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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)	Biblioteca Comunale Marina Di Giacinto, Nazzano, Rome Website: https://www.facebook.com/p/Biblioteca-e-Archivio-Storico-Comunale-Marina-Di-Giacinto-di-Nazzano-100063728134830/?paipv=0&eav=AfaLa7gZLzy5ZlhSqTjJTvKTg1vZWsuDCAmudk_MI-MNI1UYJBbWOe-ordd4kR9h-Ms&_rdr General email: bibliotecadinazzano@gmail.com Contact email: p.gianferro@gmail.com
Title of the case study	Laboratories and workshops for children
Area of ADELE tool illustrated by the case study <i>Please underline the selected area</i>	<input type="checkbox"/> <i>Management</i> <input checked="" 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>Our library is located in a little municipality of 1.300 inhabitants. Right before the pandemic we started a successful program of laboratories and workshops addressed to children in collaboration with the local school but, unfortunately, this program had to end due to social distancing. Furthermore, before the pandemic our library was unable to supply through Internet technology any kind of service for users. A few months after, we updated our Internet and technological equipment that has allowed us to start a process of remote communication with users, especially via facebook. Thanks to this we started again our laboratories and workshops online.</p> <p>The programme consisted of 8 online workshops; we replied to the programme the following year both online and in person with great satisfaction from the users: the number of children and families increased exponentially.</p>
Resources needed to implement the idea Please, provide any link and/or send them in attachment	<p>Additional technological equipment such as touchscreens and new PCs to involve the younger generations and also differentiate the users</p> <p>Library staff</p> <p>Contents for laboratories and workshops</p>
Target groups	Children and family
Elements of innovation	<p>As far as the context of Nazzano is concerned, the greatest element of innovation was that of updating all the technological equipment. There was no time for any kind of training courses for library staff, so adolescents were consulted, who, among other things, had the opportunity to actively participate in the initiatives and feel part of the community in an active way.</p>
Tips to other library staff using this idea	<p>To learn by doing: improving step by step learning from the strengths and weaknesses. Training activities regarding remote activities are needed.</p> <p>To understand the environment: calibrating the camera, its positioning, the shots, and other actions to offer users the opportunity to follow the workshops.</p>



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Keywords

#equipment #workshops #children

References

<https://www.facebook.com/profile.php?id=100063728134830>



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