



across*limits*

Work in ENTITLE

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The Consortium



MDR Partners
Aarhus Public Libraries
Cross Czech a.s.



Acrosslimits
Bulgarian Library and Information Association (BLIA)
BVOE (Büchereiverband Österreichs)
Cluj County Library “Octavian Goga”



EBLIDA
Helsinki City Library
Museums, Libraries and Archives Council
Libraries and Archives Department, Lisbon
National and University Library of Slovenia (NUK)



Publika MKK
The European Schoolnet Partnership (EUN)
Veria Central Public Library

Survey



May – June 2008



Various Librarians were interviewed for the ENTITLE survey.



A report on the findings was written and uploaded on the ENTITLE website.



The Survey outcome



- In recent years libraries, thanks to the March 1999 Co-operation Agreement between the, then, Libraries and Archives Department and the Local Councils Association, have increased.
- Libraries are still perceived as a place to borrow books.
- Few libraries offer alternative educational activities to users.

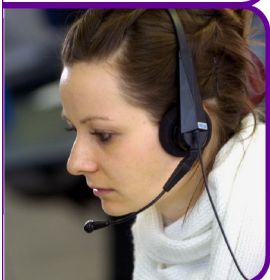
Guidelines



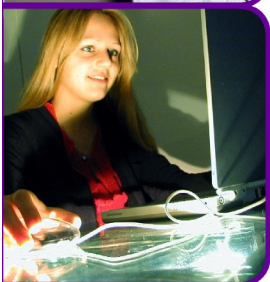
AcrossLimits worked on the use of ICT as a tool towards the provision of education within libraries.



To formulate the guidelines we researched the best practices that are being used by libraries across Europe.



We met with experts and asked them for their opinion about implementing Library2.0 measures considering the different scenarios across the EU.



Together with the experts we wrote the guidelines which later were presented in the ENTITLE expert workshop that was held in Ljubjana, Slovenia in November 2008

Guideline 6 – Learning Environment



The high diffusion of ICT in every day life has redesigned the key competencies of Lifelong Learning. Throughout their history, public libraries have strived to provide learning facilities to their communities. However, within this new reality, public libraries require to evolve into Local Learning Hubs. This guideline focuses on the environmental influences in the public libraries by discussing the physical and virtual environments and the resources that are crucial to develop Lifelong Learning processes.

Public Libraries as Learning Hubs



Structuring learning environments in digital/virtual spaces

Digital/virtual spaces give users a more mobile access to learning contents, either for individual or for group sessions.



Planning Physical spaces as learning environments

The Organization of physical spaces must facilitate the learning relation between mediators and library users; the direct access to self learning tools. Design and accessibility are therefore most significant to create an appropriate learning climate .



Recommendations



- **Accessibility**

The Agenda for Social Europe: technologies and social inclusion



- **Methodology**

Lifelong Learning in libraries will depend more on human relations or on technologic devices?



- **Strategy**

How to organise better learning environments: delivering services or developing solutions?



Conclusions



- **Playing and Recreation**
- **ICT Basic Skills**
- **Information Literacy**
- **Citizenship and Community services support**
- **Learning services**

Examples in the EU



- Austria

ZOOM Kindermuseum - This is a place of playful inquiry, learning and discovery for children. It gives young museum visitors the chance to ZOOM in on new situations and use all their senses to grasp the world around them.

<http://www.kindermuseum.at/>



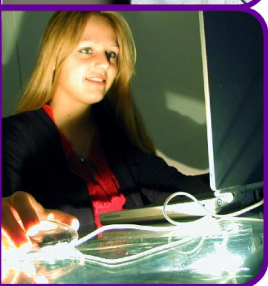
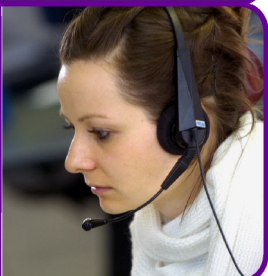
- United Kingdom

Idea Stores – This project combines the best of traditional library and information services with first class lifelong learning opportunities in comfortable and friendly surroundings and offers 900 courses, that go from ICT or Childcare to Language Courses or still activities and events such as the Chinese New Year Celebration or Job Club.

<http://www.ideastore.co.uk/en/home>



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