Report

As a library professional it is important to stay up to date with new and emerging technologies. Libraries are a place of learning. They are a place where people from all walks of life will come in looking for help. It is the job of the library and library professionals to have a general knowledge of technology. This general knowledge is used to help inform, educate and guide their patrons. Children are a prominent user group of public and school libraries. It has become a common trend for children to start learning coding at an early age to help them with their development skills (Lincoln, 2018). Coding requires massive amounts of patience and problem solving. Library professionals are essentially teachers. Having a basic understanding of HTML, CSS, and JS and Github is just one way a library professional can potentially help their patrons learn about new technologies.

Knowledge of HTML, CSS and other technologies can also benefit you in your career and life personally. We are living in a digital age that continues to grow and expand. Having this knowledge can be beneficial to your library and help you bring in more patrons. You may end up working for a smaller library that might not have their own IT services. Having these skills can set you apart from other library professionals in the field. These web based skills can help you connect to patrons in a digital landscape. Web based skills are more important than ever with so much of what we do as a society taking place online. The web is a touchpoint for users to interact with and help develop a rapport with its users. Technologies will help to keep libraries relevant and useful to their communities.

The technologies learned in our class can apply to current library trends. One of the library trends identified by ALA on their website is design thinking. According to their website design thinking is defined as, “an approach to problem solving that utilizes a system of mindsets and principles that have users build empathy and deeper understandings of self to define a problem; actively engage in ideation and prototyping to develop solutions; and iterate solutions through implementation and resulting modification” (ALA, 2018). This definition could easily apply to the learning of the technologies in our class. The technologies learned in this class require the ability of using creative problem solving. Learning these technologies required finding solutions outside of the box in a variety of places, from the links offered in class to resources I found on my own. The skills and technologies for building an attractive and functional web page, illustrate creativity, patience, problem solving and attention to detail. All of these skills are transferable to daily life. From what I’ve learned from this course, learning coding languages is a process. You need to have patience and pay attention to the small details. If something is not working then you need to find a different solution to what you have already tried. It may be a single character or tiny mistake that is causing your issue. The trial and error of learning how to code is my biggest take away from this course.

References

American Library Association. (2018, May 4). "*Design Thinking."* Retrieved April 17, 2022, from https://www.ala.org/tools/future/trends/designthinking. Document ID: ad50d712-674a-4331-803c-b08cb649ca58

Lincoln, P. (2018, March 22). *5 Reasons why coding is important for young minds.* Learning resources. Retrieved April 17, 2022, from https://www.learningresources.com/blog/5reasonskidscoding#:~:text=Coding%20is%20a%20basic%20literacy,math%2C%20writing%2C%20and%20confidence.