

Coding is essential in libraries as it is important to optimize existing workflows, to improve usability, to communicate with vendors and IT, and to empower librarians to create new services. Every library is going to have their own coders, for maintaining the systems and for system-customization. Being able to use system-customization to improve digital tools means libraries can better serve the needs of a library's day to day needs, such as its ability to quickly scan, track, and inventory its millions of items, as well as improve information sorting and ensuring that information is managed according to its ideals, and not a default program with different purposes.

While most libraries will have coding specialists, and outside very small libraries most librarians will not have to be running the systems themselves, that doesn't mean they can get away with having no coding knowledge whatsoever. Knowing the basics helps you understand what can reasonably be done with a given system and can help recognise problems, making you a better co-worker and more effective in your plans and execution. These concepts will also help with other tools which require logic and specific language use, such as properly manipulating databases, using 3D printers and other design and makerspace tools. As well as the practical need to be able to use tools our libraries might have, or be able to help learners who might come to us for either direct help or for helpful resources, actively engaging with technology is the only way to remain forward thinking and ambitious in our aims.