Instruction Section

Association of College and Research Libraries
and American Library Association

5 Things You Should Read About Mobile Technologies

The Series

This is the third in the "5 Things" series. The 5 Things we recommend are intended to be eclectic and thought-provoking. They may be journal articles, blog posts, podcasts, interviews, reports, or just about anything else that we think is important for librarians to read, watch, or hear about this topic. For its general concept, this series is deeply indebted to the EDUCAUSE "Seven Things You Need to Know About…" reports. (And we highly recommend that you read those too!)

The Topic

These days if you want to bring instruction to where your users are, you need to learn about mobile technologies—what's possible to deliver via mobile devices, what users prefer in mobile content, how to assess mobile learning. The five resources below are your Baedeker to library uses of mobile technologies.

1 Corbeil, Joseph R. and Maria E. Valdes-Corbeil. (2007). "Are you ready for mobile learning?" *Educause Quarterly* no. 2
http://net.educause.edu/ir/library/pdf/eqm0726.pdf
This article serves as an excellent introduction to how mobile learning can be integrated into instruction. While the article doesn't focus specifically on libraries, it speaks broadly enough about the practical uses and pedagogical implications of mobile learning that it can easily be applied to library instruction. The article examines 8 mobile learning tools, including iPods, netbooks, and smart phones. Each tool includes a list of its instructional uses and pros and cons of using the tool in the classroom. The article also includes results of a 2006 study at the University of Texas at Brownsville that asked students and faculty to report on their ownership, readiness, and use of mobile learning. Approximate reading time: 15 minutes.

2 Griffey, Jason. (2010). *Mobile Technology and Libraries.* New York: Neal Schuman Publishers.
This is a concise, easy-to-follow introductory source on planning and implementing mobile technology in library services. Chapter 1 gives a brief overview of the major mobile platforms and mobile devices including cell phones. Chapter 2 discusses various ways that libraries can use mobile technology to help patrons. Chapter 3, the 'implementation' chapter, which will be of major interest to most readers, contains useful tips and information on how to create a mobile library website and portable instruction resources, in addition to applications like mobile reference, mobile library tours, and SMS services. Chapters 4, 5 & 6 cover marketing techniques, best practices, and measuring the success of library mobile services. Also included is a list of recommended readings to help librarians keep current with this emerging technology. Approximate reading time: 4 hours.

3 Special Issue: mServices in Libraries. *Reference Services Review 38*(2) 2010.
This special issue of *Reference Services Review* provides a one-stop-reading-shop for librarians exploring the possibility of adding mobile technology services. The issue's first article is an overview of developments in mobile technologies thus far, with analysis of potential developments for libraries by Joan Lippincott. The issue provides multiple perspectives on mobile technologies for libraries, including articles about the use of mobile technologies campus-wide, cultural diversity and mobile reference, and Skype-based reference services for students studying abroad. There are case studies, research papers, literature reviews, and conceptual papers. Lilia Murray's article, 'Libraries like to "move it, move it,"' includes a section reviewing current literature for mobile technology trends specific to information literacy instruction. Approximate reading time: 2 hours.

4 M-Libraries
http://www.libsuccess.org/index.php?title=M-Libraries&redirect=no
M-Libraries is a portion of *Library Success: A Best Practices Wiki*, created by Meredith Farkas as a resource for librarians "developing successful programs and doing innovative things with technology." The M-Libraries section provides links to libraries that are creating and using mobile technologies. There are links to examples of mobile library interfaces such as websites and OPACs, mobile applications such as tours, and SMS services. Links to vendors for assistance in creating mobile applications and publishers that provide databases for mobile devices are also included. Lastly, the wiki provides a list of suggested articles, reports, books, and blog posts about the role of mobile technologies in libraries.

5 Guy, Retta. (2009). *The Evolution of Mobile Teaching and Learning.* Santa Rosa: Informing Science Press. Available via http://books.google.com.
The first section of this book provides a good foundation for understanding mobile teaching and learning. Chapters discuss mobile learning's evolution from d-learning (distance) and e-learning (electronic), definitions of mobile learning and important related technology, practical strategies for selecting the appropriate mobile technology, and various learning theories and their relation to m-learning. Skim the second section (Pilots, Projects, and Trials) for examples of how to use mobile technology in classes and for pertinent citations. Skip the last section unless you are interested in very technical descriptions on evaluating mobile technology and software. However, read the last chapter as it provides an interesting discussion about the future of mobile learning. Approximate reading time (as described): 2.5 hours.