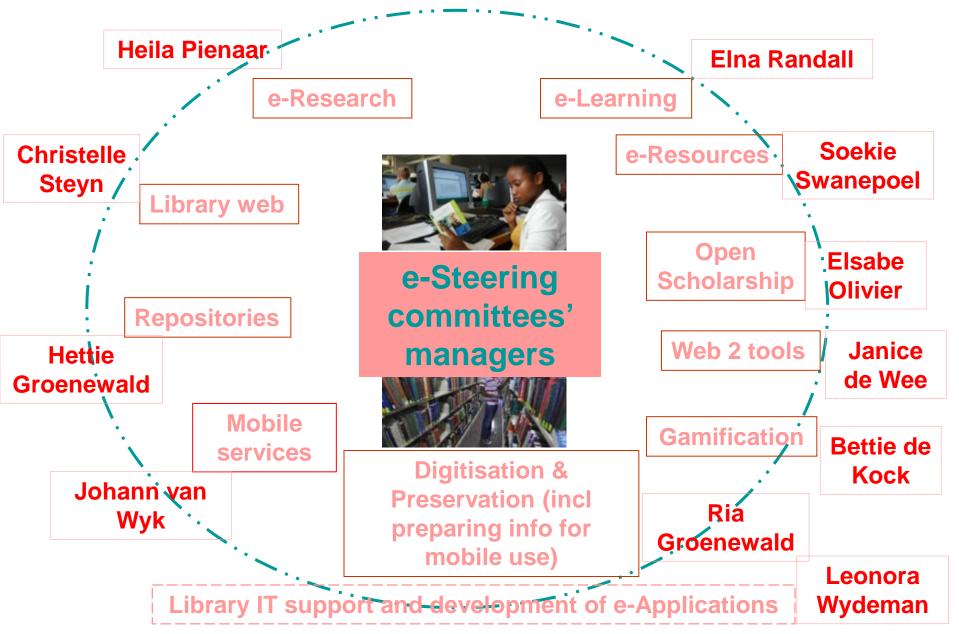
The UP Library e-Strategy 2012 and the role of Information Specialists

UP Library Strategy 2010-2015 road show

e-Strategy Objective: Creating an e-Environment for Scholarship



e-Research (experimental phase) (Heila)

e-Strategy Objectives 2012	Skills needed	Proposed Service(s)
 Support the Natural products VRE (Moodle) (Southern African project supported by EU & Carnegie) Develop Sakai VRE Start implementing Research Data Management 	 Understand research process, VRE & subject area Understand research data management (training) 	 Facilitate researchers' involvement with Moodle VRE (natural products e.g. Tea) Facilitate researchers' involvement with a prototype Sakai VRE Support the implementation of the UP Data Management plan Close collaboration with UP Data manager & VRE project

e-Learning (Elna)

e-Strategy Objectives 2012	Skills needed	Proposed Service(s)
 Implement pilot project with new version of Blackboard (clickUP) Implement library role in mobile Blackboard 	 Excellent knowledge of the Blackboard system (incl. mobile) Excellent relationships with El & Faculty 	 http://www.lib.utexas. edu/services/instructio n/resources/blackboar d.html Getting involved in a Blackboard course - Ideas for Librarians: Add yourself to a course; Add links to library resources; Get involved in the online community as a course builder; Provide virtual library instruction Close collaboration with El

e-Resources (Soekie)

e-Strategy Objectives 2012	Skills needed	Proposed Service(s)
 Expand e-Book collection Buy Overdrive for a year Buy important back files 	Knowledge of Overdrive (training)	 Marketing & training of e-Books, Overdrive & back files use Close collaboration with LTS manager

Gamification (the application of game theory in non-gaming teaching)

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e-Strategy Objectives 2012	Skills needed	Proposed Service(s)
 To enrich learning experience of students To apply gamification and games in different contexts Reconceptualise information literacy e-Legal & knowledge tools instruction 	 Training in the principles and practice of developing games?? Knowledge of plagiarism and use of different knowledge tools 	 Use games and games based tools to improve information literacy Train clients and / or refer to general training sessions Close collaboration with gamification expert

Repositories (Hettie)

e-Strategy Objectives 2012	Skills needed	Proposed Service(s)
 Enhance QA in all processes, products and services Manage impact of new developments on current products 	 Training to understand the new responsibilities with regard to UPSpace 	 Expanded role as collection manager Marketing: Communicate UPSpace statistics to departments and researchers Using stats for accreditation visits Subject collection development regarding "grey literature", e.g. conference material, and digitised material Include UPSpace in training sessions Linking of UPSpace / UPeTD items to clickUP pages Close collaboration with UPSpace manager

Open Scholarship (Elsabe)

e-Strategy Objectives 2012	Skills needed	Proposed Service(s)
 Continuous & simultaneous submission of 2011 & 2012 research articles Submission of etds to UPeTD Open Access Advocacy Open Access Journal Fund (Integration of Research Information System (RIS) with UPSpace to facilitate uploading of articles) 	 Excellent knowledge of pros & cons of Open Access and of gold and green routes; and of etd publishing 	 Market, influence and train clients to upload research products Market the open access concept & both Open Access Mandates Market die Open Access Journal Fund Close collaboration with the Open Access manager

Digitisation and Preservation(Ria)

e-Strategy Objectives 2012	Skills needed	Proposed Service(s)
 Digitisation: completion of projects Start with retrospective T/Ds Mobile reading club; Mobile device content delivery 	 Understand the digitisation work flow Understand the resources needed for digitisation 	 Negotiate digitisation projects with the Digitisation and Repository managers and other relevant stakeholders

Library Web (Christelle)

e-Strategy Objectives 2012	Skills needed	Proposed Service(s)
 Mobile web site updated Integrate Web 2 tools Usability study 	 Able to create a web site & a mobile web site Can undertake web usability studies of their clients' needs 	 Marketing of web site and mobile web site Give feedback to Web manager on usability of the sites

Web 2 tools (Janice)

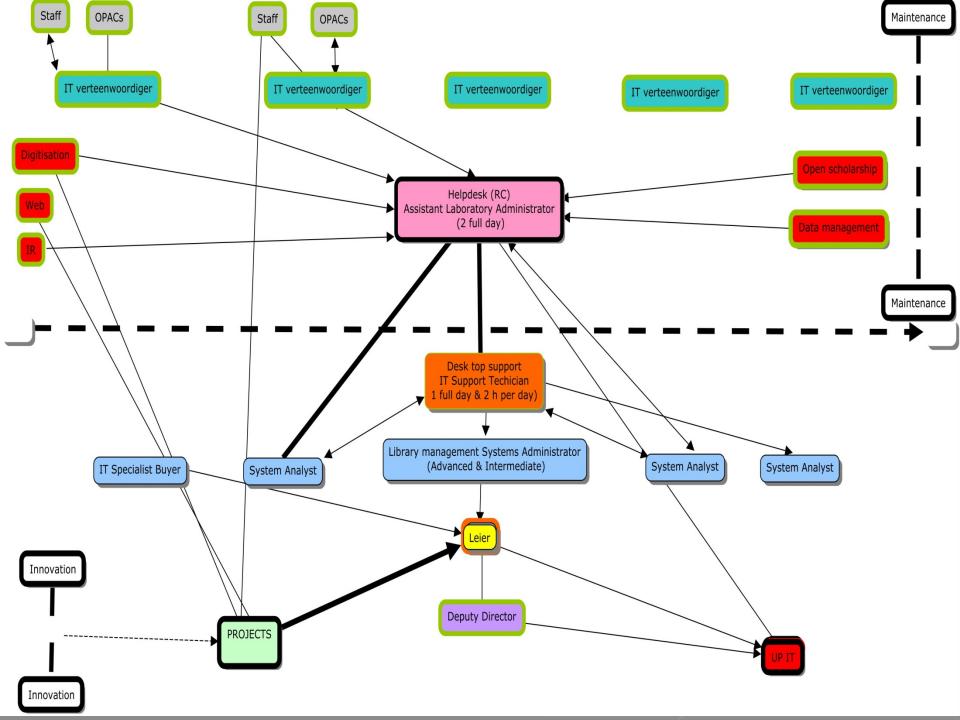
e-Strategy Objectives 2012	Skills needed	Proposed Service(s)
 Investigation of new tools & their use Training (basic & advanced) 	 Able to make use of Web 2 tools Attend and implement training 	 Use relevant Web 2 tools to facilitate their clients' teaching & research Use relevant Web 2 tools to market services

Mobile Services (Johann)

e-Strategy Objectives 2012	Skills needed	Proposed Service(s)
 Establish wireless technology in all of the UP Libraries Educate the library staff in mobile technologies Develop mobile design skills of identified staff members Determine the needs of our clients for mobile services Determine what content is needed Training courses for clients Implement e-Books for e-Readers / Tablets / smart phones 	 Knowledge and skills in the use of mobile devices for library work Knowledge and skills to develop mobi sites / apps for clients IS also need mobile devices for experimentation and work purposes 	Use mobile devices and mobile content in daily work with clients

Library IT (Leonora)

e-Strategy Objectives 2012	Skills needed	Proposed Service(s)
• Support e-initiatives	Understand that Library IT has different skills for desk-top support and e-projects	Log all IT calls on the relevant system



In conclusion: we are moving in the right direction, but better integration between applications is necessary



e-Research

e-Learning





Library web

Repositories



Mobile services



e-Environment for Scholarship: Integration with UP e-Learning & e-Research



e-Resources



Open Scholarship



Web 2 tools



Gamification



Library IT



Digitisation & Preservation



