## To Build or to Buy: The Tale of the Library à la Carte<sup>™</sup> Project Margaret Mellinger, Jane Nichols & Kim Griggs, Oregon State University Libraries



- Create and manage course and subject guides
- Add Web 2.0 elements like videos, RSS, chat
- Reuse and copy content
- Collaborate and share guides
- Publish and archive guides with a click
- Browse guides by tags, subjects, or course

<b>Open Source Software Benefits</b>			e t
Customization, flexibility and freedom	No vendor lock-in	Participation in development	

Open Source Software Costs				
No yearly subscription or licensing fee	Low start-up implementation and upgrade costs	Added training, support, maintenance costs		

<b>Open Source Software Challenges</b>			
Building	Hosting and	Level of	
community,	technical	support and	
governance	knowledge	responsibility	

*"Her website has"* saved me countless precious hours of research due to the organizational effectiveness of the website." — student

> "It was very nice to have one source that I could begin with to find the information I needed to complete my assignment."

Mock-ups

Use-Case

Scenarios



	If you build / adopt Open Source Software (OSS), you will:	If you buy or subscribe to vendor software, you will:
	Require server access and technical knowledge	Need little technical infrastructure and/or technical skills
2009 kudos! on eveloping an eveloping an cellent, open- purce tool for the brary community. " —librarian	Reduce dependence on vendors	Usually have a more stable and mature software
	Have access to code	Be restricted in your access to code
The enelebrith port, .	Be able to customize and extend the software	Rely on vendor's feature development schedule
	Have total control of your own data	Have limited access to data and reuse options
	Avoid yearly subscription fees	Have a predictable cost model
	Contribute to and influence future development	Depend on vendor's upgrade schedule
OCCUPIERSITY	Rely on community- driven support and training	Expect that support is covered in fee structure