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[Home](#) / [Archives](#) / [2001](#)

/ [Articles](#)

The battle to define the future of the book in the digital world

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Abstract

Commercial publishing interests are presenting the future of the book in the digital world through the promotion of e-book reading appliances and software. Implicit in this is a very complex and problematic agenda that re-establishes the book as a digital cultural artifact within a context of intellectual property rights management enforced by hardware and software systems. With the convergence of different types of content into a common digital bit-stream, developments in industries such as music are establishing precedents that may define our view of digital books. At the same time we find scholars exploring the ways in which the digital medium can enhance the traditional communication functions of the printed work, moving far beyond literal translations of the pages of printed books into the digital world. This paper examines competing visions for the future of the book in the digital environment, with particular attention to questions about the social implications of controls over intellectual property, such as continuity of cultural memory.

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[Volume 6, Number 6 - 4 June 2001](#)

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Library future depends on technologies. We've collected a couple of great concepts that could be used in the near future. Most of all, the libraries are the entry points to the digital world. They are the way to embrace technology and avoid digital exclusion. Therefore, to improve technological literacy of local communities, libraries should be equipped with relevant technologies. In this articles you won't find examples of how to use Google Hangouts for library meetings, or Pikochart to create library infographics. The device could also keep track of all borrowed books, as well as remind the user of the return dates. Finding a book easily without knowing the Dewey Decimal Classification system? Sounds like a good idea of where the library card could evolve. The Digital World is made up of countless Servers, each copy of a franchise game goes on a Server, there are several stories that happen in alternate timelines but that are still only part of the same Network. In quotations about an Infinite Multiverse in Cyber Sleuth, there are quotes regarding infinite variations of characters that exist on the same Network (Like Rina and Mirei who were from the world of Re: Digitize Decode, a Server that exists on the Yggdrasil Network) . In the Digital World it can be said that Past, Present and Future exist "simultaneously" thanks to the space-time division of the timeline in Ulud, Versandi and Skuld. This would be a "time division" and the Servers would be a "spatial division", joining the two we can mention the Data Log Calculations. The book-oriented library, where it survives in defiance of the digital shift, tends to take on the aspect of a temple for this sort of focused, old-fashioned study and contemplation. For instance, Book Mountain, a recently completed library in the Netherlands, proudly emphasizes paper books. Matthew Battles, who since publishing his history of libraries has become a principal at Harvard's forward-looking metaLAB, believes that the future of libraries must be decided not by nostalgic scholars or librarians hoping to save their jobs, but in conversation with communities. "Librarians, scholars, policy makers all have to be part of that dialogue, but it must embrace a civic context, not the institutional context," he says.