



UIN Suka untuk Bangsa  
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جامعة سونان كاليجاكا الاسلامية الحكومية  
من اجل الوطن والعالم



# Library in the Era Society 5.0

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# Society 5.0





cao.go.jp



[source: CAO,Japan]



# Society 5.0

- Society 5.0 can be defined as a human-centered society that balances economic advancement with the resolution of social problems by a system that highly integrates cyberspace (virtual space) and physical (real) space. The aim of Society 5.0 is to create a society where social challenges are resolved by incorporating the innovations of the fourth industrial revolution (e.g. Internet of Things, Big Data, Artificial intelligence, and the sharing economy) into industry and social life. The term originated in Japan from the government's Council for Science, Technology, and Innovation and it tackles any aspect of society like healthcare, mobility, infrastructure, politics, government, economy and industry.





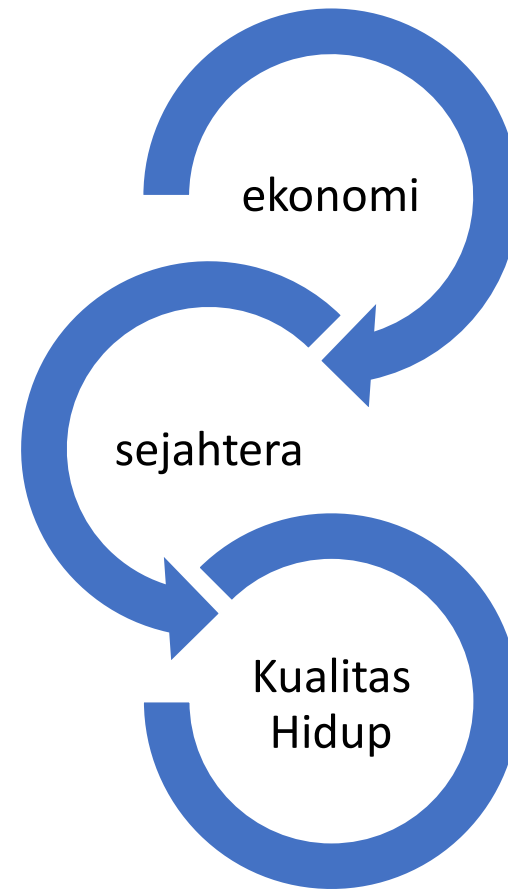
- Society 5.0 also involves the enormous opportunities and challenges of the 21st century. Problems such as climate change, migration and resource consumption must be solved jointly and globally. Sustainable Development Goals (SDGs) such as poverty and education require international efforts. Lessons learned from the Covid-19 pandemic can have an important impact on dealing with global challenges and crisis situations. Technological advancements and trends for digital transformation should assist us to address these global problems. Convergence of cyberspace and physical space can foster new forms of global cooperation. People, things, and systems are all connected in cyberspace. Results obtained by AI can exceed the capabilities of humans and are fed back to physical space.







# Tujuan Society 5.0 – Fukuyama (2019)





**Library 1.0** –resources on shelves or computer login. 1 directional service that takes to the information they need

**Library 2.0**- user centered virtual community (blog, wiki, social networking, tagging, rss feed, mushup)

**Library 3.0** semantic web, cloud computing, mobile services, ubiquitous content,geotagging, virtual references services





Library 4.0: Adapted to fit  
different kinds of library: Google  
Scholar, Ebsco, LISA)



Library 5.0 – related to  
sensory and emotive  
serviceto provide the user







## Collection Development (Angie M, Ceniza-Canillo, 2023)

ERM

Cloud  
Computing

Federated  
Search

IOT

AI





# User Engagement (Angie M, Ceniza-Canillo, 2023)

Digital Display

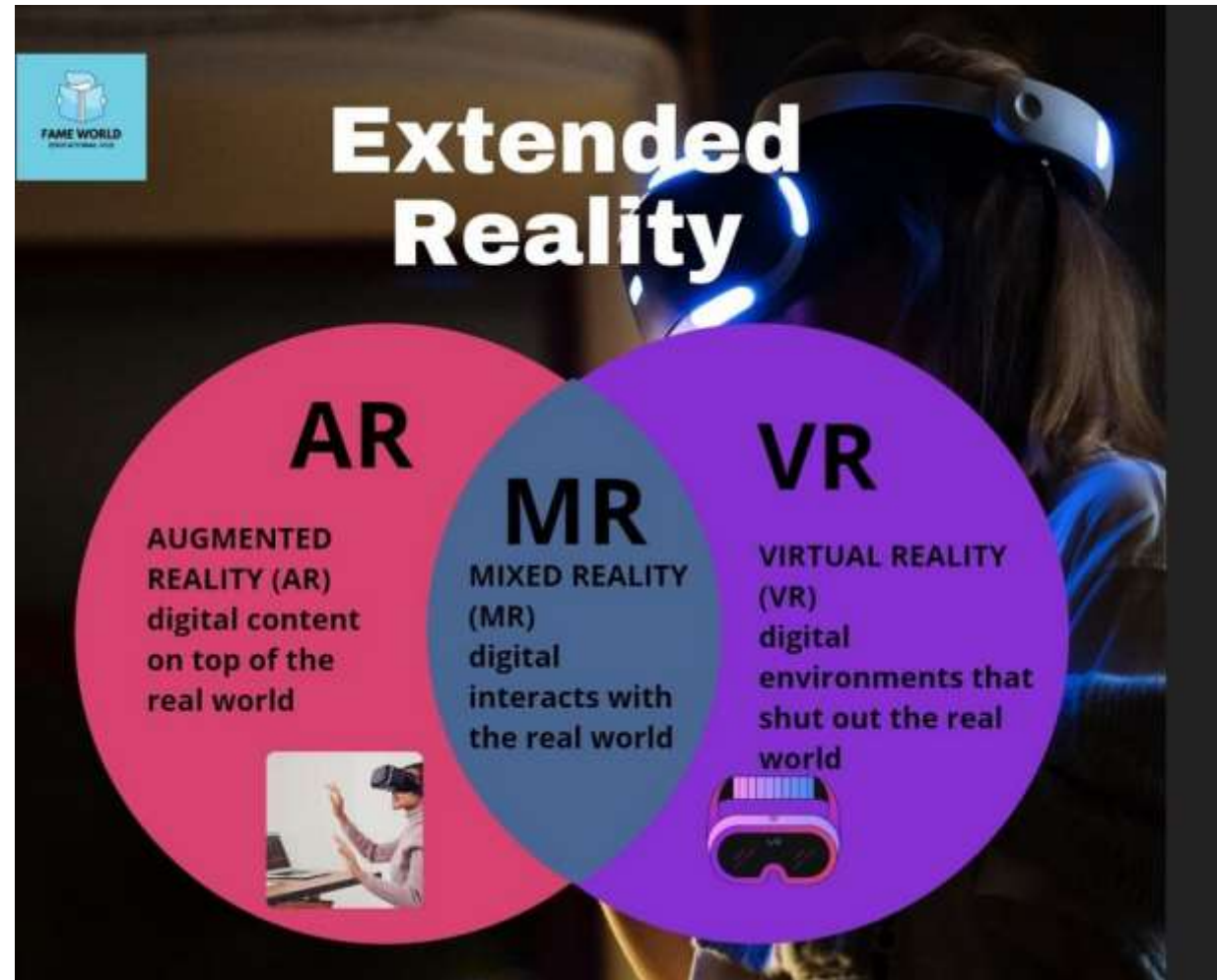
Gamification/  
Augmented  
Reality

Maker spaces

User-Focus  
Interface/AI



# Digital Displays - [empiredigitalsigns.com](http://empiredigitalsigns.com)







# Augmented Reality - [immersivgaze.com](http://immersivgaze.com)



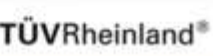
# [Maker Space -blog.teaching.com.au](http://blog.teaching.com.au)





# Security

- SSO – ONE for All, Personalized and “Remember Menu”







# Chatbots and the library

- Stella ([www.sub.uni-hamburg.de/bibliotheken/projekte/chatbot-stella.html](http://www.sub.uni-hamburg.de/bibliotheken/projekte/chatbot-stella.html))
- Akademikus ([www.ub.uni-Dortmund.de/chatbot](http://www.ub.uni-Dortmund.de/chatbot))
- Lilian – untuk menciptakanchatbot lain
- Emma the Catbot ([www.infoTabby.org](http://www.infoTabby.org)) – menjawab general question –library catalog, databases dan website





# Knowledge Facilitator

- Individual or tools that assist in the transfer and acquisition of Knowledge knowledge
- Knowledge Worker (Main Capital is Knowledge, think for living, knowledge production through repository) – Daniel Bell





# Kondisi Sekarang

- Google, youtube, Tiktok You name it
- Big data, AI, IOT
- Dunia sebatas Jari telunjuk
- Social Networking
- Orang bisa membuat Informasi di mana saja



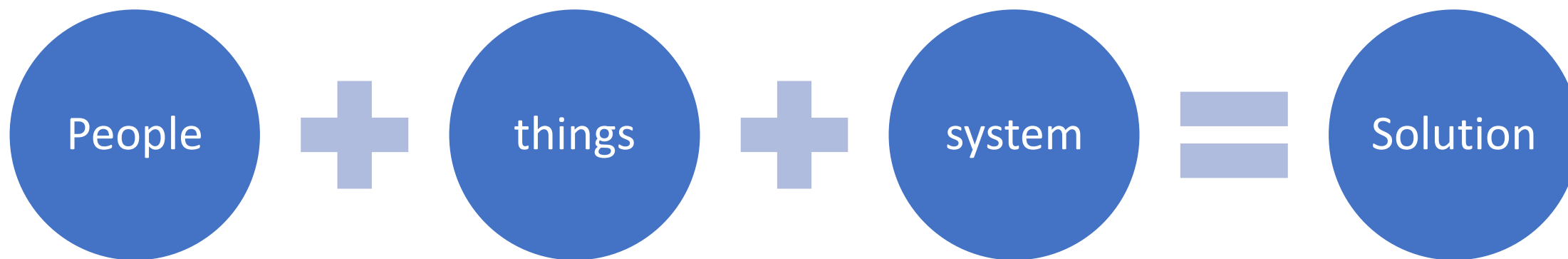




# Tsunami Informasi – Peran Pustakawan – Misinformasi, Disinformasi, Malinformasi

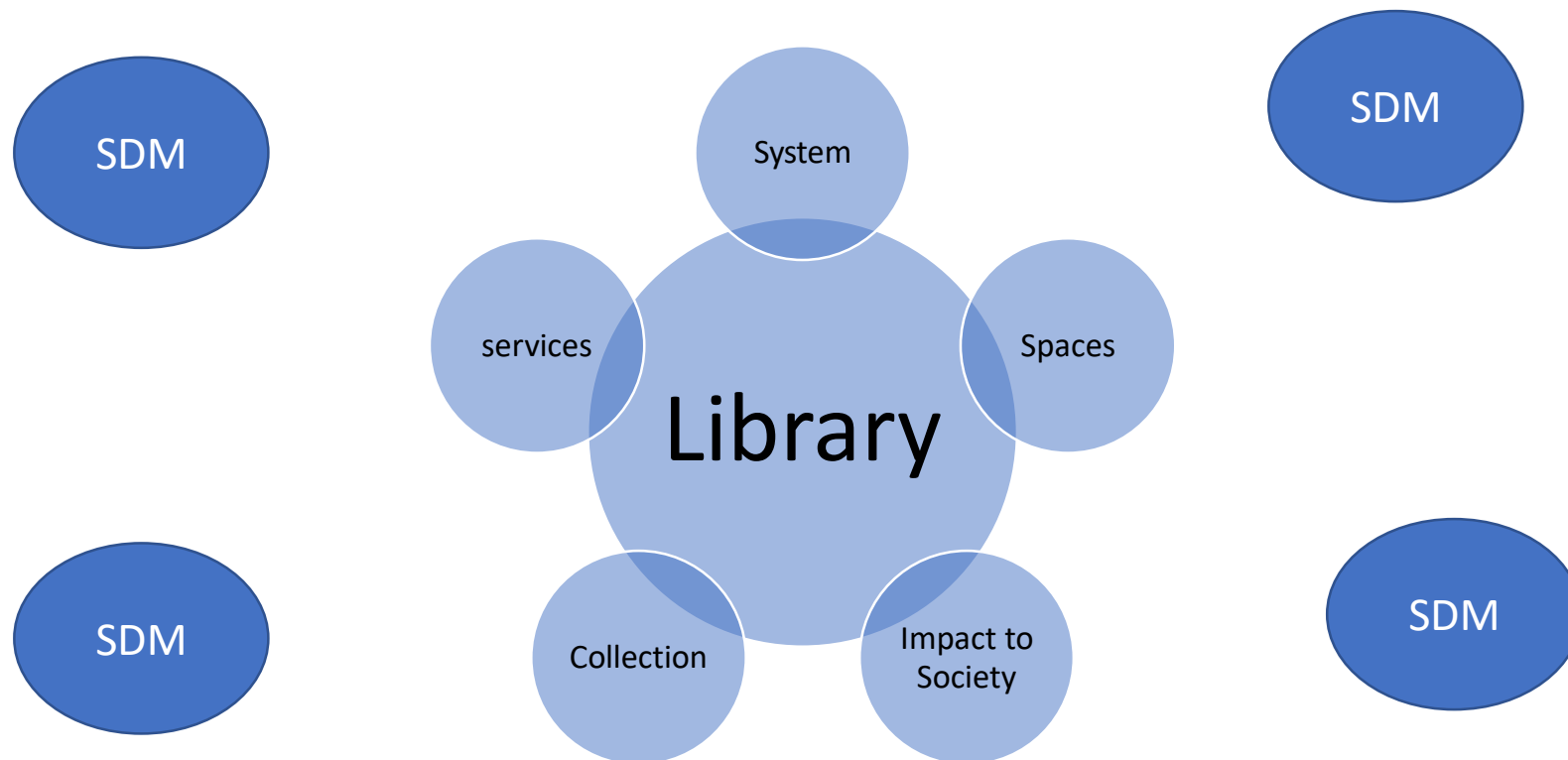








# Library



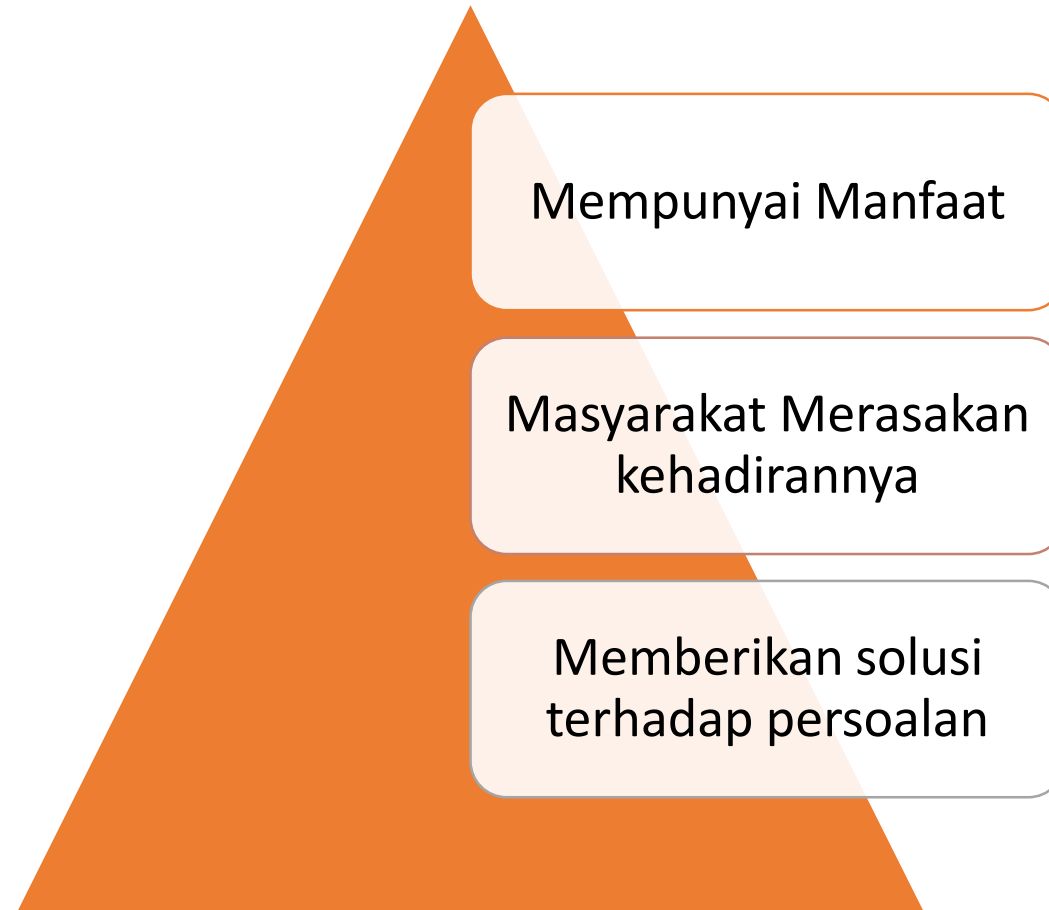
**Pustakawan  
harus siap  
dengan segala  
perubahan  
karena  
Perpustakaan  
adalah Institusi  
Sosial**

Including our digital presence





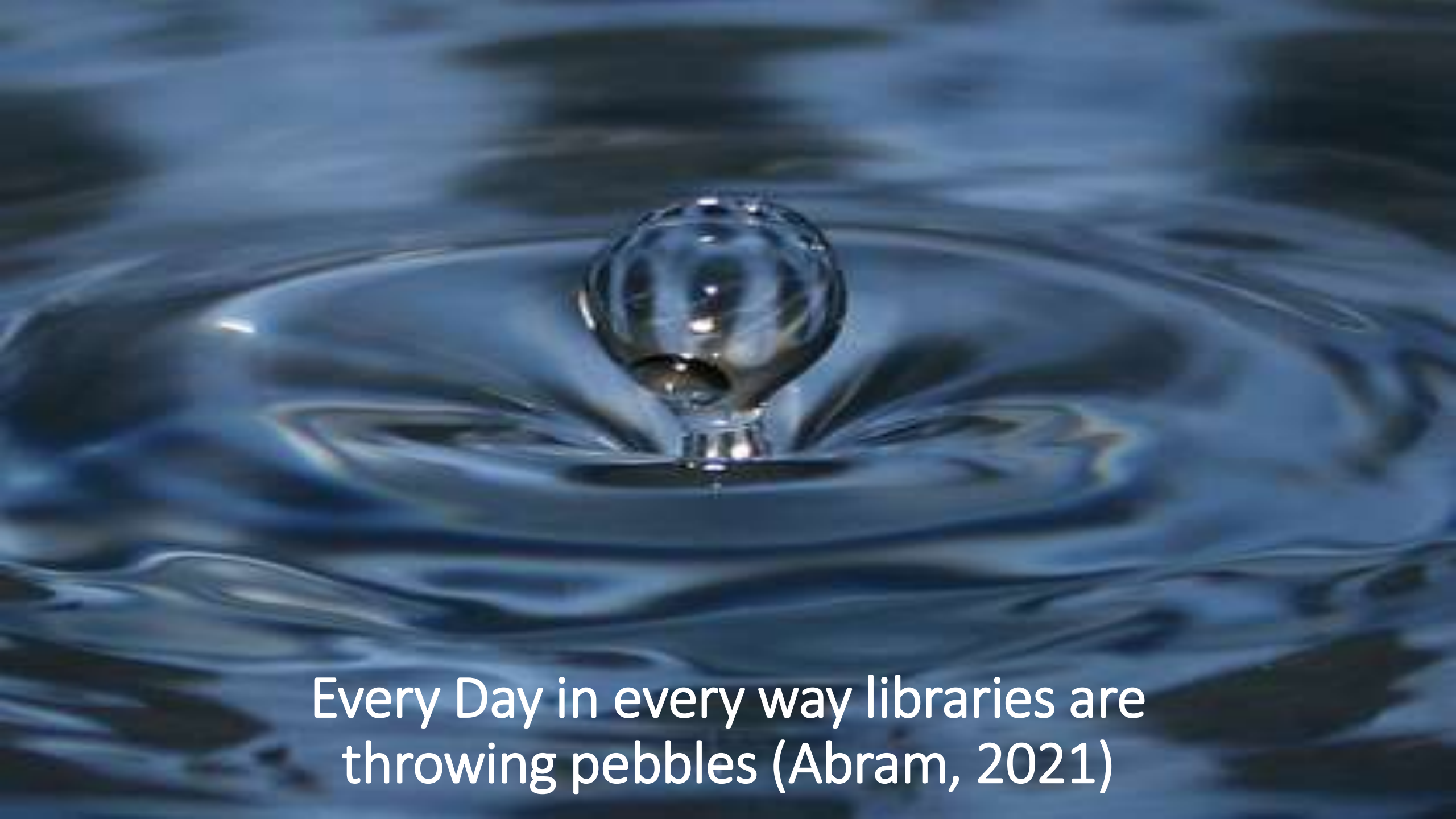
# Pustakawan dan Perpustakaan akan terus ada apabila:





# Apa Peran Pustakawan? Apa keajaiban yang bisa ditawarkan Pustakawan





Every Day in every way libraries are  
throwing pebbles (Abram, 2021)



Mengemas  
Informasi  
bukan sekedar  
menyampaikan  
informasi

Menceritakan  
Peran Yang  
sudah  
dilakukan

Mengubah  
Mindset dari  
Kata Benda  
menjadi kata  
kerja





## Nouns

OR

## Verbs

Books, eBooks

Magazines

Websites

Buildings

Rooms

Desks

Stations

Programs

Serve

Answer

Engage

Link

Entertain

Tell a story

Teach

Create

Do





# Kompetensi Pustakawan Dalam Mengembangkan Perpustakaan

1. Mengembangkan Sistem Perpustakaan (Collection Development, Processing, Library Services, Preservation and Conservation)
2. Membuat Program Perpustakaan yang sesuai dengan Kebutuhan Masyarakat
3. Mengembangkan Manajemen Perpustakaan supaya Perpustakaan mempunyai unsur keberlanjutan
4. Membangun isu bersama agar Kepentingan perpustakaan juga menjadi bagian isu yang diperjuangkan masyarakat





# Sla.org

- Competencies have been defined as the interplay of knowledge, understanding, skills and attitudes required to do a job effectively from the point of view of both the performer and the observer.
- The unique competencies of the special librarian include in-depth knowledge of print and electronic information resources in specialized subject areas and the design and management of information services that meet the strategic information needs of the individual or group being served.

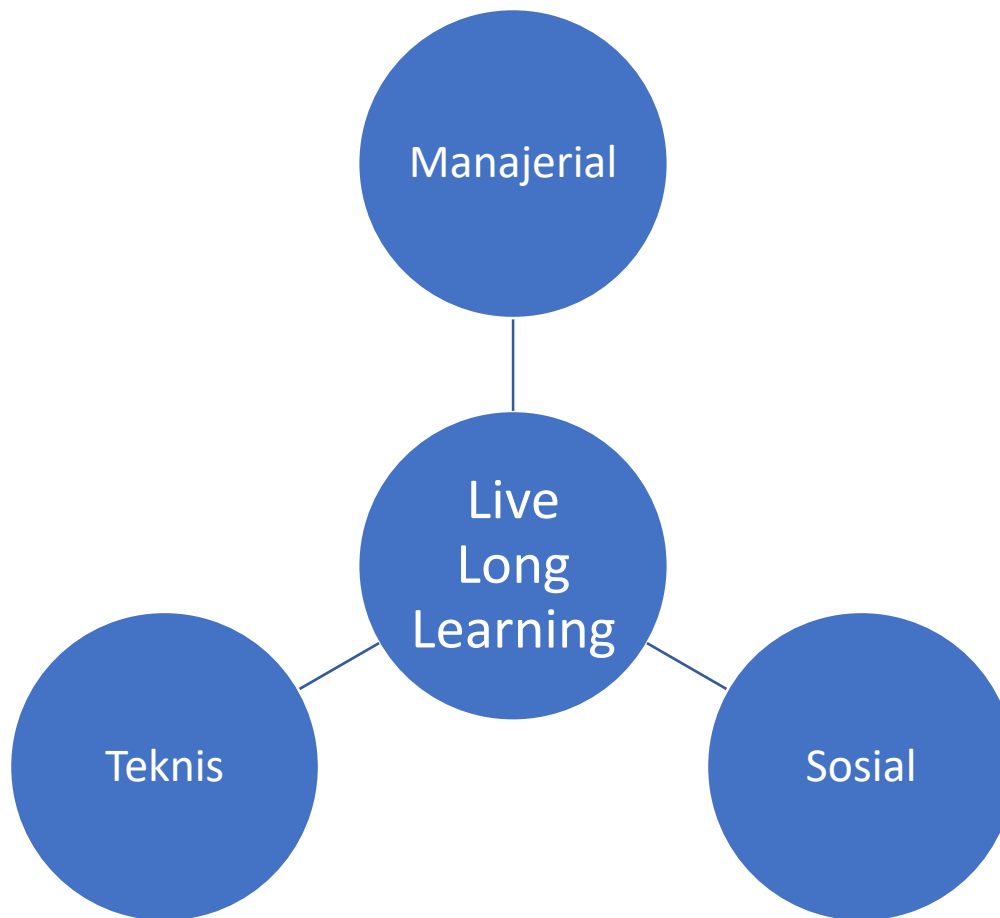


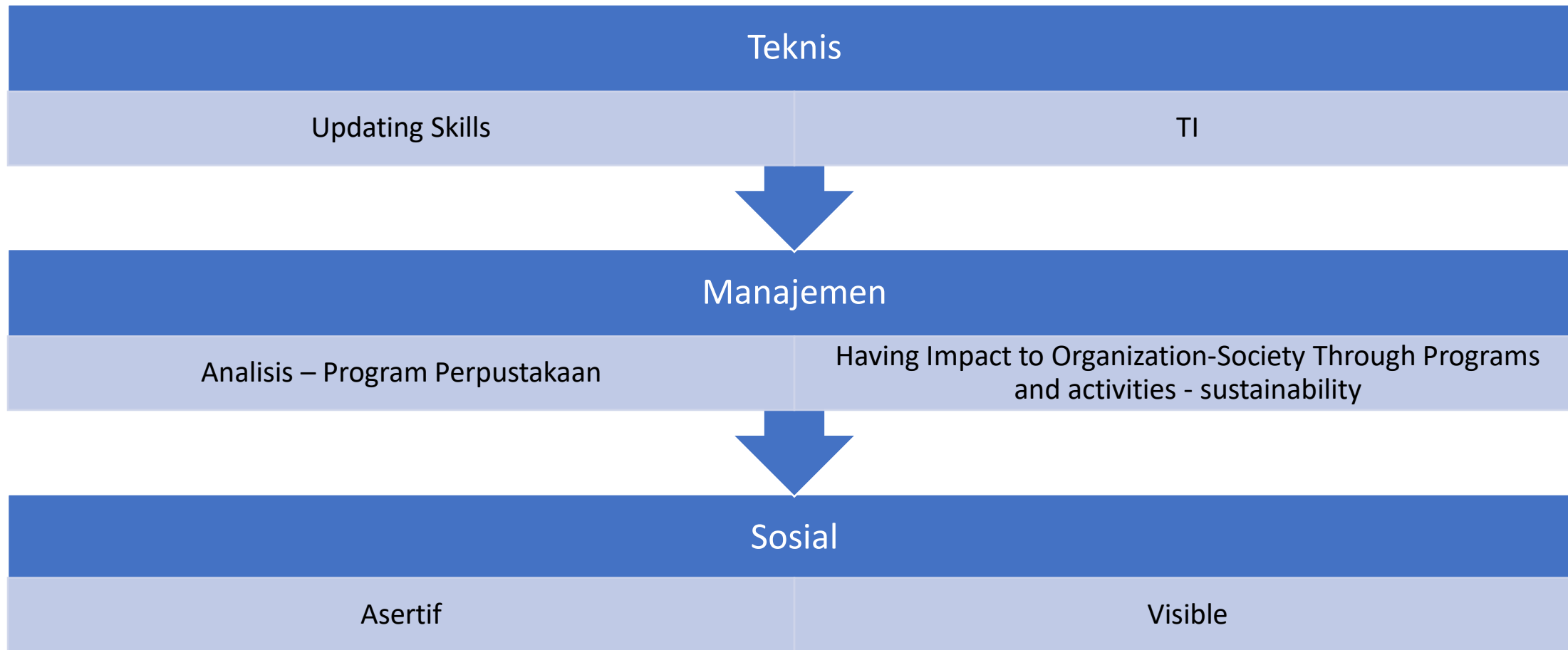




# Kompetensi







# Mengembangkan Sistem Perpustakaan

- **Kompetensi untuk menjadi pembelajar sepanjang hayat ( Life Long Education)** – Manual – Otomasi- Perpustakaan digital
- **Kemampuan di bidang Penelitian** ( Problem- Cari Solusi – Tulis) – Pengetahuan Baru
- **Kemampuan untuk mencari Solusi**
- **Data Privacy**





# Membuat Program Sesuai Dengan Kebutuhan Masyarakat

- Kemampuan membuat Survey
- Kemampuan mengintegrasikan program perpustakaan dengan program pemerintah daerah – Dunia LITERACY
- Kemampuan mengelola program perpustakaan sebagai solusi terhadap persoalan masyarakat
- Program preservasi pengetahuan (Kesenian, Local Wisdom, Karya masyarakat)





## Mengembangkan Manajemen Perpustakaan supaya Perpustakaan mempunyai unsur keberlanjutan

1. Kemampuan Mengelola Perubahan
2. Kreativitas – Mengelola sumber daya yang ada untuk bisa Bertahan dan Berkembang
3. Kemampuan memahami aturan dan menjadikan aturan sebagai rujukan dalam menciptakan Kebijakan di Perpustakaan
4. Kemampuan Membuat Rencana Pengembangan Perpustakaan
5. Kemampuan membaca dan mengelola Big data
6. Leadership yang kuat (Lobbying, Marketing, networking)





Membangun isu bersama agar Kepentingan perpustakaan juga menjadi bagian isu yang diperjuangkan masyarakat

A Kemampuan Public Speaking

D Kemampuan Menulis

V Networking ---- LOBBYING

O

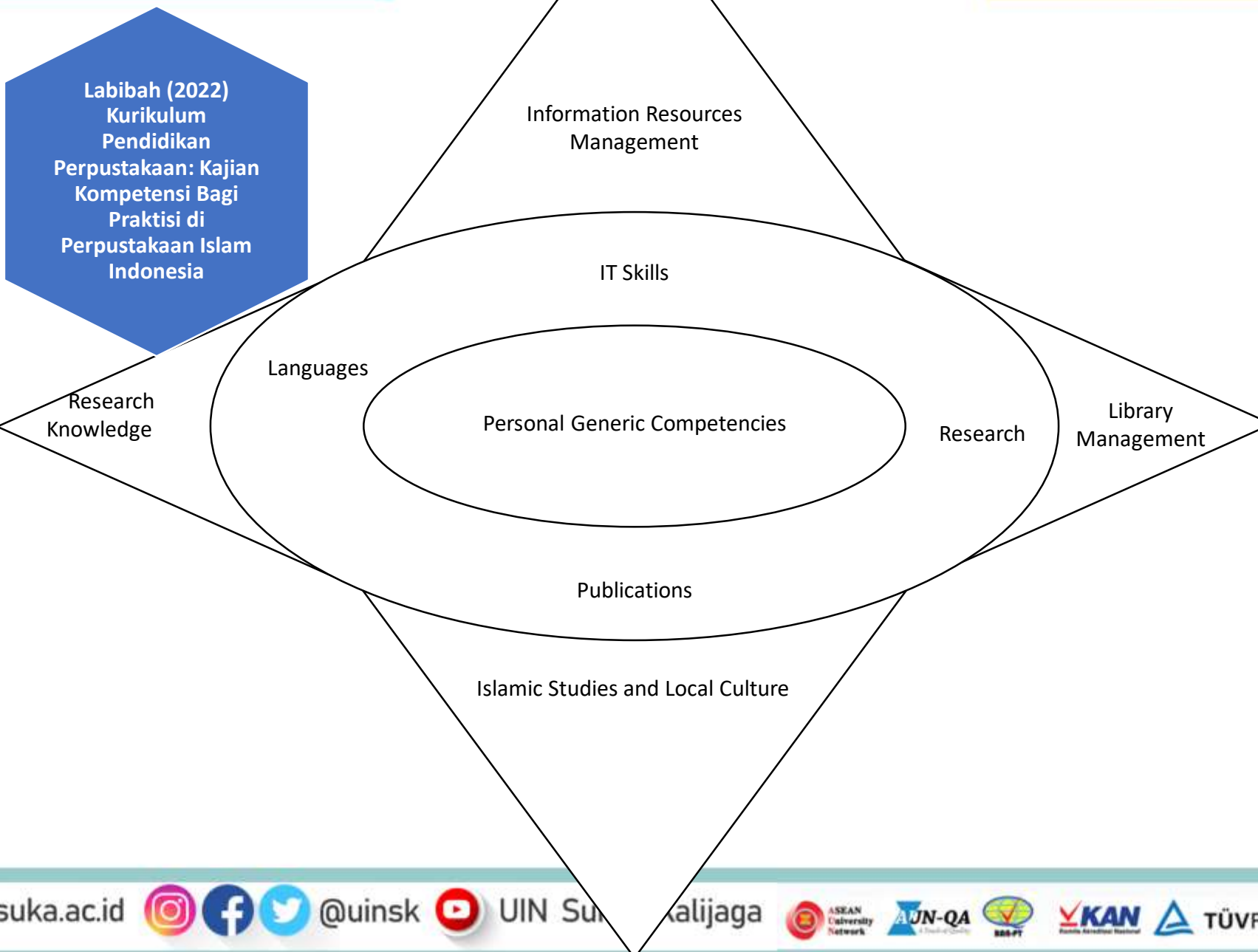
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Labibah (2022)  
Kurikulum  
Pendidikan  
Perpustakaan: Kajian  
Kompetensi Bagi  
Praktisi di  
Perpustakaan Islam  
Indonesia





# Management of Complaining (Stop Complaining, Do Something)





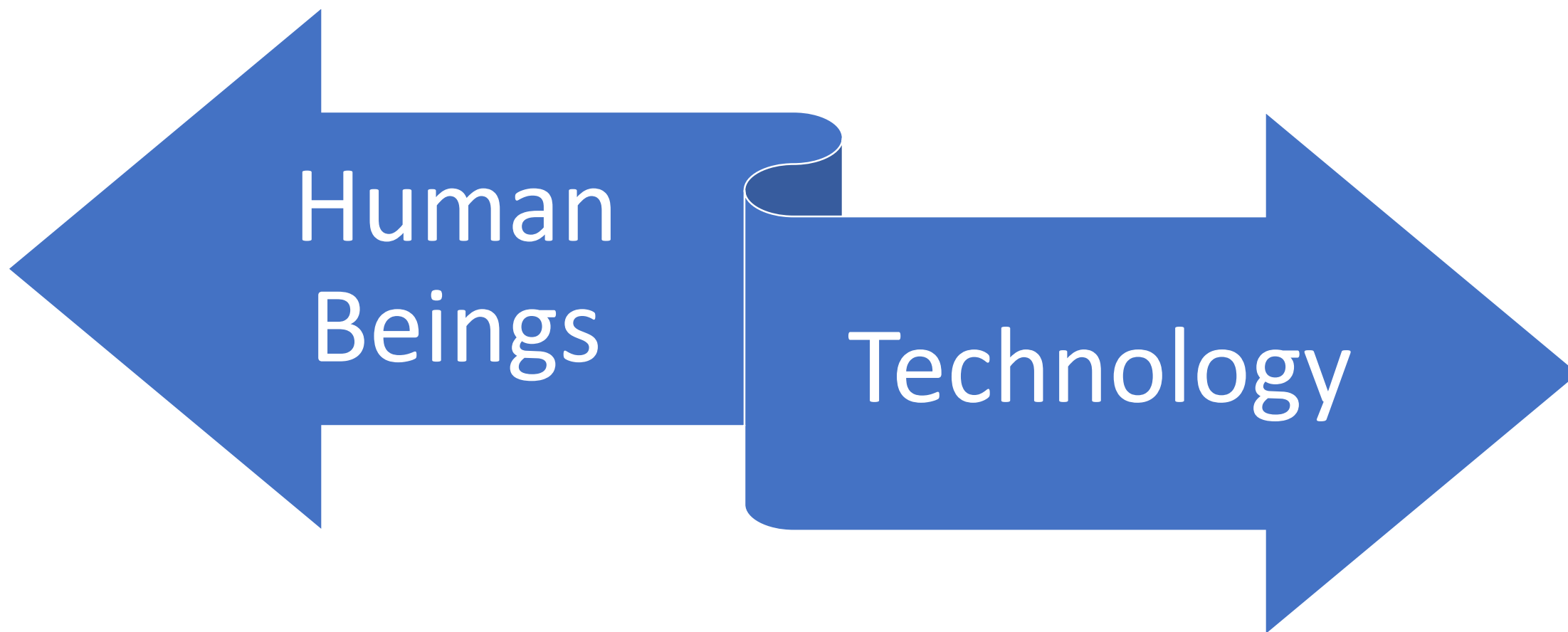
# Perpustakaan

- Informasi Terpilih
- Temu kembali yang lebih sistematis
- Pustakawan adalah “google” yang humanis
- Perpustakaan Bukan sekadar Koleksi tetapi juga tempat Konsultasi
- Perpustakaan bukan sekedar gedung tetapi tempat beraktivitas, berdiskusi, mencari solusi sekaligus tempat rekreasi
- Perpustakaan adalah institusi yang inklusif yang bisa mengubah mindset seseorang sehingga bisa menjadi lebih positif dalam merespond lingkungan





## 5.0 – Collaborative and mutually beneficial way







# Tantangan

- Bagaimana Pustakawan dengan keahliannya bisa membantu pemustaka beradaptasi dengan teknologi
- Bagaimana kode etik bisa menjadi ruh terhadap implementasi 5.0 ini?
- Bagaimana AI dan KM bisa diimplementasikan di Perpustakaan





# References

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# THANK YOU

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