

Professional Development



Why Web 2.0?

Web 2.0 is designed to enhance the sharing of knowledge and build collaboration. It provides users with the ability to improve upon the more traditional forms of internet based communication (e.g. email) and allows for that process to be more immediate and fluid. As technologies change and become more adaptive to the needs of none technical users, uses of these technologies will become a part of the everyday experience. The Web 2.0 Workshops were designed to not only provide staff with insight into the growth of technologies and the effect this has on libraries but also to allow the staff a comfortable and supportive space to explore and learn.

Objectives

The objectives of the Web 2.0 Workshops for YUSA1 library staff was to facilitate awareness of Web 2.0 technologies. Web 2.0 has become increasingly a part of the university student research experience. To provide services that reach students, university libraries and librarians have increasingly become involved in using Web 2.0 technologies. The workshops were created to support the understanding of how Web 2.0 technologies can be used to enrich the transfer of “valued” information from the world wide web and to encourage the interests of staff members in Web 2.0 by providing training in both how they are used and how they can potentially be used.

Who and Where?



The workshops were designed for permanent YUSA1 library staff. The workshops included participants from circulation, bibliographic, and technical services. The workshops were held in a computer lab in Scott Library, York University's Social Sciences and Humanities Library.

Workshop Design

The Workshops

Three workshop sessions covered: Blogs and Vlogs; RSS Feeds, Podcasts, and Digital Libraries; and Social Cataloguing and Bookmarking. These three sessions were provided in July and August to reach both morning and afternoon staff.

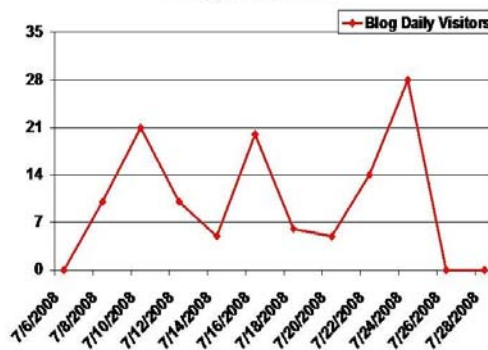
The sessions were an hour and a half in length.

Each workshop included:

- A Brief description of the principles behind the technology and the ways in which the technology is used (e.g. tagging)
- An Introduction to a few of the technologies that modeled the principles (e.g. Blogs – Wordpress, Vidblogs, etc.)
- A more in-depth description of one of the programs
- Instruction on the use of the program
- Practical hands-on use of the program
- Discussion of the technology



York University Web 2.0 Workshops
Blog Statistics



The Blog

The workshop topics and activities were outlined in the workshop blog created at Wordpress. The blog, titled *York University – Web 2.0 Workshops* can be found at: <http://yorkelearn.wordpress.com/>

The purpose of the blog was to allow the participants a place to review material and to support the beginning uses of Web 2.0 technology. The participants were encouraged to comment on the blog to support collaborative learning and explore technologies highlighted in the blog that could not be included in the workshops.

Assessment

Survey Design

The survey was sent to all participants on the last day of the workshop. Out of 34 participants, 12 responded to the survey. In total, the 12 respondents attended 36 sessions.

The survey assessed the delivery of the content (e.g. blog, instruction, pace of delivery), the content (e.g. interest and usefulness), learning outcomes (e.g. an increase in knowledge of Web 2.0 technologies) and future professional development possibilities.

YORK University Libraries - Web 2.0 Workshop

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1. * How many of the Web 2.0 Workshop Sessions did you attend?

☐ 1
☐ 2
☐ 3

2. * Which Web 2.0 Workshop Sessions did you attend?

☐ Blogs and Vlogs
☐ Digital Libraries, RSS Feeds, and Podcasts
☐ Social Cataloguing and Bookmarking

3. I am satisfied with my overall experience with the session(s).

☐ Strongly Disagree
☐ Disagree
☐ Neither agree nor disagree
☐ Agree
☐ Strongly Agree

4. My knowledge of Web 2.0 technology has increased due to the workshop.

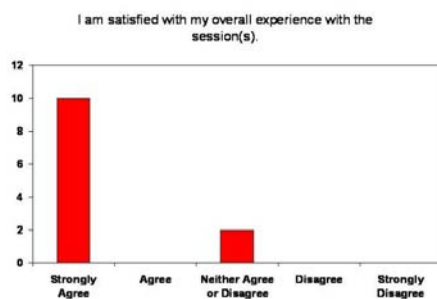
☐ Strongly Disagree
☐ Disagree
☐ Neither agree nor disagree
☐ Agree
☐ Strongly Agree

Survey Results

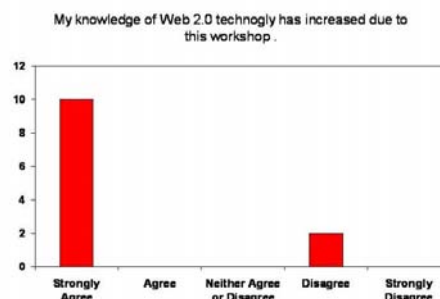
The results of the survey indicate that the Web 2.0 workshops were largely successful in increasing the knowledge of the participants and providing an open and positive atmosphere for learning. The majority of respondents (10) were satisfied with their overall workshop experience.

As one of goals was to increase the knowledge of Web 2.0 technologies in a supportive environment, questions were posed to determine the success of the sessions in reaching these goals. The majority of respondents (10) felt the workshop had increased their knowledge of Web 2.0 technologies.

York University Web 2.0 Workshop Survey



York University Web 2.0 Workshop Survey



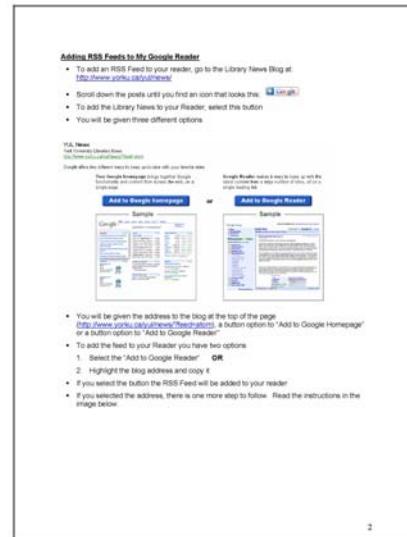
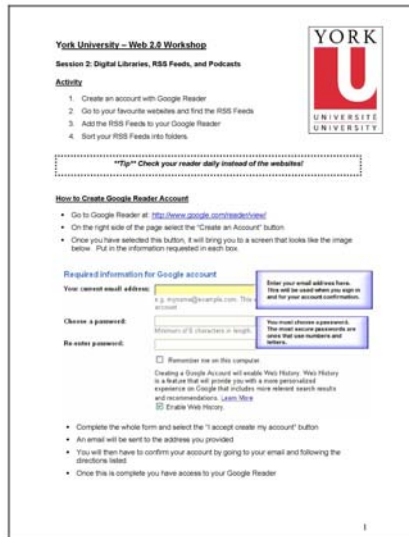
Comments

- The opportunity to create and practice work was great.
- (I enjoyed) learning just what is out there and how to use some of these tools.
- The instructor presented the material in a way that made it very accessible – especially to someone with limited/no knowledge of web 2.0.

Redesign & The Future

Workshop Redesign

The survey indicated some participants need for handouts. The blog was seen as a way of introducing the participants to a Web 2.0 technology while teaching the sessions; however, the survey indicated that participants (4) would have been more receptive to print material. Of these four participants, three also indicated that they did not use the blog. Due to this a handout of the content and step-by-step instructions was created for the next group of sessions.



Additional comments indicated a need for future workshops to be offered in a graduated form. A graduated format would offer basic, intermediate, and advanced levels. This format would allow for activities and instruction that is designed to meet the participants skill and knowledge level.

Future Workshops

The participants indicated several additional workshops they would like to see offered. The workshops included job specific skills, advanced level Web 2.0 sessions to build on what they had learned, Web 2.0 and it's connection to library applications, and a historical view of how libraries have changed over time.

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In a Virtual World



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