The future is many, not one

Source: Bishop (2007)
“Foresight is thinking ahead to how trends, issues, and developments that can be observed in the present are likely to shape alternative futures

• What are the key forces that are shaping the future?
• What might be their possible outcomes?
• What implications could they have for the learning and actions that must happen in the present?”

“We are ‘consumer in’ instead of ‘silos out.’ Being fanatically focused on the changing consumer behaviors across all sectors, not just [libraries] – whether because of digital tools or globalization or other generational factors – rather than what silos are doing talking among themselves, and how that affects [libraries] and [their] future.

The future of [libraries] will be defined by leaders who understand the larger context in which [libraries] operate, not by navel gazing.”
Fandom refers to a community of people who are passionate about something, whether it’s a film, a band, a television show, a book, or a sports team. [1] The growing availability of media and social networks have provided individuals more opportunities to discover content and then more easily find groups of like-minded people with whom they can share and exchange proof of their fandom (discussions, writing, art, etc.).

**How It’s Developing**
For many, the idea of fandom may be most readily associated with the television series Star Trek and the Trekkies who led letter-writing campaigns to extend the series and attended conventions where they met the actors and creators of the series. Fandom, however, might find even earlier origins in the Lisztomania frenzy over the pianist Franz Liszt, the fans of the Sherlock Holmes detective stories, die-hard sports fans, or even the music fandoms of Sinatra, Elvis, or the Beatles.

**Why It Matters**
As cultural institutions that preserve and provide access to books, video, music, and an increasing array of media, fandoms may be obvious partners in promoting literacy, engagement with culture, and media creation.

Fandom increasingly assumes active creation – writing, recording, drawing, remixed, role-playing – rather than just passive consumption of media. [13] This could make it an important space for libraries to design programming and...

**Notes and Resources**

“Don’t be a jerk. Try to love everyone. Give more than you take. And do it despite the fact that you only really like about seven out of 500 people.”

-Judd Apatow

FAST CASUAL
Snow Day
The first major snowstorm of 2015 hits the Northeast

(Jewel Samad/AFP/Getty Images)

It's heere.

The first major snowstorm of 2015 has hit the Northeastern United States, causing airlines to
Give credit where credit is due.
Urbanization

- **1900**: 2 out of every 10 people lived in an urban area
- **1990**: 4 out of every 10 people lived in an urban area
- **2010**: 5 out of every 10 people lived in an urban area
- **2030**: 6 out of every 10 people will live in an urban area
- **2050**: 7 out of every 10 people will live in an urban area

Defined by UN HABITAT as a city with a population of more than 10 million.
Read for Later

by ALA Center for the Future of Libraries

A weekly wrap-up of news and articles to help libraries think about the future of our collections, spaces, services, partners, and roles in the community

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4 Steps From Jane McGonigal

- Collect signals from the future
- Combine signals into forecasts
- Create personal foresight
- Play with the future
We have to become collaborators for the future

• Respect and integrate knowledge and practice across multiple disciplines into greater understanding and performance
• Generate new thinking that leaps over present problems and limitations
• Unify individual perspectives and strengths into collective intelligence

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