



Media Mentorship: The Role of Librarians

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Overview of presentation

Media mentorship and young children

Little eLit survey

Media mentorship movement & Diversity in Apps

Media mentorship and youth

Great stories club

Youth voices

Digital Youth Seattle Think Tank and Questions

Young Children, New Media, and Libraries Survey

Background

AAP and Dr. Christakis

Little eLit and ALA

Anecdotal evidence of use and
experimentation with
technology in libraries

Lack of a position from American
Library Association

Young Children, New Media, and Libraries Survey, cont.

Research Questions

What is the landscape in public libraries around the country with respect to new media use in programming for young children ages 0-5?

To what extent is technology being used in libraries?

What devices are being used?

What kind of funding and selection strategies are librarians using?

What are their plans for the future?

Young Children, New Media, and Libraries Survey, cont.

Results and Implications
(see infographic)

415 libraries participated nationwide

Small and large libraries, rural and urban

iPads account for 91% of tablet
ownership

71% reported using media in their
programs with young children

58% of libraries plan to increase new
media availability in programs and
services for youth

Recommended Bibliography

Campbell, C., Haines, C., Koester, A., & Stoltz, D. (2015). Media mentorship in libraries serving youth. White paper. Adopted by ALSC Board of Directors on March 11, 2015. Retrieved from <http://bit.ly/1PwFO0e>.

Guernsey, L., & Levine, M. (2016). *Tap, click, read: Growing readers in a world of screens*. San Francisco: CA, Jossey-Bass.

Haines, C., Campbell, C., ALSC. (2016). *Becoming a media mentor: A guide for working with children and families*. Chicago: ALA Editions.

Mills, J. E., Romeijn-Stout, E., Campbell, C., & Koester, A. (2015) Results from the young children, new media, and libraries survey: What did we learn? *Children & Libraries*, 13(2), 26-35.

Young children, new media, and libraries: A guide for incorporating new media into library collections, services, and programs for families and children ages 0-5, available at <http://littleelit.com/book/>.

Diversityinapps.com @diversityinapps

Media Mentorship and Youth

Why use social media with teens?

Teach about boundaries and expectations

Develop social & cultural competence

Foster empowerment

Gain personal identity and value

Present positive role models

Teens & Social Media in School & Public Libraries: A Toolkit for Librarians & Library Workers

http://www.ala.org/yalsa/sites/ala.org.yalsa/files/content/professionaltools/Handouts/sn_toolkit11.pdf

Media Mentorship at KCLS

“Picture Yourself at the Library” contest

#selfieKCLS



Great Stories Club

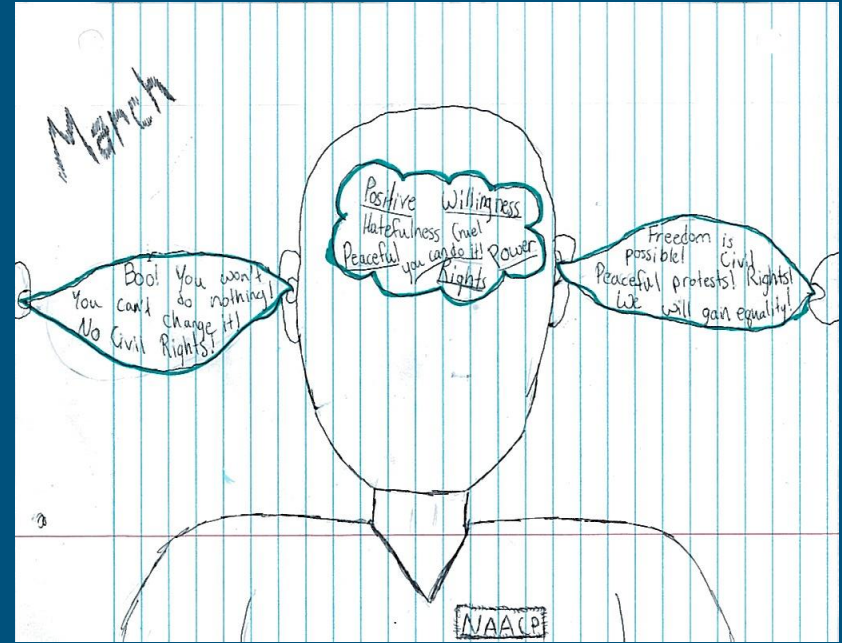
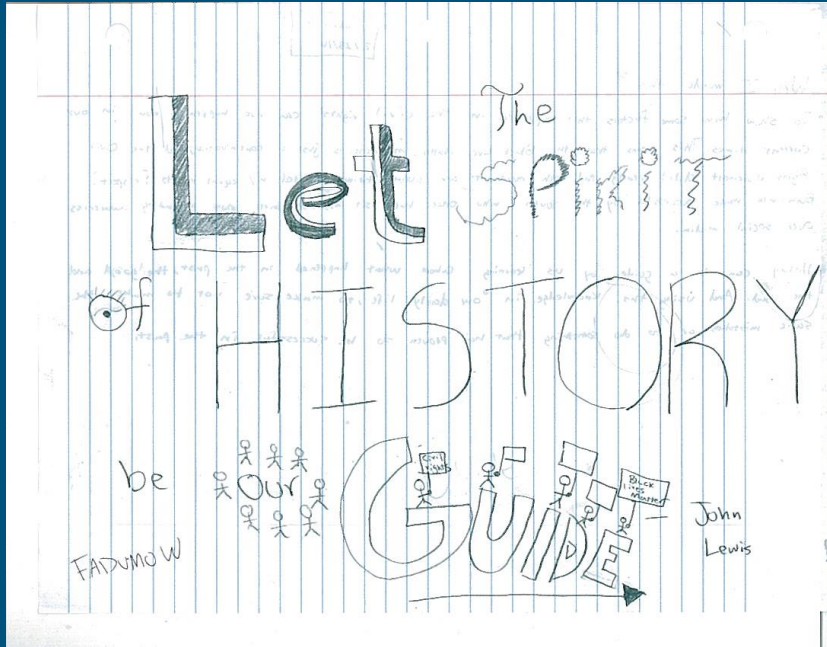
Students in 50 grant-funded programs across the US read three books and discussed how media shapes individuals and influences whole societies.

Students at Foster High School created media responses for each title they read.

Opportunity to discuss issues of technology use and misuse and the role of the media in social movements.



March: Book 1 by John Lewis & Andrew Ayedin




Feed by M. T. Anderson

WE CANNOT ALLOW
TECHNOLOGY
TO TAKE OVER OUR
MIND AND *SOUL*
OR WE WILL BE **REDUCED** TO
MERELY **ROBOTS** MADE
OF **FLESH** AND **BONE**
HUNGRY FOR MORE

A guide
Preventing you from
Becoming like the
Kids in Feed
By:
Fadumo
Wersame

① Question:
You should
let technology
help you, not
take over your
whole life.
Pg. 4 →



Answer
Type OR Siri
Pg. 2 OR Pg. 3

③ Picking Siri
would make you
rely on technology
more than you
are now
Pg. 4 →

④ why do
you think
Plus it isn't a
pleasant anymore,
it's so confusing!

Choose option
1 → Pg. 5 #1
2 → Pg. 6 #2

Hmm... IDK
maybe it's not?

Let me
check Google

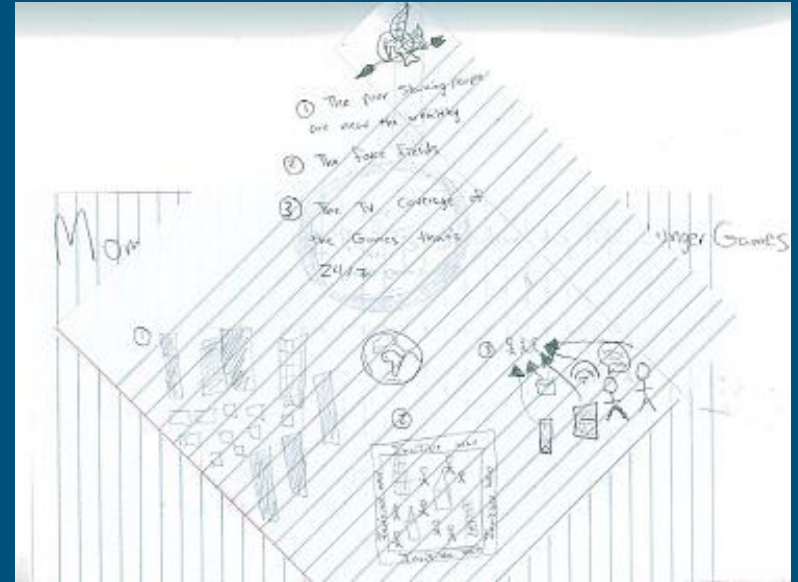
OR

⑤ You should
come up w/
your own opinions
before searching
for what others
think.
Pg. 7 →

⑥ Immediately
Searching questions
you don't understand
would kill your
critical thinking
skills.
Pg. 7 →

⑦ **REMEMBER!**
Technology can never
replace the brain.
At the end of the
day, a human brain
was what created
technology.

The Hunger Games by Suzanne Collins



Recommended Bibliography

Fisher, K. E., Davis, K., Yip, J., Dahya, N., Mills, J. E., & Eisenberg, M. B. (2016). Digital Youth Seattle Think Tank: White Paper. Seattle, WA: The Information School, University of Washington. Available at <http://dystt.ischool.uw.edu>.

The Future of Library Services for and with Teens: A Call to Action (YALSA) (2014). Retrieved from <http://bit.ly/1cP5Vut>.

Ito, M., Gutiérrez, K., Livingstone, S., Penuel, B., Rhodes, J., Salen, K., Schor, J., Sefton-Green, J., Watkins, S. C. (2013). Connected Learning: An Agenda for Research and Design. Irvine, CA: Digital Media and Learning Research Hub.

Koh, K., & Abbas, J. (2016). Competencies needed to provide teen library services of the future: A survey of professionals in learning labs and makerspaces. *Journal of Research on Libraries & Young Adults* 7: n. Page. Web. <6/16/16>

Mills, J.E., Goldsmith, A.Y., Campana, K., Patin, B.J., Evans, S.A. (2015). Putting youth first: The radical Eliza T. Dresang. *Journal of Research on Libraries & Young Adults*. 5. Web.

Digital Youth Seattle Think Tank

October 16-17, 2014, University of Washington Seattle campus

A gathering of leaders in research, policy, and practice to discuss the role of technology in the lives of today's youth in six areas:

Formal and informal learning

Games and Learning

Digital and Information Literacies

Mind, Brain and Behavior

Social and Mobile Media

Information and Digital Policy

White paper available at dystt.ischool.uw.edu