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Advancing Digital Empowerment
of Libraries in Europe

Case studies template

PR2



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)	Mestna knjižnica Kranj (Kranj City Library) Kranj, Slovenia Website: www.mkk.si General email: mkk@mkk.si Contact email: martin.primc@mkk.si
Title of the case study	A creative space for the digital transformation of the community
Area of ADELE tool illustrated by the case study <i>Please underline the selected area</i>	<input type="checkbox"/> Management <input type="checkbox"/> Infrastructure, Equipment and Support <input type="checkbox"/> Continuing Professional Development <input type="checkbox"/> Self-reflection on digital competences <input checked="" type="checkbox"/> Learning opportunities on digital competences for users x Collaboration, Networking, and Community
Description of the experience: aim, methods and outcomes	<p>In the Kranj City Library we acquired a space that we wanted to offer as a creative space for the residents of the local community. We prepared a questionnaire and used two research methods - a survey and an interview. We surveyed the users of the library (residents of the local community) and interviewed the employees of the existing creative offices. We found that there is quite a lot of interest in visiting the creative studio, and that they are most interested in artistic creation, photography, videography and 3D technology.</p> <p>We consulted technological "laboratories" about the findings, which already offer similar services in the local environment, but are intended for larger groups and organized projects. After consultations, we concluded that the library could offer equipment and space for all those who would like to get to know technology and create independently, or as a supplement to organized education and projects.</p> <p>Part of the project that connects the creative studio with the library is used for 24-hour borrowing and return of library materials. The K24G as was our 24-hour library named for the book rental is already integrated and in use.</p>
Resources needed to implement the idea Please, provide any link and/or send them in attachment	<p>A survey among residents about what they want to have and what digital technologies they want to learn about.</p> <p>Research into what is already offered to residents in your community. It is also necessary to connect with experts in the field of these technologies to tell what would be most suitable for such a space.</p>
Target groups	<ul style="list-style-type: none"> - Residents of the local community - Library users - Experts in the field of digital technology education
Elements of innovation	<p>In cooperation with the local community and existing providers of similar content, we searched for a space which will be aimed at members of all generations who want to try out new digital technologies, learn to use them and create with them.</p> <p>The main purpose of the creative space is to promote networking, acquire new knowledge and skills, and exchange opinions. Users will also get all the necessary information from us, where they can further improve this knowledge.</p>



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Tips to other library staff using this idea	Connect with the local community, check what is already happening on this topic in your area and connect with people/institutions that are already doing something similar. Together with them, you can create a space that will help everyone learn and develop digital competence.
Keywords	#equipment #newtechnologies #userskills #makerspace
References	



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