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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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Library presenting the case study (Name, city, website and contact details)	Regional Library “Nikola Yonkov Vaptsarov”, Kardzhali Website: <a href="https://libkli.com/index.htm">https://libkli.com/index.htm</a> General email: <a href="mailto:library_kli2003@yahoo.com">library_kli2003@yahoo.com</a> Contact email: <a href="mailto:magreb76@gmail.com">magreb76@gmail.com</a>
Title of the case study	Creating paintings: “How to create my own painting?”
Area of ADELE tool illustrated by the case study <i>Please underline the selected area</i>	<ul style="list-style-type: none"> <li><input type="checkbox"/> <i>Management</i></li> <li><input type="checkbox"/> <i>Infrastructure, Equipment and Support</i></li> <li><input type="checkbox"/> <i>Continuing Professional Development</i></li> <li><input type="checkbox"/> <i>Self-reflection on digital competences</i></li> <li><input type="checkbox"/> <i>Learning opportunities on digital competences for users</i></li> <li><input checked="" type="checkbox"/> <i>Collaboration, Networking, and Community</i></li> </ul>
Description of the experience: aim, methods and outcomes	<p>We have created a special art space in our library where users can paint and get creative. As part of this space, an artist/librarian-mentor has made some short educational art-therapy videos, hosted on our YouTube channel and Facebook page.</p> <p>Each video is centred on a theme and guides users through the different stages of composing a painting. The librarian-mentor gives interesting commentary on art, artists and technique, and encourages users to explore their imagination as music plays in the background. In this way, users create a piece of art, according to their own pace.</p> <p>The main aim of these video sessions is for the users to de-stress and discover their creative potential.</p> <p>We have seen very positive results as participants complete the programme feeling happy, calm and with a deeper knowledge of art. The initiative also leads to participants exploring the rest of the library, reading and borrowing books from our regular collection, and also seeking out specialized fine art books.</p>
Resources needed to implement the idea Please, provide any link and/or send them in attachment	<ul style="list-style-type: none"> <li>● Librarians;</li> <li>● System administrator;</li> <li>● Digital and video contents;</li> <li>● Social media pages and profiles to broadcast the initiative;</li> <li>● You Tube Channel.</li> </ul>
Target groups	Young people and adults (15 – 65 +)
Elements of innovation	<p>Through the years I have been working and doing workshops with different people and children, but I started to think: - How do my skills and teaching reach more people?</p> <p>Nowadays digital communication plays a huge role in our lives. The digital education art videos “speak” in the language of young users, and to other ages.</p> <p>The “How to create my own painting!” activity is very useful for young people and adults, because it allows them to have fun doing art and painting, feel happy and free doing something interesting and relaxing,</p>



	and comfortable using the library and digital technologies.
Tips to other library staff using this idea	<ul style="list-style-type: none"> <li>• Designate a suitable place in your library for this activity;</li> <li>• Plan for and find an art specialist who can create this kind of content for young people and adults;</li> <li>• Think outside the box and try to use innovative approaches when offering and presenting this initiative.</li> </ul>
Keywords	#painting
References	<a href="https://www.facebook.com/librarykardjali/posts/pfbid02yKyZSeLqe36Tk9UHwnYP7kgxcVT6jbnXtx2wB94oKKrxuWki6tEBZb1ZTQhmX4Rl">https://www.facebook.com/librarykardjali/posts/pfbid02yKyZSeLqe36Tk9UHwnYP7kgxcVT6jbnXtx2wB94oKKrxuWki6tEBZb1ZTQhmX4Rl</a> <a href="https://www.youtube.com/watch?v=3amK2C6aRrg">https://www.youtube.com/watch?v=3amK2C6aRrg</a> <a href="https://www.libkli.com/">https://www.libkli.com/</a>