

Thursday, May 29th

8:30am-10:00am -- Morning Plenary Session

Keynote - John Riedl, University of Minnesota

10:15am-11:45am -- Morning Breakout Sessions

SESSION #1:

More Than a Handout: Tools to Support Instruction & Research

You've heard about online tutorials and guides, the Assignment and Research Project Calculators, and other virtual research assistance. But what else is being done by your colleagues as they provide instruction and research support, both at point of need and in the classroom? Come learn what best practices are emerging and how tools are evolving to meet the needs of librarians and users.

SESSION #2:

Creating and Sharing Local Digital Collections

Libraries are increasingly digitizing their unique local collections and moving them online, in order to provide better and wider access. Hear how local institutions have collaborated to provide online access to collections for their communities and about Omeka, a new open source web platform for making collections available online.

SESSION #3:

Using Open Source Software in Libraries

Interest in open source software among libraries has shifted into high gear in recent years. Open source solutions have provided libraries with new tools that allow them to expand the services that they are able to provide to their users. This session will look at the opportunities and challenges that the use of open source software presents for libraries and will highlight examples of innovative resources provided by using these tools.

1:00pm-2:30pm -- Afternoon Plenary Session

Keynote – Rachel Smith/Alan Levine

3:00pm-4:30pm -- Afternoon Breakout Sessions

SESSION #4:

Avatarbrarians: Librarians at the Point of Need, Virtually

Facebook? MySpace? Twitter? Flickr? How do you choose what social space to inhabit online, and what do you do once you're there? What do patrons expect of our services in this age of the Social Web? See what librarians are doing to engage their patrons and connect with other librarians in the social world online, and how they're harnessing the momentum and interactive power of these spaces to offer their services at point of need.

SESSION #5:

Cyber Scholarship

Cyberscholarship issues ranging from open access publishing to copyright and digital rights management, from Institutional repositories to creating local digital teaching collections are all issues playing an increasingly important role in libraries. This session will examine how libraries are dealing with these issues that impact directly on the role of libraries.

SESSION #6:**Interface 2.0: Beyond Usability To Interactivity**

The web has redefined how people use libraries. This session will look at ways that libraries are designing and incorporating more dynamic and user friendly interfaces into their library's catalogs, research databases, as well as other web resources and tools made available to their users. From looking at some of the "next-generation" library catalogs and discovery tools to other creative uses of web-based resources, this session will highlight the work being done by libraries in our region.

Friday, May 30th

8:30am-11:30am -- MORNING Sessions

SESSION #1:**Survivor: Interface! The Library Tech Reality Show**

Learn the basics of user testing in this high-speed, high-impact examination of real-world library services! Based on a method developed by Paul Marty and Michael B. Twidale, audience volunteers will test several OPACs, at least one federated-search tool, and two digital collection sites based on use cases that YOU will help create on the spot! Expect laughter, shock, and a renewed commitment to better design from this fun, fast-paced session!

SESSION #2:**Slaying Dragons, Visiting Virtual Worlds and Other Things I Did At My Library Today: How Libraries Can Use Digital Gaming to Engage Users**

When was the last time someone in your library defeated an ogre, slew a dragon or flew off to a far away (virtual) land? As more and more libraries add gaming programs, these events are becoming every day occurrences in libraries. The ability of digital games to motivate and engage library users makes them an attractive choice for the marketing of library services as well as a unique tool for library instruction. During this session, participants will look at the popularity of digital gaming and discuss the opportunities that it provides for libraries. The presenters will share specific examples of gaming initiatives that they have introduced in their libraries to attract and engage their users.

SESSION #3:**Institutional Repositories & Digital Initiatives: The Nuts & Bolts**

Institutional repositories continue to be a very hot topic as more and more libraries assume a leadership role in managing, preserving, and maintaining the digital assets, intellectual output, and historical materials of their institutions. In this session, a team of staff from the University of Minnesota's Digital Conservancy will look at the issues involved in setting up and managing an institutional repository including software options, how to solicit content as well as identify and create metadata. Participants in this session will get an overview of the key issues related to repositories and get answers to questions that they have about starting their or improving their own repository.

SESSION #4:**Web 2.0: An Introduction for Librarians**

This hands-on workshop will provide a basic introduction to some of the most popular tools and concepts associated with Web 2.0. Topics covered will include blogs, wikis, RSS, social bookmarking and media sites, as well as online collaboration tools. During this session, participants will not only have a chance to explore and experiment hands-on with many of these web 2.0 tools,

but also think about and discuss with other library staff creative ways that these tools can be (and are being) used in a library setting.

LAB SETTING REQUIRED - Limit to 30 participants

12:30pm-2:00pm -- EARLY AFTERNOON Sessions

SESSION #5

Koha Open Source ILS

Koha is one of the fast growing alternate open source ILS programs for libraries. West Liberty (IA) Public Library has been using KOHA for two years and will discuss the reasons behind choosing open source for their automation system. They will go into the nuts and bolts of implementation, hosting, and the level of technical knowledge needed to maintain open source. See KOHA in action through the West Liberty website and learn about future improvements.

SESSION #6

Electronic Resources in a Next-Generation Catalog

Next generation library catalogs promise the ability to provide better access for users not only to the physical collections, but also the electronic resources they made available by their library. In effect, this provides access to diverse collections and resources through a single access point. The University of Iowa recently implemented Primo, a next generation catalog. They included not only their traditional MARC catalog, but also their electronic resources database, A-Z list, materials in ContentDM and Libraries website. This presentation will discuss the issues involved with combining these various electronic resources in one system.

SESSION #7

"You were poked by the OPAC" – Facebook in Libraries

Facebook has quickly grown from a photo directory available only to Ivy Leaguers to a global social network. Many high school and college students rely on Facebook for personal expression, communication, and information discovery. Within these highly personalized Facebook environments designed by our users, should libraries promote discovery of resources and services? In a word -- yes! Attend this session to learn about site features, including low-impact marketing solutions. Also, learn about customized Facebook applications used for searching the library catalog.

LAB SETTING REQUIRED - Limit to 30 participants

SESSION #8:

The Sustainable Library: Developing and Sharing Best Practices

"Greening" just about anything has become all the rage. What does this mean for libraries and how can technology help? Participants will enhance their knowledge of sustainability issues, have the chance to reflect on initiatives underway at their own libraries and institutions, and participate in developing a "sustainability best practices" document for libraries in this interactive session. Each session participant will leave with at least one new idea they can pursue for implementation in their home library.

SESSION #9
Creating Multimedia Content for Libraries

Libraries are increasingly adding multimedia content to attract and engage the "YouTube generation". This session will allow participants to experience the video production process from planning and conceptualization to post-production editing using iMovie. Participants will also see an example of how the College of St. Catherine has used this type of multimedia video content to enhance and promote information literacy skills among their users and to highlight library services.

LAB SETTING REQUIRED - Limit to 30 participants

2:15pm-3:30pm -- LATE AFTERNOON Sessions

SESSION #10:
Macalester Goes Global with WorldCat Local

Improving the ability of their users to better discover and access the materials they need was a key goal in Macalester College's choice to implement WorldCat Local, OCLC's new product that is being touted as a "new kind of library catalog." This session will not only present an overview of the features of this web platform, but also share Macalester's implementation experience and the benefits that this new resource will provide to both their library staff and patrons.

SESSION #11
Minnesota Digital Library Coalition and Its Minnesota Reflections

The Minnesota Digital Library Coalition is creating a digital collection of Minnesota's unique resources and special collections. This session will give an overview of the MDLC, its services, support, and goals for the future, and will highlight Minnesota Reflections, its initial digitization project involving more than 20,000 unique photographs, maps, journals and documents.

SESSION #12:
Creating Local READ Posters for Library Marketing

We've all seen and enjoyed them – the READ posters published by the American Library Association. Learn how the Macalester College Library has used software made available by the ALA to create READ posters featuring local celebrities ranging from the college president to well-known professors and students. These posters have become a popular part of Macalester's annual National Library Week celebration and a very successful method for promoting the library and engaging the community. Participants in this session will hear how Macalester's READ poster program has evolved as well as have a chance to create their own basic READ poster.

LAB SETTING REQUIRED - Limit to 30 participants

SESSION #13:
Barcodes on Steroids: RFID Technology in Libraries

Radio-Frequency Identification (RFID) is an emerging technology for libraries. In this session, Metropolitan State University staff share their experiences in implementing RFID, discussing the

advantages of this technology for libraries, how their library prepared for the transition to this new method for tracking materials.

SESSION #14:

Screencasting and e-Learning 2.0 for Libraries:

Engaging your patrons (or staff) with interactive online learning resources

Screencasting software allows libraries to create tutorials and learning/teaching resources that are engaging and interactive. It allows the creator of the screen cast to record on-screen actions and add an audio recording of their voice explaining what to do - just post the recording to the web, and your customers and/or staff can learn a process, procedure, policy ... anytime, anywhere! This hands-on workshop will provide participants with an opportunity to create a simple online screen cast and provide straightforward suggestions to get the most from screen casts.

LAB SETTING REQUIRED - Limit to 30 participants