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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.

Library presenting the case study
(Name, city, website and contact
details)

Biblioteca Pubblica Arcivescovile A. De Leo, sezione Teste Fiorite,
Brindisi, Italy
Website: www.bibliotecadeleo.it,

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	<p>General email: biblioteca@bibliotecadeleo.it Contact email: kdirocco@libero.it</p>
Title of the case study	The Lost Chest
Area of ADELE tool illustrated by the case study Please underline the selected area	<ul style="list-style-type: none"> <input type="checkbox"/> <i>Management</i> <input 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>
Description of the experience: aim, methods and outcomes	<p>The Lost Chest is an interactive video game for mobile devices set in the seventeenth century in Brindisi. This game application is for mobile devices (smartphones and tablets), in which the user can completely immerse himself in virtual scenarios and discover the places and events of Brindisi from the past, in a playful and educational way, through tests of ability and different levels of difficulty. The game, designed in the form of a treasure hunt, allows you to achieve memory, observation and logical thinking skills, and at the same time acquire knowledge about the artistic and historical aspects of the city of Brindisi.</p> <p>It is an educational game that traces the story of two boys who try to recover a gold chest stolen following the shipwreck of the galleon "la Santa Caterina", which sank in the port of Brindisi on 12 November 1685. The two boys, who were on board the galleon as slaves, notice the theft and start looking for the chest.</p> <p>In the role of one of the boys you will have to pass various tests located in the most characteristic places of the city of Brindisi and find the treasure through encrypted clues written as riddles located in the various monuments of the city of Brindisi. The tests to be overcome are above all about memory and logic.</p> <p>The story of the boys is taken from archival research carried out on ancient documents kept and usable in the archiepiscopal public library A. De Leo. The game aims to make Brindisi's cultural heritage known while having fun.</p>
Resources needed to implement the idea Please, provide any link and/or send them in attachment	<p>Online educational resources/webinars and recorded lessons Research on ancient documents Staff Video Game developer</p>
Target groups	It is designed especially for children and teenagers but is suitable for all ages.
Elements of innovation	This activity was born out of the desire and need to intrigue children by bringing them ever closer to the roots of their history through fun. Many of them do not actually know the history of Brindisi. The element of innovation is to merge the historical background of the territory with the digital tool, so close to children. The meaning of the game is to create aware and respectful citizens because they know their own history.





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Tips to other library staff using this idea	To build solid and lasting collaborations with schools. After having investigated the documents, the visit to the places will contribute to more create the community identity It is recommended to construct the texts using rhymes or nursery rhymes; this linguistic modality will help children remember and learn stories.
Keywords	#history #gaming #discoverygame
References	https://play.google.com/store/apps/details?id=com.Cetma.IIForzierePerduto&hl=en_SG&gl=US



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