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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>Regional Library “Emanuil Popdimirtov”, Kyuestendil Website: https://www.libkn.bg/ General email: libkn@abv.bg Contact email: tehnika1@mail.bg</p>
<p>Title of the case study</p>	<p>Interactive Floor “FluurMat”</p>
<p>Area of ADELE tool illustrated by the case study Please underline the selected area</p>	<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>
<p>Description of the experience: aim, methods and outcomes</p>	<p>FluurMat is a next generation interactive floor designed for STEM education (Science, Technology, Engineering and Mathematics). The goal is for children to learn while playing fun educational video games. They develop their mental abilities, motor skills, quick reaction skills and how to work in a team. The interactive floor can be supplemented with games tailored to the curricula of different schools, or specially developed to the specifications of the library. At Kyustendil library, we have added two new games for primary school children based on the alphabet and the four basic mathematical functions.</p>
<p>Resources needed to implement the idea Please, provide any link and/or send them in attachment</p>	<p>The interactive floor was not purchased, but scheduled through a competition sponsored by A1 as part of the "Summer in the Library" initiative. The resources required for the interactive system are: a projector, a desktop or laptop computer and a motion sensor; library staff to manage and guide the games; website content and social media to promote the initiative.</p>
<p>Target groups</p>	<p>It is suitable for children from kindergarten through to the final year of primary education.</p>
<p>Elements of innovation</p>	<p>The elements of innovation of the FluurMat interactive floor for children include:</p> <ol style="list-style-type: none"> 1. Augmented Reality (AR) technology: This allows children to interact with virtual objects and characters overlaid on the physical environment. 2. Machine Learning (ML) technology: This enables FluurMat to respond to children’s movements and provide personalized content. 3. Multi-sensor technology: This provides a unique experience with motion tracking, audio recognition, and other sensory elements. 4. Customized content: FluurMat offers a wide range of content tailored to the age and interests of the children. 5. Cloud-based platform: FluurMat’s cloud-based platform allows it to manage content remotely and provide real-time analytics to parents and educators. 6. Multi-user functionality: This feature allows children to interact with each other and play together.



<p>Tips to other library staff using this idea</p>	<p>Advice:</p> <ul style="list-style-type: none"> ● Educate library staff on the technology so they feel comfortable engaging with it. ● Allow library staff to test the new technology before it is used by patrons. ● Provide library staff with training materials to better understand how the new technology works and troubleshoot any issues. ● Encourage library staff to interact with patrons, demonstrating the interactive floor idea and showing them how to use it. ● Have library staff keep track of user feedback and use it to improve and refine the interactive floor idea. ● Take the time to ensure the interactive floor is working properly and is secure. ● Evaluate the interactive floor regularly to ensure the experience is consistently positive. ● Consider how the interactive floor works with other library services and programs. ● Develop resources for library staff to help users use the interactive floor in a fun and engaging way.
<p>Keywords</p>	<p>#STEM #gaming #userskills</p>
<p>References</p>	<p>Website: https://www.libkn.bg/%d0%bd%d0%b0-1-%d1%8e%d0%bd%d0%b8-%d1%81%d1%82%d0%b0%d1%80%d1%82%d0%b8%d1%80%d0%b0-%d0%bb%d1%8f%d1%82%d0%be-%d0%b5-%d0%b5%d0%bb%d0%b0-%d0%b2-%d0%b1%d0%b8%d0%b1%d0%bb%d0%b8%d0%be%d1%82%d0%b5%d0%ba/</p> <p>Youtube: https://www.youtube.com/watch?v=e5m8U3TOb_E</p> <p>Facebook page: https://www.facebook.com/photo/?fbid=446459850812421&set=pcb.446460287479044</p>