



next chapter

Do Tomorrow

Showcase for student work; Student art on the walls; Library as gallery
Skype kiosk
“New headlines”
“Student expert” display areas
Fabrication station
Floor to ceiling writing spaces
Multiple feedback avenues
Idea generation station/kiosk
Wall of Wonder; Idea paint
Side tables with whiteboard contact paper
Research facilitation/station
Private space
Story time space
Quiet spaces – meditative
Student experts
Coffee smell, baked goods, snacks, sweet smells; Pipe in chocolate chip cookie smell
Abundance of electrical
Projection devices/monitors
Movement areas
Plenty of bandwidth/ wireless/ wired
Soft comfy spaces
Live feed space
Tech help desk

Face-to-face scheduling
Rethink everything
Weed
Make library relevant
Provide more productivity tools
Schedule by sources
An “escape zone” – quiet, reflective, solitary
Technology
Media rich environments
Rearrange furniture
Provide play opportunities
Add digital tools
In “media literacy,” teach filtering data
Blog, reflect on shifts in library, soliciting comments from constituents
Don’t lose focus of what we do well
Student input for 3-month & 3-year changes
Solicit student input on rules/ policies
Don’t just concentrate on student input – observe student behaviors and cater future changes to the observations
Idea board (Whiteboard); Whiteboards for sharing, building ideas; Dry erase walls or frosted glass walls with markers

Reading lounge/nook
Lay down nook
Earplugs
Independent study space
Fresh air through open walls
Student/club run...bulletin board and space for showing work
Explore the use of QR Codes
Water fountain inside library
Provide a poetry (poet-tree)
Portable services for brainstorming
Yoga studio mats for stretching
Reciprocal for collection suggestions online
Plugs to charge
Showcase students' art and performance; space for performance art – exam slam, de-stress events (music, poetry, etc.)
Learning signage around the library
Student-run library blog for work/news/personal projects
Provide noise-cancelling headphones
Puzzles/challenges
Electricity and plug-ins everywhere
Tables that break down and come together/on wheels
Committee for collection development with students
Huge doors to open spaces
Vending machines in the library
Comfy floor pillows and beanbags
Hands-on project/work/art station – “workshop”

Provide a play space
Scanner/printer/email all in one for student use
Visual hands-on items to spark curiosity
Research anxiety – provide student work samples for reluctant researchers, message boards for problem-solving
Ample supplies
Build area (glue sticks, scissors, paper clips, general supplies); Space to create – art supplies, white boards, creative space
School store in library – jump drives, posters, page markers, post-its, etc.;;
Supply store
Area with Legos, markers, art supplies
Working equipment
Students working together from different grade levels, teaching each other
Publish student writing and make available in library
Let students re-purpose library spaces
QR Codes on books so students could get immediate preview
Let students check out computers from the library
Each student has their own learning buddy
Quiet but not necessarily silent
Collaborative spaces and individual spaces
Personal space open to interaction
Different environments for K-6 vs 7-12

Accommodate use/need for personal media – laptops, cell phones
Provide variety of seating – individual/contemplative/group/social
Librarian available “when needed”
Mentors hover
Areas to be “alone” but together
Provide a living room – tv, video games
Skylight with roof shutter
Space to take frequent breaks
Wireless access
Keep threshold to get help low
Friendly environment
Places to play and work
Bring lunch to the library
Exit poll – continual feedback
Encourage children to get public library cards
Animals/aquariums
Digital photo frame rotating library events
Reading PAWS (Dogs)
After-hours parents and students
Professional learning communities on various topics
Invite experts from the community to instruct students on personal interests
Clean air for those with sensitivity to smell
Students and users as marketing research
Technology hub

Digital annual report for library shared with administration, students, parents, community
Clutter free
Food & drink – eat, socialize, break space; Basket of snacks; Coffee machines, food, warm drinks
Technical guides, research guides
Network – join forces with university library
Librarian as encourager
More class meetings in library – example: debate
Host spoken poetry event
Connect to community
Teacher-librarian collaboration
Not just old info --- new info
Indoor playground equipment – play, having fun
Tweet wall/library Facebook page, student-owned
Make and “un” library day...like “un”conference – show up and create
Bright colors
Individual carrels
Survey students – ask what they want, need, give them ownership
Provide “both and” resources – print/board games, iPads/card games, book/Kindle
Make sure collection is diverse and fits needs of community
Temporary, seasonal space – “go outside and read” sign

Student suggested books, like Amazon's
"other people who liked this"
Community members as instructors –
alumni
Legos
Ebook vending machine
Big FAIL sign – give permission to fail
Talking to teachers to see who they
know
Talking walls – spaces to write on walls
continuously
Patrons in charge of collection
management – students suggest and
vote on new acquisitions
One-minute videos showcasing current
faculty work online
Video conferencing
Toyboxes
Be more playful
Add more comfort
Survey students frequently – online and
on paper
"Stump a librarian" game – students
submit questions to test our info finding
skills
Paint space a welcoming color
Change librarian/student interaction
dynamics
Provide project supplies
Include feedback link on library website
Establish a student input board/idea
line/exchange
Offer gaming club – board games, video
games, card games

If you can say "yes" do so – waive fines?
Yes; borrow your stapler? Yes
Commit to staying tech current
Demonstrate a caring attitude every day
Have more exploratory toys/games
students can play with
Ditch un-useful practices – fines, silence,
etc.
Have a mobile bookmobile to deliver
books to classes
Provide headphones
Bring in visitors/speaker
Window herb garden – nice smell,
outside feel; Lots of plants – bring
outdoors in, oxygen, cleaner air
Weed collection
Provide more resources teachers can use
to support classroom teaching
Better signage – larger type, pictures
Kidzone – no grown-ups allowed
Talk to every student as they enter and
exit the library
Craft supplies available to the public
Create "magic" atmosphere/space –
focus on enchantment
Suggestion box
Child (user) at the center
Make more individual connections with
students
Have a game day
Have "experts" in the house – not
necessarily librarians
Use windows as whiteboards
Appoint a "librarian of the day"

App for finding book on shelf
Mobile art lab cart
Let students write in books – rate them
for other readers

Flexible seating arrangements
Showcase student learning in action



next chapter

Needs Exploration

Waterfall printer
Mind capping machine
Swimming pool of data
All-digital collections
Holographic machine; Author
holographs)
Interactive video wall in library
Scent as information (how do things
smell?)
Virtual library can do from home
One-to-one service
More square footage
Media production studio space
Add more senses
Showers at the library
Convincing the right people
Celebrate “history of books” &
handmade books with studio for
creating own handmade books

The path the books take through the
building
Add staff
Private study rooms
Build a fun structure for reading in –
like a loft
Personalized learning
Combine computer lab IT instructional
technology specialists and library in one
space; Relationship between library and
technology
Put up sound baffling to allow noisy &
quiet space to coexist
Content add-ons
Artwork workshop
Public viewing of student work in
progress
More accessible organization of
materials
Intuitive search

Throw out a fixed visit schedule – move to flex schedule
Unlimited space
Unlimited space
Unlimited budget
Library as a sandbox
Space and time to build and fail, then rebuild; Library as a safe place to explore failure
Fireplace
Literacy collage ... what does it actually mean?
Soundproof room
Game room
Write your story (personal pathfinders); each person's library is their own
Different learning styles
Redesign study rooms for group work – temperature, sound (music), supplies;
Group work rooms
Limitless communication
Librarian as synthesizer
Create virtual library within physical environment
Library outposts
Collection from community
Library as lab
More like home
Library as dashboard – library web portal pushes to all users
A place to collaborate, a place to be social
Discovery
Why go to library?

Natural lights
Plants
Librarians in center of space with open office – easy access, transparency
Multi-sourced learning – present menu of choices, encourage students to map their quest
Resources they ask for – books, magazines, ebooks, etc.
Minimize office spaces – work in shared spaces
What if there is no library?
What if there was no designated library space in a school?
What if I've never been in the library before?
Avatars
Roof as planetarium
Push the walls out
Connect one person with every search
GPS system to flash light on a book
Students become "Mayor" of a book once/year and own that book
iPad walls
Garage door to the outside
Plasma screens
Information exchange market
Inside/out library
Global peer information marketplace – ask anyone around the world
Tangibles that shift – furniture, walls, bookcases; Walls the go up for larger space; Flexibility
Interactive gaming

Digital recording studio – music instruments, recording/mixing software, archive/demo/stage
Library as central hub of school
On demand experts – student-created video tutorials
Treadmills to encourage fitness = reading
True change from consumption to creation
Pets in the library
Understand “library”
Extend hours beyond traditional hours
Library “owned” by students and work on renovations with design team
Librarians/library as a point place with a point person for???
Center for translation/language collection
Café; Café with healthy food & drink from garden grown by students; Food – create a branch of cafeteria in library
No reference desk
No circulation desk
Library as a concierge/kiosk
Opportunities to solve meaningful problems
Students embrace the mission/purpose – self-monitor, self-police
Space informs behavior
Engineering & programming learning studio
Digital

Online support from a support pod, available to chat online, anywhere the member is
Creation as studying
Atelier studio
Interdisciplinary help desk
Collaborative process faculty
Facility that meets all members’ needs
Needs create space
Activities dictated by members
Materials to create available for use of all members
Social/collaborative/inquiry exploration
Facilitate organizational change
Facilitate change in philosophy
Archives
“Studio” rooms – project presentation, poetry readings
Learning platforms – vertical spaces
Connection to the outdoors
Labyrinth – indoors or outdoors
Mobile librarians
Playground
Ubiquitous library
Add dashboards
Student driven tech-support
Add a stir-fry bar
Library or Learning Commons?
Create zone for creating & sharing
Rethink everything & redo in 3 years