

EAM:

Matrix Ranking		Sticky Note Number	Number of Users			Infrastructure			Degree of Improvement			Cost to Implement				Time to Implement				Total Weighted Score
			criteria			weight			ranking			points				points				
			School	District	Country	New	Mix	Existing	Low	Medium	High	Very Low	Low	Medium	High	very Short	Short	Medium	Long	
				1		1			1	1				1				75		
				1		1			1	1				1				75		
				1		1			1	1				1				75		
				1		1			1	1				1				75		
				1		1			1	1				1				75		
				1		1			1	1				1				75		
			1			1			1	1				1				67		

	Use existing flat panel TV's to push information to students	1					1			1	1					1				67
	Tweet (or embed feed into library web page) new acquisitions	1					1			1	1					1				67
	Allow students to bring food or lunch into the library			1			1		1		1					1				67
xx	Something unexpected...movie 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 material- 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 to 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 existing spaces to be student-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 amusement park.		1			1				1		1					1		53
	Application, production and presentation tools			1		1				1		1					1		52
1, 15, 81, 103	Replace Fluorescents with natural-light bulbs/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 encourage 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 ambient music and aromatherapy to enhance the library experience	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

	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/re-purpose 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 library 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



	Provide ubiquitous 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	Incorporate 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







	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

