



TECHNOLOGY PLAN 2021-2023

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**OVERVIEW**

**Technology Goals**

* Supplement, replace, and upgrade technology with the future in mind. Anticipate growing uses and special groups such as job applicants, small businesses, and distance-learning students.
* Create a less complicated internal computer network, that is clearly documented, secure, and easy to manage and maintain.
* Serve a broad range of tech comfort-levels.
* Move toward mobile/flexible technology without abandoning stationary/conventional technology.
  + For example: add laptops and tablets, but also have desktop computers with large monitors and full-size keyboards.
* Increase technology education. (For youth, specifically encourage productive, creative, active use of technology; for adults provide basic computer skill training.)
* Use technology, and associated resources, to support economic development that preserves the rural character of the community.

**Technology Strategies**

* Where possible, upgrade existing PCs so that they are faster and more efficient.
* Replace two laptops for patron use in the library.
* Add flip videos, a digital camera, and other unconventional technology for patrons to check out and/or program use.
* Purchase e-readers for the after-school program, and potentially for patrons to check out.
* Highlight the large format printer as an available service.
* Research Apple products to integrate with current products to serve a wider variety of patron needs.
* Go wireless as much as possible.

**2021 GOALS**

**Continuously maintain the quality of public and staff workstations**

Objective 1: Annual review of current workstations

Objective 2: Replace workstations that are 5 years old

Objective 3: Replace monitors and other peripherals as needed based on age, user needs and cost of operation

**Use technology to promote library materials**

Objective 1: Train staff on developing digital promotional/marketing displays

Objective 2: Increase presence and interactive aspects on social media

Objective 3: Increase online programming based on community needs

Objective 3: Run displays on televisions

**Identify and pursue new room reservation software**

Objective 1: Identify vendors

Objective 2: Conduct software trials

Objective 3: Purchase product if financially feasible, if not, budget for 2022

Objective 4: Train staff

**2022 GOALS**

**Explore options for program registration/tracking software**

Objective 1: Review existing Koha “club” option

Objective 2: Identify other vendors

Objective 3: Conduct software trials

Objective 4: Purchase product if financially feasible, if not, budget for 2023

Objective 5: Train staff

**2023 GOALS**

**Improve efficiency of media circulation**

Objective 1: Analyze size/nature of collection and 2023-2027 growth

Objective 2: Project shelving needs

Objective 3: Determine space needs

Objective 4: Explore supply/material options and products

Objective 5: Explore technical and non-technical solutions