Libraries in the Digital Age

Innovative Services and the Transformation of Space
Cologne

1,000,000 inhabitants

About 35% with migration background

100,000 students
The Library System
Gartner 2015
Top 10 Strategic Trends

1. Computing Everywhere
2. The Internet of Things
3. 3D Printing
4. Advanced, Pervasive and Invisible Analytics
5. Context-Rich Systems
6. Smart Machines
7. Cloud/Client Computing
8. Software-Defined Applications & Infrastructure
9. Web-Scale IT
10. Risk-Based Security & Self-Protection

What is the impact on Public Libraries?

Change

… to working with people rather than working with books

… from a supplier of products and services to a facilitator to help people to develop own products
Music, Media, Makerspace

Role Change: From Recipient to Producer
Our 3D-Printer
Our 3D-Scanner
MAKERSPACE
The library as innovation space
Innovation is our new service
New Formats
Makerspace – Do-it-yourself Program I

- How to use a 3D printer
- Programming a Finch Robot for beginners
- The basics of sound technology
- Launchpad and Ableton Live
- How to set up your own blog
- Virtual reality with Oculus Rift
- Being creative with MaKey MaKey
- Generative 3D geometry
- Rock guitar & electric bass for beginners
- Cross border # creative writing
- How to use a digital SLR camera / reflex camera
Makerspace – Do-it-yourself Program II

• Digital photo editing
• Arduino workshop for beginners
• How to make designs with a cutter/plotter
• Producing music with the iPad
• Creating e-books with the iPad
• Designing a photo book
• Virtual reality with Oculus Rift
• SketchUp for beginners
• Arduino workshop for advanced participants
• Product photography for DIY people
• iMovie
• SketchUp for advanced participants
Sketchup – Producing 3D-Files
1. Vielfalt an mobilen Endgeräten
2. Mobile Apps und Applikationen
3. Das Internet der Dinge
4. Hybrid Cloud und IT als Service Anbieter
5. Cloud/Client Architektur
6. Die Ära der Personal Cloud
7. Software definiert alles
8. Web-basierte IT
9. Smarte Maschinen
10. 3-D Druck

Gartner is the world's leading information technology research and advisory company

Makerday
Maker Day
Maker Kids – Workshops for Ages 8-12

Finch – Coding a robot

go4IT! Lego-Mindstorm-Workshop for girls

Design-a-Thon

Take it apart! Repair-Café for kids

Crazy Machines
Maker Kids
Lego-Mindstorm Workshop for Girls
Bee-Bots
geeks@cologne

Events about technology and webculture
This is a Library…
Science Slam in the CPL
Airman
Playing Light Harp
Airman – Elektro-Pop-Concert
Inside Wikipedia – Event with Wikipedia-Authors
Star Craft II: E-Sport Intro
3D-Day / Makerday
Space Research
Cryptoparty
Storytelling with Computer Games
Twitter-Meeting
Science-Slam
TRAVEL SLAM – in one hour around the world
Gamers as Producers
Minecraft-Workshop – Remodelling the Central Library
Easymotion - Silver Gamers
Digital Workshops for Starters

Internet Basics
• PC-Basics, Net-Security
• Online-Shopping
• Reference Services and Resources

Communication, Services, Hardware
• Facebook, Blog, Twitter
• My own Website
• Doodle, Online-Calendar
• Dropbox
• iPads, Smartphone-Apps
• E-Books, E-Reader, E-Publishing
• Mindmapping, Serious Games
• Skype
Thank you for your attention!

hannelore.vogt@stadt-koeln.de
Finch-Robot