A novel approach of Cloud computing in digital library management

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DESCRIPTION

Cloud computing is a new paradigm for Internet applications, and as technology advances, digital libraries also use additional concepts and tools to enhance their offerings and grow the intricate web of high-end applications. As a result, using the cloud computing model as the foundation for a digital library can significantly enhance library services in the areas of data security, data sharing, and user experience. It is also the most affordable, dependable, and scalable way to implement the idea and principle of cloud computing and examines how to use it to increase services and enhance user experience in the digital age.

Using the needed interpretive phenomenology, it was discovered that three themes demand side variables, supply side factors, and institutional aspects were very influential on user's intentions to embrace cloud libraries. The widespread use of mobile web technologies is changing how people study and teach and is having a big impact on the educational system. New approaches to investigating information behavior and user experience with mobile devices are required in light of this advancing technological revolution. This study attempts to evaluate user experience by employing a cutting-edge ethnographic strategy called cognitive mapping and approaching the problem from an interpretivist angle. To obtain a thorough understanding of how users engage with mobile technology, with a focus on their experience using the mobile library service, a combination of log analysis, cognitive mapping, and semi-structured interviews is used. Cognitive mapping is regarded in the context of libraries as one of the techniques to quickly obtain rich data. Since the year 2000, this method has been used in academic libraries to examine how users behave when interacting with the materials and services offered by physical or digital libraries.

The application that depicted their impressions of the library is one of its successful ones. Participants are given a piece of paper and six minutes to sketch their ideas on it using three different colored pens as part of a cognitive mapping exercise. Every two minutes, they must switch the colour of their pen to indicate the order and relative importance of the phases on their mental maps. Researchers will obtain in-depth and occasionally unexpected responses and opinions from participants by labeling the things that emerged in the artwork and learning the explanation behind the scene. Fortunately, tools are simple to find and many of them are cheap or free, making them excellent starting points. One advantage for libraries is that there is no need for a single methodology or set of tools the existing methods and tools can be integrated in any way that best meets the demands of each individual library. A practitioner's most crucial action is to attempt something, make adjustments as necessary, and build on achievements.

CONCLUSION

Prior studies on the subject of mobile library services have mostly concentrated on implementing specific mobile services or gauging user acceptance of utilizing mobile devices for work by using theoretical frameworks like the technology acceptance model although it has been noted that people are increasingly using their mobile devices for activities other than communication, such as exploring, reading, sharing, and learning, in addition to creating digital material. The context of the user is always changing in a mobile environment. User's characteristics are always changing depending on the task at hand, the environment they are in, and the demand. In order to comprehend users in the mobile age, it is important to examine the changing information behaviors associated with mobile technology and their user experience.