

Library 2.0 and Role of Librarian

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ABSTRACT

This paper is discusses about the new technology using in the library which is known as library 2.0 and the role of librarian professional is library 2.0. The Web 2.0 application allows users to interact and converse through social media. Through social media, people can cooperate and act with one another via a Web 2.0 application. It sparked data sharing, collaboration, and communication on a digital platform. Social networking sites, user-created websites, social bookmarking, blogging, and tagging are among the most important features of web 2.0 apps. Librarian 2.0 is essential to have a working knowledge of not only the tools to be deployed, but also the underlying architecture utilised behind them, while implementing smaller applications. As a result, a basic understanding of IT and intranet principles is required, including concepts like network security, routing, and server-side applications.

Keywords: Web 2.0, Library 2.0, Librarian 2.0, Blogs, Wikis, RSS, Mashups, Social Networking, Podcast

1. INTRODUCTION

Darcy Dinucci, an associate degree data design adviser in electronic information design at the United Nations Agency, created the term Web 2.0 in January 1999. Within the virtual world, the Web 2.0 application allows users to interact and converse through social media. Through social media, people can cooperate and act with one another via a Web 2.0 application. It sparked data sharing, collaboration, and communication on a digital platform. Social networking sites, user-created websites, social bookmarking, blogging, and tagging are among the most important features of web 2.0 apps. Users will be able to gain access to the information on the web 2.0 application as they like, as well as exercise some control over it. Web 2.0 applications give all users the same level of contribution flexibility. Web 2.0 applications allow users to try again or just retrieve information. A library will be able to provide more facilities and services to its users in less time by utilising web 2.0 applications such as social networking sites and blogs. Finally, social networking sites and blogs are quick ways to integrate library services and resources into web 2.0 apps. These applications are integrated into a company based on member input. As more teenagers discover and link these powerful touch points, Web 2.0 applications are gradually becoming more well-established in a variety of spheres of life.

2. WEB 2.0

Dale Dougherty, a vice-president of O'Reilly Media Inc. during a team discussion on a potential future for its technology-related conference about the Web has coined the term 'Web 2.0' in 2004 (Anderson, 2007).

3. LIBRARY 2.0

According to Miller the term "Library 2.0" is coined by Michael Casey on his Libray Crunch blog. "Library 2.0" as "the application of interactive, collaborative, and multi-media web-based technologies to web-based library services and collections (Maness, 2006)." The Library 2.0 concept can be understood by the essential elements need for the library 2.0. There are certain elements of the library 2.0 as follows:

- **User-cantered system:** Library 2.0 allows users to contribute to the creation of new content and information. The library's OPAC can be seen and used through the library 2.0's web-based services. It has made it easier for people to participate in library activities.
- **Provide Multi-Media Experience:** It gives the user a multi-media experience. Library 2.0 provides consumers with a valuable audio and video collection. Users can also share their educational audio and video clips on the internet.
- **It is socially rich:** Through numerous social networking sites and applications, the library 2.0 enables users to build a social network among themselves. These socially rich sites and applications allow users to communicate, share, and collaborate with one another. They are able to converse with one another and
- **Innovative:** Through the web, library allows the community to interact with the library and create and utilize new information for their purposes. Library must not change itself with the user's need but according to need of community library, must allow them to change it (Maness, 2006).

For the library web 2.0, this entails rethinking the services provided by digital libraries. We don't have to come up with everything on our own. We can go where the users are already present. This means that libraries must think about the web2.0 services users are using and how the library may leverage these services to assist users or bring them closer to the library. Libraries must develop tools (widgets) that can be utilised in portals such as Google's "iGoogle"⁹. Another example is the use of Second Life¹⁰, where American libraries created Info Island¹¹, a separate area in Second Life dedicated to libraries and information providers. Libraries can also be useful for those who work in this field will find it easier to use this guide because of the social aspects, and they can subscribe to this library resource. Another approach to participate is to contribute to Wikipedia by sharing their knowledge. In library 2.0, sharing would be a big deal. Sharing content and metadata would be the foundation for new library services that can meet the web 2.0 challenge. Mash-up services are another new web 2.0 trend that is proving to be quite effective (Danowski, 2007).

4. CHARACTERISTIC OF LIBRARY 2.0

Library 2.0 is a library service model that supports constant and intentional change by enabling users to participate in the design of both physical and virtual services that they want, as well as assessing services on a regular basis. It also tries to attract new users and better serve existing ones by enhancing customer-driven solutions. The following characteristics define Library 2.0:

4.1 Blogs

In 1997, Jorn Barger coined the word web-log, or blog. According to him, a blog is a simple webpage that contains small paragraphs of opinion, information, personal diary entries, or links, referred to as posts that are organised chronologically with the most recent first, in the style of an online journal. 'Blogs enable individuals to write to their Web pages in journalism time – that is, hourly, daily, and weekly – whereas the Web page culture before it tended to be slower moving: less an equivalent of reportage than the essay' (Anderson, 2007).

4.2 Wikis

A wiki is a web page or set of web pages that can be easily edited by anyone who is allowed access. Unlike blogs, previous versions of wikis can be examined by a history function and can be restored by a rollback function. Wiki features are included: wiki mark-up language, simple site structure and navigation, simple template, supporting of multiple users, built-in search feature and simple workflow. (Murugesan, 2007) Wikis are one of the most popular web pages which can be created and edited by the users. These web pages provide platform to the users to create and post their information and thought about something which proves valuable for the users community.

4.3 Really Simple Syndication (RSS)

RSS stands for Really Simple Syndication, and it's a set of Web feed formats for syndicating content from blogs and Web pages. RSS is an XML file that summarises information items and provides connections to the sources of the information. It keeps users up to date on changes to blogs and websites they're interested in. Feed reader or aggregator applications can scan a user's list of feeds and display any new content they find. Another syndication specification, Atom, aims to solve the problem of numerous incompatible RSS versions (Murugesan, 2007).

4.4 Mashups

Web mashup is a web page or web site that combines information and services from multiple sources on the web. Mashups can be grouped into seven categories: mapping, search, mobile, messaging, sports, shopping, and movies. More than 40 percent of mashups are mapping mashups. It is easier and quicker to create mashups than to code applications from scratch in traditional ways; this capability is one of most valuable features of web 2.0. Mashups are generally created using application programming interfaces. (Murugesan, 2007) Library can provide information about the library and its sources and can make available for the users.

4.5 Social Networking

The Web 2.0 framework, which allows users to engage with one another online, made social networking viable. People can use this platform to share their personal activities, including movies, images, files, and comments. Facebook, Orkut, Youtube, Flickr, and Picasa are some of the most popular social networking services among users. Library professionals can utilise Facebook and YouTube to market their library's services and other information to users by posting videos and audios.

4.6 Podcast

Podcasts are audio and video digital media files can be downloaded through web by electronic devices like I-pod, mobile, computers etc. using Internet service. There are websites available like podcasting- tools.com which provide podcasting services. (Prabhu, 2016) Library professional or users of the library can share their valuable audio and video for the user community and make the library rich in sources.

4.7 Video Sharing

YouTube is again the most popular website wherein people can share video, download videos and comment on them. People share knowledge and experience via YouTube. (Prabhu, 2016) YouTube is one of the popular tools for sharing the informative and knowledgeable information to the users and users can also do it. Library professional must use this facilities to promote and share its information to the users.

5. BASIC REQUIRED SKILL FOR LIBRARIAN 2.0

Information services have advanced much beyond those of previous decades in the last few years. These have a significant impact on how information professionals and their patrons access data, changing both of their roles in data collection and study. In general, the information specialist's primary job is shifting from information gatekeeper to information guru. In a Web 2.0 technological context, a librarian must be both an information enabler and a knowledge creator. The Librarian 2.0, as an information enabler, must be able to transmit ownership of searches to patrons. This entails giving end-users simpler tools and training them how to utilise them effectively, hence enhancing patron ability. While these two are similar, their essential competencies are vastly different. Librarian 2.0 is essential to have a working knowledge of not only the tools to be deployed, but also the underlying architecture utilised behind them, while implementing smaller applications. As a result, a basic understanding of IT and intranet principles is required, including concepts like network security, routing, and server-side applications. Fluency in web development languages is also a requirement in order to better integrate these with the existing intranet and develop unique solutions. Librarian 2.0 must also be able to announce the availability of information resources and verify that they are reactively and proactively meeting consumer needs. Furthermore, Librarian 2.0 must be able to retrieve relevant data on a regular and timely basis, as well as correctly communicate it to patrons. He must also be knowledgeable of contemporary knowledge-sharing technologies and be able to deploy these technologies responsibly for the benefit of end-users. (Shah, 2020) Based on the above, the Librarian 2.0 should attempt to:

- Recognize the value of Web 2.0 prospects;
- Learn how to use the primary Web 2.0 and Library 2.0 tools;
- It is container and format neutral and can combine e-resources and print formats.
- Is device agnostic, supporting everything from PCs to PDAs (Personal Digital Assistants) and iPods;
- Embrace the Open URL standard and develop focused federated search;
- Connect people, technology, and information in the context of each other;
- When applicable, uses tagging, tag clouds, folksonomies, and user-driven content descriptions and classifications instead of standard cataloguing and classification;
- Accept non-textual information as well as the power of images, moving images, sight, and sound;
- Use the latest communication tools (such as Skype) to connect content, expertise, information coaching, and people;
- Use and develop advanced social networks to enterprise advantage;
- Connect users to expert discussions, conversations, and communities of practise and participates there as well;
- Use and develop advanced social networks to enterprise advantage;
- Understand the wisdom of crowds, as well as the blogosphere, Web syndicasphere, and wikisphere's increasing roles and impacts. (Khan, 2013)

CONCLUSION

The adoption of these Web 2.0 technologies and applications will result in a significant and lasting change in the history of libraries. The library's collection will become more interactive and open to the public. The library's services will shift, with a greater emphasis on facilitating information transmission and literacy rather than giving regulated access to it. The Librarian 2.0, as an information enabler, must be able to transmit ownership of searches to patrons. This entails giving end-users simpler tools and training them how to utilise them effectively, hence enhancing patron ability. While these two are similar, their essential competencies are vastly different. Librarian 2.0 is essential to have a working knowledge of not only the tools to be deployed, but also the underlying architecture utilised behind them, while implementing smaller applications.

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