Steps to Success: eReaders, Tablets and Smartphones

Broadly speaking, handheld devices such as eReaders, tablets and smartphones fall into three categories in terms of their compatibility with library ebooks and digital media:

* **Tablets and smartphones,** including iPads, iPhones, Nook Tablets, Google Nexus, and Android smartphones.
* **eInk eReaders,** including the Nook Simple Touch, Sony Readers, and most other black-and-white screen devices.
* **Kindles,** including the Kindle Keyboard, the Kindle Fire, the Kindle Paperwhite and the Kindle App.

**Step 1 Identify Resources.** On “Getting to Know Your Library: eBooks, Digital Media, and Databases,” you identified which eBook and Digital Media Services your library provides. Write those in the space below:

**Step 2. Identify Compatibility**. Digital media from these different vendors will have different compatibility with eInk eReaders, tablets and smartphones, and Kindles. Most vendors will supply an app that’s available on the Apple and Android marketplaces, so most tablets and smartphones will be able to acquire the app for that vendor.

Different vendor’s products are compatible with different devices. In particular, many products are not compatible with Kindles other than the Kindle Fire. Put a check mark in the left hand column if your library subscribes to this product.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  |  | Kindles | Tablets and Smartphones | eInk eReaders | Computer |
|  | Zinio | Kindle Fire via app | Yes | No | Yes |
|  | 3M Cloud Library | Kindle Fire via app | Yes | Yes | Yes |
|  | Freegal | Work-around available | Yes | Yes, if eReader plays music | Yes |
|  | Freading | Kindle Fire via app | Yes | Yes | Yes |
|  | Axis360 | Kindle Fire via app | Yes | Yes | Yes |
|  | Overdrive | Yes | Yes | Yes | Yes |
|  | Recorded Books OneClick | Kindle Fire via app | Yes | Yes | Yes |
|  | Hoopla | No | Yes | No | Yes |

Please note that compatibility does change frequently. Ask a staff member at your library if this list is up to date.

**Step 3. Determine Patron Needs**

Different apps may need to be registered. Commonly, this registration involves a free Adobe ID to verify the app.

Many libraries offer eBooks, Digital Audiobooks and other Digital Media through the vendor Overdrive. Here’s what a Patron will need to use eBooks from that vendor:

**Tablets and Smartphones**

**a Patron Needs:**

A library card.

An Adobe ID to register the software.

A USB cord.

Adobe Digital Editions installed on a home computer. In addition, Sony Readers need the Sony Reader software installed.

 **a Patron Needs:**

A library card.

An Adobe ID to register the app.

Overdrive Media Console app installed.

A wireless connection for downloading.

**eInk eReaders**

**a Patron Needs:**

A library card.

Amazon.com account information.

A wireless connection for downloading.

**Kindles**

Now, pick another vendor your library has products from (if applicable). What does a patron need to get ebooks and digital media on each type of device from that vendor?

**Vendor Name:**

**Tablets and Smartphones**

**a Patron Needs:**

 **a Patron Needs:**

**eInk eReaders**

**a Patron Needs:**

**Kindle Fire**

Check with your Site Supervisor to see if you’re correct.

**Step 4. Try it out for yourself**

Some libraries have devices available for staff to learn on. If your host library is one of them, download an item on a device. If not, ask Mandy to borrow one of the State Library’s devices at a Member Training.