



Les bibliothèques publiques au cœur de l'éducation et de  
l'apprentissage communautaire

# Societal Shifts

	20 <sup>th</sup> Century	21 <sup>st</sup> Century
<b>Number Jobs / Lifetime</b>	1-2 jobs	10-15 jobs
<b>Job Requirements</b>	Mastery of one field	Simultaneous mastery of many rapidly changing fields
<b>Job Competition</b>	Local	Global
<b>Work Model</b>	Routinely hands-only fact based	Non-routine; technical; creative; interactive
<b>Education Model</b>	Institution centered; formal degree attainment primary goal	Learner centered; self-directed, lifelong; skill attainment is primary goal
<b>Organizational Culture</b>	Top down	Multidirectional

# Public Library Shifts

<b>20<sup>th</sup> Century Public Library</b>	<b>21<sup>st</sup> Century Public Library</b>
Primarily content-driven	Combination of audience and content-driven
Mostly tangible objects	Combination of tangible and digital objects
One-way information	Multi-directional (co-created experiences involving institution, audiences, and others)
Focus on presentation and display	Focus on audience engagement and experiences
Emphasis on enhancing knowledge	Emphasis on enhancing knowledge and 21 <sup>st</sup> century skills
Acts independently	Acts in highly collaborative partnerships
Located in community	Embedded in community
Learning outcomes assumed	Learning outcomes purposeful; content knowledge and 21 <sup>st</sup> century skills, like critical thinking are visible and intentional outcomes
Institution leads content development	Content co-created among diverse partners and audiences; accessible in multiple ways

# Chicago Public Library Strategic Shift

Over the past five years, Chicago Public Library has turned its focus from providing information resources to designing for people's evolving information needs – resulting in improved learning and postsecondary outcomes for youth, new skills and jobs for adult learners, and stronger communities through shared cultural experiences.

# 21st Century Libraries & Neighborhoods

# 21<sup>st</sup> Century Libraries

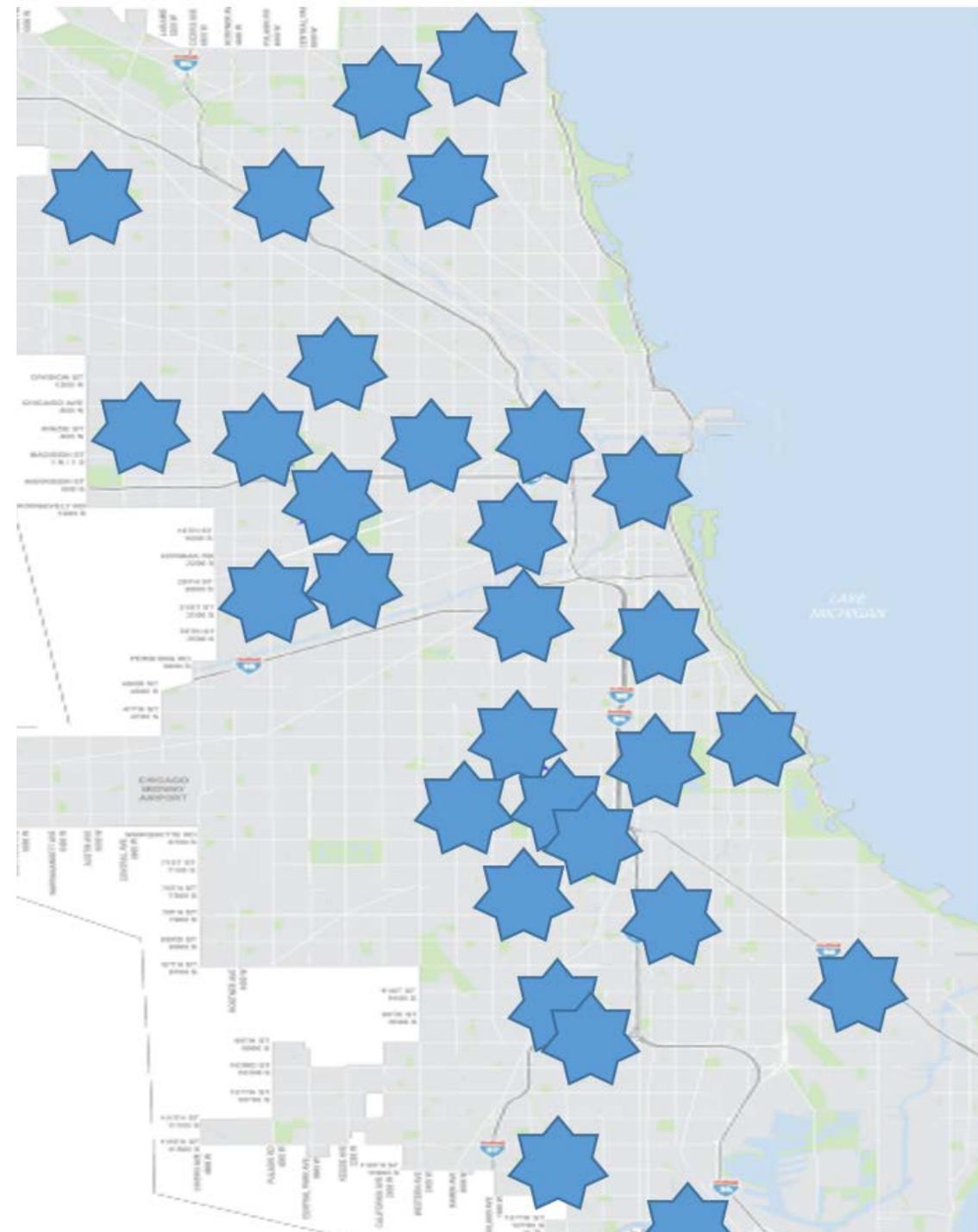
We have championed efforts to revitalize the Chicago Public Library programs and services. This includes committing more than \$250M in new funding that supports both capital improvements and the operational resources to scale new services for children, teens, and adults.



# 21<sup>st</sup> Century Libraries

There are many active CPL capital projects across the city. Library projects include collaborations with Chicago Housing Authority, Private Developers, Chicago Public Schools and a new partnership just announced with the Barack Obama Presidential Center.

12 of these projects will open by the end of 2018.



# Collaboration with Public Development



# Libraries & Public Development

Chicago Public Library has partnered with the Chicago Housing Authority to develop 4 fully integrated developments that integrate a full service branch library within affordable housing units for families, seniors and veterans.



# Libraries & Private Development



Obama Presidential Center



Sterling Bay Developers

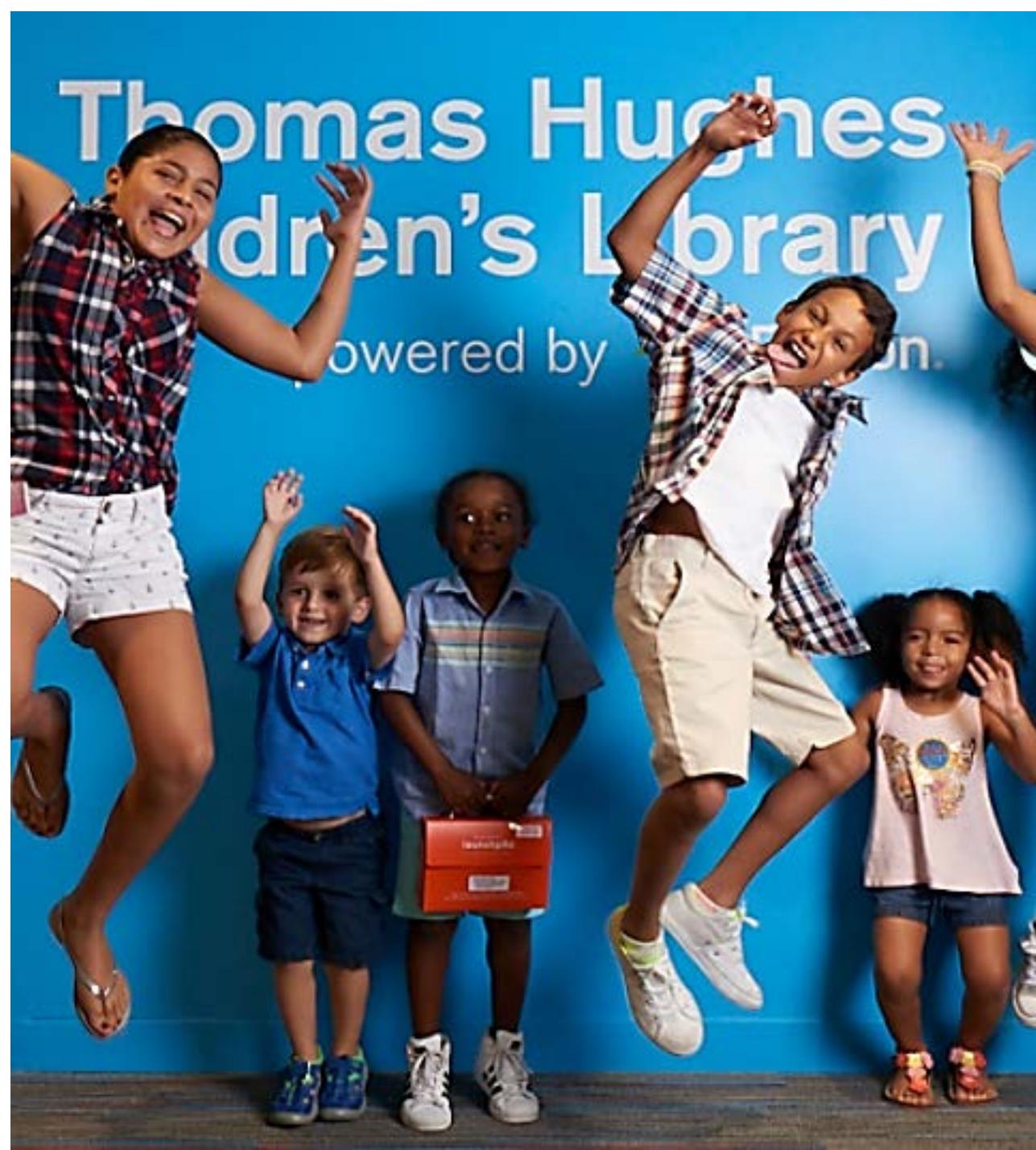
# Collaboration with Public Development



# Education and Community Learning

# Summer Learning Challenge

This nationally-recognized summer program, designed and delivered in partnership with the Museum of Science and Industry, engages children in fun learning activities throughout the summer. Every neighborhood librarian challenges children to read at least 20 minutes daily and complete multiple STEAM exploration and design projects.



# Summer Learning Challenge

- 77% of Rahm's Readers met or exceeded NWEA math standards (vs. 66% of their school-based peers, and 56% districtwide)
- 75% of Rahm's Readers met or exceeded NWEA reading standards (vs. 64% of their school-based peers, and 54% districtwide)



# YOUmedia Postsecondary Ed.

YOUmedia engages teens in a safe, inspiring creative environment designed around project-based learning led by mentors. Teens are empowered to create works through cross-disciplinary programming in digital media, computer science, music, literature, fashion, the visual arts, and more.



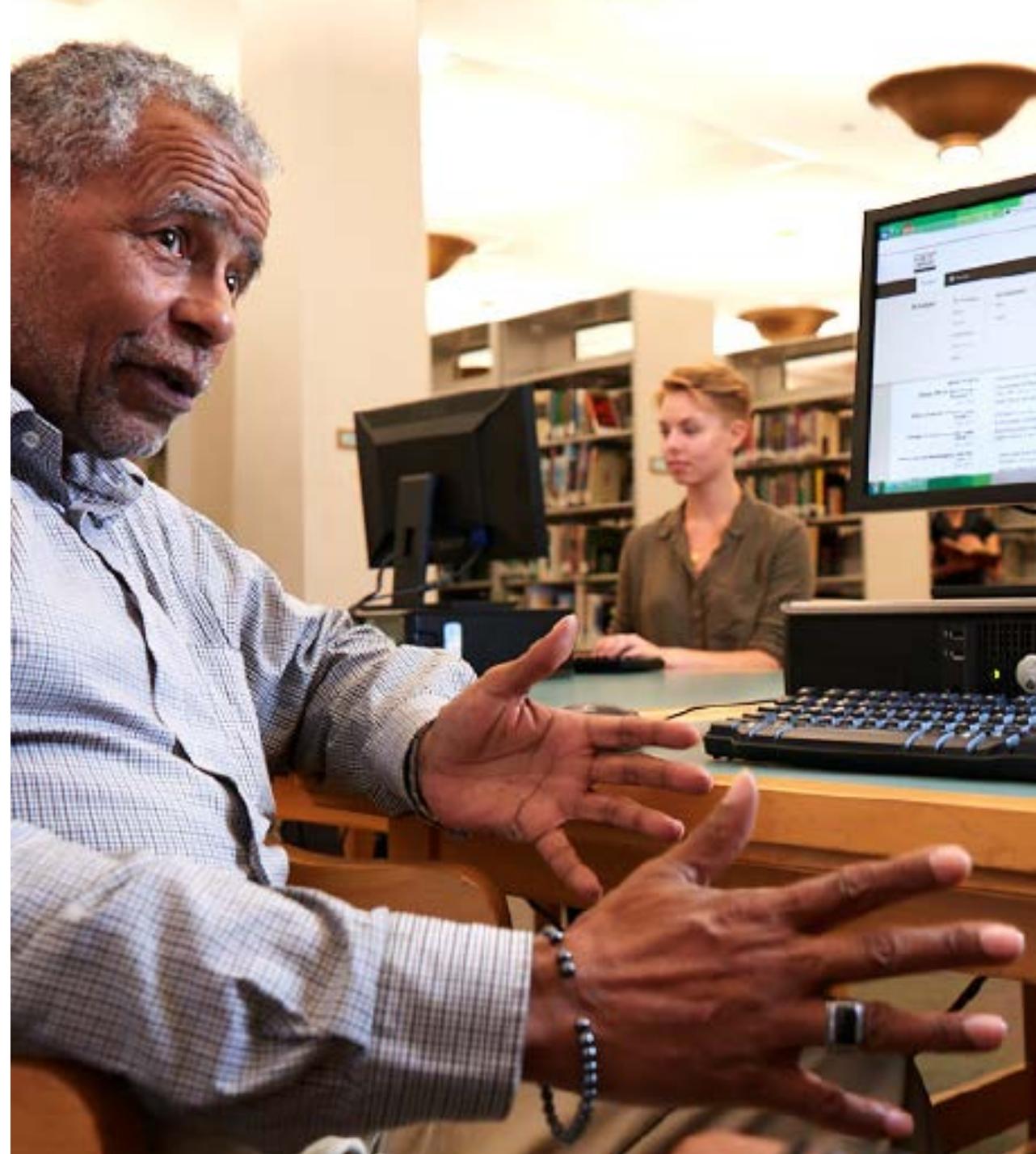
# YOUmedia Postsecondary Ed.

The program's deep engagement with these youths has resulted in YOUmedia students outperforming their school-based peers on the ACT (more than a ½ point higher on all four subjects) and in the rates at which they enroll in college (9 percent more likely.)



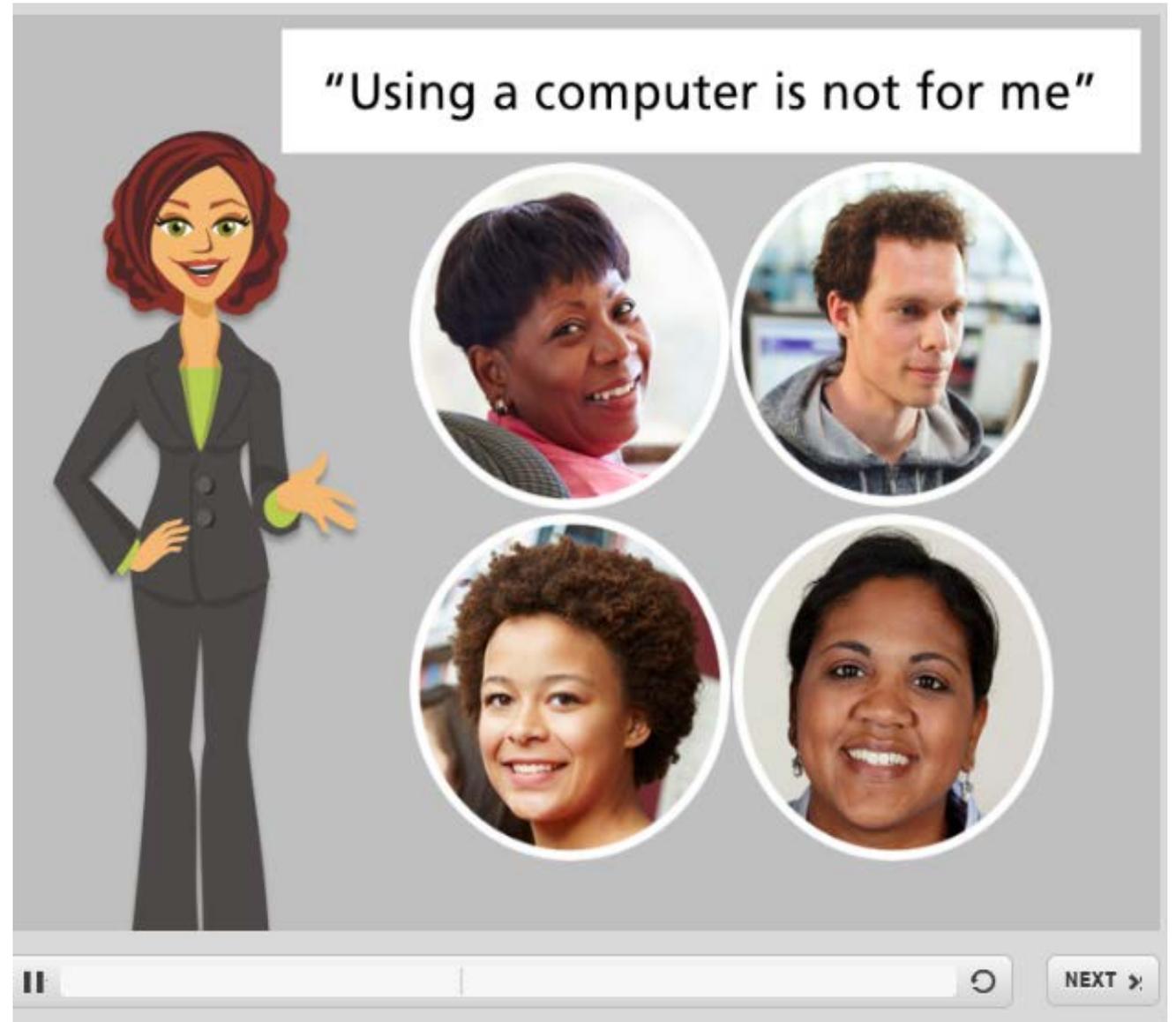
# Digital Skills for Adults

CPL provides computer tutoring sessions through its neighborhood based CyberNavigator program. CyberNavigators work one-on-one with adult learners.



# Digital Skills for Adults

CPL CyberNavigators have helped at least one thousand people find new jobs each year over the past two years and we've worked with the Public Library Association to redesign and launch Chicago Digital Learn.org. This customized self-paced online learning tool with modules in English and Spanish and available for free to the library field.

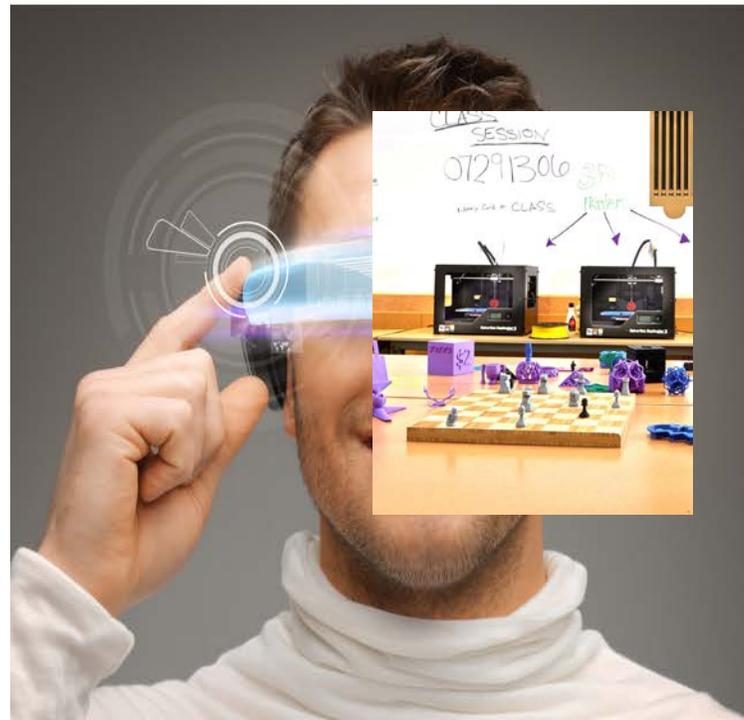


# Maker and Digital Experience Labs

CPL's Maker and Digital Experience Labs are a free, public makerspaces. The Labs offer introductory workshops in digital design and fabrication and Open Shop opportunities to deepen adults' creative skills in a collaborative setting.



SOURCE: MIT MEDIA LAB



# Learning Circles Online Courses

CPL partnered with Peer 2 Peer University (P2PU) to design Learning Circles: free in-person study groups facilitated by librarians to help adults take advantage of high quality, online courses.

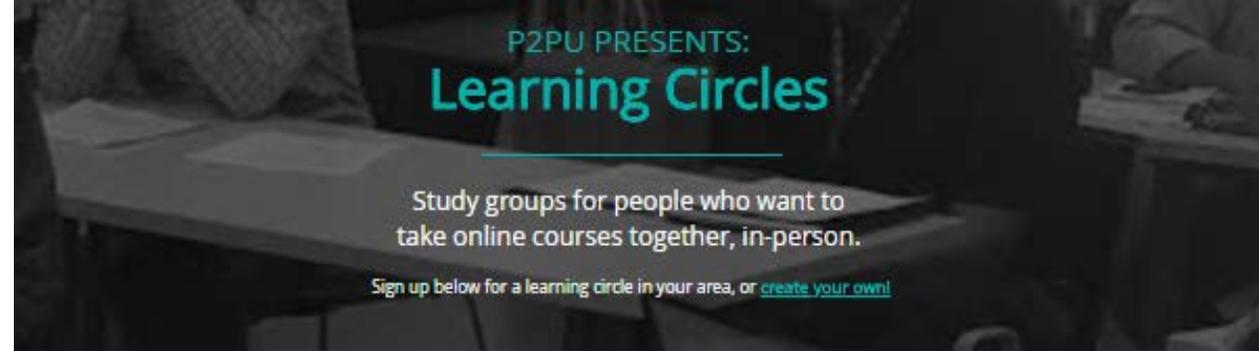
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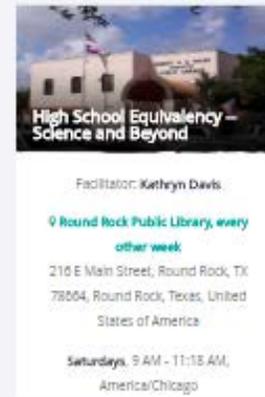
**Machine Learning**

Facilitator: David Chasteau

📍 **York University:**  
17 Picazo Drive, North York, Ontario, Canada

**Tuesdays, 4 PM - 5:30 PM,**  
Canada/Eastern

34 weeks beginning 31 Oct. 2017



**High School Equivalency – Science and Beyond**

Facilitator: Kathryn Davis

📍 **Round Rock Public Library, every other week**

210 E Main Street, Round Rock, TX 78664, Round Rock, Texas, United States of America

**Saturdays, 9 AM - 11:15 AM,**  
America/Chicago



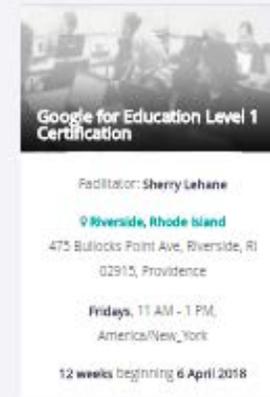
**Start Writing Fiction**

Facilitator: Patrice Johnson

📍 **Harold Washington Library Center**  
400 South State Street, Chicago, IL 60605, Chicago

**Tuesdays, 6 PM - 7:30 PM,**  
America/Chicago

8 weeks beginning 27 March 2018



**Google for Education Level 1 Certification**

Facilitator: Sherry Lahane

📍 **Riverside, Rhode Island**  
475 Bullocks Point Ave, Riverside, RI 02915, Providence

**Fridays, 11 AM - 1 PM,**  
America/New\_York

12 weeks beginning 6 April 2018



**SOCIAL MEDIA MARKETING LIBRARY**

**Social Media Marketing**

Facilitator: Janet DeSantis

📍 **Charlotte-Mecklenburg Library- Mountain Island Library**  
4420 Hoyt Galvin Way, Charlotte, NC 28214, Charlotte

**Wednesdays, 6 PM - 7:30 PM,**  
America/New\_York

8 weeks beginning 18 April 2018



**Art of Storytelling**

Facilitator: Nelly Tanked

📍 **Kenya National Library Services- Narok Branch**  
P.O. Box 305, Narok, Narok

**Mondays, 8 AM - 9:30 AM,**  
Africa/Nairobi

7 weeks beginning 23 April 2018



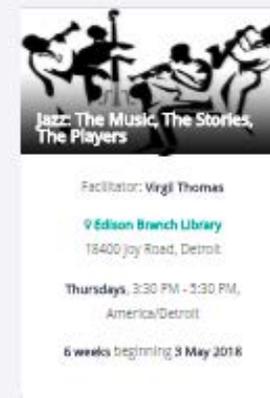
**An Introduction to Interactive Programming in Python (Part 1)**

Facilitator: DARIO OTUKE

📍 **ICT room**  
Inis Kisumu, Kisumu

**Wednesdays, 10 AM - 12 PM,**  
Africa/Nairobi

6 weeks beginning 25 April 2018



**Jazz: The Music, The Stories, The Players**

Facilitator: Virgil Thomas

📍 **Edson Branch Library**  
18400 Joy Road, Detroit

**Thursdays, 3:30 PM - 5:30 PM,**  
America/Detroit

6 weeks beginning 3 May 2018



**How To Create a Website in a Weekend**

Facilitator: Benny Olobo



**Adobe Illustrator**

Facilitator: Julio David Bermudez



**Comics: Art in Relationship**

Facilitator: MASON BISSETT



**Social Entrepreneurship 101**

Facilitator: Kate Lapinski

# Creativity & Innovation

# Human-Centered Design for Libraries

In 2013, CPL began its multifaceted partnership with the Aarhus Public Libraries (APL) in Aarhus, Denmark. This library was long recognized in northern Europe and around the world as a leader in innovation and in providing cutting-edge services to its patron population.



# Human-Centered Design for Libraries

Allstate granted CPL a fellow to help build its internal innovation process that empowers staff at all levels to identify and test new ideas. The innovation departments at Hyatt Corporation, Northern Trust, Allstate, McDonald's, and others have welcomed CPL and APL staff teams for visits and longer-term discussions, leading to improvements in CPL's ability to design new and improved services focused on patron needs.



**Beyond the horizon...**

# Mobile First

Increasingly, applications for learning are being developed with a “mobile first” design so that they can be used by untethered devices.



# Games and Gamification

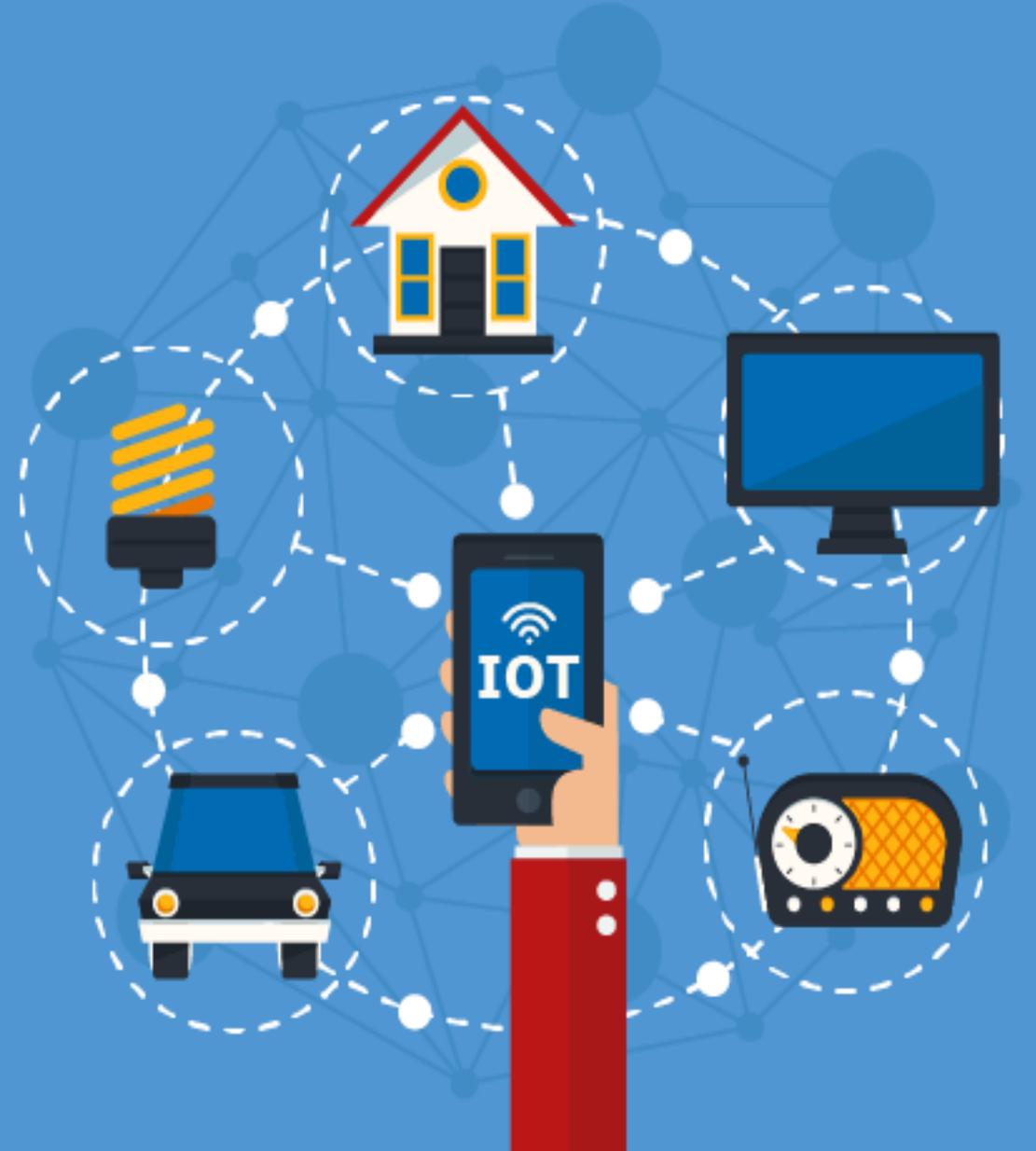
Gaming is moving beyond recreation and has infiltrated the worlds of commerce, productivity and education, proving to be a useful training, team building and motivational tool.



# Internet of Things

The Internet of Things (IoT) is the network of physical objects embedded with electronics, software, sensors, and connectivity to them to exchange data with other connected devices. The IoT allows objects to be sensed and controlled remotely across existing network infrastructure, creating opportunities for more direct integration between the physical world and computer-based systems, resulting in improved efficiency and accuracy.

## INTERNET OF THINGS



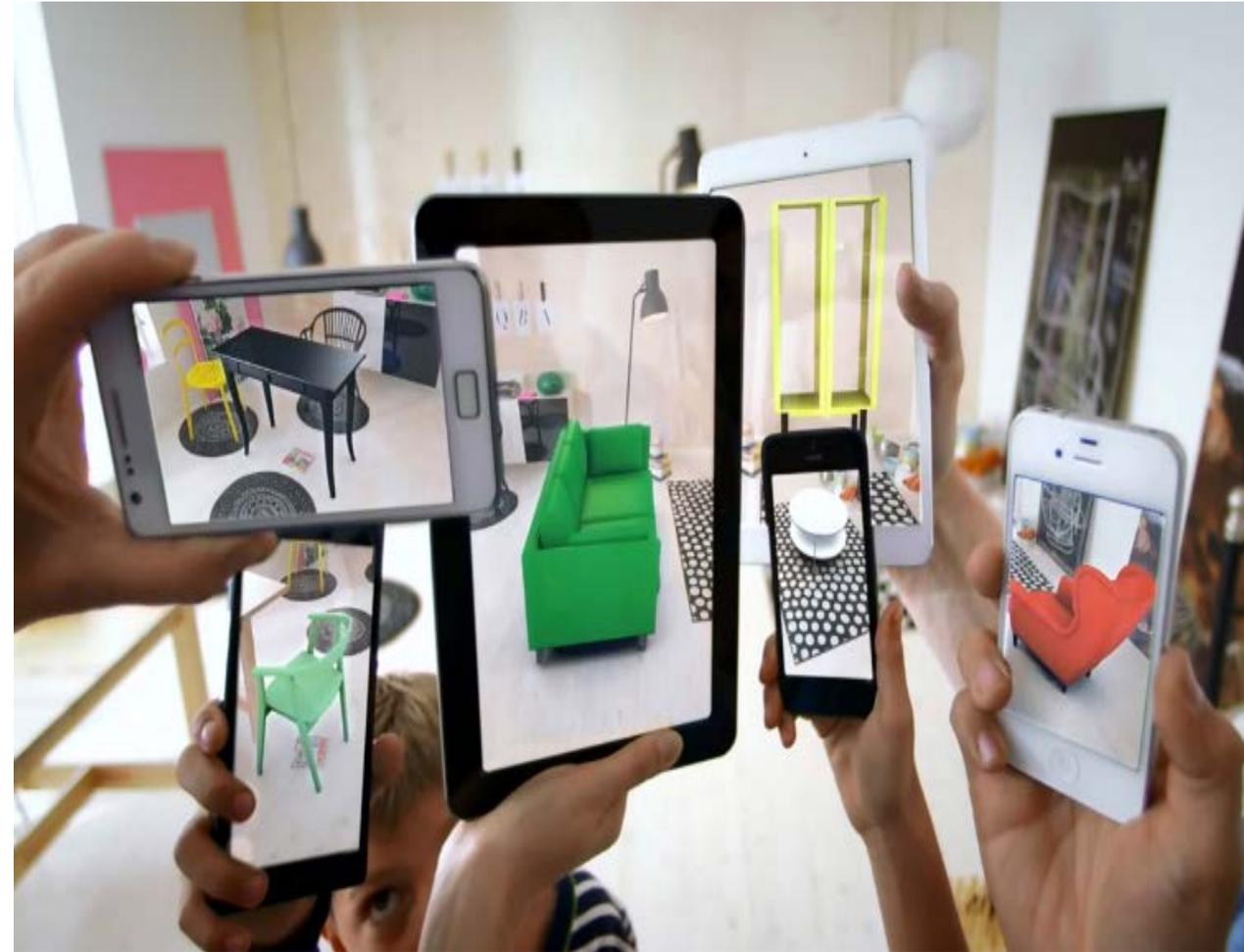
# Virtual Reality

Virtual reality is an artificial environment created with software and hardware that immerses the user in such a way that they believe the virtual environment is real.



# Augmented Reality

Augmented reality is the integration of digital information that enhances the user's environment in the physical space. Specialty apps display additional information such as animation, text, music. Augmented reality uses the existing environment and overlays new information on top of it with the help of a mobile device.



# Open Microcredentials

Open microcredentials allow learners to display badges or certificates that demonstrate skills and knowledge from third parties through a secure digital identity





# Next Generation Wireless

The 5<sup>th</sup> generation of wireless broadband technology, used by cell phones and hotspots, will compete with wired network connections. These faster connections allow cellular devices to download or stream visually rich applications, including 3D, in about half the time of a 4G network.





**THANK YOU!!**