IJCRT.ORG ISSN : 2320-2882

INTERNATIONAL JOURNAL OF CREATIVE RESEARCH THOUGHTS (IJCRT)

An International Open Access, Peer-reviewed, Refereed Journal

Mobile Library Services And Technologies

Dr.Seema Warkade

1. Research Scholar, Department of Library and Information Science, Maharani Laxmibai Arts and Commerce College, Gwalior(M.P.).

ABSTRACT

Mobile devices, to start with which have been devised with an aim to replace phones using wireless technology, end up a completely vital a part of day by day communication not simplest for phone service customers but additionally for the internet customers inside the gift society. so that it will satisfy the consumer wishes, many libraries round the world are now adopting cell era to reinforce the library offerings. As there are many equipment and structures for application development and in addition there are many services that may be offered the use of cell phones. So diverse libraries provide quantity of offerings the usage of unique platforms based totally on person desires and necessities.

Keywords: *Mobile Technology, Android phones, e-Resources, Mobile Library Service.*

INTRODUCTION

With the rapid development in generation in ultimate decades, mainly due to the appearance of net, the world no longer works the same. the appearance of Wi-Fi networks and more recently mobile gadgets inclusive of smart phones, pills and so on. following the internet, contributed loads to make mobile era come into lifestyles. latest research performed at different locations monitor that the quantity of usage of internet the use of mobile devices is growing at a completely rapid pace. foremost motives in the back of success of cell generation is the blessings which include mobility and ubiquity served via mobile gadgets. The contemporary innovation is honestly expected that might enhance pretty more in destiny. these are the motives why flexible innovation is considered as eventual destiny of correspondence by many. cellular phones require an underlying assist from working gadget and furthermore require device and programming backing to impart as it should be. The devices deliver crosswise over one of a kind structures utilizing a communication channel so they moreover require a characterized set of protocols and community guide if you want to talk and as cited in advance they need internet connection to speak.

The reason for accomplishment of cell technology is the wireless inclusive of mobility and ubiquity served through cellular devices. cell gadgets nowadays have the functionality to play rich multimedia content material, take into consideration propelled client intelligence, run step by step complex programming and cooperate with cloud administrations. New device and improvements, for example, Bluetooth, accelerometers, and multi-contact monitors, as well as textual content messaging, clever smartphone software applications, cellular web sites, global positioning systems (GPS), and media advent and capture tools, are all a part of the portable mobile environment.

Mobile technology is seeing an undeniably big variety of makes use of in our day by day lives. said that approximately one third of the libraries use WeChat as an advertising tool to sell collections and services for customers in china. the present era is obviously predicted to enhance alternatively more in destiny. the use of mobile technology in any discipline is quite beneficial and is the reasons why it is seen as fate of communique by using many.

Mobile computing wants an underlying help from running system to correctly manipulate and manipulate the hardware resources available to the tool and also want software aid to hold on operations easily with none glitches. two of such hand-held cell gadgets may run on extraordinary structures with a few differences in architectural and organizational layout. those gadgets also want to speak with every different if they may be part of identical organizational system or often they need to communicate across devices of other corporation as properly. Such communicating gadgets may additionally have extraordinary underlying platform. For this very motive we need network assist which will speak throughout gadgets no longer most effective of similar platform but additionally of various systems. The communique is done the usage of a communique channel so additionally they need a described set of protocols so as to perform verbal exchange in a standardized shape. And as referred to earlier in addition they want a working internet connection to carry out verbal exchange. volume of success of cellular era is in most cases depending on cell gadgets and network guide. as a result, we can come to a conclusion that the layout of mobile gadgets and networking has a large effect on implementation of mobile technology.

WHAT IS MOBILE TECHNOLOGY

Mobile generation is a form of generation wherein a consumer utilizes a cellular telephone to perform communications-related duties, such as communicating with pals, family, and others. it is used to ship statistics from one machine to some other. transportable two-manner communications systems, computing devices, and accompanying networking gadget make up cell technology.

mobile era is largely employed in cellular conversation systems and different related regions. It employs a network architecture that allows more than one transmitters to supply data on an unmarried channel on the equal time. as it reduces the ability of frequency interference from or extra sources, this platform lets in multiple customers to use unmarried frequencies. The channel has evolved over time.

that is rapid increasing; its applications have become more and more large over the years, and its far step by step changing other similar resources of communique on the market, including put up places of work and landlines. mobile era has progressed from an easy telephone and texting device to a multi-tasking gadget that can be used for GPS navigation, net browsing, gaming, and instant messaging, amongst different matters. With the rise, professionals claim that the destiny of laptop era is depending on Wi-Fi networking and cell computing.

via tablets and small pcs, mobile generation is becoming increasingly popular. This telephone system has for the reason that been advanced to a big multitasking laptop that can be used for GPS navigation, gaming, net browsing, and immediate messaging. pills and portable laptops have improved the adoption of cellular era. The cellular networks that join those gadgets are known as wireless structures. They permit speech, statistics, and (cellular) apps to be shared between cell gadgets.

MOBILE TECHNOLOGY AND LIBRARIES

Mobile technology has now come up with "Libraries in hand" fashion. Our librarians are in move to decide those gadgets are affecting facts get admission to and ensure that they are communicating with consumers and providing web content inside the maximum suitable and effective methods. Our librarians should be organized to take this project to boom the market and demand for mobile access to personalized records and statistics anytime, everywhere on ones one's own handheld tool. since cellular treated devices are actually non-public devices, search histories and physical locations can be harnessed to supply more accurate, individualized facts and offerings. customers are don't need to wait for list of web outcomes, libraries these days are masking maximum of the technologies given by means of mobile industry like PDAs, Blackberry, iPod, cellular phones, UM computers (extremely mobile pc) and mobilizing library contents in a portable from appropriate for small display and turning in quick services in the shape of contents/records which devices a couple of looking capabilities. Librarians will want to emerge as gifted in the usage of those gadgets to allow users to get entry to them anywhere from wherever.

because the information revolution continues to spread, Libraries will test with mobile gadgets and services to guide the statistics needs of their customers wherever they perhaps. The adoption of mobile generation alerts the conventional the relationships among libraries and their users and gadgets and introduces novel demanding situations to reader privateers. at the identical time the proliferation of cellular devices and offerings raises to problems of access to statistics to the virtual age, such as content material possession and licensing, virtual rights control, and accessibility.

mobile gadgets nowadays can run more and more complicated software program, interact with cloud services, play rich multimedia content material, and allow for advanced consumer interactivity. New hardware and technologies together with Bluetooth, accelerometers, and multi touch monitors, in addition to textual content messaging, smart smartphone software program applications, cell web sites, global positioning systems(GPS), media introduction and capture gear, are all a part of the cellular environment. lots of nowadays cell gadgets are

an increasing number of usually on, that is, by using default supposed to be connected to a Wi-Fi wireless community.

PLATFORM FOR DEVELOPING MOBILE LIBRARIES

Alternatives for library improvement for cellular users are various. to start with it appeared there have been most important options, websites and apps, for growing cell applications. however, it seems there are more alternatives.

As of overdue Responsive net design has built up a first-rate arrangement. Likewise, in-software programs or net packages are some other vicinity that has come to be the dominant focal point. in this manner we've transportable web sites, neighborhood packages, internet applications and responsive internet site composition as various selections for growing library application.

Responsive sites are intended to take a shot at any degree as it's far a custom CSS template that affects the web page to look remarkable on any gadget. It allows you to have a solitary website that therefore fits the screen size of the system on which it's miles being seen. this is performed by way of adapting the content material, layout, navigation and technique of interaction to deliver the same consolation and usability to the cell user as to the laptop person.

A certainly responsively composed site is definitely the essential way to address as and when finance and technical assets allow, the complete website showing useable on any sized cellular tool in addition to desktops and laptops.

A cell internet site is designed especially for cellular gadgets thinking about approximately every one of the impediments and chances of the degree. while developing a cell internet site the small display length, interplay techniques (contact) and limited connection velocity (2G/3G/4G) are considered. content material has to be effortlessly available, rapid-loading and readable. As there are different cellular gadgets with different screen sizes and interplay types, it's far not possible to create an internet site according to device type even a cell internet site must be a little responsive to match every display screen.

a native app is software programming mainly created for cell devices that run bodily on the cell device and are coded specifically for the running system of that device. they may be typically designed for a completely precise and slender cause like a recreation, for banking purpose etc. customers want to down load the utility for the most element from a selected OS keep, just like Google Play or the Apple keep and introduce it at the cell phone.

an internet utility imparts attributes to both a local application and a responsive website. Like responsive website online an internet software is fabricated using HTML, CSS and JavaScript. however, wherein a responsive website is content material orientated, an internet software is challenge targeted in a great deal the equal manner as a local app. net applications appearance and experience in particular local apps – they even keep facts in browser's cache.

RESPONSIVE WEBSITE VS. MOBILE WEBSITE

Responsive website: Responsive web sites are websites which can be designed to match all styles of gadgets and adjust internet site format to best match display size. there's no want to make any other tool model of the internet site to match small gadgets.

Mobile website: cell web sites are websites which can be designed to fit mainly small devices screen consisting of cell phones, capsules, and so forth. it's miles needed to make a computing device model of the website to in shape the cellular device-precise computer displays.

WEB APP VS. NATIVE APP

Every cell platform makes use of a specific native programming language. whilst iOS makes use of -C, Android uses Java, windows mobile makes use of C++ and so on. net apps, alternatively, use languages along with JavaScript, HTML five, CSS3 or other web software frameworks as in keeping with the developer's options. a local app is totally well matched with the tool's hardware and local functions, which include accelerometer, digital and so forth. internet apps, however, can get entry to best a limited amount of a tool's local features. local apps are extra expensive to create. however, they are faster and extra efficient, as they paintings in cell tool they're developed for. additionally, they may be assured of quality, as customers can access them handiest thru app shops online. some native and web apps appearance and paintings similarly, with little or no difference between them. The selection among those two forms of packages ought to be made by means of whether to accumulate a customer pushed utility or an application-pushed software.

MOBILE TECHNOLOGY

Mobile technology is simply indicating – generation that is transportable; it is mentions to any tool that you could flow with you to do a wide variety of "duties". This generation is permitting the ones obligations to be completed through mobile smartphone, e-book reader, pill laptop, laptops, and so on. it's far simplifying distance studying in situations where get admission to to learning is difficult or interrupted because of geographical vicinity or because of put up-struggle or put up-catastrophe conditions. mobile devices and private technologies that could aid cell mastering consist of:

1. E-book
2. Out start, Inc.
3. Handheld audio and multimedia guides, in museums and galleries
4. Handheld game console, modern gaming consoles such as Sony PSP or Nintendo DS
5. Personal audio player, e.g. for listening to audio recordings of lectures (podcasting)
6. Personal Digital Assistant, in the classroom and outdoors
7. Tablet computer

8. UMPC, mobile phone, camera phone and Smart Phone

LIBRARIES PROVIDE EXPANDED SERVICES

Libraries can better serve their users by embracing the growing capabilities of mobile technology. They can promote and expand their existing services by offering mobile access to their websites and online public access catalogues: by supplying on the go mobile reference services: and by providing mobile access to e books, journals, video, audio books, and multimedia content. Thus audio/video collections no longer are composed only of physical units to borrow, but increasingly are streamed on demand or downloaded, Circulating content in urban, suburban, and rural libraries across America. An American library association study in 2010 found that 66 percent of public libraries offered e books to their users (up from 55 percent the previous year). An estimated 83 percent of libraries offer online audio content and about 63 percent offer online video content.

LIBRARY SERVICES THROUGH MOBILE APPS

The traditional library services are now moving to mobile library information services. There are the challenges in providing the necessary information to users at the right time. Mobile technologies have made communication and information access very convenient and timely to users. The adoption of mobile technology alters the traditional relationships between libraries and their users and introduces novel challenges to reader privacy. There is the shift formed-learning' (distance learning) to 'e-learning' and now from 'e-learning' to 'm-learning' will be the next big wave, which will reform education in India. (Mohan Lal Vishwakarma, Shyam Lal Maurya, Shivani Govil, 2013)

Some of the SMS notification services highlighted by that libraries provide to its users are:

1. Due-day reminder service: This service sends reminders to user when their borrowed items are coming due.
2. Renewal request service: This service accompanies the due-day reminder service. If a user receives a due-day reminder and wants to renew the item, the users can click a renewal-request hyperlink provided in the text message to extend the due date of a borrowed item.
3. Overdue notification service: This service reminds user about overdue items.
4. Request arrival notification service: This service reminds users about the availability of reserved items.
5. News and event reminder service: This service sends reminders to patrons about important news, exhibitions, instructions, and so on
6. New title notification service: This service lets patrons get informed of newly acquired titles. This service accompanies the preview and reservation of new titles.

LIBRARIES CAN PROVIDE A WIDE ARRAY OF MOBILE SERVICES TO INTERESTED USERS

1. Mobile online public access catalogs (OPACs)—Libraries are providing access to their OPACs via mobile-optimized websites. The New York Public Library Mobile Beta site supports a mobile OPAC and allows users to browse library locations and hours (see http://m.nypl.org/).
2. Mobile applications—some libraries have developed mobile applications for Smartphone's. The District of Columbia Public Library, for example, has developed an iPhone application that includes a mobile OPAC and the ability to place items on hold, and provides information on hours and locations of local libraries (see http://dclibrarylabs.org/projects/iphone/).
3. Mobile collections—Third-party content providers are partnering with libraries to deliver audio books, e-books, audio language courses, streaming music, films, images, and other multimedia that can be used on mobile devices. The Overdrive service is supported on numerous mobile devices and has developed an application for BlackBerry Smartphone's (see http://www.overdrive.com).
4. Duke University has created a free iPhone application called Duke Mobile, containing a wealth of information on digital library resources, including extensive access to the library's digital photo archive and other collections (see http://itunes.apple.com/app/dukemobile/id306796270?mt=8).
5. Mobile library instruction—some libraries are offering library instructional materials and resources via mobile platforms. For example, East Carolina University's "Research First Aid" is a series of podcasts for library researchers on the go (see http://www.ecu.edu/cs-dhs/laupuslibrary/researchfirstaid.cfm).
6. Mobile databases—PubMed for Handhelds is a mobile web portal for the National Library of Medicine (see http://pubmedhh.nlm.nih.gov/).
7. Library Short Message Service (SMS) notifications—Many libraries use SMS for a variety of purposes, including notification for items available for pickup, Application of Mobile Technology in Library Services: An Overview 21 due date reminders, information on availability of library materials, provision of call numbers and locations, and others (see http://cpl.org/?q=node/12258).
8. SMS Reference—some libraries are offering "text-a-librarian" services ideal for simple questions that can be answered with a brief response (see http://www.library.yale.edu/science/textmsg.html).
9. For more information, visit M-Libraries, Library Success: A Best Practices Wiki (http://www.libsuccess.org/index.php?title=M-Libraries). (Sudesh Kumar Sood & Ipshita Mukherjee, 2013)

THE MOBILE-LEARNING DEVELOPMENT IN INDIA

'Libraries in hand' is the latest slogan of the Indian libraries and mobile services in India are quite affordable. M Learning in India is at present still in it. The proliferation of mobile phones, PDAs and other mobile devices means that the platform has lot of potential in India, with over two million users being added every week and as per the Telecom Regulatory Authority of India, there were 910.16 million mobile phones and 938.34 telecom service (including landlines) Users in India at the end of May 2014, and excellent connectivity across regions. Major mobile manufactures such as Nokia, Sony Ericsson and Motorola in India have linked up with service

providers like Airtel, Vodafone and others to provide mobile content, which also includes learning content. Companies that specialize in content aggregation provide the actual content, while mobile value added services providers develop the mobile technology and delivery.

The ISRO satellite center have introduced mobile library services in the first phase to only senior scientists/engineers are allowed to use mobiles in the campus and the faculty and the students of Indian Institute of Space Technology (IIST). All information services hosted on ISAC library homepage accessible through intranet and space net can be straight away optimized to mobile based services, Initially library's alert services like information on new books for suggestion, books on display, arrival on indented document, reserved documents ready for collection, books overdue, library circulars, information about important events, etc. by allowing users to comment on the items in catalog and letting users to comment directly from their PDAs and mobile phones to library databases. QR codes can be introduced in ISAC library web OPAC, web pages and virtual materials to help users to capture, store, and retrieve the information about library services and resources. Smt. Hansa Mehta Library (HML) the university library of MS University of Baroda, Gujarat been designed to build M Library platform to develop an effective learning and teaching. As a result, the library website has been recreated to ensure that it displays well on a variety of mobile devices. Students can access a wide range of digital resources and library services and truly engage in learning activities using any mobile devices wherever and whenever they choose, not just as their desktop PCs. Developments in MP3 format, pod costing and support for a third generation of smart phones puts Smt. HM Library at the leading edge of new and emerging trends in mobile learning and education.

OBJECTIVES OF THE STUDY

The main objectives of the study are

* To study the use of internet through mobile phones among students.
* To find out the impact of mobile technology in the research workflow.
* To know the various operating systems and network service providers used in mobile phones.
* To identify the problems and difficulties faced by students while browsing the internet through mobile phones.
* To extrapolate ways that libraries could support those mobile information needs.
* To determine the type of mobile phones used and the purpose of using them.
* To analyses the reading culture of students after the usage of mobile phones.
* To know the frequency of reading through mobile phones.

MOBILE TECHNOLOGY AND LIBRARY SERVICES: A PRACTICAL APPROACH

Libraries can provide a wide array of mobile services to interested users. While this range of communication capabilities has significance for libraries, especially in the provision of reference service, it is possible that it will actually be the use of smart phones for reading, watching, listening to and producing digital content that will have the most impact on libraries.

MOBILE ONLINE PUBLIC ACCESS CATALOGUE

Libraries are providing access to their OPACs via mobile optimized websites. The New York Public Library mobile beta site support a mobile PAC and allows users to browse library locations and hours (watch http://m.nypl.org/).

MOBILE DATABASES

Pub Med for Handhelds is a mobile web portal for the national library of medicine (watch http://pubmedhn.nlm.nih.gov/).

MOBILE COLLECTIONS

Third party content providers are partnering with libraries to deliver audio books, e books, audio language courses, streaming music, films, images, and other multimedia that can be used on mobile devices. The overdrive service is supported on numerous mobile devices and has developed an application for BlackBerry smart phones (watch://www.overdrive.com). Duke University has created a free iPhone application called Duke Mobile, containing a wealth of information on digital library resources, including extensive access to the library's digital photo archive and other collections (watch://itunes.apple.com/app/dukemobile/id306796270? mt=8).

MOBILE APPLICATIONS

Some libraries have developed mobile applications for smart phones. The District Columbia public library has developed an iPhone application that includes a mobile OPAC and the ability to place items on hold and also provides information on hours and locations of local libraries. **MOBILE LIBRARY INSTRUCTION**

Some libraries are offering library instructional materials and resources via mobile platforms. For Example, East Carolina University's "Research First Aid" is a series of podcasts for library researchers on the go (watch http://www.ecu.edu/csdhs/laupuslibrary/researchfirstaid.cf m).

SMS NOTIFICATIONS

Many libraries use SMS for a variety of purposes, including notification for items available for pickup, due date reminders, information on availability of library materials, provision of call numbers and locations, and others. (watch http://cpl.bibliocommons.com/search/t=smart&search_category=keyword@q=library+short+message+service).

SMS REFERENCE

Some libraries are offering "text a librarian" services ideal for simple questions that can be answered with a brief response (watch http://www.library.yale.edu/science/textmsg.html) for more information visit M-Libraries, Library Success: A Best Practice Wiki (http://libsuccess.org/index,php/title=M-libraries).

MOBILE DEVICES USED IN LIBRARIES

* PDAs (Personal Digital Assistant)
* Tablets
* I Pods and MP3 players
* Smart Phones
* The design of mobile

* Cell Phones

9. COMPONENTS

* The research tracking (how users currently engage with information on the World Wide Web via their mobile devices.)

* The operating systems,

* The content,

* The devices

* The users,

* The services,

MOBILE SITE DEVELOPMENT TOOLS

While libraries can make their own mobile sites, there are also different services that translate the website into a mobile friendly interface. via the use of CSS (Cascading Style Sheets) or ADR (Auto-Detect and Reformat Software) which allows a website to rearrange its control and navigation to suit the size of the screen it is being viewed on.

That way websites will look good on all sizes of screens including the popular net books and libraries will be well positioned to meet future demand.

The Library websites (with or without OPACS) which are especially designed for viewing on mobile devices are as-

* Cambridge University Library, Cornell University Library, Duke University,

* Florida

* International University Libraries, London School of Economics (LSE) Library

*American University Library, Boston University Medical Center Mobile Library.

QUICK RESPONSE (QR) CODES ON MOBILES

QR Codes are two dimensional barcode which can be scanned by a cell phone camera prompting the cell phone to load a webpage or display text contained in the code. In order to make use of QR codes it requires

* A cell phone with a camera, QR code reading software

* Search for QR code readers by cell phone manufacture and model

* Search QR code reader in the i Tunes store

* Get the free QR App

* Search QR code reader in the android market

* Get the free barcode scanner

FUTURE POTENTIAL OF MOBILE APPLICATIONS IN LIBRARIES

More and more changes are expected within four to five years in the field of mobile technology and its application to libraries. The technology is now available to use phones to read barcodes of RFIDs (radio frequency identifications) in the library, and OPACs are developing GIS (Geographical information systems) sensitive and the ability to communicate with users through their mobiles for reservations, fines, late notices, alerts, etc. Mobile web 2.00 and 3.0 applications for social networking for the library community are available, thus enabling discussions, blogs, wikis and other features beneficial for all library developments. Some issues that the library may wish to examine in hours are the libraries role in * Preserving new content types and formats.

* Providing space for new equipment and works styles.

* Licensing information products for mobile devices.

* Providing instruction on the device themselves, not just access to content.

* Hosting or pointing to institutional content intended for mobile devices, e.g. podcasts.

BENEFITS OF MOBILE BASED LIBRARY SERVICES

There are several benefits of providing access of libraries on mobile phones. Some important benefits are following

1) Its user friendly.

2) Location Awareness.

3) Time saving.

4) It’s a personalized service.

5) Limitless access.

6) Students have access campus information.

7) It is easier to access.

8) personal Digital assistant easier and faster access to syllabi, assignment, reference works and other coerces related materials for students.

9) Student develop their skills in managing time keeping records, emailing and group work.

10)Another important use of the mobile technology is for special libraries to use devices to assist the persons with special abilities like visual hearing impaired.

11) Mobile phones such as a smart phone which have screen readers that can help the disabled to access information.

12) Visual or vibrating alerts, relay services and hearing aid compatibility devices make mobile phone accessible for the deaf and hard of hearing, while features such as voice recognition and auto text are needed by those with physical disabilities. 13) Many such people are often unable to access because there is no special interface for them.

DISADVANTAGES OF MOBILE TECHNOLOGY

* Insufficient contents

* High price

* Inconvenient input and output interface

* Limited computational power

* Compared to wired Internet service, has relatively slow transmission speed.

LIMITATIONS

Although mobile Technology holds great promise for library services, there are some limitations or barriers in providing library services such as-

* Digital rights management.

* Access to information in the digital age.

* Limited memory of mobile devices.

* Usually expensive and resource intensive.

* Content ownership and licensing.

* Reach of an external vendor into the digital collections and technologies – sustained access will be an extremely important issue for libraries if they adopt mobile Library technology and services that offer content from providers outside of the library.

Another pressing concern about mobile technology in the library is privacy - because of the risk that patron usage information can be used and exploited by law enforcement official and those who commit identity theft. Mobile technology is changing the relationship between libraries and their users--by expanding services and posing new challenges to reader's privacy.

* Lack of appropriate mobile-friendly academic content to meet learners' needs.

* Problems in finding and accessing the content needed for mobile learners from the Library perspective. * Difficulty in supplying content to an increasingly mobile student body.

* Some of digital content can only be accessed on certain devices, and this can have a "chilling effect" on learning and library service because it locks some people out.

* The use of wireless devices is increasing rapidly, yet there is concern in the scientific community that this technology could have adverse side effects.

* Increasing staff reductions and other cutbacks.

* The dearth of technological expertise among staff members.

* Lack of staff awareness and familiarity- Setting up text alerts, for instance, requires technical expertise from staff who understand how the library management system produces notifications, as well as staff or consultants who can help to set up an interface with a sim card modem or a suitable service in order to deliver those notifications as text alerts.

* Issues related to trust and security - Libraries should be wary of entrusting user information to locations in the cloud that may offer a different level of protection from that provided by in-house library infrastructure Mobile

phones are still viewed by the majority of people as devices for making phone calls and text messages, so they often don't associate them with other activities, such as information seeking. However, people are increasingly dependent on their mobile phones and there is a growing minority who do use them as diaries, for taking notes and for e-mail and internet access. As a result, there may be an increase in expectation from Library users that libraries will provide some services in a mobile friendly way.

CONCLUSION

Mobile Technology has become a very important part of our lives nowadays. Mobile phones were developed primarily for communication purpose. Mobile phones have gained importance in both the developed and developing countries. The mobile phone is a device that enables users to communicate, connect, transact and innovate. Mobile devices and mobile technologies have potential to facilitate the teaching and learning process in a great way. Mobile applications can support learning by making library resources more omnipresent, by bringing new users to the library through increased accessibility to the library resources, and by creating a new way to enhance connections between patrons and libraries. This increased use of mobile phones provides an untapped resource for delivering library resources to patrons. The mobile web is the next step for libraries in providing universal access to resource and information.

REFERENCES

[1]. Malathy, S. & Kantha, P. "DESIDOC Journal of Library & Information Technology" No.5, September 2013.

[2]. Trivedy, Mayank and Suthar, Vishnu. "International Journal of Information and communication Technology Research" Vol.1, No.3, July 2011.

[3]. Saxena,Archana and Yadav "Internation Journal of Digital Library Services" Vol.3, No.4, Oct-Dec 2013.

[4]. Joan K. Lippincott "A Mobile future for Academic Libraries", Reference Services Review, vol.38, Issue 2, 2010.

[5]. Kosturski. K & Skornia. F, "Using Mobile Technologies in the Academic Library" September 30, 2014. [6]. www.mobileworldlive.com

[7]. Fahd Ahmed Saeed "Capacity limit problem in 3G Network" Purdue School of engineering.

[8]. http://en.wikipedia.org/wiki/mobile_phone.

[9]. "Swedish National Museum of Science & Technology" Tekniskamuseet.se Retrieved 29th July 2009. [10]. Bouygues-Garcia & Vicente Jimenez Cornet. Impact of Web 2.0 on National Libraries.International Journal of Information Management.

[11]. Sudha Rani Y & Nagaraju K. Use of Internet Through Mobile Phones. A Survey of Engineering Students, Hyderabad, BS Publications, 2013.

[12]. Gert, Janet. Selection for Preservation in the digital age. "Library Resource & Technical Service, 2000. [13]. "DPOE Curriculum – Manage and implement requirements for long term Management". The library of congress.Retrieved 27 February 2013.

[14]. Cummings. J & Merrill. A. The use Handheld Mobile Devices: Their impact and implications for library services. Library Hi tech news 28(1) 2010.

[15]. Breeding, Marshall. "Preserving Digital Information".Information Today 19:5 (2002).

[16]. Ltaper, Thomas H. "Where Next? Long Term Considerations for Digital Initiatives."

[17]. Mills, K. 2009. "M-Libraries: Information on the move", A Report from the Arcadia Programme. Arcadia Report Programme, University of Cambridge http://arcadiaproject.lib.cam.ac.uk/docs/MLibraries_report.pdf.

[18]. Paterson, L., & Low, B. 2011. Student attitudes toward mobile library services for smartphones. Library Hi Tech,

[19]. Mohamed Ally and Gill Needham. 2008. "Mlibraries: libraries on the move to provide virtual access", Proceedings of the First International mLibraries Conference London.

[20]. Hanson, Cody W. 2011. "Libraries and the Mobile Web", Special Issue of Library Technology Reports, v. 47,

[21]. Lippincott, Joan. 2008. "Mobile technologies, mobile users: Implications for academic libraries", Association of Research Libraries, Bimonthly Report No. 261, December 2008.

[22]. Booth, C. 2009. "Information innovation: Tracking student interest in emerging library technologies at Ohio University", ACRL Report. [http://www.ala.org/ala/mgrps/divs/acrl/publications/ digital/ii-booth.pdf.]

[23]. Kroski, Ellyssa. 2008. "On the Move with the Mobile Web: Libraries and Mobile Technologies", Library Technology Reports,