

## 2. TALE FROM ÅRHUS CO-CREATION

### 4 EXAMPLES FROM PROJECTS AT THE MAIN LIBRARY IN ÅRHUS



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### Everyone talks about it...

- **What?:** Value is being co-created by the library and the user, rather than being created entirely inside the library.
- **Why?:**
  - possible to test earlier in the process
  - create usable library services
  - make relevant services
  - find new ways to support learning
  - find out how to use technologies in the library space

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### Who are the users, anyway?



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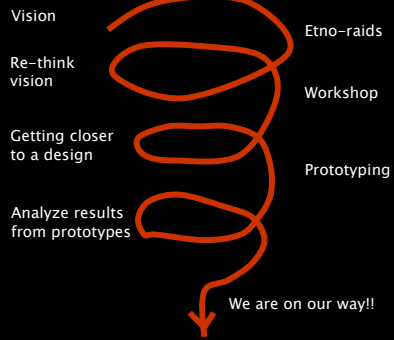
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# PROCESS



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# 1

## THE TRANSFORMATION LAB

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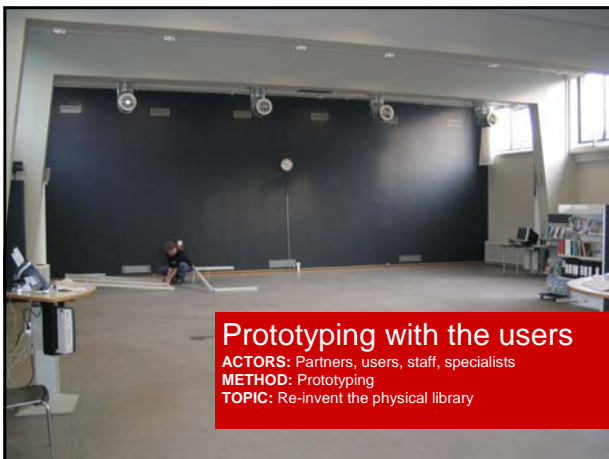
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# 2

## THE EXHIBITION LAB

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# 3

## THE AUGMENTED LIBRARY

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## PARTICIPATORY DESIGN

**ACTORS:** Users, partners, staff, IT-specialists, architects

**METHOD:** Participatory design, workshops, etnoraids

**TOPIC:** Interactive spaces as learning spaces



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## LESSONS LEARNED

- New skills and methods  
Adjust methods for each process!
- It's is not about letting the users drive the process! (user based rather than user driven).  
We analyze their input!
- It is not just about asking what the users want!  
(often they don't know what they want!).  
Setting up the right process!

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