Resources

Chapter 1: Understanding Teens and Their Space


A survey of young people’s use and impressions of their local libraries.


Discusses ways to more effectively relate to teens and how to use staff training to build a bridge between generations.


White paper discussing why teen space is important in libraries.


A look at today’s teen through the lens of neurological, psychological, and educational research. Putting this research in the context of library services, the author challenges librarians to question their assumptions about teen patrons and provides new answers based on research.


An update to the 1994 release, this book is an essential resource for all teen librarians. It includes twenty-five bibliographies of best books as well as author-by-author, year-by-year, and topic-by-topic lists of exceptional books. For additional lists of best books, check out the YALSA website at www.ala.org/yalsa/booklists/.

Chelton, Mary K., ed. Excellence in Library Services to Young Adults, eds. 1–3. Chicago: American Library Association, various dates.

All three editions present prize-winning programs that show teens as volunteers, employees, and mentors. Terrific resource for those interested in getting teens involved


Presents a tongue-in-cheek analysis of how to improve young adult services in libraries. Highlights include funding; providing technology that includes Internet access; comfortable furniture; food; longer evening hours; research needs; staff atti-
tudes; job and volunteer service opportunities; restrictive rules and fees; and better books and media.


A summary of public and academic library building projects and renovations. Cost, square footage, and architect information are listed. Of the projects listed, more than 60 percent include the addition or renovation of a teen space.


Discusses the negative behavior teens and tweens engage in using the Internet and cell phones. Topics range from cyber-bullying to purchasing illegal drugs online.


An article with tips on how educators should approach the Millennial generation. Focuses on the neo-traditionalism and positive nature of this generation. Also discusses the need for parents and educators to collaborate because faculty and administration can no longer “pull rank” when it comes to issues in school. This can be reflected in the library . . . through library outreach, space development, and getting parent support for library events.


Discusses the lifestyles of teens involved in social networking. Relates real-life stories from teens in how they use MySpace and similar sites in their daily lives, for both positive and negative activities.


This Educause e-book discusses the enmeshment of technology in teenagers’ lives, how they use information, and information literacy training techniques that effectively reach them.


Award-winning site for youth by youth. This is a place where teens can get information, resources, and the tools to help manage stress, crisis, and mental health problems.


Savvy generation of kids. They know what is cool and do not appreciate those who try to be cool and are not. As the article says, those who try to be cool and fail are doomed. The playground of tweens is the ultimate viral marketing area and companies (i.e., libraries) can get a bad name quickly.
National Youth Development Information Center. www.nydic.org/nydic/.

NYDIC provides practice-related information about youth development to national and local youth-serving organizations at low cost or no cost.


A collection of essays studying teenage use of technology. Insightful reading that touches on many aspects of the Net Generation, from their perspective on technology in everyday life to how to best integrate new technology in learning settings and a specific chapter on how libraries can best serve this generation.


A report on the social beliefs of Millennials and how they compare to previous generations.


Lays the groundwork for the author’s premise that the Information Age of the past couple of decades, built on the superiority of left-brain skills, is now giving over to the Conceptual Age, in which a holistic or whole-brained approach will be essential.


Discusses how teens can be engaged in learning and living through technology.


A research study that shows how highly communities value their libraries—but how unaware most people are of the difficult financial problems libraries face.


A brief summary of the Millennial generation: how they are defined, ways they use technology, what they do for fun, and what work environments they excel in.


Focuses on how generations are alike and different and how this affects teaching and learning. This has significant impact on library design.


A nationwide study from Lutheran Brotherhood and Search Institute assessing American parents’ relationships with their children and teens.

An independent, nonprofit organization whose mission is to advance the well-being of adolescents and children by generating knowledge and promoting its application. The website is a great place for gathering information on teen needs and teen development.


Commentary on “what can be done for teens instead of what can be done about them.” Includes a helpful list of additional resources for those serving young adults.


Teen Ink is a website, a monthly print magazine, and a book series. In particular, the website includes photos, teen issues, favorites lists, a teen art gallery, and reviews of music, movies, and books. Everything here is written by teens for teens.


Designed to help marketers understand and effectively connect with teenagers. It includes a teen market overview, an examination of the media habits of teenagers, and evidence about how magazines reach, connect, and influence teens and their purchase decisions.


The Urban Libraries Council (ULC) is an association of large public libraries in the United States and Canada and the corporations that serve them. Includes a variety of useful information, including information on youth and youth development.


The authors share an inspiring narrative of young adult history, and also offer a plethora of new voices and stories that advocate the power of technology and teen spaces. These story lines are melded to highlight practical tools to involve teens at the library and make a bright future possible.


One teenager’s criticisms of her school library got a lot of media attention. In this interview, read her views and learn how librarians reacted.

**Chapter 2: Ask and Analyze**


Describes various youth participation models and cites examples of successful programs across the United States.

At the Table. http://atthetable.org.

Provides resources and information about how to involve young people in decision making.


A comprehensive guide to planning projects, analyzing space and space needs, and preparing reports. Includes extensive tools and worksheets, including space analysis, sign and furniture evaluation, expense estimates, and an ADA compliance guide. The assessment tools are particularly helpful. (See Toolkits section.)


Space planning guide with ready-to-use worksheets.


Discusses changes in library trends, from technology and digital librarianship to joint-use libraries and user environments.


Everything you need to know to help you start a Teen Friends group.


Looking for input from teenagers? This practical guide to involving teens in focus groups is a good place to start.

The Innovation Center for Community and Youth Development. www.theinnovationcenter.org.

Connects thinkers and leaders of all ages to develop fresh ideas, forge new partnerships, and design strategies that engage young people and their communities.


A complete guide to measuring goal-based initiatives. Includes tips on developing questionnaires and data sampling.


Examples of web-based surveys used at libraries across the country, including surveys for youth.


How to make teen advisory committees work, from membership and fund-raising to projects and perks.

Nonpartisan organization encouraging young people to speak up and pursue lasting solutions to problems they care deeply about. Source of publications, support, and how-to advice.

Youth on Board. www.youthonboard.org.
Helps young people and adults think differently about each other so that they can work together to change society. Offers community and institutional training, publications, and other resources.

Chapter 3: Plan and Propose

American Association of School Librarians. www.al.org/aasl/.
A wide variety of resources from AASL are available on their website, including advocacy and issues information and professional tools.

Devotes their April issue each year to new and renovated library facilities.

ADA Standards for Accessible Design, as published in the Code of Federal Regulations, is available on the ADA website in both HTML and PDF formats and with graphics, links to figures, and cross-referenced sections. A free CD-ROM containing a complete collection of ADA materials including architectural design standards, regulations, etc., is also available.

Practical and simple tips are presented that consistently lead to the most successful projects, whether planning a new building, an expansion, renovation, or a simple revamp.

Outlines the major elements of successful teen space in school and public libraries. Information on getting teen input, layout 101, finding teen style, furniture, and design is presented as well as a “Take the Teen Space Challenge” quiz.

Overview of the planning and design process behind the innovative Queens Library for Teens in Far Rockaway, New York. Also available at www.libraryjournal.com/article/CA6593537.html?g=bulan+nelson.

Successful fund-raising strategies from the New Jersey Public Libraries.

Chelton, Mary. “Perspectives on YA Practice: Common YA Models of Service in Public Libraries: Advantages and Disadvantages.” *Young Adult Library Services* 3, no. 4 (Summer 2005): 4–6, 11.
Covers staffing, space, and service models that should be considered in library plans.

Library space planning resource. Includes guides and worksheets on a variety of topics.

Professional association whose sole mission is improving the places where children learn. They are actively involved in planning, designing, building, equipping, and maintaining schools and colleges.

Whether planning a new building or renovating an old one, this guide provides excellent tools and resources for library space planning. Includes space planning terms, guides, and more.

How to use information architecture techniques to increase your library’s usability.

Sharing their experiences of working on more than 100 school building projects, two expert school library media specialists draw a road map for becoming building-savvy, avoiding renovation pitfalls, and creating a school library media center for the future. Highly recommended for school and public libraries.

Maintains database on U.S. grantmakers and their grants. It also operates research, education, and training programs designed to advance philanthropy at every level. Free resources available in its five regional library/learning centers and its network of more than 340 Cooperating Collections.

Nonprofit foundation celebrating and encouraging innovation in schools. Provides information including research, tips, tools, information on grants, etc. for providing exemplary programs in K–12 public schools.

Training and resources for nonprofit grant seekers.


Discusses building of a central library at a university in Madras, India. Images and facilities description are paired with lists related to facility needs ranging from shelving to offices to book storage.


IFLA is the leading international body representing the interests of library and information services and their users. Their “Libraries for Children and Young Adults” section features best practices.


This blog entry summarizes electronic discussion list responses to questions about incorporating coffeehouses into libraries.


A reflection on the purposes and uses for teen spaces, with links to a few successful programs.


Online directory for libraries and library consultants. Includes consultant information as well as a place for libraries to post requests for proposal (RFPs).


The website of Library Journal includes a buildings and facilities page, and the December issue features an array of new library buildings, an annual buyer’s guide, and a website directory of vendors.


Helpful planning tools provided by Libris Design, a facility-planning database that assists with the planning of public library buildings in California. It includes a website with recent information on facility planning topics, a database of recently constructed California public libraries, an area for users to communicate with each other, user help documentation, and a trial version of the Libris Design database.


A practical, comprehensive guide of solutions to design questions, including background, planning, function, and resources.

This resource for Massachusetts public libraries has checklists, planning guides, and resources related to procurement and construction.


A comprehensive site with resources and ideas related to signage, furnishings, and more. The site is divided between best resources for children’s areas and teen areas.


Checklists and information about furnishings: from terminology and measurement conventions to user-friendly arrangements and technological issues.


An excellent resource list of links, books, and journal articles on the design of K–12 school libraries, including sample city and state guidelines and technology requirements.


Includes revised minimum standards for youth services in public libraries of New York and “The Basic Young Adult Services Handbook,” among other youth-related resources.

NMRLS YA Web Resources. www.nmrls.org/youth/yaweb/.

Blog, forum, and resources for teen librarians on a variety of topics. Includes indexes of young adult spaces, web pages, and blogs.


An arts-based research project that explores the creation of dedicated youth spaces in public libraries.


Project Kaleidoscope (PKAL) is one of the leading advocates in the United States for what works in building and sustaining strong undergraduate programs in the fields of science, technology, engineering, and mathematics (STEM). This section of the website offers guidelines and strategies for building facilities not only related to science, but also technology and education. Includes information on project management, determining project scope, and the overall process for new facility development.


Get tips for working with outside consultants in renovation and new construction library projects.

How to evaluate your current space, analyze various design elements, and make purchasing decisions. Includes information about technology, teen space, eco-friendly design, and more.

Describes the way design is changing to meet the needs of library users. It highlights design trends including youth spaces, joint-use libraries, and technology-friendly and sustainable design.

*School Planning and Management.* www2.peterli.com/spm/index.shtm.
A monthly magazine for architects, facility managers, and others who work in school facilities management.

Facilities planning resource. Examines the facility design of the new Kenston High School Library Media Center in Chagrin Falls, OH, including floor plan.

Extensive data on library café sales volume, best-selling products, impact on library maintenance costs, reasons for starting a café, effect on library traffic, and many other issues regarding the decision to start and manage a library café.

Focuses on the development of educational spaces, with particular attention to high school and university spaces. Innovative concepts of space, flow, and community are discussed. Throughout the book, premises are listed that indicate the key components of success in a new facility. These include not only issues related to the facility itself, but also the community and leaders of the facility. Includes formulas that help calculate the costs that might accrue after a facility is built (Example: how long does it take to clean a certain amount of square feet, and how much does that cost in terms of personnel and products?).

This site was created for architects, librarians, and design consultants. Its primary purpose is to provide its users with an outline of design-related resources. Includes general planning guidelines for specific types of libraries, sample plans, and more.

An annotated bibliography from the state of Utah of library planning books, articles, and websites.

How to solicit and integrate teen input into your building or remodeling plans.


Published bimonthly. Starting in June 1999, each issue includes a “YA Spaces of Your Dreams” article featuring teen spaces from libraries across the United States. Helpful for both planning and designing, these articles outline the communities and planning processes along with descriptions and photos of teen areas. Also includes helpful information on teen programming, collection development, and more.


This article is addressed to the health care field but offers a strong analysis of mistakes that planners make, including solving symptoms rather than problems, starting with perceived space needs rather than population needs, focusing on precision rather than accuracy, focusing on size rather than quantity, and planning based on preference rather than function.

Young Adult Library Services Association (YALSA). www.ala.org/yalsa/.

Helpful resources for all things young adult—collection development, state and local news, grants and awards, space design, and much more.

**Chapter 4: Design and Decorate**


Excellent resource for finding and learning about architects and architectural standards.


Professional designer and design-related information.


A concise, visual introduction to lighting design. Includes planning and construction guidelines.


A good general decorating and ideas website that includes articles, plans, and useful tools. Supplement the online resource with the print magazine for additional helpful tips and inspiration.


Author interviews Fred Kent and Phil Myrick of the Project for Public Spaces, with tips and advice for collaborating with the community, especially teens, in library design projects.

Chock-full of photos and fresh ideas, this book includes comprehensive instructions for over 150 projects and painting techniques.

Launched in August 2004, this blog dedicated to home and product design is run by Brooklyn-based writer Grace Bonney. Features store and product reviews, sale and contest announcements, new designer profiles, trend forecasting, project ideas, and more.

Jam-packed with decorating information such as finding a contractor, obtaining free estimates, and much more.

Flickr: Library Signage. www.flickr.com/groups/79623799@N00/.
A collection of signs from around the country ranging from creative displays to signs to help users navigate library collections. Use this site to find teen-friendly signage ideas.

A network for giving away and finding free used stuff in local communities.

Explains codes, standards, and federal regulations for interior design.

An excellent general resource for design and decorating tips, ideas, and suggested vendors.

With advice and how-to basics, this book offers color scheme advice from interior decorators and color experts. Includes suggestions for paints, fabrics, and accessories.

Written by a master muralist, this book explores visual illusions in murals and the basic techniques that create them.

Documents that help guide the details of library design and planning including cost estimating, furniture, interior finishing materials, and sustainable library design.

“Millennials Make Their Mark.” *360 Steelcase,* 2006. www.360steelcase.com/e_article000526534.cfm?x=b11,0,w.
This article explores how Millennials perceive, shape, and use work spaces. Steelcase designers offer suggestions for creating effective spaces within offices where Millennials can thrive.

Links specify public, academic, and school libraries provide insight into calculating square footage, seating needs, and more.


Introduces the basic concepts of interior design, including materials, furnishings, and aesthetics for both commercial and noncommercial spaces.


A forum and resource portal in which experts and do-it-yourselfers share ideas, techniques, and tips.


Discusses the ways in which bookstores excel at design and layout and how libraries can follow the same trends. Hints on colors, lighting, and even scents that can make the library a more comfortable place.


A guide to making an impression with trim, molding, doorways, ceilings, stairways, and other details.


Featuring two hundred color combinations, tips for finding design inspiration, and basic information about color theory, this book is a truly comprehensive handbook of primary, accent, and contrasting color.


This blog post features signs from libraries that are not necessarily welcoming to students. It highlights important things to think about when determining signage and other marketing pieces that reach out to (or turn away) students.

**Chapter 5: Long-Term Promotion**


A discussion of services and standards for reaching teens in libraries, as well as advice about becoming a helpful “Librarian 2.0.”


A wiki containing videos, notes, and blog posts from the Gaming, Learning and Libraries Symposium held in Chicago on July 22–24, 2007.

Practical program suggestions and strategies for public libraries, school libraries, and anyone serving teens. Programs are scalable, geared at older and younger teens. Includes program-specific details about supplies, preparation time, setup, marketing tactics, and more.


A grassroots blog that covers teen library services from program ideas to service philosophy. The collaborative blog provides an ongoing discussion about the issues that librarians face when serving teens in addition to support for overcoming these obstacles. Includes information on marketing, programming, materials, technology, and more.


Information about Web 2.0, Library 2.0, and teen services in the twenty-first-century library. Focuses on teen involvement and participation, and on designing a program that fits teen needs.


A primer about how librarians can meet the growing need for electronic information and services, from how technology affects libraries to troubleshooting software and more.


Links to state-specific official documents related to standards for technology and learning.


Product news and design solutions for store planning and visual merchandising.


Teens want their own space online. This book assists in creating teen library sites that are cutting-edge, engaging, and effective in connecting young adults to libraries. Includes examples and ideas from groundbreaking teen librarians across the United States.


Portal to the best education blogs on the Web, as decided by user votes.


Harry Potter captured the attention of generations of readers: this article suggests ways to mimic the mania in your own library marketing and programs.

A PowerPoint presentation that summarizes how technology is changing the world, including the way in which teens use technology.


Sets out a five-phase strategy for building public will that goes beyond marketing to foster ongoing community support for libraries.


A wiki containing news and information on gaming in libraries. Books, websites, blogs, resources, success stories, and more are listed. Every link is full of great ideas and inspiration.


Anastasia Goodstein provides daily news and commentary about Generation Y for media and marketing professionals. Great source of additional marketing resources. Sign up for their newsletter.


Book information and resource links from RoseMary Hannold.


Reports on a conference about marketing to teenagers and discusses ways to implement business marketing strategies in modern libraries. Includes statistical and categorical information about teenagers in the twenty-first century.


A blog documenting the Second Life Library Project from the Alliance Library System.


Consulting resource for designing websites for teens.


An online bibliography of various national and international technology standards.


Highlights the wants and needs of the eighteen- to forty-year-old age range—a group of consumers unlike any other. Covers ten key needs of the X and Y Generations and discusses unconventional but effective tactics for marketing to them.


A humorous and easy-to-understand guide to web design. A common sense approach to usability that goes beyond the Internet and into the physical world.

Aimed at publishers and booksellers, this article addresses website design, dos and don’ts of online marketing to teenagers, and issues of security, design, functionality, and cost.


Draws on five key elements that have led to the success of Starbucks. The tips are simple and clear but provide great inspiration on how to create a library that reaches out to teens and library users of all ages.


Helpful marketing and advertising tool for professionals targeting teens. Provides information for understanding their similarities and differences, as well as the results of a survey revealing teens’ attitudes, values, and views.


A wiki that indexes library MySpace profiles oriented toward teen patrons.


A guide to planning, setting up, and running video game tournaments in a public library. Written by an avid gamer, the book explores software and hardware options, audiences, program benefits, and other variables that can lead to a successful event.


Discusses basic marketing and merchandising concepts that can be applied to a library setting. The author argues that libraries, in marketing their collections and services to teenagers, need to be just as aggressive as the brand-name advertisers that target adolescents.


Exploring the impact of technology on the life of teenagers today, Nicholson considers the possibilities of library expansion through e-books.


A concise overview of teenager web use studies. Addresses misconceptions about teenage users and ways to tailor a website for a given demographic.

North Dakota Standards and Benchmarks for Library and Technology Literacy. [www.dpi.state.nd.us/standard/content/tech.pdf](http://www.dpi.state.nd.us/standard/content/tech.pdf)

Standards for library and information literacy in North Dakota public schools. Broken down by grade range with technology and library skills requirements for high school students.

Six self-paced modules with links to marketing resources and tools.

This short article describes how one library uses MySpace to reach local teens.

Terrific resource for learning about the impact of the Internet on children, families, communities, schools, and more. An authoritative source for timely information on the Internet’s growth and societal impact.

Corporations know that marketing to kids is big business, with children influencing more than $500 billion in family purchases each year. This hands-on guide shows librarians how to apply marketing concepts to expand their outreach and nurture these new audiences.

We know that teens are wired. This article gives hard data about just how wired—and wireless—Millennials can be, and what that should mean for youth services in libraries.

This site indexes K–12 school library web pages. You can quickly see how school library media centers are promoting themselves on the Web.

A fascinating report about teen demographics and Internet use, with an emphasis on social networking, Internet safety, and policymaking.

This A-to-Z index of public library web pages provides a simple way to check out how public libraries are marketing to teens on the Web.

An overview of the key findings from recent research on how teenagers view technology.

With the goal of helping libraries market their services using low-cost or no-cost techniques, the author shares practical lessons for any library’s revitalization inspired by the success of bookstores.

Valuable resources for integrating technology into library services. Includes tech guides, activity ideas, and more. The linked wiki is a helpful gateway for related resources and promotional ideas.

This new and expanded update of Zollo’s popular Wise Up to Teens gives readers a thorough understanding of what teens think, feel, and need as well as what they do, what they buy, and how marketers should (and shouldn’t) reach them. Packed with invaluable insights and information.

Chapter 6: Policy and Practice

Uses Maslow’s Hierarchy of Needs to examine ways in which library staff can better serve teens.

Includes programming ideas for working with young adolescents, as well as resources, booklists, and book talk ideas.

Provides an overview of the objectives, practical methods, values, and research studies that are pertinent to effective teen library services.

Suggests alternatives to traditional fines for teenagers who return books late, in an effort to make libraries more teen-friendly.

Excellent advice for taking on the challenges of teen librarianship.

Includes chapters about teen spaces and youth involvement, as well as an annotated list of various space elements that should be considered.

Guide for both public and school librarians that takes a customer service approach to serving young adults. Includes discussion of space needs, planning redesign projects, youth involvement, and adult-youth interaction.
Describes the Teen Library Corps (TLC) initiated by one Florida library to integrate teens into library leadership.

www.hals.lib.tx.us/cust123/.
Houston Area Library System’s customer service training for public libraries.

Young Adult Library Services Association. “Young Adults Deserve the Best: Competencies for Librarians Serving Youth.” www.ala.org/ala/yalsa/profdev/yacompetencies/competencies.cfm.
YALSA’s complete list of the knowledge and skills needed in working with youth in a library.