## library orientation

library user education

bibliographic instruction

information literacy

### Information Literacy

- Information literacy is a set of abilities requiring individuals to "recognize when information is needed and have the ability to locate, evaluate, and use effectively the needed information."
  - ALA President Committee on Information Literacy. Final Report 1989

A person who is information literate will possess most of the following abilities:

Recognise the need

for information.

Recognise that accurate and complete information is the basis for intelligent decision making.

3

Identify potential sources of information.

4

Develop successful search strategies.

5

Access sources of information, including computer-based and other technologies:

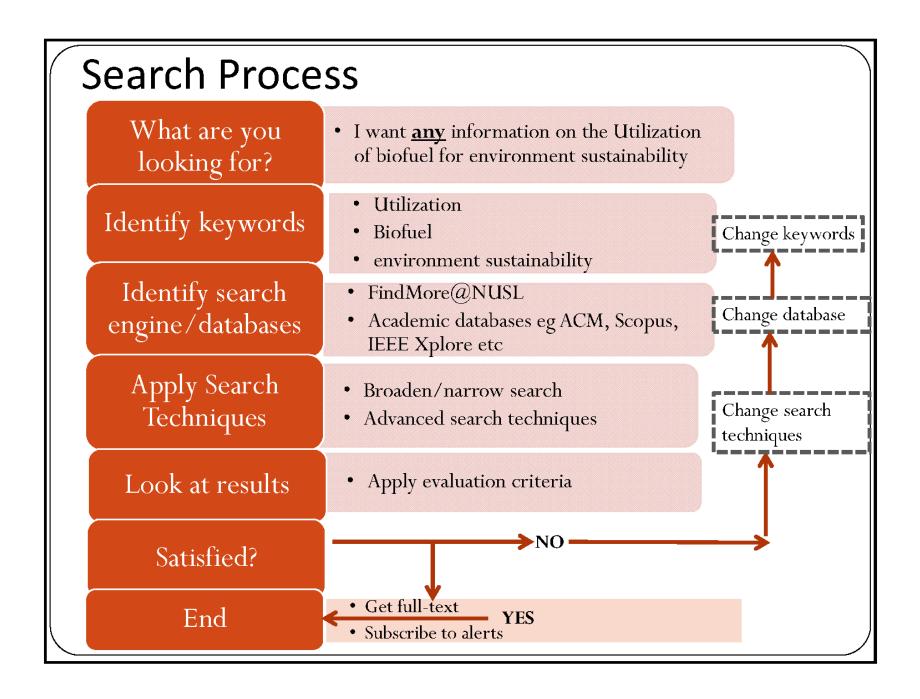
- Evaluate information.
- Organise information for practical application.
- Integrate new information into an existing body of knowledge.
- Use information in critical thinking and problem solving.

(Doyle, 1992)

#### Source

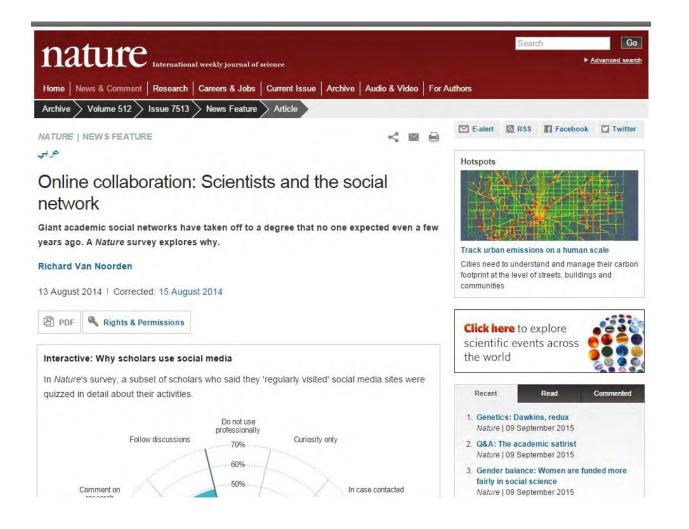
Doyle, Christina. (1992) Outcome measures for information literacy within the national education goals of 1990: final report of the National Forum on Information Literacy. Summary of findings. Washington, DC: US Department of Education. (ERIC document no; ED 351033). http://eric.ed.gov/ERICDocs/data/ericdocs2/content\_storage\_01/0000000b/80/23/4a/12.pdf





#### **Evaluation Criteria**





## Media literacy = Deconstruction of media message



#### Major shifts in news media



### The new players

- Shrinking newsroom & lack of knowledgeable specialists
- Citizen journalists
- Newsmakers influence over first impression
- Growing cohort of vested interest and non journalistic players (companies think thanks, activists, business professionals, government, lobbyist and partisan NGOs
- ▶ Power of celebrated journalists



### Participatory Culture

- Affiliation membership formal and informal in online communities centred around forms of media. – Low barrier to social and civic engagement
- Expressions low barrier in creative expression, support for creating and sharing one's creation and members believed their contributions matter

- Collaborative problem solving: working together in teams formal and informal to complete tasks and develop new knowledge.
  - Informal mentorship of passing on knowledge and experience
- Circulations: shaping the flow of media – sharing and dissemination of knowledge and information

### Participatory Culture



#### 3 Core Concerns

- · Participatory gap
- Transparency gap
- Ethical gap

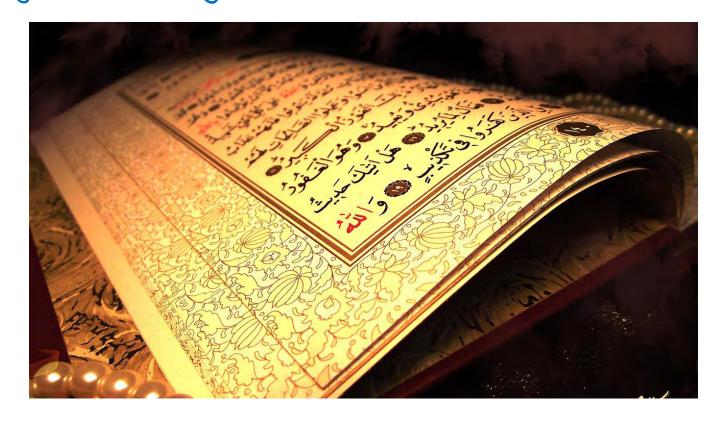
### Education



### Critical literacy

knowledge is mediated by cultural and subcultural systems of signs and

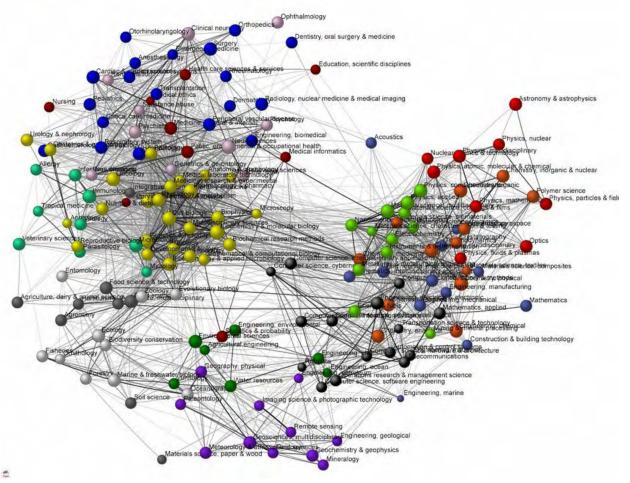
symbols



knowledges and truths are localised and partial, contested and dynamic social constructions



 corpi of knowledge and their affiliated social fields and disciplinary communities are, like cultures and subcultures, heterogeneous and heteroglossic, multiple and diverse



The formation, production, regulation and critique of knowledge necessarily entails relations of power and capital.

There is no power relation without the correlative constitution of a field of knowledge, nor any knowledge that does not presuppose and constitute at the same time power relations. Michel Foucault

#### Multiliteracies...

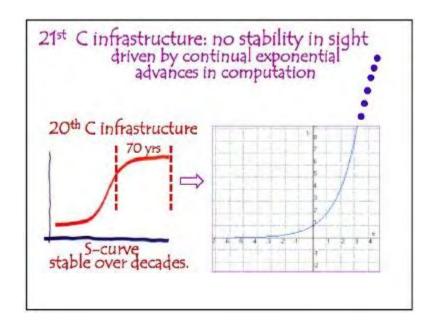


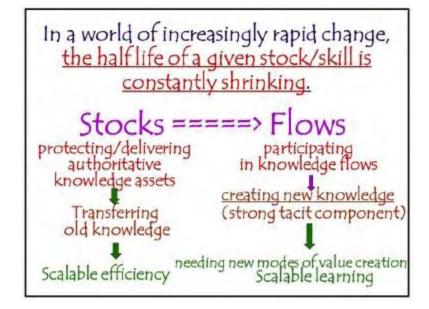
an approach to literacy which focuses on variations in language use according to different social and cultural situations (multi-semiotic) and the intrinsic multimodality of communications.

- Luke and Freebody, Four resources model in literacy education

## From scalable efficiency to scalable learning







### Disruptive technologies

"The technology is the easy part. The hard part is figuring the social and institutional structures around the technology".



#### From content to context

How do we move from the transfer model of fixed assets (authoritative knowledge and skill sets) to model that requires participation in an ever changing flow of activities and knowledge.



## Playful tinkering, play of imagination

In a world of rapid change and constant flux, much of what is created is basically tacit. It has not had time to be crystallized out as explicit knowledge.



## ACRL new framework for (Feb 2015)

 Information literacy is the set of integrated abilities encompassing the reflective discovery of information, the understanding of how information is produced and valued, and the use of information in creating new knowledge and participating ethically in communities of learning. ACRL Board February 2, 2015

### Key Ideas

information literacy as an educational reform movement through a richer, more complex set of core ideas.



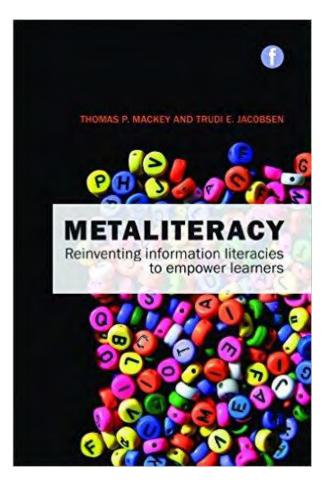
cluster of interconnected core concepts, with flexible options for implementation, rather than on a set of standards, learning outcomes, or any prescriptive enumeration of skills.





Knowledge practices

Dispositions



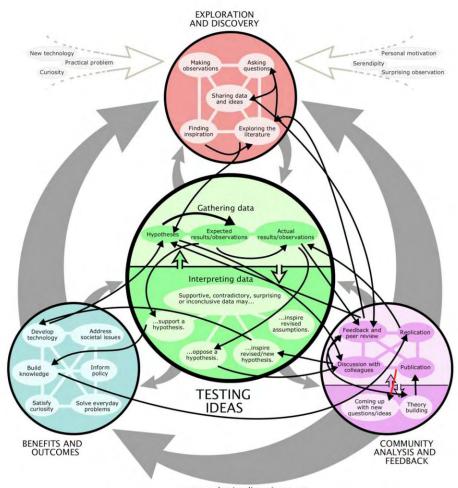
metaliteracy, ... as an overarching set of abilities in which students are consumers and creators of information who can participate successfully in collaborative spaces.

 Metaliteracy demands behavioral, affective, cognitive, and metacognitive engagement ... or critical self-reflection, as crucial to becoming more self-directed in that rapidly changing ecosystem.

## Authority Is Constructed and Contextual

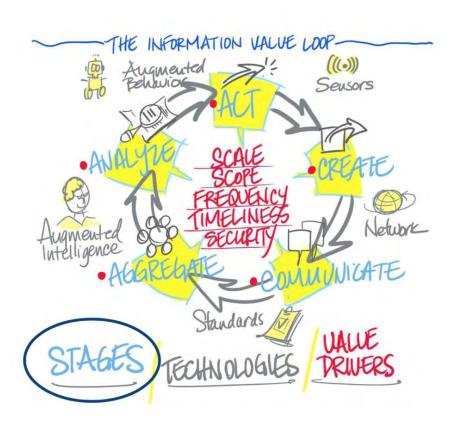


## Information Creation as interactive processes vary. Resulting product reflects these differences

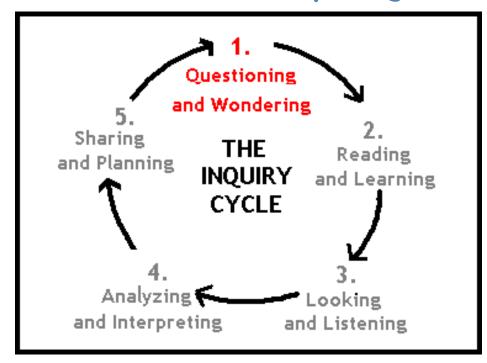


www.understandingscience.org
Copyright 2007 The University of California Museum of Paleontology, Berkeley, and the
Regents of the University of California

# Information possesses several dimensions of value



 Research as inquiry is iterative...asking complex or new questions... new lines of inquiry



 Scholarship as Conversation sustained discourse ... as a result of varied perspectives and

interpretations.



 Searching as strategic exploration...nonlinear and iterative ...mental flexibility to pursue alternate avenues as new understanding develops.



### Cultural competencies and social skills for new literacies

Play

Performance

Simulation

Appropriation

Multitasking

Distributed cognition

Collaborative intelligence

Judgement

Transmedia navigation

Networking

Negotiation

The John D. and Catherine T. MacArthur Foundation Reports on Digital Media and Learning Confronting the Challenges of Participatory Culture Media Education for the 21st Century Henry Jenkins with Ravi Purushotma, Margaret Weigel, Katie Clinton, and Alice J. Robison

- Play The capacity to experiment with the surroundings as a form of problem solving.
- Performance The ability to adopt alternative identities for the purpose of improvisation and discovery.
- Simulation The ability to interpret and construct dynamic models of real-world processes.

- Appropriation The ability to meaningfully sample and remix media content.
- Multitasking The ability to scan the environment and shift focus onto salient details.
- Distributed cognition The ability to interact meaningfully with tools that expand mental capacities.

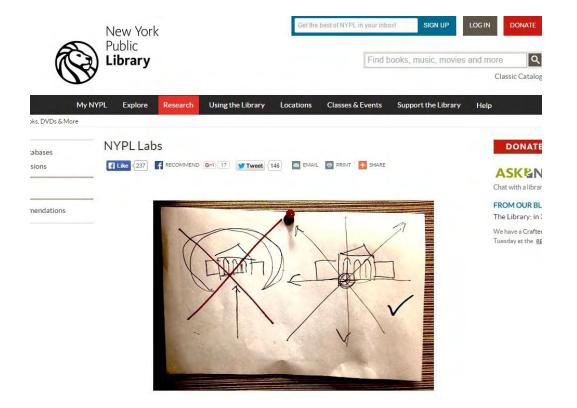
- Collective intelligence The ability to pool knowledge and compare notes with others toward a common goal.
- Judgment The ability to evaluate the reliability and credibility of different information sources.
- Transmedia navigation The ability to follow the flow of stories and information across multiple modalities.

- Networking The ability to search for, synthesize, and disseminate information.
- Negotiation The ability to travel across diverse communities, discerning and respecting multiple perspectives, and grasping and following alternative norms.

Deeper connections to the curriculum, adapting to new modes of pedagogy, linking technology-rich and collaborative spaces in libraries to

learning





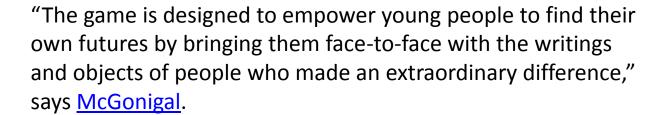
#### **NYPL Labs**

An interdisciplinary team working to reformat and reposition the Library's knowledge for the Internet age. Labs combines core digital library operations (digitization, metadata, permissions/reproductions, etc.) with a publicly engaged tech, design, and outreach team focused on enabling new uses of collections and data, collaborating with users on the creation of digital resources, and applying new technologies to library problemsolving.

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# THE GAME AT THE NEW YORK PUBLIC LIBRARY

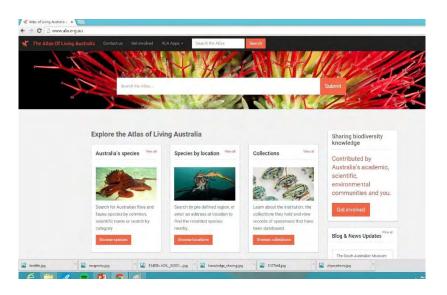


Embracing roles that include laboratory, museum, gallery, performance space, and civic meeting site

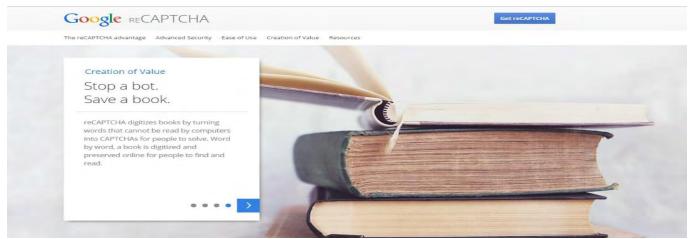




# Crowdsourcing and collaborative projects



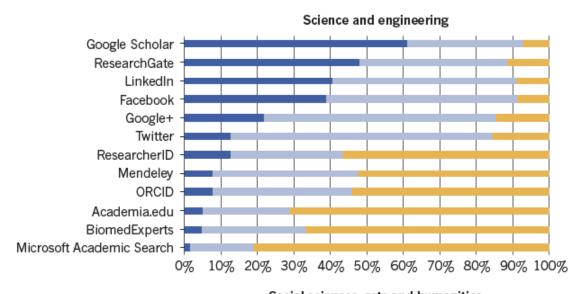


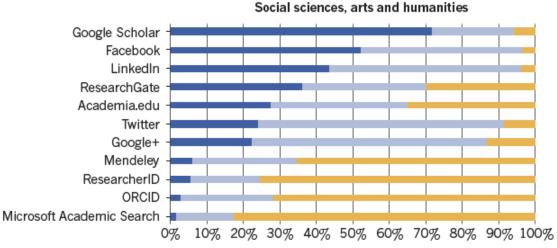


#### REMARKABLE REACH

More than 3,000 scientists and engineers told Nature about their awareness of various giant social networks and research-profiling sites. Just under half said that they visit ResearchGate regularly. Another 480 respondents in the humanities, arts and social sciences were less keen on ResearchGate.

- I am aware of this site and visit regularly
- I am aware of this site but do not visit regularly
- I am not aware of this site





#### IDLE, BROWSE OR CHAT?

Nature asked a subset of regular visitors to social networks how they used the sites professionally. (Each person was asked to tick all activities that applied.) The results suggest that Facebook is not widely used professionally; that researchers on Twitter are very active and social; and that many users of Academia.edu and ResearchGate signed up in case someone wants to contact them -- but are not chatty themselves. Full results are available at go.nature.com/jvx7pl.

Each wedge in the circular charts corresponds to a question on the right. The answers are grouped by the intensity of user engagement they imply: low (green), medium (yellow) and high (blue).



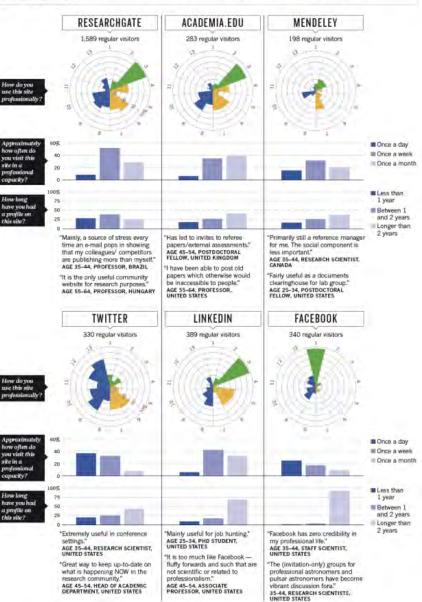
1. Do not use professionally Curiosity only; not maintaining

3. In case contacted

- 4. Track metrics 5. Discover jobs Discover peers Discover papers

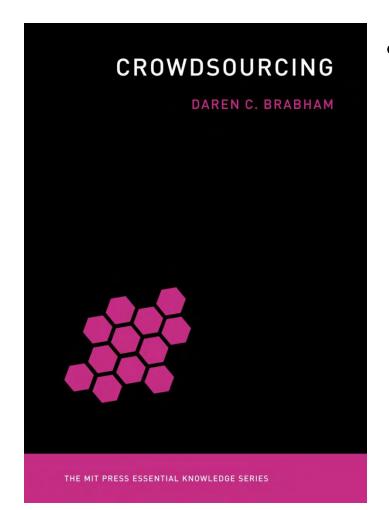


- 13. Follow discussions
- 12. Comment on research
- 11. Actively discuss research
- 10. Share links to authored content
- Post (work) content 8. Contact peers



#### Crowdsourcing Daren C. Brabham, 2013

- Knowledge Discovery & Management —Organization tasks a crowd with finding and collecting information into a common location and format
- Broadcast Search Organization tasks a crowd with solving empirical problems
- Peer-Vetted Creative Production Organization tasks a crowd with creating and selecting creative ideas
- Distributed Human Intelligence Tasking –
   Organization tasks a crowd with analyzing large amounts of information



 An online, distributed problem-solving and production model that leverages the collective intelligence of online communities to serve specific organizational goals. - Crowdsourcing Daren C. Brabham,

2013

#### **Participatory Culture**



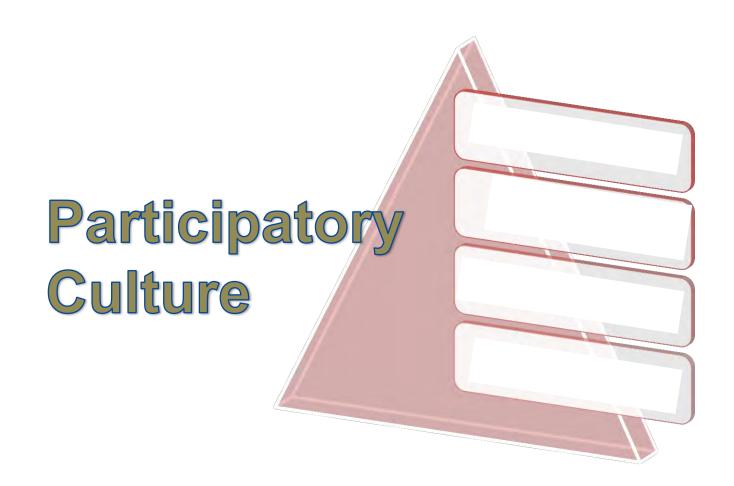
#### **3 Core Concerns**

- Participatory gap
- Transparency gap
- Ethical gap

#### Participatory culture

- Low barrier to artistic expression and civic engagement
- Support of creating and sharing one's creations
- Informal mentorship of passing on knowledge and experience
- Members believed their contributions matter
- Some degree of social connectedness

#### **Participatory Culture**



Multiliteracies. an approach to literacy which focuses on variations in language use according to different social and cultural situations (multi-semiotic) and the intrinsic multimodality of communications.

- Luke and Freebody, 1999, Four resources model in literacy education

# Four resources model in literacy education Luke and Peabody

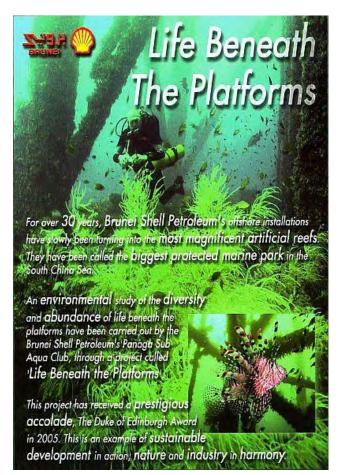
- Coding competence
- Semantic competence
- Pragmatic competence
- Critical competence

**Multiliteracies.** an approach to literacy which focuses on variations in language use according to different social and cultural situations (multi-semiotic) and the intrinsic multimodality of communications.

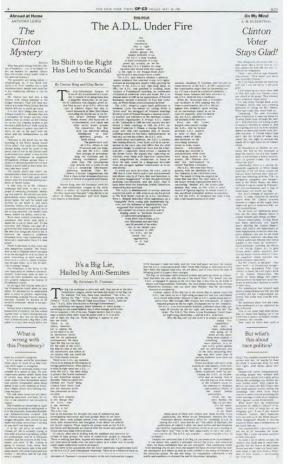
Newspaper of Records

- Newspaper of public records
  - Paper authorised by government o publish public records eg Straits Settlements Government gazette, Republic of Singapore Government gazette
- Newspaper of records by reputation
  - archival chronicle of past events and a reference source of societal opinions at the time of printing





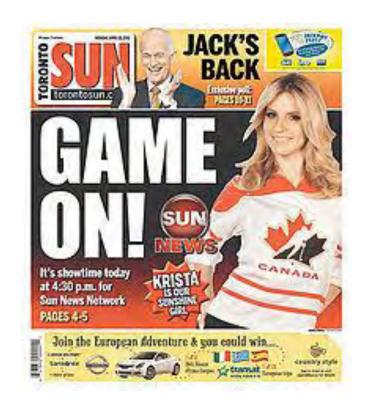






## Blurring of lines

- Lines have blurred between commentary and reporting and between entertainment and news.
- Punditry
   overwhelming
   reporting



#### Shallowness

News media pay "too little attention to complex issues,"



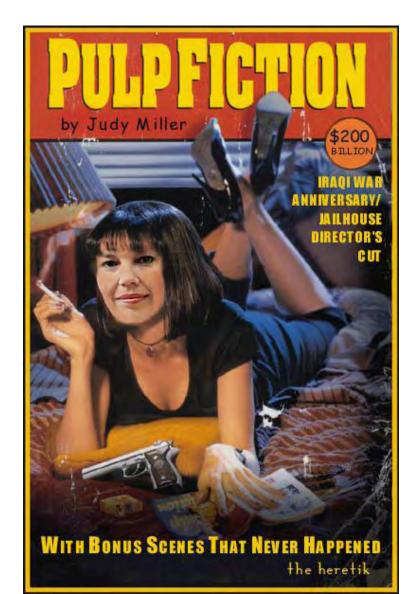
# Errors and sloppy reporting

• A growing number of reporters, editors and news executives also say that news reports are full of factual errors and sloppy reporting.



# Credibility

Lack of credibility
 is the single issue
 most often cited
 by the news media
 as the most
 important problem
 facing journalism



#### Metaliteracy (Mackey and Jacobson, 2011)

 Metaliteracy promotes critical thinking and collaboration in a digital age, providing a comprehensive framework to effectively participate in social media and online communities. It is a unified construct that supports the acquisition, production, and sharing of knowledge in collaborative on-line communities.

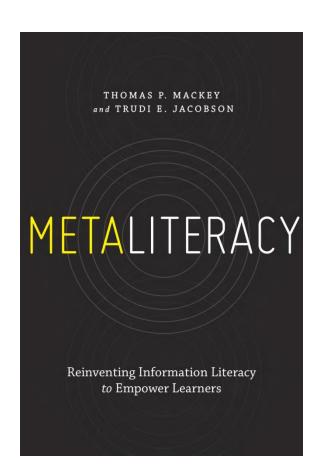
### Leveraging on diversity

The world came together so quickly in this network age. We have little understanding of its true diversity...Understanding how to leverage on diversity is going to be increasingly important"

## Big shift and Scalable learning

- From scalable efficiency to scalable learning
- · From explicit to tacit knowledge
- From individual learning to social participation
- Form emphasis on content to context
- Passive learning to playful tinkering and play of imagination

 the importance of decisions being made today about information – who has access, who controls it, how we can participate in creating it, and whether information is a public good or private property.



"Metaliteracy expands the scope of traditional information skills (i.e., determine, access, locate, understand, produce, and use information) to include the collaborative production and sharing of information in participatory digital environments... requires an ongoing adaptation to emerging technologies and an understanding of the critical thinking and reflection required to engage in these spaces as producers, collaborators, and distributors"

Mackey and Jacobson 2014