body of a local government or school district meets, bars, secured areas at airports, elementary and secondary schools and colleges and universities unless allowed by the school or college, child care facilities, gaming facilities, amusement parks, stadiums, residential mental health facilities, prisons and detention facilities, any private business where the owner assumes responsibility for injury resulting from the prohibition of firearms, and...

"A public library building without the written consent of the library's governing body. The governing body shall inform the appropriate law enforcement agency of that consent."

Some common threads run through these exceptions. Guns are restricted where children are likely to be, such as in child care centers, schools, amusement parks, and libraries. Another is to limit where emotions might run high, such as in courtrooms, some government meetings, gaming facilities, stadiums, and bars. The law would also limit where individuals who should not have access to guns would likely be, such as mental health facilities, jails, etc.

The public library exception in the proposed legislation would be an "opt in," meaning guns would be prohibited unless the governing board acts to allow guns. This is contrasted to private business locations where the owner would have to "opt out." This also preserves the local control aspect of library governance.

WHAT'S A LIBRARY TO DO?

At the February 8 meeting of the Illinois Library Association, ILA's Executive Board took positions on the more than fifty bills currently pending in the Illinois General Assembly that have an impact on libraries. Essentially, the ILA Public Policy Committee and ILA Executive Board oppose guns in libraries. At the same time, they realize that opposing current legislation could result in the court's decision to allow concealed carry without regulation. The association's position is to support legislation that contains a library exemption and oppose any efforts to remove that library exemption.

As ILA represents libraries of all types, there have been questions and concerns about whether non-public libraries are covered under the various other exemptions in the bill. It appears that school and academic libraries would be covered by the governing organizations. While there is not a spelled-out exemption for special libraries, they may also be covered by a parent institution. The ILA Public Policy Committee (PPC) and association leadership will continue to monitor all bills affecting libraries in the current session and keep membership informed.

While it is still possible the federal court's decision might be reversed, it is far more likely that it will be affirmed. The general assembly is likely to pass legislation regulating concealed carry and it will probably mirror what has been discussed above. However, if the general assembly fails to pass such legislation and the court's decision goes forward, there will be almost no limit to how and where a person may take a loaded weapon in Illinois. This possibility will definitely put pressure on legislators to act, but that alone is no guarantee that they will.

> "The public library exception in the proposed legislation would be an 'opt in,' meaning guns would be prohibited unless the governing board acts to allow guns."

IF A LAW PASSES...

Under proposed legislation, guns would be prohibited in public libraries unless it consents to allowing guns ("opts in"). One question that arises is whether a library should address this by either adopting a new policy or amending an existing one. According to Roger Ritzman, an attorney who frequently consults on library issues, adopting a policy prohibiting guns may be unnecessary/superfluous, but such a policy would confirm the library's awareness of and agreement with the legislative gun prohibition and could be adopted under Illinois law as follows:

- (a) To adopt rules and regulations for the government of the Library; 75 ILCS 5/4-7(1); 75 ILCS 16/30-55.5
- (b) To have exclusive control of the supervision, care and custody of Library grounds and buildings. 75 ILCS 5/4-7(3); 75 ILCS 16/30-55.15

As far as enforcement of such a prohibition, a library board has authority to ban from library property persons who violate library rules (75 ILCS 5/4-7(11); 75 ILCS 16/30-55.55). A policy should address the banning of persons who violate the policy, with the board having discretion in determining the length of a ban. The legislation may also contain sanctions for violations.

IF THERE IS NO LEGISLATION ...

It is not clear there will be the political consensus to actually pass legislation that will address gun violence and allow concealed carry. Following the federal court decision, the proponents of concealed carry are not likely to agree to any further restrictions than those already included in proposed legislation. Indeed, some have commented that legislation should have far fewer restrictions now that the court has ruled in their favor. Ultimately, the strategy of gun advocates may be to oppose any effort to regulate firearms and wait for the court's decision to become final in June.

If the Illinois legislature fails to pass legislation responsive to the court's decision, the decision will stand, in effect instituting concealed carry as a constitutional right. Again, according to Ritzman, such a constitutional right would trump attempts by units of local government, including public libraries, to limit areas where guns may be carried. Without action by the legislature, it appears guns would be allowed in public libraries, bringing a host of new concerns ranging from the need for armed security personnel to a new round of legislative advocacy.



Libraries and the Information Food Chain

Burkhardt's session at the 2012 ILA Annual Conference was one of the most popular, and he's adapted his remarks for the article that follows. He blogs as Information Tyrannosaur (Top of the Information Food Chain) and is assistant director of a college library in Vermont. He's interested in dinosaurs and as an advocate for human-centered librarianship, he's determined to help libraries avoid extinction.

any libraries these days have cutting-edge technology, beautiful work spaces, and digital media labs. They have massive collections of e-books, databases, and other media containing information that you just can't get on Google. But so what? Who cares? That's all just stuff. Traditionally a big part of the mission of libraries has been collecting and organizing stuff for the benefit of their community. While this stuff and its access and organization are still important to the mission of libraries, if we lose sight of the human side of the library we will fail our users and ourselves.

This focus on stuff manifests itself in any number of ways. We see proscriptive signs in bold fonts instructing users about the proper usage of mobile phones and the proper behavior regarding food and drink. We see tools and services implemented because they are trendy instead of fully taking into account the specific community being served. We see students bored, disengaged, or sleeping when we teach classes focused on library stuff as opposed to their genuine needs and why these resources could benefit them.

PEOPLE FIRST, THEN STUFF

A library built on understanding and addressing the needs of its users as opposed to acquiring and organizing stuff will be future proof, extinction proof, and will always be relevant to the community it serves. A *human-centered librarianship* is essential for navigating change and addressing the new challenges that face us. Human-centered librarianship is not simply good customer service — it's a lens through which we see the world.

An example of this at my library is the way we approach our collection, our *stuff.* Instead of a "collection development librarian" we have a "scholarly resource and academic outreach librarian." This position is guided by a philosophy other than simply acquiring *stuff.* We see our collection as an opportunity to build relationships with faculty members and help them succeed in building curriculum and effectively educating our students. It is not the collection that is important. What's important is the relationship and what it allows our users to do.

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How do we begin creating human-centered environments and focusing more on people and relationships? Three rules that some libraries are already adopting make their resources and services radically relevant to their communities:

CREATE AN ENVIRONMENT OF TRUST

Trust is the cornerstone of every relationship. When trust breaks down everything goes much more slowly. Classrooms become authoritarian and a policy is needed for everything. This doesn't mean that people should be able to borrow books on the honor system (though that works at some libraries like Marlboro College in my state of Vermont), but when you extend trust to others they often surprise you.

An example comes from Maine, where librarian Justin Hoenke lends iPods to teens (http://tametheweb.com/2012/ 02/28/ create-play-read-lending-devices-to-teens-part-2/). There is a form that they have to fill out but he also gives them a quick spiel that goes something like this: "Just so you know, checking an iPod out is kind of a big deal. If it gets



damaged, lost, or stolen, you're going to have quite a hefty fine on your library card that you will have to pay before you can use the library again. So, if you're ok with that and you can be responsible with the iPod, then you should totally borrow it."

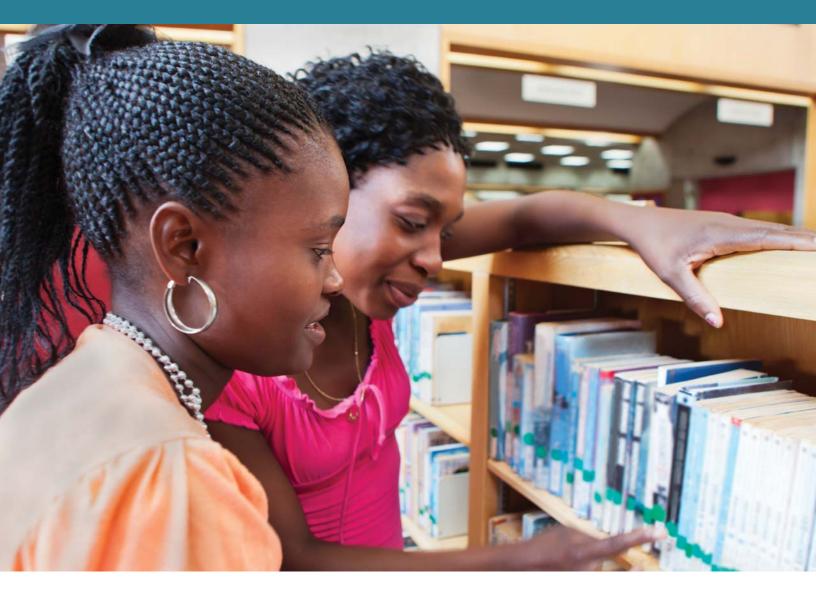
Instead of telling these teens not to break or steal the iPod, he entrusts them with responsibility. He mentions the consequences but also wants them to check out the iPod. Finding ways to use this kind of tone and create this environment of trust will greatly benefit your relationships with users. One great manual for building trust is The *Speed of Trust*, by Stephen M. R. Covey (Simon and Schuster, 2008).

LISTEN, NOT TO HEAR, BUT TO UNDERSTAND

One of the more popular student events at our library was not something a librarian dreamed up. It started with a tweet by a student saying, "I think@champlib should rent out puppies to students to help you study and deal with stress." A few weeks later around finals time students were lined up for puppy therapy. It was hugely popular among students, and the local news crew even came out. Some of the best ideas come when you pay attention to your users and try to understand the library from their viewpoint.

A number of Illinois libraries have done amazing work in this area through the ERIAL project, an acronym for Ethnographic Research in Illinois Academic Libraries. In this project researchers closely observed students' research habits through methods like photojournals, mapping exercises, and structured interviews. On the ERIAL website there are number of resources and publications, and the recent book *College Libraries and Student Culture* (American Library Association, 2011) is a direct result of this project. Not only can we learn from this research, but this ethnographic process can be practically applied anywhere. There is a toolkit available on the ERIAL website (http://www.erialproject.org/), but even taking an hour to observe how patrons use the library can be extremely valuable.

"I think@champlib should rent out puppies to students to help you study and deal with stress."



TAKE ACTION AND DESIGN WITH YOUR USERS IN MIND

Libraries have a rich history and a great deal of momentum going forward. We need to keep in mind that our users today are not the same users of ten years, five years, or even one year ago. We need to make sure we keep our current and future users in mind when designing, redesigning, and revisiting our resources and services. Brian Mathews, a librarian at Virginia Tech, often reminds his staff, "Don't think about better vacuum cleaners, think about cleaner floors." The real problem is not making a better, more efficient vacuum cleaner. The real problem is cleaning dirty floors. The same is true for libraries. We need to look at our challenges through different lenses.

Luckily there are a number of methods for doing this. The Institute of Design at Stanford University has an online crash course in design thinking that allows you to put yourself in users' shoes and create prototypes to solve problems (http://dschool.stanford.edu/dgift/). This crash course would make a perfect activity for a library retreat. We often ask smaller questions aimed at incremental improvement like "how can we improve reference?" What if we started asking big questions like, "How can we foster accomplishment, community, and creativity?" If we ask those types of questions and begin our design there, there are no wrong answers.

By focusing on people first through things like building trust, understanding where they're coming from, and taking a fresh look at how we design our services, you'll start to focus on your core business.

And your core business is not books, collections, or access.

The core business of libraries is human learning, curiosity, and knowledge. **W**

Power Diet: Slim Down Your Data Center

n May 2006, Al Gore's film *An Inconvenient Truth* made me think about how our public library might reduce its carbon footprint. According to a 2008 report by the U.S. Department of Energy, more than 80 percent of greenhouse gas emissions are energy-related, originating from petroleum, coal, and natural gas. Government officials worldwide are paying increasing attention to environmental concerns, from energy rates to dependency on oil to global warming. Building designs have focused on making structures more sustainable through LEED certifications and standards. Now organizations such as The Green Grid Consortium (http://www.thegreengrid.org/) have applied these same principles to server rooms.

Since replacing the paper card catalog system with the online public access catalog [OPAC], the public library server room has become its critical nerve center and also one of its largest producers of greenhouse gas emissions. Until recently, server rooms and the quickening pace of technology have allowed for the unchecked use of electricity to power them. However, as the number of organizations cited in this article indicates, there is an ever-increasing emphasis on ensuring that our computing infrastructures become greener and more efficient in the use of energy.

MEASURE WHAT YOU CAN

Unfortunately, whether or not a building or server environment is green is difficult to measure. Sustainability, on the other hand, is measurable. We are sustainable when what we use does not damage our supply, including natural resources, energy, and capital. Sustainable equipment must therefore use energy efficiently, it must be the right size for the job, and it must include the cost of its ultimate disposal in a safe manner, something not usually considered when making computer-purchasing decisions based on price alone.

Metrics such as the Power Usage Effectiveness (PUE) measure how much of the energy entering a server room is used to power the computing devices within, versus the amount used for cooling and overhead of the facility. A PUE of 1.0 means that 100 percent of the energy used in the server room was used for computing. A PUE of 2.0 means that for every watt used for computing, an additional watt was used for facilities' overhead, usually cooling. What the PUE does not consider is the efficiency of the computing devices themselves. For that, other metrics like the Performance per Watt (PPW) and the Server Usage Effectiveness (SUE) can be used. Combined, these metrics give a good indication of energy efficiency in the server room.



STRETCH OUT THE REFRESH CYCLE

In addition to measuring power usage, organizations can be more sustainable by extending the standard technology refresh cycle where equipment is replaced every three to five years, based on the calendar. Instead, base the refresh decisions on the efficiency of the equipment. As an example, replacing an older desktop computer with a newer model that has an "80 Plus" Energy Star-rated power supply can save about thirty dollars per year in reduced energy costs. According to Gartner, a leading information and technology research firm, the manufacture of a PC accounts for up to 70 percent of the natural resources used in its life cycle, so the longer you can keep it operational, the better.

At my former library we replaced over seventy desktop computers with energy-efficient, recycled thin-clients. Thin-client computers do not have a hard drive and typically need a server for their applications but only use several watts of power. Most of the computers were used by staff and patrons to access applications such as Firefox, Millenium, and Microsoft Office. OPAC and database computers were the first to be replaced with thin-clients for immediate energy savings. More than twenty-two OPAC and eight database computers now use energy-efficient, refurbished thin-clients. Staff that were unable to perform their function on thin-clients were given energyefficient, 80 percent recyclable mini-computers with solid-state hard drives that increased their performance and decreased power usage. The surplus desktop computers were held as replacements for public computers, whose life was extended by several years as a result.

All servers and critical library systems were centralized through a process called server virtualization onto three physical host servers to lower the total wattage use in the server room. Virtualization is most frequently used for server consolidation and is a first step in greening the server room — it's done by converting physical servers into virtual servers by separating the logical server from the physical machine. Additional benefits of virtualization are simplification of the infrastructure, better manageability, increased data protection, and quicker response to changing demands.

REPORT

A GREEN POWER CHECKLIST

- 1. Inform staff at all levels of your efforts to conserve resources.
- 2. Perform a wattage analysis of the server room(s) and computing equipment. Replace the more wasteful systems first.
- 3. Use the Data Center Profiler (DC Pro) software tool to help assess your server room energy efficiency.
- 4. Find out how much your library pays per kilowatt-hour of electricity.
- 5. When comparing new equipment for purchase, the acquisition cost must be added to the cost to operate the device over its useful life. Think cradle to grave.
- 6. Consolidate servers and desktops thru virtualization.
- 7. Identify computers that can be turned off once the library closes in order to reduce power.
- 8. Retire old computers that use the most power and replace with energy-efficient Energy Star Qualified models.
- 9. Consider purchasing refurbished computers and thinclients. This saves money and promotes reuse.
- 10. Appoint someone that pays the electric bill to monitor power conservation.

REPORT

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- 11. Bring the electric bill to departmental meetings to discuss your conservation efforts.
- 12. Add a goal of a 5 percent power reduction to your library's annual strategic plan.
- 13. Resist the urge to spend the entire technology budget on the newest, fastest equipment that uses the most power to run the same number of applications.

- 14. Make sure the server room is as efficient as it can be. If you aren't using racks, do so. If you are using racks, can you make them more efficient?
- 15. Consider relocating your server room to a cooler area of the library or to a data center.
- 16. Incorporate cooling fans and "blanking panels" built into the rack thereby reducing cooling requirements.
- 17. Properly dispose of hardware so it does not enter the landfill as e-waste.
- 18. Evaluate a server hosting service when planning your server room.
- 19. Post the results of your conservation efforts for everyone to see.
- 20. Library directors must champion the energy conservation efforts.

BEYOND THE GRID

Other non-data centered reductions in carbon emissions might include promoting alternate transportation options for staff, bike racks, storage lockers, and shower facilities, subsidizing bus and train passes, hosting a carpool program, providing healthy on-site lunch options.

Saving energy helps save the environment, but it also saves your library and your patrons money. Promote the ways your library is applying sustainability practices in its technology infrastructure to your patrons. Use it to change the conventional ways of thinking, as one technology manager described by saying, "No one in our industry ever lost their job because they used too much electricity."



"Saving energy helps save the environment, but it also saves your library and your patrons money."

LOWER POWERED RESOURCES

US Department of Energy report on greenhouse gas emissions http://www.eia.gov/oiaf/1605/ggrpt/carbon.html

Energy Star Low Carbon IT Campaign http://www.energystar.gov/index.cfm?c=power_mgt.pr_power_ mgt_low_carbon

Data Center Energy Profiler https://save-energy-now.org/em/tools/Pages/DataCenters.aspx

The Green Grid http://www.thegreengrid.org/

24 x 7 Exchange http://www.7x24exchange.org/

Data Center Pulse http://datacenterpulse.org/

The Green Building Initiative http://www.thegbi.org/

PUE Calculator http://www.42u.com/measurement/pue-dcie.htm

The Elephant in Your Data Center: Inefficient Servers http://communities.intel.com/community/datastack/blog/2011/ 05/19/the-elephant-in-your-data-center-inefficient-servers

EPEAT http://www.epeat.net

Energy Star http://www.energystar.gov

Sustainable Stanford http://sustainablestanford.stanford.edu/sustainable_it

Center for Sustainable Systems http://css.snre.umich.edu/css_doc/CSS09-07.pdf

You can reach Peter J. Kuczynski at Peter.j.k@virtually-green.com. **W**

ILA REPORTER

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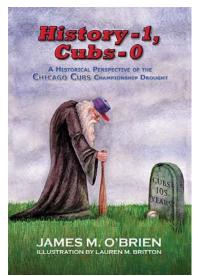
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MY TURN

Monica Harris, Oak Park Public Library

The Power of Participatory

s we enter yet another new age of library service, some pervasive themes describe the "library of the future." We want libraries to be centers of creative contribution and possibility, leading our patrons to opportunities and ideas. We want to provide a true meeting place for people from our community to gather and interact. I'd like to tell you about a way that Oak Park Public Library did both with one really fantastic idea.

When I graduated from library school way back in 2004, I was thrilled about what Web 2.0 offered to libraries. So many of those exciting conversations about the possibilities of social networking, blogging, and citizen journalism were focused on how web culture encouraged everyone to have a voice of their own through comments and status updates. Participatory culture on the web was such a central value to what was making the Internet relevant, and libraries were beginning to understand how it would change physical communities as well as create virtual ones.

A few years ago, Oak Park Public Library started revamping our programming plan and exploring how we could evolve traditional presenter-driven offerings, such as author visits and librarian-led book discussions, into more participant-driven programming. This value was made a part of the library's Adult Programming Plan, developed in 2011, and soon we were finding a balance between traditional programming and patron-driven experiences — speed dating, adult spelling bees, and a pie-baking contest. As our offerings got more creative we started to see new levels of investment from our customers as well as totally new faces at our library programs. It made sense — the more we offered chances to share their own skills and passions, the more they felt connected to the library around them.

As the programming changes were moving forward, library leadership (including the future-focused and community-driven SPARK team) looked at a recently vacated café space and tried to determine what would really make a difference there. The Idea Box, the library's shared community space was born, and the principles behind it were more fully developed after I took the new position of customer service manager. We took a nine-by-thirteen-foot space and made it a physical representation of these participatory values we had been exploring as a library. Idea Box is always open for public participation, creativity, play, and constant change — much like the web itself.

I find so much inspiration for creating participatory spaces in the world around us. Museums have been adding opportunities for hands-on play and interaction for years. Check out Nina Simon's terrific blog, Museum 2.0, and her 2010 book, *The Participatory Museum.* Public art projects like Before I Die and installations by artists like Yayoi Kusama and Martin Creed offer new opportunities for people to interact with the space around them, and it was easy to apply ideas like these in our little library space.

From there, I started to find examples of participatory space design everywhere — the question-of-the-day chalkboards at my local Caribou Coffee to memories of my local library growing up, which posted handwritten questions and comments from patrons on a giant bulletin board, along with answers from staff. I always spent time reading those questions and answers, even though I never submitted a question of my own.

Since the Idea Box opened in March 2012, thirteen library-led exhibits have focused on the values of creation, play, and participation. We've gone in many directions and tried many things, but time and time again our most successful exhibits involve us asking a simple question of our community and allowing them to answer in their own words, or in their own creative ways. These are successful not just for those contributing content, but also for those who come just to read or experience what is being shared by their community. The level of engagement from all ages and backgrounds constantly surprises me. Our community wants to be heard and we have found this is a terrific way to do it.

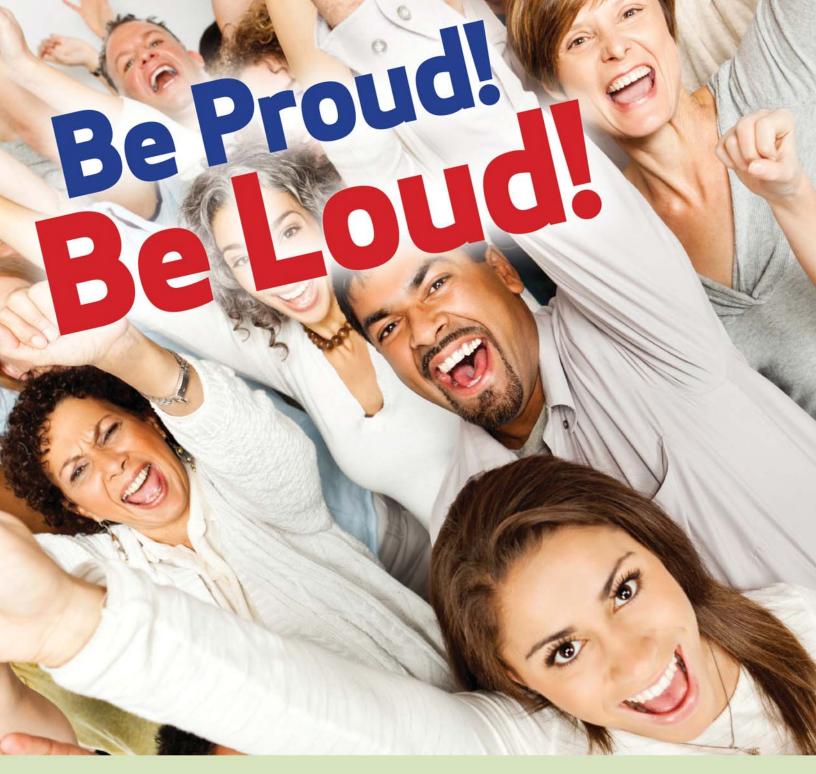


One of the most exciting things about the makerspace movement is its philosophical goal to connect people with the opportunity to learn a new skill or technology they may not otherwise have access to. This goal aligns itself so perfectly with values held by libraries. I recognize that not every library has the budget, space, or expertise to offer state-of-the-art technology and training. I counter that even the smallest libraries can offer a space for creation.

- Encourage your users to vote for their favorite writers at your service desks.
- Paint a wall with chalkboard paint and pose a different question to your patrons every week.
- Set up a table with a puzzle or a bowl of LEGO bricks and encourage those walking by to work on it for a while.
- Set up opportunities for conversation, creation, and feedback in any small space you can use.
- The possibilities are there, limited only by what you and your colleagues have the energy to dream up.

Creating this kind of space allows your customers to love not just a place where they can receive materials they want to consume or learn about their interests; it allows them to genuinely shape their own library experience. As libraries, we need to challenge ourselves to work with what we have, whether that's a state-of-the-art digital media center or a tiny wall devoted to user engagement. Every library, no matter how big or small, has the opportunity to connect community through participatory spaces.





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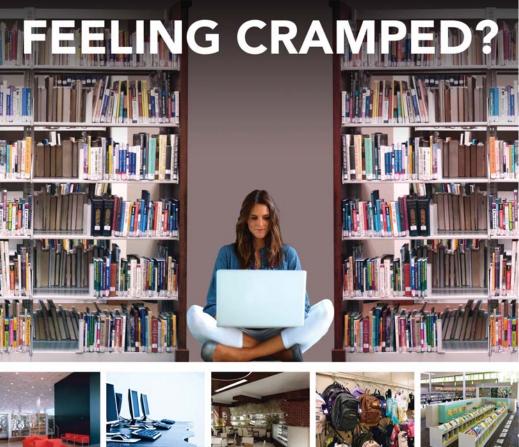
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