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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.



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<p>Library presenting the case study (Name, city, website and contact details)</p>	<p>Biblioteca Internazionale per ragazzi Edmondo De Amicis Genoa, Italy Website: https://www.bibliotechedigenova.it/de-amicis General email: deamiciseventi@comune.genova.it / deamicis@comune.genova.it Contact email: gretapastorino@comune.genova.it</p>
<p>Title of the case study</p>	<p>Character hunting with apps</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"> <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>“Character hunt with apps” is a game based on a strong connection between technology and children's literature. Students from primary and secondary school classes are divided into groups and each team is provided with a tablet. Once the game is uploaded by using the <i>ActionBound</i> platform, they have to deal with multiple-choice questions relating to characters such as Jack London, Sherlock Holmes, Alice in Wonderland, or take photos of book covers, record their voices as they read the first lines of a chapter etc., thus going on a character hunt through the library bookshelves and achieving a final score. The winning team will receive a book to enrich the school library collections. The aim of this experience is to enable students to become familiar with the masterpieces of children's literature and to develop soft skills such as team work. It has a positive impact on the learning process and helps them to cooperate and keep focused on a specific goal.</p>
<p>Resources needed to implement the idea Please, provide any link and/or send them in attachment</p>	<p>Library staff Tablets Contents created and uploaded by using the ActionBound platform (https://actionbound.com) Digital, visual and audio contents Books</p>
<p>Target groups</p>	<p>Classes from primary and secondary school (children aged between 7 and 13)</p>
<p>Elements of innovation</p>	<p>This activity brings together the game and reading/literature dimension. The detective investigation, the possibility of playing with classmates, together with the use of digital resources involves young users more than other standard library activities. The workshop represents the first step on the path of transformation and innovation of the library digital infrastructure and services.</p>
<p>Tips to other library staff using this idea</p>	<p>Plan in advance the entire activity, also by checking if the digital resources are ready to be used, if your wi-fi network is working properly and if the game has been correctly uploaded;</p>





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	<p>Be sure to provide children with information about how books are placed on the bookshelves and how to use the library catalogue before starting the activity; Divide students into small groups (max 4-5 children/team), in order to enable all of them to effectively take part in the activity; Each team should be supported by one librarian/teacher.</p>
Keywords	<p>#gaming #readingpromotion #discoverygame #app</p>
References	<p>Webpage: https://www.bibliotechedigenova.it/contenuto/la-scoperta (as part of the workshops we offer to school classes https://www.bibliotechedigenova.it/node/407)</p>



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