



## **Taller: Living Books**

### **The Neighborhood as Library**

Instructor: Parina Vasilopoulou

#### Workshop Summary

How can libraries utilize makerspaces to open up to a wider audience? And how can their newfound functionality help strengthen social bonds and exchange of wisdom within their local communities?

In “Living Books” the neighborhood becomes an extension of the physical and social space of the library. With the library and its makerspace at the center, the local community becomes the source of knowledge, inspiration and innovation.

#### Goals and Methods

Participants will aim to transform a public library, from a partitioned function in the neighborhood, into a digital and physical center of knowledge exchange. Acquisition of knowledge changes, from solitary to social activity, and the makerspace doubles as classroom.

Through active role playing in a board game, we will explore new strategies of interaction, embracing the fact that beyond advancing knowledge and creativity, the real power of library makerspaces lies in building stronger local communities.

Participants will assume the role of community members and librarians in a game that will help them tackle the challenges and explore possibilities of reimagining the neighborhood and its people as a cluster of connected resources of experiences and knowledge.

#### Timeline

15 minutes: Introduction to library makerspace activities and board game

20 minutes: Active role-playing

15 minutes: Presentations of team findings

10 minutes: Conclusions and discussion