

Chapter 6

Creating an Agile Library

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ABSTRACT

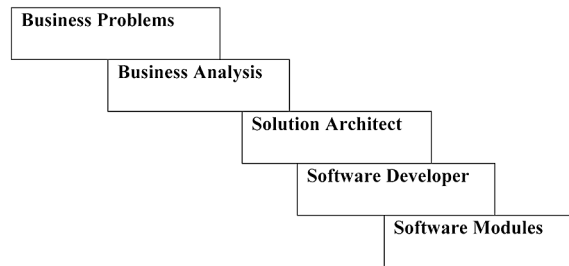
In this chapter the reader will find the way to create an agile library by the use of various e-discovery tools ranging from cloud storage to sharing and e-content management to online publishing and using emails as a marketing tool which includes the use of systems like iRecommend system, Theme based reader advisory service and bundle library. The chapter will start with discussion on how IT industry shifted from waterfall model to agile model and provided benefits to the end customers. In the closing paragraph, the chapter will also discuss about re-imaging the library as a creative 'space' rather than 'place' by creating product and services as per the industry needs which range from support to entrepreneurship, availing scientific equipment and tools in library, industry specific services and 3D printing.

INTRODUCTION

There is new a term going on in the market nowadays called *Agile*. Agile means quick with ease. Creating and developing an 'agile methodology' for delivering services is the new buzz word. This 'agile' term is developed and used in the IT industry first. Thus to understand the Agile concept, one need to compare IT functions i.e. IT project with library functions. Comparing these two entities will help one to understand the agile concept better. It will help how to build and deliver services quick and fast to end users by adopting agility as a way of life. In this article, we will also look for creating the agile library by using various e-discovery tools ranging from cloud storage to sharing and e-content management to online publishing and using emails as a marketing tool. Chapters will start with discussion on how IT industry shifted from the 'waterfall model' to the 'agile model' and provided benefits to the end customers. In the next part, this chapter will look for shifting the traditional library into an agile library through use of e-discovery tools to make it truly 'agile'.

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Figure 1. Waterfall model



AGILE METHODOLOGY IN THE IT INDUSTRY

Introduction to IT Industry

The work in the IT industry is solution based where clients approach IT companies for the solution of their business problem through the use of information technology. At first level, problems faced by the client are handed over to a Business Analyst who, while discussing with clients, provides different solution approaches on the given problem. The agreed solution is then handed over to the team of Solution Architects who in turn creates a framework of software modules based on the feedback provided by client and business analyst. Such framework of software modules goes to the team of Software Developers (or software engineers including both software coders and testers), led by a project leader for the software development. Modules might be divided among different teams. Finally software solution modules (software packages) are created through coding by software developers. It is a win-win situation for both the IT company and the client as revenues are generated through software development and the client saves a lot of cost and time through automation of work.

The model in Figure 1 is called the *waterfall model*. Modules or projects successfully go alive after a specified period of time ranging from a few months to years.

Shortfalls of the Waterfall Model

The shortfall of the waterfall model is that it shows lack of responsiveness to customer's request for changes to the system being developed. Historically, it was typical for all of the requirements to be captured at the start of the project and to be set in stone throughout the rest of the development. A frequent result of this approach was that by the time the software had been delivered (sometimes months or even years later) it is no longer matching the needs of the customer, which had almost certainly changed by then.

The Agile Methodology

To overcome the above problems, software companies created and developed the agile methodology to minimize the defects, increase the software accuracy and deliver the project on time. A project is delivered in one or two modules rather than a whole software package within a specified time limit. Modules are completed and delivered in broken order as per the priority. Above all, there is involvement of the customer while working on each and every module. For example, suppose the software package has

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