

State Librarian's Report



It is with very mixed emotions that I am writing this, my last column as State Librarian of Ohio. It has been an honor and a pleasure to serve in this position. A great deal has happened since I came in July 2004 and technology often was the driving force. A shining example is the KnowItNow Service which was introduced in September 2004, with strong support of the public library community, Cleveland Public Library, Cuyahoga County Public Library, Northern Ohio Library Association (NOLA), and the State Library. This service has grown in use and functionality since its inception. Moving to Open Source Software, it became accessible to the blind community in September 2008. About the same time, the academic library community began participating as operators and our 24/7 virtual reference service became even more robust in its support by the library community. [more...](#)



LinkedIn to Social Media

"Social media" could be one of the most intimidating catch-phrases of the decade (along with "Octomom," which is only slightly less frightening). We've heard success and horror stories, usually within minutes of each other. For every one person who thanks social media for a lucrative connection, another gets fired for publicly badmouthing his boss. So why risk jumping on the social media bandwagon? Because social media and social networking are here to stay – it's a wave you must learn to ride before you get washed away. [more...](#)

Ohio University's Alden Library Uses Facebook to Connect with Community

The Ohio University Alden Library uses a variety of social media tools to reach our community – Facebook, Twitter, blogs, wikis, and podcasts. We believe that we can reach more people with more tools. We never know who our patrons might be or what kind of tool is best for them, so having multiple social media tools is the best way to communicate. [more...](#)

Google Alerts: Customized News in Your In-Box

Have you ever wondered what people are saying about your library online? Are you looking for updates on issues affecting libraries? Do you want to know what local authors are up to? With Google Alerts, you can have the information you seek delivered to your e-mail box every day. [more...](#)

Social Networking at Kent State University School of Library and Information Science

The term "social networking" applies to any kind of online technology that allows multiple people to interact with one another in some form. Educators have long incorporated teaching tools that promote collaboration and communication, but the online environment brings unique challenges for instructors. Not the least of these is how to encourage interaction among people who may never have met in person, and how to gauge the quality of the interaction/discussion. [more...](#)

Social Media, Libraries, and Web 2.0: How American Libraries are Using New Tools for Public Relations and to Attract New Users

In December 2009 Curtis R. Rogers, Ed.D., Communications Director, South Carolina State Library released a report entitled, *Media, Libraries, and Web 2.0: How American Libraries are Using New Tools for Public Relations and to Attract new Users - Second Survey November 2009*. [more...](#)

Ohio Library Council

Unconventional 2009 Convention

As was announced in July 2009, the decision was made to cancel the 2009 Convention & Expo, Oct. 21-23 in Cleveland, Ohio, due to state public library funding and forecasting issues. The Ohio Library Council staff recognized that many dedicated volunteers spent countless hours planning the traditional OLC Convention & Expo. [more...](#)

Other news & updates from the State Library

- * [News You Can Use](#) for State Employees.
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Knowledge ~ Power ~ Opportunity

What is Second Life?

Let's start defining Second Life (SL) by first defining what it is *not*; it is *not* a game. Games have rules, goals, objectives, points and so on. These kinds of parameters do not exist for SL. Rather, SL is a 3D virtual environment or virtual world. What people do in that environment is as varied as the human beings who populate it. [more...](#)

274 E. First Ave., Columbus, OH 43201

Tel: 614-644-7061

www.library.ohio.gov

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