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Advancing Digital Empowerment  
of Libraries in Europe

## Case studies template

PR2



ICCU – December 2022





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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.



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<p>Library presenting the case study (Name, city, website and contact details)</p>	<p>Sofia Library, София, Bulgaria Website: <a href="http://www.libsofia.bg">www.libsofia.bg</a> General email: <a href="mailto:libsofia@libsofia.bg">libsofia@libsofia.bg</a> Contact email: <a href="mailto:svetoslav.nikolov@libsofia.bg">svetoslav.nikolov@libsofia.bg</a></p>
<p>Title of the case study</p>	<p>Building a Visual Identity - children's workshop</p>
<p>Area of ADELE tool illustrated by the case study <i>Please underline the selected area</i></p>	<ul style="list-style-type: none"> <li><input type="checkbox"/> <i>Management</i></li> <li><input checked="" type="checkbox"/> <i>Infrastructure, Equipment and Support</i></li> <li><input checked="" 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>
<p>Description of the experience: aim, methods and outcomes</p>	<p><b>Purpose:</b> Implementation of modern open source software for managing digital resources. This is the first such project implemented in Bulgaria and is borrowed from the good practices in library environments around the world. Encouraging and consolidating sustainable interest in 3D modeling among children and teenagers. Developing our employees' abilities to create digital resources which present various library activities online.</p> <p><b>Method:</b> Training employees to work with the software through a virtual work environment Training, presentations, consultations for employees. Training using gamification models for children and teenagers.</p> <p><b>Results:</b> Gaining new competencies, skills and abilities. Building cognitive aspirations in children and teenagers.</p>
<p>Resources needed to implement the idea Please, provide any link and/or send them in attachment</p>	<p>The online visualization of library objects is produced using OMEKA Classic software. It is upgraded through additional functionalities in the system, which present all available digital objects of the library in a way that is accessible and intuitive to the end user. All software training programs for employees are in a virtual work environment.</p> <p>3D modeling: children and teenagers are taught 3D modeling through play, and after each lesson participants receive a 3D printed resource that they themselves have produced. This solidifies their interest and creates a desire to work further on their skills. All educational services provided by the library are enhanced by familiarizing the users with new software and products associated with 3D modeling.</p>
<p>Target groups</p>	<p>Librarians and children aged 7-18</p>
<p>Elements of innovation</p>	<p>Creating a modern image of library resources in the online space. Building lasting interest among children and teenagers.</p>
<p>Tips to other library staff using</p>	<p>Our advice is to keep up to date with international good practices and how they can be applied in libraries in Bulgaria, and to encourage</p>





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this idea	young people to work with children.
Keywords	#3Dspace #3Dprinting #userskills #digitalskills
References	<i>Website:</i> <a href="https://libsofia.bg/event/337/programa-na-detskiya-centr-za-mesec-yuni-2023-g">https://libsofia.bg/event/337/programa-na-detskiya-centr-za-mesec-yuni-2023-g</a> <i>Web page:</i> <a href="https://serdica.libsofia.bg/">https://serdica.libsofia.bg/</a>



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