Case studies template

ICCU – December 2022

Introduction

This document provides the template for the development of the Case Studies on digital transformation in libraries.

The ADELE project aims to contribute to the internationalisation of organisations that choose a path of digital transformation. Through the network they can connect, collaborate, compare, and exchange ideas with organisations across Europe and beyond.

The 100 case studies are aimed at initiating the digital transformation of libraries and inspiring libraries that want to improve their performance on certain areas of the tool.

The areas of the ADELE tool cover the use of digital technologies in libraries from different perspectives: management, infrastructure and equipment but also lifelong learning, users training opportunities and community and stakeholders involvement.

The case studies may be linked to an activity, a service, a new professional profile, an initiative, a place or a library infrastructure in line with the areas and the statements of the ADELE tool. We aim to create a database of good practices to foster innovation and the adoption of digital practices in the library.

Library presenting the case study (Name, city, website and contact details)	Thurles Library Tipperary County Council Library Service Website: www.https://www.tipperarylibraries.ie General Email: thurleslibrary@tipperarycoco.ie Contact Email: jackie.kennedy@tipperarycoco.ie

Title of the case study	Magic Table 360 for Beginners
Area of ADELE tool illustrated by the case study *Please underline the selected area*	☐ *Management* ☐ *Infrastructure, Equipment and Support* ☐ *Continuing Professional Development* ☐ *Self-reflection on digital competences* x *Learning opportunities on digital competences for users* x *Collaboration, Networking, and Community*
Description of the experience: aim, methods and outcomes	Aim: The Magic Table 360 is a new, innovative technology specifically designed for people living with dementia, learning disabilities & other care needs. It's part of an activity programme called The Happiness Programme. It is an interactive light projector featuring a range of games, activities and sensory experiences. It can be used independently of in a group. The aim of the sessions was to engage adults with learning disabilities/mild dementia to interact with the Magic Table 360 & to engage with the various activities within The Happiness Programme. Methods: I assisted the adults in the learning process, giving a demo of the activities & encouraging conversation & interaction. I asked questions to determine an area of interest and was able to gain insight based on the answers given and prior information I received from staff at the Care Centre. I then choose a suitable activity for each adult. A Pond Activity was selected for a male adult who always enjoyed fishing. This activity allowed him to see bright fish moving, hear the sounds of the water and catch a fish using a fishing net prop. A Colouring Activity was selected for a female adult whose previous profession was that of an artist. This activity allowed her to choose her picture, choose each colour and paint using a variety of different sized paint brush props. Outcomes: These sessions stimulated movement, increased cognitive activity, triggered memories, stimulated hand/eye co-ordination and social interaction. It stimulated mood improvement & behaviours. It fostered a sense of achievement, fun, hope & wellness. Both adults thoroughly enjoyed the sessions & each week their confidence in the use of this new technology improved. As a result, the Care Centre booked sessions for various adults 3 times per week. The use of this new technology is now part of their weekly routine.
Resources needed to implement the idea Please, provide any link and/or send them in attachment	• Trained librarian • I.T. support from Social Ability and your Local Authority • Magic Table 360 Projector, stand and remote control • Chairs • White square table • Various props for individual activities
Target groups	Adult Learners with learning disabilities and Mild Dementia
Elements of innovation	These sessions are innovative because The Magic Table 360 is a new technology which these adults have never had the opportunity to experience before. It established a new, fun and user-friendly

	way of engaging with technology in a library setting. These sessions opened up the opportunity for social interaction, movement stimulation, increased cognitive and a sense of wellness. Although this technology is portable, the sessions took place in the library, giving the adults an opportunity to leave their usual Care Centre and interact within the community.
Tips to other library staff using this idea	• Ensure you have the necessary skills and expertise to deliver the sessions. • Ensure you have the support of collaborating partners as it is essential in order to foster continued interest and engagement. • Allow sufficient time to complete the sessions. • Ensure the space within the library is spacious, quiet and dimly lit as much as is practicable.
Keywords	#socialability #magictable360 #disabilities #digitalinclusion
References	www.social-ability.co.uk