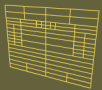


Det interaktive
Børnebibliotek



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Plan

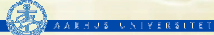
- Interactive Spaces
- Involvering af interessenter
- Ideerne
- Processen
- Resultatet

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- Competence centre for
 - Interactive Spaces,**
 - IT in healthcare and**
 - Software**
- Budget: 65 mill. DKK over 4 years
- Financed by VTU, Århus County and Municipality, private companies and universities


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Companies involved

Project	Companies
iSchool	•Søren Jensen, Engineering •Arkitema, Architect studio •ToolTrib, Electronics Company •TDC/Innovation Lab •Dansk Data Display
Hybrid Library	•Claus Bjarrum, Architect studio
iHome	•Bang & Olufsen
Children's Interactive Library	•Claus Bjarrum, Architect studio •Tihii media •EuroBib •Dantek
Nomadic play in mixed environments	•LEGO Company

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Approaches

- Interdisciplinary research
 - Computer scientists, architects, engineers, ...
- Participatory design
 - Involving prospective users in analysis and design
 - Scenarios, videoprototypes, mock-ups, prototypes, and full-scale experiments
- Experimental development
 - Iterative, collaborative, object-oriented

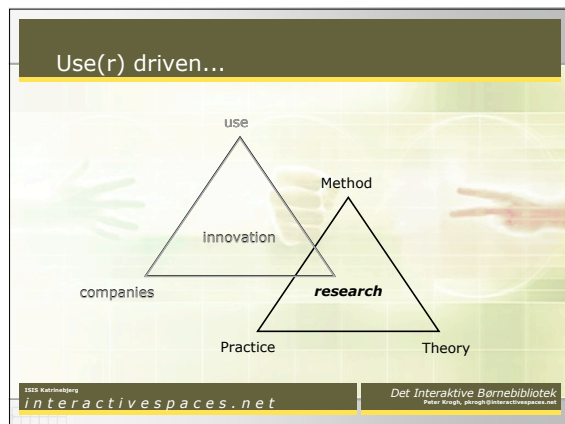



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Research themes and projects

	Space as interface	Tangibility and palpability	Context-awareness	Augmenting reality	Aesthetic interaction	Playfulness	Social Computing
iHome							
iSchool							
Nomadic play							
Childrens library							
Hybrid							

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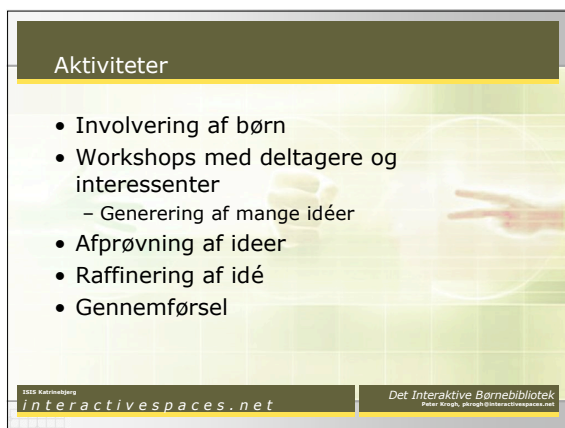
Credits

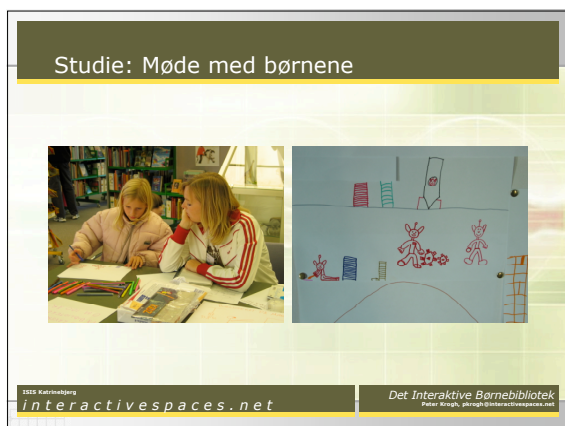
- Andreas Lykke-Olesen
- Eva Eriksson
- Maiken Fogtman
- Jesper Nielsen
- Kasper Rosengren
- Niels Olof Bouvin
- Søren Boll

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Studie: Møde med børnene



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Idéer

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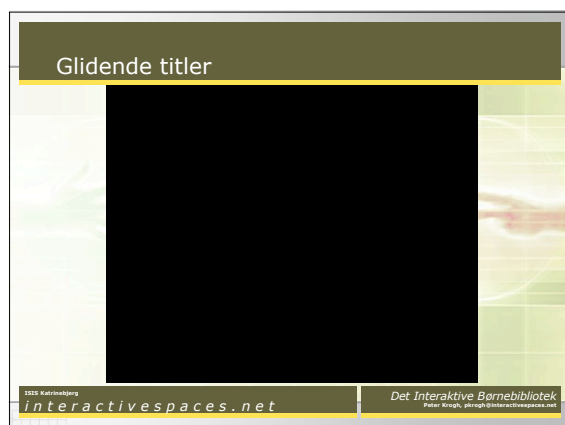
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Kube - søgning



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Bib box og profil



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Gennemførsel

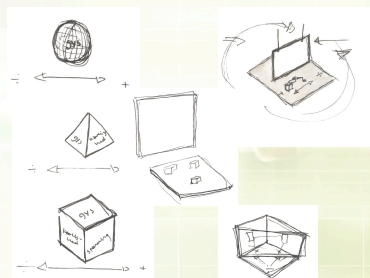
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Q-browse: Skitser og overvejelser



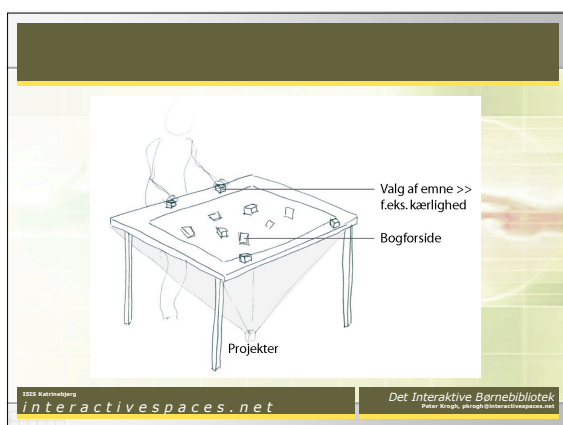
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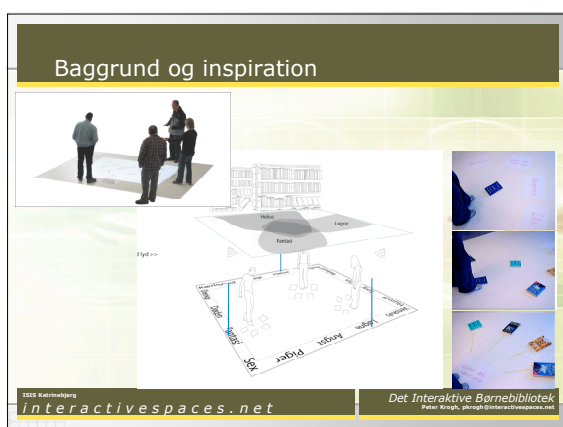
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Bodystorming



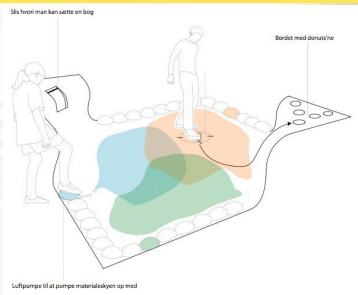
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Principskitse



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