



**WICHITA STATE  
UNIVERSITY**

***UNIVERSITY LIBRARIES***

**Technology, scholarship, culture:  
Trends in higher education and libraries**

Item Type	Presentation
Authors	Forrest, Charles
Publisher	Wichita State University Libraries
Download date	2026-05-19 06:28:27
Link to Item	<a href="http://hdl.handle.net/10057/1329">http://hdl.handle.net/10057/1329</a>

# Wheatshocker Seminar

*Library Services  
Transforming  
Library Spaces*



Charles Forrest  
*Friday, May 9, 2008*

# Day-at-a-glance

<b>Welcome &amp; introduction</b>	<b>9:00 am</b>
Trends	9:15 am
<i>Break</i>	10:30 am
Virtual tour	11:00 am
Break	11:30 am
Lunch & panel	11:45 am
<i>Break</i>	1:45 pm
Design process	2:00 pm
<i>Break</i>	2:45 pm
Project lifecycle	3:00 pm
Q&A	3:30 pm
Wrap up	3:50 pm
Adjourn	4:00 pm

# Day-at-a-glance

Welcome & introduction	9:00 am
<b>Trends</b>	<b>9:15 am</b>
<i>Break</i>	10:30 am
Virtual tour	11:00 am
Break	11:30 am
Lunch & panel	11:45 am
<i>Break</i>	1:45 pm
Design process	2:00 pm
<i>Break</i>	2:45 pm
Project lifecycle	3:00 pm
Q&A	3:30 pm
Wrap up	3:50 pm
Adjourn	4:00 pm

# Technology, Scholarship, Culture

## Trends in Higher Education and Libraries

# Overview

- Higher education
- Libraries as learning spaces
- Design as relationship

# Higher education

- Competition
- Technology
- Lifelong learning
- Interdisciplinarity
- Public scholarship
- Sustainability
- Accountability

# Higher education

- Competition
- Technology
- Lifelong learning
- Interdisciplinarity
- Public scholarship
- Sustainability
- Accountability

The  
New York  
Public  
Library

nypl.org

CNN.com

myspace.com  
a place for friends

The New York Times

facebook

Google™

NETFLIX

grand  
theft  
auto

Homework Hero

Homework Assignments Posted Online



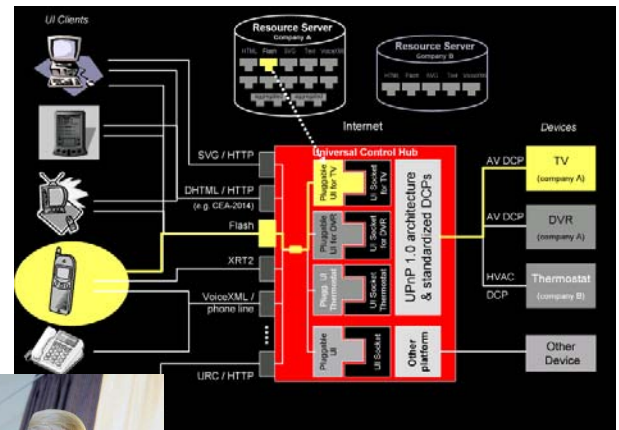
BARNES & NOBLE  
www.bn.com

ENCYCLOPEDIA  
BRITANNICA online

WIKIPEDIA

# Higher education

- Competition
- **Technology**
- Lifelong learning
- Interdisciplinarity
- Public scholarship
- Sustainability
- Accountability



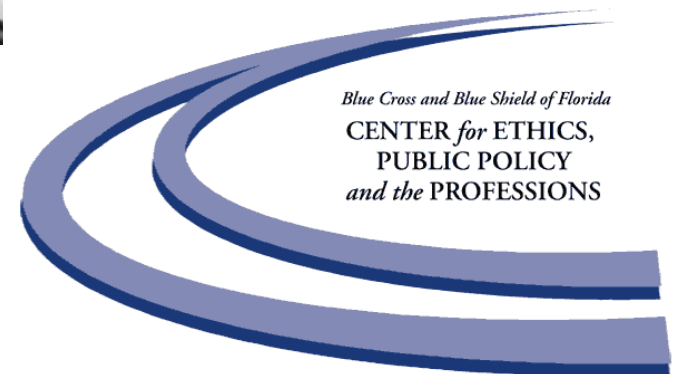
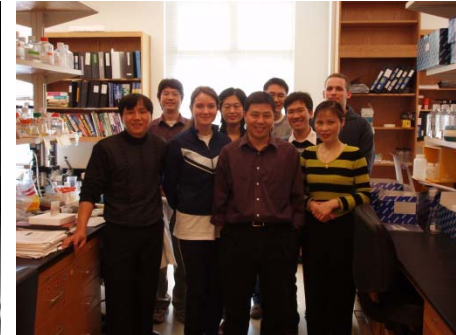
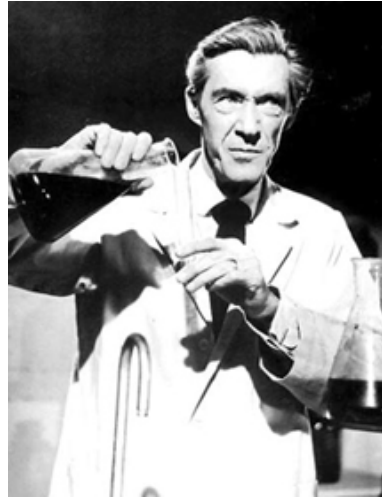
# Higher education

- Competition
- Technology
- **Lifelong learning**
- Interdisciplinarity
- Public scholarship
- Sustainability
- Accountability



# Higher education

- Competition
- Technology
- Lifelong learning
- **Interdisciplinarity**
- **Public scholarship**
- Sustainability
- Accountability



# Higher education

- Competition
- Technology
- Lifelong learning
- Interdisciplinarity
- Public scholarship
- **Sustainability**
- Accountability

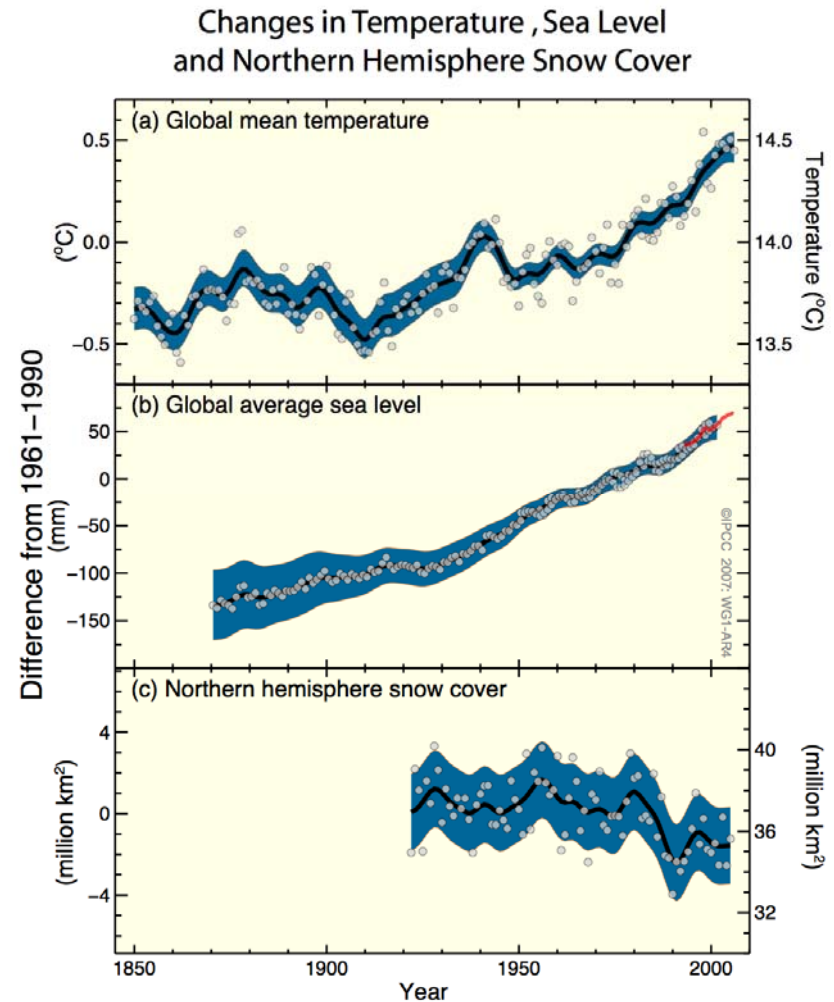


# Direct Observations of Recent Climate Change

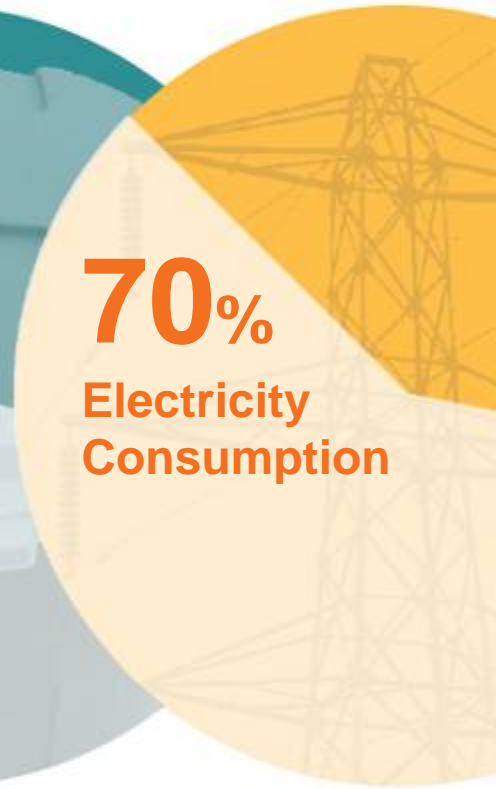
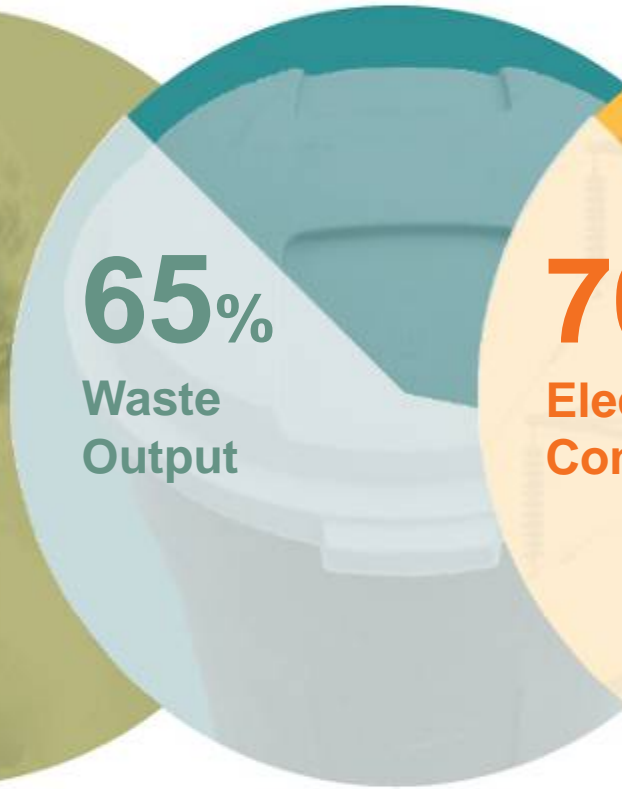
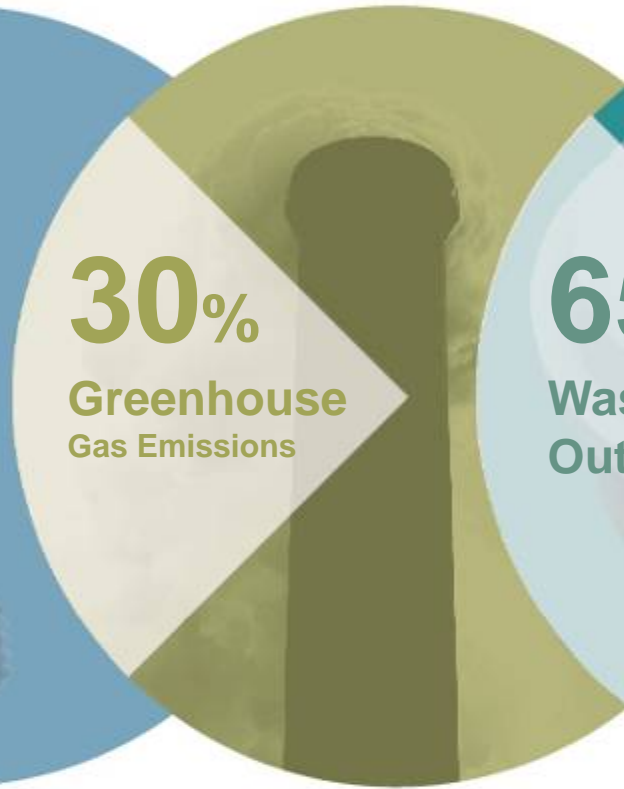
Global mean  
temperature rising

Global average  
sea level rising

Northern hemisphere  
snow cover shrinking

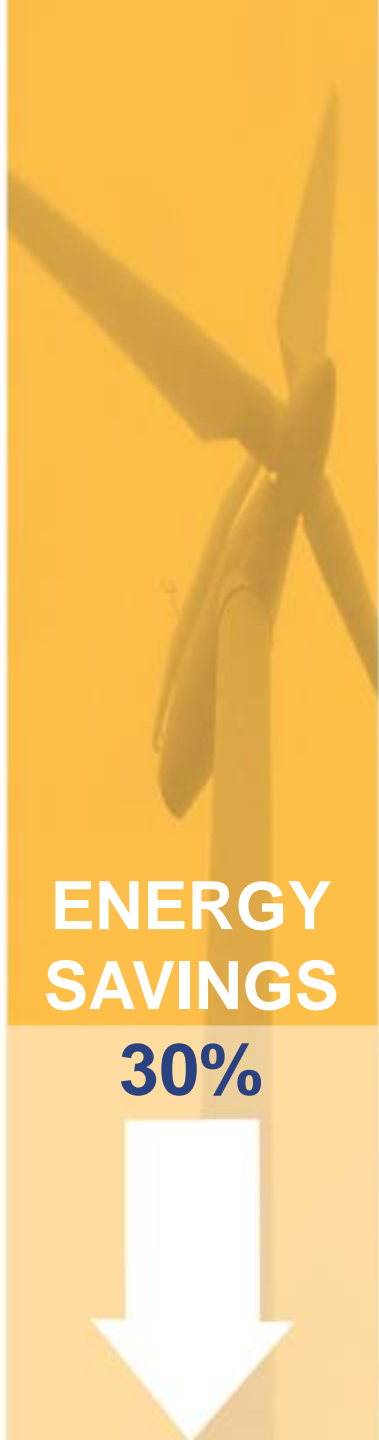


 **U.S. Building  
Impacts:**





# Average Savings of Green Buildings



Source:  
Capital E

# Levels of LEED Ratings

**Green Buildings  
worldwide are certified  
with a voluntary,  
consensus-based  
rating system.  
USGBC has four  
levels of LEED.**



# LEED



## NC: Project checklist for New Construction

- SS. Sustainable Sites (14)
- WE. Water Efficiency (5)
- EA. Energy & Atmosphere (17)
- MR. Materials & Resources (13)
- EQ. Indoor Environmental Quality (15)
- ID. Innovation & Design Process (5)

Total possible points: 69

Prerequisites are required (no points)



**Sustainable Sites**  
*Development*  
*Impact*



**Indoor Environmental Quality**  
*Clean air*  
*Comfortable temperature*



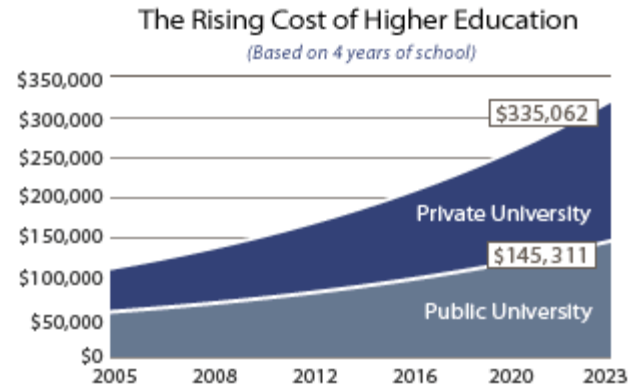
**Water Efficiency**  
*Conservation*  
*Cleanliness*



**Energy &  
Atmosphere**  
*Greenhouse gas*  
*Conservation*

# Higher education

- Competition
- Technology
- Lifelong learning
- Interdisciplinarity
- Public scholarship
- Sustainability
- **Accountability**



# Evolution of the library-customer relationship

- If you focus on the *activities you execute*, then you're in the *service* business;
- If you focus on the *demonstrated outcome the customer achieves*, then and only then are you in the *transformation* business.

Pine and Gilmore, *The Experience Economy*

# Evolution of the library-customer relationship

<b>CUSTOMER</b>	<b>LIBRARY</b>		<i>Success measured by</i>
<i>Mode</i>	<i>Goal</i>	<i>Role</i>	
Transaction	Control	Gatekeeper	Inputs

# Evolution of the library-customer relationship

<b>CUSTOMER</b>	<b>LIBRARY</b>		<i>Success measured by</i>
<i>Mode</i>	<i>Goal</i>	<i>Role</i>	
Transaction	Control	Gatekeeper	Inputs
Service	Connect	Assistant	Outputs

# Evolution of the library-customer relationship

<b>CUSTOMER</b>	<b>LIBRARY</b>		<i>Success measured by</i>
<i>Mode</i>	<i>Goal</i>	<i>Role</i>	
Transaction	Control	Gatekeeper	Inputs
Service	Connect	Assistant	Outputs
Experience	Collaborate	Partner	Outcomes

# Library and community

- The library can play an important role as a campus academic center
- The library can help to create and sustain the university as a community of scholars

# Virtual and physical space

- Library as place resides at the point of intersection between the virtual library and the physical library
- Library as place should provide an experience of virtual space in physical space, in a way that helps create and sustain a community for teaching, learning and research

# Libraries as learning spaces

- Understand how students learn through observation versus questioning
- Enable thorough and unobstructed student/faculty interaction
- Enable people to socialize: private, semi-private, public, large scale public
- Enhance levels of comfort
- Provide access to complete virtual library
- Provide 24/7 accessibility, after hours services

# Libraries as learning spaces

- Ubiquitous online communication
- Electronic classrooms
- Group study space
- Learning Commons
- Snack bars and cybercafés

# Libraries as learning spaces

- Writing Centers
- Tutoring Services
- Career Centers
- Counseling Centers
- Centers for Education and Teaching

# Libraries as learning spaces

- Computing that is wireless
- Electrical outlets that are accessible and plentiful
- Computer displays that are large, bright and clear
- White boards that are smart and interactive

# Libraries as learning spaces

- Upholstered soft seats with tablet arms
- Chairs that roll and stack
- Tables on wheels
- Fabrics that are interesting and durable
- Ottomans
- Cushions
- Couches

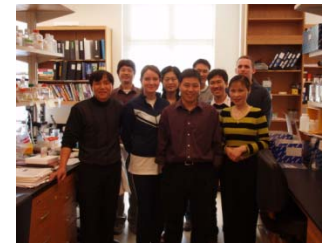
# Libraries as learning spaces

- Paint colors that are warm and inviting
- Support both focused individual work and group collaboration
- Group studies that are numerous, thoughtfully furnished, and well-equipped
- Places to eat when we're hungry and sleep when we're tired!

# Higher education

- Competition
- Technology
- Lifelong learning
- Interdisciplinarity
- Public scholarship
- Sustainability
- Accountability

Google™



# Design as relationship



# Design as relationship



**“While some people *make* theater,  
we all *are* theater.”**  
*Augusto Boal*

# Day-at-a-glance

Welcome & introduction	9:00 am
<b>Trends</b>	<b>9:15 am</b>
<i>Break</i>	10:30 am
Virtual tour	11:00 am
Break	11:30 am
Lunch & panel	11:45 am
<i>Break</i>	1:45 pm
Design process	2:00 pm
<i>Break</i>	2:45 pm
Project lifecycle	3:00 pm
Q&A	3:30 pm
Wrap up	3:50 pm
Adjourn	4:00 pm

# Day-at-a-glance

Welcome & introduction	9:00 am
Trends	9:15 am
<b>Break</b>	<b>10:30 am</b>
Virtual tour	11:00 am
Break	11:30 am
Lunch & panel	11:45 am
<i>Break</i>	1:45 pm
Design process	2:00 pm
<i>Break</i>	2:45 pm
Project lifecycle	3:00 pm
Q&A	3:30 pm
Wrap up	3:50 pm
Adjourn	4:00 pm

