

## **Programming ideas & Emerging Technology Notes:**

Ketchikan AK teen facebook page:

<https://www.facebook.com/pages/Ketchikan-Public-Library-Teen-Advisory-Group/49549794381>

Libraries used to use Xtranormal for funny videos:

<http://www.youtube.com/watch?v=P7G1Emalljk>

Alternative options to Xtranormal:

[http://www.asdk12.org/schools/chugiak/pages/Chugiak\\_High\\_School/Alternatives\\_to\\_Xtranormal.html](http://www.asdk12.org/schools/chugiak/pages/Chugiak_High_School/Alternatives_to_Xtranormal.html)

Make a QR code with Bitly: <https://bitly.com/>

Great example of teen-generated video: <http://www.youtube.com/watch?v=yIHha-dlIFA>

Storify is used to preserve social media content into a cohesive whole:

<https://storify.com/>

A recent example: kids/teen author Shannon Hale used Storify to preserve Antonio French's tweets from Friday night in Ferguson, MO: <https://storify.com/haleshannon/antonio-french-s-account-of-friday-night-in-ferguson>

Here's a #readadv chat on twitter talking about books that are new to you:

<https://storify.com/sophiebiblio/readadv-7-17-14-what-s-new-to-you>

Examples of badges in the digital/real world:

Bibliocommons is a vendor that offers catalog tools to enhance your library content:

<http://www.bibliocommons.com/products/summer-sites>

Participants said you can get badges and feedback for social reading while using a Kobo e-reader:

<http://store.kobobooks.com>

Ann Arbor's library has a game rather than a traditional summer reading program:

<http://play.aadl.org/>

their badges relate to reading, making, doing, and visiting places in the community. The best badges challenges players to go on an information scavenger hunt in either the physical or digital library - a great way to inspire participants to use databases and see the cool information we're subscribing to!

Password comic to remind you that a secure password can be easy to remember:

<http://xkcd.com/936/>

Encourage teens to stay safe online and use secure passwords: <https://howsecureismypassword.net/>

Aris game designer for location-based mobile game creation:

<http://arisgames.org/>

But before you try to build a mobile game, sometimes it's better to try one yourself first so you can see the possibilities. Try Ingress:

<https://www.ingress.com/>

Want to encourage (younger) teens to think about game mechanics in a simple, straightforward way? Try a browser-based game first:

<http://robotflaneur.com/>

Use this website as the tool, and challenge teens to go on a scavenger hunt for items like vehicles with more than four tires, recycling bins, a blue sign (things like that) in a certain number of clicks, using a predetermined number of Flaneur cities. They will quickly come up with their own rules, and suggest other ideas to you!

Another browser-based game maker that teens love is Sploder:

<http://www.sploder.com/>

If you can download programs onto your computers, try Stencyl's game maker: <http://www.stencyl.com/>

Try teaching a little digital skill-building with Mozilla: <https://webmaker.org/explore>

We used the X-Ray Goggles to help teach web parts: <https://goggles.webmaker.org/en-US>

Looking for other good apps to use in the library setting? Try a teacher site called Graphite:

<http://www.graphite.org/>