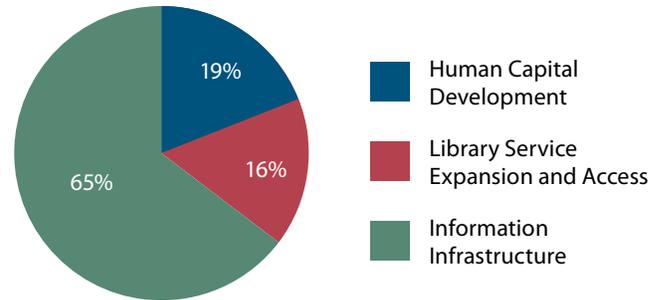


LSTA GRANTS TO STATES PROFILE: MINNESOTA



Projects by Strategy, FY 2003–2006



This fact sheet provides information about the State Library Administrative Agency, LSTA Grants to States programs by category, expenditures by fiscal year (2003–2006), interview highlights with the chief officer, and the program goals for 2008–2012.

State Library Administrative Agency Information

Agency name	State Library Services of Minnesota
Agency governance	Under the Department of Education
Population served in 2006	5,143,134
FY 2006 total expenditures	\$16,213,000
Grants to States allotment total for FY 2003–2006	\$11,030,598
Chief Officer	Suzanne Miller, State Librarian
Web site	http://education.state.mn.us/MDE/Learning_Support/Library_Services

Interview Highlights with the Chief Officer, Suzanne Miller

Greatest Program Impact in the Last Five Years:

“The greatest impact has been on provision of core services through the MINITEX network, especially delivery. We’ve also used LSTA to leverage state funds for databases. We subsidized the licensed databases at first; now the databases are funded by the state. LSTA helps us provide creative outreach to new immigrants and for literacy initiatives, for example. The Minnesota Digital Library Coalition has been exclusively LSTA.”

Delivery of Library Services:

“Minnesota has regional and multi-type library systems and MINITEX; there are also some school technology cooperatives among all these. There’s lots of very positive networking; sharing resources statewide creates better equity across the state. The State Library Agency has no direct control over these networks but works to facilitate cooperation through planning. MINITEX is the primary service provider and reaches all types of libraries.”

Program Data by Fiscal Year, FY 2003–2006

Minnesota	FY 2003	FY 2004	FY 2005	FY 2006	All Years
Total allotment	\$2,610,305	\$2,748,632	\$2,807,289	\$2,864,372	\$11,030,598
Number of projects reported	45	44	44	30	163
Largest project amount	\$628,000	\$638,540	\$967,778	\$1,035,187	
Median project amount	\$27,025	\$22,000	\$15,000	\$39,502	

Challenges in the Coming Five Years:

1. Funding for the agency and our initiatives, including Talking Books and Braille, which is 70 percent supported with LSTA. We are committed to continued service for this population.
2. Structural disintegration in delivery across the state. People are unhappy with the regional system structure and corresponding service mandates; this is a huge local control state.
3. The reduced pool of qualified librarians. We don't have the capacity to address that challenge.

Program Goals for 2008–2012

- **Target Programming to Underserved Populations:** Provide underserved populations with targeted library services that improve and enhance their quality of life and reduce barriers to library services and programs.
 - **Target Barrier-Free Programming for Individuals:** Provide targeted library services and programs to underserved individuals who are inhibited from accessing their local and/or regional library due to geographic, socioeconomic, and technology barriers.
 - **Target Programming to Children (0–17):** Provide children ages 0–17 with targeted library services reduce barriers, and improve reading skills and information literacy of children ages 0–17 to include, but not limited to, children living in poverty.
- **Technology and Infrastructure:** Support technology and infrastructure initiatives and services that build the capacity of Minnesota's libraries to serve their patrons.
 - **Statewide Initiatives:** Support statewide initiatives and services that build the capacity of Minnesota's libraries and their staff to serve their communities.

Exemplary Project: Minnesota Digital Library Coalition

Project title	Minnesota Digital Library Maintenance & Development
Library	Minnesota Digital Library Coalition (MDL)
LSTA Funds Expended FY06	\$221,674
Total Cost FY06	\$221,674
Program Category	Information Infrastructure

The Minnesota Digital Library Coalition was awarded an LSTA grant to sustain and expand upon the digitization of photographic and graphic images; to sustain and expand the digitization of textual objects; to develop additional curricular resources to promote the use of digital resources in the K–12 community; to conduct some studies of the Minnesota Reflections interface and of MDL participants; and to begin moving the MDL from a “project” stance funded and sustained through a series of grants to a “program” stance with stable funding for basic maintenance operations and grant funding to provide supplemental project-specific funding.

The MDL also contracted with Sandbox Studio to develop curriculum packages using the Pachyderm software and based on content available through Minnesota Reflection. While the target population for Minnesota Reflections is every resident of Minnesota, more than 40,000 unique visitors accessed the collection online during the grant year.