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Advancing Digital Empowerment
of Libraries in Europe

Case study: The Library Ship

PR2

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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)	The Central Danish Libraries, Digital theme track. Website: https://vejlebib.dk/ General email: vejlebib@vejlebib.dk Contact email: Thomas Munk-Osmundsen, tlimu@vejle.dk
Title of the case study	The Virtual Library Ship – pilot project
Area of ADELE tool illustrated by the case study <i>Please underline the selected area</i>	<ul style="list-style-type: none"> <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 type="checkbox"/> Learning opportunities on digital competences for users <input checked="" type="checkbox"/> Collaboration, Networking, and Community
Description of the experience: aim, methods and outcomes	<p>The Library Ship project is a collaboration between 6 Danish Central Libraries and artist Bink Van Vollenhoven to create a virtual library space that allows people to share, encounter and reflect upon the stories and thoughts of others. To make it come alive online the project collaborated with Felix Herbst, Needle Tools and Sjoerd, NoFish.</p> <p>The aim of the Library Ship is to gain insight, knowledge and empathy by experimenting with virtual storytelling, content co-creation, knowledge sharing and interactivity. The creators and collaborators built and developed the virtual space, first as an online demo-prototype and then as a full 3D model accessible via a dynamic webpage and in VR.</p> <p>For the exhibitions within the Library Ship, the creators collaborated with a group of talented young local writers who were looking for a (non-commercial) platform to share their personal stories on. Within the Library Ship, they could share their stories using recorded audio clips and avatars (designed by artist Bink). Their teacher is also in the virtual room and provides users advice on how to tell their own story. Another exhibition is a collection of 'odd creatures' and stories created through collaborative workshops between artists (sculptors, painters, writers, stage artists) and children of different demographics from different parts of Denmark.</p> <p>In the first stage, the creators designed the library ship to be accessible via computer and browser. The project is currently in its second stage, as its now accessible via a webpage, for different devices, as well as via VR glasses, for a more immersive experience.</p> <p>The project was presented via 'hybrid' exhibitions and demonstrations. For example, at the Next Library Festival in Aarhus, the creators built a physical exhibition in the style of the ship, with some of the 'artifacts' of the ship also on display (such as the 'odd creatures'). The hybrid expo gained a lot of interest and provided the creators with positive feedback on the project, from other European colleagues and countries. There has also been interest at a local level in Denmark for the project and its outcomes.</p>
Resources needed to implement	

<p>the idea Please, provide any link and/or send them in attachment</p>	<ul style="list-style-type: none"> • Finding an artist and programmer to design the virtual ship, and the funding to pay them. • A lot of man hours from the project group to find test users, organise co-creation workshops, test the Ship, and find potential collaborators. Also a lot invested in either co-creating the content with users, or finding existing content that can be displayed in a unique and meaningful way. • Find partners to collaborate with on the production of the exhibition content in Virtual Ship (ex. The group of young talented writers) • Someone to manage the project: is the project on track? What direction will it take next? What needs to be developed next?
<p>Target groups</p>	<p>Kids, young adults, school pupils, library staff</p>
<p>Elements of innovation</p>	<p>The platform grew out of an interest and curiosity for a non-commercial space or platform that brings people together and engages them in a similar way that public libraries do. With this project, the creators see a unique and valuable perspective in creating a non-commercial virtual space, based on library and cultural space DNA, with specific core functions that support storytelling, curiosity and human interaction. They examine concepts such as: exhibits in a physical and virtual space, interacting with books, writing a dialogue and interacting with writers, interdisciplinary learning. The ship offers users prompt to create, learn, tell stories, share, change and reflect. Users can listen to podcasts, meet people from the library, solve riddles to open a virtual treasure box, learn more about nature and plants, explore hidden stories, and much more! It is a virtual ship loaded with creativity, imagination and personal stories.</p> <p>The funding for this project to explore and experiment with virtual spaces was obtained through funds from a national programme that the 6 Danish Central Libraries participate in.</p> <p>Another way in which this programme stands out is that its mission is to co-create the Library Ship with citizens. The virtual space took the shape of a ship as a metaphor for curiosity, travelling with people, exploring and seeking knowledge – it symbolises a journey.</p>
<p>Tips to other library staff using this idea</p>	<ul style="list-style-type: none"> • Jump into the deep end! The more you experiment and the more curious you are, the easier it will get. By doing new things, you will strengthen your ability to explore further. • Find interesting collaborators that are passionate about the same idea. When working on creating something new that pushes boundaries, there has to be a mutual passion in order to fuel the project. Passionate people will put in more time and effort. • Have good communication and dialogue with the collaborators. • While working on a project with limited funds, it's important to

	<p>figure out how to fix some problems yourself, or with the help of your collaborators through good communication.</p> <ul style="list-style-type: none"> • There will be chaos! Be aware that there will be a lot of unanswered questions when doing something experimental (ex. Where do we go? Why? How?). • With experimental projects, it's important to have good internal relationships too, to ensure that you are given the freedom to explore and investigate, and potentially change direction of the project if you are faced with unexpected barriers. • Not everyone will understand the project or want to collaborate. • Stay true to your mission. • Research national programmes for digital infrastructure for support.
Keywords	#storytelling #newtechnologies #userskills #digitalskills
References	<ul style="list-style-type: none"> • Demo-video: https://dreambroker.com/channel/kjdho3ti#/nomenu • The virtual library ship website, link and QR: • https://engine.needle.tools/projects/library-ship/ 