- Title

Use Web 2.0 to learn Web 2.0 - develop competences for the next generation library

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- Abstract

In 2008 the NTNU Library (Norwegian university of science and technology), started a project called UBiT 2010 - pronounced "UBiT two-zero-ten". (UBiT is the Norwegian acronym for NTNU Library). 2.010 relates to the project's aims: to develop and implement new services and technologies in the NTNU Library.

An important part of the project is to develop staff's skills and competencies. We could have choosen to use "23 Things"; instead we made our own training project called KB 2.0 ("Kompetansebygging 2.0" in Norwegian), which means building the 2.0 competencies. The training project focuses on technologies instead of "things", although the participants have to learn the "things" to understand the Web 2.0 technologies.

First round was carried out with 25 NTNU Library employees in 5 groups for 10 weeks. The groups defined their own problem and worked problem-based. Each group explored a 2.0-technology (tagging, news feeds, user profiles, two-way communication, privacy and copyright). They found and used collaboration tools, wrote blogs and "Wikipedia-articles". UBiT 2010 project group acted as facilitator, gave advice, read blogs and commented, set up surveys, organized meetings in Real Life and Second Life.

Result:

The participants in the KB 2.0 project have

- become familiar with Web 2.0
- linked 2.0- technologies to end-user needs - and proposed solutions
- identified useful tools to develop into new services
- developed technological curiosity

Conclusion: KB 2.0 is important for the NTNU Library

The presentation will be about:

- the KB 2.0 project
- implementation
- results
- evaluation