Index to Volume 61

Justine Carson

Page references in **boldface** indicate major treatments of a topic. *Italic t, f, or n* indicates tables, figures, or notes.

A

AACR (Anglo-American Cataloging Rules)
  metadata standards, 162–163
  transition to RDA, 72

AACR2 (Anglo-American Cataloging Rules, 2nd ed), 36
  compared to RDA, 79
  transition to RDA, 56, 73

AAL (Association of Assistant Librarians), 736

AASL (American Association of School Librarians), 752

Abelard (Works), 40–44, 41
  OCLC WorldCat, 42, 43–44

Abstracting and indexing services, usability issues, 95–96

Academic libraries
  American (See American academic libraries)
  Australian (See Australian academic libraries)
  bibliometric support services, 641–643, 650–654
  classic search v. discovery experience, 208–217
  Irish (See Irish academic libraries)
  iSchool research, 475–476
  Library catalogue usability studies, 135–136
  Library game programs, 802–813, 814–824
  Library support services for researchers, 636–674
  Library Thing for Libraries, 236–237
  New Zealand (See New Zealand academic libraries)
  Next generation catalogue user experience, 186–207
  quality of cataloguing, 65–68
  questionnaires, 648–649, 650
  research data management, 645–646
  usage studies, 602–606
  See also specific types of academic libraries
  Academic researchers
    See LIS faculty
    Accessibility
      information resources, 319
      multimedia, 319–321
  Acquisition policies
    See Stock policies
    Action spaces, 263
    Adams, Maurice, 450
    Adams, S.S., 758–759
Adaptive capacities, 515–517
Addison, J., 413
Adult services
Next generation catalogues impact, 119–120
See also Library services
Advertising stamps, 294, 295f
Afzal, Waseem, 476, 636–674
Aggregated search, 98
Akerlind, G.S., 682
ALA (American Library Association)
Core Competencies of Librarianship, 706
ALA (American Library Association)
Games and Gaming Members Initiative Group, 752
ALA Play, 752
Albertini, Francesco, 398
Ali, S.N., 484
ALIA (Australian Library and Information Association) Core Knowledge Skills and Attributes, 706
Allen, Amy, 782
Alphabetical order, 12
alphabetico-classed organization, 28–29n, 35
Kiliaan’s dictionaries, 333
Amazon, 196–197, 219–220
user-generated information, 146
American academic libraries
collection development policies, 587–612
See also Academic libraries
American Association of School Librarians (AASL), 752
American Go Foundation, 782
American Library Association (ALA)
Games and Gaming Members Initiative Group, 752
American Library Association (ALA)
Core Competencies of Librarianship, 706
Ames, M., 250–251
Amphitheaters and theaters
Camillo, Giulio, 355–358
Amphitheatrum of Eternal Wisdom (K hunrath)
See Amphitheatrum Sapientiae Aeternae
(Khunrath)
Amphitheatrum Sapientiae Aeternae
(Khunrath), 266
architectural analogies, 347–370
1609 edition, 361–365
The Analects (Confucius), 39
Analogies and metaphors
See Metaphors and analogies
Analogous spaces
defined, 262–263
See also Spatial metaphors and analogies
Analytical autoethnography, 519–520
limitations, 521–523
See also Research methods
Analytical reflexivity, 520
Andersen, Hendrik, 276
Anderson, L., 520
Anderson Library at the University of Wisconsin, 804
Android Market, 219–220
Anglo-American Cataloging Rules, 2nd ed (AACR2), 36
compared to RDA, 79
transition to RDA, 56, 72, 73t
Anglo-American Cataloging Rules (AACR), metadata standards, 162–163
An Leabharlann: The Irish Library, 695
Anna, Lady Miller, 413
Annetta, L., 838
Ann Percy Memorial Prize, 476
Antell, K., 135
Antelman, K., 137
Antichità di Roma (Palladio), 408–409
composite work with Le Cose Meravigliose..., 403–406
Antonelli, M., 517
Apples to Apples (Game), 826
Apple TV, 220
AquaBrowser, 137–146, 149
faceted navigation, 140–142
search experience, 139–142
user-generated information, 142–143
Architects, public library specialist, 450–451
Architectural analogies
books, 266, 347–349, 366–368
Khunrath, Heinrich, 347–370
knowledge organization, 370–396
Ruskin, John, 418–439
See also Metaphors and analogies
Architectural designs, Otlet, Paul, 276–277
Architectural drawings
Civitas Mundaneum, 390f
Domus Mundaneum, 391f
Heymans, Maurice, 378f, 380f, 381f, 382f, 383f, 389f, 390f, 391f
Le Corbusier, 373f
Mundaneum, 373f, 378f, 380f, 381f, 382f, 383f
Urbaneum-Mundaneum, 389f
See also Drawings
Architectural metaphors
See Architectural analogies
Architecture, Library
See Library architecture
Arizona State University, 204
ARL (Association of Research Libraries), 221
collection development, 587–612
Armstrong, A., 136
Arsenal (Venice), 432–436
The Art of Memory (Yates), 355–356
Arts and Humanities Research Council (United Kingdom), 498
ASLIB Proceedings, 738
Assessment
computer game club members, 774–775
library computer game programs, 770–773, 775
Assistant Librarian, 736, 737
Association of Assistant Librarians (AAL), 736
Association of Research Libraries (ARL), 221
collection development, 587–612
Association of Senior Children’s and Education Librarians, 544
Auraria Library (Denver, Colorado), 204
Auster, E., 691
Australian academic libraries
bibliometric services, 650–654
research data management, 654–656, 657f
research support services, 659–661, 661–666
target users of research support services, 656, 658–659
See also Academic libraries
Australian Library and Information Association (ALIA) Core Knowledge Skills and Attributes, 706
Australian Research Quality Framework, 638–639
Authoritarian technics, 518, 526, 527
Authority files, usage in Next generation catalogues, 213
Authors, as moral voice, 40
Author searches, GILFind, 215
Authorship
principle of order in library catalogues, 35–48
research papers, 497–498
types of in The Classic of Changes, 38–39
Automation, library catalogues, 89–90
Awards and prizes
Ann Percy Memorial prize, 476
Emerald/EFD Outstanding Doctoral Research Awards, 476
iSchool research, 475, 476
SINTO Bob Usherwood Prize, 475
Axford, H.W., 605–606
Ayres, T.D., 174
Aytac, S, 483
B
Ball, R., 642
Bammerlin, E., 647
Bananagrams (Game), 773
Ban Gu, 37–38
Bansal, P., 4519
Barnard College, 827
Barometer of the world (Otlet), 321, 322f
Barometers, as information displays, 321, 322f
Barton, Joshua, 83–106
Bates, M.J., 219–220
Battles, M., 591
Battleson, B., 136
Bauhaus, 296
Beatley, T., 517
Beheshti, J.; 219
Belganeum, 382
Bense, Max, 298
Benton Harbor Public Library (Michigan), 790–791, 795, 796
Teen Advisory Board, 791, 792, 796
Teen Book Club, 796
Bergen, D., 839, 842, 843, 847
Bergman, S.S., 597
Berner, Andrew, 677
Bialek, M., 219
Biblia Polyglotta (Plantin), 328
Bibliobouts (Game), 760
BiblioCommons, 137–146
faceted navigation, 141–142
search experience, 139–142
user generated information, 142–143

Bibliographic Framework for the Digital Age
(Library of Congress), 170

Bibliographic records
discovery systems, 162–172
granularity, 169–170
integration with user contributed information, 170
metadata standards, 162–163
quality, 72t, 169–170

Bibliography, Chinese tradition, 37–40

Bibliometric support services
constraints on service development, 659–661
history in academic libraries, 641–643
knowledge and skills needed, 663t
library education, 643–644
target users, 656, 658–659

Bibliothèque Nationale de France, 88

Bibliotherapy, 569–586
defined, 569
difficulties in evaluating services, 582–583
models, 571–573
research methods, 573–576
service users, 578–580, 581–582

Bielu, 37

Birdi, Briony, 474

Black, Alistair, 267, 440–470

BL (British Library), 739, 741

Bliss, Henry Evelyn, 288

Blok, Ernst, 590
Board games, 792–793
See also Games and gaming; Tabletop games

Booher, D.E., 515

Book Bingo (Game), 788

Book clubs, 120

Booker Prize Management Committee, 737

Bookmen, in library management, 596–600

Books
architectural analogies, 347–349, 366–368, 418–439
architecture, 266
compared to works, 27–28
design, 326–327
dictionaries, 342–343
imagery, 273
manifestation as amphitheater, 349–355
manifestation as theater, 358–359
new forms, 282
reading buildings as, 266–267, 440
as reading device, 326
relationship to library catalogues, 21–22
See also Typography

The Bookseller, 742

Books on Prescription, 571–572, 579–580
See also Bibliotherapy

Boolean operators, usability issues, 178
Boon, S., 679
Boot, building, and city (Otlet), 275–276
Booth, A., 136
Borchadt, R., 639
Borkowski, C., 605
Boston Athenæum, 88
Bourdieu, Pierre, 516, 524, 531
Bourke, C., 516
Bouthillier, France, 148–161
Boyer, H., 517
Bradford Central Library (England), 457, 458/
Brantley, S., 136
Brett, P., 548
Brevik, Patricia, 756
Brewster, Liz, 475, 569–586
The Bridge, 278–279, 292–294, 295f
Briet, Suzanne, 279–280
Brighton and Hove (England) LGBT collection, 546, 550, 552, 553, 556
Brighton Jubilee Library (England), 463, 464/

British academic libraries
bibliometric support services, 650–654
distance learner support services, 613–635
library education for research support services, 661–666
research data management, 654–656, 657t
research support services, 658–666
See also Academic libraries

British Library (BL), 739, 741

British public libraries
bibliotherapy services, 569–586
legislation, 543–544, 562–563
library design, 440–470
provision of LGBT fiction, 542–568
See also Public Libraries
Broady-Preston, J., 678
Brock, C., 595
Brokmeier, Sue, 841–842, 843
Bromley, William, 412
Brooke, Charlotte, 476, 613–635
Broussard, Mary J. Snyder, 753, 803, 814–824
Brown, Ron T., 753, 755–778
Brown (William) Library (Liverpool, England), 447–448, 449f
Browsing
defined, 218
mobile apps, 117f
virtual (See Virtual browsing)
Bruce, C., 679
Die Brücke, 278–279, 292–294, 295f
Buck, P., 595, 600, 602
Buckland, Michael, 265, 271–285
Bührer, Karl, 293, 294
Building relationships
See Relationship building
Buildings
imagery, 275
reading as books, 266–267, 440
Bullen, J.B., 420–421
Bundy, A., 516
Burke, L., 638
Burke, P., 590
Bush, Vannevar, 279
Busha, C.H., 479
Butor, Michel, 397
C
Cahoy, E.S, 815–816
Caimei, L., 705
Caldana, A., 414n
Calhoun, K., 134
Camillo, Giulio, 355–358
Canadian public libraries
social discovery systems, 132–147
See also Public libraries
Card catalogues
See Library catalogues
Card games, 792
See also Games and gaming; Table-top games
Carle, Eric, 793
CARLI (Consortium of Academic and Research Libraries of Illinois), 165–166
Carnegie, Andrew, 448–449
Carnegie Mellon University, 136
Carnes, Mark, 827
Carthage College, 803, 804
Casa Continari Fasan, 426, 429f, 430f
Case Western Reserve, 605–606
Castells, M., 527, 528, 529, 533
Cataloguers
contributions to Next generation catalogues, 114–116
education and training, 55–56, 58t
Cataloguer’s judgment, 52–53
Cataloguing
copy-cataloguing, 59–60, 60
LGBT materials, 558–560
original, 59t, 65, 65t
quality implications for Next generation catalogues, 49–81
resources in Texas libraries, 60–62, 62t, 72t
Cataloguing records
See Bibliographic records
Cataloguing vendors, 60, 60–61t
MARC records, 76–77
usage in Texas school libraries, 73t
CBT resources
See Cognitive behavioral therapy resources
Cellula Mundaneum, 383–385
Censorship, LGBT materials, 556–557, 562–563
Centralized access to library catalogues, 83–106
defined, 84–85
history, 87–92
importance, 85–87
Next generation catalogues, 97–104
present state, 92–96
Centre for Inquiry-based Learning in the Arts and Social Sciences (University of Sheffield), 498
Centre for the Public Library and Information in Society (CPLIS), 472, 474, 738, 744, 746
Chan, D.C., 691
Chang, H., 519
Chang, Hsia-Ching, 248–258
Change, resistance to, 590–591
Chapman, Elizabeth L., 475, 542–568
Chartered Institute of Library and Information Professionals (CILIP), 544, 549, 557, 561, 696, 745
Body of Professional Knowledge (BPK), 706, 719
Future Skills Project, 706
Professional Knowledge and Skills Base, 706
Cheat (Game), 829
Checklist studies, LGBT library holdings, 549–550
Chemistry, application of combinatorics, 287–288
Chen, Wei-Fan, 841
Chess clubs, 751
Chief knowledge officer role, 705
Child, Julia, 44–46
Child development, importance of play, 836–848
Children’s libraries, 458–459
Children’s stories, LGBT
See LGBT children’s books
Child’s Play, 810
China, library catalogues, 37–40
Chuang, Tsung-Yen, 841
CILIP (Chartered Institute of Library and Information Professionals), 544, 549, 557, 561, 696, 745
Body of Professional Knowledge (BPK), 706, 719
Future Skills Project, 706
Professional Knowledge and Skills Base, 706
Cisgender, 545, 564n
Cité Mondiale, 381, 388–389
City of Heroes (Game), 758
Civitas Munandem, 390f
Clapton, J., 484
Clarke, A.E., 521, 522
Classic literature, in bibliotherapy, 572–573, 579
The Classic of Changes, 38–39
Classification
KM and LIS professionals, 707
organizing principle in Chinese bibliography, 39–40
role in information retrieval, 17–18
Cline, H.F., 591
Closed stacks, 454
Clyde, L.A., 484
Cobrowsing software, 619
Cockrell, B.J., 135–136
Cogan, Henry, 412–413
Cognitive behavioral therapy resources, 571, 579–580
Collaboration, research papers, 497–498
Collection development
American academic libraries in the postwar period, 587–612
Next generation catalogues, 121–122
See also Library collections
Collective mentality, 590
COLLIB-L listserv, 817
Collin, K., 678, 692–693
Collins, Suzanne, 817
Color theory, application of combinatorics, 294–296
Colwell, E.C., 602
Colwell, M.J., 842
Combinatorics, 286–303
applied to chemistry, 287–288
applied to color theory, 294–296
applied to forms and formation, 297–300, 298f
applied to information, 297–300
applied to knowledge organization, 292–294
applied to philosophy of science, 287–292
defined, 286
Community resilience
defined, 514–515
energy use and, 528–529
information technologies and, 525–528
research methods, 519–523
role of public libraries, 513–541
sustainability and, 534
Compasses (Drawing tool), 360–361
Competing Value Framework (CVF), 591
Competition, rationale for library collection policies, 594–595
Complaints and challenges
LGBT materials, 556–557, 562
library game programs, 798
Computer games
See Video games
Computer literacy, gender stereotypes, 758
Concepts, combinatorics, 289, 290f
Confucius, 39
Connaway, L.S., 479–480
Consensus building, job advertisements, 724
Consent forms, 202–203
Conservative governments (UK), impact on public libraries, 459–460
Consortium of Academic and Research Libraries of Illinois (CARLI), 165–166
Content analysis, iSchool research, 485, 492–504, 505–506
Content capture, creation and dissemination skills, job advertisements, 718, 721
Continuing professional development categories, 684–694, 690–691, 698 impact of work environment, 691–692
Interview questions, 696–697
Life-long learning orientation, 689–690
Motivation, 691
One-person librarian orientation, 687–688
Perceptions of one-person librarians, 675–702
Personal orientation, 688–689
Professional orientation, 686–687
Research questions, 677
Service/organization orientation, 684–685
Types of, 693–694
Controlled vocabularies
Next generation catalogues, 213
Subject searching, 149, 235, 239–240
Usability issues, 178
Convivial tools, 518
Conway, P., 530
Cook, E.T., 433–434
Copeland, Teresa, 753, 825–835
Copy cataloguing, 59–60f, 60
See also Cataloguing
Correll, Sheila, 474, 476, 503, 708
Bibliometrics and research data management, 636–674
Introduction to Research into Practice, 471–478
iSchool research into practice, 479–512
Review of Bob Usherwood career, 735–750
Le Cose Meravigliose dell’Alma Città di Roma, 399, 401–402, 408–409
Alternate titles, 398
Frontispiece, 404f
Illustration, 407f
Varying editions during 16th century, 402–408
Cosham, A., 678
Cotta-Schonberg, M., 637–638
Course management systems, 617
Cover art, 230–231
Cox, Andrew, 475, 569–586
Cox, E., 516
Coysh, S.J., 187
CPD
See Also Continuing professional development
CPLIS (Centre for the Public Library and Information in Society), 472, 474, 476, 738, 744
The Craftsmen (Sennett), 437–438
Craven, James, 349
Creaser, C., 583
Crewdson, Ann, 757
Critical literacy, 840–841
Cross-references, 10
Non-use in GILFind, 209–210, 213–215
Crumley, E., 482
Crypt of Kirkstall Alley (Turner), 431
Cube model (Otlet), 313–314, 323
Cultural awareness
Job advertisements, 726
KM and LIS professionals, 707
Cultural history, 589–590
Cultural literacy, 840
Culture, defined, 589
Curious George (Ray), 793
Current awareness services, 721
Curriculum, integration of games into, 826–828, 832, 833
Cutright, M., 595
Cutter, Charles A., 28n
Dictionary catalogues, 8–11, 24
Library catalogue relationship to collections, 25
Library catalogue users, 12–13, 26, 30n
Objects of library catalogues, 2, 18–22, 94–95
CVF (Competing Value Framework), 591
Dallas Public Library (Texas), 116–118, 128
Danton, J.P., 594
Dashboard interfaces, 321, 322
Data
integration, 318–319
mining, 307–308
multidimensional, 306–307
quality issues, 321–322
structured, semistructured and unstructured, 306
Database models, 312–317
Database skills, job advertisements, 716–718
Data-warehouse systems, 307
models, 313–314
Davis, M., 644
De Bruijn, Willem, 266, 347–370
Decimal notation and classification
Dewey, Melvil, 17–18, 278
expansive properties illustrated, 281
Universal Decimal Classification, 293, 309, 311, 321
Decision support systems, 308
Dee, John, 349
Delbeke, Maarten, 266–267, 397–417
Delsaerdt, Pierre, 266, 325–346
Democratic technics, 518–519
Dempsey, Lorcan, 85–87
Denton, W., 187
Descrittione de le Chiese, Stationi, Indus-
genze & Reliquie de Corpi Santi in la Città de Roma (Palladio), 402–403
Design, relationship to information, 297–300
Designs, Architectural
See Architectural designs
De Tré, Guy, 265–266, 304–324
Developmental assets (Search Institute), 783–786
Dewey, Melvil, 17–18, 278
Dewey Decimal Classification, 17–18, 278
D.H. Hill Library at NC State University, 803
Diagrammatic spaces, 263
Dictionaries
Estienne, Robert, 338–342
Kiliaan, Cornelis, 328–338
look-up features, 331–337
search facilities, 327–328
typographic analysis, 325–346
Dictionarium Latinogallicum (Estienne), 339–341, 342, 344
Dictionarium seu Latinae linguae thesaurus (Estienne), 339
Dictionarium Teutonico-Latinum (1574), 329, 334, 339
Dictionarium Teutonico-Latinum (1588), 329, 335, 344
Dictionary catalogues, 8–11
criticism, 11
legacy in digital environment, 24
subdivisions, 29
See also Library catalogues
Dictionnaire Françoislatin (Estienne), 340–341
“Did you mean...” feature, 168–169
Digital spaces
analogies to Otlet’s knowledge spaces, 306–323
organization, 306–308
Dionne, Caroline, 414
A Direction for Such as Shall into Rome (Cogan), 412–413
Diricks van Campen, Johann, 350, 361
Discovery Centres, 462–463
Discovery searching, compared to known item searching, 211–213, 244–245
Discovery systems, 164
bibliographic records, 162–172
comparative user experience, 186–207
compared to classic online search, 208–217
defined, 97–98
Easy Search, 168–169
impact on online catalogues, 148–149
purchase justification, 173–185
selection process, 173–185
specifications, 183–184
University of Illinois Library, 163–170
usability studies, 175–184, 188–205
See also Next generation catalogues (NGCs); Social discovery systems
Disney Adventures (Game), 795
Distance learner librarians
challenges for, 626–627, 629
interviews, 621
questionnaires, 620–621
See also Librarians
Distance learners
challenges for, 626–627, 629–630
defined, 614, 616
library resources, 617, 623–624, 628
questionnaires, 620–621
Distance learner support services, 613–635
future trends, 627, 630
library management, 622–623
recommendations, 630
research methods, 620–622
See also Library services
Distributed information systems, 315–317
Dix, W.S., 598–599
3D LCSH
development, 152–155
user testing, 155–158
DLF ILS Discovery Interface Task Group, 93–94
DLSS (Sheffield Hallam University. Distance Learner Support Service), 615, 621, 631
See also Distance learner support services
DNH (United Kingdom. Department of National Heritage), 740
Documentation
Briet, Suzanne, 279–280
defined by Otlet, 308–309, 310
pyramidal model of organization, 308–309, 310
telecommunications and, 317
Universal Network, 309–310, 318–319
Documents
as containers for subjects, 30–31
micro, 31
relationship to subjects, 15–17
Document Super Centres (Otlet), 315–317, 319
Doge’s Palace, 437
Domus Mundaneum, 389–391
Doney, E., 691
Donnelly, M., 647
Donoghue, Angie, 613–635
Don’t Let the Pigeon Drive the Bus (Willems), 793
Downs, R.B., 592
Downs, Robert, 601–602
Drawings
Arsenal windows, 433
Prout, Samuel, 425
Ruskin, 424, 428, 435
See also Architectural drawings; Engravings; Illustrations
Dresang, E.T., 758
Drew, Courtney, 803, 804
Drummond, R., 638
Dudley, N., 606
Dungeons and Dragons (Game), 793, 799
Dutch dictionaries, 328–338
E
Easy Lessons
See A Series of Easy Lessons in Landscape Drawing (Prout)
Easy Search, 168–169
e-books, distance learners, 628
EBSCO Discovery Service (EDS), 101
usability studies, 198, 200–202
Eckenenrode, D., 816
Economic development
as adaptive capacity, 515
and public libraries, 517
Editors, 39
Edmonson Public Library (Alberta), 137–146
EDS (EBSCO Discovery Service), 101
usability studies, 198, 200–202
Education and training
cataloguers, 55–56, 58
librarians, 57–58, 62–65
See also LIS schools
Edwards, J. Passmore, 449
Eiffel Tower, 276–277
e-learning
defined, 614
information technologies, 614
Electronic Gaming Monthly, 779
The Elements of Drawing (Ruskin), 426
Elizabeth County Library System (South Carolina), 755–778
e-mail
distance learners, 623, 629
public libraries, 525–526
virtual reference services, 619
See also Information technologies
Emerald/EFMD Outstanding Doctoral Research Awards, 476
Facilitation skills, 720–721
Fagan, J.C., 176
Fairthorne, Robert, 280
Feather, J., 704
Federated searching
Next generation catalogues, 164–165
reference services, 122
University of Illinois Library, 168–169
Fellini, Pietro, 409
Fenton, P., 597
Ferguson, S., 708, 709
Fields, A., 678
First Capture Go (Game), 783, 788
First Principles (Spencer), 386
Fishback Center for Early Childhood Education (South Dakota), 841–842
Fluxx (Game), 792
Focus groups
iSchool research, 484–485, 484–492, 504–506
LGBT people, 550–552
librarians, 550–552, 575
See also Research methods
Folksonomies, 121, 234–236
Forbidden Island (Game), 829
Ford, N., 503
Fordism
See Universalism
Format limiters, 177–178
Forms and formation, combinatorics, 297–300, 298f
Forth, S., 595
Forza (Game), 795
Foucault, Michel, 442–443
Fourth Assessment Report of the Intergovernmental Panel on Climate Change, 514
Francis, F., 600
Franzini, Girolamo, 403–408
FRBR (Functional Requirements for Bibliographic Records), 46, 94
The French Chef Cookbook (Child), 44–45
The French Chef (Television series), 44–46
French dictionaries, 338–342
Fresno State University (California), 803
Frude, N., 583
Fulvio, Andrea, 398
Functional Requirements for Bibliographic Records (FRBR), 46, 94
Funding
library (See Library funding)
LIS research, 488–489, 498
Furner, J., 124
Fussler, H.H., 602–603

G
Gabriel, Y., 4519
GALILEO Interconnected Libraries (GIL), 209
Gallaway, Beth, 752
Gallaway, Teri Oaks, 173–185
Game clubs, 828–832
benefits to school libraries, 832
participant observation, 768–770
sportsmanship issues, 829–830
student responses to, 830–832
See also Games and gaming; Library game programs

Games and gaming
benefits to students, 829
board games, 792–793
card games, 792
creation and design, 834, 837–838, 840–841
game archetypes, 752–753, 780
group gaming, 780
Harry Potter night, 819–821
information literacy, 760
information sources, 799–800
live action games, 752, 843–846
multiplayer gaming, 780
narrative games, 752
puzzle games, 844–845
role-playing games, 793, 826–828
rules, 831–832
social games, 752
strategy games, 752–753, 846–847
tabletop games, 825–835
tournaments, 792, 795–796, 805, 807, 817
trivia games, 819
video games (See Video games)
See also Game clubs; Library game programs

Game tournaments, 792, 795–796, 805, 807, 817
See also Games and gaming

Gaming in Academic Libraries: Collections, Marketing, and Information Literacy (Harris & Rice), 804
Garrigan, Christine, 431
Gee, James Paul, 756, 757, 774
Gender stereotypes
computer literacy, 758
library computer game programs, 786–787
Genesco Valley Educational Partnership (New York), 832–835
Geographical analogies, 383
See also Spatial metaphors and analogies
Geographic information systems (GIS), 645
George, C.E., 136
Georgetown Library (South Carolina), 779–780
Georgia Southern University, 208–217
Get into Reading, 571, 572–573, 579
See also Bibliotherapy
Ghent University, 263, 267–269
GIL (GALILEO Interconnected Libraries), 209
Giorgione, 431
GIRES, 543
GIS (Geographic information systems), 645
Go As Communication (Yasuda), 782
Go (Game), 782–783, 788
Goldberg, Emanuel, 279
Goldthorp, J.D., 549
Goodreads, 253–255
Google, 222–224, 264
Google Books API, 231
Google Embedded Viewer API, 231
Gore, D., 603
Gorraiz, J, 642
Gothic architecture
compared to Renaissance, 437
moral elements, 434–436
Gough, C., 545
Goulding, Anne, 477, 480–481, 482, 483
Government Knowledge and Information Management Professional Skills Framework, 706
Go Your Own Way (Library game program), 782–783
alignment with developmental assets, 783–786
See also Library game programs
Grace, Dan, 475, 513–541
Gramsci, Antonio, 444, 452
Grand Tour, 411–414, 414n
Granger, J., 814
Greenblatt, E., 545
Green Library Movement, 517
Greenwood, H., 583
Gross, M., 758
Group gaming, 780
See also Games and gaming
Guastavino, Catherine, 148–161
Guha, T.K., 177
Gullett, M., 809
Gumpenberger, C., 642
Gumulak, S., 759–760

H
Habermas, Jürgen, 444, 445, 452
Haddow, G., 483, 484, 506–507
Halifax Public Library (Nova Scotia), 137–146
Halo (Game), 771
Hamlin, A.T., 602
Han, Myung-Ja, 162–172
Hand, M., 527–528
Hand-held devices, Next generation catalogs, 125–129
Hapke, Thomas, 265
Hare, Henry, 450
Harper, Ray, 703–734
Harris, A., 804
Harris, I., 679
Harris-Pierce, R.L, 647
Harry Potter and the Chamber of Secrets (Rowling), 819
Harry Potter and the Deathly Hollows (Rowling), 822
Harry Potter and the Sorcerer’s Stone (Rowling), 815
Harry Potter (Book and movie series), 814
Harry Potter night, Lycoming College Library, 814–824
Harry Potter’s World: Renaissance Science, Magic and Medicine (NLM), 822
Hart, J.D., 595
Harter, S.P., 479
Harvard Library Innovation Lab, 221
Harvey, D., 515, 525
Hasenjager, Richard L., Jr., 49–81
Hashtagging, 250–251, 253–255
See also Tags and tagging
Hazeri, A., 708
Headlines, 335f, 340
Kiliaan’s dictionaries, 334–336
Headwords, 336–338, 340–341, 342f
Kiliaan’s dictionaries, 333

Health care workers
interviews, 575
views on bibliotherapy, 576–578
Heaps, E., 614
Hébrard, Ernest, 276
HEFCE (Higher Education Funding Council for England), 651, 708
Heir Apparent (Vande Velde), 838, 843, 846–847
Helen C. White Library. University of Wisconsin at Madison, 804
Helsinger, Elizabeth, 419–420
Henderson, Brenda, 753, 825–835
Henley, R., 514–515
Henley Knowledge Management Forum, 704
Henning, J., 630
Hernandez, K.C., 519
Herther, N., 642
Hertzum, M., 180
Heymans, Maurice, 266
Mundaneum designs, 370–396
Mundaneum first design, 377–379
Mundaneum second design, 379–387
Network Mundaneum design, 387–392
Hicks, D., 583
The Hidden Treasures of Rome (Panciroli)
See I Tesori Nascosti nell’Alma Città di Roma (Panciroli)
Higher Education Funding Council for England (HEFCE), 651, 708
Hikaru No Go, 782
Hildreth, C., 90–91, 97
Hildreth, C.R., 483
Hill (D.H.) Library at NC State, 803
Hines, Mary Finan, 173–185
History of the Former Han Dynasty (Ban Gu), 37–38
Hjorland, B., 251
Hoffmann, M.A., 166–167
Hoggart, Richard, 746–747
Holland, M., 637
Hollands, Neil, 113
Holt, L., 758
Holy city, imagery, 275–276
The Holy Trinity (Reni), 413
Hopkins, R., 515
Horizon Report 2012, 802
Horn, H., 644
Hornung, Eva, 476, 675–702
Hove and Brighton (England) LGBT collection, 546, 550, 552, 553, 561
Howe, E.D., 414n
Huang, J., 135
Hulme Branch Library (Manchester, England), 447–448
Humanistic tradition, librarianship, 597–598
Hunger Games (Collins), 817
Hunt Library, North Carolina State University, 221
Hurd, John, 412
Hybrid Forge, 116–118, 126f, 128f
Hypercubes, 313–314, 323
I
L’Idea del Theatro (Camillo), 356–357
Idealism, public libraries, 449–450
Idea Stores, 462
IFLA (International Federation of Library Associations and Institutions), 544, 557
Guidelines for Professional Library/Information Education, 706
IFLA Journal, 741–742
IGN (www.IGN.com), 799
ILL
See Interlibrary loan (ILL)
Illich, I, 517–518, 525, 528, 532
Illustrations
See also Drawings
IMDb, user-generated information, 146
IM (Instant messaging), 619, 629
Impact, 736
Inclusion, errors of, 589
Indentation, 337, 340–341
Indexing, role in subject access, 27–28, 31n
Index scientiae (Image), 273–274
Infinite Digital Bookshelf, 222–224
See also Google
Information access and retrieval
supply and demand, 85–87
use of facets, 45–46
Information aesthetics, 298
Information and Knowledge Management Society, 704
Information architecture, job advertisements, 718–719
Information interpretation, job advertisements, 721–722
Information literacy
library game programs, 772–773, 803–804, 809
online games, 760
Information literacy training, 617–618, 618–620, 624–625, 628, 721
Information management, spatial analogies, 304–324
Information resources
accessibility, 319
integration, 318–319
Information services, job advertisements, 720–723
Information silos
aggregated search, 98
usability issues, 95–96
Information spectrum, 249–250, 256
Information storage and retrieval, 16 role of classification, 17–18
Information technologies
cobrowsing software, 619
community resilience and, 525–528
distance learners, 614
e-learning, 614
e-mail, 525–526, 619, 623, 629
public libraries, 525–528
screen-sharing software, 619
virtual reference services, 618–620
web-conferencing software, 619
Information visualization
Next generation catalogues, 148–161
3D cone trees, 151–152
Inner self, 273
Innes, J.E., 515
Innovation, library game programs, 766–767
Instant messaging (IM), 619, 629
Institute of Information Scientists, 737
Institutional prestige, rationale for library collection policies, 594–595
Interior design, public libraries, 451–452, 457–458, 461
Interlibrary loan (ILL)
accommodating collection growth, 593
EBSCO Discovery Service (EDS), 192
Primo Central, 194
Summon (Software), 198t
use in Next generation catalogues, 191
WorldCat Local, 196
International Conference on Analogous Spaces, Ghent University, 2008, 263–265, 267–269
International Federation of Library Associations and Institutions (IFLA), 544, 557
Guidelines for Professional Library/Information Education, 706
International Standard Classification of Occupations (ISCO), 708
Internet, 527–528
Interpretive interactionalism, 574
See also Research methods
Interviews
design analysis, 576
distance learner librarians, 621
distance learning, 621
distance education, 621
health care workers, 575
LGBT people, 550–552
librarians, 550–552, 574–575, 575–576
library users of bibliotherapy services, 575–576
one-person librarians, 680–681
questions, 245, 696–697
social workers, 575
See also Research methods
iPads, 826
Irish academic libraries
bibliometric support services, 650–654
research data management, 654–656, 657t
research support services, 656, 658–666
See also Academic libraries
Irish libraries, continuing professional development, 695–696
Irish one-person libraries, 675–702
iSchool
awards for research, 475, 476
bibliotherapy research, 570
Bob Usherwood career, 735–736, 737
history, 471–472
LIS research, 545
outline of research projects, 471–478
research methods, 484–485
research/practice relationship, 479–512
ISCO (International Standard Classification of Occupations), 708
I-Share, 165
I Spy (Game), 826
ITALICS, 503–504
Italy (Rogers), 422
I Tesori Nascosti nell’Alma Città di Roma (Panciroli), 400–402, 401–402, 408
iTunes, 219–220
Iyer, Hemalata, 248–258
J
Jacobsen, N.E., 180
JACS (Joint Academic Coding System), 708
James Madison University, 204
Jargon, 190
Jast, Stanley, 453
Jayne, E.A., 135–136
Jenkins, R., 525
Jerusalem, analogies to Rome, 400–402
Jevons, W.S., 445
Job advertisements
categorization, 711–712
geographic location, 715t
information content requirements, 712–719
information contexts, 723–726
Information services requirements, 720–723
keywords used in analysis, 713t
salary levels, 715t
skills comparison for KM and LIS jobs, 703–734
types of studies, 709
Jobs, Steve, 256
Job titles, knowledge management positions, 716f
Jochumsen, H., 524
Johanssen, C.G., 708
Johnson, C.A., 516
Johnston, B., 679
Joint Academic Coding System (JACS), 708
Jones, David E., 476, 587–612
Journal of Documentation, 738
Journal of Information and Knowledge Management, 704
Journal of Knowledge Management, 704
Journal of Librarianship and Information Science, 477, 738, 742
Jubb, M., 640
Julien, Charles-Antoine, 148–161
Jumanji (VanAllsberg), 837–838
Just Dance (Game), 786–787, 795
INDEX 863

K
Kaarst-Brown, M.L., 591
Kasper, Tamara, 753, 755–778
Kelly, M.C., 174
Kenna, Mary Anne, 476, 636–674
Kensington Branch Library (Liverpool, England), 452f
Kent, Allen, 588, 603–604
Kerr, Clarke, 592, 594
Keys, imagery, 274
Keywords, job advertisement analysis, 713f
Keyword searching
3D LCSH, 155–157
GILFind, 209–215
LGBT materials, 559–560
See also Online searching
Khunrath, Heinrich, 266
architectural analogies, 347–370
portraits, 350f, 363f
Kiliaan, Cornelis, 266
autograph notes, 344f
dictionaries, 328–338
influence of Estienne, Robert, 338–342
Kinect, 794
Kinkus, J., 705
Kite, Stephen, 267, 418–439
photograph, 430f
Klobas, J.E., 483, 484, 506–507
Kloda, L.A., 482
KM
See Entries beginning Knowledge management
Knapp, A., 637–638
Knowledge Council, 704
Knowledge interpretation, job advertisements, 721–722
Knowledge management and organization
application of combinatorics, 292–294
architectural analogies, 370–396
courses in the UK, 704f
defined, 704
job advertisement analysis, 703–734
job titles, 716f
Otlet, Paul, 305
peer-reviewed journals, 704
professional organizations, 704
skills contrasted with LIS professionals, 708
skills shared with LIS professionals, 727–728
spatial metaphors and analogies, 259–269, 271–285
synergies with LIS, 706–708
typographical, in 16th century dictionaries, 325–346
Knowledge management professionals, compared to LIS professionals, 703–734
Knowledge Management Professionals 704, 704
Knowledge Management Research & Practice, 704
Knowledge organization
See Knowledge management and organization
Knowledge spaces
analogous to digital spaces, 306–323
organization, 308–311
Known item searching
compared to discovery searching, 211–213, 244–245
See also Online searching
Koufogiannakis, D., 482
La Barre, Kathryn, 1–6
Labour governments (UK), impact on public libraries, 460–461
Labrouste, Henri, 463
Laffitte, Pierre, 384–385
La Fontaine, Henri, 15–16, 17–18, 293, 309
LA (Library Association), 736, 737, 745
La Modification (Butor), 397
Landow, George, 434–436
Lang, M., 482
Language of nature, 421
Languages, Symbolic
See Symbolic language
Large, V., 219
Large-scale multitouch devices, 228–230
Lassels, Richard, 414n
Law of conservation of energy, 294
Lawrence University. Gaming Club, 805, 810
Lawrence University. Seeley G. Mudd Library, 802–813
LCSH (Library of Congress Subject Headings)
construction of tree structures, 153–154
LCSH (Library of Congress Subject Headings) (continued)
criticism, 235
definitions and structure, 150–151
library collection specific, 152–154
subject browsing, 152
3D LCSH, 152–158
See also Subject headings

Leadership
job advertisements, 726
public libraries, 743

Leading Modern Public Libraries, 743
Le Corbusier, 277
collaboration with Otlet, 371–376
Lee, Hur-Li, 35–48
Leeder, C., 760
Legislation, public libraries, 446, 453, 456
Lehman, T., 134
Leibnitz, Gottfried Wilhelm, 287–288
Lerch, D., 528
Lesbian, Gay, Bisexual, Transgender
See Entries beginning LGB

Letnikova, G., 176
Levy, Philippa, 739
Lewis, Gwyneth, 579
Lewis, K.M., 196, 137
Lewis, M., 646–647
Lewis, P., 678
LGBT, defined, 542, 543

LGBT children’s books
British public libraries, 542–568
cataloguing, 558–560
checklist studies, 549–550
justification for provision by libraries, 545–546
keyword searching, 559–560
librarian attitudes toward, 562
library holdings, 547, 552–553
location within library holdings, 547, 558–560
stock policies and procurement, 548–549, 553–554
value and quality, 554–556

LGBT people
demographics in UK, 543
focus groups, 550–552
interviews, 550–552
legislation, 543–544
library use and satisfaction levels, 546

LGBT young adult fiction
British public libraries, 542–568
cataloguing, 558–560
checklist studies, 549–550
justification for provision by libraries, 545–546
keyword searching, 559–560
librarian attitudes toward, 562
library holdings, 547, 552–553
location within library holdings, 547, 558–560
stock policies and procurement, 548–549, 553–554
value and quality, 554–556

LIA (Library Association of Ireland), 676, 695–696

Librarians
attitudes toward LGBT materials, 548, 562
availability of research papers, 497t
boundary between library management and, 532–533
boundary between library users and, 523–525, 535
education and training, 57–58, 62–65, 70t
focus groups, 550–552, 575
interviews, 550–552, 574–575, 575–576
one-person (See One-person librarians)
questionnaires, 551t
standards, 530
surveys, 176, 182
views on bibliotherapy, 576–578, 581–582
See also Distance learner librarians; LIS professionals

Librarianship, humanistic tradition, 597–598

Libraries
Irish (See Irish libraries)
Texas (See Texas libraries)
See also Specific types of libraries and entries beginning with Library

Library Advisory Council for England, 737

Library and Information Commission (UK), 460–461

Library and Information Research, 744

Library and information science (LIS), history, 264
See also Entries beginning with LIS

Library and information science research
See LIS research
Library and information science schools
See LIS schools
Library Anxiety Scale, 776
Library architecture
  civic era (1850-1883), 446–448
  Fordist era (1939-1979), 455–459
  Great Britain, 440–470
  modernist, 455–459
  national network era (1919-1939), 440–470
  postmodern, 459–464
  protomodernism, 440–470
  revisionist history, 441–446
  Scandinavian, 456–457
  universalism, 445–459
Library Association (LA), 736, 737, 745
Library Association of Ireland (LIA), 676, 695–696
Library Association Record, 738, 739
Library associations
  continuing professional development, 676, 678, 687, 693–694
  sexual orientation policies, 544
Library building, accommodating collection growth, 592–593
Library catalogues, 1–6
  alphabetico-classed, 28–29n, 35
  Anglo-American tradition, 40–44
  automation, 89–90
  beyond traditional role, 107–131
  centralized access, 83–106
  Chinese tradition, 37–40
  digital environment, 23–24
  legacy and historical perspectives, 7–34
  metaphors and analogies, 465
  objects, 1, 18–22
  ordering by author, 35–48
  relationship of books, 21–22
  relationship to library collections, 20–21, 24–25
  superworks, 45–46
  union, 91–92
  usability studies, 135–137
  users, 12–15, 25–27
  whole-item approach, 27–28
  works as organizing principle, 40–44
See also Dictionary catalogues; Next generation catalogues (NGCs); Online catalogues
Library co-curricular programs, 815–818
Library collections
  capacity and storage issues, 592–593
  critique of collections policies, 593–600
  errors of inclusion and exclusion, 589
  growth in post-WW II America, 587–612
  investment for the future, 600–602
  LCSH, 152–154
  opportunity costs, 593
  relationship to library catalogues, 20–21
See also Collection development
Library design
See Library architecture
Library funding, 446, 459–460
  public libraries, 448–449, 453–454
Library game programs
  academic libraries, 802–813, 814–824
  assessment, 774–775, 797
  audience, 797
  development of life skills/competencies, 836–848
  equipment, 791, 793–795, 806
  game design, 834
  gender stereotypes, 786–787
  goals, 761, 780–781
  history and overview, 751–754
  impact on libraries, 773–774, 783–786, 796, 800, 809–811
  impact on summer reading programs, 791, 796
  improvement, 776–777
  information literacy, 803–804, 809
  library orientation, 803, 807–808, 810–811
  library outreach, 803–804
  literacy skills though play, 843–847
  marketing, 797, 808–809
  parental challenges, 798
  partnerships with students and student organizations, 804–805
  planning and development, 790–801, 806–808
  Play It Loud, 779–789
  Richland Library, Columbia, South Carolina, 779–789
  school libraries, 825–835
  settings, 761–762, 796–797, 806
Library game programs (continued)
Tesseract School, 826–828
theft, 797–798
tournaments, 792, 795–796, 805, 807, 817
Trinity High School Learning Resources Center, 828–832
video games, 755–778
See also Game clubs; Games and gaming

Library holdings
checklist studies, 549–550
LGBT children’s books, 547, 552–553
LGBT young adult fiction, 547, 552–553
location of LGBT materials, 558–560
Library Literature Information Science Retrospective, 756–757
Library management
administrator compared to bookman approach, 596–600
boundary between librarians and, 532–533
distance learner support services, 622–623
Library Management, 738, 740
Library of Congress
cataloguing rules, 29–30n
3D LCSH, 152–158
subject headings, 10–11
Twitter adoption and hashtagging, 253–255
Library of Congress (Bibliographic Framework for the Digital Age), 170
Library of Congress Subject Headings (LCSH)
criticism, 235
definitions and structure, 150–151
library collection specific, 152–154
subject browsing, 152
3D LCSH, 152–158
Library operations, standardization, 456
Library organization
See Library management
Library orientation, game programs, 803, 810–811, 816
Library outreach, 530–532, 536
game programs, 803–804, 815, 817
partnerships with student organizations, 821
Library procurement
See Stock policies
Library renovation, 461–462
Library resources, distance learners, 617, 623–624, 628
Library Review, 745
Library services
adult services, 119–120
Next generation catalogues impact, 118–123
reader’s advisory services, 113–118
reference services, 122–123, 175–176, 182
support for researchers, 636–674
user-centered, 570, 573, 583
See also Distance learner support services
Library staff
See Librarians
Library storage facilities, high-density, 220–221
Library terminology, 190
Library Thing, 145–146, 224–225, 236
Twitter adoption and hashtagging, 253–255
Library Thing for Libraries (LTFL), 236–237
Library Thing Free Covers, 231t
Library Thing Web Services API, 231t
Library Training Guides (Library Association), 739
Library Trends, 645
Library users
boundary between librarians and, 523–525, 535
discussion groups, 135
interviews re bibliotherapy services, 575–576
Library websites, usability studies, 136
Libri, 738
Libri indulgentiarum, 398
Life-long learning, continuing professional development, 689–690
Life skills, library game programs, 833–834
Likert scale, 200t, 205t
LGBT materials in libraries, 555t
Limiters (Online searching), 177–178
GILFind, 212
labeling, 181
Linguistic knowledge, typographical analysis, 325–346
Linley, Rebecca, 741
Linsey, E., 842
LIS faculty
  compared to practice-based researchers, 487
dissemination of research, 483–484
role in research-practice gap, 482–483
LIS journals
  research papers, 493–497
research/practice relationship, 481–484
LIS professionals
  evolution of job skills in U.K., 705–706
  skills compared to KM professionals, 703–734
  synergies with knowledge management, 706–708
  See also Librarians
LIS research
  dissemination, 483–484
  funding, 498
  impact, 488–490
  iSchool, 545
  motivations, 486–487
  research methods, 484–485
  research-practice gap, 480
  social media and, 490–492
types of, 479–480
  See also Research/practice relationship
LIS schools
  bibliometric support services, 643–644, 661–666
  continuing professional development, 678
  impact of research, 488–489
  knowledge management, 704f
  research data management, 646–648, 661–666
  research/practice relationship, 473
  response to evolving LIS profession, 705–706
  See also Education and training
Lissitzky, El, 374
Literacy
  critical, 840–841
  cultural, 840
defined, 773–774
  fostered by library computer game programs, 772–773
  impact of play on, 842–843
  measurement, 776
types of, 840–841
Literary canon, in bibliotherapy, 572–573, 579
Liu, L.G., 596
Liu, Y.Q., 647
Liu Xiang, 37–40
Liu Xin, 37–40
Live action games, 752, 843–846
  compared to video games, 845–846
  See also Games and gaming
Locke, John, 412
London Metropolitan University, 736
Look-up features, 331–337
Loughborough University, 739, 740
Lown, Cory, 218–233
Loyola University New Orleans, 175–183
LTFL (Library Thing for Libraries), 236–237
Lubetsky, Seymour, 1
Luna, H., 517
Luna, Paul, 327–328
Luther, J., 174
Lycoming College, 803
Lycoming College. Snowden Library
  Harry Potter night, 814–824
  mission statement, 817–818
Lynema, Emily, 137, 218–233
M
MacColl, J., 638, 640, 642
MacLeod, M.J., 605
Macrocosm and microcosm, 422–426
Macrostructure (Typology), 330–336
Madden, Andrew, 474, 479–512
Madden NFL (Game), 795, 803
Madill, L, 838, 840–841, 847
Magic the Gathering (Game), 792, 799, 805, 810
Mahaffy, M., 817
Majid, S., 709
Mak, Lucas, 83–106
Mallan, K., 482
Maluck, Thomas, 753, 779–789
Manchester Central Library (England), 454
Manga, 829
Manovich, Lev, 297–299
Mansourian, Yazdan, 509
Marbled papers, 362–365
MARC, 61–62
653 field, 214
importance ranking of fields, 66, 67, 73, 75
metadata standards, 162–163
use in Texas libraries, 64t, 65t
Marchionini, G., 219–220
MARC records
support for faceted navigation, 167
vendor supplied, 76–77
Marcum, J.W., 517
Mario Baseball (Game), 795
Mario Kart (Game), 795, 807
Marion, L., 705
Mario Party 8 (Game), 807
Mario Soccer (Game), 795
Markey, K, 760
Marliani, Bartolommeo, 398
Marrakesh (Game), 828
Martin, B., 708
Martinelli, Fioravante, 409–410, 412
Massachusetts Institute of Technology (MIT) Libraries, 640
Massman, V.F., 604
Mastering the Art of French Cooking (Child, Bertholle, Beck), 46
Masthead, 736
Matthews, G., 480, 482, 483
Mayer, Brian, 825–835
McClure, C.R., 482
McCovlin, Lionel, 441–442, 459
McGillis, L., 136
McKinney, Pamela, 476, 613–635
McNair, M., 174
Measuring your Research Impact (MyRI), 641, 651
Mechanics’ Institute Library, 751
Mellon, C.M., 589, 590
Memorial University, 136
Memory, represented in Mundaneum, 393–394
Memory theater, 272
Mentoring
continuing professional development, 694
by library staff, 765
Metadata
job advertisements, 718–719
Next generation catalogues, 99–100
Metadata standards, bibliographic records, 162–163
Metagame, defined, 783
Metaphors and analogies
architectural (See Architectural analogies)
compared to models, 269n
defined, 271–272
Jerusalem and Rome, 400–402
library catalogues, 465
operation of, 260–262
public libraries, 464–466
of Rome, Italy, in travel guides, 397–414
spatial (See Spatial metaphors and analogies)
See also Analogous spaces
Metcalf, K.D., 598, 601
Methodology
See Research methods
Meyer, Brian, 753
Microcosm and macrocosm, 422–426
Microdots, 279
Microforms, 279
accommodating collection growth, 593, 597
Microsoft PowerPoint, 846–847
Microsoft Surfaces, 229
Microstructure, 330–331, 337–338
Miksa, Frances, 7–34
Miksa, Shawne, 49–81
Millenials, 212–213
Miller, Anna, Lady, 413
Miller, R., 637–638
Miller, R.A., 601, 602
Millett, J.D., 596
Miksa, Frances, 7–34
Miksa, Shawne, 49–81
Minimal level cataloguing, 51
See also Cataloguing
Mirabilia/Indulgentiae, 398
Mirabilia urbis Romae, 398
alternate titles, 398
Mission, Maximilien, 413, 414n
Misspellings, 178
MIT Libraries, 640
Mnemonic spaces, 263
Mobile apps
Next generation catalogues, 125–129
public libraries, 116–118
screenshots, 117f, 126f, 128f
Models
compared to metaphors, 269n
databases, 312–317
data-warehouses, 313–314
object-relational databases, 312
Platonic, 384
Modernism, library architecture, 455–459
*Modern Painters* (Ruskin), 421, 423, 426
Moline, T., 759
*Monde* (Odet), 266
Cité Mondiale, 388–389
represented in Heymans’ 2nd Mundaneum design, 381–387
Monographic principle, 292–294
*Monopoly* (Game), 780, 831
Moody, R.E., 599
Morel, Anne-Françoise, 266–267, 397–417
Moretus, Joannes, 266
influence of Estienne, Robert, 338–342
Morphological box, 251–253, 255, 257
Morris, A., 709
*Mortal Kombat vs DC* (Game), 807
Motivation
continuing professional development, 691
fostered by library computer game programs, 769
Motivation to Read Profile, 776
MTagger, 243
Mulia, R., 709
Mullins, J.D., 448
Multidimensional data, 306–307
Multiliteracies movement, 756
Multimedia, 315, 316
accessibility, 319–321
Multiplayer gaming, 780
See also Games and gaming
Multitouch devices, virtual browsing, 228–230
Mumford, L, 518, 525
*Mundaneum*, 266
Heymans, Maurice
designs, 370–396
first design, 377–379
second design, 379–387
Le Corbusier design, 371–376
network design, 387–392
representation of utopia, 393–394
Municipal Corporations Act (1835), 446
*Municipal Journal*, 742
Munn, R.F., 596
Murdock, L., 596
My Chicago Library portal, 136
MyRI (Measuring your Research Impact), 641, 651
N
Naaman, M., 250–251
Nagy, A., 174
Narrative games, 752
See also Games and gaming
*Naruto Clash of Ninja* (Game), 795
National Digital Learning Resources (NDRL), 651
National Health Service. Knowledge and Skills Framework, 704
National Institute for Health and Clinical Excellence (NICE), 571
National Lending Library (UK), 453–454
National Library of Medicine (NLM), 822
National Science Foundation (NSF), 640
Nationeum, 388
Natural language
enhanced subject access, 234–236
subject searching, 149
NDRL (National Digital Learning Resources), 651
Neiburger, Eli, 752, 809
Netflix, 219–220
Networking
continuing professional development, 685, 687, 689, 694
job advertisements, 726
Network Mundaneum, 387–392
Neurath, Otto, 388
*New Library: The People’s Network*, 460–461
Newman, P., 517
New Mexico State University Library, 817
*The New Super Mario Brothers* (Game), 807
New York City College of Technology, 803
New Zealand academic libraries
bibliometric support services, 650–654
constraints on research support services, 659–661
New Zealand academic libraries
(continued)
library education for research support services, 661–666
research data management, 654–656, 657t
target users of research support services, 656, 658–659
See also Academic libraries

Next generation catalogues (NGCs), 3–4
centralized access, 97–104
defined, 50, 97, 109, 163–165
features, 98–100, 166–167
impact on library services, 118–123
implications of cataloguing quality, 49–81
information visualization, 148–161
intuitive interface, 51–52
public libraries, 109–113
purchase justification, 173–185
readers’ advisory services, 113–118
selection process, 173–185
social media, 107–131
technological innovation, 123–129
Twitter hashtag applications, 248–258
usability testing, 175–184
user interface, 186–207
vendors, 181–182
See also Discovery systems; Library
catalogues; Social discovery systems

NGCs
See Next generation catalogues
(NGCs)

Ngunjiri, F.W., 519
NICE (National Institute for Health
and Clinical Excellence), 571
Nicholson, S., 591
Nicholson, Scott, 751–754, 753, 757,
774, 780, 825–835
Nielson, J., 180
Nikkel, T., 134

1960: The Making of the President
(Game), 833

Nintendo Wii (Gaming console), 780,
793–794, 807
Nintendo WiiU (Gaming console),
788, 793–794
NLM (National Library of Medicine),
822

No-growth libraries, 593, 603
Norlin, E., 176
Norris, F.H., et al., 515–516
North Carolina State University, 136
North Carolina State University Librar-
ies, 221, 225–228
Northeast Regional Branch Richland Li-
brary, (South Carolina), 779–789
Northern Ireland, effect of the Trou-
bles on libraries, 736–737
North Western Polytechnic, 736
North Western Polytechnic. School of
Librarianship, 736
NSF (National Science Foundation),
640

O
Ober, Josiah, 827
Object-relational databases, 312
Obrist, B., 514–515
Occultism, Otlet, Paul, 386–387
OCLC (Online Computer Library
Center), 51
research on social catalogues,
109–110
Twitter adoption and hashtagging,
253–255
OCLC WorldCat
Abelard (Works), 42, 43–44t
Twitter adoption and hashtagging,
253–255
OCLC WorldCat Local, 101, 149, 243
usability studies, 195–196, 198t,
200t–202t
O’Donoghue, Angie, 476
Off-campus students
See Distance learners
O’Hanlon, C., 837, 841
Oldenburg, Ray, 445
Olson, N., 174
One-person librarians
defined, 677
iSchool research, 476–477
perceptions of continuing profes-
sional development, 675–702
See also Librarians
Ong, Walter, 347–349, 366
OnGuardOnline (onguardonline.gov),
826
Online catalogues
classic search v. discovery experi-
ence, 208–217
evolution, 90–91
impact of discovery systems, 148–149
subject browsing, 149–152
usability issues, 93–96
usability studies, 135
user-generated content, 234–247
See also Library catalogues; Next generation catalogues (NGCs)

Online Computer Library Center (OCLC), 51
research on social catalogues, 109–110
Twitter adoption and hashtagging, 253–255

Online games
See Video games

Online navigation, 184
usability issues, 179–180

Online searching
classic search v. discovery experience, 208–217
controlled v. natural language, 149, 235
information visualization, 148–161
usability issues, 177–178
See also Search experience; Tags and tagging

On-the-job learning, 687–688
OPACs
See Online catalogues
Opello, O., 596
Open coding, 762–763
See also Research methods

Open Library, 224
Open stacks, 452
Open University, 621
Operational literacy, 840
The OPL Newsletter, 677

OPLs
See One-person librarians

Opportunity costs, library collections, 593

Opusculum de Mirabilibus Novaee et Veteris Urbis Romae (Albertini), 398

Organisation mondiale (Image), 283f
Organizational strategy, job advertisements, 725–726

Original cataloguing, 59f, 65
in Texas libraries, 65t
See also Cataloguing

Ornamental initials, 333–334, 335f

Oswald, Wilhelm, 265
combinatorics, 286–303
spatial analogies, 278–279
Otero-Pailos, Jorge, 437
Otlet, Paul, 15–16, 17–18, 264–266
barometer of the world, 321, 322f
knowledge organization, 305
knowledge spaces analogous to digital spaces, 306–323
law of conservation of energy, 294
Mundaneum designs, 370–396
spatial analogies, 271, 272–276, 280–283
Universal Book, 310–311
Universal Network of Documentation, 309–310
Outpost, 736

Outreach, Library
See Library outreach

P
PACE (Public Access Catalog Extension), 219
Palais du Cinquantenaire, 275
Palladio, Andrea, 402–403, 402–406
frontispiece, 405f
Palmer, C.L., 647
Panciroli, Ottavio, 400–402
Panizzi, A., 40–44

Parental challenges
LGBT materials, 556–557, 562
library game programs, 798

Parenting, 800
Parisio, Prospero, 408
Park, J.-R., 705
Parsons, G., 630

Participant observation
computer game club members, 768–770
library game programs, 762–763
library game program staff, 764–767
See also Research methods
Pateman, John, 745–746
Patton, M.Q., 680
Paylore, P., 598
Peckham Public Library (England), 463

Peer mentoring, continuing professional development, 694

Peer-reviewed journals, knowledge management, 704
PennTags, 243
People’s Network, 743
The People’s Network, 527–528
Pepper, Simon, 267, 440–470
Perceptive Pixel, 229
Percy (Ann) Memorial Prize, 476
Perdue, A., 600, 602
Periodicals, access, 88–89
Permanent World Encyclopedia (Otlet), compared to Wikipedia, 311
Personal contacts, research impact, 489–490
Personal orientation, continuing professional development, 688–689
Peterson, Britta, 818
Pew Internet and American Life Study, 802, 810
Pfeiffer, C., 514–515
Phenomenography, 679–680, 692
data analysis, 681–683
reliability and validity, 683
See also Research methods
Philanthropy, funding for public libraries, 448–449
Philosophy of science, application of combinatorics, 287–292
Piazza, Carlo Bartolommeo, 410
Picture books, LGBT
See LGBT children’s books
Picturesque language, 419, 420, 422–426
Piecemeal social engineering, 445
Pilgrim, S., 517
Pimlico Children’s Library (England), 458–459
Pirmann, Carrie, 234–247
Pitternick, G., 596
The Pittsburgh Study (Kent), 588, 603–606
Plan Belge (Otlet), 388
Plantin, Christophe, 266, 328
influence of Estienne, Robert, 338–342
Plants vs. Zombies (Game), 795
Platonic model of encyclopaedism, 384
Play
contribution to literacy skills, 843–847
impact on child development, 836–848
types of, 836–837
Play It Loud (Library game program), 779–789
alignment with developmental assets, 783–786
audience, 781, 787–788
setting, 781
See also Library game programs
PlayStation 3 (Gaming console), 794
PlayStation Network, 794
Popper, Karl, 444, 452
Positivism and Positivists, 384–386
Postal loan services, 617, 623
Post-Lib, 736
Postmodernism, library architecture, 459–464
Post World War II era, collection development in American academic libraries, 587–612
Potter, Harry
See Entries beginning with Harry Potter
Powell, Anmmarie, 753, 836–848
Powell, Lawrence Clark, 597
Powell, R.R., 479–480
PPC (Program for Cooperative Cataloguing), 51–52
Practice-based researchers compared to LIS faculty, 487
dissemination of research, 483–484
See also LIS research
Prensky, Marc, 756
Prestige, rationale for library collection policies, 594–595
Pretend play, 838–839, 841, 842–843
defined, 839
Pretty, J., 517
Primo Central, usability studies, 198t, 200t–202t
Prizes and awards
Ann Percy Memorial Prize, 476
Emerald/EFD Outstanding Doctoral Research Awards, 476
iSchool research, 475, 476
SINTO Bob Usherwood Prize, 475
Procurement policies, LGBT materials, 548–549, 553–554
Professionalism, 529–530
continuing professional development, 686–687
Professional organizations, knowledge management, 704
Professional orientation
See Professionalism
Program for Cooperative Cataloguing (PPC), 51–52
Protomodernism, public library architecture, 440–470, 453–455
Prout, Samuel, 419, 434
compared to Turner, 431
drawings, 425f
influence on Ruskin, 422–426
Pryor, G., 647
Public Access Catalog Extension (PACE), 219
Public libraries, 30n
adaptive capacities, 516–517
architectural history, 440–470
British (See British public libraries)
Canadian (See Canadian public libraries)
cataloguing quality, 56–65
children’s rooms, 458–459
civic era (1850–1883), 446–448
community resilience, 513–541
digital, 459–464
effect of the Troubles on, 736–737
dependent era (1883–1919), 448–452
energy use and, 528–529
evolution, 267
Fordist era (1939–1979), 455–459
funding, 446, 448–449, 459–460
idealism, 449–450
information technologies, 525–528
interior design, 451–452, 457–458, 461
Internet, 527–528
iSchool research, 474
leadership, 743
metaphors and analogies, 464–466
mobile apps, 116–118
national network era (1919–1939), 453–455
Next generation catalogues, 109–113
outreach activities, 530–532
as public spaces, 444–445
quality management, 739–740
renovation, 461–462
as repositories of public knowledge, 744–745
research methods, 519–523
social discovery systems, 132–147
social engineering, 445
social worlds arenas, 522f
sustainability and, 517–519
usage by LGBT people, 546
vehicles of social control, 442–444
Public Libraries, 757
Public Libraries Act (1850), 446
Public Libraries Act (1919), 453
Public Libraries Act (1964), 456
Public Library Journal, 739–740
Public Library Politics: The Role of the Elected Member (Usherwood), 738
Public Library Workforce Study, 743
Public spaces, public libraries as, 444–445
Puzzle games
live-action version, 844–845
See also Games and gaming
Pyramidal model (Otlet)
documentation organization, 308–309, 310f
knowledge organization, 381–382
Platonic encyclopaedia, 384
Pyramid of sciences, 288, 289f, 291–292
Q
QAA (Quality Assurance Agency)
Librarianship and Information Management Subject Benchmark Statement, 706–707, 708, 712, 719
Qualitative methods
Bob Usherwood research, 742–743
dispatch with quantitative methods, 499–500
See also Research methods
Quality and quality assurance
bibliographic records, 72t
cataloguing for Next generation catalogues, 49–81
job advertisements, 722–723
vendor-supplied MARC records, 76–77
Quality Assurance Agency (QAA)
Librarianship and Information Management Subject Benchmark Statement, 706–707, 708, 712, 719
Quality control, job advertisements, 722–723
Quality management, public libraries, 739–740
Quantitative methods
compared to qualitative methods, 499–500
See also Research methods
Queries and query languages, 307
Questionnaires, 550
academic librarians, 648–649, 650t
distance learner librarians, 620–621
distance learners, 620–621
librarians, 551t
See also: Research methods
Quinn, R.E., 591

R
Radio buttons, usability issues, 178
Radio-frequency identification (RFID), 526–527
Raguenet, François, 413
Ranganathan, S.R.
classification, 18
criticism of dictionary catalogues, 11
micro-documents, 31n
Rasmussen, C.H., 524
Ray, H.A., 793
RAYS (Reading and You Serve), 571, 572, 573
See also: Bibliotherapy
RDA (Resource Description and Access), 75–76, 94
compared to AACR2, 79
GILFind, 215–216
transition from AACR2, 49, 56, 72, 73t
Reacting to the Past (Game series), 827, 828
Readers’ advisory services
Next generation catalogues, 113–118
See also: Library services
Reading, analogous to building, 418–439
Reading and You Serve (RAYS), 571, 572, 573
See also: Bibliotherapy
Rediscovering Public Library Management
(Usherwood), 740, 746
References, research papers, 502–504, 505f
Reference services
Next generation catalogues, 122–123
transaction logs, 175–176, 182
virtual, 618–620, 624–625, 628–629
See also: Library services
Reflective practice, compared to evidence-based practice, 481–482
REF (Research Excellence Framework), 488, 639, 651
Reichman, F., 598
Relationship building
game clubs, 832
job advertisements, 723–725
KM and LIS professionals, 706
library game programs, 809–810
Relevancy ranking, 184
usability issues, 179
Remarks on the Grand Tour (Bromley), 412
Renaissance
compared to Gothic, 437
Ruskin, 433
Ren, Guido, 413
Research data management
academic libraries, 645–646, 654–656, 657t
constraints on service development, 659–661
knowledge and skills needed, 663
library education, 646–648
target users, 656, 658–659
Research Excellence Framework
(REF), 488, 639, 651
Research Information Network and Research Libraries UK (RIN), 639–640
Research libraries
See: Academic libraries
Research methods
academic library collection development, 588–591
assessment of library computer game programs, 762–763
bibliotherapy services, 573–576
continuing professional development, 679–684
described in research papers, 499–501
distance learner support services, 620–622
iSchool research, 474–475, 484–485
job advertisement analysis, 710–712
LGBT library materials, 549–552
one-person librarians, 679–684
public libraries and community resilience, 519–523
research support services, 648–649
Research papers
audience, 501
authorship, 497–498
availability to librarian practitioners, 497t
collaboration, 497–498
content analysis, 492–504
research methods, 499–501
research-practice relationship, 501–502
types and numbers of references, 502–504
Research/practice relationship content analysis for data extraction, 493
 gaps, 506–507
iSchool, 479–512
ISchool research recommendations, 507–508
review of Bob Usherwood research, 735–750
role of LIS schools, 473
See also LIS research
Resilience, Community
See Community resilience
Resistance to change, 590–591
Resource Description and Access (RDA), 75–76, 94
compared to AACR2, 79
GLFind, 215–216
transition from AACR2, 49, 56, 72, 73
RFID (Radio-frequency identification), 526–527
Rhetorical language, 432–436
Rice, S.E., 804
Richland Library (South Carolina), 779–789
Richochet Robots (Game), 771–772
Rider, Freemont, 588
RIN (Research Information Network and Research Libraries UK), 639–640
Ritchie, C., 548
Rittel, Horst, 298
Robbins, J.B., 482–483
Roberts, Angharad, 474, 479–512
Roemer, R.C., 639
Rogers, Samuel, 421–422
Rohrbaugh, J., 591
Role models, library staff as, 764–765
Role-playing games, 793, 826–828
See also Games and gaming
Roma antica, 399–400
 compared to Roma moderna, 408–410
 compared to Roma sacra, 400–402
 evolving representation of, 409–410, 411–414
Roma Antica e Moderna, evolution from Le Cose Maravigliose..., 410
Roma moderna, 399–400
compared to Roma antica, 408–410
Roma Ricercata (Martinelli), 409–410
English translation, 412
Roma sacra, 399–400
compared to Roma antica, 400–402
evolving representation of, 411–414
Rome, Italy, 266–267
analogies to Jerusalem, 400–402
as seen by English tourists, 411–414
travel guides, 397–417
visible and invisible, 400–402
The Rosicrucian Enlightenment (Yates), 355
Roush, Jacob, 753, 802–813
Rowling, J.K., 814
RQF (Australian Research Quality Framework), 638–639
Rudestam, K.E., 616
Rules
games and gaming, 831–832
library game programs, 765–766
live action games, 844
Rules for a Printed Dictionary Catalogue (Cutter), 8–11, 13, 18–22, 28
“reasons for choice,” 31
Ruskin, John, 267, 418–439
drawings, 424f, 428f, 429f
influence of Prout, 422–426
influence of Turner, 426–432
S
Sacrarium, 374, 383–385, 393
Salaries, job advertisements, 715
Salem witch trials, as role-playing game, 827
Samber, Robert, 413
Sample size, job advertisement analysis, 710–711
Sanford, K., 838, 840–841, 847
Santa Maria sopra Minerva, 407f
Santi, Fra, 401–402, 403
Saraf, V., 177
Sarrafzadeh, M., 708
Saunders, Wilfred, 475
Saunders, W.L., 600
Savage, Ernest, 442
Schad, J.G., 604
Schoenholtz-Read, J., 616
Schögl, C., 484, 708
School libraries
cataloguing quality, 68–76
game clubs, 832
games and gaming, 753, 825–835
See also Children’s libraries
School Library Journal, 799
School Library System, Genesee Valley
Educational Partnership (New
York), 832–835
Schrader, A.M., 643
Schrettinger, Martin, 278
Schultz-Jones, Barbara, 49–81
Scientific and technical literature, 16
Screen-sharing software, 619
See also Information technologies
Search engine optimization, job advertise-
tisements, 719
Search experience
A&I services, 95–96
classic search v. discovery experience, 208–217
Library Thing for Libraries, 236–243
Next generation catalogues, 186–207
online catalogues, 93–96
social discovery systems, 139–142
user contributed information, 134–135
VuFind/GILFind, 211–217
See also Online searching
Search Institute, developmental assets, 783–786
Search results display, usability issues, 178–179
Second Life, 618, 630
Seeley G. Mudd Library (Lawrence
University), 802–813
Seiss, Judith, 677
Self-help books, 579–580
in bibliotherapy, 571
Semantic web, 77–78
Semistructured data, 306
Sen, Barbara, 471–478, 475, 513–541,
569–586
Sennett, R., 437–438
Separate résumés (Bielu), 37
A Series of Easy Lessons in Landscape
Drawing (Prout), 422–423, 425f
Serlio, Sebastiano, 351, 364
Service/organization orientation
continuing professional develop-
ment, 684–685
in KM and LIS professionals, 707
Set (Game), 826
Seven Epitomes, 37–40
Seven Lamps of Architecture (Ruskin),
421, 423
Sexual orientation, library association
policies, 544
Sheffield Central Library, 455f
Sheffield Hallam University, 476
Sheffield Hallam University. Distance
Learner Support Service (DLSS),
615, 621, 631
Sheffield iSchool
See iSchool
ShelfLife, 221–222
Shephard, K., 679
Simon, J.L., 602–603
Single point of entry
See Centralized access
Single-portal searching
See Centralized access
Sinha, R., 251
Sinnott, L.T., 591
SINTO, 745
SINTO Bob Usherwood Prize, 475
Situational analysis, 520–521, 521–523
See also Research methods
Six-dimensional graph (Image), 280,
282f
Sketches Made in Flanders and Germany
(Prout), 422
Skills and competencies frameworks,
706
library game programs, 771–772
Skinner, Debra G., 208–217
SLA (Special Libraries Association).
Solo Librarians Division, 695
Slater, L., 482
Slave Ship (Drawing) (Turner), 427
Slone, D.J., 513
Smale, Maura A., 803
Smashboards.com, 805
Smiraglia, Richard P., 35–48
Smith, Duncan, 113–114, 517
Smith, M.P., 534
Smith, Sidney, 451
Smith (Z. Reynolds) Library (Wake
Forest University), 803–804
S.N.A.K.S. model of game archetypes,
752–753, 780
Snavely, L., 815–816
Snow, Karen, 49–81
Social capital
adaptive capacity, 515–516
library outreach and, 531
public libraries and, 516–517
Social control, public libraries as vehicles for, 442–444
Social discovery systems
defined, 133
faceted navigation, 140–142
public libraries, 132–147
search experience, 139–142
usability study, 137
user generated information, 142–143
See also Discovery systems
Social engineering, public libraries, 445
Social games, 752
See also Games and gaming
Social media
distance learner support services, 625
LIS research and, 490–492
marketing library game programs, 808
Next generation catalogues, 107–131
OCLC research, 109–110
Social media skills, job advertisements, 717
Social networking, component of social discovery systems, 133
Social process audit, 741–743
See also Research methods
Social workers, interviews, 575
Social worlds
boundary between librarians and library users, 524
evironment and, 533–534
librarians and library users, 535
library management, 532–533
library outreach and, 531
public libraries, 522/
Society of Chief Librarians, 544
Socrates, trial of, as role-playing game, 826–827
Solinori, Santi, 401–402, 403
Solo librarians
See One-person librarians
Solo Librarians Division. Special Libraries Association, 695
SoulCaliber (Game), 795
South West Museums Libraries & Archives Council, 742
Spatial metaphors and analogies
Briet, Suzanne, 279–280
Dewey, Melvil, 278
Fairthorne, Robert, 280
geographical, 383
Goldberg, Emanuel, 279
information management, 304–324
knowledge organization, 259–269, 271–285
Otlet, Paul, 271, 272–276, 280–283
Schrettinger, Martin, 278
See also Metaphors and analogies
Special Libraries Association (SLA). Solo Librarians Division, 695
Species Mundaneum, 392f
Specific entry, 10
Spelling skills, library game programs, 773
Spencer, Herbert, 385–386
Spezi, V., 583
Spiegel, A., 842
Spiteri, Louise F., 107–131, 121, 134–135
Sportsmanship, game clubs, 829–830
St. Clair, Guy, 677
St. Jean, B., 760
Standard Occupational Classification (U.K.), 708
Standards and standardization librarians, 530
library operations, 456
Ostwald, Wilhelm, 289, 296
Stanford, M., 589–590
Stanton, H.M., 591
Stationi delle Chiese di Roma (Solinori), 401–402
Steady-state libraries, 593, 603
Stein, S.J., 679
Stibbe, A., 517
Stock, W.G., 484
Stock policies, LGBT materials, 548–549, 553–554
Stone Peters, Julie, 358–359
The Stones of Venice (Ruskin), 267, 418–439
Stout, Ruth French, 1
Strategy games, 752–753, 846–847
See also Games and gaming
The Structural Transformation of the Public Sphere (Habermas), 445
Structured data, 306
Student organizations
  partnerships with library game programs, 804–805
  partnerships with library programs, 816, 821
Students
  benefits of games and gaming, 829, 838
  partnerships with library game programs, 804–805
  partnerships with library programs, 816
  responses to game clubs, 830–832
Studies in Library Management, 738
Subdivisions, dictionary catalogs, 29
Subject browsing
  LCSH, 152
  online catalogues, 149–152
  virtual reality, 154–155, 156f
Subject Cataloguing Manual: Subject Headings (Library of Congress), 29–30
Subject headings, 9–11
  relationship to documents, 15–17, 30–31
  use in searching, 239–241
See also LCSH (Library of Congress), Subject Headings; Tags and tagging
Subject librarians, 637–638
Subject searching
  See Online searching
Sudoku, 826
Summer reading programs, impact of gaming programs, 791, 796
Summon, 101
  usability studies, 198t, 200t–202t
Sunbathing in the Rain (Lewis), 579
Super Smash Bros. Brawl (Game), 787, 795, 805
Superworks, 36
  as basis for library catalogues, 45–46
  The Classic of Changes, 38–39
  The French Chef, 44–46
Supply and demand
  aggregation, 98–100
  information access, 85–87
SurveyMonkey.com, 808
Surveys
  library game program participants, 808, 811f
  library staff, 176, 182
See also Research methods
Sustainability
  community resilience and, 534
  defined, 517
  literacy, 517
  public libraries and, 517–519
  tools and technics, 517–518
Swanson, D., 89–90
Sweet, Rosemary, 413
Swigger, K., 482, 483
Symbolic language
  Ruskin, John, 419, 420–421
  Turner, J.M.W., 426–432
Symbolism, public libraries, 464–465
Syndetic Solutions, 228, 231t
Syndetics Plus, 228, 231t
Systems/technical skills, job advertisements, 712–716
Szulakowska, Urszula, 351, 360, 362
T
Tabletop games
  advantages over video games, 825–826
  school libraries, 825–835
See also Games and gaming
Tags and tagging, 139–140, 144
See also LCSH (Library of Congress), Subject Headings; Tags and tagging
Subject headings, 637–638
Subject searching
  See Online searching
Sudoku, 826
Summer reading programs, impact of gaming programs, 791, 796
Summon, 101
  usability studies, 198t, 200t–202t
Sunbathing in the Rain (Lewis), 579
Super Smash Bros. Brawl (Game), 787, 795, 805
Superworks, 36
  as basis for library catalogues, 45–46
  The Classic of Changes, 38–39
  The French Chef, 44–46
Supply and demand
  aggregation, 98–100
  information access, 85–87
SurveyMonkey.com, 808
Surveys
  library game program participants, 808, 811f
  library staff, 176, 182
See also Research methods
Sustainability
  community resilience and, 534
  defined, 517
  literacy, 517
  public libraries and, 517–519
  tools and technics, 517–518
Swanson, D., 89–90
Sweet, Rosemary, 413
Swigger, K., 482, 483
Symbolic language
  Ruskin, John, 419, 420–421
  Turner, J.M.W., 426–432
Symbolism, public libraries, 464–465
Syndetic Solutions, 228, 231t
Syndetics Plus, 228, 231t
Systems/technical skills, job advertisements, 712–716
Szulakowska, Urszula, 351, 360, 362
T
Tabletop games
  advantages over video games, 825–826
  school libraries, 825–835
See also Games and gaming
Tags and tagging, 139–140, 144
See also LCSH (Library of Congress), Subject Headings; Tags and tagging
Subject headings, 637–638
Subject searching
  See Online searching
Sudoku, 826
Summer reading programs, impact of gaming programs, 791, 796
Summon, 101
  usability studies, 198t, 200t–202t
Sunbathing in the Rain (Lewis), 579
Super Smash Bros. Brawl (Game), 787, 795, 805
Superworks, 36
  as basis for library catalogues, 45–46
  The Classic of Changes, 38–39
  The French Chef, 44–46
Supply and demand
  aggregation, 98–100
  information access, 85–87
SurveyMonkey.com, 808
Surveys
  library game program participants, 808, 811f
  library staff, 176, 182
See also Research methods
Sustainability
  community resilience and, 534
  defined, 517
  literacy, 517
  public libraries and, 517–519
  tools and technics, 517–518
Swanson, D., 89–90
Sweet, Rosemary, 413
Swigger, K., 482, 483
Symbolic language
  Ruskin, John, 419, 420–421
  Turner, J.M.W., 426–432
Symbolism, public libraries, 464–465
Syndetic Solutions, 228, 231t
Syndetics Plus, 228, 231t
Systems/technical skills, job advertisements, 712–716
Szulakowska, Urszula, 351, 360, 362
T
Tabletop games
  advantages over video games, 825–826
  school libraries, 825–835
See also Games and gaming
Tags and tagging, 139–140, 144
See also LCSH (Library of Congress), Subject Headings; Tags and tagging
Subject headings, 637–638
Subject searching
  See Online searching
Sudoku, 826
Summer reading programs, impact of gaming programs, 791, 796
Summon, 101
  usability studies, 198t, 200t–202t
Sunbathing in the Rain (Lewis), 579
Super Smash Bros. Brawl (Game), 787, 795, 805
Superworks, 36
  as basis for library catalogues, 45–46
  The Classic of Changes, 38–39
  The French Chef, 44–46
Supply and demand
  aggregation, 98–100
  information access, 85–87
SurveyMonkey.com, 808
Surveys
  library game program participants, 808, 811f
cataloguing quality in school libraries, 68–76

Texts
See Books

Theaters and amphitheatres
Camillo, Guilio, 355–358
Theatrum Vitae Humanae (Zwinger), 348, 358–359

Theft, library game programs, 797–798
Theory of Library Catalogue (Ranganathan), 11

Theosophical figures, 349–351, 352–355, 360
Theosophist iconography, 387

Thomsett-Scott, B., 175, 176–177
3D cone trees, information visualization, 151–152
3D cube model (Otlet), 313–314, 323
3D navigation, 157–158
Threshold of Democracy (Game), 827
Ticket to Ride (Game), 828

TLA (Transaction log analysis), 133–134, 137–138, 146
reference services, 175–176, 182
See also Research methods

Toms, E.G., 136
Tournament Bracket Builder, 795

Tower of Progress, 276
Training skills, job advertisements, 720

Traité de Documentation (Otlet), 275, 309, 381

Transaction log analysis (TLA), 133–134, 137–138, 146
reference services, 175–176, 182
See also Research methods

Transition Movement, 513–514, 515
Trattato Nuovo delle Cose Maraviglo...,

Travel guides
changing perceptions of Rome, Italy, 397–417
English tourists, 411–414
Trees, imagery, 273–274

Trees on a Mountainside (Ruskin), 427

Trial of Socrates, as role-playing game, 826–827

Trinity High School Learning Resources Center (Redditch, UK), 828–832

Tribe spheres (Image), 272–273

Trivia games, 819
See also Games and gaming

The Troubles, effect on libraries, 736–737

Trueswell, R.W., 603

Tunger, D., 642

Turner, J.M.W., 419, 422, 434
compared to Prout, 431
influence on Ruskin, 426–432

Turner, K.J., 482

Turner, N.B., 176

Tvazardza, K., 817

Twitter
adoption and hashtagging, 253–255
communicating about research, 491–492

Twitter hashtag applications, 248–258
morphological box, 251–253

Typographic Rhapsody: Ravisius Textor, Zwinger, and Shakespeare (Ong), 347–349

Typography
headlines, 334–336, 340
headwords, 333, 336–338, 340–341, 342f
indentation, 337, 340–341
macrostructure, 330–336
microstructure, 330–331, 337–338
ornamental initials, 333–334, 335f
16th century dictionaries, 325–346
type area, 331, 332f
See also Books

U

UDC (Universal Decimal Classification), 293
facets, 309, 311f
multimedia accessibility, 321
See also Decimal notation and classification

UK academic libraries
See British academic libraries

UK public libraries
See British public libraries

Unfolding box (Image), 280, 281f
Union catalogues, 91–92

United Kingdom. Arts and Humanities Research Council, 498

United Kingdom. Department of National Heritage (DNH), 740

United Kingdom. Equality Act 2010, 543
United Kingdom. Equality Act (Sexual Orientation) Regulations 2007, 543
United Kingdom. Library and Information Commission, 460–461
United Kingdom. Local Government Act 2003, 543–544
United Kingdom. Ministry of Reconstruction, 453
United Kingdom. National Lending Library, 453–454
United Kingdom. Public Libraries Act (1850), 446
United Kingdom. Public Libraries Act (1919), 453
United Kingdom. Public Libraries Act (1964), 456
United Kingdom. Public Libraries and Museums Act 1964, 543
United Kingdom. Sex Discrimination (Amendment of Legislation) Regulations 2008, 543
United Kingdom. Standard Occupational Classification, 708
Unity Ruleset, 805
Universal Book, 310–311
Universal Decimal Classification (UDC), 293
facets, 309, 311f
multimedia accessibility, 321
See also Decimal notation and classification
Universalism, library architecture, 445–459
Universal Network of Documentation, 309–310, 318–319
Universe, 272–273
University libraries
See Academic libraries
University of Alabama Libraries, 803
University of Buffalo (New York), 136
University of California Los Angeles Libraries, 594, 599
University of Colorado, 188–190, 204
University of Florida Libraries, 817
University of Georgia Libraries, 208
University of Illinois Library, 804
implementation of discovery systems, 163–170
University of North Carolina. D.H. Hill Library, 803
University of Northern Iowa Library, 817
University of Oklahoma, 135
University of Oregon. Science Library, 804
University of Sheffield. Centre for Inquiry-based Learning in the Arts and Social Sciences, 498
University of Sheffield. Information School
See iSchool
University of Sheffield. Postgraduate School of Librarianship
See iSchool
University of Sheffield. Postgraduate School of Librarianship and Information Science
See iSchool
University of Wisconsin at Eau Claire, 817
University of Wisconsin at Madison. Helen C. White Library, 804
University of Wisconsin at Whitewater. Anderson Library, 804
Uno (Game), 792
Unrau, John, 434
Unstructured data, 306
Urbana-Champaign Library (University of Illinois), 804
Urbaneum, 387, 389f
Urbanism, Otlet-Heymans collaboration, 375–376
Urban Libraries Council, 517
urls, referenced in research papers, 504, 505f
Urquhart, D.J., 601
Usability studies
consent forms, 202–203
EBSCO Discovery Service (EDS), 198t, 200t–202t
Encore Synergy, 193, 198t, 200t–202t
identifying tasks, 175–176
improving methodology, 199
interview questions, 245
library catalogues, 135–137
Library Thing for Libraries (LTFL), 237–243
library websites, 136
Next generation catalogue interfaces, 188–205
Next generation catalogues, 175–184
participant behavior, 190–192, 198–199, 238–241
Primo Central, 194, 198t, 200t–202t
scripts and tasks, 182–183, 203, 244–245
Summon, 200t–202t
virtual browsing, 226–227
web-scale discovery services, 175–184
WorldCat Local, 198t, 200t–202t
Usability testing, 3D LCSH, 155–158
Usage studies
Case Western Reserve, 605–606
library collections, 602–606
Pittsburgh University Library, 603–606
Use of Library Materials: The Pittsburgh Study (Kent), 588, 603–606
User-centered library services, bibliotherapy services, 570, 573, 583
User contributed information
advantages, 234–235
collection development, 121
integration with bibliographic records, 170
lists, 145
Next generation catalogues, 114, 119
online catalogues, 234–247
ratings and reviews, 135, 144
search experience enhancement, 134–135
social discovery systems, 142–143
tags and tagging, 135
University of Illinois Library systems, 167
User interface
GILFind, 209–210
Next generation catalogues, 51–52, 100, 186–207
virtual browsing, 225–228
User interfaces, dashboard, 321, 322f
User messaging systems, 144
The Uses of Literacy (Hoggart), 746
Usherwood, Bob, 472–473, 476, 477, 480–481
review of research and career, 735–750
Utilitarianism, public libraries, 446–447
Utopia, represented in Mundaneum, 393–394
Uyttenhove, Pieter, 259–269
V
Valdez, Teresa, 841
Valéry, Paul, 326
Vampire: the Masquerade (Game), 793
Van Acker, Wouter, 259–269, 265–266, 304–324, 370–396
Van Allsberg, Chris, 837–838
Vanden Elzen, Angela M., 753, 802–813
Vanderbilt University, 204
van der Doort, Paulus, 349–351
Van der Heijden, B., 678
van der Rohe, Mies, 423
Vander Wal, T., 234
Vande Velde, Vivian, 838, 843, 846–847
van Noppen, J.-P., 269n
Varnheim, A., 516–517
Varvel, V.E., 647
Vaughn, T., 315
Vendors
cataloguing, 60, 60–61t, 73t, 76–77
Next generation catalogues, 181–182
supplemental content, 231
Venice, Italy
Casa Continari Fasan, 426, 429f, 430f
Doge’s Palace, 437
windows near Arsenal area, 432–436
Vernacular work, 532, 536
Very Hungry Caterpillar (Carle), 793
Video-conferencing software, 630
Video game camps, literacies developed, 840–841
Video games, 793–795
compared to live action games, 845–846
disadvantages compared to tabletop games, 825–826
educational benefits of, 838
learning from, 759–760
library game programs, 755–778
live-action versions, 843–846
ratings, 794
See also Games and gaming
Virtual browsing, 218–233
academic libraries, 220–232
challenges for libraries, 230–232
defined, 218–220
multitouch devices, 228–230
NCSU Libraries, 225–228
subject browsing, 154–155, 156f
usability studies, 226–227
user interface, 225–228
See also Browsing
Virtual learning environments (VLEs), 627, 632
availability of library resources, 617
Virtual reference services, 618–620, 624–625, 628–629
The Visible Library — Practical Public Relations for Public Librarians (Usherwood), 738
Visual thinking, 393–394
Vitruvius, 360–361
Vitruvius Teutsch, 360–361
VLEs (Virtual learning environments), 627, 632
availability of library resources, 617
Volunteers, 552
von Dran, G.M., 591
von Ungern-Sternberg, S., 643–644
Vosper, Robert, 599
Voyager (ILS software), 165–166, 208
Vredman de Vries, Hans, 360
VuFind, 165–168, 209, 243
See also Next generation catalogues (NGCs)
VuFind/GILFind, search experience, 211–217

W
Waetzold, S., 414n
Wagner, K., 174
Wake Forest University, Z. Smith Reynolds Library, 803–804
Wall, S., 520
Wartho, R., 638
Wasserman, P., 591, 597
Webb, Beatrice, 293
Webb, Sidney, 293
Webber, S., 679, 759–760
Web-conferencing software, 619
See also Information technologies
Weber, Max, 443
Web management skills, job advertisements, 716–718
Web-scale discovery services
See Discovery systems
Webster, Frank, 747
Web 2.0 tools, job advertisements, 717–718
WebVoyage (OPAC software), 168, 210–211
Weintrop, J., 136
Welsch, J., 837, 842, 843
Wenneker, Lu Beery, 356–358
Wenner, M., 837
Werkbund, 296
Werner, Kat, 753, 790–801
Western Michigan University, 136
Whipple, Tom, 529
White, H.S., 600
White, S., 583
Whitechapel Idea Store, 462
Whitechapel Public Library (England), 449
White (Helen C.) Library, University of Wisconsin at Madison, 804
White House Conference on Libraries (1991), 737
White Rose Research Online, 497
Wiegand, W.A., 597
Wieland, M, 642
Wii Sports (Game), 795
Wikipedia, compared to Otlet’s encyclopedia, 311
Willems, Mo, 793
Willett, Peter, 477
William Brown Library (Liverpool, England), 447–448, 449f
Williams, J.H., 174
Wilson, C.S., 644
Wilson Library Bulletin, 737
Windows
Arsenal area of Venice, 432–436
drawings, 433f
Winters, C.M, 176
Wits and Wagers (Game), 772
Wizards of the Coast, 799
Wood, E.J., 637–638
Woodbury, David, 218–233
Work environment, continuing professional development, 691–692
Works
compared to books, 27–28
as organizing principle in library catalogues, 40–44
Works (Abelard), 40–44, 41t
OCLC WorldCat, 42
WorldCat
See OCLC WorldCat
World Museum, 374
World network (Image), 283f
World Wide Web, as Document Super Centre, 315–317
Worpole, Ken, 463
Wright, C., 548
X
Xbox 360 (Gaming console), 794, 807
Xbox Live Gold, 794

Y
Yale Center for British Art, 414n
YALSA (Young Adult Library Services Association), 752, 791, 792
Yang, S.Q, 166–167, 174
Yasuda, Yasutoshi, 782–783
Yates, Frances, 355–356
Young Adult Library Services Association (YALSA), 752, 791, 792
Youth services, Next generation catalogues impact on, 119

Yu Gi Oh (Game), 790–791, 792, 798, 800
website, 799

Z
Z. Smith Reynolds Library (Wake Forest University), 803–804
Zhang, S., 174
Zhao, D., 644
Ziggurats, 277, 372
Zitron, L1zz, 803, 804
Zombies (Game), 828
Zwicky, F., 249, 251–253
Zwinger, the Elder, Theodore, 348, 358–359, 366–368