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)	Stadtbibliothek Dornbirn Dornbirn / Austria Website: https://stadtbibliothek.dornbirn.at/ General email: stadtbibliothek@dornbirn.at Contact email: margret.becker@dornbirn.at
Title of the case study	On a scavenger hunt with QR codes
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	The aim of the quiz is to introduce students to digital applications such as iPads, Apps, Internet search, QR Codes in everyday life in a playful way. They discover the library by having to look much more specifically at details that they would otherwise not perceive. The quiz's questions are structured in a way that references the library or a particularly selected topic where they have to use different forms of research to get their answers. The students are split into 10 groups and each group has different questions and answers, therefore they cannot copy from each other.
Resources needed to implement the idea Please, provide any link and/or send them in attachment	- Librarian - Create the quiz questions and game documents - QR Code App on all iPads - 10 iPads for 10 groups - Digital and visual content
Target groups	- Young users from 8 years on
Elements of innovation	The children discover the tablet as a tool for learning and playing. Through active doing, they learn that QR codes contain information and can be read.
Tips to other library staff using this idea	Some suggestions: - Plan in advance all the entire activity and test all features needed - Make sure that all programmes are running and have been tested again before you connect them - Print the questions at the back of the QR codes for the children to use as a reference in case they get overwhelmed. This makes sure that all children have the same chance to finish the game.
Keywords	#qrcodes #discoverygame #qrgames

References	This program is only for schools therefore there are no posts of these events, but a flyer (in German) is attached: https://drive.google.com/file/d/1BMe1jTnMXpTK7zsNWrs2yU7AtYAqkqAl/view?usp=drive_link