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CHANGU KANA THAKUR

Arts, Commerce and Science College, New Panvel (Autonomous)

Re-accredited 'A+' Grade by NAAC (3rd Cycle CGPA 3.61) 'College with Potential for Excellence' Status Awarded by University Grants Commission 'Best College Award' by University of Mumbai

Silver Jubilee Year Celebration (1997 to 2022)

MAKER SPACE

R(L) EADING ROOM





MAKER SPACE: R(L)EADING ROOM

In higher education institutions library is playing vital role and now it is getting momentum gain through services offer to users. Presently, there are 4500 learners taking education in our institution to fulfill changing needs of library users the ICT based services provides. The Maker Space of library will create an environment where learners will share their ideas with others and get the innovative things done through experiment. It is the area of discussion, sharing, reading, and collaboration with the help of advance technology like computers with modern software and hardware, high internet connectivity, easy access to available learning resources.

OBJECTIVES

- To sensitize learners for available learning resources
- To create the hub for innovative idea sharing.
- To provide access to e-resources and e-databases.
- To develop the skill for collaborative learning.
- To encourage the learners to innovate.

IMPORTANCE & SIGNIFICANCE

Through offering Maker Space equipment, libraries can take steps to remain relevant regarding the technology provided to users. Understanding that simply providing desktop computers and Internet (a connected box without context) does not satisfy the technology needs of users. While access remains an important issue, libraries must be mindful that as learners increasingly use mobile devices as a means to access the Internet, providing basic access to the web is becoming less important in some communities. What libraries can concentrate on is providing "value added" technology, that is, software and hardware users may not have access to at home or even at college campus, and that this equipment is made available in a way that facilitates creativity, experimentation, participation and play. The project helps the entire teaching staff and learners of our college for optimum utilization of existing learning resources by making provision for maker space.



METHODOLOGY

Through offering Maker Space equipment, libraries can take steps to remain relevant. The reasons why libraries do any type of programming with users is to foster opportunities for users to have experiences that ignite creativity, imagination, to satisfy a hunger for information, pique an interest and, frankly—to have fun.

This 'fun' takes place in the library – a venue in the community that, through the provision of such experiences, demonstrates that the community values users, acknowledges their interests, celebrates their achievements and responds to their needs. Keeping in mind that the goal of providing equipment – whatever it might be (3D printers, guitars, computer, and sewing machines) remains the same as in all library programming/activities for users that is, having users play a decision making role in the development and implementation of activities. At the same time the problems inherent in the planning of all users programming also exist in the activation of a Maker Space

DIGITAL RESEARCH LIBRARY



The Knimbus e-Resources platform is a digital library service offered by many libraries as a means of providing access to a wide range of electronic resources, including e-books, e-journals, and databases. The Knimbus platform offers a user-friendly interface and powerful search capabilities, making it easy for users to access the information they need.

One of the key advantages of the Knimbus e-Resources platform is the accessibility it provides. With a digital library, users can access the resources they need from anywhere, at any time. This is particularly important for students and researchers who need access to information outside of regular library hours. Additionally, the digital library is available on a variety of devices, including desktop computers, laptops, and mobile devices, making it easy for users to access the resources they need, no matter where they are.



CAPITALINE ONLINE DATABASE – RESEARCH TOOL



The Capitaline Online Database is a comprehensive digital resource that provides access to a vast array of financial, business, and economic information. This database is an essential tool for students, researchers, and professionals who need access to up-to-date and reliable information on a wide range of topics. The database is designed to meet the needs of users who are looking for in-depth and authoritative information on a wide range of subjects, including finance, accounting, economics,

business, and management. One of the key features of the Capitaline Online Database is its vast collection of financial and economic data. This data includes financial statements, market data, industry and company reports, and other information that is critical to the understanding of financial and economic trends and conditions. The database is updated on a regular basis, ensuring that users have access to the most current information available.

KIBO - KNOWLEDGE IN THE BOX: DIVYAJAN SUPPORT SERVICE

"KIBO - Blind/physically challenged students Support Service" is a library service designed specifically to support blind and physically challenged students. The aim of this service is to provide these students with access to information and resources that they need in a convenient and accessible way. The service is designed to help these students overcome any physical or technological barriers that may be preventing them from accessing information and resources.

One of the main advantages of KIBO for blind and physically challenged students is the availability of assistive technology. This technology, such as text-to-speech software, screen readers, and Braille displays, can help these students access information and resources in a way that is most comfortable and accessible to them. By providing these students with the tools they need to access information, KIBO can help them overcome any barriers to accessing information that they may be facing.





ACCESS TO ANTI-PLAGIARISM SOFTWARE



The availability of anti-plagiarism software is an increasingly important aspect of library services in the digital age. Plagiarism, the act of using someone else's work without proper attribution, has become a widespread issue in academic and professional settings. Anti-plagiarism software provides a tool for detecting and addressing this issue, ensuring that students and researchers produce original work and maintain the integrity of their writing.

Libraries have a crucial role to play in providing access to anti-plagiarism software. By offering this tool, libraries can help ensure that students and researchers are able to produce original work and avoid the consequences of plagiarism, which can range from poor grades to disciplinary action. In addition, libraries can also help promote academic integrity and ethical research practices, by making it easier for users to detect and avoid plagiarism.

TURN THE PAGES - AN INITIATIVE OF CKT LIBRARY

"Turn the Pages" is an initiative of the Central Library. This program was created to promote the use of library resources and to encourage students to engage with the rich collection of books, journals, and other materials available in the library. The main aim of the program is to provide students with a unique and engaging experience that goes beyond the traditional reading of books.

One of the key features of "Turn the Pages" is its focus on technology. The program uses innovative technologies such as virtual reality and augmented reality to enhance the reading experience. With virtual reality, students can immerse themselves in the world of the book, experiencing the characters, setting, and events in a new and exciting way. Augmented reality also provides students with an interactive experience, allowing them to explore the pages of a book and access additional information about the author, the story, and other related topics.





E-CONTENT DEVELOPMENT/LECTURE CAPTURING SYSTEM



A lecture capturing system is a technology that allows users to record, edit, and share lectures and other educational content. These systems typically use audio and video recording equipment, along with software for capturing, editing, and distributing the content. Lecture capturing systems can be used in a variety of settings, including classrooms, conference rooms, and online learning platforms. They allow educators to record lectures and other educational material for students to access at their own pace, enabling flexible and remote learning. Lecture capturing systems can also be used to create and distribute educational content to a wider audience, such as through webinars or online courses. One of the main benefits of lecture capturing systems is that they allow educators to record lectures and other educational material for students to access at their own pace.

3D PRINTING SPACE

In recent years, 3D printing technology has made rapid advancements, making it easier and more accessible for individuals to bring their ideas to life. Libraries, as a hub for community engagement and knowledge sharing, are ideally positioned to provide access to this cutting-edge technology. One of the primary benefits of incorporating 3D printing into library services is that it provides patrons with access to cutting-edge technology that they may not have access to otherwise. This includes both the hardware and software required to create and print 3D objects, as well as the technical expertise to operate it. By providing access to this technology, libraries can help to level the playing field and give individuals from all walks of life the opportunity to explore their creative potential. Libraries have a long history of fostering a love of learning and promoting creativity and innovation. 3D printing can be a valuable addition to these efforts, as it encourages individuals to use their imagination and bring their ideas to life. This can be particularly impactful for younger generations, who are often more techsavvy and open to new and exciting technologies.





FACULTY RESEARCH SPACE



Libraries have been at the forefront of providing access to information and resources that support academic research and learning. In recent years, libraries have undergone significant changes to keep up with the fast-paced advancement of technology and to meet the changing needs of their patrons. The Faculty Research Space is a new innovative service provided by libraries to enhance the research experience of faculty members. The Faculty Research Space is a dedicated area within the library where faculty members can access the resources and services they need to conduct their research. This space provides a quiet, comfortable, and supportive environment for faculty members to work and collaborate with their colleagues. It is designed to provide faculty members with a space that is specifically tailored to meet their research needs and to support their work in a variety of ways. One of the key benefits of the Faculty Research Space is the access to specialized resources and equipment that may not be available in other areas of the library.

STUDENT READING SPACE - UG/PG/UPSC-MPSC

The Student Reading Space is a dedicated area within the library where students can access the resources and services they need to support their learning and academic success. This space provides a quiet, comfortable, and supportive environment for students to read, study, and work on assignments. It is designed to provide students with a space that is specifically tailored to meet their reading and study needs and to support their academic pursuits in a variety of ways.

One of the key benefits of the Student Reading Space is the access to a wide range of print and digital resources that support student learning. This includes access to books, journals, databases, and other materials that are essential for academic research and learning. The Student Reading Space is also designed to provide students with access to technology, including computers, laptops, and other digital devices, that are essential for academic work and research.





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