

OCTOBER
2021



southwest florida

SWFLN
library
network

Cricut - Basic

Date: October 13, 2021

9:00 AM - 4:00 PM EASTERN

Location: SWFLN Office



Beginning Cricut users will enjoy a basic introduction to all aspects of using the cutting machines and Design Space. Learn how to create, download, and produce several items using the Cricut machine so that when you borrow SWFLN's Cricut, you can use it efficiently and creatively!

Being an Inclusive Leader and Strong Ally

Date: October 14, 2021

02:00 PM - 3:00 PM EASTERN

Location: Online

As library professionals and maintainers of our communities' written knowledge, we should all think of ourselves as leaders within our communities. As such we need to develop skills as inclusive leaders and learn to be allies to all diverse groups within our communities.

- Quick summary of our May and June Diversity and Inclusion sessions
- Qualities and attributes of an inclusive leader
- The inclusion continuum – moving from aware to active to advocate
- What does it mean to be an ally or an advocate?
- Actions that inclusive advocates take
- How to have those “tough conversations”
- Building your action plan



Emojis: What are They, Where Did They Come From, & Can They Help with Marketing?

Date: October 19, 2021 2:00 - 3:00 PM EASTERN

Location: Online

Smiley face, sad face, high five, a smiling face with heart-shaped eyes. Emojis are everywhere and they are changing how we communicate. Unlike in the past, this visual language has now become mainstream communication. Emojis have a mixed, but evolving, history. Take a tour of where emojis have been, where they are now, and discover how they can best be used to potentially increase the effectiveness of your library's marketing efforts.



Cataloging: Moving Images & Video Games

Date: October 26, 2021 11:00 AM - 12:30 PM EASTERN Location: Online

This 90 minute instruction session provides basic cataloging instruction for the RDA instructions relevant to moving image resources, including streaming and downloadable video files. Additional treatment of video games includes best practices for titles, game platforms, and vocabulary terms for form and genre. All examples are provided using the MARC 21 Format for Bibliographic Data (MFBDD).



Learning Outcomes:

Participants will be able to apply the RDA instructions specific to moving images, including electronic audio forms and Playaway Views. Additional learning outcomes for video games include the treatment of franchise names, encoding of platforms, and variations for digital file characteristics.



embrace diversity



Diversity Discovery Institute

WISH UPON A SHELL

Do you, or a co-worker, have an idea for future training, or want to learn about a specific subject? [Click here](#) and submit your ideas, we can't wait to hear from you.

