**Breakout Session Brainstorming Prompts and Example Breakouts**

Are you interested in leading a breakout session, but not sure where to start? Here are a few brainstorming prompts to get you thinking and a collection of presentation examples from conferences/webinars with similar themes. We hope this helps you begin brainstorming for your own topic!

If you have an idea, submit it for review, even if you think it may not “perfectly” align with our theme!

**Brainstorming Prompts**

* Are you passionate about a particular aspect of technology and its role in the community?
* What types of technology do you work with in your role, department, or library?
* What have you and/or your team accomplished this year related to building or strengthening community engagement? Have you tried anything new? Was it successful?
* Do you have insights, experiences, or success stories to share that can be tied to our theme?
* Have you led or participated in any training, programs, special projects, events, etc. that have used technology to engage/connect with the community?
* What are the pressing issues or challenges faced by the communities we serve, and how can technology be leveraged to provide support or solutions?

**Example Breakout Sessions**

* **Building a Reader's Advisory Kiosk**:**RA meets AI** - Worthington Libraries created a kiosk where a guest scans a book that they liked, it searches NoveList for related recommendations, then presents results that are in their catalog. Guests can choose to go find one that is currently on the shelf, print a list of selected titles, email the list of titles, or place holds on items that are currently checked out.
* **Reaching New Users with Online Education** - Shawn Luster shared about creating an online library of instructional videos for computer help. He gave recommendations on selecting topics, tools needed, recording options, overcoming challenges, and measuring success.
* **Translating Technology** - Phillip Schneider from Gail Borden Public Library discussed how to successfully lead technology classes and help users 1:1 with technology in a public library.
* **Using TikTok to Reach Teens** – Sara Day, Sylvia Morena, and Sara Vickers from Woodland Public Library discuss the basics of how TikTok operates and how it creates a unique vehicle for engaging with an important audiences to engage, program, and market library services.
* **Cataloging Virtual Reality Programming** – Joy DuBose Special Collections/Project Cataloger for Mississippi State University Libraries was tasked with cataloging their virtual reality collection. During this presentation she will share the answers she found to many questions during this process. Including, what is a good way to catalog VR games? How do you catalog early access games and those that are part of a bundle.
* **Creating Interactive Storytimes with Music, Play, & More –** Get kids moving during your program events, regardless of your level of experience with music or movement activities! Unlike traditional storytime models in which children are expected to sit quietly, music and movement storytimes encourage children to embody concepts and interact with others. In this training, expert children’s programmer Alyssa Jewell shows you how you can develop interactive learning experiences in which children engage in moving, music-making, and story drama.
* **#BetterTogether: Creating Content and Communities** - Want to share ideas you are passionate about with fellow school librarians, but don’t know how to start? We all have something to contribute and are #BetterTogether. Join two librarians who will reveal how they use podcasts and webinars to create, collaborate, and curate relevant content, giving voice to ideas and concepts that should be shared. We showcase the best our profession has to offer and integrate it into our own school library programming. You can, too!
* **Bringing Technology and Arts Programming to Senior Adults** - When you think of STEAM programming, does your mind jump to tweens programming robots, or do you envision seniors walking down memory lane with the help of virtual reality? This panel will help broaden your idea of both senior programming and STEAM outreach. Participants will hear about innovative senior programming, including augmented reality/virtual reality (AR/VR) programming in memory care units, robotics programs in assisted living centers, and “reverse outreach” programs bringing in seniors for art and music programs.
* **A Step-By-Step Guide to Hybrid Programming** - Using two examples from the Boston Public Library’s recent hybrid programming, the presenters will walk through the logistical details to consider when planning hybrid programs. The many decisions to make about staff roles and responsibilities, registration, managing the online and in-person audience engagement, and leveraging AV and technology, will be outlined and discussed.
* **Using Makerspaces to Build Teacher/Librarian Collaboration** – Demonstrates to participants how use of 3D printing can help teachers augment their lessons, develop higher order thinking and research, and give students exposure to 21st century technology. School librarian Harry Ostlund and social studies specialist Ryan Fontanella share how their campus/district worked to create “archival boxes” - boxes of premade lessons incorporating various elements of the library’s digital and print resources available for checkout by teachers for use in the classroom.
* **We’re All Tech Librarians Now** - What's "the future of reference?" Whether it's renaming the department, ditching encyclopedias, or combining service desks, many libraries are asking this. In Brookline, Massachusetts, part of the answer has been building an increased understanding of technology and empowering staff members to take on troubleshooting themselves. The library's technology staff is freed up to tackle larger issues, other team members benefit from quicker solutions to problems, and patrons benefit from the skills and patience developed among staff.
* **What’s Missing From Your Makerspace? Digital Ethics!** - Your makerspace is an amazing place for students to explore, learn, create, ideate, and problem solve, but have we missed an important component? Digital ethics lands at the intersection of technology and humanity. It helps us decide what our own relationships with technology look like but can also help tech developers create innovations that forward societal goals like equity, sustainability, health, and well being. Let's help our young people look at technology through an ethical lens. Session recorded during the 2021 AASL National Conference.
* **When to Go Hybrid: Determine Which Format Best Fits Your Program** - Melissa Wong will explore the technical and logistical set-up of hybrid programs as well as the types of programs that are conducive to the hybrid format. The webinar is planned to be discussion-based with substantial time for participants to ask questions and share experiences. ALA Webinar.
* **Reviewing New Visions for Collection Development –** For Library leadership and librarians interested in collection trends. Shifting expectations and budget constraints have created an ever-present need to provide collections data and evidence to support purchases or rethink the collections. Open access, inside-out, shared print, and growing electronic/digital collections have changed the way libraries define what the head of collections must do to support the needs of the library. There are several libraries that have crafted position descriptions with job titles like "collection strategist" or "collection analyst" to replace or supplement the head of collections position. This presentation analyzes these strategy-based position descriptions to gain a deeper understanding of how libraries would like to shape their collections in the future.
* **Building Community Relationships for Better Library Services** - In this session, we explore strategies for finding community partners and building relationships with them with the goal of truly working in collaboration with people they serve. We discuss strategies for small rural libraries up through large urban systems. You'll hear from library staff who have successfully started doing this work in their own communities with partners who serve all ages. You'll also learn about the importance of this work and why it needs to be supported by administrators and supervisors.
* **Empowering Outreach Through Technology**- Delve into the latest technology trends and valuable insights on ways libraries have effectively harnessed technology to expand their outreach and improve community connections.
* **Create Impactful Presentations with Canva** - We'll explore actionable tips for creating impactful presentations and show you how to create slides that communicate clearly. Also, you'll learn a ton of the tips and tricks to create more consistent and visual presentations and how to deliver them to your audience without leaving Canva.
* **Cardholder signup policies: Access in practice** - In 2023, BPL launched a research project to collect and study cardholder signup policies from public libraries across the nation. The project aims to identify the range of policies and procedures which govern cardholder access as well as the rationale used for establishing these policies. Research findings have been summarized in a [report](https://www.bklynlibrary.org/library-card-study) made available to the library field beginning spring 2024. Join us for a discussion about the inspiration for this study, how the research was conducted, and key findings and takeaways using data from more than 1,800 public libraries across the United States.