

Innovative Technologies for the Library of the Future

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Abstract

This article discussed about the usefulness of technology. This articles explains how to deliver, disclose, use, inform and store information, selected, received, assessed, organize, maintained and managed in educational and commercial studies of the library and information science. Students in the new age are related to handling physical things; such as paper, cardboard, microfilm and magnet recording media, how to use them as per new technology. In this library to implement this article fitting an collection of new technologies.

Keywords : Innovative technologies, Robots, Big Data, Artificial Intelligence, Book chain

Introduction

The main objective of the libraries is to suggest impartiality of access to information for every citizen. We focus on the technologies applicability and the benefits it could bring to the library. from digital storytelling. Make services easier to use and access. Inspire and inform. Help customers learn new skills.

Objectives of the Study

- To study the libraries is to suggest impartiality of access to information for every citizen
 - To study the new Innovation Technology
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1.Big Data

Along with all the technological advancements, peoples most basic activities are generating more data than ever. The storage and analysis of large datasets can be a real advantages for librarians as they have the relevant skills and knowledge to make the best use of these massive sources of information. Libraries can use big data to create a personalized user experience by offering content and resources based o each individual with.

According to Kristin Whitehair with many AI applications focused on delivering information to the user, it can appear that AI is a challenge to libraries. But at the same time, she adds that the intelligence is artificial, not human. Libraries can connect people to information and more importantly to other people. Adding an intelligent side to all applications at the library is a real opportunity to understand the patterns in user behaviour and adapt to their needs.

2. Blockchain Technology

Blockchain technology has been one of the most discussed technologies in the past year, as Bitcoin has gained more and more power. Blockchain technology represents a decentralized database that keeps records of pseudonymized digital transactions that are visible to anyone within the network. Therefore, it is a new way to collect and store data. According to Sue Alman, Blockchain Technology could be used to build an enhanced metadata system for libraries, to keep track of digital-first sale rights and ownership to connect.

3. Internet of Things

Since having connection to the internet has become a necessity more than a luxury. The Internet of Things receives more and more attention. Just like the RFID (Radio-Frequency Identification) technology. IOT refers to the possibility of connecting everyday devices and transferring data between them. But only in the case of IOT, the data is transferred over the Internet. According to the American Library Association that, there are many opportunities for library applications, from tracking room usage and program attendance to monitoring humidity levels for special collections and more. The example is Hillsboro Public Library in Oregon who has introduced the book-O-Mat, a self-service kiosk which is monitored from the main library to track usage and identify usage trends and make recommendations.

4. Library Bookmark Apps

Library bookmark app acts as a regular bookmark but also has additional features that facilitate the user's activity related to finding books. According to Piotr Kowalczyk the tool is still in the concept phase but features the possibility to offer directions to the user regarding the book they want to find or keep track of their lending activity in a more interactive way. Locating books inside the library is still a struggle for many users so a functionality that can guide the user towards the book is a cutting-edge fix to this problem.

5. User-Focused Interfaces and Application

One of the future perspectives of library services is a personalized interaction between this is an interactive game projected onto the floor for children to interact with, digital exhibitions featured on screens, big screens in libraries. That can be used to offer different kinds of information and also inspire users to find certain books or a simple display that allows taking

a selfie, libraries can use technology to create a digital experience for the user. According to Princh, Unstacked, a new way of digitally visualizing the collections of library and continuously updates to reflect the real-time searching of users as they search the library catalogue. This visual showcase of the items in the library's collection is curated by the user and is continually updating and it is hoped that it will motivate and inspire users to explore the collection more widely.

6. Augmented Reality

Augmented reality is a hot topic in the tech world and people are curious about its deployment in various domains, from medicine to gaming. So why not implement it in libraries too and combine digital with reality. One example of how libraries can use augmented reality is provided by SolUS, a British company that offers digital solutions for libraries and changes the way users engage with library services. Their augmented reality digital Mythical Maze app has been used in summer reading challenges all over the United Kingdom to help children improve their reading skills during the summer holidays. Another interesting technology mentioned by Piotr in his blog post is an image based augmented reality application called librARi. libARi allows users to search for books with AR interaction and the whole concept of the app is based on localizing the books in the physical space and discovering related books.

7. Digital Interfaces for Printed Books

A combination of the real with the digital is a development we are all impatiently waiting for, especially when we talk about physical objects. Everyone loves the 'copy' and 'find' functions of an e-book and the practice of highlighting all the important excerpts from documents. FingerLink is a prototype developed by Fujitsu that provides all the digital functionalities on a printed book. It detects the user's fingers and what it is touching and creates an interactive touch screen where they can select the part they want to and transpose it in a digital form, where it can be processed.

8. Driverless Cars

Driverless cars still seem just a depiction of the sci-fi movies we have all seen when growing up. But according to Ida Joiner, writer of the recently published book called 'Emerging Library Technology'. Vehicles that can travel between destinations without a human driver can be of high importance for libraries in the future. Librarians will play an important role by providing resources to users who want to learn more about driverless vehicles and who want to pursue careers in these areas. Libraries can collaborate with schools, companies and workforce agencies that are spreading this technology and offer different possibilities to the users such as arranging internships, mentor opportunities for students, host career fairs or workshops to learn about the technology.

9. Drones

The small flying devices remotely controlled are another trendsetter in science nowadays. Either by adding a new technology at the library or creating workshops for users where they can learn to build and use a drone, the libraries can benefit a lot from its use. Furthermore, drones can be used for creating content for the library, collecting data or as Piotr mentions in his article, the drone can be used for delivery service for the library users who don't have the possibility to go to the library, be it because of a disability or because of the long distance to the library.

10. Robots

Libraries have been very important in the new era. Library has a lot of work. That's why there are many libraries now that have already implemented some kind of automation. There is a number of libraries who have already successfully implemented some kind of automated technology.

11. Library Bookmark Apps

Locating books indoor the library is at a standstill a effort for many users so a teach answer that can show the user towards the book is a cutting-edge fix to this problem. Doing this point Chinese design company has mentioned an interesting tool that works as a regular bookmarker but has additional features that can help users find books related to finding books.

John Garland, Librarian and Writer wrote the article title Current Technology Trends in Libraries and mention some future technologies in libraries aspects as follows

Digital maker labs, Coding clubs, Digital storytelling. Virtual reality, Mobile apps, Open Libraires, RFID technologies, Cloud printing, copying and scanning, Robots, Kinetic bikes in the library, Single sign on to resources, Streaming services.

Conclusion

There are massive technology developments that are ongoing and underway which can be great additions to the users experiences at the local library. This has been just a glimpse of some of the fantastic digital projects going on around the world. Libraries have always been about sharing knowledge, culture and skills and these new digital services are just one way of engaging with customers and providing them with services to help them and make their lives easier.

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