

Library Technology Conference 2009
March 18-19, Macalester College, St. Paul, MN

Preliminary Program

Wednesday, March 18th

8:30am - 9:30am

Registration/Check-In -- Coffee, tea and pastries available

9:30am - 10:45am

Welcome | Opening Keynote Presentation

"Applying the Information Commons Concept in Your Library"

Stacey Greenwell, Head of the Information Commons (the Hub), William T. Young Library, University of Kentucky

11:00am - 12:00pm

Concurrent Sessions #1 -- Participants choose from the following sessions:

1-A: Technology Tuesdays: A Brown-bag Approach to Faculty and Staff IT Development

Sheryl Sheeres Taylor, Director of Library Services, Dordt College.

Every other Tuesday members of the College's Information Services Division offer a half hour brown-bag presentation on a technology topic or gadget. This has been an effective means of introducing faculty and staff (and other librarians!) to the digital world. The director of the library runs the program which has positioned the library as a campus technology leader.

1-B: Meeting them Halfway: Using YouTube in a First Year Information Fluency Program

Beth Hillemann and Aaron Albertson, Reference and Instruction Librarians, Macalester College.

First year college students are used to gathering information through resources such as YouTube and Google. They need to learn about the approach scholars take to disciplinary inquiry. Macalester College designed a standardized session that asked students to critically evaluate a message conveyed through a YouTube video. During the session, students used library and network resources to produce a short bibliography of academic articles and books on the YouTube video topic.

1-C: Online Book Clubs Using Moodle Software *(Limited to 30 registered participants)*

Jody L. Wurl, Senior Librarian, Web Services and Training, Hennepin County Library.

Learn the basics of using Moodle course management freeware to set up online book clubs. This hands-on session will give you an opportunity to set up an example book club in the lab!

1-D: What's Cooking in the Lab: Update on University of Minnesota Digital Library Development Lab Projects

Jason Roy, Director of Digital Collections, and Shane Nackerud, Web Services Coordinator, U of MN Libraries

Come and learn more about recent Digital Library Development Lab efforts including the Rich Media Initiative, a new Assignment Calculator, an upgrade of UThink blogs, plus other projects.

1-E: Greenstone: Is the Open Source Option Right for You?

Sean Felhofer, Cataloger, William Mitchell College of Law

The desire to create online collections is often at odds with libraries' budgetary realities. Greenstone, a free, open source digital library software package, offers a possible solution to this dilemma. Using two recently-developed Greenstone collections—rwandadocumentsproject.net and neln.org—as a framework, this session will explore the software's data model, feature set, and potential for customization. Participants will learn if Greenstone is the right choice for their digital library software needs.

1-F: Amazon's Kindle™ Wireless Reading Device: Is it the future of interlibrary loan?

Joyce Neujahr, Director of Patron Services, University of Nebraska-Omaha

Amazon's Kindle device allows libraries to acquire new titles in three minutes or less. This presentation explores how this capability can be used in two important ways. First, by providing an "instant interlibrary loan" service using Amazon's

225,000 available Kindle titles - loan requests can be filled on-the-spot by downloading a book and lending the Kindle to the patron. Second, patrons gain immediate access to bestsellers, fiction, and new releases that would ordinarily require days or weeks to provide. The presentation details an actual implementation of "Kindle Loan" services. Both the concept of how wireless readers change library services and the practical issues, such as borrowing policies and copyright clearance, are examined.

12:00pm - 1:00pm – Lunch

1:00pm - 2:15pm

Afternoon Keynote Presentation

"Technology Trends and Libraries: So many opportunities"

Eric Lease Morgan, Head of Digital Access and Information Architecture Department, University Libraries of Notre Dame

2:30pm - 3:15pm - Coffee & Dessert Reception

Visit sponsor exhibits and the poster sessions and enjoy an opportunity to informally network with other conference participants. A prize drawing will be held at 3:00pm - must be present to win.

3:30pm - 4:30pm

Concurrent Sessions # 2 -- Participants choose from the following sessions:

2-A. Finding Grant Opportunities for Libraries and Technology *(Limited to 30 registered participants)*

Nikki Busch, Grants Librarian, University of Wisconsin-Madison Libraries

Interested in identifying grant opportunities? Not quite sure where to start or what to look for in a grant maker? Or perhaps you want to expand your grant-seeking horizons? This workshop will help you learn how to successfully identify (and perhaps apply for) grant opportunities relevant to library technology and other related projects. Session will cover a wide range of grant-seeking resources available; what you will need to know before looking for grants; how to identify funding partners; and give some hands-on practice using some of these sources.

2-B. Distributed Reference Service

Sue Davidsen, Director of Library Services, Walden University

Walden University enrolls students all over the world in many time zones. To meet this support challenge, the university library has instituted a distributed reference service that includes librarians living and working throughout the U.S. and in Europe. Sue Davidsen, Director of the Walden University Library, will describe how the distributed reference network works, the software utilized, and the successes and challenges of managing from a distance.

2-C. On-line Homework Help: Converging Best Practices with Results

Kimberly Edson, Head of Readers Services, Rochester Public Library

On-line Homework Help: How the perfect storm led to a successful implementation of Tutor.com by the Rochester Public Library. The entire process of planning, marketing and implementing the Rochester Public Library's live homework help program will be discussed. Special emphasis will be given to the role of building partnerships with school districts and other community stakeholders.

2-D. Minnesota Digital Library - Where We Are

Marian Rengel, Outreach Coordinator, and Eric Celeste, Consultant, Minnesota Digital Library

The Minnesota Digital Library continues to work with organizations to digitize their collections and is now working with organizations to research providing a state-wide search mechanism. We are continuing our social networking project and anticipating a year of research and development in 2009-10. Marian Rengel will provide an update on the developments in the Minnesota Digital Library. She will also seek ideas from participants for future work of this organization.

2-E. More than Just a Blog

Shelly Xiaoli Zhu, Electronic Services Librarian, Maag Library, Youngstown State University

Maag Library at Youngstown State University has implemented Wordpress open-source weblog software as a means to undertake a number of Web 2.0 services. Most frequently, Wordpress is utilized to create "pages" and "posts" representing web pages that must be updated or revised frequently. This presentation will discuss the project with particular attention paid to the decision to use Weblog software rather than other web development tools and the advantages of using a locally loaded and administered weblog server rather than utilizing a commercial weblog site. The audience will also understand the benefits and challenges of the utilization of open-source software (Wordpress).

2-F. Using Video for Library Orientation and Promotion

Stacey Greenwell, Head of the Information Commons, University of Kentucky

Learn how the University of Kentucky Libraries revived their first year student orientation experience by creating a video filmed on campus and in the virtual world, Second Life. The presentation will also cover two follow-up video efforts, one aimed at marketing the information commons and the other more instructional in nature. From writing and filming to editing and screening, the presentation will discuss the process, offering practical tips and suggestions for creating your own videos.

2-G. Video Games as Learning Tools for Your Media Curriculum

Brock R. Dubbels, Media Specialist / Research Associate, Minneapolis Public Schools / Center of Cognitive Sciences University of MN

In this session, participants will learn experientially about how to enhance a media curriculum with video games to raise reading comprehension levels, technical writing, problem solving, and critical analysis of games as medium. The participants will be presented with curriculum, connections to standards, and methods for collecting their own data to influence and support policy decisions.

Thursday, March 19th

7:45am - 8:30am

Registration/Check-In - Coffee, tea and pastries available

8:30am - 9:30am

Concurrent Sessions #3 -- Participants choose from the following sessions:

3-A. Using CONTENTdm in a Consortium

Ann Kenne, Head of Special Collections, University of St. Thomas; Denise Tyburski, Media Services Librarian, and Chris Schommer, Digital and Special Projects, Macalester College

In this session, staff from CLIC will discuss the decision process to purchase CONTENTdm for our digital collections and how the consortia agreed to divide costs and collections. We will also discuss customization of the site and give examples of how workflow is set up at some institutions.

3-B. Reading for Digital Natives

Carol Soma, K-12 Media Specialist, Blue Earth Area Schools

You can call them Digital Natives or the Net Generation, but you probably won't call them readers. With good reason, educators today are concerned about young people who can't or won't read. This presentation examines recent brain research, shedding light on exciting new methods that can be used for students with dyslexia, other learning disabilities, or even just plain apathy. It will offer ideas to improve your collection, your media program, and possibly your attitude.

3-C. VuFind: The MnPALS Experience (Limited to 30 registered participants)

Alec Sonstebly, Computer and Web Services Librarian, Concordia College

A lot has happened since librarian and blogger Karen Schneider published her manifesto "How OPACs Suck" in 2006. Two years later, the Consortium of MnPALS Libraries launched MnPALS Plus, a new Web 2.0 catalog interface based on the open source project VuFind. In this session, learn the basics of the VuFind project; information about the Consortium's implementation, adoption, and usability testing of VuFind; the strengths and weaknesses of the public interface; and more. The emphasis of this session will be on the user experience and the public services perspective. Alec Sonstebly is the current chair of the MnPALS's Discovery Tool Task Force, the group specifically charged to explore discovery tools for the Consortium's libraries.

3-D. Taking LibData to New Heights

Shane Nackerud, Web Services Coordinator, U of MN Libraries and Johan Oberg, Digital Scholarship and Services Librarian, Macalester College

In addition to a brief overview of the LibData system, this session will provide examples of how LibData can be extended to provide interactive and dynamic web content based on data categories or user profiles. Specific topics include Macalester College's use of LibData to create a facet-based A-Z list of e-resources, and the exciting LibData applications developed at the University of Minnesota, which include a push-based Portal system using user identification strings (affinity strings), automatic course resource suggestions, and AlephX integration.

3-E. Now You See It, Now You Don't: Using WiFi Notebooks to Turn a Meeting Room into a Classroom

Michael J. Dargan, Technical Systems Administrator, Cedar Falls Public Library

The Cedar Falls Public Library faced a dilemma: The need for a room to conduct computer-based training was pressing, but space is at a premium. The solution? Use existing public meeting rooms to host classes with cart stored WiFi notebook computers.

3-F. Library Orientation Odyssey: Using Gaming and Social Networking Concepts to Educate New Users

Ron Joslin, Systems Librarian, Macalester College

A challenge for all academic libraries is how best to introduce new students to its services and resources without contributing to the "information overload" that first year students encounter when they arrive on campus. Macalester College's library has been experimenting with online gaming and social networking concepts in order to offer first year students an opportunity to be introduced to library services and resources during the summer before they arrive on campus. This session will highlight these projects and share lessons learned as they traveled along this orientation odyssey.

9:45am - 10:45am

Concurrent Sessions #4 -- Participants choose from the following sessions:

4-A. Copyright As Your Right

Marcia W. Keyser, Coordinator of Copyright Services, Reference/ Instruction Librarian, Drake University

This session will focus on the benefits of copyright to the librarian or faculty member. Copyright applies to anything written or recorded - such as your e-mails, project outlines, or your teenage poetry. You decide when you want others to view or use your work. Copyright can help you. My presentation will provide a background on the rights of the copyright holder, the rights of the everyday "user" of copyright materials, and multitudes of examples from typical universities.

4-B. The Life & Times of an Embedded Librarian

Galadriel Chilton, Electronic Resources Librarian, University of Wisconsin - La Crosse

In fall 2007, Galadriel was an embedded librarian for four sections of a Communications Studies class, and in Spring 2008 she was the embedded librarian for 3 sections of the same course. This presentation reviews what she did, technology used, and why she believes - based on anecdotal data, student bibliographies, and student self-evaluations - being an embedded librarian is an effective means of teaching information literacy and introducing students to academic library services.

4-C. Library Technology Programs for Baby Boomers and Beyond

Barbara Kondrick, Hennepin County Library

Seniors (55+) are proving that technology isn't just for young folks. Learn how technology programs targeting seniors can build confidence and spark the imagination of baby boomers and beyond. Programs to be highlighted include Senior Tech Day, Senior Surf Day, Digital Photography, and Senior Gaming.

4-D. Drupal at the University of Minnesota: A Case Study

Wayne Loftus, Science Librarian, and Cody Hanson, Technology Librarian, University of Minnesota Libraries

Over the last several years, a growing number of libraries have begun to use Drupal to manage their websites. At the University of Minnesota, the Bio-Medical Library redeveloped its site with Drupal in 2006 and, after several grant-funded Drupal projects, the main libraries decided to migrate this year. In this presentation we will outline our transition to this open source CMS, including the solutions we found, techniques we employed, and problems we encountered.

4-E. Next Generation Library Catalogs

Eric Lease Morgan, Head of Digital Access and Information Architecture Department at the University Libraries of Notre Dame

This informal breakout session will provide an opportunity for participant to discuss and share their ideas and experiences regarding "next-generation" library catalog systems. What is such a system? What is ideal? What is practical? What is available? What sorts of resources (time, money, people, expertise, etc.) are required to implement such things? What is similar and different between these systems? How are they similar and different to current OPACs? This session will provide few hard & fast answers to these questions, but rather provide an opportunity to talk about the issues.

4-F. Hear the Voices of Classroom 2.0 through Free Web 2.0 Tools

Wendy Wolfe, Teacher and Technology Integration Specialist, Totino-Grace High School

How can free web-based tools such as wikis, podcasts, avatars, cartoon generators and movie generators engage students while transforming teaching and learning? Join us to learn about what tools are available to librarians and educators, see examples of student work, and explore the digital responsibility that comes with using Web 2.0 tools.

11:00am - 12:30pm

Concurrent Sessions #5 -- Participants choose from the following sessions:

5-A. An Introduction to Web Video for Libraries Using Apple's iMovie *(Limited to 30 registered participants)*

Gary Gruba, Certified System Administrator/Senior Systems Engineer, and Mike McGraw, Higher Education Account Executive, Apple Computer

Adding video can create a whole new dimension to your library's web site. Apple iMovie's video capture, edit, and playback capabilities are simple to use and can produce high quality video, making it an ideal candidate for library staff who are interested in putting together web video material in a fast and painless manner. This hands-on session will introduce you to what you need to know about iMovie in order to import and organize your video, edit it with ease, and add details such as titles, transitions, and other special effects.

5-B. Tutorials and e-Learning Resources in a Flash! Using Adobe Captivate to Create Training Tutorials for Staff and Interactive e-Learning Resources for Library Users *(Limited to 30 registered participants)*

Suzanne McGinn, St Paul Public Library, Chris Oien, College of St. Catherine, and Ron Joslin, Macalester College
Adobe Captivate software makes it easy for libraries to create engaging e-learning resources and staff training tutorials — all without programming knowledge or multimedia skills. In this session, the basics of the Captivate software will be covered and participants will create a basic online training tool that they can use in their library.

5-C. Google Apps (and other Google Tools) for Libraries *(Limited to 30 registered participants)*

David Collins, Associate Director for Public Services, and Barron Koralesky, Associate Director for Information Technology Services, Macalester College

Using a mix of demonstration, hands-on experience and conversation, participants will dig deeper into Google and Google Apps. You may want to bring your lab coat. Macalester has been using Google Apps for nearly a year, and will share some experiences as well as ways we have been integrating / leveraging Google into the day-to-day life of our library and institution. We want to know how others are using Google, and hope to develop a shared "best practices" project as one outcome of this session.

5-D. Visual Thinking with Spatial Data: Using Spatial Organization to Access Library Information

Lesley Kadish and Jennifer Jones, Minnesota Historical Society; Leah Ujda, UWI Digital Collections Center

Spatial organization offers a new way to interpret and present information in a visual construct. Through maps and modeling, users don't simply access information; they discover its context and build a richer picture of the past. This presentation will explore three approaches to spatially organizing historic information: use of Google Earth, GIS, and three dimensional modeling. We will also discuss the challenges related to spatial metadata.

5-E. Technology Workshops with a Twist: Using Scratch for Youth Technology Workshops *(Limited to 30 registered participants)* *Jennifer Nelson, Partnership Coordinator, Hennepin County Library and Keith Braafladt, Science Museum of Minnesota*

Gaming is all the rage in libraries, but we've taken things a step further in technology programming for teens. We teach teens how to use Scratch to create multi-media content including animation, stories, and even games as a way to teach 21st century literacy skills. Why Scratch? It's free, it's accessible and it's fun. It also connects youth with a worldwide community of users. This workshop will introduce you to the wonders of Scratch and relate our experiences in rolling out the program to a set of national libraries as part of an IMLS funded Nation of Leaders Demonstration Grant.

5-F. Virtual Life, the Metaverse and Everything *(Limited to 30 registered participants)*

Debbi Duncan, Academic Librarian/Second Life & Immersive Learning Coordinator, University of Wisconsin, Oshkosh
This presentation will provide an overview of how immersive learning and libraries have adopted virtual worlds as a catalyst for the development of new applications of technology to support learning and creative expression. It will also provide an overview of how libraries are using Second Life and other virtual environments in promoting the services that they offer. Session attendees will be allowed to log in to Second Life for a short hands-on experience in creating an avatar, navigating around within Second Life and visiting some of the interesting things to see and do.

5-G. Getting a Handle on E-Resource Management: An ERM Panel

Don Zhou, Assistant Director, Technical Services and Library Technology, William Mitchell College of Law; Dani Roach, Head of Serials, and Carolyn DeLuca, Virtual Services Librarian, University of St Thomas; Galadriel Chilton, Electronic Resources Librarian, Univ of Wis - La Crosse

This panel will be sharing information about the implementation and maintenance of their ERM (and related products). ERM products to be covered include ILL, Serials Solutions, and a homegrown ERM (UW-LaCrosse). Learn about why these Libraries chose to implement an ERM; highlights of the products they are using; other tools that might be closely integrated with their ERM that assist with e-resource management; and tips for anyone considering implementing an ERM system.

5-H. Stuck in the Social Web *(Limited to 30 registered participants)*

Laura M. Wight, Associate Professor / Information Literacy Librarian, South Dakota State University

The growing popularity and sheer number of social web applications is at times overwhelming. As library professionals with busy schedules and limited resources we must learn to discriminate between the technology fad of the week and applications we can capitalize on to improve our services. This session will identify the scope and relevance of social web applications such as Facebook, Myspace, Meebo, blogs and wikis. Attendees will get to view examples of social web implementation successes and failures, and the tips and tricks to determining which of the varied applications might be the best fit for their library.

5-I. Using an Audience Response System in Library Instruction *(Limited to 30 registered participants)*

Carole Cragg, Associate Director, Betsy Dadabo Library Technology Specialist, and Lyndi Finifrock, Reference and Instruction, Bethel University Library; Jennifer Borkenhagen, Circulation Supervisor/Reference & Instruction Librarian, Concordia Univ-St Paul; Sue Gray, Reference / Circulation Librarian, College of St. Catherine

An audience response system (sometimes referred to as a clicker system) can help turn a library instruction presentation into an interactive learning experience. In this session, three libraries will discuss how they've implemented an audience response system into their instruction program as well as for other uses in their libraries such as presentations to administrators and faculty workshops. You will also get to experience an audience response system as a participant and then learn how to create your own audience response presentation using a standard PowerPoint presentation.

12:30pm-1:30pm - Lunch

1:30pm - 2:30pm

Concurrent Sessions #6 -- Participants choose from the following sessions:

6-A. What Everything Has to Do With Everything: Professional Development Convergence

David Zukor, Technology Integration Specialist, Wayzata Public Schools

With so many changes taking place in education and so little professional development time available, it is important to think creatively about ways to bring your staff together to learn about technology integration, media literacy, and 21st century skills. To do this, we must think about how these skills converge with other initiatives in our districts and take advantage of what little time we have to keep our staff moving forward. Find out how Wayzata uses this philosophy to maximize our professional development time. See how we are using online opportunities to bring our staff together outside of the standard work day.

6-B. Making Your User Guides Relevant in a 2.0 World

Kimberly Babcock Mashek and Kari D. Weaver, Information Literacy Librarians, Vogel Library, Wartburg College

Online user guides have become more than static listings of library resources. Now dynamic and interactive instruction tools, they incorporate various Web 2.0 features such as chat, RSS feeds, tags, blogs, and user generated content. This presentation will discuss how libraries can transform their existing guides by integrating these new features and considering the needs of their library community. The presentation will show examples of currently available products libraries can use to enhance their own guides.

6-C. AskMN: The Librarian Is In - Minnesota's Cooperative Digital Reference Service

Carla Pfahl, AskMN Coordinator, MINITEX Library Information Network; Christine Clifford, Senior Web Services Librarian, Hennepin County Library System, and Sue Gray, Reference / Circulation Librarian, College of St. Catherine

AskMN.org is the 24/7 statewide cooperative digital reference service for Minnesota that began in March, 2008 with eight participating libraries. Working from either a public queue or academic queue, AskMN librarians provide real-time online assistance using chat to help patrons from across the state with their information requests. Learn about first-hand experiences with AskMN and working in a cooperative service. You'll hear from librarians who have participated in this statewide service.

6-D. Quality of Freely Available Resources in Vendor Provided Knowledge-Bases

Mike Bloomberg, Systems/Circulation Librarian, Augsburg College, and Chad Hutchens, Electronic Resources Librarian, University of Wyoming

This presentation will evaluate the inclusion of freely available e-resources in two commercially available (and prevalent) Open URL knowledge bases.

6-E. A Beginner's Guide to InDesign Publishing Software *(Limited to 30 registered participants)*

Jacki Betsworth, Library Office Manager, Macalester College

Is your library considering a move to Adobe InDesign software, the current industry standard for desktop publication? This session offers a brief introduction to the InDesign workspace and tools and an opportunity for hands-on experience with the software, using prepared file and image samples to create a basic publication.

6-F. Streamlining Acquisitions Workflows *Tess Kasling, Associate Director for Technical Services, College of St. Benedict/St. John's University, Mike Walmsley and Kathleen Clatanoff, YBP Library Services*

Learn how the College of St. Benedict/St. John's University partnered with MnPALS, and YBP Library Services to implement an electronic selection workflow and automate the process of loading order records and cataloging records into their Aleph system to free up time for the acquisitions staff.

6-G. De-Googlization: A Librarian's Challenge with Information Monopoly

Allison Quam, Reference and Liaison Librarian, Winona State University

Google has undoubtedly influenced our assumptions about research and the dissemination of and access to information. While Google initiates more projects, such as the Book Search or the historic news archive, how will librarians educate their users who have become increasingly more dependent upon this private company for access to information? As Google continues to dominate the search and information landscape, users will need to learn the skills necessary to filter the information made accessible by a company that is influenced by profits and shareholder demands.

2:30pm - 3:00pm - Afternoon Break - Cookies and beverages available

3:00pm - 4:30pm

Concurrent Sessions #6 -- Participants choose from the following sessions:

7-A. Podcasting Basics for Librarians with Apple's GarageBand *(Limited to 30 registered participants)*

Gary Gruba, Certified System Administrator/Senior Systems Engineer, and Mike McGraw, Higher Education Account Executive, Apple Computer

If your library is interested in taking part in the podcasting revolution, Apple's GarageBand features amazing built-in tools that can be used to create your own rich and professional-sounding podcasts. This hands-on session will introduce you to GarageBand and other Apple iLife Suite software tools that make creating podcasts easy. In addition to covering the basics of this powerful software, we'll share a few tips and tricks that will help you get the most out of GarageBand to record your podcast.

7-B. Jing: More Bang for Your Instructional Buck *(Limited to 30 registered participants)*

Pete McDonnell, Technical Services/Reference Librarian, and Maria Brandt, Reference/Interlibrary Loan Librarian, Southwest Minnesota State University Library

Jing is a free, online screen capture and sharing tool that makes it very easy to create and share screen recordings from your desktop. At SMSU Library, we jumped at the chance to use Jing as an addition to librarians' instructional and communication toolbox. In this hands-on, "sandbox" session, participants will get the chance to explore their own ideas for using Jing in their day-to-day work.

7-C. Firefox Extensions and Tools: Using iMacros and Zotero *(Limited to 30 registered participants)*

Todd Quinn, Reference Services Coordinator, Northern State University, and Jennifer Borkenhagen, Circulation Supervisor/Reference & Instruction Librarian, Concordia Univ, St Paul

This session will focus on two Firefox extensions and tools. Quinn will highlight iMacros which takes advantage of the macro concept and tabbed browsing capabilities and which can be used as an alternative to federated search and for performing repetitive tasks. Borkenhagen will discuss Zotero which allows users to capture bibliographic information about books, journal articles, and web pages while doing your research. Zotero will also allow you to organize these resources into folders and add notes about each item. During this session, participants will have an opportunity to download/create these Firefox add-ons and look at the ways in which librarians and library patrons can use them.

7-D. Placeography: Creating Content on a Place Wiki *(Limited to 30 registered participants)*

Tracey Baker and Hamp Smith, Minnesota Historical Society

This hand-on session will introduce librarians to Placeography - a wiki where people can share the history of and stories about a house, building, farmstead, public land, neighborhood or any place to which they have a personal connection. We'll show how to create wiki entries on Placeography.org, highlighting your library or places of interest in your community, upload images from the Minnesota Historical Society photo database or Creative Commons images on the web, and link to other resources. We'll also talk about searching property records available on the web. Placeography uses mediawiki software and semantic forms.

7-E. User-Friendly Multimedia Authoring with Pachyderm

Lara Friedman-Shedlov, Archivist, and Claudia Sueyras, Assistant Librarian, University of MN Libraries; Kris Wetterlund and Scott Sayre, Principals, Sandbox Studios/Museum41

This session will focus on the products and process of using the open-source Pachyderm authoring tool to produce interactive multimedia presentations. Presenters from the library, museum and developer communities will present Pachyderm projects, discuss the training process and learning curve and demonstrate a new, feature rich version of the authoring software. The session will conclude with a Q&A session and audience discussion.

7-F. Introduction to Moodle Course Mgmt System for Librarians *(Limited to 30 registered participants)*

Peter Kirlaw, Biosciences Librarian, University of Minnesota Libraries

Moodle is an open-source course management system that can deliver online library instruction content (such as classes, library workshops, specialized training materials for colleagues, etc.) in an asynchronous format. It is relatively easy to learn because it provides pre-designed layout templates, and no HTML or programming skills are necessary. Value-added Moodle features include discussion forums, simple quizzes, etc. Each workshop participant will learn how to start building a basic Moodle library instruction class.

7-G. Hi-Tech Toys and Tools: Implications for Libraries *(Limited to 30 registered participants)*

John Larson, Information Technology Librarian, St. Paul Public Library - Explore new tech tools and consider their implications for libraries. This session will provide a hands-on look at netbooks, eBook readers (including the Amazon Kindle), portable Internet devices, miniature video cameras, and more! Attendees are invited to bring their favorite tech gadgets to share with the group as well!

7-H. Is There Anybody Out There? Online Training Technology, Tips, and Analysis

Deborah Copperud, James J Hill Reference Library; Jennifer Hootman, Beth Staats and Matt Lee, MINITEX Library Information Network; and Lynne Beck, University of MN Libraries

This session will discuss webinar software and other tools that can be used to provide online training opportunities, some of the advantages of online training, how to avoid common pitfalls, and tips for organizing and facilitating successful online workshops. Session presenters will also cover analysis from the University of Minnesota libraries of user reaction/responses to online training vs. in-person training.