

# Emerging Technological trends in libraries

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## Abstract:

This paper outlines new technologies in the area of libraries and improved information management and library services. Information Technology (IT) and Information Communication Technology (ICT) have changed the search terms for users and the services provided to librarians. Developments in the library area due to ICT Impact, Digitization and Modernization of the library. Admittedly, computer intelligence has created a gap in each sector and in every area of life. Libraries are not free in this way in the modern era and libraries store data as a book, but in addition such as audio, video, DVD, and other types of media records. This paper illuminates part of the development of the library on the information edge.

**Keywords:**Information technology,Information Communication Technology,Emerging Technologies

## Introduction:

Libraries are surrounded by important public facilities and no network is considered complete without a library framework. In any case, libraries are subject to change due to the effect of ICT, changing the requirements of assistants, changing the status of the data or the Web / Google that attempts to include Reference Librarians. The use of disruptive development brings progress from Printer to Digital, Changes occur from Forms to Formats, delivery frameworks, and are inevitable. The transfer of information from paper to electronic media has changed the nature of all research. With easy access to office computers and media conversions, the popularity and use of digital and virtual libraries has increased. The World Wide Web has completely changed the meaning of the library. Physical presence was rapidly reduced with the establishment of a visual library.

## Innovative technologies:

Librarians should take the lead in using technology among their fellow citizens and find more time to do the most important work: helping the enthusiasts. Since the main purpose of most libraries is to provide equitable access to information for all citizens, why not become a digital innovator and use new technologies and services in libraries. A wide range of relevant and useful design technologies and services to be used in libraries. We focus on the application of technology in the library and not on the potential budget implications of the mentioned technology namely, Big Data, RFID technology, QR code technology, Social Media use of library service etc.

## **Social Media:**

Increasing use of social media such as LinkedIn, Facebook, Twitter, Google+ etc. With 21st century social media users playing a key role in libraries and providing new library challenges to meet the growing needs of their users. This paper explains the role of social media platforms. In this digital age, data can be accessed from anywhere, anytime without restrictions. Social media includes social relationships between people who have a certain type of relationship or engagement. Includes Blogs, Facebook, Social Marks, Podcasting, Mash-up, YouTube, RSS, Flickr, Tag Cloud, Folksonomy, Wikis, MySpace, i -Twitter, among others. It can be thought of as a social and technological arrangement that incorporates technologies that support such activities. Social media ethical concerns include ownership, privacy, surveillance, friendship, and user exploitation. Currently, ethical issues associated with social media posts are not being addressed. Most importantly in our study, the ethical values embodied in technology itself are beyond doubt. Code of conduct on social media Informed of general ideas aimed at developing a set of best practices that govern human behavior. Common sense views ethics as a personal concern. Today libraries use the latest styles to make their services popular and easy to use in western countries. These practices are now being met by Indian library experts. Everyone is now talking about Lib 2.0 applications. One of them is Social Media.

## **Social Networking Sites and Libraries**

Social Networking is often used to communicate with friends and family by posting their updates, photos, blogs, chatting and entertainment and relaxation. However, schools and libraries can work together to integrate the best use of communication resources in their classroom, programs, and services. Social Networking Sites (SNSs) provide an online platform for people to share their ideas with others and participate in a variety of activities. Social networking sites offer libraries the opportunity to reach their customers through libraries.

## **Mobile devices in library and information services**

Mobile technology has become a boon to libraries. The library can effectively reach remote users by using mobile applications and mobile technology in its services. Cell phones are an inevitable tool for communicating information. People in the community use a cell phone to communicate thoughts, facts, conversations, everything, information. Dissemination of information used is common in civilized society. Mobile technology is becoming the preferred means of connecting to the internet, especially for people on the go. Library experts must adhere to this process and integrate with the mobile government if they are to deliver improved user services.

## **Mobile apps**

An application is an abbreviated form of the word "application". An application is a software program. Designed to perform specific user functions. Mobile application is a computer program designed to work on smart phones, personal computers and other mobile devices. Mobile applications deviate from the integrated software system. Each app offers a limitand remote functions such as social networks, education, games, online commerce, calculator, map set.

## Quick response (QR) Codes:

Quick Response Codes or QR codes are two-dimensional barcodes that can be scanned by a cell phone with an embedded camera. In the default detection fields QR code has been widely used. These codes can be used to provide quick access to URLs, SMS messages, phone numbers, V-cards, any text and QR codes that can hold more information than usual barcode. Details encrypted QR code. This paper focuses on the new QR technology used in modern libraries. The fast response code is a matrix barcode readable on Smartphones and cell phones with cameras. Sometimes called 2d codes, bar 2 codes, or mobile codes. For most phones purchased in the United States, one has to download a free application to learn QR code, even though some phones have one installed. QR codes now use a variety of methods such as Books, Advertising and Identity Cards which are modern technology.

## Virtual reality app

The real reality is new technology, and from medicine to sports, people are interested in this app in various domains. Therefore the volume does not apply to the library and the volume is not directly connected to the digital. In his article, Prior described the concept of irrational thought based on an image created by an Indian engineer as a library. The library allows users to search for books with real-life conversation. The full view of the app is based on the teaching of the local environment and the search for relevant literature.

## Library bookmark apps

Finding books in the library library has stopped the effort of many users so the informative response that can show that the user is referring to the book is to solve this problem. In his article on the "e friendly book" website, PirorKovelkaz gave some examples - some of which are still in the thinking phase that can be used in the future.

## Robots

Libraries were very important in the new era. The library has a lot of work. That is why there are so many libraries that now use some form of automation. There are many libraries that have already successfully used some form of automated technology. For example, a future example of the Connecticut library in Westport, which recently acquired two robots, Vincent and Nancy, will be used to help teach coding and computer skills. Yes it is a whole new level of social interaction, but it is a great way to get people's attention and increase their interest in technology and most importantly with the library.

## E-Reader apps

An E-reader is a mobile device used for reading digital e-books and regular textbooks is one of the people's favourite things. They can read their favourite books anywhere with the help of a smartphone or tablet. E-Readers can access the Internet via Wi-Fi. E-Reader applications are available on MAC and PC Computers as well as Android, Blackberry, IPad, iPhone and windows phone devices. Most people enjoy reading books. They can read anywhere on an electronic device with the help of a smartphone or tablet. There are digital e-books available and periodicals. E students can use the Internet via Wi-Fi. E-Reader applications are available

on MAC computers and PCs as well as Android, Blackberry, iPad, iPhone and Windows Phone devices.

### 3D Printers

3D Computer graphics or 3 computer graphics that use third-party representation of geometric data stored on a computer for the purpose of calculating and rendering 2D images. Now one day a 3D printer will be much easier to reach the public. There has been a lot of discussion about the topic of 3D printing over the past year and now 3D printers have reached a lower price. Many libraries have proven this service. Here all the libraries that provide 3D printing map can be found here. It is important to apply different rules and students really accept them.

### Summing Up

Relationships between patrons and libraries have changed as a result of the new technology revolution. A librarian said that a new "unseen" type of new technology libraries should be used more and more to meet the needs of researchers more quickly. Lack of communication with researchers means the difference between "the needs of researchers and what a library is available". Many libraries are now trying to find ways to redirect researchers. Many university libraries are still being trained in research data management systems and researchers. Today the atmosphere of this day is increasing day by day. By embracing that change, new emerging technologies should be used to create a central library.

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