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.

Library presenting the case study (Name, city, website and contact details)	Regional Library "Pencho Slaveykov", Varna, Bulgaria Website: www.libvar.bg General email: office@libvar.bg Contact email: digilab@libvar.bg
Title of the case study	Literary challenges for children
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* x *Learning opportunities on digital competences for users* ☐ *Collaboration, Networking, and Community*
Description of the experience: aim, methods and outcomes	Aims: Using new technologies to promote reading in an online environment Acquisition of competences of different types and complexity Building specific skills and working with text Useful and safe activity for children and teenagers on the Internet Method: We have questions, readers have answers! Outcomes: The ending - always a new beginning for play and reading!
Resources needed to implement the idea Please, provide any link and/or send them in attachment	The idea was realized with the human and technical resources of the library. 'Literary challenges for children' are educational free access resources. The games and videos are selected for three age groups: 7-10, 11-14., 15-18 in the form of quizzes, logic games and riddles. The platform can be used not only by libraries, but also by schools and kindergartens. Our online service can be upgraded/updated with new topics, games and videos.
Target groups	Children from 7 to 18 years.
Elements of innovation	'Literary challenges for children' – a way to provoke reading and online figurative-visual thinking, while developing children's imagination and curiosity
Tips to other library staff using this idea	Suggestions: ● This initiative encourages the development of competences of different types and at different levels of complexity ● It also builds specific skills and works with text ● It is a useful and safe activity on the Internet ● If you have ideas and questions, readers have answers! Creating such a type of online platform requires clearly defined target groups, simple and accessible rules for each game, and the ability to upgrade the resources. It is necessary to use an appropriate layout for the games, according to the targeted age group and the content of the game. It is recommended that questions for teenagers be structured

	in ascending order - from the easiest to the most difficult.
Keywords	#readingpromotion #discoverygame #gaming #quiz
References	Website: http://www1.libvar.bg/litsrd/ Web page: http://www.libvar.bg/index.php/project/eresources/