



City of Pflugerville

Minutes - Final

Library Board

Wednesday, June 14, 2017

6:00 PM

1008 W. Pfluger Street, Pflugerville, TX

Regular Meeting

Library Board Members:

Robert Spoonemore

Kevin Williams

Jerry Spataro

Deborah Bronson

Sue Lee Flores

Marylou Grzybowski

Rosie Riddick

Carl Moore, Jr., Alternate

1. Call to Order

Chair Spoonemore called the meeting to order at 6:02 p.m.

Board Members Present: Robert Spoonemore (Chair), Jerry Spataro (Vice Chair), Mary Lou Grzybowski, and Rosie Riddick (Secretary). Deborah Bronson, Kevin Williams, and Carl Moore, Jr. were absent.

Staff: Jennifer Coffey – Library Director, Daniel Berra – Assistant Director

2. Citizens Communication

None.

The Library Board welcomes public comment on items relevant to the Pflugerville Public Library. Public comment that is made on an item that is not on the published agenda will only be heard by the Library Board. No formal action, discussion, deliberation, or comment will be made.

3. Approval of Minutes

- 3A. [2017-5895](#) Discuss and consider action to approve the Library Board regular meeting minutes of May 10, 2017.

Minutes were approved as submitted.

4. Discuss Only

- 4A. [2017-5898](#) Report on the Friends of the Library activities.
Jennifer Coffey, Library Director

Director Coffey reported that the Friends continue to do well with their quarterly book sale. They made \$800 on their last sale and another \$250 in donations following the sale. The Friends also gave the Library a \$5,000 check for new desktop computers in the classroom. In addition, they continue to support many of our programs.

4B. [2017-5902](#)

Teen Liaison report.

Christian Douglas, Hendrickson High School

Christian Douglas was absent.

4C. [2017-5901](#)

Library Director Report

Jennifer Coffey, Library Director

Director Coffey reported that our numbers continue to look good overall. Circulation of physical items is down 6%, but circulation of electronic items is up nearly 13%. Circulation of Vietnamese materials is down 30% due primarily to the limited availability of published materials. We are looking to expand the foreign language collection into other languages including Korean, Gujarati, and Hindi. Board Member Grzybowski agreed that this makes sense to try in order to reach more members of the community. Computer use and database use are down slightly, while Wi-Fi use, Facebook likes, and use of the Local History Digital Archive are all up. Upcoming at the Heritage House Museum we have a Juneteenth Program presented by the African American Community Archivist with the Austin History Center and repairs will begin next week. The attendance at the museum is up over last year. Chair Spoonmore asked about the circulation of physical items being down and how often new books are added to the collection. Director Coffey responded that some patrons have switched to electronic materials and that we add new books weekly, so this is a consistent process and we don't generally have gaps throughout the year. Director Coffey also pointed out that our programming numbers continue to be great, including recent successful events like Maker Pfest, Hands on Science, and the Heritage House Ice Cream Social.

4D. [2017-5900](#)

Review and discuss budget

Jennifer Coffey, Library Director

Director Coffey has requested a \$15,000 increase to the collection budget, in line with last year. The other budget increase requests have not been cut by the City Manager at this point. He stated that he is impressed with the library and enthusiastic about the innovations we continue to make in our offerings to our patrons. Board Member Grzybowski asked if the City Manager and Asst. City Manager support the requested increases, will the council generally follow suit. Director Coffey stated that it depends, and City Council is free to make their own decisions. In the coming months the budget will be presented to Council.

4E. [2017-5899](#)

Discussion regarding Changing Role of Libraries - Gamification

Jennifer Coffey, Library Director

Gamification describes using gaming and related ideas as a learning tool. Using games in an educational setting makes learning fun, interesting, and

interactive. It is a tool that can be used to help develop literacy. It can involve demos, classes, and online tutorials. Gamification can be particularly beneficial for things like STEM learning or with learning coding languages and other technology related content. At the Library we have Appy Hours, Girls Who Code Club, Computer Classes and other self-directed learning opportunities that explore some of these concepts. In addition, we plan to expand our technology related tools including offering Adobe Creative Cloud on the new classroom computers. Board Member Grzybowski added that many colleges now offer game design degrees and that the younger generation is not afraid of changing technology. Director Coffey agreed and added that we want to make sure everyone has an equal shot at learning these important skills.

5. Future Agenda Items

None.

6. Adjourn

Chair Spoonemore adjourned the meeting at 6:35 pm.

Respectfully submitted,

Jennifer Coffey
Library Director

Approved as presented on July 12, 2017.