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Advancing Digital Empowerment  
of Libraries in Europe

## Case studies template

PR2

ICCU – December 2022



<p>Library presenting the case study (Name, city, website and contact details)</p>	<p>Multiplo - Centro Cultura Cavriago Website: <a href="http://www.comune.cavriago.re.it/multiplo/">http://www.comune.cavriago.re.it/multiplo/</a> General email: <a href="mailto:multiplo@comune.cavriago.re.it">multiplo@comune.cavriago.re.it</a> Contact email: <a href="mailto:f.bulgarelli@comune.cavriago.re.it">f.bulgarelli@comune.cavriago.re.it</a></p>
<p>Title of the case study</p>	<p>Digital labs</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 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 checked="" type="checkbox"/> <i>Collaboration, Networking, and Community</i></li> </ul>
<p>Description of the experience: aim, methods and outcomes</p>	<p>Digital Labs aims to facilitate access to digital culture, learning new literacy at all ages and ensure the rights of access to an appropriate level of digital skills. Multiplo is increasingly becoming an accessible and participatory place that promotes processes of learning, creativity and discovery.</p> <p>Atelier 2 is the space in the library dedicated to digital workshops, open on Wednesdays and Thursdays from 3 to 7 p.m.</p> <p>Atelier 2 is equipped with:</p> <ul style="list-style-type: none"> <li>● BeeBot and M-Bot robots for teaching children and young people;</li> <li>● 3d printer and related design software</li> <li>● makey makey devices</li> <li>● personal computers and tablets equipped with the open source coding software Scratch</li> <li>● audio, photo and video equipment</li> </ul> <p>A staff member is available to guide people in using the equipment. Following the learning-by-doing methodology, culture and skills for informed enjoyment and critical and creative processing of cultural products are diffused, through the experimentation of innovative and inclusive methods to diffuse skills in scientific subjects (STEAM) and the updating of professional skills.</p>
<p>Resources needed to implement the idea Please, provide any link and/or send them in attachment</p>	<p>Trained and specialized staff member for 8 hours a week, in addition to a couple of hours of programming and design;</p> <p>Equipment:</p> <ul style="list-style-type: none"> <li>● 1 Anycubic 3d printer;</li> <li>● 6 M-Bot robots;</li> <li>● 6 BeeBot robotic bees for preschoolers;</li> <li>● 1 Makey Makey kit;</li> <li>● 3 tablets with audio;</li> <li>● video and Scratch Junior applications;</li> <li>● 10 personal computers with audio, video and scratch applications;</li> <li>● 1 green screen kit, audio and video capture devices.</li> </ul>
<p>Target groups</p>	<p>Children 0-10 years Young people 10-17 years</p>
<p>Elements of innovation</p>	<p>Digital labs create the possibility of combining concrete and tangible aspects with virtual and technological aspects, allowing an encounter between analog and digital and promoting a creative and artistic approach. Indeed, the connection between real objects and</p>



	<p>virtual experiences and vice versa can generate new approaches to learning, linked to social change and innovation. One of the goals of this project is to create situations that allow everyone to feel stimulated to solve problems through digital creativity and to indulge inclusive situations where everyone can feel valued in order to build positive and constructive relationships.</p>
<p>Tips to other library staff using this idea</p>	<p>To keep in mind that setting up the laboratory with appropriate technological equipment requires a minimum financial investment. To consider calls for proposals and funding for digital and innovation. To consider open source software as Scratch and free resources on the Web To train in both educational and digital technologies the staff run the labs.</p>
<p>Keywords</p>	<p>#equipment #newtechnologies #digitalskills #userskills #3dprinting #roboticskills #codingskills</p>
<p>References</p>	<p><a href="https://www.comune.cavriago.re.it/multiplo/laboratori-digitali/">https://www.comune.cavriago.re.it/multiplo/laboratori-digitali/</a> <a href="https://fb.watch/khX4VRN7II/">https://fb.watch/khX4VRN7II/</a> <a href="https://m.facebook.com/story.php?story_fbid=564552322382410&amp;id=100064829402884">https://m.facebook.com/story.php?story_fbid=564552322382410&amp;id=100064829402884</a> <a href="https://m.facebook.com/story.php?story_fbid=581689007335408&amp;id=100064829402884">https://m.facebook.com/story.php?story_fbid=581689007335408&amp;id=100064829402884</a></p>