EAM:

		criteria		mber Jsers		Infra	istruc	ture		egree roven			Cos Imple	t to ement			Tim Imple			Total Weighted Score
ng	ıber	weight																		ight
маттх капкіпд	Sticky Note Number	ranking	School	District	Country	мәN	Mix	Existing	moT	Medium	High	Very Low	moT	Medium	High	very Short	Short	Medium	Long	Total We
N	Sti	points	1	3	5	1	3	5	1	3	5	5	3	2	1	5	3	2	1	
		Assert that, at the core of the Library is a commitment of service			1			1			1	1				1				75
		Welcoming, warm atmosphere (safe, non-judgemental)			1			1			1	1				1				75
		friendly evironment			1			1			1	1				1				75
		adults near by			1			1			1	1				1				75
		quiet, but not silent			1			1			1	1				1				75
		wireless access			1			1			1	1				1				75
		Identify where food and drink are appropriate in the library	1					1			1	1				1				67

	Use exisiting flat panel TV's to push information to students	1				1		1	1			1			67
	Tweet (or embed feed into library web page) new acquisitons	1				1		1	1			1			67
	Allow students to bring food or lunch into the library			1		1	1		1			1			67
xx	Something unexpectedmovie night, yoga, stress relief (massage)	1.00				1		1	1			1			67
	Student ownership of space and program			1		1		1	1				1		65
	accommodate group work/noisy work			1		1	1			1		1			61
	Provide hands on toys to encourage tactile play			1		1	1			1		1			61
	Tables for chess, checkers, puzzles			1		1	1			1		1			61
	teacher as user, adapt my lesson plans for 21st century learners		1		1			1	1				1		59
	it's online, it's an app you can text it a? If you don't have a smart phone	1			1			1		1		1			59

who gives you the best suggestion?reward them	1		1			1		1		1			59
record ted talks add live speakers	1		1			1		1		1			59
documentary film series kids as tour guides/directors	1		1			1		1		1			59
fun and academic	1		1			1		1		1			59
archives non print materilal- art, music	1		1			1		1		1			59
Global network connecting students through Skype, social media (Twitter, Facebook, etc.), to schools internationally.		1		1		1		1			1		59
Create binder of book covers with QR codes linked t book trailers	1			1	1		1			1			59
Create opportunities for students to have serendipitous, random discoveries		1	1			1		1			1		57
24/7 virtual access		1	1			1		1			1		57
Open Air "porch" with access to nature		1	1			1		1			1		57
space that easily facilitates non- verbal communication		1	1			1		1			1		57

	Virtual Commons area with access to classes, assignments, images, video, etc. all in one place and accessible from various mobile devices, which could be checked out.	1					1		1	1				1		57
	Moveable, ergonomic furniture and adaptable lighting			1			1		1		1				1	54
	Re-Arrange exisiting spaces to be sudent - centered			1		1			1			1		1		54
	Invention space where students could run more physically engaging experiences. Ex. Have students plan/build and run a store in this room. OR planning an ammusement park.		1			1			1		1			1		53
	Application, producation and presentation tools			1		1			1		1				1	52
1, 15, 81, 103	Replace Flourescents with natural-light bulds/filters			1	1				1			1		1		52
	Student Led presentations and Classes			1			1	1		1					1	52
	Student collaboration with experts	1					1		1	1					1	52
	Library as community space			1			1		1			1			1	51

power sources/docks for media			1	1			1				1		1		51
Identify and establish Student Gallery space	1				1		1		1				1		51
Establish a space for, and encourge performance in the library	1				1		1		1				1		51
art gallery display/curate more than books (create an inviting space)			1		1	1			1				1		51
Use amibient music and aromatherapy to enhance the library expereince	1			1		1			1			1			51
promotes metacognition- beyond habits- the why	1			1			1	1						1	50
space for frequent breaks:living room as a space to relax, take a break or play a game		1		1			1			1			1		50
Focus on customer service, repeat customers, & comfort - intellectual & social	1			1			1	1						1	50
it will represent a local call #, but lead you to where it lives in the library closest to you	1			1			1		1				1		29
games and challenges(like goodread)	1			1			1		1				1		49

friends can push info to you	1				1			1		1			1		49
can see what personal friends do	1				1			1		1			1		49
Production space and tools for exploration, analyzing and creating			1		1			1			1			1	49
Natural lighting			1		1			1			1			1	49
Spaces ranging from 1:1 tutorials to large teaching spaces			1		1			1			1			1	49
student created virtual and physical spaces			1		1		1			1			1		49
places to work and play			1		1		1			1			1		49
Gaming	1					1	1		1				1		49
Gamify-kids can "level up" as they read, reccomend	1			1				1	1					1	48
Flexible and controlable sound spaces		1			1			1		1				1	48
dump your classwork at the end of the footpath	1			1				1		1			1		47

			1	1		1			1	1				
	provides a choice of lenses through which a user searches	1			1			1	1			1		47
	Accessibility to mobile technology			1	1			1		1			1	47
	Choice of flexible space and tools			1	1			1		1			1	47
	provides a place for exhibits, accomplishments		1		1			1	1				1	46
	1 to 1 digital access			1		1		1			1		1	46
	skylight/natural lighting			1		1		1			1		1	46
11, 16, 22	Allow Students to self-arrange/repurpose spaces	1				1		1		1		1		46
	Establish work space (computer and non-computer) to serve as "creation stations"	1				1		1		1		1		46
	Consolidation of all learning support services-librarians, tech, literacy, writing, etc. in lbrary including virtual access	1				1		1		1		1		46
	comfortable seating and personalization that provides a sense of "ownership"	1				1		1		1		1		46

			1	1	1			T					ı	ı		
	Cicles like google + for classes, friends, etc could replace first class			1		1		1		1				1		44
11, 16, 22	Library as physical, virtual and ideological center of school			1		1			1		1				1	44
	Movable furniture that allows users to create their own spaces	1			1				1		1		1			44
	waterfall in library: create an inviting space		1		1				1		1			1		43
	An array of digital signage (information ticker) with news feeds, sports, etc			1		1		1				1	1			43
	Realia	1					1	1		1			1			43
	Kiosk for self- guided tutorials	1					1	1		1			1			43
	Learn on demand: Learning how to learn: have tutorials available in different formats (social media, podcast, feed, radio, apps, etc.)	1					1	1		1			1			43
	website evals	1			1				1	1				1		42
	stumbleupon-a new path, new book, friend's path	1			1				1	1				1		42
	visual results	1			1				1	1				1		42

	Provide ubiquitious access to information and technology		1	1			1			1			1	41
	Use in-library kiosks/stations to promote reading using QR codes linked to digital book chats	1		1			1		1			1		41
1, 15, 81, 103	Incorproate outdoor environment	1		1			1		1			1		41
	Build creative spaces for specific purposes, quiet & unquiet spaces	1		1			1		1			1		41
	Smooth flow in and out of spaces	1		1			1		1			1		41
	collaborative spaces and individual spaces		1	1		1			1			1		41
	provide variety of seating allowing personal space and group interaction		1	1		1			1			1		41
	Four square and teather ball in the library		1	1		1			1			1		41

dynan exper for s conso have s virtua for s	ge in library nicshaving ts available tudents to ult (kiosk); some sort of al help desk tudents to t after hours.	1					1		1			1		1		40
	g center with er tutors		1			1		1		1				1		40
	al materials: awareness			1	1				1			1			1	39
	spaces with light	1			1				1		1			1		39
wo: Qu con (mov colla accore	xtreme rkspaces. ickly re- figurable ing, sliding, psing, etc.) ding to user needs.	1			1				1		1			1		39
Desig space tool embra learnin othe	gn physical (furniture, ls, etc.) to ace different ag styles and br physical allenges.	1			1				1		1			1		39
sponse for a s would libra product be used	ary faculty ored project tudents that I benefit the ary with a ct that would d as a library	1					1	1		1				1		38

student as a part of his/her portfolio/on the job training.													
shows evolution of the learner	1	1				1	1					1	37
Use footpath to build your "footprint" as a learner or user	1.00	1				1	1					1	37
Areas for play & space to explore	1		1		1		1				1		36
Student ownership of the space or programex: ecology club designs an indoor garden OR have the art students develop a library tutorial for others to use (Library of the living dead)	1		1		1		1				1		36
Visual wall that asks "Did you know?" Displays school events, student work, current events, news feeds, etc.	1	1			1			1		1			36
Replace hard plastic surfaces with warm/textured ones	1	1				1		1				1	34
Provide interactive learning tech. that's engaging, digital and portable (indoors/outdoors)	1		1		1			1			1		33
Impliment smart surfaces (walls, desks, etc.???)	1		1		1			1			1		33
Airport-style channels where kids plug in for ambiance.	1		1		1			1			1		33

	Airport-style channels where kids plug in for ambiance. Channels for music (different kinds), news, book reviews, etc.	1				1			1			1				1		33
67	Utiilze cafeteria as a coffeeshop during non-peak hours.	1					1	1				1			1			32
11, 16, 22	Locate small, quiet, private spaces throughout the school.	1			1			1			1				1			31
	Establish digital library suitable for distribution on any student-owned device		1		1			1					1		1			29
	Stage or performance space in the library			1		1			1			1			1			25
	Bring outside in and inside out (sliding glass walls).	1			1				1				1				1	23
	portal to connect with global learners	1				1				1	1			1				14
	can be on a cell phone	1				1				1	1			1				14
	can be on a cell phone	1				1				1	1			1				14
	footpath can be public or private	1				1				1	1				1			14
	item record shows																	

Craigslist- I want to explore???	1				1			1	1				1			14
can recall other's paths	1				1			1	1				1			14
Climbing wall, rope, or swings; treehouse and porchswing			1		1			1		1				1		13
touchscreen venn diagramming	1			1				1	1						1	11
Pubic garden space students can take ownership over			1		1		1		1			1				10
Virtual coy pond or games projected on the floor or smart tables			1		1		1			1		1				10
Build a book:print on demand			1		1	1				1			1			10
recording studio in the library			1		1	1					1			1		10
Dry erase surfaces throughout the libaray			1		1		1		1				1			10
Train track running around the top of the room with book titles		1		1			1		1			1				6
3-D printer allowing kids to create objects		1			1	1					1	1				6

1, 15, 81, 103	Set up professional "expert" database for student access.																		0
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