### Annual Report | Goals & Objectives

**Division or Committee Name:**

Digital and Media Services Division

**Submitted by:**

Christine Sholes

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**Did you sponsor or present an OLC webinar?**

No

**Did you sponsor program(s) at OLC events? (Conferences, Convention and Expo, etc.)**

Yes

**List Professional Development program(s), date(s), and provide brief overview of program(s):**

- **Starting a Digital Memory Lab - Facilities Conference, July 19**
  Many public libraries are providing space and equipment for their patrons to digitize home movies and scan their personal photographs and slides. If you’re thinking of developing your own memory lab, but have questions about where to begin, join us for a discussion and presentation with the staff of the Bexley and Mansfield/Richland County Public Libraries, which have recently established memory labs. This session will cover budgets, equipment and software, training for staff and patrons, policies, and more.

- **Gadget Gallery - 2023 Convention and Expo, September 27-29**
  A hands-on high, low, and no-tech playground where convention attendees can explore both trending and long-time favorite items utilized both behind-the-scenes and in circulation. Get ideas for programming, marketing, library-of-things collections, and more.

**Did you host an OLC Connects table at the Convention and Expo?**

No

**Did you distribute any print or electronic communications (newsletters, articles, publications)?**

Yes

**Briefly describe communications:**

We created a digital and physical handout detailing the items on display via the Gadget Gallery.

**Did you utilize the OLC website?**

Yes

**Did you create any new partnerships or initiatives?**

No

**Please list Goals and Objectives for next year:**
Annual Report | Goals & Objectives continued

- Revisit and update Digital Apps handouts
- Discuss 2025 Gadget Gallery, including Oculus, and make a plan for implementation
- Sponsor programs for stand alone conferences
- Develop digital supplements for stand alone conference programming