

Innovation Report

In our first semester, one of the courses had asked us to design a program (an event) for a public library. My concept was a music appreciation program where the public would meet once a week at the library to explore a song together as a group, looking into its music theory and history. One of my ideas for the event was that the song would be selected at random from a pool of songs suggested by the audience. Using the skills introduced in this class, it would be possible to digitize this process, and accomplish it online, allowing the audience to make suggestions while at home, any time before the night of the program.

Firstly, we could give the music appreciation program its own web site. Using HTML, we would build its basic structure, and then use CSS to style it. Through CSS we could have it matching the aesthetics of the public library's own webpage, or style it in a unique way, giving the program's site its own look. The site could operate as a basic blog: logging each week's happenings, what song was selected, and an overview of the discussion around it. We could use HTML forms to acquire the names and e-mails of interested members of the public who wish to attend the program and be updated about its happenings. Crucially, we could use a form for the submission of song suggestions each week, while associating that song suggestion to a required email. It would even be possible to use JavaScript to randomly select a song from the accumulated list of weekly suggestions when the time came. Finally, if we really wanted to engage the community, we could use GitHub to publicize the JavaScript used for the random selection of the song, partially to render this random selection process transparent, but also to see if anyone might be able to suggest better ways of coding it.

This is just one way HTML, CSS, JavaScript, and GitHub could be used in a library context to promote interaction with its community. The truth is these tools offer an immense amount of creative power and potential, allowing for an infinite number of ideas to be expressed through the connectivity of the internet.