Project Compass
A 21<sup>st</sup> Century Roadmap
for the Future of Libraries



Design by: Garry Golden Forward Elements, Inc

PDF Copy: www.garrygolden.net/OCLC2012



## Foresight: The Front End of Innovation



Rethinking & Retooling *Local* 

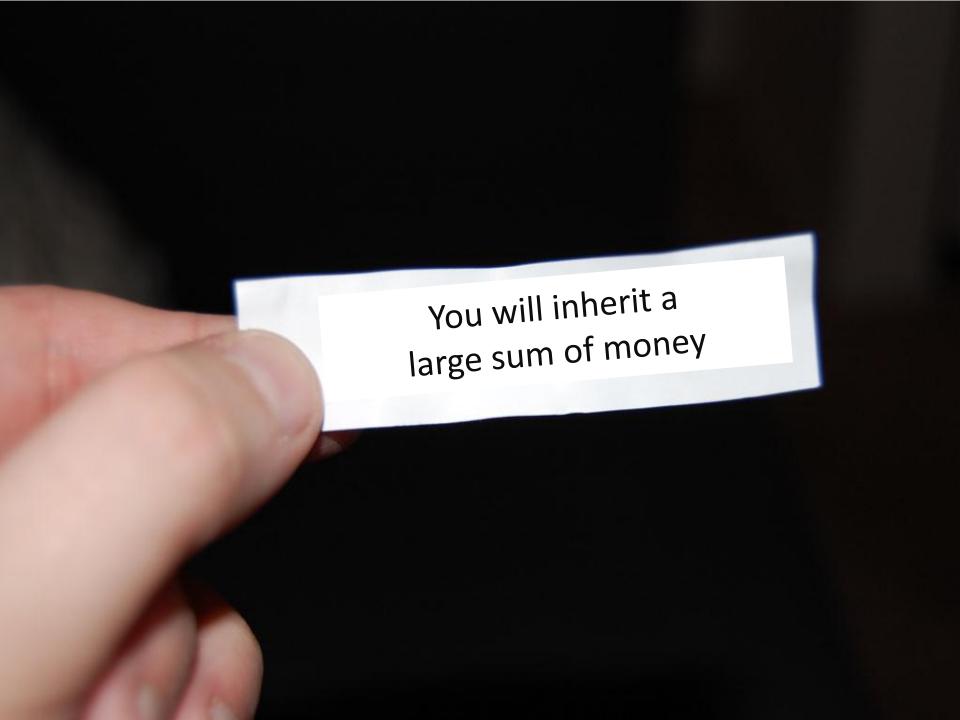


Community & "Third Place"



**Evolution of Digital Literacy** 



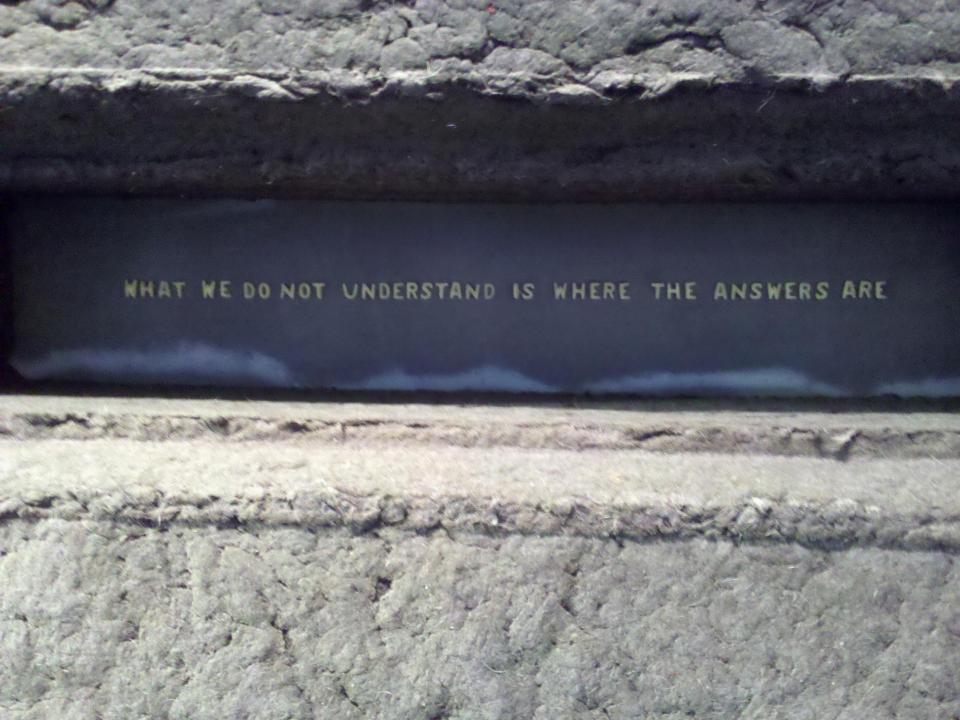






# WAIT FOR IT

.....Wait for it......



Every day I make an effort to go toward what I don't understand.

Yo-Yo Ma

## **Fundamentals of Foresight**

Step One	Step Two	Step Three
Identifying & Monitoring Change	Exploring Implications	Communicating Change
<ul> <li>Horizon Scanning</li> <li>Issues Analysis</li> <li>STEEP Categories         Society         Technology         Economics         Environment         Politics     </li> </ul>	<ul> <li>Forecasts</li> <li>Scenarios</li> </ul>	<ul> <li>Visioning</li> <li>Goals &amp; Roadmaps—</li> <li>Objectives - Actions</li> <li>Metrics / Evaluation</li> <li>Iterative Planning</li> </ul>



#### Hiring, Retention & Training of Library Talent

## Ability to Apply Broad Skill sets/ Knowledge

# **Depth of Subject Expertise**

#### **Entrepreneurs**

Ability to Anticipate & Adapt to Change (Seek Alternatives)

#### **Managers**

- Ability to Assess & Measure
- Leverage Diversity of People & Tools

#### **Leaders**

 Ability to Communicate the Need for Change (Visioning / Storytelling)



## In the News

The visionary entrepreneur has leaked plans in a recent *Esquire* interview on – what the magazine is calling - *Galactic Inner Space*.

Branson expects to release more details by end of the year. But suggests the venture will focus on developing a urban/suburban retreat centers aimed at growing market of people seeking to unplug and turn inward.



## **False**

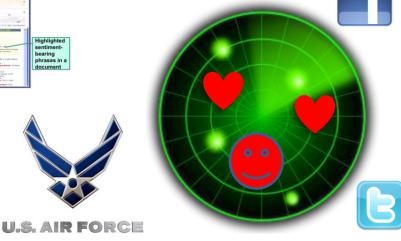
Google Ventures – the company's internal venture capital group recently invested in a startup called: **Smarterer** which validates digital, social, and technical skills, using crowd-sourced test design and an adaptive scoring algorithm similar to the one used to rank chess masters.







The US Air Force is explor development of a *Social F* which would aggregate sensor and sentiment data from Facebook/Twitter, political polls, drones, relief worker reports, retail sales, and infectious disease alerts to identify potential *tipping points* in social behavior change.



## **True**

Amazon.com recently acquired a robotics company capable of transforming the logistics & fulfillment industry.

Kiva Systems is a warehouse automation company that uses robotic retrieving agents to assist human fulfillment stations that handle final packaging.







## True

Leaders across the Palo Alto community have rallied around Plan B after failing to pass legislation that would allow students to take programming languages as a substitute to the foreign language requirement.

The Foundation has now partnered with education startup *Code Academy* to develop the nation's leading K-12 *coder* language curriculum. The courses will be administered through the local library system.







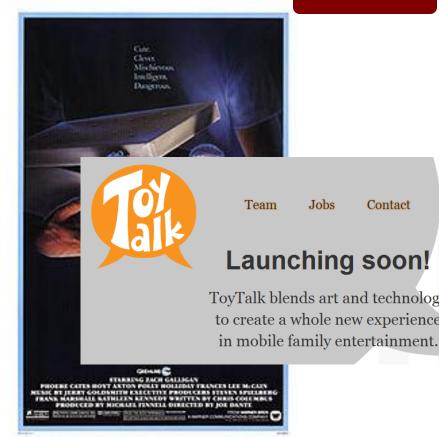
## **False**

Former leading employees from Pixar and SRI (Creators of Apple's Siri personal assistant) have formed ToyTalk™.

The vision of the company is to build web-connected toys using character-driven artificial intelligence programs.

The vision: Lovability, connectivity and sufficiently intelligent interactivity that scales for all children.





Sixth Sense™ is a wearable, gestural interface that projects digital layers onto physical objects and surfaces. Its MIT developers recently made the platform's hardware and software components *open source* to encourage third party developers.

Under the new direction of Nina Simone the Santa Cruz Museum of Art and History has announced a program to apply Sixth Sense to its 2013 exhibits – providing patrons with a chance to project information onto selected museum objects and wall spaces.



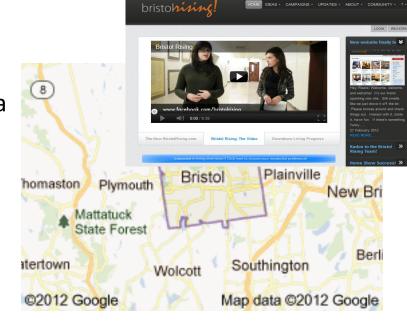




**False** 

In Bristol, Connecticut, a thousand people – self identified as *Risers* - are *crowdsourcing* a new 17-acre downtown for their city of 61,000 people. The collaborative project is being led by Long Island based developer *Renaissance*.

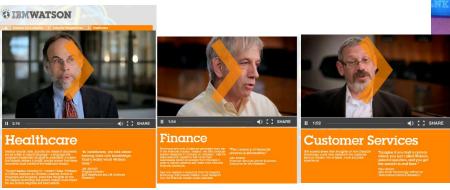
Crowdsourced placemaking advocates believe *amateurs* might soon be able to reach the same quality of work as professional firms- which in turn might evolve as new partners with communities.



## **True**

After beating two reigning Jeopardy champions in the Spring of 2011, IBM Watson is now gearing up for prime-time at work!

IBM has announced a roadmap to bring Watson to work – focusing on healthcare, financial services and customer service.





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Rethinking & Retooling *Local* 



Community & "Third Place"



**Evolution of Digital Literacy** 



What role do libraries play in helping to strengthen the position of local communities to be more resilient and globally connected?

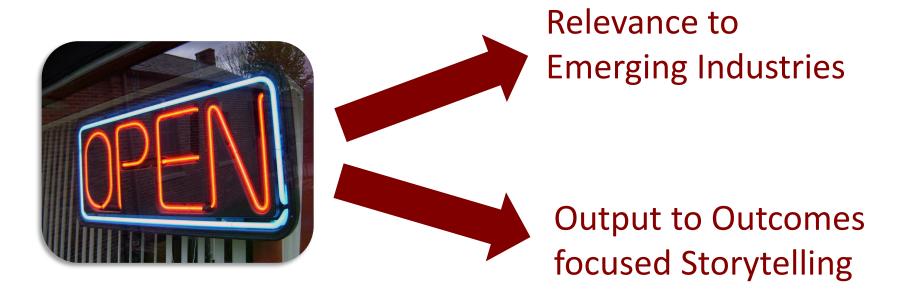




Critical Thinking	Social &	
&Problem Solving	Cross-cultural Skills	
Communication	Creative Thinking	
& Collaboration	& Innovation	
Technology Literacy,	Productivity &	
Media Literacy	Accountability	
Flexibility & Adaptability	Teamwork	
Global Awareness		

Why 35% -Critical Skill set/Mindset?

How do we reframe 'global awareness' as the Foundation of 21<sup>st</sup> Century Skill sets?



What role do libraries play in rethinking & retooling *local*?

#### **Global Logistics & Supply Chains**

#### **Fulfillment & Warehouse Services**



- Local 'Last Mile' Providers
   (Transparency & Accountability)
   Example: Diapers.com
- Physical Training (Health for repetitive tasks)
- Empowering Local Business
   Reinventing Local Value Chain)
   Food Chain Examples

## **Lessons to Learn: Localization of Food Systems**









#### **Advanced Manufacturing**

#### **Bio & Additive Industries**







 Trade Infrastructure (Inland Ports; Rail/Truck)





Training Technicians
 / 'Maker' Culture
 (Engineering/Design Software)

# Fort Wayne Regional Maker Faire









A Public Art & Technology Laboratory

Interconnecting Imagination, Technology and Community

Home

Past Events

# MADE IN A LIBRARY

a free online innovation symposium

### May 15, 2012 • 1-3 pm (ET)

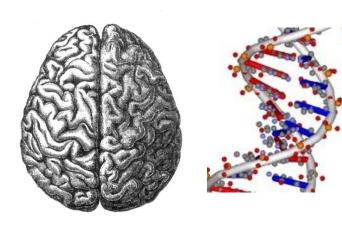
What happens when you take a place that has traditionally been about learning and transform it into a place of doing and making? Find out, when we look at how librarians, teachers, students, faculty and communities are turning their focus to creation—whether providing digital tools for game makers, programmers, musicians and authors, or makerspaces for 3-D printing and other "real-life" projects.

Join moderator Jason Griffey from the University of Tennessee at Chattanooga; Sue Considine and Lauren Britton, who started the Fayetteville (New York) Free Library's FFL FabLab makerspace; and Joseph Sanchez, currently at the University of Colorado Denver, who incorporated a variety of "doing" spaces into the Red Rocks Community College Library—saving it from closure in the process.

REGISTER TODAY



## **Healthcare & Wellness Industry**



- Niches within Global Healthcare Value Chain
- Workforce Training: (Consumer Grade Devices)
- Mobile Workforce to Support Non-Institutional Care



What role do libraries play in rethinking & retooling *local*?





## Open Data, Civicware & **Outcomes Awareness**









## Nation of Neighbors Online Neighborhood Watch and Reporting

Free tools for citizens, community groups, local government and law enforcement professionals. Learn More.











How do libraries help to shift storytelling from outputs to outcomes across workforce related issues?

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**Evolution of Digital Literacy** 

## Place-based Experience Design



Cafes
Lobbies Pedestrian-malls
Hospitalsbookstores
Lawns Pop-up-Architecture Nature-Trails
Transit-StationsCo-Working-Spaces
buildings
Alleys Staircases Libraries
streets parks Restaurants



Not Work (School), Not Home 'Third Place'

## 'Third Place' Experiences



**Secret Cinema** 



**Transforming Familiar Places** 



**Delivering the Unexpected** 



Combining Function [Co-Working / After-School]

## Mainstreaming of Co-Working





How do communities leverage the positive collaborative and 'open' workplace aspects of co-working?



#### What is Open Field?

Open Field is a project of the Walker Art Center that invites the public to help transform our big, green backyard into a cultural commons. Join us this summer to partake in or create an array of activities that bring together relaxation, recreation, and exploration.

Read More >

#### Open Field Blog

Red76's Floating Academy final report

Sarah Peters, September 13

A Lively Discussion on the Field about What Makes Something Art Courtney Gerber, September 10

Views from the Open Field: 10 Highlights from the Summer Chloe Nelson, September 1

Lessons Learned 3: Chris Kennedy Amara Antilla, August 31

Interview with Auctioneer, Glen Fladeboe Ashley, August 31

Get your bids ready, the auction's coming to town and here's some swell stuff! Ashley, August 27

Come one, come all, to the auction on Sept. 4th! Ashley, August 25

#### Open Field Weather



57.0°F

A Few Clouds Last Updated on Sep 28 2010, 8:53 am CDT

#### Public Events Submitted



140 Events

Add your own events >

#### Open Field Tweets



Tweets

twitter.com

Recent tweets tagged #openfield.

#### Open Field Check-ins



87 Checkins

Here now: 0
How many people have checked in from Open Field.

#### Open Field Tool Shed



The Open Field Tool Shed

The Tool Shed is stocked with supplies for entertaining the kids (or the young at heart), chilling out with friends, sparking creativity, or simple, unadulterated relaxation. Find yourself a sketch pad, a new read, a portable radio, a deck of cards, and a blanket to stretch out on. Everything is free for check out.

Tool Shed Hours September 9-October 2:

Thursday, 4:45 pm-8 pm; Friday-Sunday, 11 am-5 pm

The Tool Shed is closed during inclement weather.

Stay tuned for developments in next year's Open Field at the Facebook page.





PERSONAL PROPERTY.

#### Contact Improv Jam, June 30th





























## REINVENT NYC.GOV, NEW YORK CITY GOVERNMENT'S FIRST HACKATHON

NYC gov hosts first hackathon









#### 21st Century Roadmap

## Placed-based Experience

- Integrating Third Place Qualities
- Talent: Staff & Partnerships
- Resetting Cultural Expectations
- Exploring Role of 'Pop-up' Satellites within other Third Places

## Foresight: The Front End of Innovation







Community & "Third Place"



**Evolution of Digital Literacy** 



How might we rethink the nature of work around the convergence of trends in digital technologies, lifelong learning and behavior change?

## Evolution of Digital Literacy: Advanced User Culture:



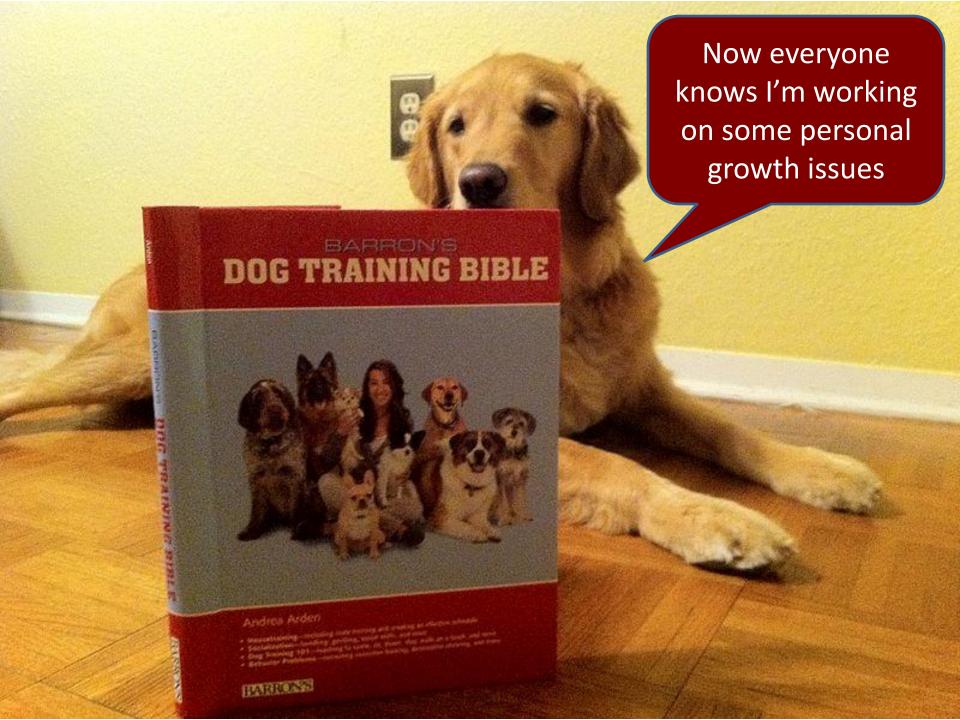
"On the Internet, nobody knows you're a dog."

"On Facebook, 273 people know I'm a dog. The rest can only see my limited profile."



Anonymous Web .... to a more 1998

Social Web 2008









Era of Apprenticeship

Era of Institution

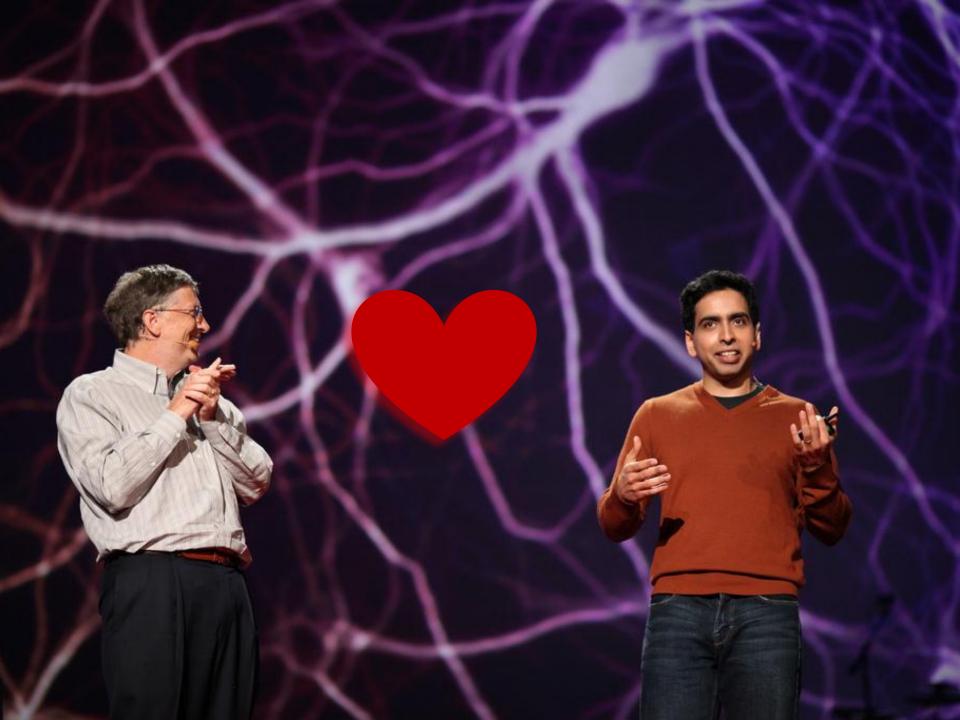
Era of Learner



**Disruptions of Books & Industrial Work** 



Disruptions of Web & Knowledge Economy





# Flip the Learning Experience

## Digital Literacy: Bringing Lifelong Learning Outcomes onto the Web



















## Lifelong Learning Media Empire

Web = Platform for Learning Media

How might these companies reshape notions of digital literacy around outcomes and behavior change?



## Role of Data: Self-Awareness & Behavior Change





































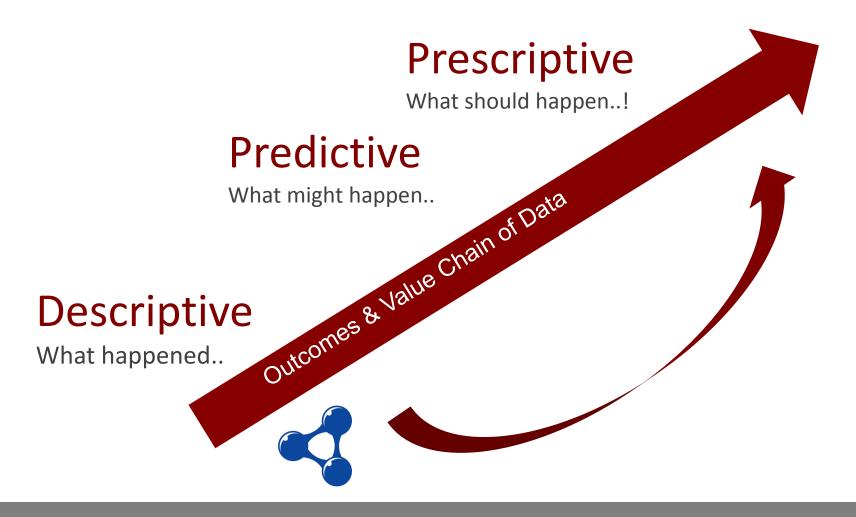








? I Don't Understand



Library Experience Design = Prescriptive Data

What can Libraries, Employers and Job Seekers Learn from Weight Watchers on Designing Experiences to Improve Learning Outcomes?



## 'Gaming Mechanics' Design Principles:

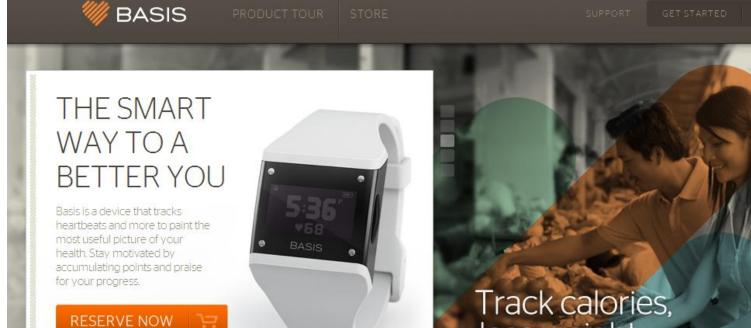
- Rules & Rewards
- •Quests & Challenges
- •Badges & Recognition

('Level up' Stages of Mastery)

- Reputation Management
- Teamwork & Strategy
- Continual Feedback



Experience Design = **Novice to Expert** Level Skills















+1 173 people



#### Follow Your Heart

Advanced sensors capture heartbeats and more to paint a picture of your health that's richer than motion-based devices. No chest straps, no headbands. Just Basis



#### Look Good

Work or play, rain or shine, Basis is with you in all walks of life. Attractive, comfortable, customizable... you'll look great wearing it.



#### Keep Track

lose weight

Monitor daily, weekly, and monthly progress...right down to the calorie, step or minute of sleep. No fiddling with exercise or sleep "modes" like other devices. Just put it on and go. We'll do the rest.





#### Have Fun

Share your milestones with friends. Stay motivated by accumulating points and praise for your progress. Smile! Fitness feels good.

TAKE THE TOUR ( )

TAKE THE TOUR

TAKE THE TOUR >















SUPPORT



#### **WELCOME TO PLAYGROUND**

#### A NEW GENERATION OF PIANO LESSONS

Choose a hit song from contemporary artists and start playing piano immediately.

- **Download Software**
- Plug in a Keyboard
- Start Playing and Learning















EXPLORE THE PLAYGROUND

#### PLAY LIKE DAVID SIDES

#### LEARN PIANO BY PLAYING THE SONGS YOU LOVE



You may not be a selftaught virtuoso like David, but with Playground Sessions you don't have to be. Play along, learn with ease, and have fun as he shares his methods.

Because of Originally p



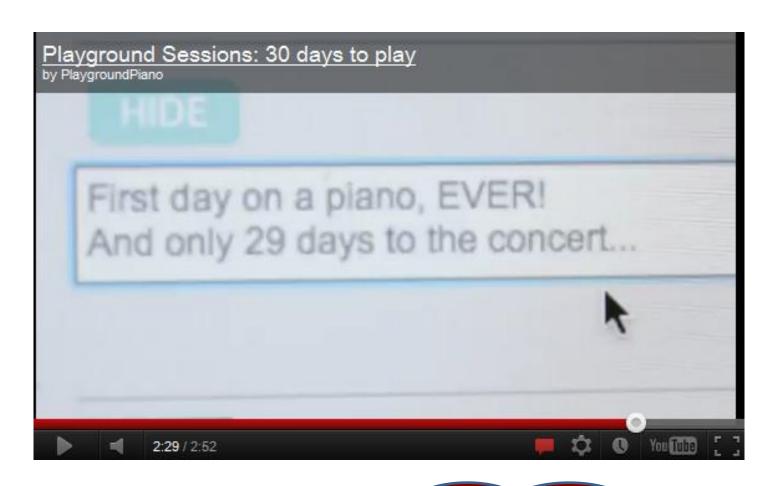
Apologize Originally performed by OneRepublic



Halo Written by Beyonce Knowles

performed Fighting

HALO



How might libraries design 30-day quests to build specific skill sets for work?

## mozilla

## Open Badges Get public recognition for your skills and achievements

















**badges** = visual representations of a skill or achievement

the see the section of the section

## Golden Gate I miversity behand of Law

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  - Frankling of the State Historica, Merit Schedarcher Recipient for 2003 and 2006 Public, Interior Law Foundation (FILE) Board Member, Fueld aming Auction Confessor · National Lawyers Could Member

## aisersity of Virginia

Rachelor of Arts. Hardon's James

August-December 2006

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## Египсінен ба Andrewal Estate Extending Resumes

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### From Resume to Portfolio

## **Digital Literacy = Telling Stories of our Growth**











## Sabrina Ellison

#### Founder, Sideline Ready, LLC

Sabrina Chaudhy-Ellison has been working in the professional sponts dance industry for almost two decades. Sabrina was the Denote Team Manager (Choecogyander for the Oklahoma Chy Thunder (NBA) where she coached the team from the 2008 inaugural season to the end of the 2009/10 season. She began the professional coaching career with the same organization when they were the Seattle Supersonics, and was asked to relocate to Oklahoma City for a once in a lifetime opportunity to start an NBA dance team and junior dance team from the ground up. Sabrina is not a novice when it comes to starting dance teams. She also founded the Spokines Shock (AFL) dance team as well as her college dance team at the University of San Pransock.

Sabrina began her dance career in the Los Angeles area with the Anaheim Angels (MLB) where she performed for three seasons. Next she tackled the NFL as an eight year verteran cherefeed or the Seattle Seahawis Seagals and the San Francisco Algers Gold Rush. In 2002, she was selected amongst her poers to represent the 49ers in the NFL's Pro Bowl. While in San Francisco she also served as a Capitain for the Gold Rush for four seasons. Sabrina's staiert and ability have taken her to places around the globe from NFL/NBA tours to Japan, Germany, Iraq. Kuwait and even the Czech Republic where she helped seablish the first professional Czech Republic dance team.

Sabrina's experience in the sports entertainment industry has left a hupe positive impact in her life thus coaching and mentoring is her way of giving back to the industry. She started Sideline Ready Pro Dance Consulting as her vessel to empower performents to gain the self-esteem, knowledge and skill to audition for the team of their dreams. Her passion lesin cultivation glainet by pushing individuals to grow as a performen on the field as well as off the field. She values giving back to the community and therefore believes in encouraging her performents to be ambassadors for their originalizations while creating a positive environment in which they continue to grow and evolve.



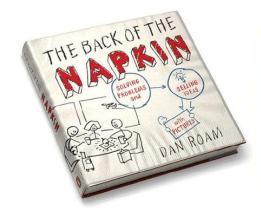
### **BARON BATCH**

pro football player | writer | speaker | photographer | storyteller | traveler | adventurer | philanthropist | bowler | ping pong player | overcomer | servant |





## Learning from Masters of Storytelling

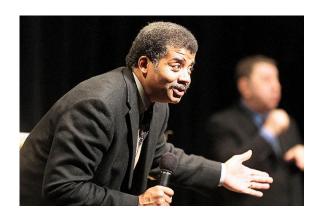






Nancy Duarte

<u>Duarte Design</u>



Neil deGrasse Tyson

## Roadmap: *Empowering the Learner Era of Digital Literacy*

- Place based on Continual Experiences
   (Process + Outputs = Outcomes)
- Talent: Staff & Partners

   (e.g. Behavior Change, UX Designers)
- Culture Shaping around Skill-building
- Communicating Broader
   Community Outcomes

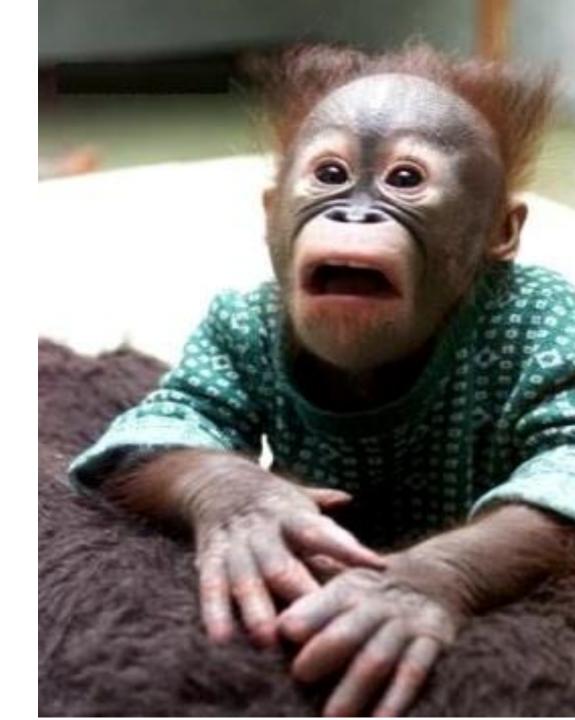






http://game.nypl.org/

I don't like the future...



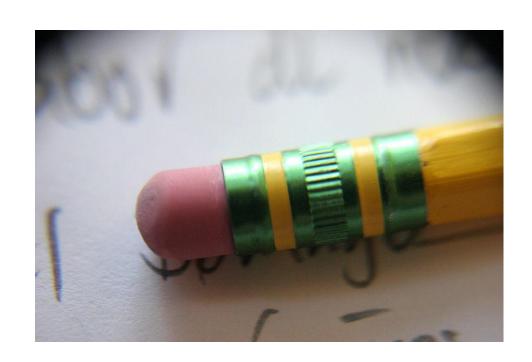


Every day I make an effort to go toward what I don't understand.

Yo-Yo Ma

Tip #1

## **Embrace Mistakes / Teach Patrons to Tell Stories of Failures**





### Tip #2

## **Learn to Identify & Challenge Personal Assumptions**



"On Facebook, 273 people know I'm a dog. The rest can only see my limited profile."



"On

What are other skills and work related assumptions we must challenge?

## Follow Passionate People & Smart Conversations

Learn from smart people who are informed and passionate about topics that are directly and indirectly relevant to the future of library experiences and outcomes focused projects





Tim O'Reilly



**Hans Rosling** 



**Nancy Duarte** 



**Neil deGrasse Tyson** 

### the CONNECTED STATES of AMERICA













## Tip #4 'Killer Questions' to Brainstorm Ideas

Following the success of HP's Chief Innovation Officer Phil McKinney, generate a weekly 'Killer Question' that spurs conversation about the future of *Project Compass-related* experience design.



### killerquestion

@killerquestion

A feed of killer questions that will unlock killer ideas .. also follow @philmckinney

http://www.killerinnovations.com



killerquestion killerquestion

#KQ What #customer #segment will emerge in 5 years that doesn't exist today? http://om.ly/ytUv

28 Oct

- 1. What if we invited a gaming mechanics team to redesign work skills based program?
- 2. What if libraries became a hub for distributed workforce?



Most uncomfortable = \_\_\_\_\_ Most Inspired = \_\_\_\_\_

Biggest Opportunity = \_\_\_\_\_ Biggest Risk = \_\_\_\_



### What are Trends...

- ... most likely to converge?
- ... likely to have the greatest impact?
- ...with *the most uncertainty* in terms of implications/outcomes/solutions

**Most Important Skill sets & Mindsets?** 







