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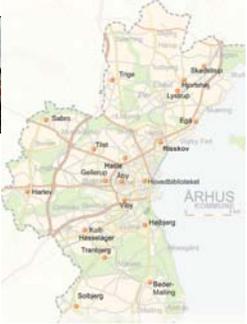
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**Aarhus Public Libraries – The Main Library**



Aarhus Kommune  
Aarhus Kommunens Bibliotek  
Magistraten & Arbejd

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**Tour round the Main Library**



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Magistraten & Arbejd

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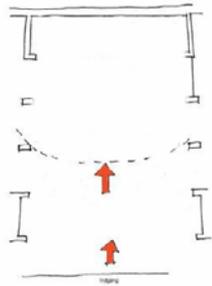
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### Room for Development – Transformation Lab



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### What is the Interactive Childrens Library?

- 2 year research project, from 2004-2006
- Funded by The Danish National Library Authority



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### Why the Children's Interactive Library??

The Children's library 2005



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# Why should the library collaborate with research?

From old fashion library to virtual library



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Arhus Kommune

Arhus Kommunes Biblioteker

Magstrøms & Arsløng

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Arhus Kommune

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### Building the Story Surfer



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### Future Children's Library for Children



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### From Book to Shelf – from Shelf to User...



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**From idea to prototype to product**



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**Learnings?**

- Co-operations
- Diversity creates innovation...!
- Its a cliché, but it is hard fun, or it ought to be, sometimes its just hard!
- Librarians need to co-operate with other professions!

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**Involving children in design processes**



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 Co-manager Center for Interactive Spaces,  
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## ISIS Katrinebjerg

- 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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## Approaches

- 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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## Project portfolio

Project	Companies
iSchool	• Søren Jensen, Eng, Arkitema, Architect studio, Dansk Data Display, ToolTribe, TDC/Innovation Lab
iBib	• Claus Bjarrum, Architect studio
Interactive Childrens Library	• Claus Bjarrum, Architect studio • TiHi media, EuroBib, Dantek
Nomadic play	• LEGO Company
iHome	• Bang & Olufsen
IXP – Interactive Experience Environments	• BipSystems, Kattegatcenteret, AQUA, InnovationLab, Struer Museum
Everyday Special	• Microsoft Research, Cambridge
Future teaching facility	• Danfoss Universe
KMD eBag and HyCon	• via Alexandra Institute for the school domain
"Implementation project"	• LEGO Company, via Alexandra Institute
InfoGallery	• Via Alexandra Institute for several Libraries
"Levende teknologi"	• Kattegatcenteret, NYX, Aqua,....
Visualization assessment	• NCC, via Alexandra Institute

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## Research results

- Children appropriate technology like adults - it is primarily the cultural expectations that decide our ability to learn new things
- Children move intuitively between virtual and physical realities and between social and physical realities.
- Children are experts in their daily practice - we cannot design meaningful technologies and artifacts without involving these experts.

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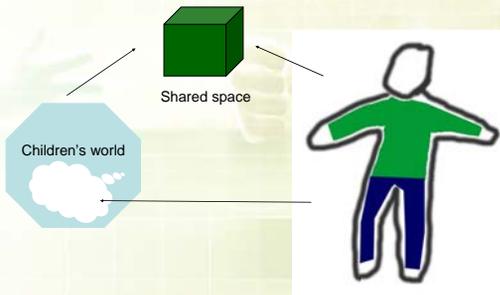
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## Children in design processes - according to us...



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## Our connection to Mars

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## Two Examples

- General:
  - A supplement to existing methods
  - Create a shared narrative space
- With the purpose of:
  - Gain insight into the things and habits children expect us to know - which we actually don't - make them explain notions and concepts they regard as ordinary
  - Make room for also mythical imaginations
- The library on Mars (One afternoon)
  - Gain access to the rich imagination of children
  - Miniature design processes
- Mission from Mars - iSchool (all day workshop)
  - Gain information and inspiration on the design of an electronic school bag
  - The method in detail...

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## The Children's Interactive Library

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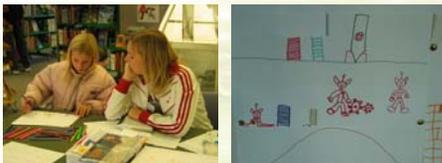
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## Drawing together with the children



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Electronic school bag

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*Aim of approach - to record and understand:*

- Everyday life
- The context
- The social relations between children
- Social relations in context
- The physical school bag
- Personalisation and design of context and personal objects
- The attitude towards sorting and keeping order...

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*The narrative space and process staging*

- 7 children in the age of 10-11, picked by the teacher
- 5 researchers and designers
- In the classroom - the selected pupils are present
- Starting out by chat chatting about their interests: playing football, music . Greeting in appropriate ways
- Presentation of the researchers in the same way
- Staging the story in order to have the children relate to it and accomplish the mission.

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## What demands could be extracted...

- Make personal
  - Individual decoration and ringtones
- Structure
  - Hard to define a general structure
  - The gender issue...
  - "sinking"
- Socially mandatory
  - Sharing materials and engaging in common activities
  - Make personal...
- Interpreting recordings and use of data :
  - Be open minded - believe what is being told even if it sounds absurd!

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## Evaluating the method

- Age...
- Creating a shared playground
  - Defining a new situation, establishing "safe space"
- Spatially distributed setup
  - Unknown spaces help maintain focus and interest
- The Martian as representation
  - Opened for otherwise inaccessible imaginative spaces
- Meeting the children in the game
- Cooperation towards a shared target.

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## Credits

- iSchool project
  - Christian Dindler
  - Ole Sejer Iversen
  - Eva Eriksson
  - Andreas Lykke-Olesen
  - Martin Ludvigsen
- Childrens lib
  - Maiken Fogtman
  - Eva Eriksson
  - Andreas Lykke-Olesen
  - Martin Ludvigsen
  - Jannik Mulvad
- Children at Skovvangsskolen
- Children at libraries in Odder and Silkeborg

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*Over and out*



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