Advancing Digital Empowerment
of Libraries in Europe

Case studies template
PR2

ICCU – December 2022

<u>Introduction</u>

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)	Biblioteka Miejska in Lodz Website: https://www.biblioteka.lodz.pl/ Contact email: paulina.pluciennik@biblioteka.lodz.pl
Title of the case study	MeMo - multimedia library
Area of ADELE tool illustrated by the case study *Please underline the selected area*	☐ Management x Infrastructure, Equipment and Support ☐ Continuing Professional Development ☐ Self-reflection on digital competences ☐ Learning opportunities on digital competences for users ☐ Collaboration, Networking, and Community
Description of the experience: aim, methods and outcomes	Mediateka MeMo is a completely new quality on the map of cultural institutions in Łódź. It is a place that combines traditional library collections with access to modern technologies. It is a space where everyone, regardless of age, will find something for themselves. We have prepared professionally equipped sound recording and editing studios for online creators. Game fans have at their disposal a gaming space with the latest PlayStation and Xbox consoles, a VR system and simulators: flight and racing.
Resources needed to implement the idea Please, provide any link and/or send them in attachment	- The librarian receiving the reservation - Platform website - IT care
Target groups	Young people, adults and professionally active adults interested in booking rooms available in MeMo
Elements of innovation	The online booking system for rooms available in the MeMo media library is the only one of its kind in the entire network of the City Libraries in Łódź. A user with a library card can book one of several rooms via the platform, e.g. a voice-over studio, an editing room, a cinema room. Reservations can also be made commercially for a specific fee, the room can be rented for meetings or training.
Tips to other library staff using this idea	Introducing a similar room reservation system in other libraries would enable, for example, schools to arrange meetings, classes or workshops in available rooms
Keywords	#newtechnologies #equipment #gaming #media
References	https://memo.lodz.pl/o-memo https://memo.lodz.pl/rezerwacja-sal