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Advancing Digital Empowerment  
of Libraries in Europe

## Case studies example

PR2



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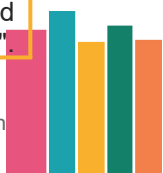
Advancing Digital Empowerment  
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Library presenting the case study (Name, city, website and contact details)	Regional library "HristoBotev", Vratsa, Bulgaria Website: <a href="https://libvratsa.org/">https://libvratsa.org/</a> General email: <a href="mailto:libvratsa@libvratsa.org">libvratsa@libvratsa.org</a> Contact email: <a href="mailto:libvratsa@libvratsa.org">libvratsa@libvratsa.org</a>
Title of the case study	Read Vratsa - "Прочети Враца"
Area of ADELE tool illustrated by the case study <i>Please underline the selected area</i>	<ul style="list-style-type: none"><li><input type="checkbox"/> <i>Management</i></li><li><input type="checkbox"/> <i>Infrastructure, Equipment and Support</i></li><li><input type="checkbox"/> <i>Continuing Professional Development</i></li><li><input type="checkbox"/> <i>Self-reflection on digital competences</i></li><li><input checked="" type="checkbox"/> <i>Learning opportunities on digital competences for users</i></li><li><input type="checkbox"/> <i>Collaboration, Networking, and Community</i></li></ul>
Description of the experience: aim, methods and outcomes	<p>"Read Vratsa" is a game that takes place outdoors in the most picturesque natural and cultural landmarks in the city.</p> <p>It was developed by the library specialists at the Hristo Botev Regional Library in Vratsa, and aims to enrich the knowledge of children and students, teach them some curious facts about their hometown, and familiarise them with the resources and services offered with the various library departments.</p> <p>The game is taken outside the physical building of the library, thanks to our electric bibliobus. To play, users need to browse the van, find and scan the QR code, and solve a digital crossword puzzle related to Vratsa's past and its most popular cultural destinations.</p> <p>The correct answer refers participants to a collection of postcards, part of the library's digital collection. Participants need to recognize a natural landmark and scan a new code. This opens a specific story for them in the specialized regional studies site of the library: "Map of Time: Digital Archive XX Century". After reading the story, the participants go to a specified place in the Vratsa area, where the remains of the fortress wall of Old Vratsa are located. The first person to arrive is also the winner of the game. and the award is a digital copy of the notebook of the poet revolutionary and patron of the library, Hristo Botev.</p> <p>The game was also used as a challenge for library management. It was necessary to bring together experts who generally do not work together and to fully use their capacity to make the game happen in the most accurate and successful way. The main common thread was that they were all like-minded and had one main goal – to attract new audiences and promote the library's rich resources. The assembled team was very motivated, as everyone shared their strengths and how they could contribute to the good results of the game.</p> <p>We also took on the challenge to apply the game to participants attending an international workshop on "Diversification of cultural and information services and sustainable development of audiences".</p>



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	Attendees included MPs, representatives of local authorities, library and information specialists from all over Bulgaria, and guests from Norway.
Resources needed to implement the idea Please, provide any link and/or send them in attachment	<ul style="list-style-type: none"> <li>• Management;</li> <li>• Librarians;</li> <li>• Digital platform for creating an online crossword puzzle;</li> <li>• Digital platform for QR code generation;</li> <li>• Design and printing of postcards;</li> <li>• Talk;</li> <li>• Awards;</li> <li>• Content for pages and social media profile to promote the initiative.</li> </ul>
Target groups	Students and young people (the game is also suitable for visitors from other cities)
Elements of innovation	<p>This activity brought together the capabilities of the mobile library, digital collections and stories related to the local area.</p> <p>The game is a non-traditional form of access to new knowledge, digital riddles</p> <p>The element of competition with friends or other participants engaged young users more than other standard library activities.</p>
Tips to other library staff using this idea	<p>Some suggestions:</p> <ul style="list-style-type: none"> <li>• Choose a site outside the library which is popular but also has less-well known aspects to its history that aren't easily found on the Internet.</li> <li>• Consider whether each participant will play alone or in a team;</li> <li>• Choose a platform that opens QR codes quickly and easily and be sure to check every time that the connection works.</li> </ul>
Keywords	#crossword #puzzle #gaming #history #qrcodes
References	<p>Crossword: <a href="https://puzel.org/acrostic/play?p=-NOnPE79UihQgUVrY3so&amp;fbclid=IwAR31I9jE8pd4uM6rroGAZJnl8FhC75FcOXdt_pBEAKhgWiDKU7juhB4OTLs">https://puzel.org/acrostic/play?p=-NOnPE79UihQgUVrY3so&amp;fbclid=IwAR31I9jE8pd4uM6rroGAZJnl8FhC75FcOXdt_pBEAKhgWiDKU7juhB4OTLs</a></p> <p>Web page: <a href="https://www.retedellereti.org/madeleines">https://www.retedellereti.org/madeleines</a></p> <p>Facebook page: <a href="https://www.facebook.com/libvratsa/posts/pfbid0ZKxMECcZJardUUfiBPaJUtCtgsf9sdAxv2XBBZKwW4Hf37XXXcvbTFJsdH2TdjPgl">https://www.facebook.com/libvratsa/posts/pfbid0ZKxMECcZJardUUfiBPaJUtCtgsf9sdAxv2XBBZKwW4Hf37XXXcvbTFJsdH2TdjPgl</a></p>