PTPL - 12/29/10

eBooks and eReaders & Other Digital Technology

Who are we?

Lindsey Levinsohn -OverDrive

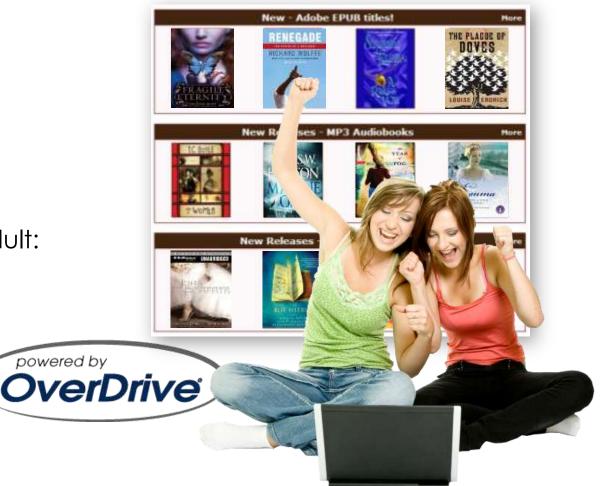
Scott Reinhart – Carroll County Public Library





What's in OverDrive's Collection of eBooks?

- eBooks available:
 - ▶ PDF: 129,047
 - ► EPUB: 36,442
- ▶ Fiction: 57,875
- ► Nonfiction: 107,614
- Juvenile & Young Adult: 11,217



Highest Circulating eBooks: September 2010

Fiction:

- 1.) The Girl With the Dragon Tattoo
- 2.) The Girl Who Kicked the Hornet's Nest
- 3.) The Girl Who Played with Fire
- 4.) The Help
- 5.) Private
- 6.) The Search
- 7.) The 9th Judgment
- 8.) The Lost Symbol
- 9.) 61 Hours
- 10.) Dead Until Dark

Nonfiction:

- 1.) Eat, Pray, Love
- 2.) Sh*t My Dad Says
- 3.) Chelsea Chelsea Bang Bang
- 4.) Outliers
- 5.) The Immortal Life of Henrietta Lacks
- 6.) Committed
- 7.) Superfreakonomics
- 8.) The Happiness Project
- 9.) Change Your Brain, Change Your Body
- 10.)Freakonomics



Select from the Best Publishers and Authors



Insightful, Innovetive, Independent,



What's new and coming soon?

New Graphic Novel eBooks: Marvel Comics



Title offerings include:

- Marvel Adventures Spider-Man
- Marvel Adventures Fantastic Four
- Marvel Adventures Hulk
- Marvel Adventures Iron Man
- Marvel Adventures Super Heroes
- Spider-Man Loves Mary Jane

all cover images © and ™ 2010 Marvel









Manga and Comics from TOKYOPOP



300 PDF eBooks Title offerings include:

- Blade of Heaven
- Dark Moon Diary
- Kat & Mouse
- PhD: Phantasy Degree
- Threads of Time
- Van Von Hunter



eBooks Coming Soon

DRM-free eBooks

- Premium content from Carina Press, Saddleback, and Rourke.
- Free public domain content from Project Gutenberg and Internet Archive.

Disney Digital Books (Coming Soon)

- Hundreds of Disney books available for check out from your library's Virtual Branch.
- ► Interactive eBooks.

Title availability may vary by geographic location







ARINA



Titles do not count against checkout limits

Adobe Digital Editions

- For Windows & Mac:
 - **Read** eBooks.
 - Transfer to eBook readers.
- Features:
 - Flash-based software.
 - Easy to use 'Library'.
 - Add bookmarks, highlights, and notes.
 - Table of Contents display.
 - Easy drag and drop transfer to eBook readers like the Sony Reader

EPUB eBooks feature reflowable text to fit any screen size.



eBook Reading Applications

_	If you have	Adobe Digital Editions	
Computer	Windows		
	Мас		
Smartphone	If you have	OverDrive Media Console Mobile	
	Android	coming	
	Blackberry	coming	
	iPhone / iPad / iPod touch	coming	
	Windows Mobile	coming	

OverDrive will soon release a series of apps that will combine eBooks, audiobooks, and interactive and multimedia content into one user-friendly application. The apps will be available for both mobile and desktop operating systems, including:

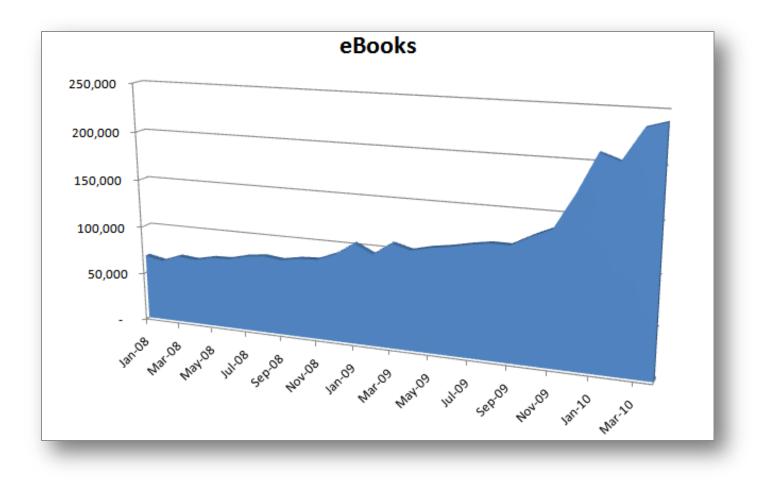
- Windows®Mac®iPhone®
- •iPad®
- •AndroidTM
- •Windows Mobile®
- •BlackBerry®

Increased Circulation and Collection



Circulation activity for eBooks is soaring!

Book download doubled in last six months!



Increased Popularity of eBooks

- In recent years and months, eBooks have become increasingly prevalent in the digital book market.
 - Within the OverDrive network, eBook circulation has more than doubled year over year for three years in a row.
 - The ubiquity and lower cost of portable electronic devices such as Sony Readers makes eBooks accessible to more people.
 - The publishing industry is adopting unified XML standards that improve the user experience and accessibility of eBooks.

<u>Early eBooks</u>	<u>Today's eBooks</u>	
Difficult for consumers to use	Consumers demand eBooks	
Multiple new formats	Standardized and evolved formats	
Readable on costly, cumbersome technology	Accessible on low cost, commonly used devices	
Overly priced	Economically priced	

eBook Patron Study

eBook readers, specifically of romance books, are avid readers

Highest Volume Readers from Large Metropolitan Library

	Total number of monthly checkouts	Number of titles that were Romance	Number of titles that were eBooks
Patron 1	76	76	76
Patron 2	63	55	63
Patron 3	59	0	59
Patron 4	40	40	40
Patron 5	39	31	39

eBook Case Study

OverDrive library partners that add eBooks to their collection see circulation grow proportionately.

Library System or Consortium	Total Annual Circulation	Cumulative Circulation of OverDrive Media	eBooks as % of OverDrive Collection	% of OverDrive circulation from eBooks
Library 1	15 million	235,173	64%	53%
Library 2	11 million	87,776	48%	46%
Library 3	9 million	16,823	33%	29%
Library 4	5 million	9,592	28%	21%
Library 5	1 million	7,616	11%	13%



Consortium History

- Began in 2004 with $\frac{1}{2}$ of state
- Continual growth but lost 1 county
- Now, all of the state, except one county

Collection Snapshot

- Purchased Titles in Collection: 6,410
- Purchased Copies in Collection: 14,276
- Max Access Titles in Collection: 225
- Maximum Access Subscriptions:
- Checkouts: 619,196 (Current: 7,189)
 - Adobe EPUB: 12,086 (Current: 694)
 - Adobe PDF: 151,070 (Current: 1,296)
 - OverDrive MP3 Audiobook: 36,258 (Current: 735)
 - OverDrive WMA Audiobook: 404,714 (Current: 4,464)
- Holds: 270,704 (Current: 6,028)
 - Adobe EPUB: 12,427 (Current: 1,255)
 - Adobe PDF: 59,794 (Current: 603)
 - OverDrive MP3 Audiobook: 26,319 (Current: 724)
 - OverDrive WMA Audiobook: 172,142 (Current: 3,446)
 - OverDrive Video: 22 (Current: 0)
- Unique Library Patrons Checking Out Titles: 62,730 (Current: 3,789)

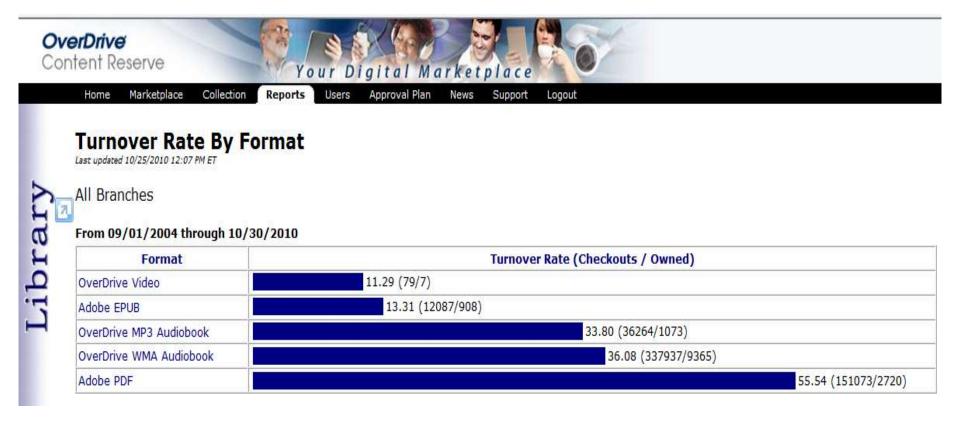
Selection

- 14 month rotating ordering schedule
- Rotates among all partners
- Continued cause for concern from OverDrive

Budget Growth

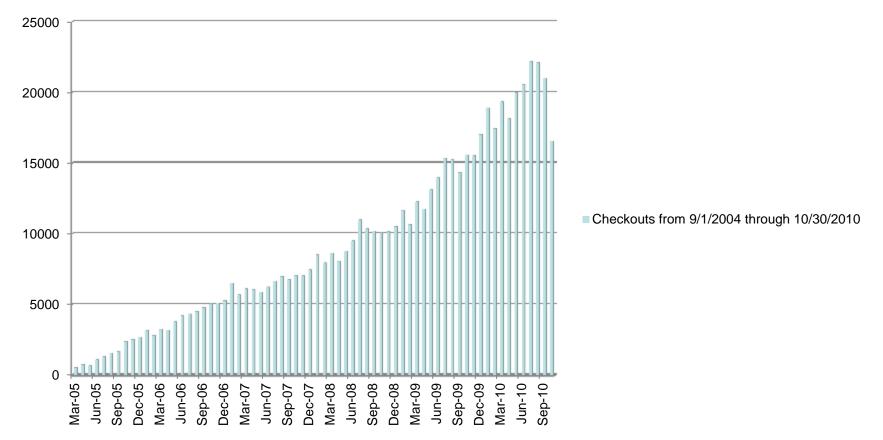
- Began in '04 with smaller partners paying \$1,000/yr for content, larger paying \$2,000
- Have grown incrementally to this year, smaller partners paying \$9,000/yr for content and larger paying \$17,000/yr.
- Spending \$13,000/month on content

Collection Growth



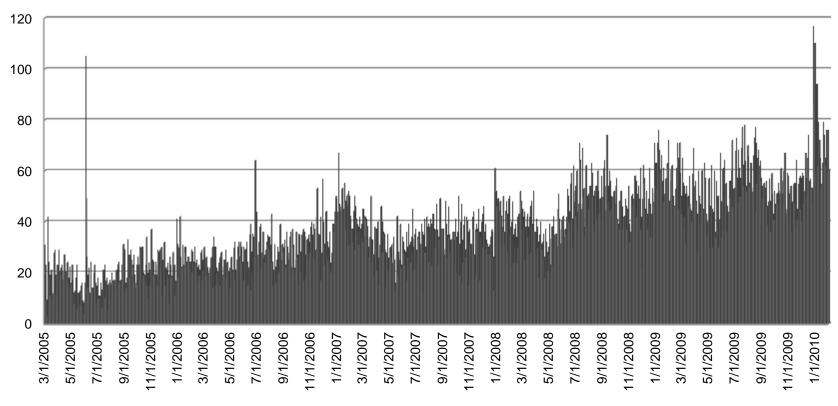
Circulation Growth

Checkouts from 9/1/2004 through 10/30/2010



Patron Growth

New patrons from 01/01/2004 through 01/30/2010 Patrons



New patrons from 01/01/2004 through 01/30/2010 Patrons

Public Service Implications

 Customers expect us to know *everything* about every format and every reader!!!



Starbucks

- Effective today, in partnership with Yahoo, Starbucks is starting a new in-store wi-fi network called the Starbucks Digital Network that will offer a mix of free and paid content, including e-books, the AP (via <u>NPR</u>) reported. The network offers some books through the Bookish Reading Club, which is a partnership with publishers, including HarperCollins, Hachette, Penguin and Simon & Schuster. Others will be added, Starbucks said.
- According to <u>TechFlash</u>, "People can read the books--sometimes the entire text, sometimes an excerpt--in their browser via an HTML5 reader while on the network. One of the first offerings is a preview of Anita Shreve's upcoming novel, *Rescue*. People who want to buy the titles will be directed to Apple's iBooks store."
- Some of the material is exclusive and can be accessed only in Starbucks stores, which is intended to draw customers to the retailer for more than coffee. Much of the material is "in smaller bits" that can be read or viewed in five to 20 minutes. Burke Culligan, v-p of product management at Yahoo, commented: "Users across the Internet are moving more into this 'snackable behavior' to begin with."

Predicting the future is tough!

Digital Resources are changing incredibly quickly

"The telephone has too many shortcomings to be seriously considered as a means of communication"

- Western Union Executive, 1876

"I think there is a world market for maybe five computers"

- IBM Chairman Thomas Watson, 1943 "It would appear that we have reached the limits of what is possible to achieve with computer technology; although one should be careful with such statements, as they tend to sound pretty silly in five years"

- John von Neumann, 1949

"64 Kb of memory ought to be enough for anybody"

- Bill Gates, 1981

"The Internet will catastrophically collapse in 1996"

- Robert Metcalfe

How much did U.S. cell phone subscribers spend in 2005?

Ringtones?

Cell Phone Games?

• \$1.2 billion

• \$1.4 billion

How much money did Spiderman make on its opening weekend (3 days), versus Halo 3 (a video game) make on its first day of release?

Spiderman

Halo 3

\$114 million

\$175 million

Many thanks, Lindsey and Scott

