23MobileThings: A Case Study

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The advancement and pervasiveness of mobile devices, particularly smart phones, entail more and more library patrons are using such devices in accessing information.

It is no longer something that is "nice to have"; it has become necessary that libraries extend their services via mobile devices. While technologies have advanced with Library Management System (LMS) vendors and eBooks publishing vendors pushing out content-providing tools or resources that can be access via mobile devices, the underlying question remains: are the people delivering the service ready to take on these technologies? The complications of mobile devices is not only limited to different platforms and versions (iOS or Android). The constantly changing technologies is also one challenge that library staff needs to cope with. This paper documents A case study using **23MobileThings** to meet the challenges in embracing mobile innovation for libraries. A survey was conducted with librarians from the Philippines and Singapore to assess their literacy and readiness with mobile technologies. A customised program running over a 6 month period dubbed **23MobileThings** Was conducted to help the aforementioned librarians learn new Tools and assist them with coming up with technological competencies. This program is conducted solely online for free and is open to all Filipino and Singaporean librarians. At the end of the program, librarians will be assessed to gauge whethere the program

helped them to be savvier in their understanding of mobile technologies in their work. Special care is taken to ensure that the topics are broad enough to cater to different types of librarians, yet specific enough for them to get to learn new skills.