

# Summary



**Apps for Culture and Education / The Bavarian State Library's Experiments and Experiences with the Mobile Web (Klaus Ceynowa)**  
(pp. 244 – 247)

Library apps offer a fascinating field for experimenting with, developing, and implementing library services for the so-called »mobile web«. They allow selected parts of digitalized collections to be presented in new contexts, library services and programs to be made interactive and situational, and last but not least, for the optimization of the user experience. The development of apps opens up new channels of communication with users, but also involves stumbling blocks and challenges which should not be ignored.

In recent years the Bavarian State Library (BSB) in Munich has produced several applications for mobile devices, from its first »Famous Books« in 2010 to the BSB Navigator in 2017. All of the apps are so-called »native apps« programmed for iOS and – to an extent – for Android, and are available for free all around the world through the Apple and Google online stores. In other words this is not a case of designing traditional websites and digital services for convenient use on smartphones and tablets, but rather of an innovative redesigning of specific services and programs for a decidedly mobile context. Apps enable the user to employ so-called »highlighting«, or the selection of a few specifically chosen objects or segments from a broad collection, such as from the BSB's total range of digital collections, which now number nearly 2.2 million digitalized works. Moreover, the apps also make it possible to tailor items of information and parts of a collection so that users can filter and structure their selections to fit their own needs and situations.

**The Next Digital Wave / Apps and Libraries: Let's Rethink All This... (Christoph Deeg)**  
(pp. 248 – 250)

Looking back at recent years of digital transformation and library service, there are some interesting transformational changes to be observed. It seems that the debates on principles in the context of library work are (finally) over. It has become good tone to be active in the area of social media. Gaming and gamification are even becoming relevant for academic libraries. We can no longer imagine a library world without e-books and other forms of media – what a change! And yet it is necessary to analyze the current processes more closely, since having a certain software, a Facebook page or a range of games is not enough to prove that any given library as arrived in the digital world. Although much has happened in recent years, the greater part of the library world is still far from developing and implementing a comprehensive digital-analog strategy for libraries.

For this reason it is important to examine the digital issues that have supposedly already been resolved. One of these is the world of apps and smartphones. Libraries have made some progress in this area. Discussions were followed up by implementation. But one should take another look. The world of apps has become established in a wide variety of shapes and forms, including, of course, the library app. This means both the apps themselves and also their propagation and the relevant competencies. It includes both conveying basic information and activating the library user to accept the world of apps. A further element is the use of apps by the staff working in the library.

**Goethe Librarians Discover the Greater Munich Area / A Study Tour to Libraries in Germany (Hanna Dede)**  
(pp. 282 – 286)

Amidst wintery temperatures fifteen librarians from Goethe-Instituts around the world explored the library landscape of Germany at the end of 2017 as part of a study tour called »Libraries in Germany«. In the foreground of their program were library furnishings and space planning for contemporary needs of libraries and the integration of the library into a greater overall framework.

The world of libraries is changing. Digitalization and new media formats are changing the demands that users place on their libraries. It is a considerable challenge for the library team responsible for the worldwide network of Goethe-Institut libraries to continually adapt to new developments and keep up with the latest standards. As part of a one-week program of continuing education librarians from fifteen institutes visited selected libraries in the Munich area for three days to hold discussions with library experts.

To start off, each of the participants presented their own Goethe-Institut library. These ranged from the one-room library in Toronto, Canada, to the 150 square meter library over two floors in Kolkata, India, and everything in between. From the beginning it was clear that Goethe-Institut, which is present in 89 countries, is a very heterogeneous institution. 97 libraries in 70 countries form their own special library network. This is supplemented by 83 reading rooms and partner libraries (especially in South and Central Europe, as well as Eastern Europe and Central Asia), along with 25 information centers called »Dialogpunkt Deutsch« which provide access to information about Germany where there are no institutes (mainly in northern Africa, the Near East, and East Asia).

*Translated by Martha Baker*