

04.1

01 PREFACE	6		
02 BOBCATSSS 2015 ORGANIZERS	8		
02.0.01 BOBCATSSS 2015 Organizing Teams	9		
03 SCIENTIFIC COMMITTEE	10		
03.0.01 BOBCATSSS 2015 Scientific Committee	11		
04 TABLE OF CONTENTS	12		
05 DESIGN	16		
05.0.01 KEYNOTE – System Thinking: Design tools to drive innovation processes	17	05.02.03 User-centred improvement of information architecture for enhanced user experience	70
05.01 Open Society	19	05.02.04 Visual communication of Museum websites: Analysis and comparison of European and Croatian art museums	76
05.01.01 An information system in a micro-scale democratic experiment from the perspectives of its participants	20	05.03 Games & Gamification	83
05.01.02 National Policy on Open Data: an information policy to strengthen transparency in Mexico	28	05.03.01 Application of Gamification in Library Environment	84
05.01.03 Labs, Makerspaces and their challenge to develop library services in an innovative environment	34	05.03.02 The First Life: Some Aspects on Gamification in the Real World	92
05.01.04 Scientific Papers in the Field of Information Sciences in Croatia available in Open Access	42	05.03.03 Video Games in North American Public and Academic Libraries	98
05.02 Designing of Virtual Spaces	49	06 INNOVATION	104
05.02.01 Concurrent Factors of a Virtual Space Redesign	50	06.03.01 KEYNOTE – Innovative Leadership for the Information Renaissance	105
05.02.02 A Taxonomy of UN Websites	56	06.01 Between Online & Offline	107
		06.01.01 Exploratory study of similarities between virtual and real-life identity	108
		06.01.02 Features for the Future Library	114
		06.01.03 Let's talk business on the value of Enterprise Social Media	122
		06.02 Exploring Information Behavior	129
		06.02.01 Evaluation of medical information quality	130
		06.02.02 Exploring the methods and practises of personal digital information archiving among the student population	138

14	06.02.03	Information Problem Solving by Students From Different Fields of Science	146	07.01.04	Role of pictograms in online communication	240
15						
	06.03	Libraries – Networks, Current Issues & Trends	153	07.02	LIS – Education, Community & Career	249
	06.03.01	Do library users know what the UDC number is used for? The usage of UDC numbers in online catalogues	154	07.02.01	Cultural dimensions in information sciences e-learning	250
	06.03.02	IFLA – Be a part of international professional network	160	07.02.02	Information Science Observatory at University of Porto	258
	06.03.03	What is your story? Library labs and oral history: innovative, collective and civic projects	164	07.02.03	iSchool community and Scandinavian library schools	266
	06.04	Libraries – Better Collections & Services	171	07.02.04	New Information Professionals: Who we are and what we want	274
	06.04.01	Bibliotherapy for Disadvantaged Youth. Participation, sharing and self-knowledge in non-virtual environment	172	07.02.05	Paradigm Shift in 21st Century Higher Education	280
	06.04.02	Bibliotherapy with women prisoners	178	07.02.06	The PhD in LIS career development	286
	06.04.03	From idea to realization: Project Harry Potter Week	184			
	06.05	Libraries – Users & Future Challenges	189	08 DESIGN, INNOVATION, PARTICIPATION – ABSTRACTS		292
	06.05.01	Challenge Accepted! Facing the Demographic Change	190	08.01 Posters		293
	06.05.02	Functions of university libraries in the third mission of universities	198	08.01.01	COBISS, mCOBISS and comparison between the two	294
	06.05.03	Talkin' 'Bout Their Generation	202	08.01.02	Community for Science	295
	06.05.04	Which cartoon character reminds you to the librarian?	208	08.01.03	Cultivating the Next Generation of Librarians through Mentorship and Apprenticeship	296
	07 PARTICIPATION		214	08.01.04	Europeana and mobile users	298
	07.05.01	KEYNOTE – Strong Libraries, Strong Societies	215	08.01.05	Experiences on tracking interactions within a web page	300
	07.01	Information for Everyone	217	08.01.06	Friends of Libraries – What are they for?	301
	07.01.01	Developing library literacy skills of deaf pupils in Hungary	218	08.01.07	Information literacy education in youth drop-in centers	302
	07.01.02	Marketing digitization projects through social networks	224	08.01.08	The information seeking habits of high school students of Latvia	304
	07.01.03	Revisualization and de-visualization of data: transformation of visual data into information for visually impaired users	232	08.01.09	iPads for the Musician, Dancer, and Actor	305
				08.01.10	Library in the Game	306
				08.01.11	Mapping scholarly networks to enhance collaborative research opportunities	307
				08.01.12	Maturity Model for public library services in developing countries	309
				08.01.13	A SWOT Analysis of Current Digitization Status in Romanian Public Libraries	311
				08.01.14	Touch collection by finger	312

08.02	Pecha Kucha Presentations	315
08.02.01	Copyright's Impact on Libraries Today and Tomorrow	316
08.02.02	Discovery Services in Library and Information Institutions	317
08.02.03	Learning Technologies	318
08.02.04	The New Professionals Section of the Library Association of Latvia	320
08.02.05	Purposeful Gaming	322
08.03	Workshops	323
08.03.01	Are you thinking out of the box?	324
08.03.02	Be the game master and share knowledge	326
08.03.03	Digital Humanities in the Library	327
08.03.04	Innovation in the fast lane	328
08.03.05	A Library's Game: Create the Library You Want	330
09	SPONSORS & PARTNERS	332