








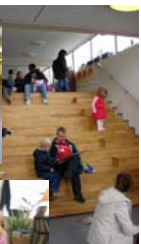


Aarhus Kommune
Aarhus Kommunes Biblioteker
Migration & Arbejd

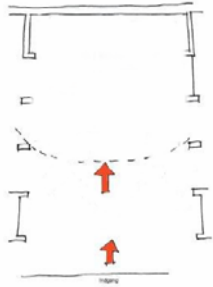
Aarhus Public Libraries – The Main Library



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Tour round the Main Library




[illegible]

A photograph of a modern library interior. The space is filled with tall, white bookshelves that reach towards the ceiling, filled with books. A long, light-colored wooden table runs along the right side of the image. The floor is a light, neutral color. The lighting is bright and even, creating a clean and organized atmosphere.




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Magstræde 1, Århus C




Why should the library collaborate with research?

From old fashion library to virtual library



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Building the Story Surfer



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Magstrans & Arsting




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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Magstrans & Arsting



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!

Involving children in design processes



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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 Bjarum, Architect studio
Interactive Childrens Library	• Claus Bjarum, Architect studio • TiHi media, EuroBib, Dantek
Nomadic play	• LEGO Company
iHome	• Bang & Olufsen
IXP – Interactive Experience Environments	• BlipSystems, 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

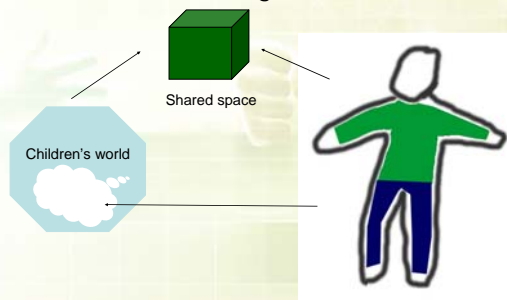
- Children appropriate technology like adults - it is primarily the cultural expectations that decide our ability to learn new things
- Children move intuitively between virtual and physical realities and between socail and physical realities.
- Children are experts in their daily practice - we cannot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

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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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Drawing together with the children



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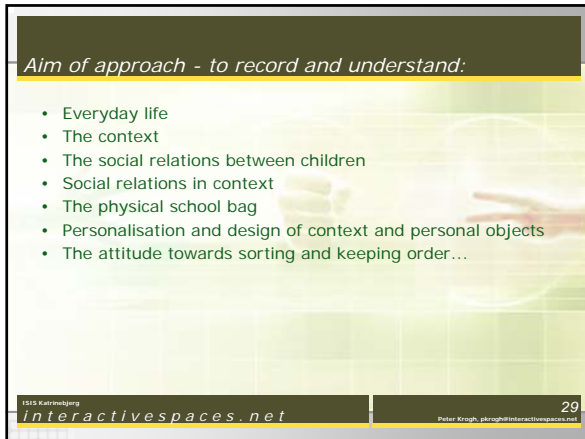
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Electronic school bag

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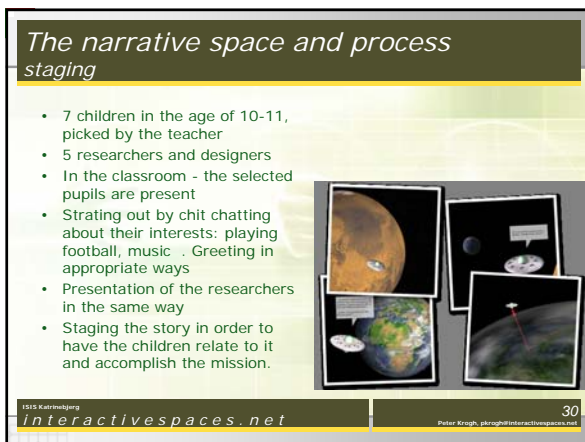
Aim of approach - to record and understand:

- 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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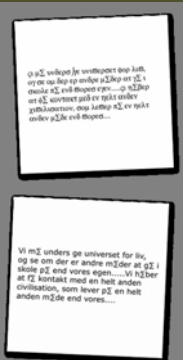
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The narrative space and process

Decoding - starting the game

- Martians have contacted the research centre
- The story: the Martian spaceship is broke and cannot land on earth, but they are sending messages in images text and sound
- The researchers are here to get their help
- Font: Arial – Symbol - Arial
- The pupils made the reservations themselves
- The shared narrative space was created as the story developed



The narrative space and process

Preparation

- After decoding - conversation on what to tell the "Martian" approx. One hour
- Prepare presentation with facilitator
- Really short transmission time
- Be prepared for (anticipate) what the Martian might not understand



The narrative space and process

Interview with the Martian

- Each group gets to talk to the Martian via an audio-link.
- Concluded by a Vox-pop in the classroom



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
 - Children at Skovvangsskolen
- Childrens lib
 - Maiken Fogtman
 - Eva Eriksson
 - Andreas Lykke-Olesen
 - Martin Ludvigsen
 - Jannik Mulvad
 - Children at libraries in Odder and Silkeborg

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Over and out



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