

# Challenge: Fabriries

Group members:

Þorbjörg Karlsdóttir, Hrafnhildur Faulk,  
Guðrún Kristín Jónsdóttir, Knud Schulz,  
Kristofer Gren, Taina Nurmela, Leila  
Sonkkanen, Jenny Poncin, Lise Kloster,  
Jonas Svartberg Armtzen

# Vision

**“The library to go” helps the family travelling with the public transportation to use the given time as a family quality time.**

- The idea is to make services that the family can use, while they are travelling with public transportation. The services is divided into three main themes; “activities”, “spaces” and “Content”.
- Beside helping the family to have a good time, we want the services to brand the library, by bringing the library to the people. And we want the library to take part in the aim for a green environment.

# What do we think are the most important angles/themes in the challenge?

- We focus on three main themes; "Activities", "Spaces" and "content"
- Activities: ex. Gaming, quizzes, storytelling, book clubs
- Spaces: ex. Reading and music areas
- Content: ex. Audio books, Personal librarian, public access the , local information, information in general

# Choose the most important angle

- We have chosen Activities, in particular gaming as the topic, we want to describe further
- We want to give families the opportunity to have fun together during the trip

# How do we construct the idea?

## What do you think we should create? – activities/constructions?

- The games could be based on locations, news, information, quizzes
- In the games the family have to work together or play against each other
- We want to use the newest technology (gps, wifi, ect.)
- The ticket for the train, the bus or the ferrie gives you access to game

## How do we do it? (what actions should we take to make it happen?)

- Find partners and users
- Hire experts
- Develop the idea together with the partners and the experts
- Make a pilot project and try it on different users
- Make it real

# What difference does it make?

**With whom do we do it?  
- partners and competencies?**

- Partners: Public transportation, computer games industry, tourist information, community, users, mobilephone industry
- Competencies: Technical skills, branding skills, innovation skills, cool librarians skills

**What is the difference/result the activities will make – to the society and the citizens**

- More library users
- Travelling is more fun
- Better partner network
- Make people choose green transportation
- Quality time for busy families
- Branding of the library

# How does the Network of Nordic Libraries build on the ideas from this camp?