1. Why are collection developers turning toward access instead of ownership?

   Library users want electronic content

2. What are the most important common elements shared by electronic collections?

   a) *They require technology and a computer network in order to access them*
   b) *They represent digitally converted versions of printed materials, or materials that exist only in digital form*
   c) *They digitally represent a fairly large range of material formats such as books, maps, journals, sound recordings, images, and video*
   d) *Electronic collections are created, selected, organized, and presented with consideration of facilitating how the material will be discovered, accessed, and used in the digital realm*

3. List some of the ways electronic collections offer new possibilities for access.

   a) *Convenience for users*
   b) *Enhanced content can be added to existing publications*
   c) *Librarians and staff can produce their own digital content*
   d) *Unique collections can be shared digitally*

4. Name some disadvantages of electronic material.

   a) *Technical issues can limit access*
   b) *Many communities have a digital divide*
   c) *Not all desired material is available digitally*

5. What is the digital divide?

   A gap between people who have access to computers and those who do not

6. If libraries are less often owning material, how are they making it available to users?

   Libraries are licensing it

7. What is digital right management (DRM)?

   DRM technology not only manages front-end access to the material, but it also manages what happens to the digital files at the back-end once they've been accessed

8. List the categories of license mentioned in the chapter.

   a) *Perpetual access rights*
   b) *Limited access rights*
   c) *Subscription*
   d) *Population-based*
   e) *Pay-per-view*

9. List the 2 ways eBooks can be downloaded and read

   a) *Downloaded onto a personal computer*
   b) *Downloaded to a special reader*

10. What evaluation criteria should collection developers use when selecting electronic content?

    a) *Authority*
    b) *Organization*
    c) *Accuracy*
    d) *Bias*
    e) *Construction*
    f) *Availability of instructions*