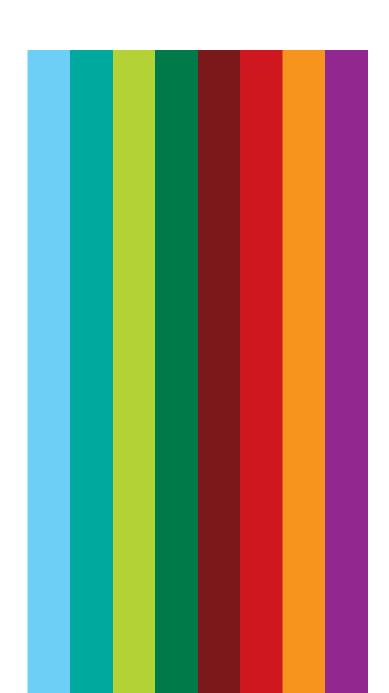
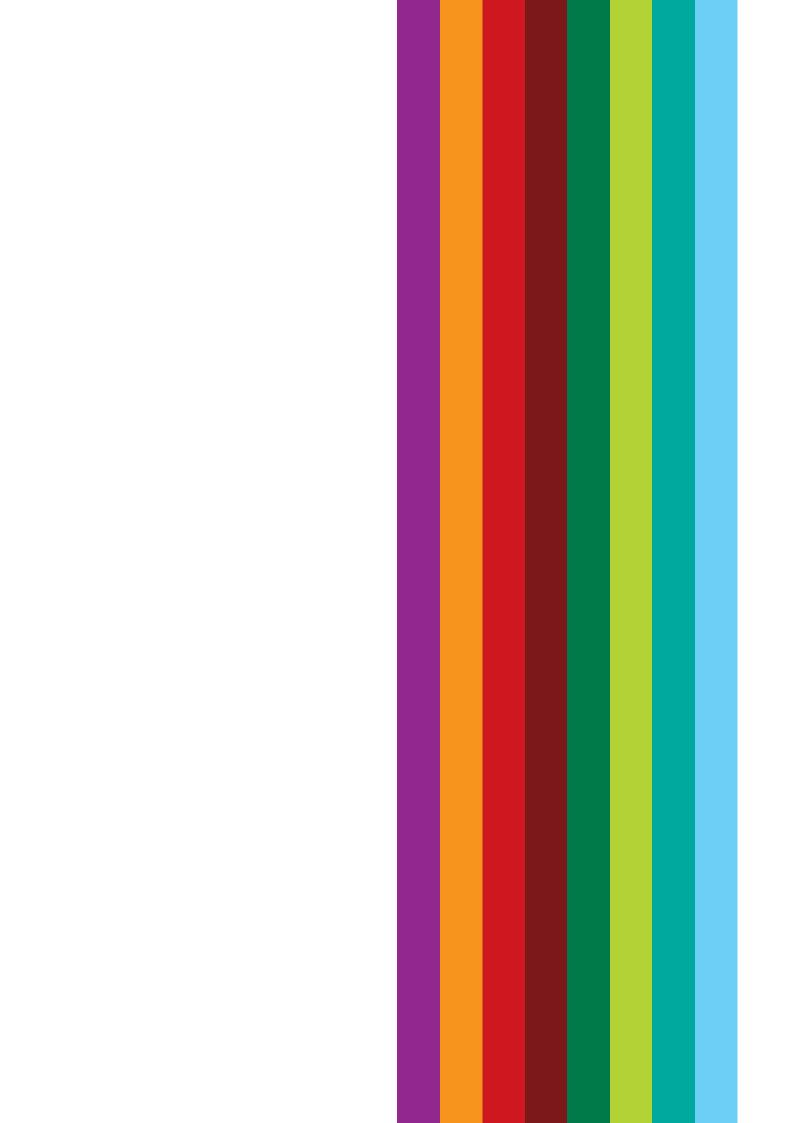
# DIGI FORM

DIGITAL VISUALISATION IN THE PHYSICAL SPACE
LIBRARY PROJECT SUBSIDISED BY THE DANISH AGENCY FOR CULTURE 2011 – 2012





# **CONTENTS**

CONTENT+	4
EBOOK SPOT	5
PALLE'S ARCADE MACHINES	6
EXPERIMENTS WITH SOUND	7
TWITTER TREE	8
I ♥ FILMSTRIBEN	9
LIBRARY PRESSDISPLAY	10
THE AUDIO CHAIR	11





# About the project

The City of Aarhus/
Bo Fristed, ITC/ Project Owner
Martin Vellerup/ Project Management
Marianne Krogbæk/ Creative Process
Jannik Mulvad/ Library Development
Sidsel Bech-Petersen/ Library Development
Kirsten Dyhrberg Grønne/ Library Development

Gladsaxe Libraries
Esben Fjord/ Library Development

#### Contact

Martin Vellerup/ mvel@aarhus.dk Kirsten Grønne/ kdg@aarhus.dk Jannik Mulvad/ jmu@aarhus.dk Marianne Krogbæk/ mkrog@aarhus.dk/

Subsidised by the Danish Agency for Culture 2011 - 2012

# **CONTENT+**

# **Project Management**

Marianne Krogbæk Jannik Mulvad

#### Contact

mkrog@aarhus.dk jmu@aarhus.dk +45 8940 9406

# Purpose

The Content+ scan point provides the user with an easy shortcut to finding everything that exists on a specific book title without asking a librarian for assistance, which could prove much of an advantage to libraries with unserviced opening hours. The scanner is situated on an end panel of a bookcase or a table. Anyone who holds a book of interest in their hand can scan it and receive information related to the scanned material on the screen, e.g. "more on the author", reviews, "other types of materials with this title" and "is this book part of a series".

# Target Group

Any type of user can benefit from a Content+ scan point. Right now you can explore children's books, fiction and non-fiction. Hopefully, in a future update music- and film related inspiration will be added to the list of materials that can be scanned.

Any library with rfid tagged materials can put up a tablet and install the app as an added service.

#### Operation

The Content+ scan point gets information from the library base, which may make it necessary to carry out local adjustments. The only handling needed is that of setting up the Samsung Galaxy Tab along with the scanner, downloading the app, accessing a functioning wi-fi and turning it on and off.

#### Hardware

Bluetooth RFID scanner Possibly a Bluetooth barcode scanner Samsung Galaxytab II Bouncepad http://www.thebouncepad.com/

# Effect in the Library

Most likely, the result will be a faster and easier flow for the user through the library from finding a book to lending it.

#### Software

In collaboration with Redia, Digiform has developed an app which is freely available.

Link to download of app will be available soon.

www.aakb.dk - videos and photos

# Replicability

If you are interested in trying it out, it is a precondition that your institution is a TING library, as Content+ scan point is built on relations in the library database TING. The application is available for download and the source code is freely available. The library must adjust the app to let it search its own database but, otherwise, it is easy to use and update the product.

## **External Partners**

Redia A/S - www.redia.dk



# **EBOOK SPOT**

# Projekt Management

Marianne Krogbæk

#### Contact

mkrog@aarhus.dk +45 8940 9406

# Purpose

The Ebook Spot makes it possible to flick through book covers on eReolen.dk (the Danish libraries' ebook site), right among the physical books in the library. By placing the screen among the physical books, we make an effort to make the digital books as tangible as possible.

# **Target Group**

The primary target group like eReolen are adult users who read fiction. They need to be competent web users or be open to trying.

#### Hardware

The cabinet is a special build by a local furniture maker. Touch-sensitive built-in screen from NEC.

Mini PC – Asus Eee pc or other.

Network cable, power cables, keyboard + mouse

# Effect in the library

The Ebook Spot works quite well with other marketing themes for eReolen.dk and netlydbog.dk - the Danish libraries' audio book site. The Ebook Spot is very useful for displaying the many titles on the two sites visually and sending home a title of interest. Several users have requested that the Ebook Spot might be optimised for display on iPad and other tablets, which will be approved for version 2.0.

# Operation

The individual library staff is responsible for turning the machines on during opening hours and turning them off when closing.

#### Software

We recommend you run the web app on an updated browser e.g. Google Chrome, in which this link can be opened: http://spot.ereolen.dk/

#### **Partners**

eReolen.dk

# Replicability

Some libraries choose to disregard the idea of displaying ebooks among the physical books and simply open the spot on a touch-sensitive screen or a regular screen with a mouse and keyboard.



# PALLE'S ARCADE MACHINES

# **Project Management**

Kirsten Dyhrberg Grønne

#### Contact

kdg@aarhus.dk +45 5157 5367

# Purpose

The arcade maschines were made in the fall of 2011 in order to merge a traditional arcade machine with Palle's Gavebod (Giftshop) – a Danish library website for tweens. We have removed Pallesgavebod.dk from its usual context and the site is no longer tied to the traditional keyboard-, mouse- and browser setup. Selected games are displayed and can be played on an arcade machine.

## **Target Group**

The primary users are kids and tweens (age 8 -12), boys and girls alike and adults with a taste for nostalgia.

# Effect in the library

The Digiform project group has spoken to several children's librarians about the arcade machine and feedback is positive. The machines are being used frequently by children as well as youngsters and adults.

A stool is made available in order to help younger children reach the buttons. The younger users will be able to recognise the games on the arcade machines and the characters from the Palles Gavebod

#### Hardware

The product consists of old arcade machines restored and modded by Egaa production school Buttons and joystick - arcadeshoppen.dk

Cabinet made from painted MDF board

Stickers:

http://projekt.pallesgavebod.dk/merchandise/screen /computer

# Operation

The individual library staff is responsible for turning on the machines during opening hours and turning them off when closing.

# Replicability

Interested libraries can purchase their own arcade machines. Egaa production school have the information needed to build arcade cabinets like those created for the project in any given colour from the Palle's Gavebod universe.

Delivery takes approximately 4 weeks.

#### Download

Software for the arcade machine can be downloaded from: www.aakb.dk/tags/digiform

You can also find the blueprints for the cabinets here.

#### Software

You need a small program that helps select the games from the website, that are compatible with the arcade machine as well as with the coded buttons on the machine.

#### **External Partners**

Egaa production school www.egaaphs.dk/ Palles Gavebod Pallesgavebod.dk



# **EXPERIMENTS WITH SOUND**

# Project Management

Kirsten Dyhrberg Grønne

Contact kdg@aarhus.dk

+45 5157 5367

Jannik Mulvad jmu@aarhus.dk

#### Purpose

How can we create or reinforce small experiences with sound? Sound can be used for inspiration, e.g. when the user faces a bookshelf. A sound clip or a poem can be read aloud or used to accompany a film clip.

#### Instructions

- 1 Aaby Library has a directional speaker connected to a big screen where author portraits and films as part of exhibits.
- 2 In Mølleparken outside the Main Library in Aarhus, in connection with the Aarhus Festival, we created an installation with spoken word and poems being read aloud.

# **Target Group**

This depends on where in the library you will be using the speakers and which themes or exhibitions they are being used to emphasize.

#### Materials and Hardware

Directional speakers Cables PC, iPod or mp3 player Possibly motion sensors for activation

Directional speakers demand a wall or other type of boundry to stop the sound. For that reason they are not suitable for use outside.

# Operation

The library staff is responsible for turning the machines on and off. It takes a little adjusting, getting the sound right where you want it.

#### Software

A media player or sound player is required.

#### Collaboration Partners

We have tested works by Danish artists Morten Søndergaard and Stemmejernet.



# TWITTER TREE

# **Project Management**

Marianne Krogbæk Jannik Mulvad

#### Contact

mkrog@aarhus.dk jmu@aarhus.dk +45 8940 9406

# Purpose

At the communication tree, you can combine various types of live feeds from the library: Twitter, texting, the library's Facebook profile and so on. The tree makes it possible to combine the users' digital feedback with post-its and the small birdhouse screen.

# Target Group

Any selected target group from which you would like inspiration or whose opinion you would like to know.

### Instructions

- 1 The tree is open to any type of communication your library would like to disseminate. You can create your own Twitter profile. On Twitter, e.g. Fun Facts (library fun fact site) uses live updates and on Facebook, the library resource Biblioteksvagten (Web chat with librarians) does the same.
- 2 Set up your theme space in the library with the tree. The tree can be set up with screens for further display of related content and with sofas, PCs and books.
- 3 Describe the message briefly: what would you like the users to contribute and how?

# Effect in the library

Our Twitter profile received 20 new followers in a week and the text wall on received comments from a number of young users.

# Materials and Installation

Twitter tree ordered from a furniture maker, e.g. www.inventarsnedkeriet.dk.

Work drawings/ blueprints can be found at aakb.dk
Squirrel house or birdhouse from www.elverdan.dk
Small tablet like Samsung Galaxy Tab

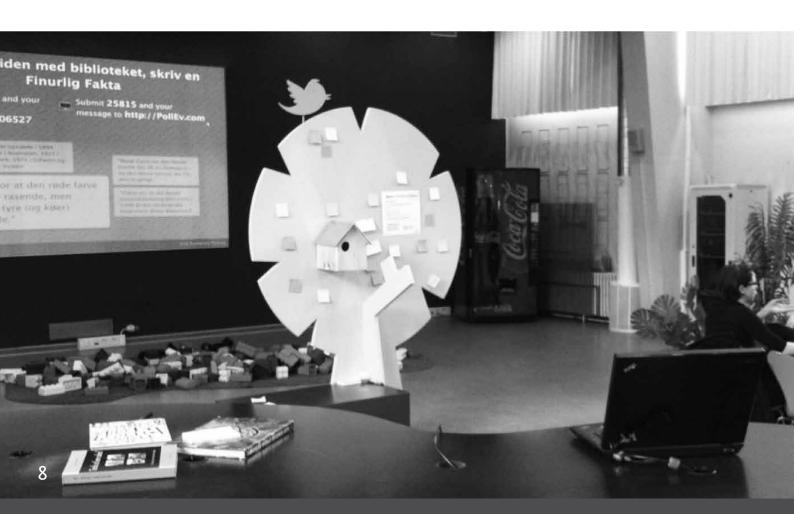
# Operation

The library must make sure that the Twitter or Facebook profile is updated.

#### Software

Updated web browser

Text wall can be installed for free at www.polleverywhere.com





# **Project Management**

Kirsten Dyhrberg Grønne

## Contact

kdg@aarhus.dk +45 5157 5367

# Purpose

The installation is meant to inspire people to use Filmstriben.dk (a danish film streaming service) from home. By creating a familiar and cosy atmosphere, people are encouraged to sit down and take a break - at the same time they are reminded where the service can be utilised.

#### Instructions

- 1 The installation can display film trailers from "Filmstriben" which can be downloaded.
- 2 The librarian can turn on the computer, log into Filmstriben and play a selected film.

# Materials and Installation A)

Mini projector
PC (Asus eePC)
Directional speaker
Lamp shade (approx. 46 cm in diameter)
White cushion with Filmstriben logo
(embroidery can be ordered at www.systing.dk)
Possibly a rug

# Materials and Installation B)

Mini projector

PC (Asus eePC)

Directional speaker

Standing lamp with a weighted base and large shade, e.g. Ikea

White cushion with Filmstriben logo (embroidery can be ordered at www.systing.dk)

# **Target Group**

The target group is adults and younger film enthusiasts in particular and families.

# Operation

The library is responsible for turning the machines on and off.

#### Software

- 1 Instructions in downloading trailers
- 2 An updated browser Google Chrome is recommended. Follow the instructions at filmstriben.dk

# LIBRARY PRESSDISPLAY

# **Project Management**

Martin Vellerup

#### Contact

mvel@aarhus.dk +45 89409403

#### Purpose

This is an installation which seeks to draw attention to Library Press-Display – a web service where you can read today's newspapers from all over the world. At the Library PressDisplay table you can view them in a new way.

#### Instructions

On the table lies a physical newspaper with only blank pages. The newspaper content is shown as a projection on the white page, a variety of newspapers are available. Turn the globe and the front pages change. The Kinect detects the page-turning gesture, and flicks to the next page.

# **Target Group**

Newspaper readers

## Hardware

Projector

Xbox Kinect

PC (Asus eePC)

Table + blank newspaper sheets

Possibly motion detectors for activation

## Operation

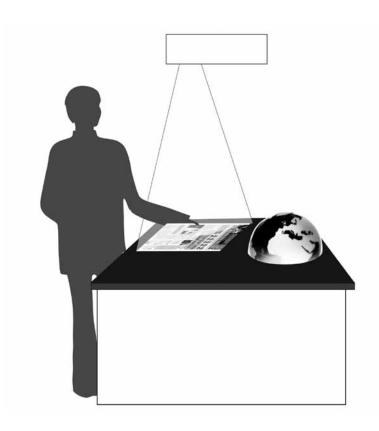
The library is responsible for turning the machines on and off.

#### Software

An updated browser – Google Chrome is recommended.

#### Collaboration Partners

Library PressDisplay



# THE AUDIO CHAIR

Project Management Esben Fjord

Contact esbenf@gladsaxe.dk

# Purpose

Gladsaxe Libraries have developed an application that makes it possible to listen to music recommended by the music librarians via a touch screen. The application is a so called mashup in which the librarian's knowledge and recommendations are combined with related web data and thereby hopefully improving the user's experience.

# **Target Group**

Children, teenagers and adult music lovers.

#### Materials and hardware

The application will work very well on the Sonic audio chair. However, it is possible to install it on any given computer with a touch screen or as a web service next to any comfortable chair or sofa.

# Operation

Via a simple backend system, the librarians are able to make lists of music tracks, which are then automatically combined with videos from YouTube, song lyrics from LyricsWiki, related data from last.fm and it also links to music loaning via Bibzoom.

#### Software

An updated browser – Google Chrome is recommended.

#### Collaboration Partners

Bibzoom (the Danish library music service).



