Needy Approach Of Library Automation- Web 2.0
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Abstract

Web 2.0 is the network as platform, spanning all connected devices. Web 2.0 applications are those that make the most of the intrinsic advantages of that platform: delivering software as a continually-updated service that people use it, consuming and remixing data from multiple sources, including individual uses, while providing their own data and services in a form that allows remixing by others, creating network effects through an architecture of participation, and going beyond the page metaphor of web 1.0 to deliver rich user experiences. Web 2.0 site gives its users the free choice to interact or collaborate with each other in a social media dialogue as creators of user generated content in a virtual community. **Examples** of Web 2.0 include social-networking sites, blogs, wikis, etc. This paper also contains the substantial implication of the changing web as "web 2.0" for libraries and recognizes that while these implications keep very close to the history and mission of libraries.

Keywords: Web 2.0, Library 2.0, Wikis And Social Networking Sites, Bulletin Board Service (BBS), Blogs, Wikis

Introduction

On the cover of the Time magazine's , underneath the title of the award, was a picture of a PC with a mirror in place of the screen, reflecting not only the face of the reader, but also the general feeling that 2006 was the year of the Web - a new, improved, 'second version', 'user generated' Web. But how accurate is our perception of so-called 'Web2.0'?, I articulate six 'big' ideas, based on concepts originally outlined by Tim O'Reilly, which can help us to explain and understand why Web 2.0 has had such a huge impact. In short, these are ideas about building something more than a global information space; something with much more of a social angle to it. Collaboration, contribution and community are the order of the day and there is a sense in which some think that a new 'social fabric' is being constructed before our eyes. These ideas though, need technology in order to be realised into the functioning Web-based services and applications that we are using. The generation rate of information is immeasurable and also the demand of information is also beyond control. Library profession is simultaneously trying to utilize Information and Communication Technology more to

enable it to satisfy the users demand properly. For this, by applying different software viz. library database Software (CDSISIS), Integrated Library Management Software (LIBSYS, Soul etc.) The library and information services shifted from its earlier existence to today's ICT based information services. Further, the research output of application of ICT in LIS field gradually produces the new concept of ICT based services.

Web 2.0

Term'Web2.0' was coined by TimO'Reilly. Web 2.0 is a network as a platform spanning all connected devices. Web 2.0 applications are those that make the most of the advantages of the platform. Following characteristics of it.

a) Utilisation of distributed services on a platform

b) Transmission of the web from a publication medium to a platform for distributed Services.

c) An entity that leverages contributes or describes the transmission of web into a platform for services.

Basic Feature Of Web 2.0

- **The Web As A Platform**

  It means we don't need to download and install on our own computer. In web 2.0 environment it is possible to put a document up on to the web and using web-based word processor all our colleagues can make changes to it. So actual document shared and application is shared on the web. For example we can create a power point presentation, then load to utility such as slide share at www.slideshare.net and allow comments or even edit online.

- **Collective Intelligence**

  Web 2.0 resources are often referred to as ways in which "wisdom of the crowd" can be Harnessed. This concept often referred to as "radical trust" and is at least in part based concept that people will either do nothing bad, or will act for the good for all. The role of user is much interesting and challenging now. User are able to combine materials for themselves to the extent that they do not need to know how to write websites or gather data from different sources while a user need to think about what they want to create.

- **Everything is β**

  We are all now fairly used to seeing products in "beta test mode". It means in an unfinished version. Google for example often keeps products in that state for months if not years. Improvements or changes will therefore be ongoing, with the product growing originally and changing according to the needs of the user own the course of time.

Objectives And Principles Of Web 2.0

Web 2.0 follows user at the centre stage model through participation, open applications and services. The term "open" in this context has two meanings-It is technically open

☐ Open architecture
☐ Open source software
☐ Open standard

Socially open with privileges to utilise and generate contents by any one. Therefore design and development of technically and socially open system by using web as a platform is the primary objective of web 2.0.

Tools Of Web 2.0 With Possible Implementation For The Libraries

An understanding of the major Web2.0 components is needed as a general framework in order to understand how libraries can use them to their fullest potential and where they may lead us in the near future (McManus, 2009). A group of Web2.0 applications have been developed since 2005 when the term was coined.

1. RSS (really simply syndication)

2. Web blogs

3. Podcasts

4. Star pages

5. Social book marking

6. Personal search agent

7. Wiki's

8. Instant messaging

9. Flicker

10. Social networking tools

11. Resource discovery tools

12. Mapping services

13. Web annotation

Blogs

The term web-log/blog, was coined by John Barger in 1997 and refers to a simple webpage consisting of brief paragraphs of opinion, information, personal diary entries, Or links, called *posts*, arranged chronologically with the most recent first, in the style of an online journal (Doctorow *et al.*, 2002). Most blogs also allow visitors to add a *comment* below a blog entry.

Effective Implementation In Libraries
•Blogs are the platform where the users can file their concerns, queries and suggestions regarding the services, activities of the library

•Blogs can also be used for the collection development where the users request the resources,

•Blogs can be used as a tool for marketing of the information as well as the library,

•It also Can be used as a tool for posting Minutes of the Meetings for necessary actions,

•Blogs can serve as a discussion forum.

Wikis

A *wiki*s a webpage /set of web pages that can be easily edited by anyone who is allowed access (Ebersbach *et al*., 2006). Wikipedia's popular success has meant that the concept of the wiki, as a collaborative tool that facilitates the production of a group work, is widely understood. Hypertext-style linking between pages is used to create a navigable set of pages.

Effective Implementation In Libraries

•Wikis can be used for social interaction and discussions among the librarians & users as well.

•Wikis can also be used by the users to share information and enhance the content, and a record of these transactions is archived for future reference.

•Reference resources wiki can be built.

•Wikis can be used for creating subject guides, subject gateways.

•Wikis provide the very mechanism that supports participatory librarianship as it enables users to make original and genuine contributions to subject contents as both the libraries aiming to cover it in near future

Really Simple Syndication (RSS)

•RSS is a family of web feed format used for syndicating content from blogs or webpages, RSS uses an XML that blogs/websites, which are interested by the users.

Effective Implementation In Libraries

•Announcement of the availability of new books and other resources in a given subject area.

•Librarians can subscribe to RSS from the sources for compiling their customized alerts.

•Promote events organized in the library for Library Users.

•Enhance Library Instruction for different Web 2.0, Library 2.0, Blogs, Wikis, RSS, Tagging, Podcasting, IM programs/courses by integrating appropriate resources.

•Announce availability of new research and learning opportunities in various academic/ research departments.

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Instant Messaging (IM)

I.M is a form of real time communication between two or more people based on typed text,images etc. IM has become increasingly popular due to its quick response time, its ease of use, and possibility of multitasking. It is estimated that there are several millions of IM users, using for various purposes viz: simple requests and responses, just to check the availability of colleagues and friends.

Effective Implementation In Libraries

Librarians questions in real time regardless of where they are. Users may also attempt to answer questions other people posed if they are able to services.IM have been adopt at most frequently by the users of both libraries (e.g., Google Talk).The reason behind its popularity may be because it can easily be implemented in reference services to replace traditional methods like email or telephone. With IM, librarians and users would not only communicate with each other but could also keep a script of their exchanges if they so wish. In addition, IM offers synchronous communication whereas e mail does not.

Social Networking

Social networks are built upon a hypothesis that there exists determinable networking structure of how people know each other. Nodes represent individual so organizations. Myspace and FaceBook are two popular social networking sites launched during 2003 and 2004 respectively.

Effective Implementation In Libraries

•Libraries can create a page to reach to new users

•Social networking could enable librarians and patrons not only to interact, but to share and change resources dynamically in an electronic medium.

•For building network among the interested group in discussing the common interest User content can be added to the library catalogue, including user's book reviews or other comments

Tagging

Tag is a keyword that is added to a digital object (e.g. a website/picture /video clip) to describe it, but not as part of a formal classification system. Concept of tagging has been widened far beyond website bookmarking, and services like Flicker (Photos), YouTube

(video) and Audio (podcasts) allow a variety of digital artefacts to be socially tagged.

Effective Implementation In Libraries

Tagging can be applied to the Library Management System editing the subject headings from the user point of view and thereby enhancing the indexing and relevancy of these arches, making the collection more dynamic. Tagging would greatly facilitate searching.

Characteristics Of Web 2.0

- Web 2.0 permits the building of virtual applications, drawing data and functionality
- From a number of different sources as appropriate.
- Web 2.0 is participative. The traditional web has tended to be somewhat one- sided
- With a flow of content form provider to viewers, it allows the user to actively participate online by means of blogging, sharing file or equivalent.
- Web 2.0 applications are modular, with developers and users able to pick and choose from a set of inter-operating components in order to build something that meets their needs.
- User can own the data on a Web 2.0 site and exercise control over that data.
- Web 2.0 is smart application which will be able to capture user's knowledge and
- Deliver services to satisfy their needs.
- Web 2.0 is built upon trust, whether that is trust placed in individuals, in assertions or
- In the users and reuse of data.
- Web 2.0 is about sharing: code, content and ideas.

Weakness Of Web 2.0
Copyright Infringement

One issue with web 2.0 copyright infringement is that most of the offenders do not even realize what they are doing or that it is wrong. The popularity of blogging and the ease at which articles and images can be passed around have made it very simple to Inadvertently commit copyright infringement. Creative commons is a popular alternative to The "all rights reserved" copyright license that we are all familiar with. Creative commons Allows the copyright holder to choose from multiple licenses that describe what rights are Being offered in very simple language that is easy to understand. The copyright holder can choose to offer rights for any use, or just non-commercial uses, and they can even offer the Right to modify the work to suit the needs of those using it. There is some basic etiquette Guidelines that can be followed. For articles, users only use a small part of the text and then Link to the rest of the article. In this way, it falls under "fair use", and most writers are happy to have the link back. Clip marks are also usually used since it 'clipped'. For images, one should always

check to see what sort of copyright restrictions or Creative Commons license is being used for the image. When in doubt, user can attribute the image with a link back to the original and let the copyright owner know that he has linked the work so that they can speak up if they have any objections (Mangala Hirwade2010).

Conclusion

The library's collection will change, becoming more interactive and fully accessible. The library' services will change, focusing more on the facilitation of information transfer and information literacy rather than providing controlled access to it. Web 2.0 applications, like other information technologies, facilitate library operations and services in many ways. We described and discuss above how the seven specific Web 2.0 tools were utilized after being adopted by the libraries.

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