Carnegie Library Lab:
Final Project Snapshot from Cohort 1

About Carnegie Library Lab

Carnegie Library Lab aims to help build innovation and leadership in the public library sector across the UK and Ireland by supporting personal development and innovative practice.

It is a three-year programme targeted at early to mid-career individuals. Library Lab offers:

- project funding (£5000-£15000) to enable participants to introduce an innovative project in their library;
- an online learning portal that covers topics such as creativity and innovation, leadership, power and hierarchy, and change and transition;
- mentoring to assist with personal, professional and project development;
- networking opportunities; and
- input from external evaluators to support participants.

The first cohort of Library Lab ran for 18 months from November 2014 to April 2016. This is a snapshot of how they got on with their projects during their time with us and what their next steps are.[1] It draws on information collated by Blake Stevenson as part of an evaluation conducted on behalf of the Trust.

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1   Due to ill health one of our Partners was unable to complete the evaluation process.

Highlights from Carnegie Library Lab Cohort 1

43 images, videos and GIFs created and released under a creative commons license or straight into the public domain

94% of coding club participants report the club is a good new service

New partnerships

OVER 100 workshops and events held

10,000+ visits to family learning platform

1 library bike

7 Partners

16 creative writing workshops

3 digital toyboxes

over 1800 people reached face-to-face

Rub-a-Dub-Hub
Eileen Russell, Libraries NI

> "This new website is at the core of what libraries strive to do – to introduce babies and children to a love of reading and books from birth."
>
> **Irene Knox, CEO, Libraries NI[2]**

Project description

Rub-a-Dub-Hub (RADH) is an online resource that seeks to engage parents and carers of pre-school children. It includes tips on making reading fun and bringing books to life; audio clips for rhymes and songs; video clips to help parents better understand their children's development and how they can support them; useful information for parents and carers; and a book surgery with recommended reads to support children dealing with challenging emotions and situations. The resource sits within the Libraries NI website and was launched on 10 March 2016.

Image courtesy of Libraries NI

Project Development

Partnership working was essential for the success of RADH and Eileen engaged with a range of professionals from the health and education sectors from the outset. (For example, speech and language therapists, midwives, dieticians and officials from the Department of Education.) With their expertise key themes and resources were identified, with a strong focus on keeping the end product user-friendly and practical.

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2   https://www.librariesni.org.uk/News/Pages/Rub-a-Dub-Hub-%E2%80%93-a-new-online-resource-launched-for-parents-of-young-children.aspx (accessed June 2016)

Image courtesy of Libraries NI

Eileen's original plan was to make a standalone website for RADH. However, the Senior Management Team recognised the potential of RADH and suggested it could be an integral part of the Libraries NI offer. Eileen worked with the Libraries NI Marketing Department through each stage of the project to ensure consistency in branding and communication of the project's key messages. This was particularly important when liaising with a graphic designer, illustrator and film production company. Eileen updated senior management regularly to ensure they were aware of her project and its progress.

A number of high profile public representatives and education and health care professionals were invited to the launch of RADH to ensure that word got out about the resource and that those that contributed to the resource were thanked and acknowledged publicly.
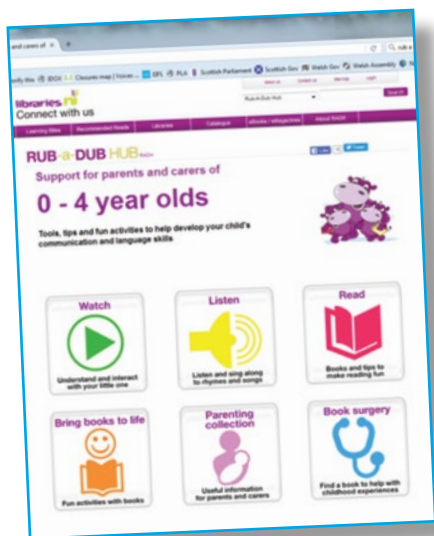
KEY LEARNING

❝I realised I didn't need to know everything – I just needed to find a professional who could contribute their expertise.❞

Outputs and Outcomes

Within one month of launching RADH attracted:

- ☑ 514 followers on social media;
- ☑ 1,528 reactions, comments and shares on social media;
- ☑ 10,875 visits to the RADH site; and
- ☑ 21,032 page views within the RADH site.

Through the project Eileen has increased the number of connections she and Libraries NI have with the early years sector

"I have learned to be more assertive and have confidence in my own ideas."

Next steps

Integrating the project into core Libraries NI children's services has secured the sustainability of RADH. Nevertheless, Eileen will continue to work to:

- raise the profile of RADH with external organisations;
- raise awareness of RADH internally through branch meetings;
- create a DVD of actions and songs/rhymes as part of the RADH brand; and
- develop a similar resource for primary school age children.

in Northern Ireland. Eileen has been invited to join the Early Intervention Transformation Programme (which is led by the Department of Education) and has also spoken at a Childcare Partnership Conference, Chartered Institute of Librarians and Information Professionals (CILIP) Ireland conference and Society of Chief Librarians (SCL) Annual Seminar. It is hoped that these networking opportunities will lead to additional partnerships and the potential to work with others into the future.

Commons are Forever
Aude Charillon, Newcastle City Library

> "It's a cultural exchange with a real difference and a project that represents what Newcastle Libraries is all about."
>
> **David Stockdale, City Council Cabinet Member for Communities and Facilities on the "We Love Monuments" strand of the project"[3]**

Project description

Commons are Forever consisted of a series of workshops and events aimed at enabling and empowering members of the community to discover and utilise culture that belongs to them.[4] In this way, the project sought to educate people about copyright laws and their digital rights in fun and engaging ways.

Project Development

Aude worked with her Carnegie mentor to develop suitable events for the library. Events have included a public talk on copyright with Cory Doctorow, Wikipedia edit-a-thons with the Maya Angelou Centre and a library day-long hackathon which enabled people to access and re-use library data.[5] There have also been a series of workshops facilitated by digital artists involving live-coding, remixing sounds and films, and interacting with images in the library's heritage collection with makey-makey controllers. In each, participants produced their own work. Aude also held a "We Love Monuments" photography

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3   http://www.chroniclelive.co.uk/news/north-east-news/see-prize-winning-photos-newcastle-10337130 (accessed June 2016)

4   Images, sounds, films, data or other content either in the public domain or available under an open license.

5   The raw data used in the hackathon can be viewed here and a summary of the results can be viewed here.

KEY LEARNING

❝ [I learned] … it's okay to be open-minded and a bit adventurous … to do things "just to try"! I am now more proactive in proposing different activities and having a "test" event to then see whether it's worth us doing more in this area and in what way. ❞

competition[6] which engaged people in their local heritage and showed them how to share it through uploading their entries to Wikimedia Commons under a common content license.

Connections and partnerships with those outside the library sector and Aude's flexible and open approach were key to the delivery of successful events. For example, Aude's mentor facilitated introductions to local artists who went on to shape and deliver workshops in the library, whilst a locally-based developer helped

formulate the hackathon. Crucially, these individuals helped promote activities among non-library networks, thereby attracting a different audience to events.

Outputs and Outcomes

As a result of the events:

- ☑ 53% of attendees improved their understanding of open licenses and the public domain;[7]
- ☑ 36% of attendees felt very confident using copy right and non-copyrighted works compared to 14% of attendees before the event;
- ☑ 45 images, short films and animated GIFs were created – 43 of which were released under a Creative Commons

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6   Based on the Wikimedia Foundation's international "Wiki Loves Monuments" competition.

7   40% said they already had a good understanding of open licenses and the public domain.

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license or straight into the public domain;

☑ 53% of participants said their image of public libraries had improved;[8]

☑ 86% of participants reported that they strongly agreed that the library is a place for the exchange of knowledge and sharing of culture;

☑ Newcastle City Library engaged for the first time with local artists, a local lecturer, a local photography group, a local arts and heritage project and the local open data community; and

☑ staff that have been trained on free-to-use works fed back that their understanding of public domain has improved and that they are more confident about advising customers on free-to-use works.

Meanwhile, the hackathon raised the profile of the library service within the Council and UK library community.

Next steps

Aude will be working to both continue and extend the project in the following ways:

• extending live-coding workshops to branch libraries;
• securing data for future hackathons;
• delivering workshops on online data privacy; and
• continuing photography competitions and workshops.

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8   47% said they already valued public libraries.

Ideas Garage

Claire Lewis, Chepstow Community Hub, Wales

> "I think what you are doing is a wonderful thing for the children in our area."
> **Parent**

Project description

Ideas Garage is a volunteer-led programming club aimed at 11 to 17 year olds, where new and emerging technologies can be explored in an informal and creative environment. The focus of the club is on HTML, web and app design, Python and Raspberry Pi. The project is aimed at enabling children within local communities to develop skills and at improving their confidence.

Image courtesy of Chepstow Community Hub

Project Development

Despite the pressures of service redesign and restructure, Claire has successfully delivered her project. Claire's original proposal was to deliver a coding club from the disused library garage, using additional funding for the refurbishment. The funding was secured but it was insufficient to make the changes to the garage. Claire scaled down the project to be delivered from a library building and negotiated with five departments to secure dedicated space for the coding club. In doing so, Claire had to succinctly articulate the benefits the project would bring the public and the council.

Engaging with a range of people was also important for Claire's project for example, her Carnegie mentor, volunteer network

groups, volunteers, local young people home from university for the summer, active community members, developers, local businesses with technical abilities, local primary and secondary schools, suppliers, Coderdojo, Code Club and parents. It was the input of these others that enabled Claire to secure the correct equipment and to both promote and deliver the club.

AN INTRODUCTION TO
HTML
WEDNESDAY 8 JULY
4PM – 5PM
CHEPSTOW LIBRARY
@theideasgarage

• Learn how to get started with HTML and how to create a webpage
• For ages 11 to 17
• Sign up at **www.ideasgarage2.eventbrite.co.uk**
• Or book by telephone **01291 635649**
• 10 spaces only on a first come first served basis

Image courtesy of Chepstow Community Hub

KEY LEARNING

❝ It's important to advertise outside and beyond the library: 50% of the participants heard about the coding sessions through posters in the town whilst 44% heard about it from their parents. ❞

Outputs and Outcomes

- ☑ 23 sessions[9] have been delivered to 37 children.
- ☑ 20 children are members of the club with more children on the coding-club waiting list.

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9   This total is 13 more sessions than was planned at the outset.

The library service has also received a boost from the project:

- ☑ 94% of participants reported that coding clubs were a good new service for the library.
- ☑ Young people reported that they now see the library as an innovative place rather than a space "just" for books.
- ☑ Library membership is a prerequisite for joining the club, boosting membership numbers.
- ☑ Connections have been made with community members, local businesses and parents who have participated in volunteering at the coding club.

Image courtesy of Chepstow Community Hub

▶ **Being able to deliver a concise three-minute elevator pitch outlining the "why", "what" and "how" of the project was critical to securing the interest and support from a range of partners.**

☑ A connection was forged with the Head of IT at Chepstow School who enabled a student to conduct their work experience at the library. This student supported Claire set up the equipment for the pilot.

Claire has also benefited from the programme overall. The online materials have provided valuable information, insight and techniques to develop Claire's leadership and influencing skills. This was particularly important given the context of service redesign.

Next steps

Residents in other areas of Monmouthshire have enquired about starting coding clubs in other libraries and some Library Authorities have contacted Claire about starting clubs in other areas. Moving forward, the library service will look to provide similar projects in other community hubs within the authority.

Library Bike,

Anish Noble-Harrison, Swindon City Library

"I've learnt more about what libraries are and what they do."
Youth volunteer, specialist mental health unit

Project description

Library Bike is an initiative to promote the library and deliver a mini library service from a bike: the bike is taken out into the community for events and to deliver services and targeted work door-to-door in order to promote the Society of Chief Librarian's Universal Offers.

Project Development

The beginning of the project was dedicated to procuring and branding the bike. Keen to make the bike as inclusive as possible, Anish involved children at a specialist mental health unit in designing the bike.

In terms of conducting targeted work with communities, Anish worked with Swindon Borough Council to geo-map the library service's customer base to ascertain where face-to-face interactions – and therefore the bike – would be most effective. In translating this into action, a partnership with Bookstart (a charity in the UK that works to inspire a love of reading in children) also helped target disadvantaged families.

The bike has been taken to a variety of events including Gay Pride, Party in the Park and story walks. Since the bike launched, Anish has found that her team are being approached by external organisations keen to have the bike at their event and to engage in partnership working. This has led to new partnerships with organisations working in health, early years, education, the cultural sector, and housing.

KEY LEARNING

▶ **The bike is a team endeavour and good internal communications have been essential throughout.**

"Having the bike at events and fetes is working well – we're getting more attention … and are being approached about partnership working."

Outputs and Outcomes

Throughout the project, Anish has worked hard to include and reach vulnerable and disadvantaged groups.

☑ 14 young people from disadvantaged groups have been engaged in the bike's design or taking the bike out to the community.

☑ 42 people from disadvantaged communities are now active users as a result of the bike.[10]

☑ There has been a 15% increase in membership in the area the bike has been targeting.[11]

Meanwhile, as a result of the project:

☑ Approximately 900 people have been reached by the library bike through events.

☑ There has been a 33% increase in active membership across all Swindon libraries since the bike has been active.[12]

☑ Anish has joined the employee influence forum for Swindon Borough Council and engages with lead council members about the bike and future of the library service.

☑ Anish has started working with key partners in business and council colleagues to look at new ways to enhance literacy outreach in Swindon.

Next steps

Following the success of the bike at events and with local communities, Anish's next steps include delivering targeted work with specific communities in areas of deprivation.
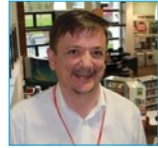
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10   It is possible that this figure is higher as the field to enter the code for 'heard through library bike' is not mandatory.

11   Percentage increase is measured from previous period.

12   This is not all attributable to the library bike as Swindon has a programme of outreach work of which the bike forms a part. The measure is taken from the launch of the bike until March 2016.

Digital Toybox
David Hayden, Edinburgh City Library and Information Service

"The Digital Toybox project is a perfect example of how staff are constantly looking for new ways to innovate library practice and encourage learning."

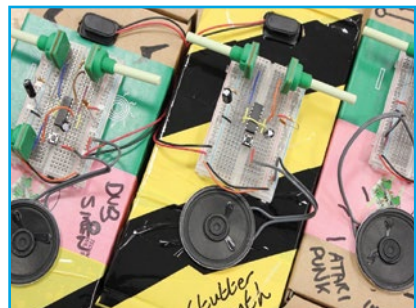**Councillor Richard Lewis, Convener for Culture and Sport at the City of Edinburgh Council**[12]

Project description

Digital Toyboxes are boxes that contain a suite of equipment aimed at engaging children and young people in making activities involving robotics, electronics, music and 3D printing. As a result of the project there are now three Toyboxes in operation in Edinburgh. Toybox mentors (library staff) deliver activities using the full suite of equipment in libraries, local schools and drop in events to promote the resource and engage a new audience of young people in library services. The Toyboxes are not a static resource – they rotate around the city and act as a tool for direct engagement with young people, with the delivery model differing slightly depending on the needs of the participants.

Project Development

David's original vision was to develop six Toyboxes each containing just one type of kit.

13 http://www.edinburgh.gov.uk/blog/newsblog/post/655/edinburghs-digital-toybox-wins-carnegie-trust (accessed June 2016)

Following a pilot project, the idea was revised to create just three boxes, each containing a fuller complement of technology. This enabled more sessions to be delivered from each Toybox and also eased the logistics of rotating the Toyboxes around the city.

In the early stages of the project David identified a group of staff who were keen to develop a new technology offer for teenagers. Staff learned by taking pieces of equipment away with them to get to grips with it, learn how each piece worked – developing projects and problem solving as they went along. Staff then came together regularly to share learning with the group. This enabled the establishment of a broad knowledge base and helped everyone to develop an overview of how different pieces of equipment could interact and support projects across the themes of robotics, electronics, music and 3D printing.

KEY LEARNING

▶ **Engage staff with tech in creative ways to help them learn, lead and own the project.**

Outputs and Outcomes[14]

The Toyboxes have:

- ☑ engaged almost 450 young people through 44 events and
- ☑ been taken to events such as the National Museum of Scotland's school science days.

Meanwhile, library staff have:

- ☑ developed skills through sharing learning, shadowing and creating online guides;
- ☑ successfully delivered sessions; and
- ☑ transferred the learning from the project to add value to other events and activities.

> "I would like this project to pave the way for future innovation and a sustainable new technology offer within Edinburgh."

Next steps

The roll out of the Toyboxes was affected by delays in the procurement process. As such, the plans moving forward are to:

- roll the Toyboxes out across more locations over the next 18 months;
- create and deliver sessions for adults; and
- broaden Edinburgh's tech offer.

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14 The restructure of the project design has meant that David had to rethink the project outcomes that are outlined in the previous "Cohort 1: Project Snapshot".

Library After Dark Café

Helen McMahon, Clondalkin Library

Project description

Helen developed a series of creative writing workshops to be held in Clondalkin library once a month, in the evening, outside of normal opening hours. The project aimed to provide free advice and space for citizens to experiment with writing and increase their confidence, and to raise the library's profile.

Project Development

Project development was straightforward for Helen as the format for the workshops was clear. Moreover, there were no difficulties in securing and utilising the library space after it had closed to the public or in securing workshop facilitators.

KEY LEARNING

" Feedback from facilitators and participants has been the most helpful and important thing in developing the project. "

Clondalkin library has held sixteen workshops on Poetry, Fiction, Memoir, Crime Fiction, Drama, Experimental Fiction, Short Stories, Publishing, Creativity, Performance and Comedy.

An unforeseen development, following the success of the writers' café, was that the library experimented with the model of using library space after closing time to run an eight-week pilot "Library After Dark Artists' Café" – an intensive course on drawing.

Outputs and Outcomes

Participants have developed their writing skills, experimented with a variety of genres and demonstrated a greater confidence in their writing abilities. Specifically they have:

- ☑ worked with ten genres of writing;
- ☑ performed their work at The Library After Dark Writers' Cabaret at the Red Line Book Festival in October 2015;

Image courtesy of @rocshot

- ✔ developed writing to include in the Library After Dark anthology; and
- ✔ submitted a growing amount of work to competitions and for publication.

The profile of the library has also been raised:

- ✔ Over half of the workshop participants are using library services for reasons beyond the Writers Café.
- ✔ High-profile authors have facilitated the workshops, for example Donal Ryan and Louise Philips.

- ✔ Local councillors are aware and supportive of the café.
- ✔ The Red Line Book Festival showcase event was featured in the local newspaper.
- ✔ The library developed a new set of relationships with key individuals in the literary world.

Next steps
Following the success of the writers' café and artists' café, Helen is looking to expand the 'After Dark' format to deliver a wider range of events.

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