



# MOBILE APPLICATION AND SERVICES IN INDIAN ACADEMIC LIBRARIES: *A SURVEY OF UNIVERSITY LIBRARIES OF NEW DELHI, THE CAPITAL CITY OF INDIA*

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# SURVEY AREAS

- ◉ Study the existing projects and initiatives- exploring the use of mobile phones in University Libraries of Delhi, India.
- ◉ Finding the potential uses of mobile phones in this regard, comparing and contrasting such uses with other ICT devices, relevant to specific Libraries Services areas.
- ◉ Key Mobile Services required by the users in the given University Libraries of Delhi, India.
- ◉ Assessment of the use of mobile phones in given libraries.

# LIBRARIES UNDER STUDY

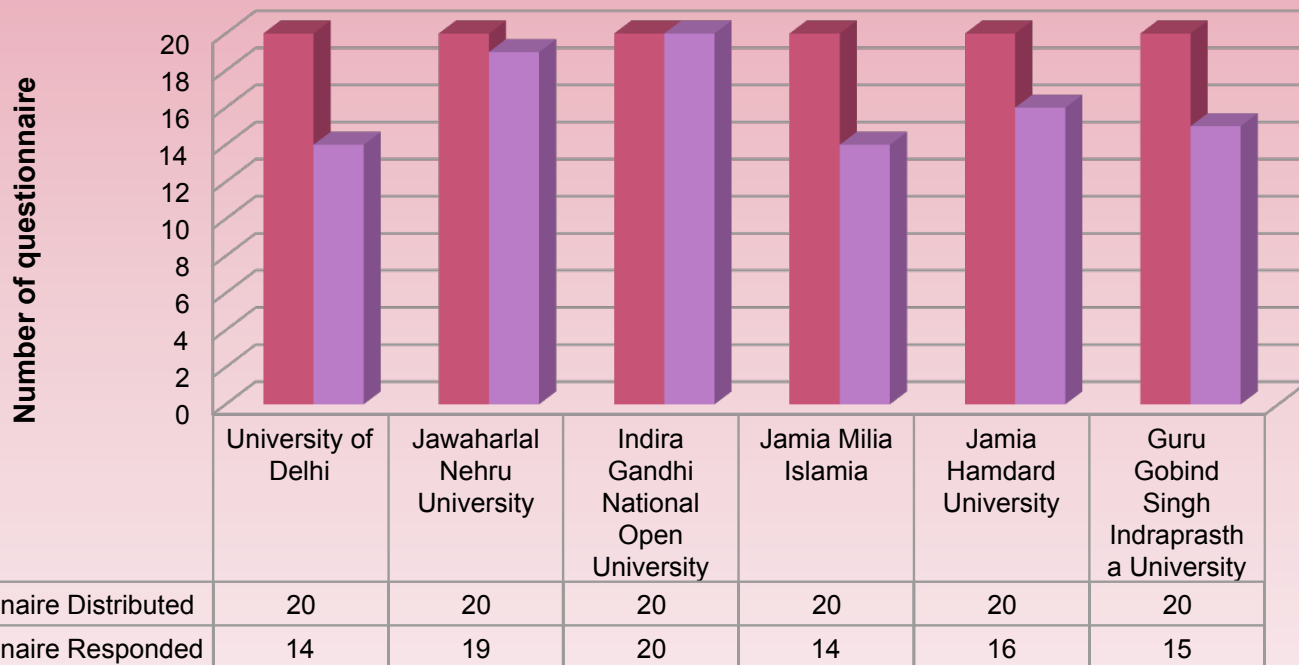
Six major universities of New Delhi were studied:

1. University of Delhi
2. Jawaharlal Nehru University
3. Indira Gandhi National Open University
4. Jamia Milia Islamia
5. Jamia Hamdard University
6. Guru Gobind Singh Indraprastha University

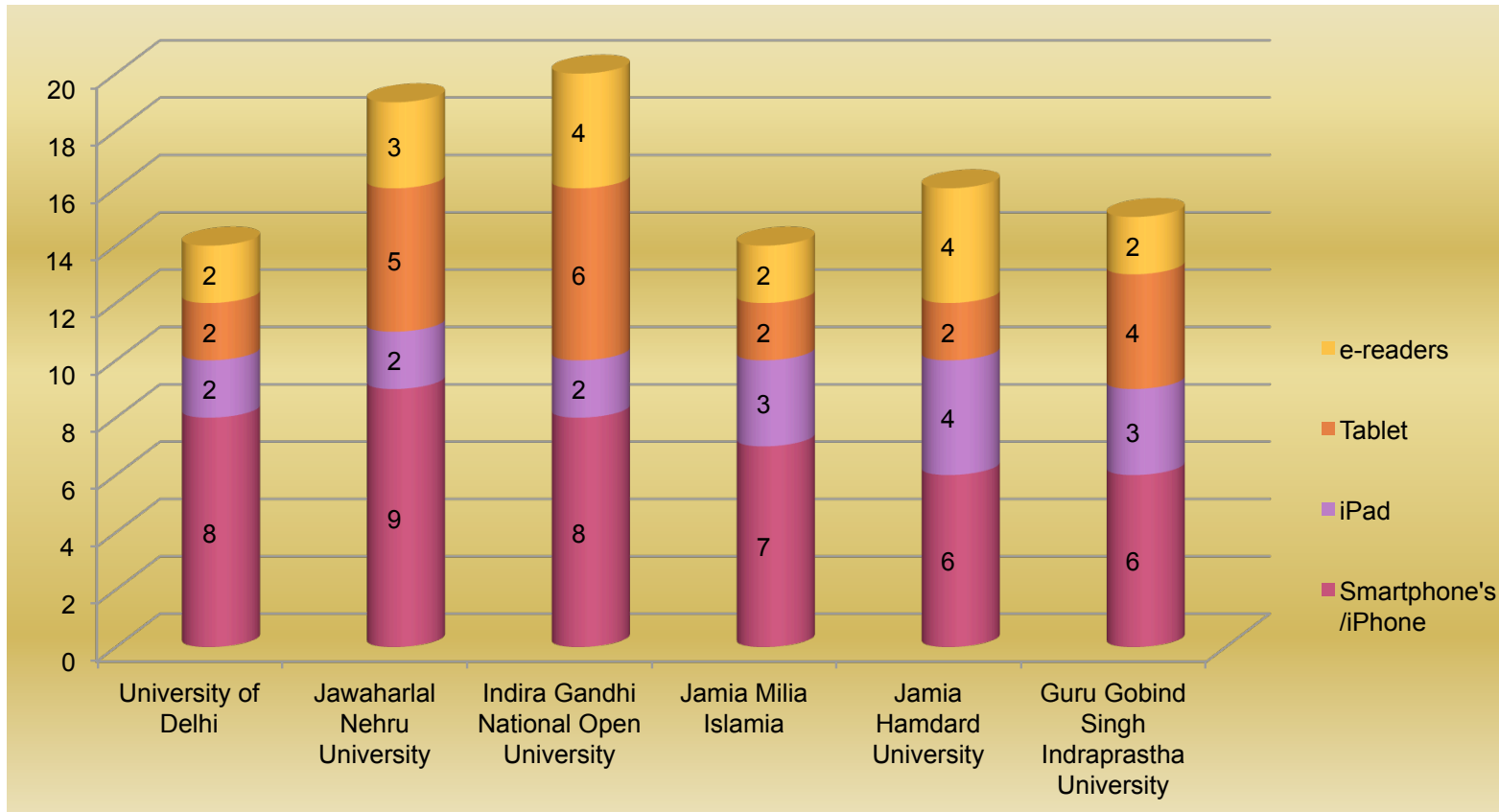
# SURVEY STATISTICS

- A total of 120 questionnaires were distributed in all the 6 libraries i.e. 20 questionnaire in each library to its users.
- Out of 120 questionnaires 98 were received back, as most of the questionnaires were taken back immediately after interacting and getting the response back from the users.

**Questionnaire Distributed & Responded**



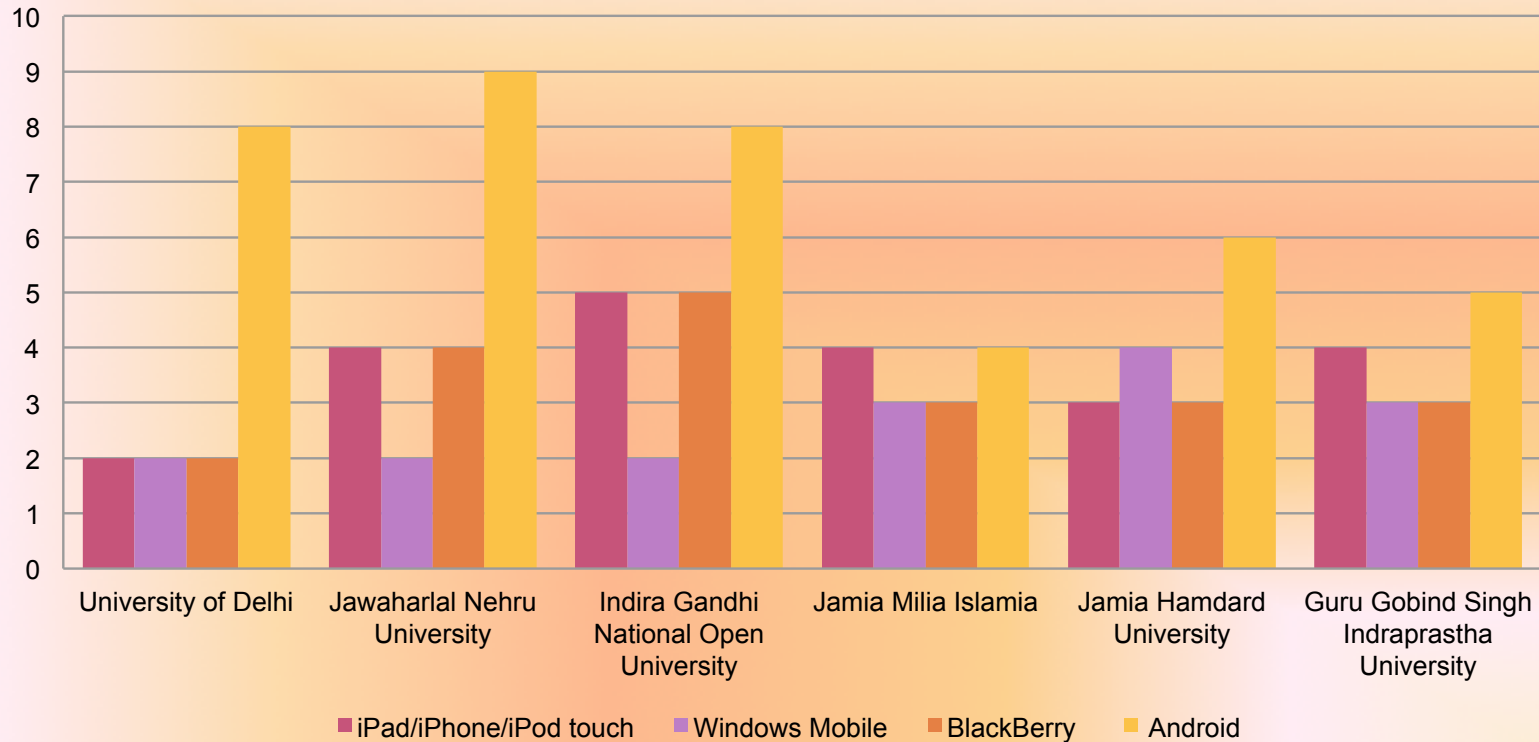
# ACCESSING E-LIBRARY RESOURCES



- Out of 98 respondents 44 used Smartphone's/iphones, 16 used iPad, 21 used Tablets and 17 used e-readers

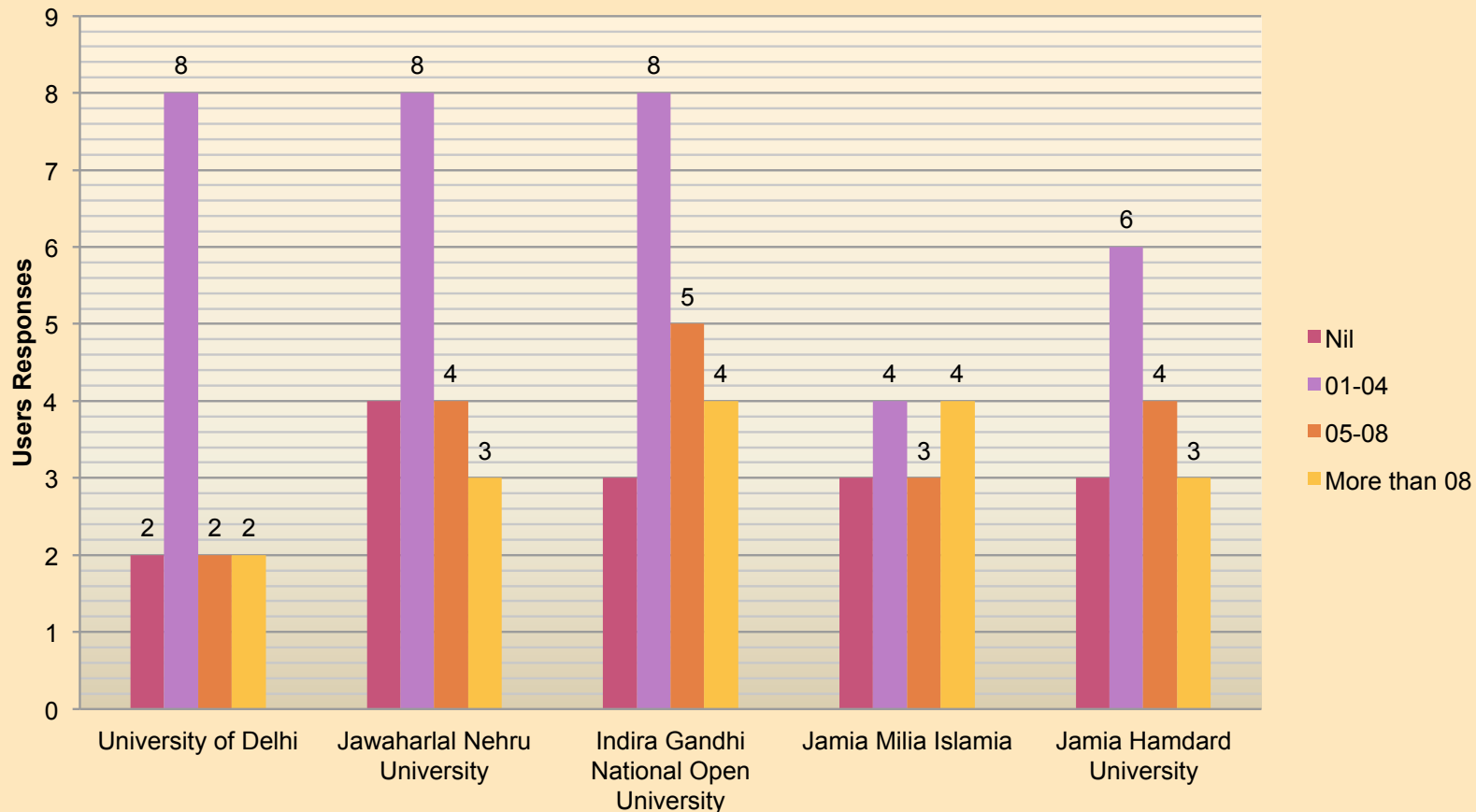
# MOBILE PLATFORM USED FOR LIBRARY E-ACCESS

**Mobile Platform Used for Library E-Access**



- Out of 98 respondents 22 are using iPhone/iPad, 16 used Windows Mobile, 20 used Blackberry and maximum users are using Android platform responding to 40 users.

# LIBRARY ACCESS APPLICATIONS DOWNLOADED



- Out of 98 respondents 17 have not downloaded any mobile library application, 39 downloaded one to four applications while 21 users have downloaded five to eight applications. 21 users responded that they have downloaded and are using more than eight library mobile access related applications.



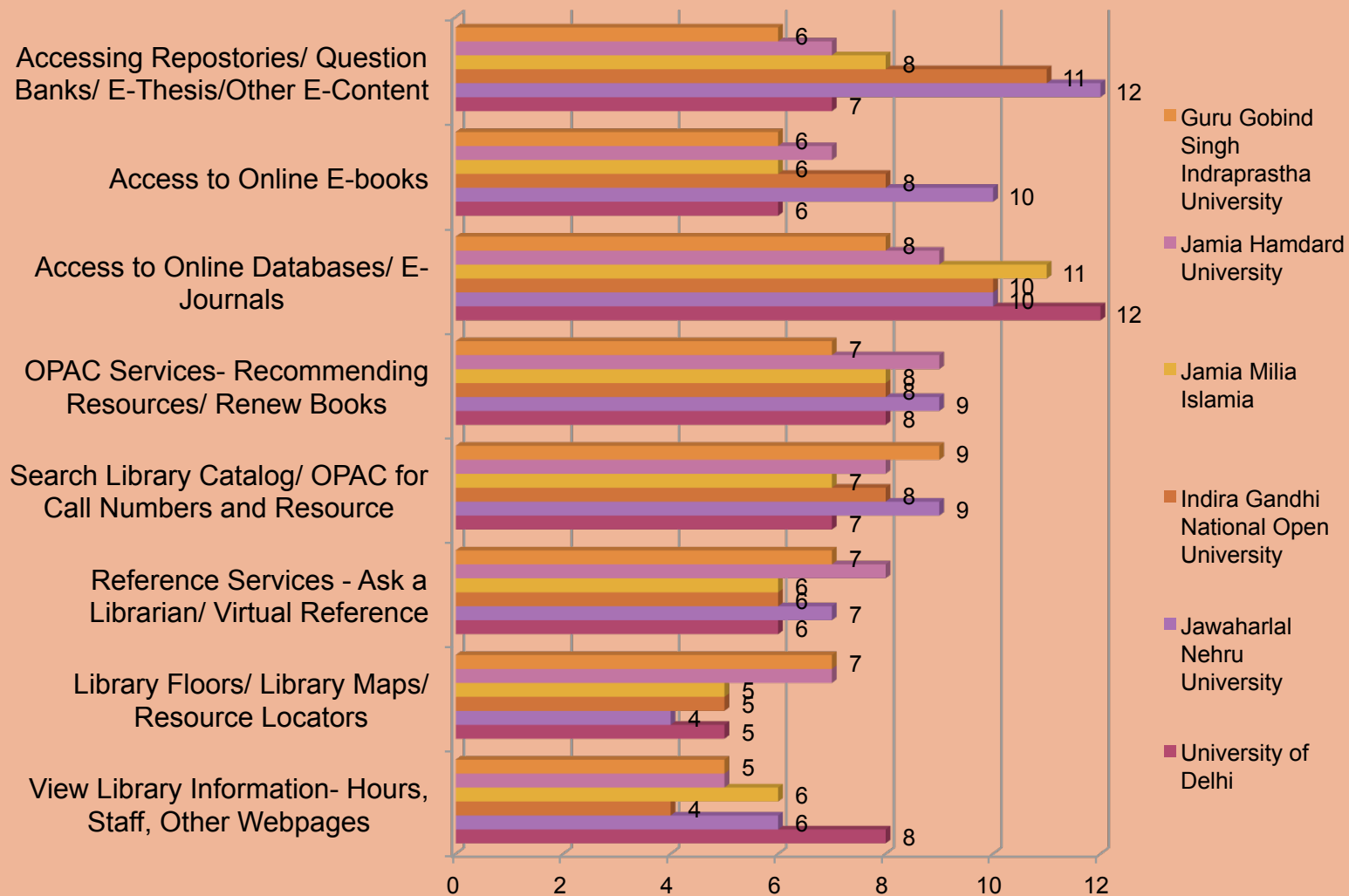
# ACCESSING MOBILE LIBRARY CONTENT

<b>View Library Information- Hours, Staff, Other WebPages</b>	<b>34</b>
<b>Library Floors/ Library Maps/ Resource Locators</b>	<b>33</b>
<b>Reference Services - Ask a Librarian/ Virtual Reference</b>	<b>40</b>
<b>Search Library Catalog/ OPAC for Call Numbers and Resource Information</b>	<b>48</b>
<b>OPAC Services- Recommending Resources/ Renew Books</b>	<b>49</b>
<b>Access to Online Databases/ E-Journals</b>	<b>60</b>
<b>Access to Online E-books</b>	<b>43</b>
<b>Accessing Repositories/ Question Banks/ E-Thesis/Other E-Content Provided</b>	<b>51</b>

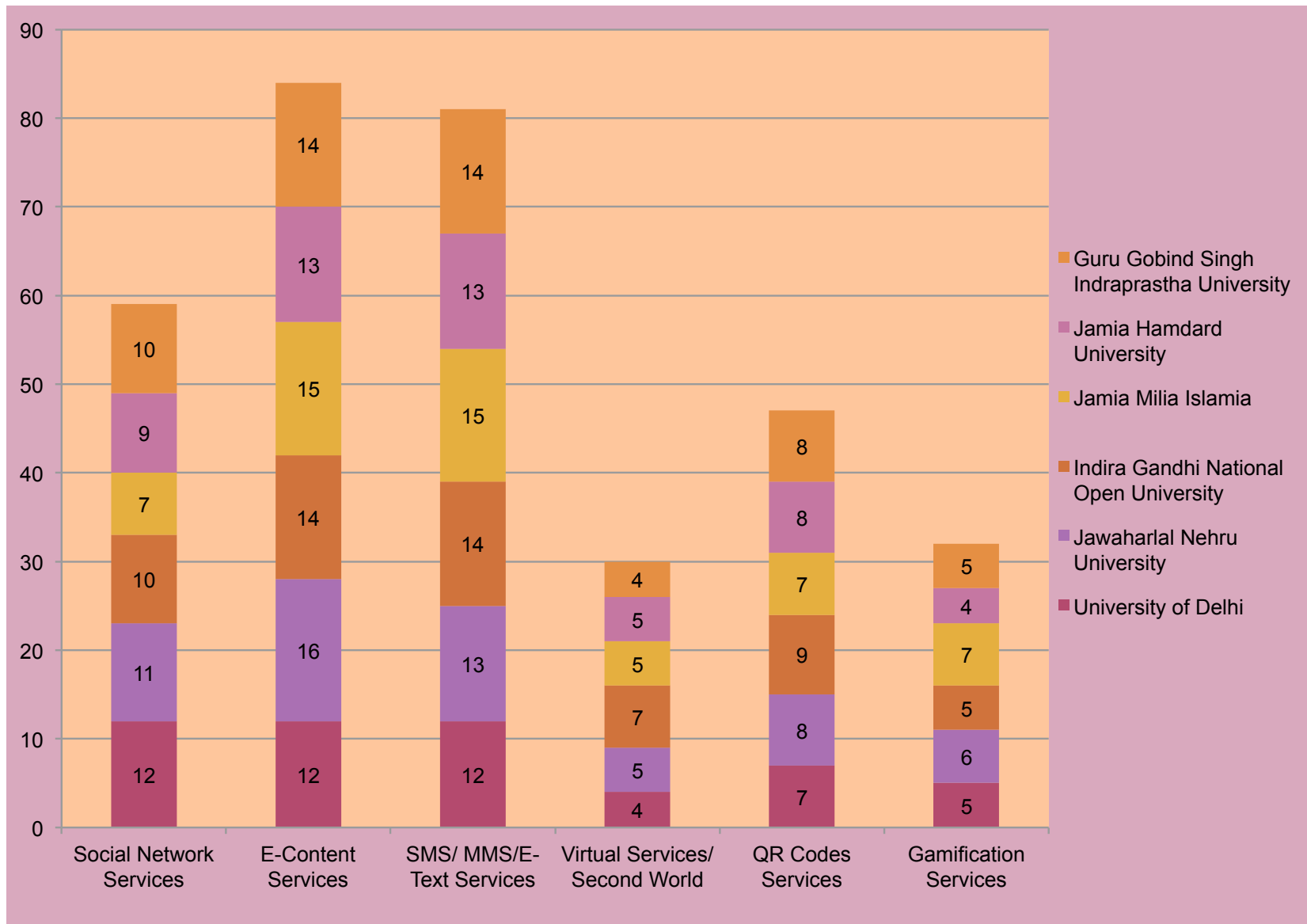
- The Users responded to which content they accessing most from the Library website through there mobile devices. The most popular is access to online journals/ databases and second most popular is access to repositories, question banks, e-thesis



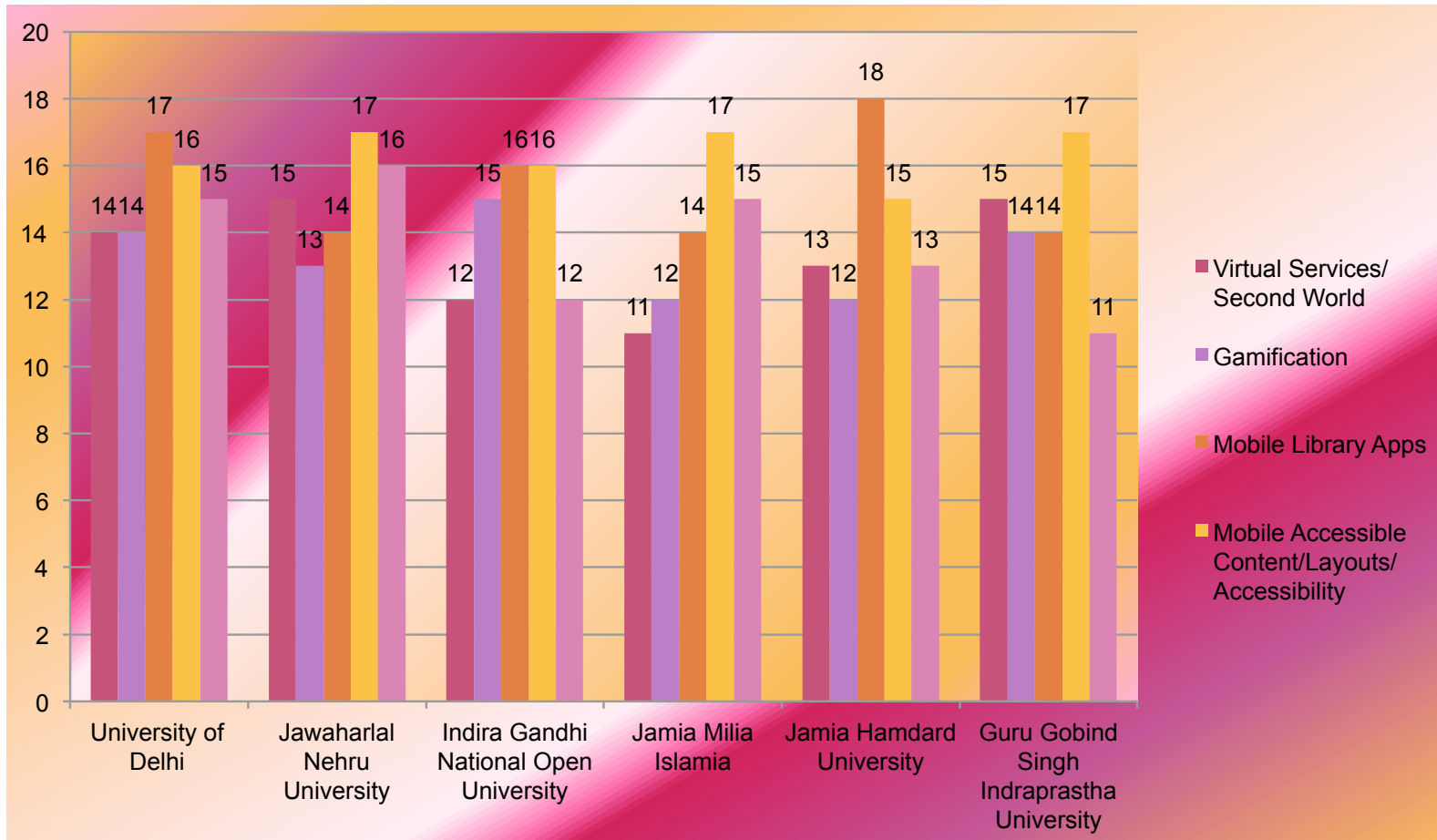
# ACCESSING MOBILE LIBRARY CONTENT



# MOBILE LIBRARY SERVICES USED



# FUTURE M-LIBRARIES SERVICES REQUIRED



- The Users responded to which m-libraries services are required most in future. The response for 98 users were for the need of more mobile accessible content, 93 asked for better mobile library apps, 82 asked for augmented reality, 80 each asked for virtual services/ second world and Gamification.

# CONCLUSION

- ◉ The Academic Libraries of Delhi, India under the study are very well aware of M-Libraries Services provided to them
- ◉ The users and students of these libraries need the modern and better mobile services in future ranging from Gamification, Augment reality, Mobile Apps, Virtual Services on there devices.
- ◉ The surveyed users feel that library mechanics, aesthetics, game thinking and virtual mobile platform will engage more users/students, motivate action, promote learning, and solve academic problems.

THANK YOU