

# T<sup>2</sup>rendy Topics 2010

## Teens and Technology

*Tuesday April 13, 2010*

Sponsored by Alliance Library System and TAP Information Services



**10:00 A.M. central – 10:50 A.M. central**

### **A Great Fit: Teens, Technology and Libraries!**

Kelly Czarnecki, Public Library of Charlotte and Mecklenburg County

We'll take a look at how libraries throughout the country are engaging teens with technology and why. Then we'll have an opportunity to look at ways (low budget!) that you can integrate more technology programs and services for teens into your library and community and convince your administrators along the way.



**11:00 A.M. – 11:50 A.M. central**

### **Teens and Technology**

Dodie Ownes, Editor of *SLJTeen*

Most teens today have never seen a phone with a rotary dial, a TV with rabbit ears, or even a floppy disk. How can we keep up with these digital natives and stay in tune with the technologies that can keep us connected and relevant to them? Current trends in teen technology use will be discussed and we'll look at a variety of ways that libraries are using many of these same technologies to attract teens to both the physical and virtual institution.



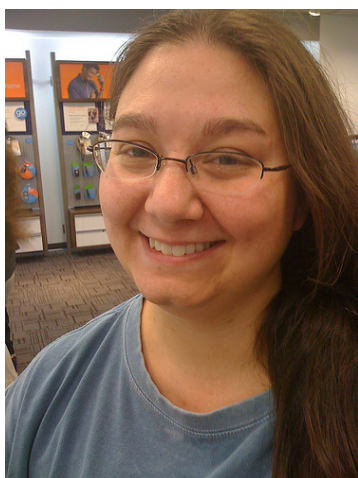
**12:00 – 12:50 P. M. central**

**Marianne Mancusi**

Author of Gamer Girl

Mari Mancusi talks about her tween/teen novel "Gamer Girl" and how by incorporating a backdrop of videogames and manga, she was able to draw in reluctant readers and discuss important issues such as bullying and divorce in an easily accessible way.

**1:00 – 1:30 Central – Break**



**1:30 – 2:20 P.M. Central**

**Jumping on the Gaming Bandwagon: Advocacy, Best Practices, and Current Trends**

**Beth Gallaway, Trainer/Consultant**

Libraries have been offering games at the library, starting with chess, since the late 1800s. While gaming isn't hardly a passing fad, it's definitely trendy! Discover the relevance and benefits of gaming in libraries in this session on advocacy, and best practices for integrating multiple types of gaming programs for teens.

By the end of this session participants will:

- \* Articulate how video games develop literacy skills and build teen development assets;
- \* Discover model programs and resources for integrating gaming into library programs for teens; and
- \* Speculate on what current trends mean for the future of technology, teens and libraries.



**2:30 – 3:20 P.M. central**

### **Digital Literacy**

Angie Green, Alliance Library System

In this session we will talk about digital literacy and why it is important to teach in both the school and public library settings. We will also explore free digital literacy tools available online.

**3:30 – 4:20 P.M. central**

### **Geeking Out @ The Library**

Cynthia Hart, Virginia Beach Public Library

It's a tough job serving teens. They are plugged into video games, social networking sites and digital devices. What's the library to do? Hear practical ideas on how to connect with teens in meaningful ways by incorporating technology into your library's teen programming. Also discover more about how teens really use technology in their everyday lives.



**4:30 – 5:20 P.M. Central**

### **Web 2.wh0a: Trendy Tech to Use with Teens**

Beth Gallaway, Trainer/Consultant

How do you keep up with technology trends, extend new and traditional library services in virtual spaces, and ensure youth's equal access to technology -- and good cyber citizenship? Discover how libraries are incorporating trendy technology purposefully into teen services, strategize how to utilize tech may teens may already be using into current library services and look ahead to Web 3.0 by examining virtual worlds. Discuss how to maximize library outreach to youth with elements from virtual worlds such as avatar creation, instant messaging, and 3-D digital environments.

By the end of this session, participants will:

- \* Articulate the educational, creative and social benefits of online applications and virtual communities;
- \* Discover model programs and resources for integrating technology into library programs for teens; and
- \* Speculate on what current trends mean for the future of technology, teens and libraries.

## Speaker Biographies

**Kelly Czarnecki** is a Technology Education Librarian at ImaginOn, a facility for youth and teens in Charlotte, NC. She has been working with teens as a librarian since 2002. She was nominated a Mover and Shaker by Library Journal in 2007. She writes a monthly column, the Gaming Life for School Library Journal and has contributed articles to several magazines including VOYA, YALS, Multimedia & Internet @ Schools, and Teacher Librarian. Her book on Teens, Mashups, and More at the Library is forthcoming with Information Today, Inc.

**Dodie Ownes** is the editor of *SLJTeen*, an electronic newsletter for teen and young adult services librarians, as well as a contributor to *School Library Journal's* Extra Helping electronic newsletter. She also produces *SLJ* and *Library Journal* webcasts, and occasionally does software testing. Dodie has her MLS from the University of Chicago Graduate Library School, and has resided for the last 19 years in beautiful Golden, Colorado.

**Marianne Mancusi** is a multiple Emmy award-winning television producer and author of novels for adults and teens. She's worked at television stations in Boston, San Diego, and Orlando and is a graduate of Boston University's College of Communications. In 2007, she left the local TV news world to become a segment producer for the nationally syndicated women's lifestyle show, Better TV. When not writing or producing, she enjoys snowboarding, hiking, cooking, dancing to 80s music, and her favorite guilty pleasure-videogames.

**Beth Gallaway**, author of [Game On: Gaming at the Library](#) (Neal-Schuman, 2009) was named a Library Journal Mover & Shaker in 2006 for her work in advocating for videogames in libraries. She is an independent library trainer/consultant specializing in gaming, technology, and youth services, and is a YALSA certified Serving the Underserved (SUS) trainer.

**Angela L. Green** is a Library Development Consultant at the Alliance Library System in East Peoria, Illinois. She specializes in youth services and school libraries. Angela received her MLIS from Dominican University in 2005. Angela was instrumental in the creation of I-SAIL (Illinois Standards Aligned Instruction for Libraries) project that has become a statewide model and was presented at the American Association of School Librarians Conference in 2009. She is the recipient of the 2009 ILA Crosman Memorial Award which honors librarians for their accomplishments. Angela is an advocate for school libraries and has presented many workshops on the value of school libraries. She is a member of the Illinois Library Association and the Illinois School Library Media Association.

**Cynthia Hart** - For more than 20 years, Ms. Hart has worked as a public librarian in various capacities. For the last nine years, she has managed the resources and services of the Virtual Library (Internet site, intranet site, extranet), including all virtual resources, services and digital collections as well as outreach in social networking sites such as Facebook. She coordinates gaming and multimedia projects for the library system. She also develops and coordinates web 2.0 training and tool implementation for internal and external use with staff and library customers.