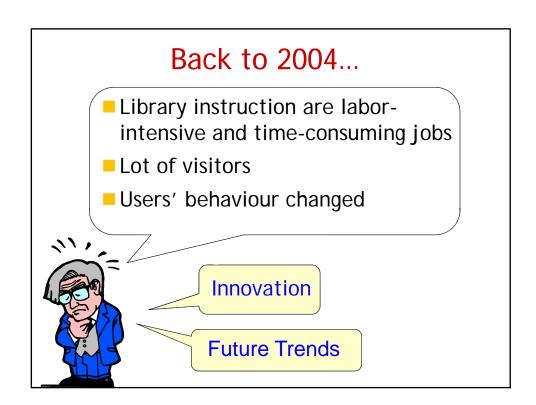


### Outline 大綱

- Why we want E-Learning
- What we think about E-learning
- Rethinking the Role of Library in the 21st Century
- Our experiment & experience
- Conclusion--What's the benefit?







Solve the problem

215 tours 3,819 visitors

190 courses/programs
283 hours
41 librarians involved

year of 2004





**Library Tours** 

**Library Instructions** 

# What we think about E-learning

#### For Students

- Provide Diversity Library Instruction courses
- Provide 24-hour, 7 days a week, just-in-time learning environment
- to enhance information literacy competencies

#### For Librarian

- Reduce repetitive tasks, increase value-added creation
- Enhance the digital media skills of the librarian
- To foster e-learning material production talent

#### For the Library

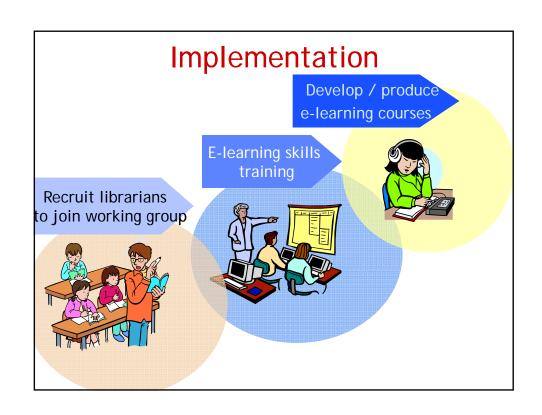
- to build inter-library education and training resources center
- to setup a teaching materials sharing center

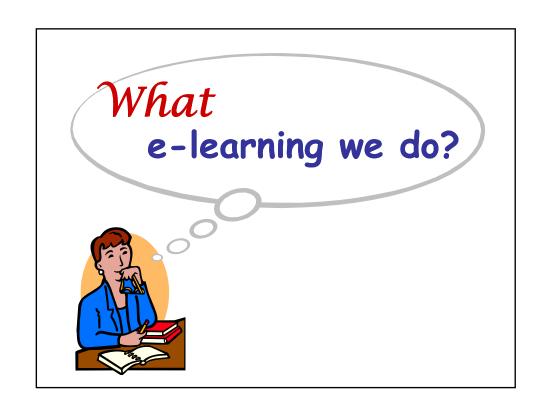


## **Planning Process**

- January, 2005 -- summit proposal
- March, 2005 -- Set up a working group
- September, 2005 -- 7 e-learning courses are available







### **Library Instruction Virtual Tour** Basic Library usage Main Library How to use Library Catalog Social Science Library Database Online Tutorial by Medical Library Subject **NTUL E-Learning Internal Training English Learning** Part-time workers English Listening Incoming Librarian Program Digital Media Skills

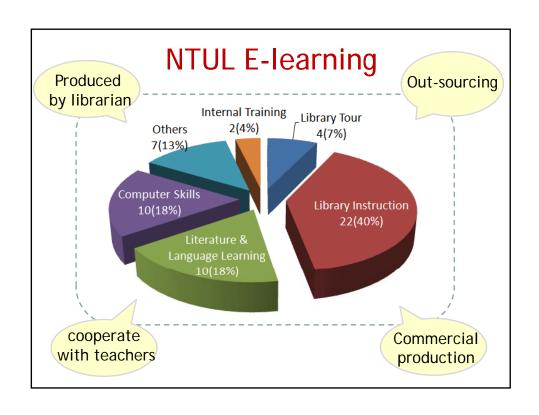




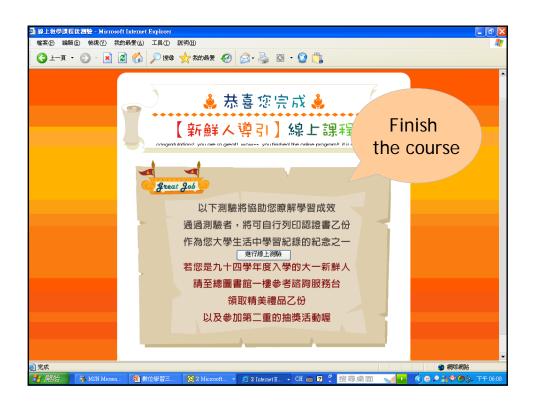


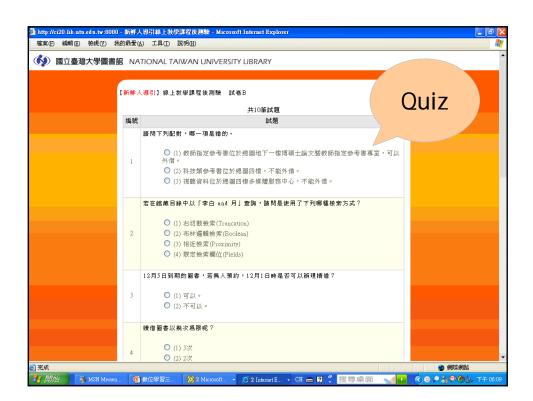




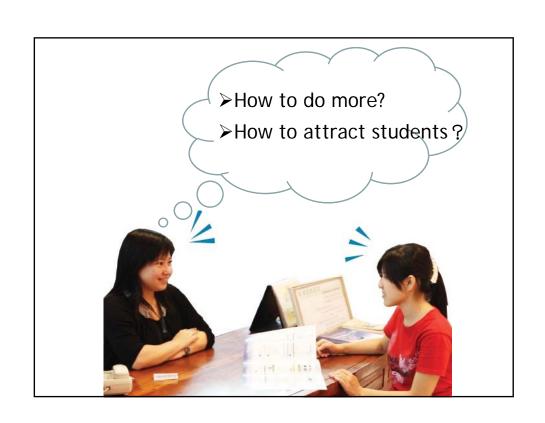


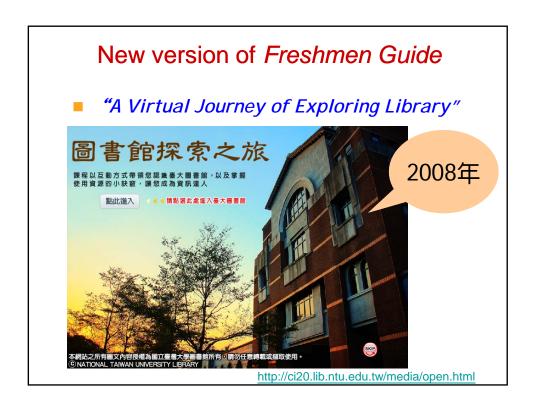


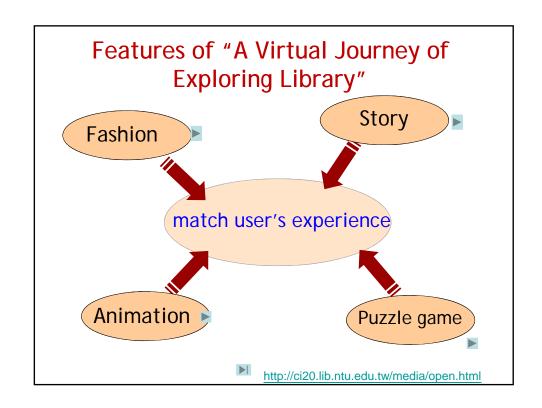




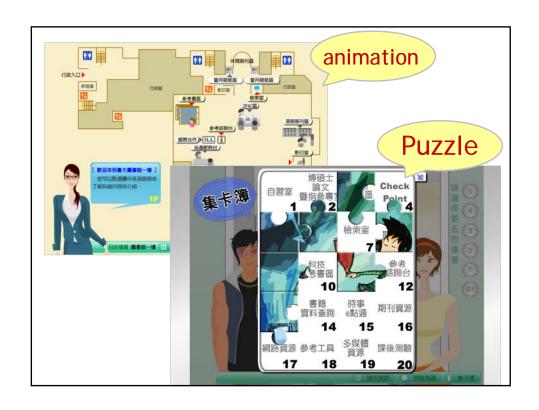










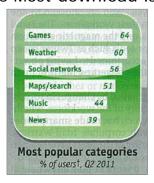


### The Trend

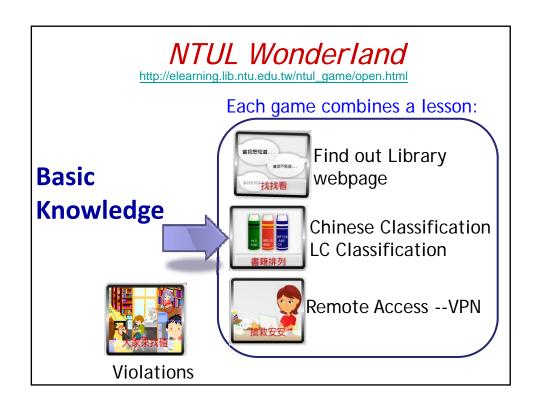


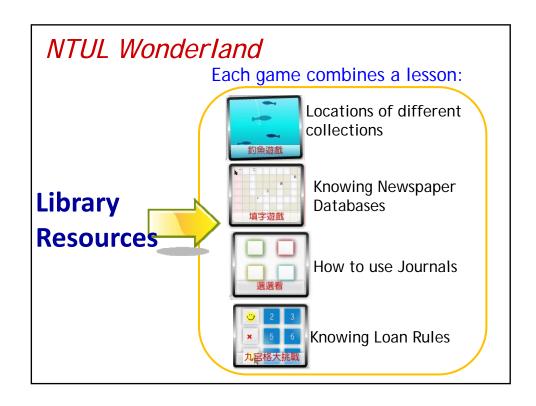
Vol.401,no.8754 (2011/10/8-14)

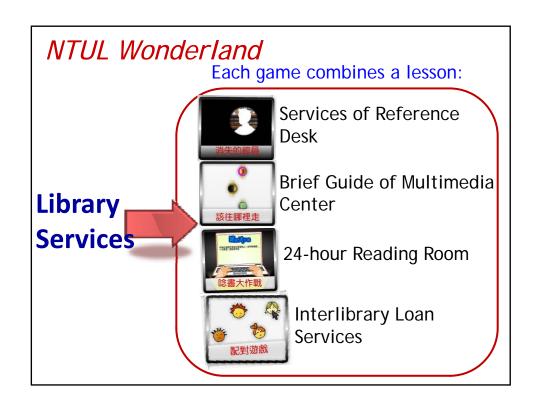
- Personalization
- Apps Service
  - ➤ Apple: 414,000+
    ➤ Android: 237,000+
- The Most download is....





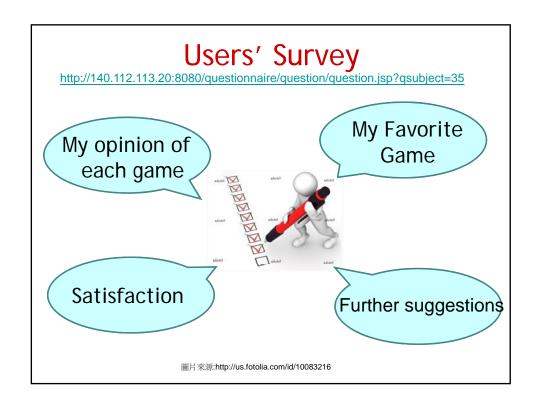










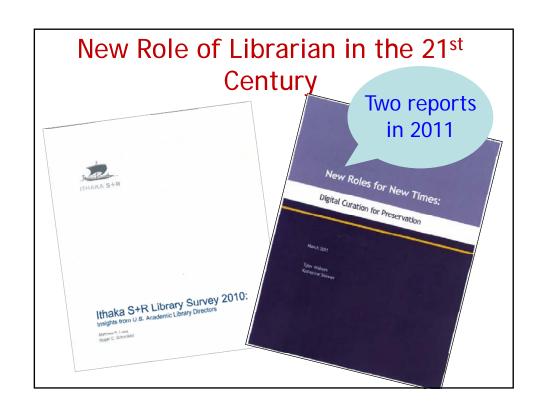


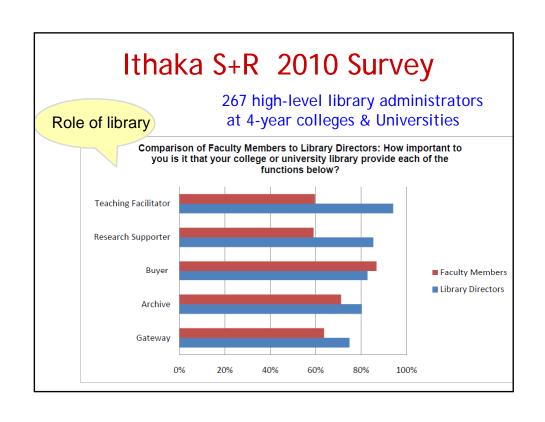
# Users' Survey—Statistic

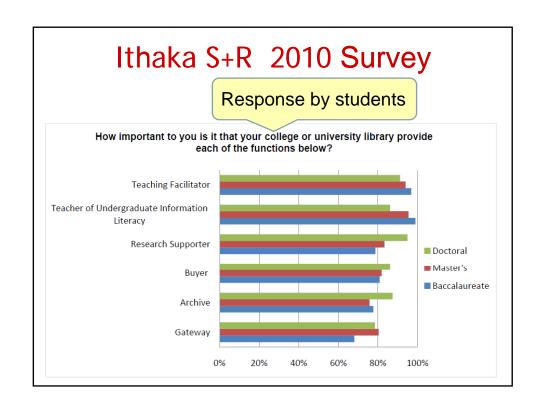
Total: 618 students

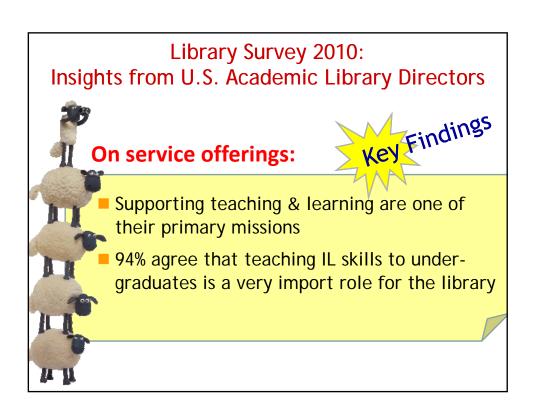
Item	Number	Percentage%	
It's very interesting	3,605	37.69%	
It's very helpful	4,324	45.20%	
It is too easy	793	8.29%	
It is too difficult	721	7.54%	
others	123	1.29%	

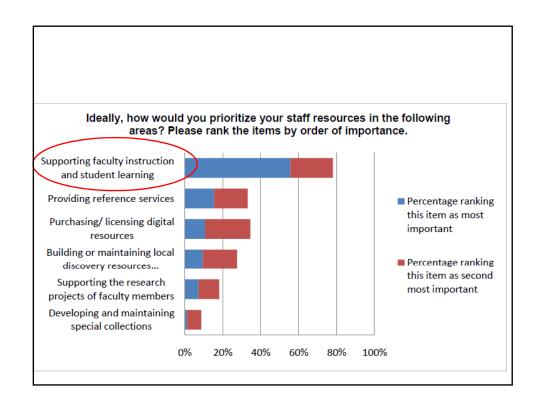
1	Overall,《Library Wonderland》	滿意度問卷調查—統計結果					
		Strongly agree	agree	Neither	disagree	Strongly disagree	
	It is a fun way to learn how to use the library	282 (45.63%)	306 (49.51%)	25 (4.05%)	5 (0.81%)	1 (0.16%)	
	The design of games is easy to understand	240 (38.83%)	336 (54.37%)	34 (5.50%)	7 (1.13%)	2 (0.32%)	
	Clear instructions for each game	254 (41.10%)	301 (48.71%)	54 (8.74%)	9 (1.46%)	1 (0.16%)	
	Clearance animation is interesting and attractive	151 (24.43%)	229 (37.06%)	183 (29.61%)	46 (7.44%)	10 (1.62%)	









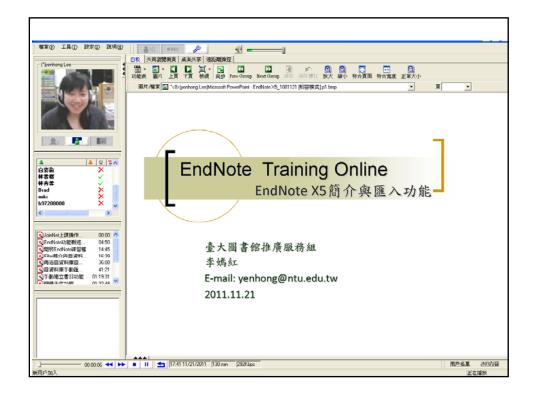






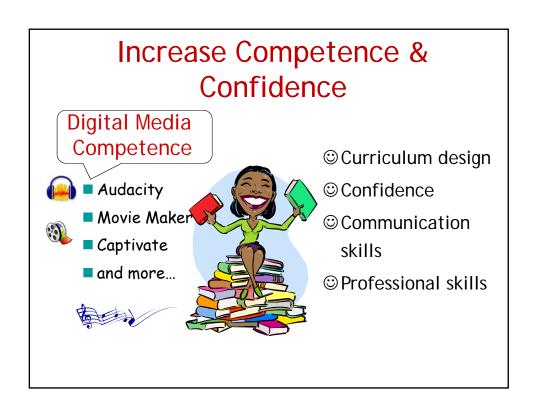












### Conclusion—We Believe...

- E-learning and mobile learning
- Must collaborate with teachers
- Updating is a never ending work
- Keep learning

