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ADELE WEBINAR #4



“Engaging young people in public libraries with new technologies”

10 October 2023, PL2030



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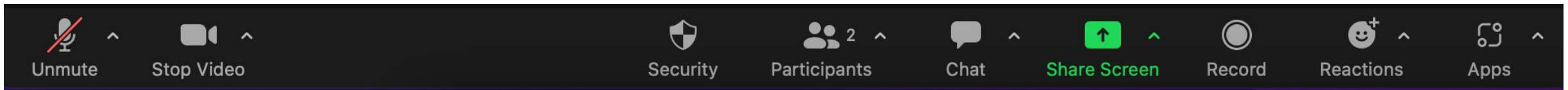


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Housekeeping rules

To ensure the smooth running of the webinar, please keep yourself muted during the presentations



Please use the chat function to ask your questions



Raise your hand during the Q&A to ask your questions





AGENDA

- Welcome and introduction to the topic
- Poll participants: New tech in your library?
- The AI Cookbook and the Digital Citizenship programme
(Jeroen de Boer, KB, the Netherlands)
- The Virtual Library Ship
(Thomas Lindvig Munk-Osmundsen, Danish Central libraries and Vejle Bib)
- Wrap-up





Aims for today's webinar

- Discuss the role of public libraries in providing activities around digital literacies targeting a young public
- Showcase playful ways of activities involving new technologies such as VR and AI in public libraries



- The Digital Competence Framework for Citizens (DigComp, updated 2022)



FIG.1 The DigComp conceptual reference model



What do we mean, when we talk about ... new technologies?

- New and rapidly growing technologies: Artificial Intelligence (AI), Internet of Things (IoT), blockchain, big data, cybersecurity, robotics, and virtual reality (VR).
- They hold the potential to fundamentally transform the way the economy and society function. Emerging technologies are expected to reach the plateau of productivity in 10 to 15 years.

(<https://www.digitalskillup.eu>)





What do we mean, when we talk about ... new technologies?

Defining Artificial Intelligence

John McCarthy (who is credited with coining the term artificial intelligence in 1955)

“The artificial intelligence problem is taken to be that of making a machine behave in ways that would be called intelligent if a human were so behaving.”

<http://www-formal.stanford.edu/jmc/history/dartmouth/dartmouth.html>





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What do we mean, when we talk about ... new technologies?

Defining Artificial Intelligence

AI refers to machine-based systems that can, given a set of human-defined objectives, make predictions, recommendations, or decisions that influence real or virtual environments. AI systems interact with us and act on our environment, either directly or indirectly. Often, they appear to operate autonomously, and can adapt their behaviour by learning about the context. (UNICEF 2021)



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What do we mean, when we talk about ... new technologies?

Defining Virtual Reality (VR) and Augmented Reality (AR)

Virtual Reality (VR) is described as a 3D environment in which a person can become immersed, using a dedicated headset, powered by a computer, game console or smartphone. The VR experience can be enhanced thanks to 3D audio sounds and by using haptic devices that use sensors to transfer body movement into the virtual space. Augmented Reality (AR) refers to a real-world environment enhanced with computer-generated information such as sound, video or graphics.

(Ecorys 2017)





Reading tips...

- UNICEF report:

What happens to children when the physical and virtual worlds merge?
10 things you need to know about the metaverse, extended reality and children

<https://www.unicef.org/globalinsight/stories/metaverse-and-children>

- Council of Europe report: ARTIFICIAL INTELLIGENCE AND EDUCATION

A critical view through the lens of human rights, democracy and the rule of law

<https://data.consilium.europa.eu/doc/document/ST-12092-2023-INIT/en/pdf>



Mentimeter Poll

- Go to: menti.com
- Access code in the chat!



The AI Cookbook and the Digital Citizenship programme

Jeroen de Boer, KB, the Netherlands



The virtual library ship

**Thomas Lindvig Munk-Osmundsen,
Danish Central libraries and Vejle Bib**



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Thank you!

Recording and presentation will be shared on the ADELE website.



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