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Reconfiguring the Library for  
21st Century Learning

## Inspiration for Change

Talis Insight '07  
Hilton Metropole Hotel  
Birmingham, NEC, UK

# 21st century

There is, as yet,  
no paradigm for  
the 21st Century  
Library

21st century

# Student library visits fall 20 per cent in a decade

THES 12th October 2007

# 21st century

“There is a need to be imaginative about learning spaces, and universities will have to invest in re-modelling their libraries to accommodate demand”

Toby Bainton

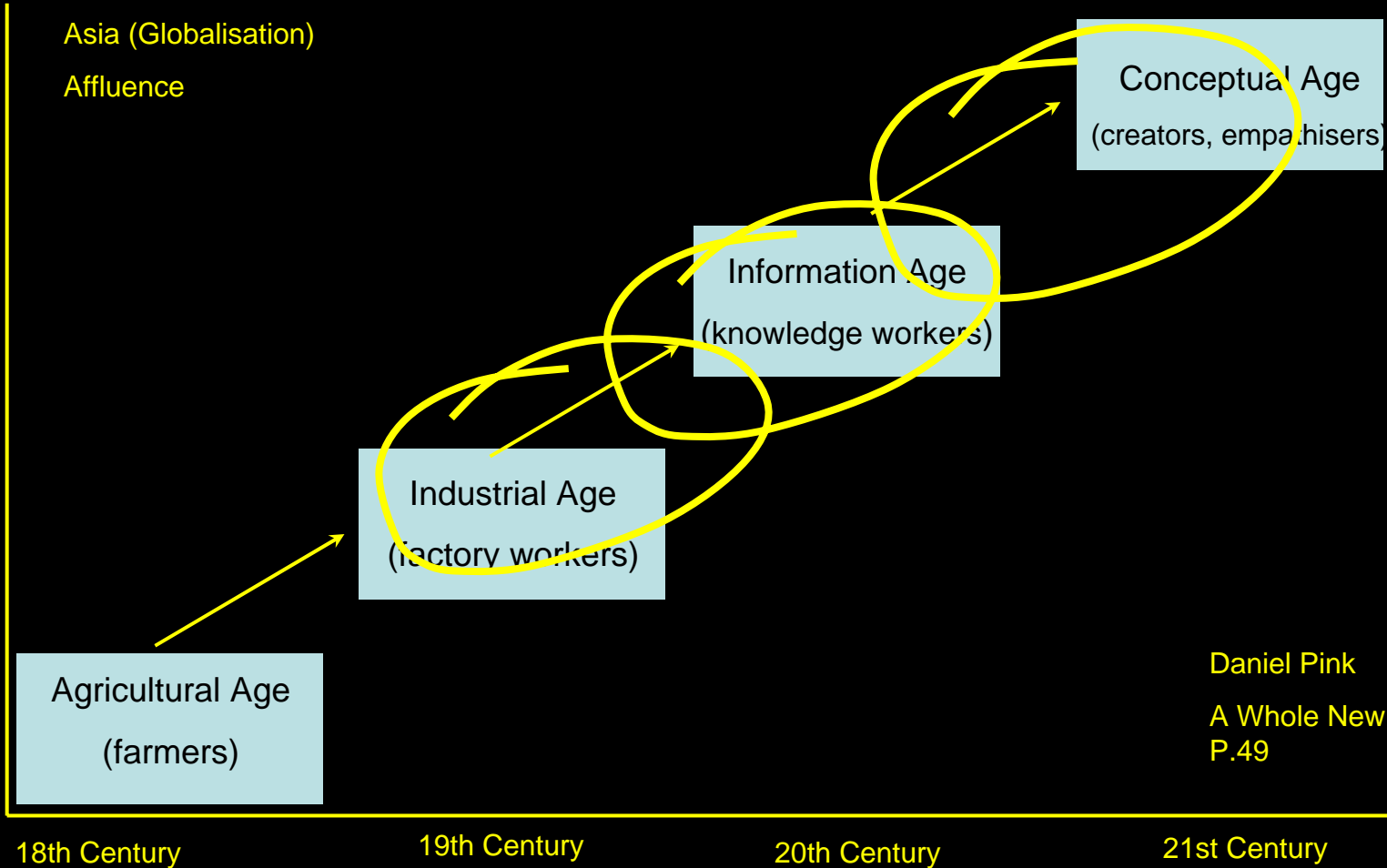
THES 12th October 2007

# Society

Automation (Technology)

Asia (Globalisation)

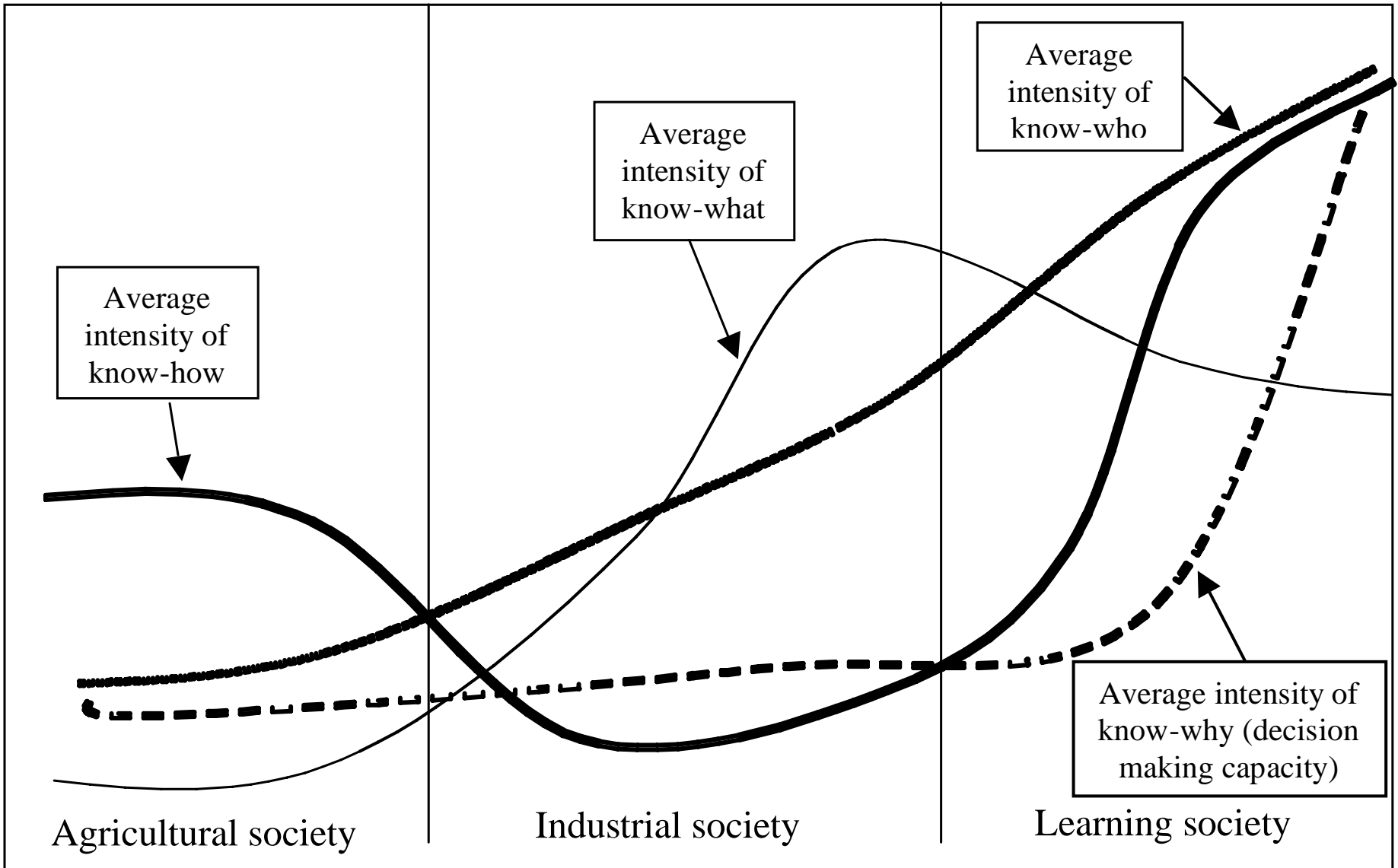
Affluence



Daniel Pink

A Whole New Mind  
P.49

# Average Learning Intensity of Daily Life



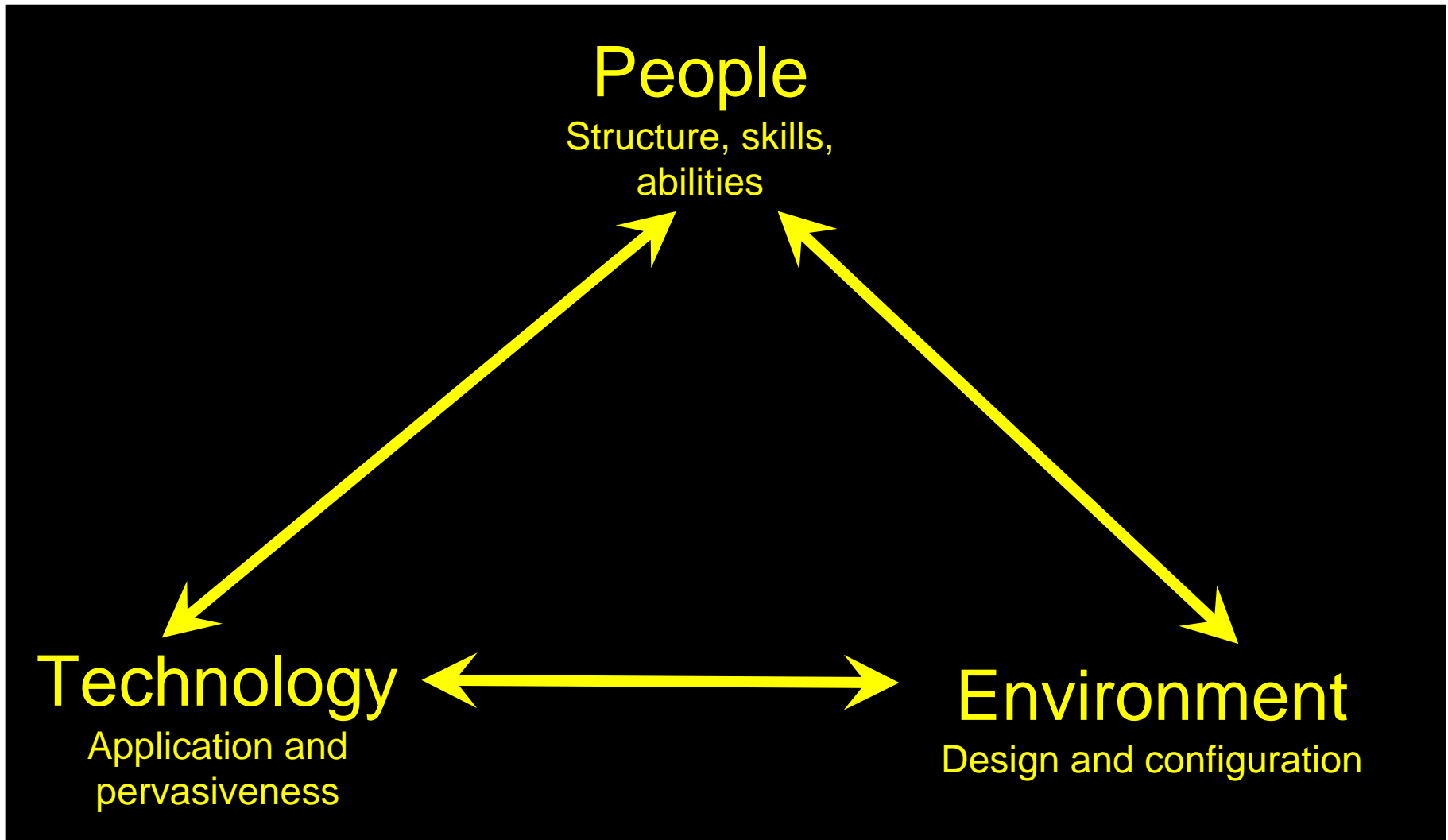
It's not what we know

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# The Black Swan

Nassim Nicholas Taleb

# Strategy



# SYNERGY:

strategy for people, technology and the campus environment

Can we use our  
buildings to  
change the  
education  
system?

# Be unhappy

The truly  
successful  
businessman is  
essentially a  
dissenter

J.Paul Getty

All buildings are predictions.

All predictions are wrong .....

But we can design buildings so that  
it doesn't matter if they are wrong.

Stewart Brand  
How Buildings Learn  
What happens to them after they're built

What?

Imagine...

# What?

**Imagine...** a world in which **everyone** achieves their **full educational potential**, where **academic** and **vocational** achievement has **equal value**, and where **experiential learning** enables **everyone** to **continually develop their knowledge and skills throughout their life.**

# Some themes

- Students
- Learning
- Creativity
- Technology

“When we fail - and we do fail - very often you can trace that failure back to the fact that we became too focused on internal priorities. We’ve been thinking too much about what’s good for Carphone Warehouse and forgetting what it’s like to be a customer”

Charles Dunstone  
CEO Carphone Warehouse  
NewBusiness Spring 2005

“When we fail - and we do fail - very often you can trace that failure back to the fact that we became too focused on internal priorities. We’ve been thinking too much about what’s good for the University and forgetting what it’s like to be a student”

Les Watson  
EUNIS conference  
Spring 2005

Who?

60%

Who?

46%

# Are you a digital immigrant?

Do you have a digital immigrant accent:

- Print out your email
- Don't use IM
- Don't go to the internet first
- Thinking 'real life' happens only offline
- Viewing learning as work

Marc Prensky - Surf conference keynote 2005

According to research at Cambridge University it doesn't matter what order the letters are in a word. Only the first and the last matter the rest can be a total mess. This is because the human mind does not read every letter - only the first and the last. Amazing really.

# What's changed?

**Video games are** woven into this generation's lives **as television was to** those of their predecessors.

For example, according to several surveys, **the percentage of American College students who say they've played video games is 100**

James Sullivan

Digital Arts Finds More Than Joy in Joysticks

San Francisco Chronicle 22/01/2004

# What's changed?

Physicians who spent at least three hours a week playing video games made about 37 per cent fewer mistakes in laparoscopic surgery and performed the task 27 per cent faster than their counterparts who did not play.

Study: Gamers Make Good Surgeons

CBSNews.com 07/04/2004

# What's changing?

“Play will be to the 21st century what work was to the last 300 years of industrial society - our dominant way of knowing, doing and creating value”

Pat Kane - The Play Ethic

# What's happening with learning?

Learning globally is moving from

Instruction

Analysis

Reactive

Stable

Content delivery

Quality controlled

Fit into the system

Individualised

National

One to many

Interactive

Curriculum centric

Pieces

Piaget

Mundane

Learning globally is moving to

Construction

Synthesis

Creative

Agile

User generated content

Quality assured

Fit for the student

Personalised

Global

Peer to peer

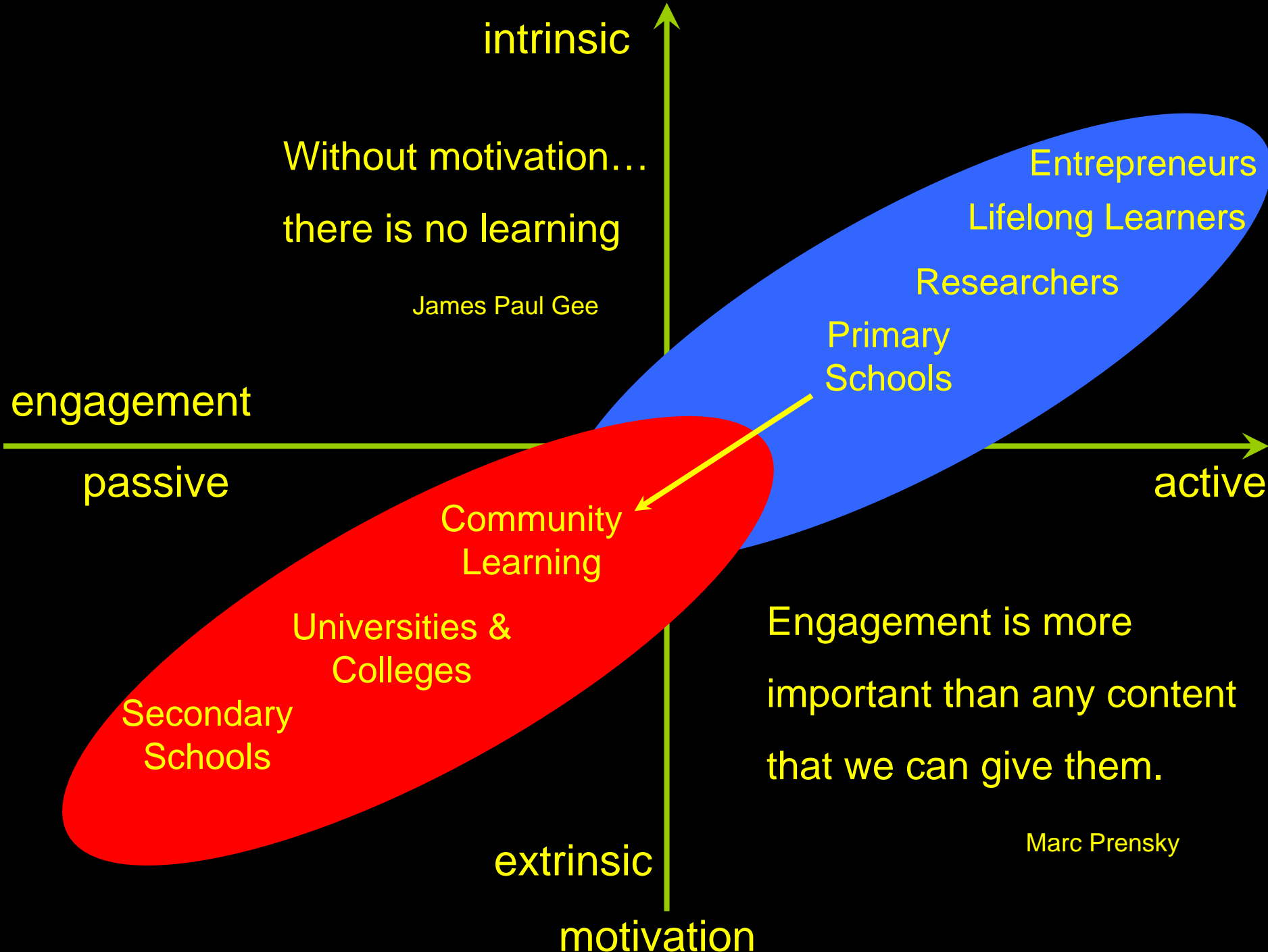
Participative

Learner centric

Projects

Vgotsky

Engaging



# What's not Changed?

We are trying to use  
nineteenth-century  
institutions to prepare young  
people for life in the twenty-  
first century.

Yoram Harpaz  
The Branco Weiss Institute  
for the Development of Thinking

# A different view

We need to **rethink our**  
**ideas** about what **it**  
**means to be**  
**educated**

Sir Ken Robinson

# The Creative Class

## Creative Professionals

- management
- Business and financial
- legal
- healthcare practitioners  
and technical
- high end sales and  
sales management

## Super creative core

- computer and mathematical
- architecture and engineering
- life, physical, and social science
- education, training, and library jobs
- arts, design, entertainment, sports  
and media

Richard Florida

The Rise of the Creative Class (p.328)

# The Creative Class

“Experiences are replacing goods and services because they stimulate our creative faculties and enhance our creative capacities. This active, experiential lifestyle is spreading and becoming more prevalent in society...”

Richard Florida  
The Rise of the Creative Class  
(p.168)

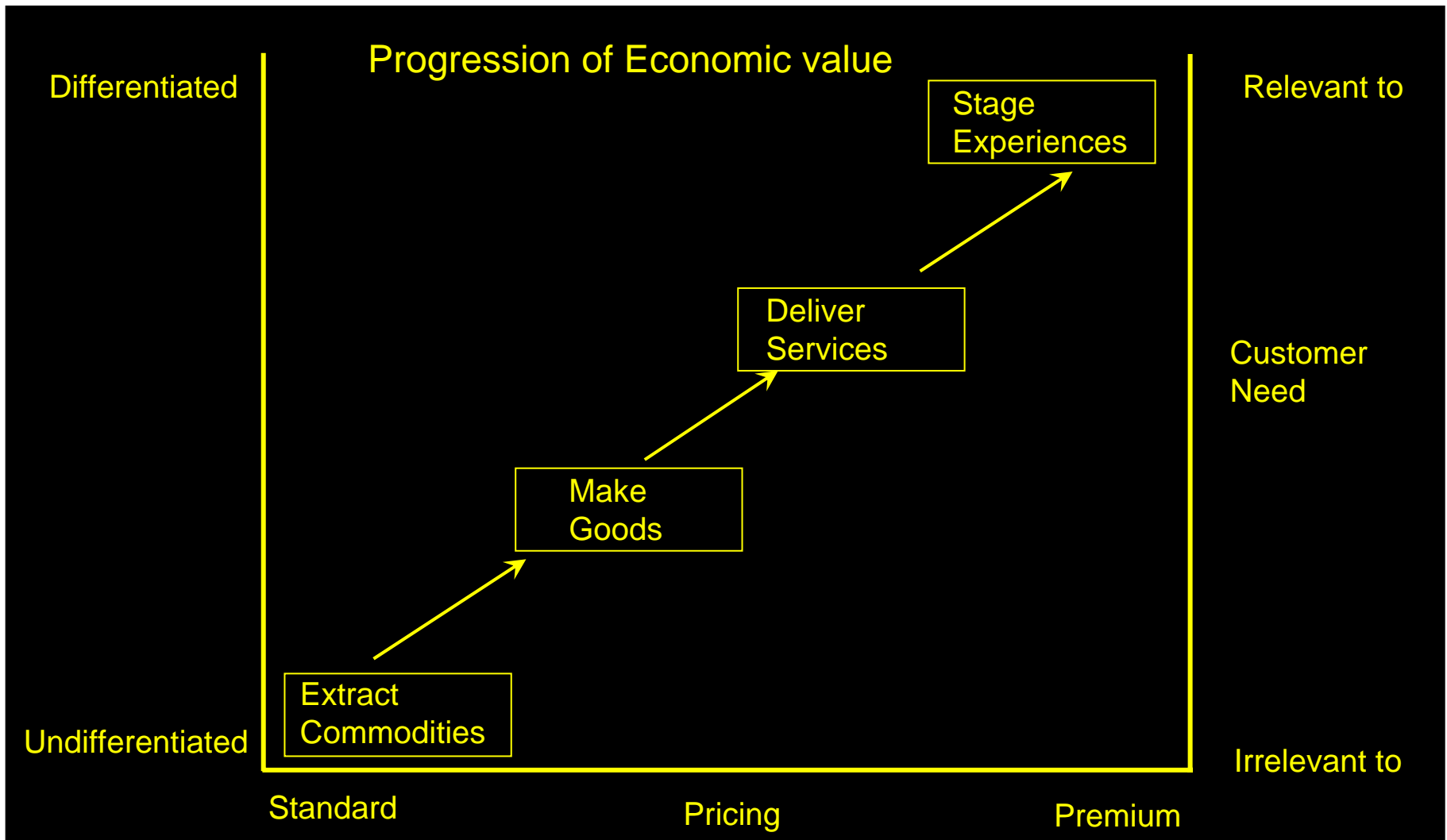
# The Creative Class

“The best things in  
life are not things”

Pine and Gilmore

The Experience Economy p.20

# The Experience Economy



# The Creative Class

“The death-of-place prognostications simply do not square with the countless people I have interviewed, the focus groups I’ve observed, and the statistical research I’ve done. Place and community are more critical factors than ever before... the economy itself increasingly takes form around real concentrations of people in real places”

Richard Florida

The Rise of the Creative Class  
(p.187)

# Informal/Social Learning

- The largest discretionary block of time for students is outside the classroom
- Informal learning is self-directed, internally motivated and unconstrained by time, place or formal structures
- Learners construct their own courses of learning, often facilitated by technology
- “The full range of students’ learning styles is not covered when interaction is limited to classroom settings.”

—Sheppard, 2000; Dede 2004

# What could learning be like?

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“All learning starts with  
conversation”

John Seely Brown

# What could learning be like?

Much of our of job competence is  
learned from colleagues  
in the workplace

# Conversation=thinking

When I was a kid growing up in Far Rockaway, I had a friend named Bernie Walker. We both had “labs” at home, and we would do various “experiments”. One time, we were discussing something - we must have been 11 or 12 at the time - and I said, “But thinking is nothing but talking to yourself inside.”

Richard P. Feynman  
The Pleasure of Finding Things Out p.217

# New spaces for thinking

New types of learning spaces ...  
create new patterns of social and  
intellectual interaction ... suggest ...  
the entire campus becomes an  
interactive learning device.

Mitchell 2004

# 21st century technology

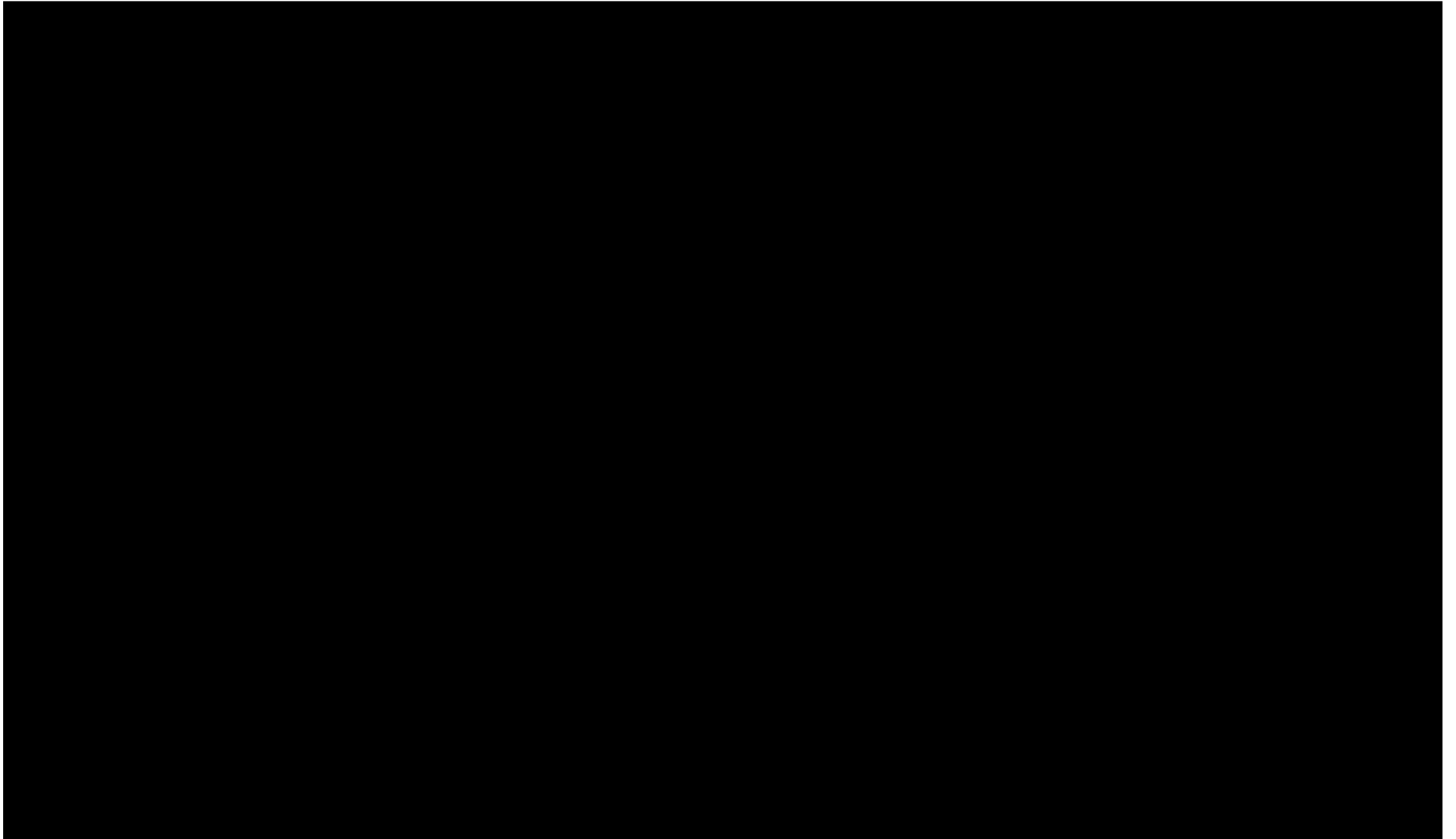
## Technology

stuff that doesn't really work yet...

Danny Hillis

quoted in The Clock of the Long Now

Stewart Brand p.16



# Ubiquitous and embedded

## Technology

- Available
- Reliable
- Beautiful
- Red hot
- Relevant



facebook



WIKIPEDIA  
The Free Encyclopedia



# Technology and buildings

Hybrid technology -  
wired/wireless and fixed/portable

QuickTime™ and a  
TIFF (LZW) decompressor  
are needed to see this picture.

QuickTime™ and a  
TIFF (LZW) decompressor  
are needed to see this picture.

Hybrid information -  
exponential growth of digital  
with legacy of paper

# What do we have?

## Design

Design is the first signal  
of human intention

William McDonough  
architect

# What do we have?

## Design

You cannot expect old  
designs to work in new  
circumstances

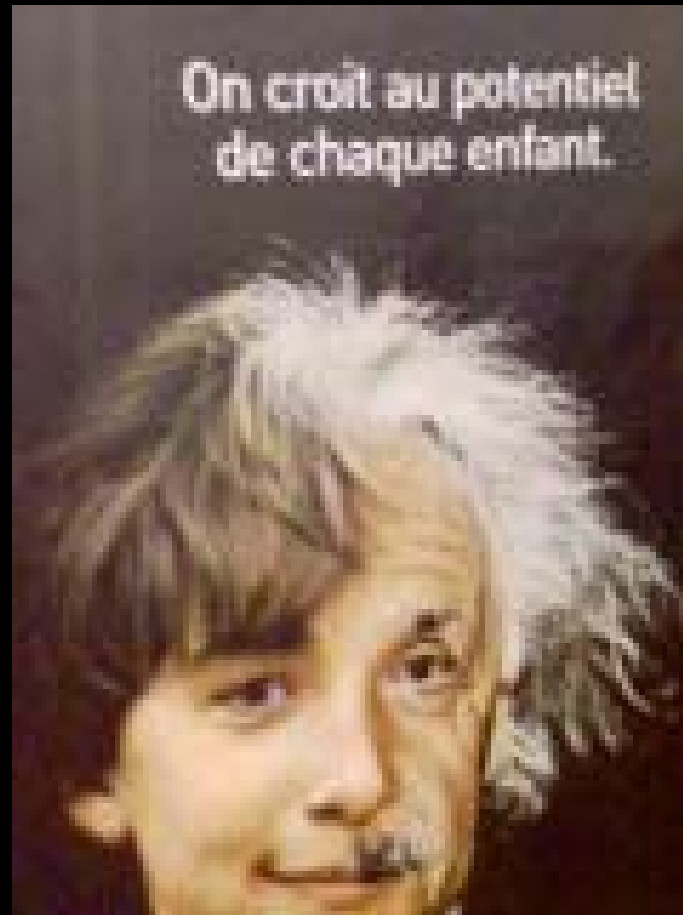
Richard P. Feynman

The Pleasure of Finding Things Out p.37

# Multiple Intelligence?

... designing a learning environment that plays to **difference**

# Multiple Intelligence?



# JISC on learning space



Spring 2006

Designing and Planning Technology Rich Learning Spaces

Applied infokit - <http://www.jiscinfonet.ac.uk/infokits/learning-space-design>

- launched March 2007

The Design and Management of Open Plan Technology Rich Learning and Teaching Space in Further and Higher Education in the UK - Autumn 2007


# And the Library....

91%

# And the Library....

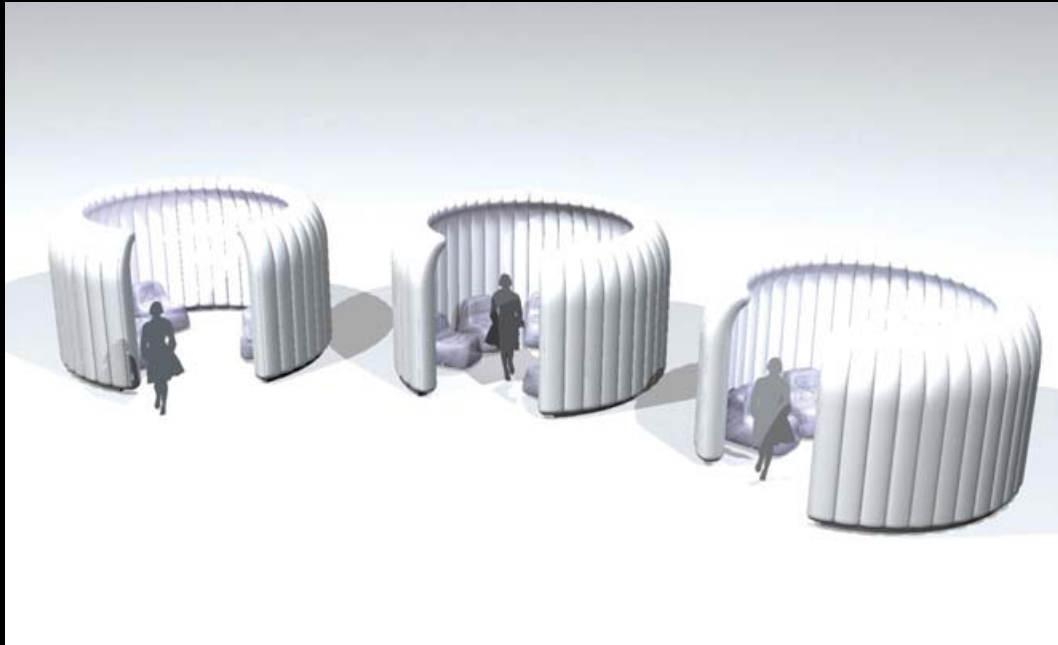


Absolutely  
**NO**  
Cell-Phones  
Eating  
Or  
Drinking  
In The  
Library Thank You!

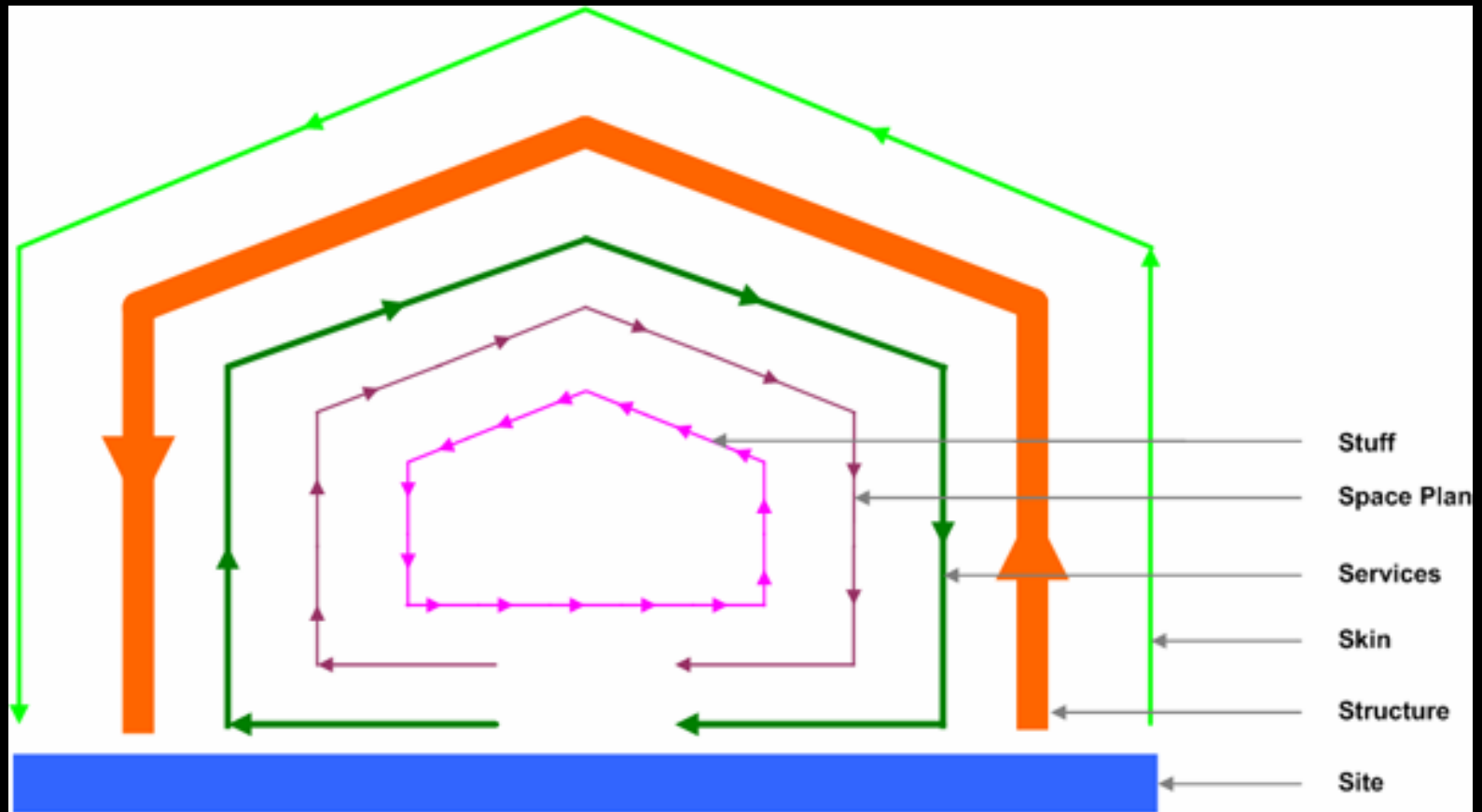


**WARNING!**  
Any Library user found eating or drinking  
in the Library will be **BANNED**  
from using the Library.

# And the Library....



# And the Library....



## Shearing layers of Change

Because of the different rates of change of its components, a building is always tearing itself apart.

From Stewart Brand – How Buildings Learn p.13

# And the Library....

**As an extension of the classroom**, library space needs to embody new pedagogies, **including** collaborative **and** interactive modalities. **Significantly, the library must serve as the principal building on campus where one can** truly experience and benefit from the centrality of an institution's intellectual community.

Geoffrey T. Freeman

Changes in Learning Patterns, Technology and Use  
In Library as Place:

Rethinking Roles, Rethinking Space, CLIR

# And the Library....

The knowledge base that guides library space planning is poorly balanced, tilted heavily toward library operations and away from systematic knowledge of how students learn.

Scott Bennett  
Righting the Balance  
In Library as Place:  
Rethinking Roles, Rethinking Space, CLIR

# The Saltire Centre

- A New Library
- More Learning Space
- A focused way of delivering services for students

It's a fantastic  
highly designed  
21st century  
building ..... and  
it feels like  
home

It's great .....

is it the Students' Union?

What makes a  
good building  
is not just the  
architecture....

It's the ideas in  
the building

# Creating Places

From **space** to **Place**

# It is a “Third Place” for our users

“Third places are neither home nor work - the ‘first two’ places - but venues like coffee shops, bookstores and cafes in which we find less formal acquaintances.

These comprise ‘the heart of a community’s social vitality’ where people go for good company and lively conversation”

Richard Florida - The Rise of the Creative Class

Ray Oldenberg - A Great Good Place

Christian Mikunda - Brand Lands, Hot Spots and Cools Spaces - Welcome to the 3rd Place

Pat Kane - The Play Ethic

Robert Putnam - Better Together - Restoring the American Community

# 21st Century Learning Space

In short the design of our learning spaces should become a physical representation of the institution's vision and strategy for learning -

responsive, inclusive, and supportive of attainment by all

JISC - Designing Spaces for Effective Learning

# On Campus space

If you can **design** the **physical space**, the **social space** and the **information space** together to enhance **collaborative learning**, then that whole milieu **turns into a learning technology**. People just **love working there** and they start **learning with and from each other**.

John Seely Brown

former chief scientist, Xerox Corporation

[www.leswatson.net](http://www.leswatson.net)