DIGITAL ROADMAP

for libraries





CIDE /			INFORMATION SERVICES (IS)				READING SERVICES				LOAN SERVICES		TRAINING SERVICES			
FREQUENT USE SPECIALLY INTERESTING IT COULD WORK				GENERAL IS: LOCATION, ACCESS, SCHEDULE, CATALOGUE AND NOVELTIES	BIBLIOGRAPHICAL IS	REFERENCE SERVICES	COMMUNITY IS	READING ROOMS	SOCIAL READING	READING PROMOTION ACTIONS AND LIBRARY EXTENSION SERVICES	READERS' ADVISORY	READERS' ADVISORY	LOAN MANAGEMENT: RESERVATIONS, RENEWALS	VISITS	LIBRARY USER TRAINING	INFORMATION LITERACY
	WEB-BASED TECHNOLOGIES	Technologies that allow users to interact and collaborate in order to create content; it may be used to enrich and personalise the users' library website visit.	WEB APPLICATIONS									•				
			VIRTUAL COMMUNITIES													
			SOCIAL MEDIA													
			PHOTO-SHARING, VIDEO-SHARING AND SOCIAL NETWORKING SERVICES													
			COLLABORATIVE TOOLS: BLOGS, WIKIS													
			MASHUPS													
			SEMANTIC WEB													
	WEARABLE TECHNOLOGY	Clothing and accessories incorporating computer and advanced electronic technologies (physical activity sensors, augmented and virtual reality devices); it may be used to enrich and personalise the users' library facilities visit.	PHYSICAL ACTIVITY SENSORS: WATCHES, SCARVES													
NFC			AUGMENTED AND VIRTUAL REALITY DEVICES: GLASSES, CONTACT LENS, HEADBANDS, HELMETS	•							•	•		•		
	LOCATION-BASED TECHNOLOGIES	Technologies that allow locating people and things accurately by using latitude, longitude and altitude triangulation; it may be used to facilitate and enrich movement through a physical space.		•			•							•	•	
	NEAR FIELD COMMUNICATION TECHNOLOGY	Set of standards for mobile devices to establish radio communication among each other by operating them simultaneously or bringing them into proximity that may facilitate, among other things, the location and identification of catalogue funds.									•	•	•	•		
	BEACONS	Devices designed to attract attention to a specific location and may be used to enrich and personalise the users' library facilities visit.											•	•	•	
23	AUGMENTED REALITY: QR CODES	Technology that allows a digitally enhanced view of the real world; it may be used to "augment" library access, catalogue, users' training, reading promotion actions and library extension services as well as visibility.		•						•	•	•		•		
	FACIAL RECOGNITION SYSTEM	Computer application for automatically id their place of work, their last visit to the lib	•							•	•	•				
113	SENSORY TECHNOLOGY	Technology that allows knowing the amount of visits to the library, their frequency during specific days and hours such as "Instant Counting", the carpet that detects users' movement.		•							•	•		•		



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			WINDOWS													
			MOBILE DEVICES													
		Electronic visual displays	SCREENS													
0		(mobile devices, screens, windows) that the user can control through simple or multi-touch gestures by touching the screen with a special stylus/pen or their fingers; and that give access to	LIBRARY VENDING MACHINES y EnvisionWare, it allows users to manage ations, reservations, returns, even paying redit card). It has a touchscreen to check terials (up to 400 for loans and +1,000 for s), and it is also a WiFi access point.					•			•	•	•			
NFC		Demand Bo book (amon ExpressNet s Cloud, In a lik	PRINT-ON-DEMAND MACHINES Book Machine (MBE): Developed by On olse, it prints and binds in a few minutes a millions in the public domain) thanks to stem that connects the Machine with the rary it may help to solve storage problems, to promote self-publishing					•				•	•			
	DRONES	Unmanned combat air vehicle that may, for example, deliver loans to users and collect returns.														
	STREAMING TECHNOLOGY Technology that fragments the Web intelligently, and allows the user to the content without a full unloading thanks to Cloud storage and HTM offers most important information and contents first, so it's especial interesting for information and library user training services.		to Cloud storage and HTML5. It intents first, so it's especially	•		•										•
	EMOTIONAL TECHNOLOGY	Technology that detects moods, satisfaction joy levels and different types of consumptio based on them, combining data from the mobile devices use (EmotionSense). It can be very strong tool to make all kind of	SENSORS THAT DETECT MOODS	•							•	•		•		
23		recommendations to the user, and it could lead to the development of smart novelties tables that reorganise its content depending on this information.									•	•	•			
	MONITORING TECHNOLOGY	Even though all technologies register us information, monitoring technology is funda attends any cultural event, such as the carpe								•	•		•			
1	ANTICIPATION TECHNOLOGY	This kind of technology seeks giving a more accurate and personalised service to the user. The idea is that applications get to know all users' data such as navigation, communication, likes, preferences, comments, moods; that enables to create a cartography of their personalities and emotions which allows to anticipate the users' reading needs depending on the moment, situation or place.					•				•	•	•			

