



Co-funded by  
the European Union



---

Advancing Digital Empowerment  
of Libraries in Europe

## Case study

### PR2



ICCU – December 2022

Library presenting the case study (Name, city, website and contact details)	<p>Krajská knihovna Františka Bartoše ve Zlíně Zlín, Czech Republic Website: <a href="https://www.kfbz.cz">https://www.kfbz.cz</a> General email: <a href="mailto:info@kfbz.cz">info@kfbz.cz</a> Contact email: <a href="mailto:pavlicova@kfbz.cz">pavlicova@kfbz.cz</a></p>
Title of the case study	<p>Digital technology-based creative education of cultural professionals and educators of the Zlín Region</p>
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"/> Management <ul style="list-style-type: none"> <li>x Infrastructure, Equipment and Support</li> <li>x Continuing Professional Development</li> <li>x Self-reflection on digital competences</li> </ul> </li> <li><input type="checkbox"/> Learning opportunities on digital competences for users</li> <li><input type="checkbox"/> Collaboration, Networking, and Community</li> </ul>
Description of the experience: aim, methods and outcomes	<p>The aim of the project was a series of training courses for cultural professionals and teachers of schools in the Zlín region, in which they acquired skills for controlling technological equipment useful in creative work with children and youth. The topics of the courses were the control and creative use of a 3D printer, 3D scanner, 3D pen, virtual reality, Ozobot and Lego robotic kits and devices such as a laser engraver, cutting plotter, heat-press machine and digital embroidery machine.</p> <p>All technologies have the potential for creative learning for children and youth and can bring attractive innovative elements to the work of cultural organizations and schools.</p> <p>The courses are designed as hands-on learning experience as participants will try out the technology on their own designs and will also gain theoretical and methodological knowledge. Teaching is provided by external qualified lecturers. The courses are free of charge. Altogether a total of 16 training courses were held and 187 participants were trained.</p> <p>It is expected that the participants will bring the acquired skills to practice in activities with children in their own organization. Learning about technology may inspire them to acquire the technology in their own organization or school and start creating a maker-space. The courses are designed as a taster of what the technology can do, how it can be used creatively and what it takes to acquire and operate it.</p> <p>The technological devices presented in the courses were purchased as part of the project, they remain the property of the organizing library and will be used for educational and creative activities for children and youth created by the lecturers - trained graduates of the courses amongst the library staff. The library will as well continue to serve as a consultant for course graduates from other organizations after the end of the project.</p>
Resources needed to implement	<ul style="list-style-type: none"> <li>• Qualified lecturers of the training courses - specialists</li> </ul>

<p>the idea</p> <p>Please, provide any link and/or send them in attachment</p>	<p>working with the chosen technologies as trainers in training centers, companies or creative workshops</p> <ul style="list-style-type: none"> <li>• Appropriate technological equipment (e. g. 3D printer, 3D scanner, 3D pen, virtual reality, Lego Education Spike set, Ozobot robotic kits, laser engraver, cutting plotter, heat-press machine, digital embroidery machine), necessary accessories and consumables for the own designs of participants of training</li> <li>• Sufficiently large classroom equipped with computers and software necessary for the selected technologies</li> <li>• Contents and methodological agenda for each course - what and how participants learn about the technology, what specific products they can make up</li> <li>• Time and organizational plan for each course</li> <li>• Contents for social media pages and profile to promote the initiative amongst the target group</li> <li>• Project Management and Course Coordinator</li> <li>• IT technical staff for equipment preparation</li> </ul>
<p>Target groups</p>	<ul style="list-style-type: none"> <li>• Employees of cultural organizations: libraries, museums, galleries, cultural centers, theaters, etc.</li> <li>• Teachers of primary and secondary schools, staff of children and youth homes and institutions offering after-school activities</li> <li>• Preferably those of above who are lecturers and coordinators of programmes for children and youth</li> </ul>
<p>Elements of innovation</p>	<p>The project showcases an innovative approach by integrating technology, providing hands-on learning experiences, involving external experts, inspiring the creation of maker-spaces, and promoting collaboration and sustainability in utilizing technology for educational and creative purposes.</p> <p>The innovation lies in bringing modern technological elements to traditional educational institutions. These organizations can use technology to attract new users, make their activities more appealing and inspire users to create on their own.</p> <p>Linking education, art and science through the principle of play and creativity confirms that technology can be used in ways that contribute to the development of creative thinking. The library is one of the places that can serve as an ideal facilitator of these principles to the general public.</p> <p>Making creative technologies available to children and young people is particularly beneficial for their education and future involvement in society. All mentioned organizations are easily accessible, safe, enjoy a high level of public trust and can thus be not only a common source of verified information but also an inspiring place for personal development, including digital technologies.</p>
<p>Tips to other library staff using this idea</p>	<ul style="list-style-type: none"> <li>• Ask in advance in which technologies cultural professionals and teachers are most interested in and which devices they already have bought.</li> <li>• Split the courses into beginners and advanced.</li> </ul>

	<ul style="list-style-type: none"> <li>• Always include practical elements. Each participant should make something themselves (embroidery from a sketch on a tablet, a personalized item printed on a 3D printer, a bag with their own graphic design cut out with a plotter, etc.)</li> <li>• Ozobot robotic kits or Lego Education can be used for STEAM training lessons where participants play the role of pupils.</li> <li>• Keep in mind that the main motto is Train the Trainers and the goal is not just to learn something, but learn how to pass it on further.</li> <li>• Calculate your budget very carefully, taking into account the steady rise in technology prices.</li> <li>• Prepare a pool of potential participants from collaborating institutions whom you will address directly with a call for a participation.</li> </ul>
Keywords	#equipment #newtechnologies #userskills #librarianskills #3dprinting
References	<p>Website with overview of all training courses:  <a href="https://www.kfbz.cz/kreativni-vzdelavani">https://www.kfbz.cz/kreativni-vzdelavani</a></p> <p>Press releases:  <a href="https://www.kfbz.cz/sites/default/files/souboryredakce/tz_vyuziti_tech_nologii_v_kreativnim_vzdelavani_kulturnich_a_pedagogickych_pracov_niku_zlinskeho_kraje.docx">https://www.kfbz.cz/sites/default/files/souboryredakce/tz_vyuziti_tech_nologii_v_kreativnim_vzdelavani_kulturnich_a_pedagogickych_pracov_niku_zlinskeho_kraje.docx</a></p> <p>Short presentation in the ESK conference:  <a href="https://www.kfbz.cz/sites/default/files/souboryredakce/projekt_kreativniho_vzdelavani.pdf">https://www.kfbz.cz/sites/default/files/souboryredakce/projekt_kreativniho_vzdelavani.pdf</a></p> <p>Video of the presentation in the ESK conference:  link to be added</p> <p>FB posts from some training courses:  <a href="https://m.facebook.com/story.php?story_fbid=pfbid0iEWfKEqRZLTTxbYHeoFG1Le6sZzvCFzXKHdmNryv6Gbfbgsr76Se1Yc6bCApQrYI&amp;id=100071206502144">https://m.facebook.com/story.php?story_fbid=pfbid0iEWfKEqRZLTTxbYHeoFG1Le6sZzvCFzXKHdmNryv6Gbfbgsr76Se1Yc6bCApQrYI&amp;id=100071206502144</a>  <a href="https://m.facebook.com/story.php?story_fbid=pfbid02rfUdM3wRkF1vyveQ5E6FAt2ZXZkzhF7VjvdPDgDh21jUJSsFGHNW86BuAnWa6z4dl&amp;id=100083163499022">https://m.facebook.com/story.php?story_fbid=pfbid02rfUdM3wRkF1vyveQ5E6FAt2ZXZkzhF7VjvdPDgDh21jUJSsFGHNW86BuAnWa6z4dl&amp;id=100083163499022</a></p> <p>Publicity: <a href="https://www.kurzy.cz/zpravy/671860-kulturni-organizace-zlinskeho-kraje-uspely-se-svymi-projekty-kreativniho-vzdelavani-ziskaji/">https://www.kurzy.cz/zpravy/671860-kulturni-organizace-zlinskeho-kraje-uspely-se-svymi-projekty-kreativniho-vzdelavani-ziskaji/</a></p>