Innovation Report

Computer sciences are one of the most popular fields in the job market. As technology advances, automation will begin to replace people's jobs. However, in this new digital age, many more jobs are being created in the STEM field. HTML, CSS, Javascript, and other technologies are typically used in the library to create subject guides, create and maintain their website and their mobile applications. I believe that libraries are hubs of information, resources, and promote learning. A way to use these digital languages would be to create library programs that teach them to children, teens, and adults. I would create a library makerspace that focuses on digital literacy.

Makerspaces in libraries provide the opportunity for patrons to create, collaborate, innovate, experiment, and learn. These spaces in public libraries provide the opportunity for patrons to have access to the latest technologies at no cost to them. Introducing coding programs in these makerspaces would be an incredible learning opportunity for people to develop an interest in STEM fields. These makerspaces could teach them the fundamentals they need to create websites, mobile applications, video games, and more in the future. All in all, I believe that the skills I learned in this class can be used to create library programs that encourage digital innovation in the community.