Getting your program out there

Introduction

Libraries have been facilitating learning programs for the public for decades. With the widespread adaptation of the internet by the public comes changes to the way services and programs are delivered in libraries, including the delivery of learning programs. In 2010 the State Library of Queensland designed and implemented an online program for the Queensland public titled Looking @ 2.0. The delivery of this learning program acknowledges the changing information landscape.

Prior to developing the program a suitable platform or software product was required to host the program. The project team was able to draw on the learnings from delivering an on-line learning program about web 2.0 technologies to State Library of Queensland and public library staff. Delivered in 2009, the staff program evolved from a State Library of New South Wales Learning 2.0 program – one of many adaptations of Web 2.0 familiarisation programs that have appeared in recent years. In addition feedback received from participants of the staff program was invaluable for assisting in the selection process.

What is Looking @ 2.0

Looking @ 2.0 is a free, online program presented by the State Library and supported by Online Public Access for Libraries (OPAL) funding. Looking @ 2.0 has been designed to help participants navigate through the world of online technologies. The program is broken down into eleven modules, each focusing on a theme. Participants can complete any number of modules.

Each module provides background information, videos, activities, a short quiz to test understanding and a set of links and resources for exploration of further sites and technologies. Modules can be completed in the participants' own time

The most important criterion for inclusion of technology in the program is that the technology selected is Web 2.0 or it links to Web 2.0 in some way.

Modules

Organise yourself
Organise your books, your life and your research.

Learn how to create a virtual library, a to-do list online and keep a track of the sites you like.

Talk & connect
Chat with your loved ones through Facebook, Skype and more.

Distance is no barrier to modern communication. Your conversations can be instant and the cost largely free. Learn the secret to free overseas calls and video links ups and find useful tools for quick communication with family, friends and colleagues.

Get it out there
Release your inner writer and publish your thoughts online.

Creating your own website is no longer an expensive or complicated exercise. In a matter of hours you can have a piece of world wide web real estate to call your very own.

Keep up to date
Keep your finger on the pulse and hear about it as it happens.

The world of online news is instant and stories can be sourced from anyone, anywhere, anytime. The result is information that is up to the second, specific to all ages and interests and as local or global as you require.

Share your photos
Share your memories and experiences through your photos.

Bulky family albums, susceptible to damage, loss and aging can be a thing of the past. Store, edit and share your photos online.

Keep it forever
Create a memory box of your digital life.

Learn how to back up your digital life, storing photographs, home movies, emails, webpages and even Facebook data, keeping it for now and in the future.

Playing around
Explore the world of online gaming.

Whether you need a short game to take up some spare time or are looking for a like minded online community to share and compete with, there is an offering in the online gaming world to suit you.

2.0 on the go
Inside the world of Apps, iPhones, smartphones and iPads

Maxwell Smart's infamous Shoe Phone pioneered the mobile phone way back in the 60s. Discover the phone evolution with the millions of applications now available for download to smartphones and iPads.

Listen, watch & mix it
Enter the world of podcasting, vodcasts and mash-ups.

Learn to make your own podcasts, vodcasts and video and join this world of overnight celebrities.

Hack & mash
Create your own digital mashup.

Take the Listen Watch & Mix It module to another level: re-use, recycle, and reinvent digital material into new and exciting applications.

Get more & explore
Get creative with the quirky, fun and unusual.

Discover the more unusual, interesting and quirky offerings available on the World Wide Web. Some are useful, some are amusing and all are a great way to waste some time. Find out where to go from here - get a glimpse of new internet innovations and how to keep up with it all.

Online learning plaforms

When selecting an online learning program to host Looking @ 2.0 the project team identified the factors that would need to be considered as part of the selection process. These factors included:

- Access
  - Ability to host a variety of content
- Target audience
  - Over 40's
  - Adults with children using technology
  - Limited internet skills
- Internet speeds and download capacity
  - Regional considerations
  - Text only options
- Skills required to develop content
  - Web 2.0 knowledge
  - Platform knowledge
- Privacy and security
  - Mitigate privacy concerns
  - Increase awareness of internet safety
- Budget/cost
  - Platform
  - Developer
- Progress reporting
  - Participant numbers
  - Participant progress

Platform options

Blogging Platforms

Benefits	Limitations
• Free • Ease of use • Able to include a variety of content • Project team have blogging experience • Interactive others can leave comments if you allow • Easy to update content • Limited updating required from staff program	• Blog not used after completion • Blog viewable by others • Inappropriate content posted

Learning Management System (LMS)

Benefits	Limitations
• Free products available • Able to include a variety of content • Participant details can remain private from other participants • Student progress easy to check • Must be enrolled to participate and view content (protection from spam) • Easy to update content	• Higher level of skill required to develop content

Flash Files – hosted on web page

Benefits	Limitations
• Quality products can be developed • Text can be included on website to support learning tools developed	• High skill level required to develop content • Unable to track enrolments • Unable view participant progress • Insufficient budget • Content updating difficult • Time consuming

Screen Captures – hosted on web page

Benefits	Limitations
• Quality products can be developed • Text can be included on website to support learning tools developed • Possess software so no purchase required	• Unable to track enrolments • Unable view participant progress • Insufficient budget • Content updating difficult • Time consuming

Moodle – the product selected

After much discussion, it was agreed that the best way to present the program would be through a Learning Management System.

Moodle was selected because

- free open source system
- relatively easy to use
- plethora of information available online
- can host on internal or external server

The project team recommends

- testing of Moodle to evaluate performance
- host internally if participant numbers under 5000
- staff undertake basic training in Moodle teacher and developer course

The State Library is continuing to utilise Moodle for the delivery of the second round of Looking @ 2.0

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