

Reimagining Library collections with Creative communities (RELIC)

In this project the [Future Libraries Lab](#), a collaboration between researchers of the faculty of Industrial Design Engineering and the National Library of the Netherlands (KB), challenge you to imagine how (public) libraries of the future could accommodate a virtual KB Atelier, an experimental co-curated environment, aiming at creative users and professional artists. This type of audience is very new to the KB and we invite you to:

- develop a realistic conceptual solution on how to reach new creative users and professional artists and facilitate their engagement with our digital collections and,
- design co-creative and collaborative spaces using digital library collections, e.g. multi-author narratives, collaborative art or multi-modal educational tools using digital narratives



KB Atelier

The National Library of the Netherlands (KB) has developed the KB Atelier, a physical room for experimenting with new ways of public engagement and participation. It is a dynamic area to experiment with trials and errors, it is an open working space for collaboration with external partners (primarily, creatively and artistic individuals); it is a garden for inspiration, learn, meet, co-create and share fun.

Getting Inspired

- [KB Collection in Europeana](#)
- [Exhibit.so](#)
- [NextMuseum](#)
- [Rijksstudio](#)
- [Unstacked](#)
- [Bayeux Historical Construction Kit](#)
- [Keller's Cabinet](#)

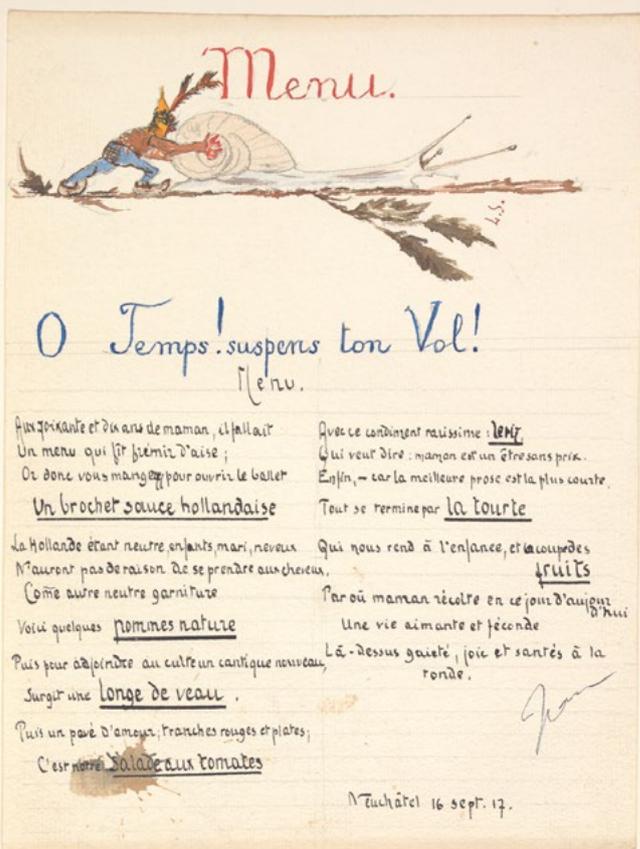
RELIC

Our libraries hold vast amounts of knowledge intended for public consumption. In recent years our collections have outgrown our physical spaces and are increasingly accessed and used remotely and virtually. Digital spaces allow for new opportunities for library patrons to engage with both digitized volumes as well as native digital material.

In this rapidly evolving digital age, we want to work alongside our patrons to make materials accessible in ways which most benefit them. We look for new stories hidden behind our collections.

Only a generation ago, libraries were silent, studious and reliably solid spaces. You went there to look up a fact, to browse and borrow books, or to be inspired by the stories leaping off the physical page. But in the digital age, the relationship between people and information is changing and libraries are compelled to rethink their role as the curator and keeper of knowledge, and as the facilitator of education and dialogue.

In the digital age that rapidly transforms the world around us, our written stories also reach its digital transition of how to be used, how to be interpreted and how to be collected. Words no longer exist only in books, newspapers or magazines, but they also find new channels within the society. And they reach through various digital platforms and media more people than ever. The new way of communication changes our stories from static and one-dimensional to dynamic and interactive. This increasing and intensifying engagement of (new) audiences develop a sound understanding and inspiration for innumerable new stories.



This assignment is part of the Open Digital Libraries for creative users funded by the EU Creative Europe programme, which is a collaboration project with the Austrian National Library and the National Library of Estonia. Due to this collaborative approach it is recommended to aim for results to be shared for wider usage in the collective network of (national) libraries on local and international level. In this project, we seek to envision novel ways of facilitating interactions and engagements with digitized collections aimed for artistic and creative users.

In particular, the expected outcomes involve designing and exhibiting novel visualizations or processes to engage and interact with digital collections. The student is free to leverage different design approaches and to utilize visualizations and AR/VR modalities to realize these engagements. In the course of the project, the student will conduct a design space exploration with the potential end-users and propose solutions, which could involve interactive visualizations, AR/VR based exhibitions, conversational interfaces, or other lo-fi/hi-fi solutions. Designers will have the opportunity to share and discuss these outcomes through events hosted by partners in Estonia and Austria.

Get in Touch

If you have a proposal, write to Alessandro Bozzon (A.Bozzon@tudelft.nl). We're looking forward to talking through it with you.