

ADVANCED TOPICS

in Mobile Technologies for Libraries



Photo by yum9me - <http://flic.kr/p/55M14o>

LEARNING OBJECTIVES

- Demonstrate awareness of apps for mobile devices that may be useful in a library setting
- Examine and make decisions about the best platform for their particular library to focus on
- Explain to library management the reasons for purchasing decisions in the mobile space of internet-accessible personal devices.

LOTS OF TIME FOR
QUESTIONS

WHY APPS?

NATIVE APP

- Tied to ecosystem
- Access to hardware functions
- Specific development tools needed



Photo by martymadrid - <http://flic.kr/p/8BG4na>

NATIVE LIBRARY APPS

- DC Public Library
- University of Houston Libraries
- Cornell University Libraries
- NC State WolfWalk
- Duke University
- New York Public Library
- Boopsie = many libraries, including
 - Worldcat
 - San Jose State Univ

WEB APP

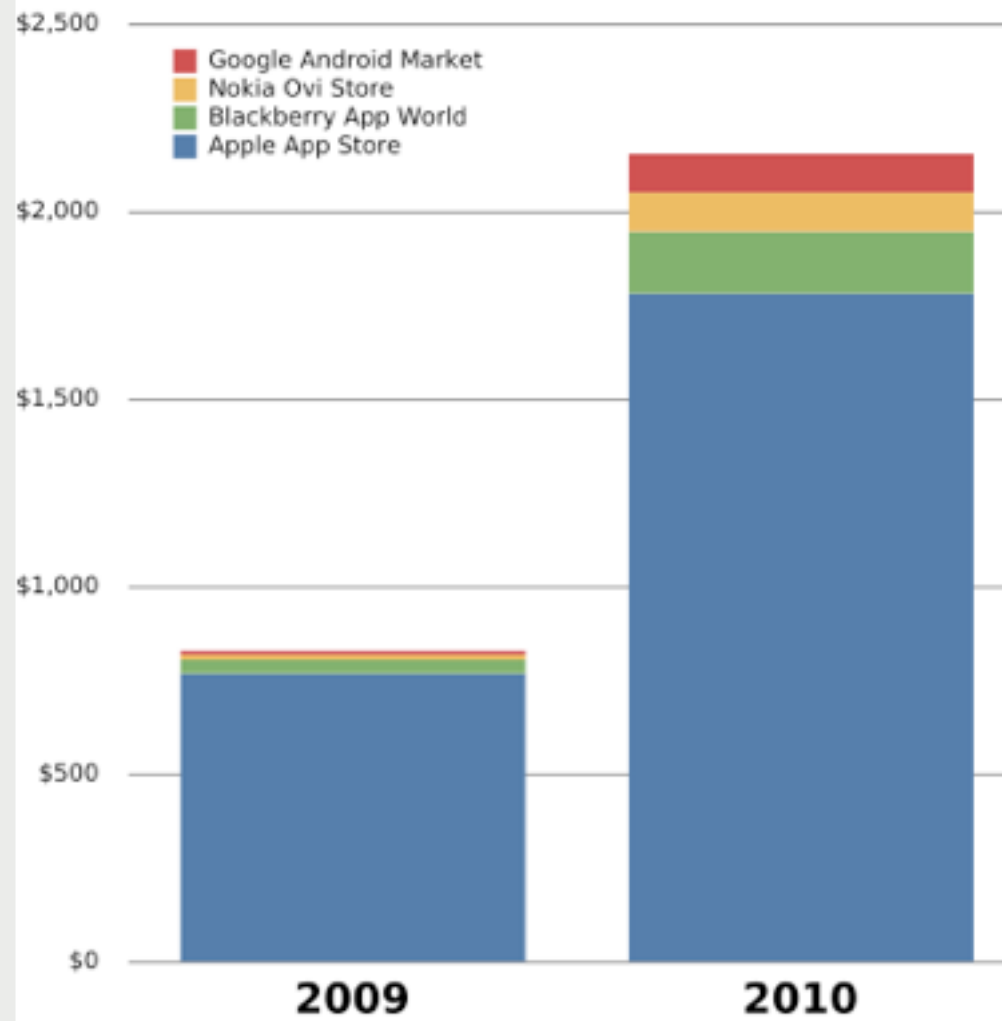
- Works across platforms
- Limited access to hardware
- No specific development tools needed



LIBRARY WEB APPS

- UNC Libraries
- Skokie Public
- Worldcat Local
- Jstor
- Summon by Serial Solutions
- Univ of TN at Chattanooga
- Harford County Library (MD)

Global Mobile Applications Store Revenue in Millions of US Dollars



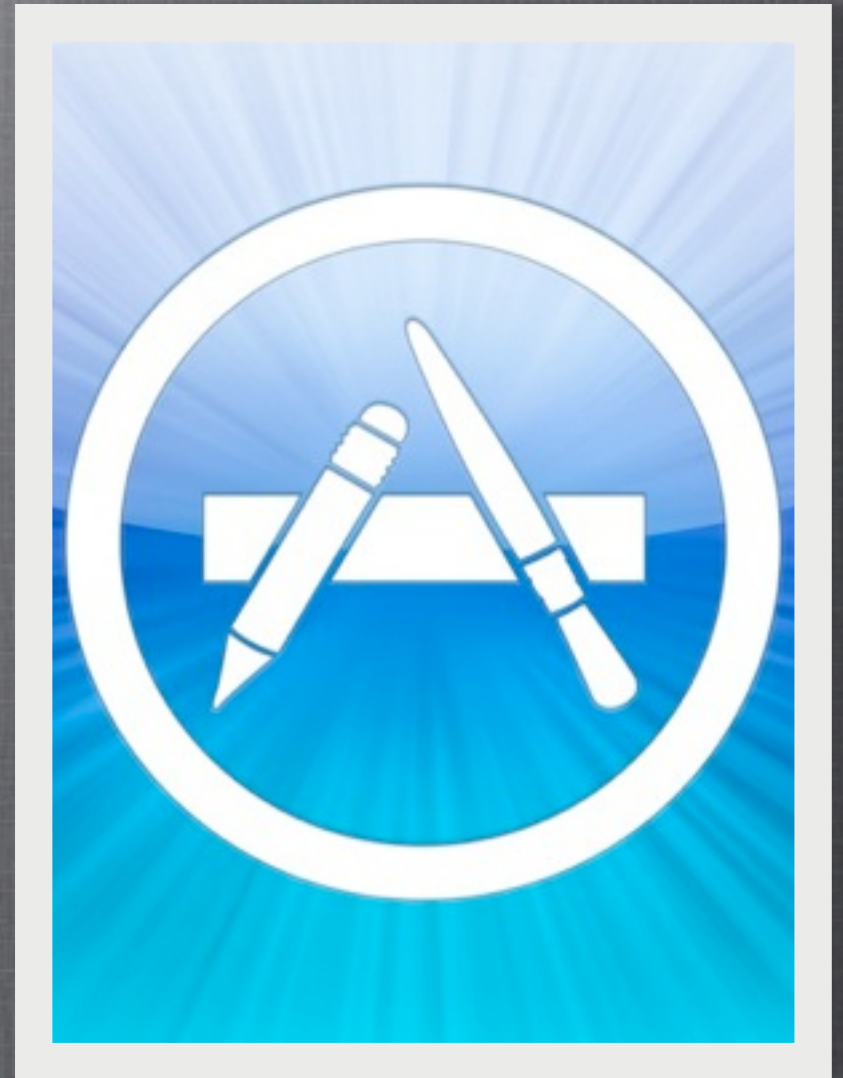
Source: IHS Screen Digest

MANAGING APP PURCHASES

IOS APP STORE

IOS APP STORE

Single Source
“Unlimited” devices
Tied to iTunes Account





ITUNES GIFT CARDS

Photo by yum9me - <http://flic.kr/p/73m6TM>

ANDROID APP STORE

ANDROID APP STORE

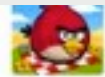
Multiple Source
Unlimited Devices
Tied to Google Account





GOOGLE ANDROID APP STORE

the original android store



updated
Angry Birds Seasons: Summer Pignic Is Here

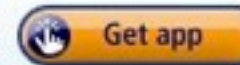


Amazon Appstore for Android

Get a great paid app for free every day

Today's free app of the day
aTilt 3D Labyrinth

~~\$3.99~~ **FREE**
03:45:47 left

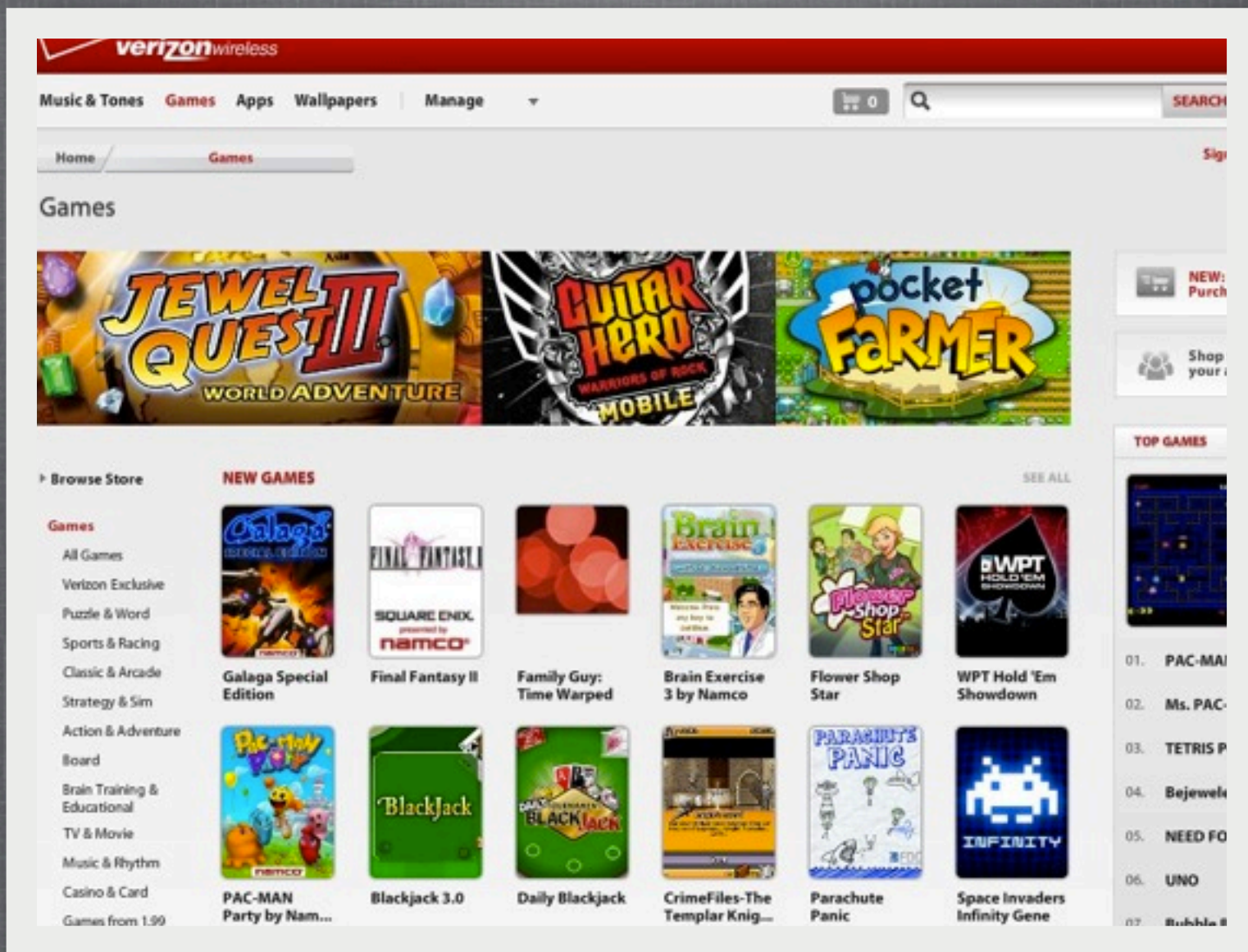


aTilt 3D Labyrinth
by FridgeCat Software

★★★★☆ (51)

AMAZON ANDROID APP STORE

amazon bringing serious competition



VERIZON ANDROID APP STORE

carriers want a piece of the money

PLATFORM DEVELOPMENT

APPLE IOS APP STORE

- iOS SDK
- Must pay \$99 a year to maintain membership
- Must follow the rules

ANDROID APP STORE

- Android SDK
- \$25 a year for Android store, \$99 for Amazon App Store
- Must follow the rules...if you want to play in their playground

WEB APP DEVELOPMENT

- Common standards, open tools: HTML, CSS, Javascript
- No additional cost beyond website
- Existing frameworks to build on

WEB APP DEVELOPMENT

- MIT Mobile Web - <http://sourceforge.net/projects/mitmobileweb/>
- Google IUI - <http://code.google.com/p/iui/>
- Jason Clark @ Montana U - <http://bit.ly/odWNoW>
- PhoneGap - <http://www.phonegap.com/>
- Chad Haefele's Mobile Site Generator - <http://www.hiddenpeanuts.com/msg/>

APPLICATIONS FOR LIBRARIANS

FOR LIBRARIANS



GOODREADER

File-system, PDF Markup, MS Office files, syncs with Dropbox



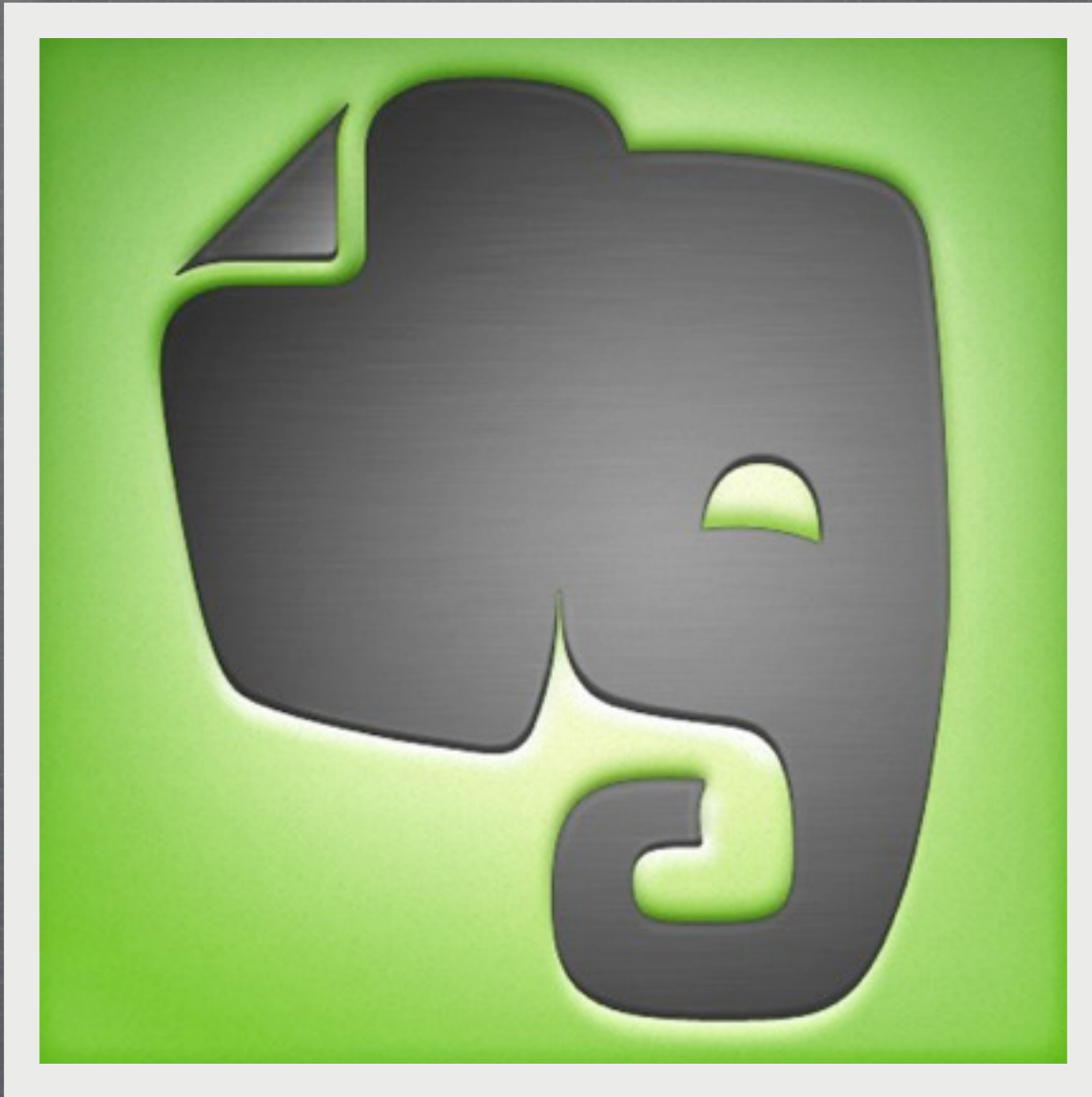
PAGES

Best document creation on iOS



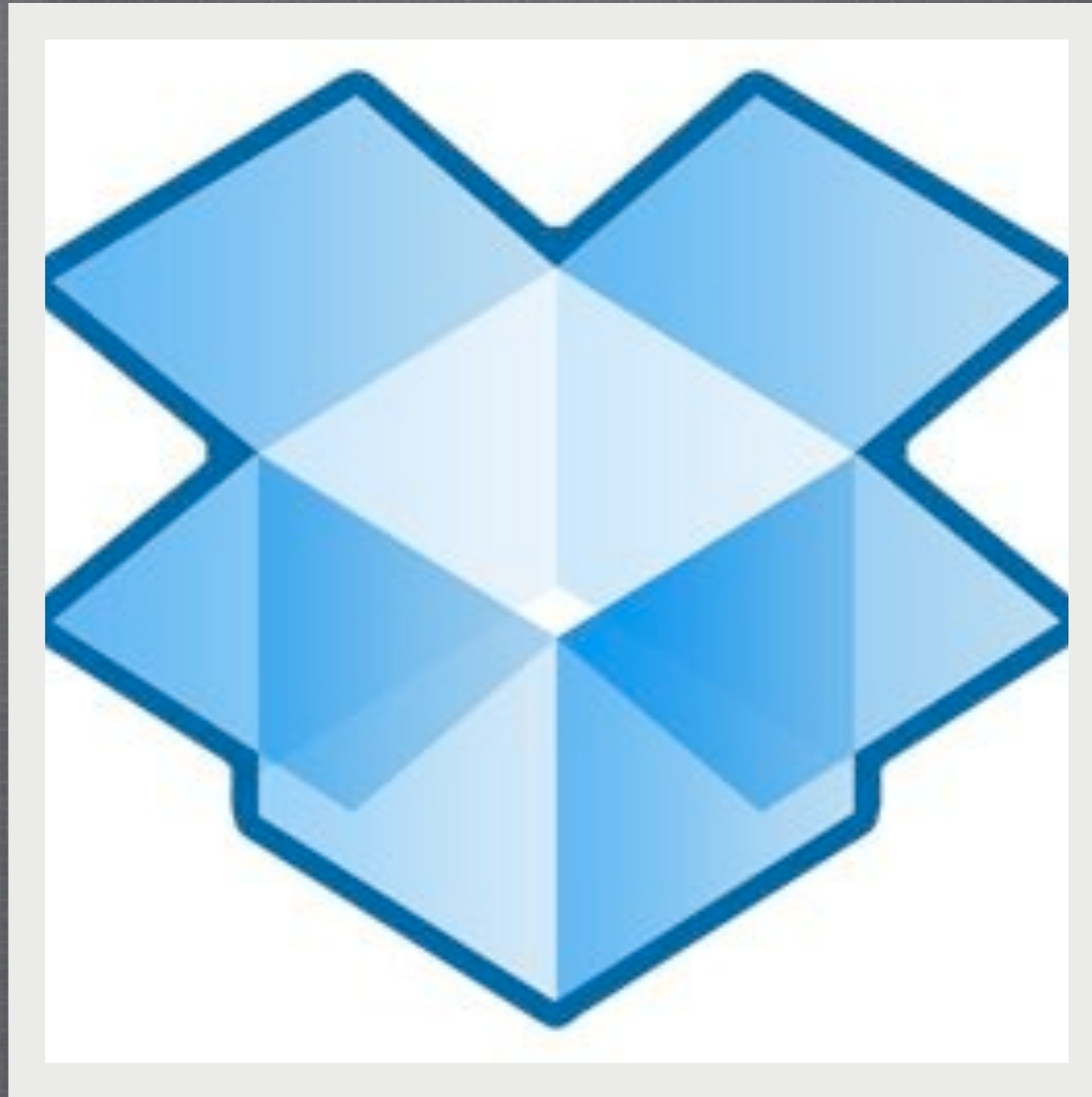
KEYNOTE

Best presentation tool on any platform



EVERNOTE

Notebook, scanner, outboard brain



DROPBOX

Magical file storage

DLI Home

Digital Initiatives & Projects

[Access & Discovery](#)
[Data Repositories](#)
[Digital Repositories](#)
[Digital Collections](#)
[Physical Spaces](#)
[Geospatial](#)
[Mobile Apps](#)
[Data Analysis](#)

DLI Staff

Suma: Space Assessment Toolkit

Overview

This is an project to undertake the development of a tool that will allow library staff to collect and aggregate real-time data about physical space usage. Additionally, this tool will support the collection of more fine-grained data about physical space usage patterns than is currently available. The data that this tool provides would allow the libraries to build on existing assessment practices by significantly improving our ability to analyze physical space usage trends against various milestones, as well as generating more dynamic and current data visualizations.

Team

- Jason Casden, Digital Library Initiatives
- Joyce Chapman, Digital Library Initiatives
- Rob Rucker, Research and Information Services
- Hill Taylor, Learning Commons
- Eric McEachern, Digital Library Initiatives
- Rusty Earl, Digital Library Initiatives

Technical Details

This tool will be developed as a client-server web application for tablet platforms, such as the Apple iPad. The client will utilize HTML 5 features such as Web SQL client-side storage in order to balance the requirements of broad device support, centralized data storage, and fast, caching, distributed data collection.

Reports and Presentations

Casden, J. (2011). "Mobile Sensors: Building an Open Source Staff-Facing Tablet App for Library Assessment", *NISO Forum: Mobile Technologies in Libraries*, Philadelphia, PA, May 20, 2011.

Casden, J. and Chapman, J. (2011). "Building a staff-facing tablet application for library assessment", *Code4Lib 2011*, Bloomington, IN, February 10, 2011. [Video of presentation](#) (from 26:25-44:30).

Last updated: June 24, 2011

SUMA

Space analysis & Statistics

FROM PATRONS



BOOKMYNE

Syrsi-Dynix mobile app

Gale Apps

Access to library resources no longer ends at the front door. Gale's growing family of mobile apps feeds the population's ever-increasing appetite for information and knowledge. To check out library resources online, check out the three apps below. They provide 24/7, on-the-go access to renowned Gale resources whenever and wherever they're needed.



AML Public Edition

AccessMyLibrary Public Edition uses GPS to find public libraries within a 10-mile radius of the user's location then provides free access to credible Gale online resources.

Who are you?

[Librarian »](#)

[Patron »](#)

Available on the

[App StoreSM »](#)

[AndroidTM Market »](#)



AML School Edition

After a one-time log-in, *AccessMyLibrary School Edition* supplies students with free, unlimited access to their school library's Gale online resources.

Who are you?

[Librarian »](#)

[Student »](#)

Available on the

[App StoreSM »](#)

[AndroidTM Market »](#)



AML College Edition

Using your college e-mail address, *AccessMyLibraryCollege* gives you unlimited, 24/7 access to your college library's Gale online resources.

Who are you?

[Librarian »](#)

[Student »](#)

Available on the

[App StoreSM »](#)

[AndroidTM Market »](#)

GALE DATABASES

Three versions

SciVerse Mobile Applications



Access research and accelerate science wherever you are



SciVerse Mobile Applications are apps to help you research where you are and where you need to be.

These mobile apps help you gain access to the latest abstracts, articles from two of the most recognised and trusted databases, SciVerse Scopus and SciVerse ScienceDirect.

Mobile Apps are created to help you deal better with the challenges you face:

Workflow demands mobility



ScienceDirect

Download the free
SciVerse ScienceDirect
iPhone app today >>



Scopus

Download the free
SciVerse Scopus Alerts
iPhone app today >>

ELSEVIER SCIVERSE

Multiple apps...again



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Best we've got



MANGO LANGUAGES

34 Foreign Languages available, 14 ESL



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Hear stories read aloud for hours of fun

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Children-specific Nook app



STANZA

Companion app to excellent desktop app



INTERNATIONAL CHILDREN'S DIGITAL LIBRARY

Children's books with an international focus



A STORY BEFORE BED

Maybe the sweetest ebook app of all

PLATFORM CHOICES FOR YOUR LIBRARY

IOS VS ANDROID

Share of Non-Computer Device Traffic for Selected Countries**May 2011****Multi-Country Report for Selected Countries****Source: comScore Device Essentials**

	Tablets			Mobile Phones				Other Devices	
	iPad	Android	Other Tablet	iPhone	Android	Other Smart-phone	Feature Phone	iPod Touch	Other
Canada	33.5%	0.4%	1.3%	34.6%	8.2%	3.6%	1.5%	14.9%	2.0%
Brazil	31.8%	1.6%	0.0%	21.0%	11.7%	11.3%	17.3%	4.1%	1.1%
Germany	29.4%	0.9%	0.0%	35.1%	16.2%	4.6%	2.8%	8.3%	2.5%
Spain	27.4%	0.8%	0.0%	34.2%	22.1%	7.2%	2.7%	3.6%	1.9%
France	26.9%	0.6%	0.0%	34.3%	17.1%	5.7%	5.5%	3.9%	6.0%
Singapore	26.2%	1.4%	0.1%	51.9%	10.0%	3.9%	1.5%	4.8%	0.2%
Australia	25.9%	0.5%	0.0%	50.0%	10.5%	3.8%	1.8%	7.1%	0.4%
U.S.	21.8%	0.6%	0.1%	23.5%	35.6%	6.7%	2.4%	7.8%	1.5%
U.K.	21.3%	0.3%	0.0%	29.9%	15.1%	15.0%	8.2%	8.7%	1.5%
Chile	12.9%	0.6%	0.0%	45.2%	13.9%	11.6%	9.1%	6.0%	0.7%
Argentina	12.4%	0.4%	0.0%	12.5%	23.2%	16.8%	27.5%	6.7%	0.5%
Japan	11.3%	0.0%	0.0%	49.5%	30.6%	0.2%	2.6%	4.7%	1.1%
India	4.0%	0.5%	0.0%	2.8%	6.0%	14.1%	71.9%	0.6%	0.0%

IPAD = DEFINITE
ANDROID = ALTERNATE

CONCLUSION

LEARNING OBJECTIVES

- Demonstrate **awareness of apps** for mobile devices that may be useful in a library setting
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- Explain to library management the **reasons for purchasing decisions** in the mobile space of internet-accessible personal devices.

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