



Co-funded by
the European Union



Advancing Digital Empowerment
of Libraries in Europe

Case studies template

PR2

ICCU – December 2022



Advancing Digital Empowerment
of Libraries in Europe

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)

Biblioteca Pubblica Arcivescovile A. De Leo, sezione Teste Fiorite,
Brindisi
Website: www.bibliotecadeleo.it,
General email: biblioteca@bibliotecadeleo.it



**Co-funded by
the European Union**

The European Commission support for the production of this publication does not constitute endorsement of the contents which reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.



	Contact email: kdirocco@libero.it
Title of the case study	Memory game "Fantastic Beasts"
Area of ADELE tool illustrated by the case study Please underline the selected area	<ul style="list-style-type: none"> <input type="checkbox"/> <i>Management</i> <input type="checkbox"/> <i>Infrastructure, Equipment and Support</i> <input type="checkbox"/> <i>Continuing Professional Development</i> <input type="checkbox"/> <i>Self-reflection on digital competences</i> <input checked="" type="checkbox"/> <i>Learning opportunities on digital competences for users</i> <input type="checkbox"/> <i>Collaboration, Networking, and Community</i>
Description of the experience: aim, methods and outcomes	<p>The Memory game "Fantastic Beasts" is an integrated game with "leap motion" sensors that allows you to interact with the movement of your hands. The game, a memory one, developed on several levels of difficulty, shows the fantastic animals present in the city of Brindisi in mosaics, portals, precious manuscripts, wall ancient paintings. Every time the user unveils the fantastic animal (created using the cartoon technique) a card, with its description and the location where it can be found, appears. This stimulates children's curiosity to search and find the original represented in a playful way. While having fun, young users stimulate all the senses that flow into the memory of an object that is not distant or unreal, but absolutely close and reachable that they would never have thought to be in their own city. This allows you to reappropriate places through the wonder of discovery. Thus the phoenix, the dragon, the mermaid with two tails, the sea monster, the dinosaurs, the griffins, the two-headed dog is no longer a foreign element read in a book, but something real.</p>
Resources needed to implement the idea Please, provide any link and/or send them in attachment	<p>Human resources to lead children in search of the monsters represented in the city Educational content /online educational resources Recorded lessons and/or webinars Any other source and/or information available online to raise awareness of the game.</p>
Target groups	It is designed especially for children and teenagers but is suitable for all ages.
Elements of innovation	<p>This activity was born out of the desire and need to intrigue children by bringing them ever closer to the roots of their history through fun. Many of them do not actually know the monuments of Brindisi, especially the details. The element of innovation is to merge the cultural heritage with the digital tool, so close to children. The meaning of the game is to create aware and respectful citizens because they know their own history.</p>
Tips to other library staff using this idea	To build solid and lasting collaborations with schools that could suggest new subjects to create other memory games.



Advancing Digital Empowerment
of Libraries in Europe

	<p>After having investigated the documents, the visit to the places will contribute to more create the community identity It is recommended to construct the texts using rhymes or nursery rhymes; this linguistic modality will help children remember and learn stories.</p>
Keywords	<p>#gaming #history #readingpromotion #discoverygame #app</p>
References	<p>No references available</p>



Co-funded by
the European Union

The European Commission support for the production of this publication does not constitute endorsement of the contents which reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein

