



2.0

LEARNINGTHROUGHPLAY

HINTS FOR MANAGERS

Getting your staff excited about Learning 2.0

AIMS OF THE PROGRAM

- To develop the skills of Victorian public library staff in digital content development
- To assist Victorian public library staff to understand and confidently approach the technological demands of the future
- To support and enable the creation of digital content by library services and their patrons.

LEARNING 2.0 KIT “LET’S begin 2.0”

This kit is being distributed to every public library service across the State.

Similar online information has also been posted on the Public Libraries blog:

<http://publibraries.blogspot.com/>

The kit contains:

- Game Play
- Frequently Asked Questions
- Hints for Managers (what you are currently reading)
- Getting Started.

ENCOURAGING YOUR STAFF TO PARTICIPATE

Encourage your staff to read the information and participate by:

- Including it as a discussion topic in team meetings
- Making it available in staff kitchens and communal areas
- Circulating a copy of the information around your library service
- Including it in your next staff newsletter, update or bulletin
- By doing your own launch of the program to make it fun.





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ENCOURAGING YOUR STAFF TO PARTICIPATE

Participation is open to all your staff regardless of their position in the organisation.

The best way to lead is by example. You may be pleasantly surprised at the hidden web 2.0 talent you discover within your library service.

The beauty of the Learning 2.0 program is that it can be accessed 24/7.

With great weekly prizes, as well as a major prize up for grabs, part time and casual staff who may not have time during work hours can be encouraged to participate in their own time.

BEGINNING THE PROGRAM

The first topic involves viewing a 10 minute podcast discussing the concept of lifelong learning. This is a great opportunity to get your staff excited about the program by listening to it in teams.

FINDING TIME

It is recommended that 15 minutes a day should be put aside to play with web 2.0 technologies.

The program runs for 12 weeks:

| | |
|----------------------|--------------------------|
| Registration begins: | Wednesday 29 August 2007 |
| Program begins: | Monday 10 September 2007 |
| Program ends: | Monday 3 December 2007 |

It's important that you allocate time for your participating staff to work through the topics; it shows your staff you are committed and supportive of them completing the program.

ACCESSING THE PROGRAM

For full instructions on how to use the program see 'Game Play'.

All activities in the program are explored via freely available open source software.

Some activities may refer to Gulliver databases. If so, pages will be set up for statewide access.

Access and password information will be provided via email to your participating staff.

