Creation and Innovation in Public Libraries
Use Free and Open Software (FOSS) to boost your library's creativity and a wiki to create a collaborative community project.

Redcliffe Library meeting rooms, 476 Oxley Ave, Redcliffe
Friday 31 August 2018

Time	Program	Purpose / Learning Outcomes
9 – 9.15am	**Registration, tea and coffee**	
9.15 – 9.25	**Welcome to the Professional Development Day** Sally Paris, Branch Librarian Redcliffe Library Moreton Bay Regional Libraries	Welcome, thanks, housekeeping and introductions.
9.25 – 9.45am	**Andrei Maberley** State Library of Queensland	Introduction to the day.
9.45 – 10.30am	**Introduction to Free and Open Source Software (FOSS).** Andrei Maberley - Introduction to the State Library of Queensland's Wiki - Understanding FOSS. - How FOSS is used at SLQ.	Understanding the history and purpose of FOSS software and its place in public libraries.
10:30-10:45am	*Morning tea*	
10.45–12.30pm	**Identify, Install and Evaluate** Andrei Maberley - Identifying FOSS alternatives to commonly used software - Downloading, installing and evaluating chosen software.	Explore how to use FOSS in your library, and how to help staff and patrons make decisions about FOSS and what to expect when using it.
12:30–1:15pm	**Lunch**	
1.15–2.45pm	**Design, Document and Share your own Cardboard Kaiju monster** Daniel Flood A life-size board game called Cardboard Kaiju will be introduced as a model of how to design, document and share using a wiki.	Get hands-on and build your own version of the Cardboard Kaiju monster, in cardboard and hot glue. All materials provided.
2.45-3:00pm	*Afternoon tea*	
3:00- 4:30pm	**Design, Document and Share your own Cardboard Kaiju monster** *continued* Use State Library of Queensland's Wiki to export your content	Put your ideas into action and Document and Share your Cardboard Kaiju monster
4.30 -4.45pm	**Action plan** **Wrap-up/close** Daniel Flood and Andrei Maberley	

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Presenters

Daniel Flood is Lead, The Edge at the State Library of Queensland. Daniel brings to The Edge team extensive experience in community arts and creative technology engagement from working with organisations such as Artful Dodger Studios, Visionary Images and Frankston City Council. In Brisbane Daniel has spent time working with the youth of Queensland through Backbone Youth Arts, La Boite Theatre Company and the Brisbane City Council.

Daniel is The Edge's programming shaman and plans and oversees all of our public engagements and offerings. He enjoys the opportunity to engage with diverse communities at The Edge, and likes taking complex concepts and figuring out how to teach them in simplified, experiential ways.

Andrei Maberley is a Program Officer at the Edge, State Library of Queensland. Andrei works to ensure the programs of The Edge aren't confined to our South Bank building. This mandate sees him travelling around our wonderful state, leaving rebuilt computers, DIY robots and smiling faces in his wake.