

# **MOBILISING YOUR E-CONTENT: SCHOLARLY INFORMATION ON THE MOVE**

**Alison McNab**  
**De Montfort University**  
**#AlisonMcNab**



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- Collaboration with Ruth Jenkins,  
Loughborough University  
E: r.jenkins@lboro.ac.uk  
T: @rjlib
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# WHY MOBILE MATTERS

- There are 5.9 billion global mobile subscribers: 87% of world's population [International Telecommunications Union]
- An estimated 1 billion smartphones will be sold in 2014 [Gartner Group]
- An estimated 10 billion mobile Internet devices by 2016 (with world pop of est 7.3 billion) [Cisco]
- *Horizon Report: 2012 Higher Education Edition*
  - Time-to-Adoption Horizon: One Year or Less:
    - **Mobile Apps / Tablet Computing**

# WHY IS MOBILISING ACADEMIC CONTENT SO IMPORTANT?

- The student experience
  - Ease of access
  - Productivity
- Maximising usage of subscription e-resources
- Drawing users to your created content



# CURATING ACADEMIC MOBILE CONTENT

- **Subscription content**
  - Databases
  - E-journals
  - E-books
- **Created content**
  - Institutional repositories
  - Data
  - Digitised content
  - User interaction

# PUBLISHER APPS ARE GREAT BUT...

- Users have to know who publishes the journals they read & download the right app
- They are often designed for browsing
- Unlikely to integrate with discovery tools and reference management software
- May not be available for all platforms
- Off-campus access can be limited (so not a truly mobile service!)

# Resources (1)

- E-books
  - Current
  - Out-of-copyright
- Podcasts
  - Consuming podcasts
  - Creating podcasts / audio feedback
- RSS feeds



# Resources (2)

- Augmented reality
- Crowdsourcing
- Data / Statistics
- Media / News
  - Government
  - Social media curation





# Resources (3)

- Document sharing / Cloud storage
- Concept (mind) mapping
- Social Networking
- QR codes



# ASSISTIVE TECHNOLOGY

- Apple offers “out of the box” accessibility
- Android devices and apps are catching up
- Mobile websites:
  - Responsive design
  - simpler to navigate
  - quicker to search (sometimes)
- Don't forget
  - Windows *Ease of Access Centre*
  - JISC TechDis Toolbar



# THE CHALLENGES

- Promoting mobile access while not excluding some users
- Providing support
- Identifying suitable mobile content
- Usage metrics
- Loss of library-user relationship



# THE LIBRARIANS' VIEW MARCH 2012

- No single place lists which publishers have mobile offerings
- How to make users aware of the mobile sites/apps available
- Support for large number of interfaces - lack of standardisation. How do you test access problems on multiple devices? Budgets don't extend to purchasing all types of devices let alone ensure these are up to date

# THE LIBRARIANS' VIEW MARCH 2012

- Multiple authentication processes, hard to explain to users
- Off campus authentication
- Supporting distance learners
- High student expectations
- Licensing restrictions



# TECHNICAL ISSUES FOR LIBRARIES

- How to integrate mobile optimised links in the library catalogue
- Integration with other systems
- No way to search across apps
- Connectivity issues. Not everyone has or can afford 3G and wireless can be unreliable



# THE PUBLISHERS' VIEW MARCH 2012

- Cost of development
- Pace of technology change
- Whether to create device specific apps...  
...or mobile websites
- Providing user friendly tools to allow libraries and users to get the most out of mobile
- What features to include

# OVER TO YOU

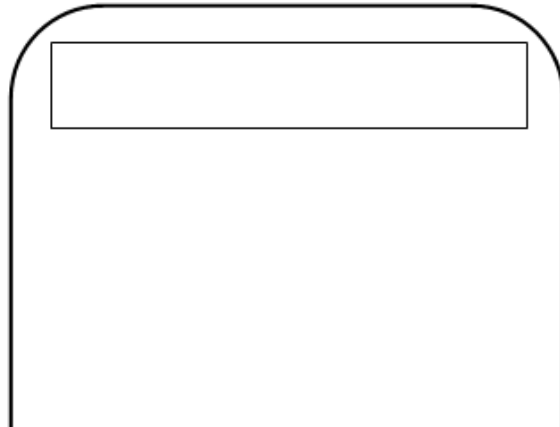
## Design your own App

Content: commercial / open source / created

Audience:

Features: share / email / save / ?

Authentication?





# WHAT NEXT?

- More (academic) Apps for Android
  - But what about Amazon, Blackberry and Windows devices?
- More websites developed or maximised for mobile access
- Continued development of mobile e-textbooks



# REFERENCES

- International Telecommunication Union *The World in 2011: ICT Facts and Figures*  
<http://bit.ly/KI9rtn>
- NMC *Horizon Report: 2012 Higher Education Edition*  
<http://bit.ly/II2hsn>
- J. Anderson & L. Rainie *The Future of Apps and Web* (Pew Internet) <http://bit.ly/KfE7F3>
  - Gartner and Cisco statistics taken from above

# Thank you for listening



ANY QUESTIONS?

Alison McNab  
[amcnab@dmu.ac.uk](mailto:amcnab@dmu.ac.uk)  
#AlisonMcNab



**DE MONTFORT  
UNIVERSITY  
LEICESTER**

