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Advancing Digital Empowerment
of Libraries in Europe

Case studies template

PR2

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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.

<p>Library presenting the case study (Name, city, website and contact details)</p>	<p>City library Penyo Penev, Dimitrovgrad Website: http://biblioteka.dimitrovgrad.bg/ General email: libdg@mail.bg</p>
<p>Title of the case study</p>	<p>In the world of 3D - model, play, create</p>
<p>Area of ADELE tool illustrated by the case study Please underline the selected area</p>	<ul style="list-style-type: none"> <input type="checkbox"/> <i>Management</i> <input checked="" type="checkbox"/> <i>Infrastructure, Equipment and Support</i> <input type="checkbox"/> <i>Continuing Professional Development</i> <input type="checkbox"/> <i>Self-reflection on digital competences</i> <input checked="" type="checkbox"/> <i>Learning opportunities on digital competences for users</i> <input type="checkbox"/> <i>Collaboration, Networking, and Community</i>
<p>Description of the experience: aim, methods and outcomes</p>	<p>The project aims to provide students in the 8-13 age group (2nd - 6th grade) with access to various methods of working in the 3D space. It includes demonstrations and working with new technologies such as 3D printers, 3D pens and virtual reality glasses. This creates conditions for students to develop new areas of knowledge, skills and competences and increases the quality of the educational process. Furthermore, the playful approach to presentation and work increases students' interest and reduces their fear when encountering new technologies.</p>
<p>Resources needed to implement the idea Please, provide any link and/or send them in attachment</p>	<ul style="list-style-type: none"> ● Library staff trainer; ● Librarians; ● Technical equipment: (3D printer, 3D pen and virtual reality glasses); ● Educational content about the 3D space and working with the 3D technologies, included in the project; ● Online resources necessary for working with 3D technologies - 3D printer software, software for working with virtual reality glasses and templates for working with 3D pens
<p>Target groups</p>	<p>Students aged 8-13 / 2nd - 6th grade</p>
<p>Elements of innovation</p>	<p>In the modern world, new technologies, virtual reality, and artificial intelligence are becoming more and more integral to the way we live. Getting to know them and working with them is a challenge because we have to constantly and quickly adapt to these changes in our daily lives. It has been proven that the earlier one experiences new technologies, the less challenging it will be to use them as well as to adopt new innovations in the future. An example of this is today's children, who, due to being exposed to computer technology from an early age, handle it much more skillfully, confidently and intuitively than their parents and grandparents who did not have such access in childhood. New</p>

	<p>technologies are currently still expensive and inaccessible to the majority of children, and not all schools in Dimitrovgrad are well-equipped. We implemented the project "In the world of 3D - model, play, create" to solve this problem of technological exclusion and to expand educational opportunities to more students. Necessary steps include purchasing the required devices, providing consultation and training to staff/trainers, developing programs, and incorporating a 'work through play' approach.</p> <p>Working in the 3D space and with new devices prepares children for a technological world and expands the scope of learning and communication processes. It enhances an understanding of space, geometry, shapes, numbers, units of measurement and 3D terminology. The competences and techniques acquired by trainers are prerequisites for sustainability to ensure that this work with students will continue after the end of the project.</p>
<p>Tips to other library staff using this idea</p>	<p>Create a program with playful approaches to demonstrations and working with 3D technologies, according to the age and level of understanding of the children.</p>
<p>Keywords</p>	<p>#equipment #newtechnologies #3dprinting #3dspace #digitalskills #userskills</p>
<p>References</p>	<p>https://biblioteka.dimitrovgrad.bg/?s=3D</p>