



Advancing Digital Empowerment

of Libraries in Europe

Case studies template PR2

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.







or Libraries in Europe	
Library presenting the case study (Name, city, website and contact details)	Paisii Hilendarski City Library Asenovgrad Website: https: //libasenovgrad.com/ General email: gbph.asenovgrad@gmail.com Contact email: m_markovska@abv.bg
Title of the case study	Library Educational Planetarium
Area of ADELE tool illustrated by the case study Please underline the selected area	 Management 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	All of our library planetarium sessions are interdisciplinary in character, incorporating environmental science, natural science, geography, physics, astronomy and literature. They are structured along simple, interesting and age appropriate lines. Learning through immersion plays a significant role in our educational program, because children perceive information not only visually, but also through emotions, impressions and participation in creative workshops. Programs are divided by theme and may include virtual visits to museums, Internet-based resources, and digital, graphic and audio content. With the help of an app, children can take a rocket ride, see photos and videos taken from space, and learn many interesting things about outer space.
Resources needed to implement the idea Please, provide any link and/or send them in attachment	 Availability of a suitable blackout auditorium Digital, graphic and audio content; children's planetarium projector multimedia projector
Target groups	Children from 3 to 14 years
Elements of innovation	The idea appeared after conducting library lessons with children on the topic of "The Amazing Cosmos". The children showed great interest in the subject, which prompted us to create a program where we more thoroughly and attractively present the phenomena in the Universe
Tips to other library staff using this idea	 Some suggestions: Availability of a suitable blackout auditorium A one-time initial investment is required Preliminary research of library resources and Internet resources on the topics Adaptation of any material to the age of the children







Keywords	#planetarium #immersivelearning #children
References	Website: https://libasenovgrad.com/ Facebook page: https://www.facebook.com/libasenovgrad/ https://bnt.bg/news/v-bibliotekata-v-asenovgrad-veche-ima- planetarium-za-decata-v315934-304088news.html https://azcheta.com/otkriha-planetarium-v-biblioteka/



