**How a librarian from the Arts Library at UCLA has improvised the buying of apps to make them available to students (12/01/15):**

She had her staff purchase 10 iPads, create iTunes accounts for the new iPads, then charge apps like Yale's Interaction of Color to a supplies budget (because apps to do not meet collecting standards).

Libraries haven't really been able to find a way purchase apps as an institution because app purchases are tied to the Apple store and thus, individual iTunes accounts. The GRI doesn't buy apps at all, and the Music Library at UCLA only buys them for laptops that are available for checkout to students.

What compelled the arts librarian to purchase apps in the first place is demand from professors who are assigning them as coursework or have developed them themselves, and architecture and design students who want specific electronic resources that allow them to see and manipulate things like 360-degree views of architectural sites that they wouldn't really be able to access in a print publication, website, or epub.

The problem is that apps cannot be catalogued, which means students cannot find out about them from searching the library's catalog. The best that the arts library has done is create this makeshift webpage that has info and instructions on their iPad lending: <http://library.ucla.edu/arts/clicc-laptop-ipad-lending-arts-library>

Something promising is that I saw how easy librarians can purchase epubs from vendors like BrowZine, eBrary, Yankee Book Peddler (YBP)/Gobi and EBSCOhost. It takes two clicks, and if a version of The Scores can be made available in avenues like these, libraries will be able to purchase in bulk with no problem and be able to lend them to students.