



## **Dokk1 – a Performative Library Space?**

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# Denmark – Aarhus



5.5 mill inhabitants

43,000 km<sup>2</sup>

450 fixed library service points

300.000 people in Aarhus

19 libraries in Aarhus

# DK movements

Denmark was just rated most innovative country in Europe – 55 % of Danish companies have developed new products or services since 2010.

More and more public schools are teaching children about innovation, creative thinking and entrepreneurship.



How can the library support this development and help the general public realize their ideas and projects?



# Strategic choices

For welfare to increase, innovation from citizens and communities is needed

Making or the maker movement seems to be a trend or approach to learning that encourages this

Fablabs, makerspaces, hackerspaces are growing both in numbers and members.



initiatives that will support the new requirements and skills on demand: critical thinking, problem solving, creativity, innovation, communication and collaboration



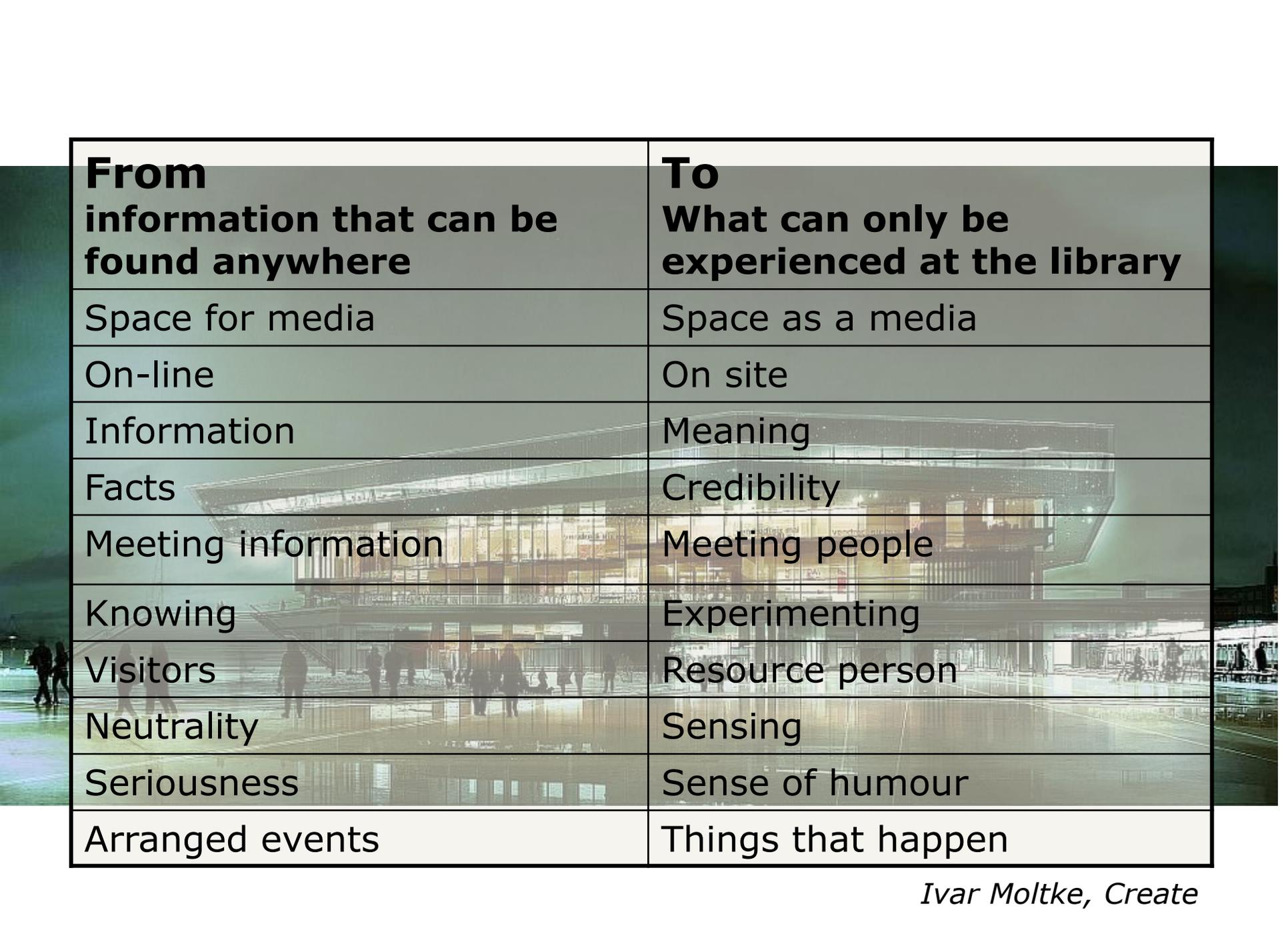
# Why Maker/Hacker Culture in the Library?

- **Makerculture gives value to citizens through activities that build relations, skills and innovative competencies.**
- **Making re-introduces learning in the library space**
- **The library as community engager – co-operation and partnerships**
- **The library as relation maker – Do It Together**
- **The library as space of innovative thinking and hub for connecting knowledge domains**
- **Makerculture positively challenges the public library's ability to innovate on a strategic level.**
- **Making is collaborative, flexible and experimental**



# DOKK1

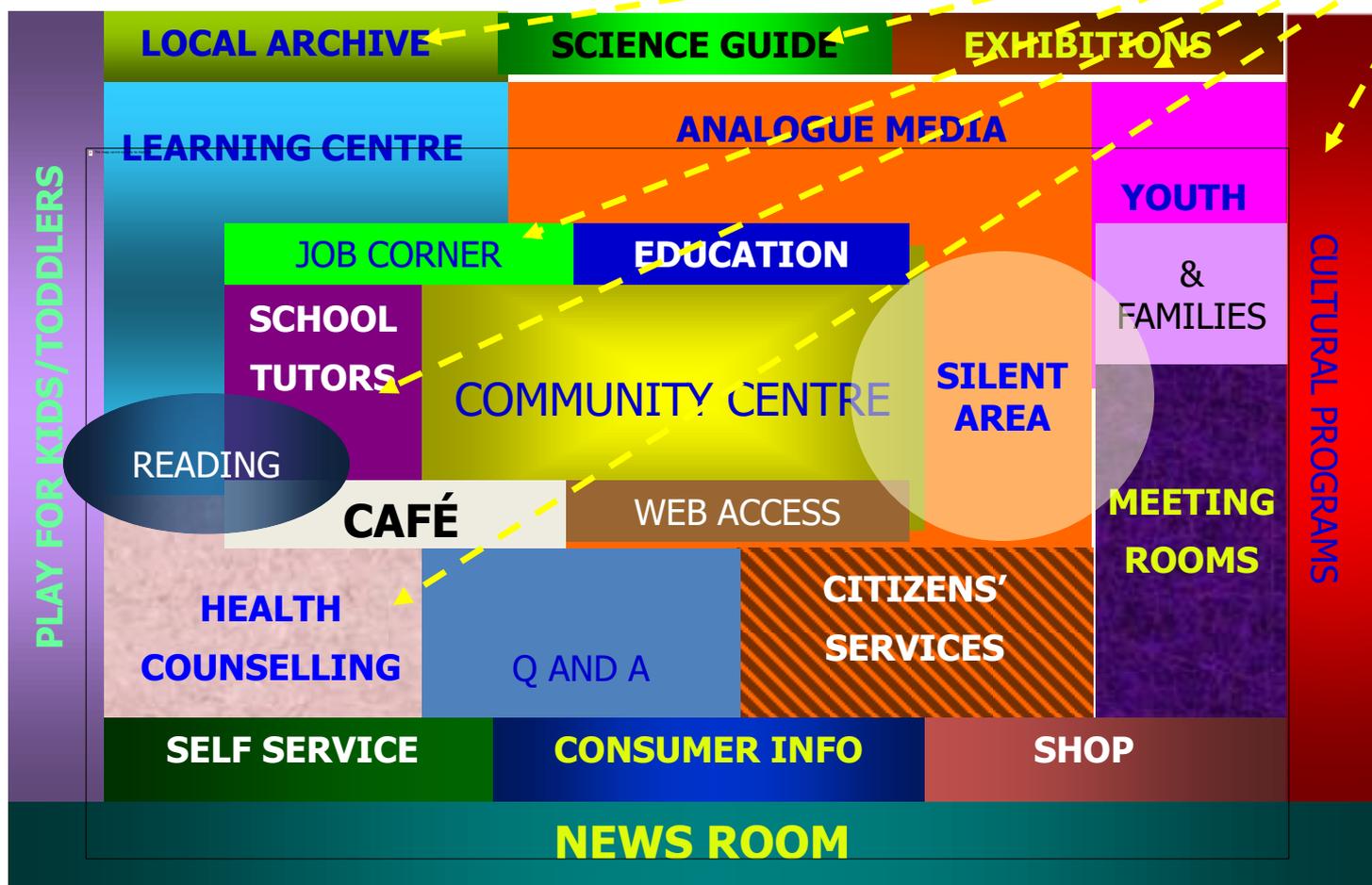




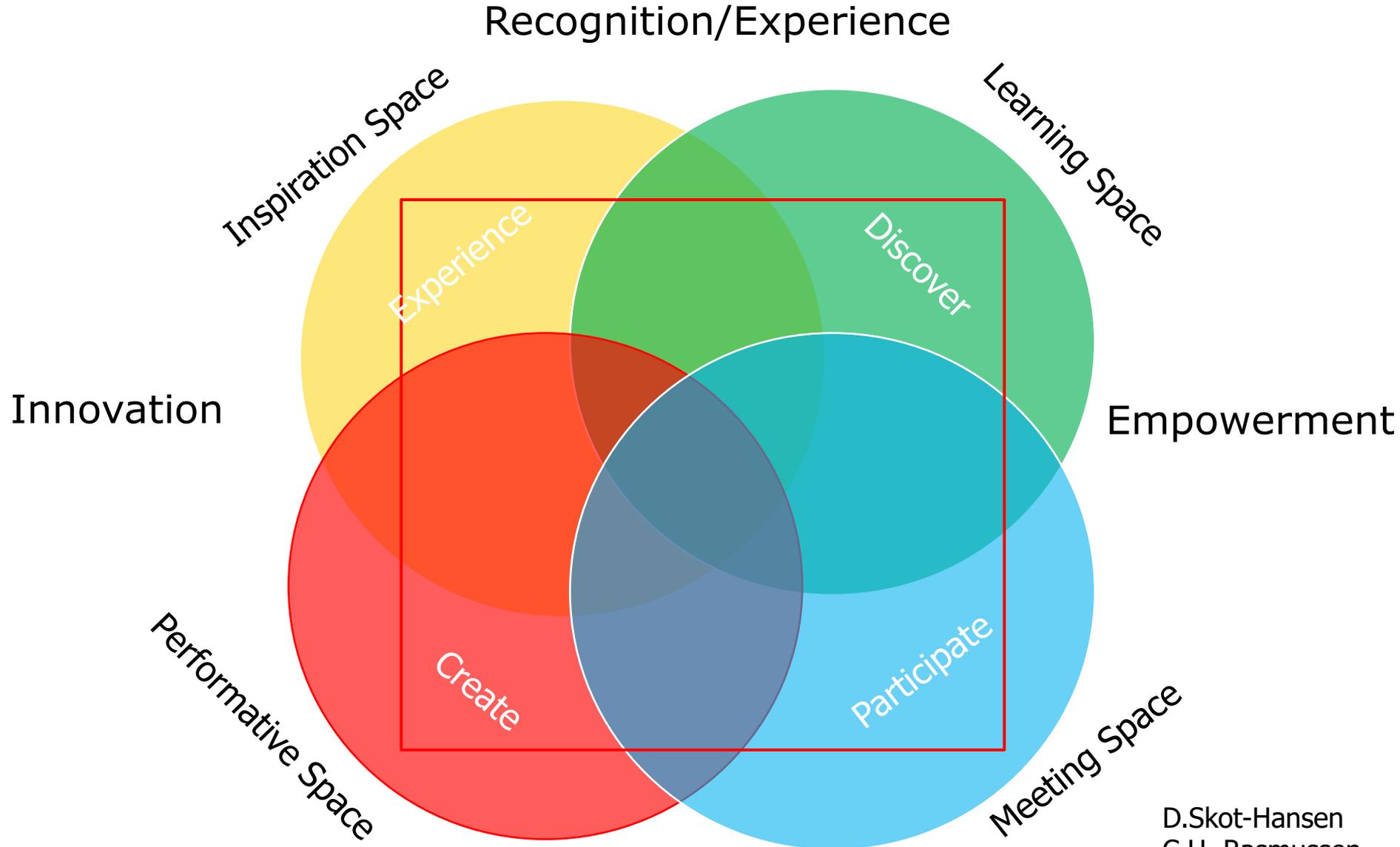
<b>From</b> information that can be found anywhere	<b>To</b> What can only be experienced at the library
Space for media	Space as a media
On-line	On site
Information	Meaning
Facts	Credibility
Meeting information	Meeting people
Knowing	Experimenting
Visitors	Resource person
Neutrality	Sensing
Seriousness	Sense of humour
Arranged events	Things that happen

*Ivar Moltke, Create*

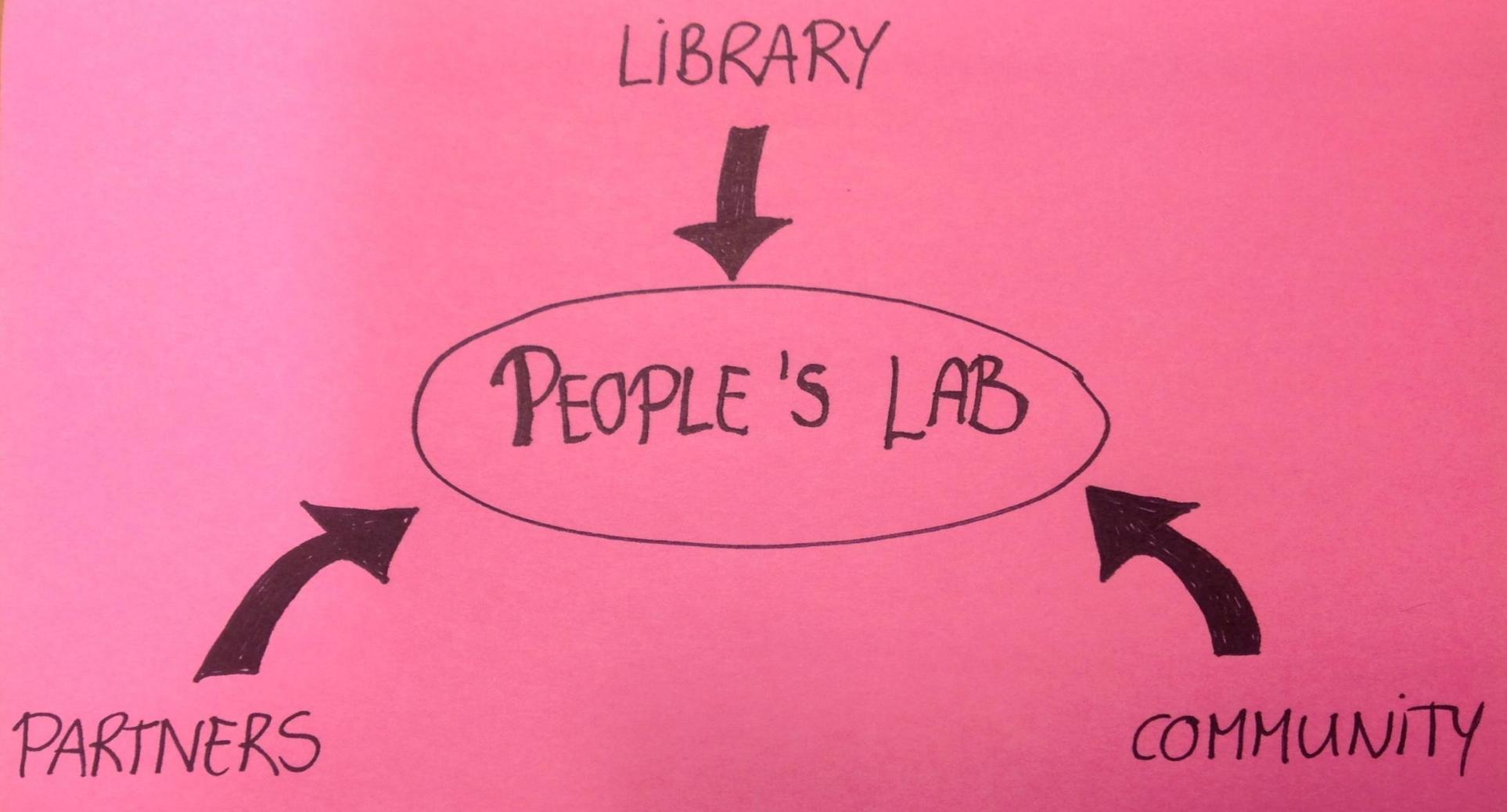
# The Mash-up Library



# The Library of the future



D.Skot-Hansen  
C.H. Rasmussen  
H. Jochumsen



**Main partners:** Aarhus Main Library, Roskilde Libraries, Aarhus University / PIT, Roskilde University / CLIPS, Open Space Aarhus, INSP!

**Partnerships that emerged:** Aarhus school of Architecture, Moesgaard Museum, Orange Innovation, Roskilde festival and many more...

# TechLab

Cryptoparty, brush-bots, jewellery, remote controls...



# GuitarLab

Repairing, improving, skillsharing...



# WasteLab

Waste-dates, workshops, tinkering...

# Aarhus Mini Maker Faire®





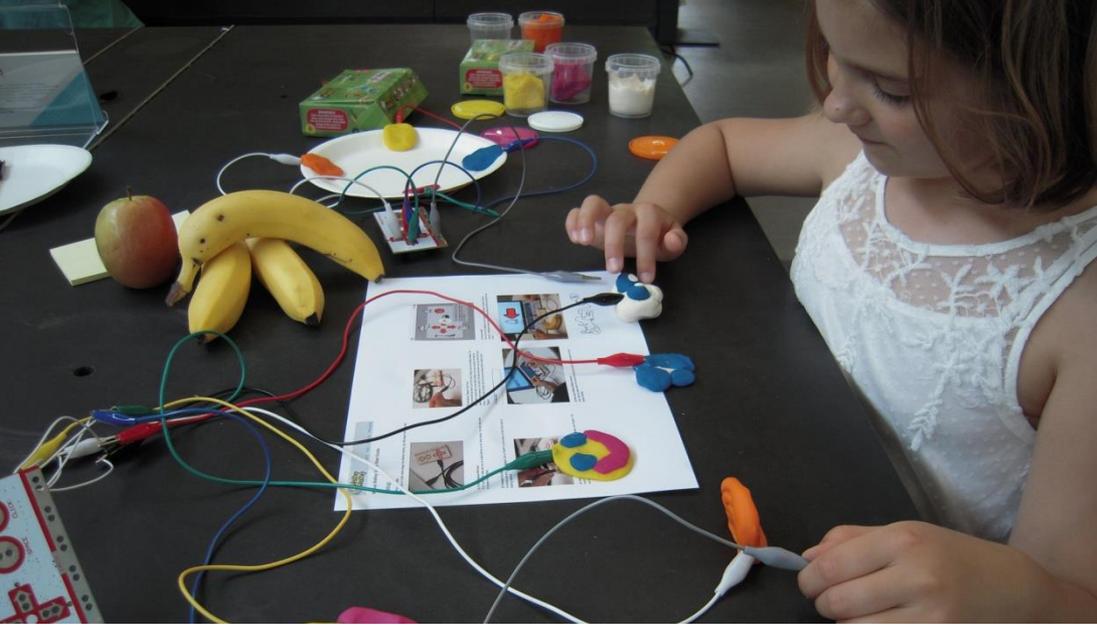
## Staff and competences





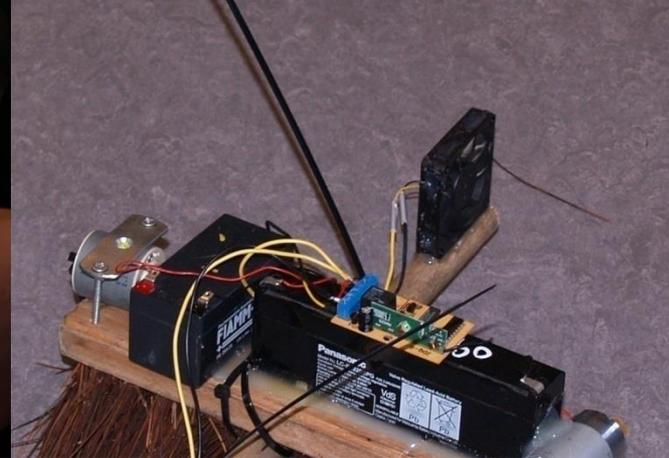
## Makers in Residence



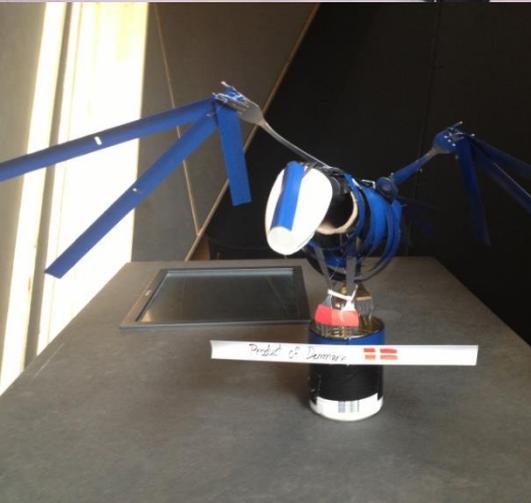


## Making as everyday activities





**Small scale and large scale - makerculture without a makerspace!**



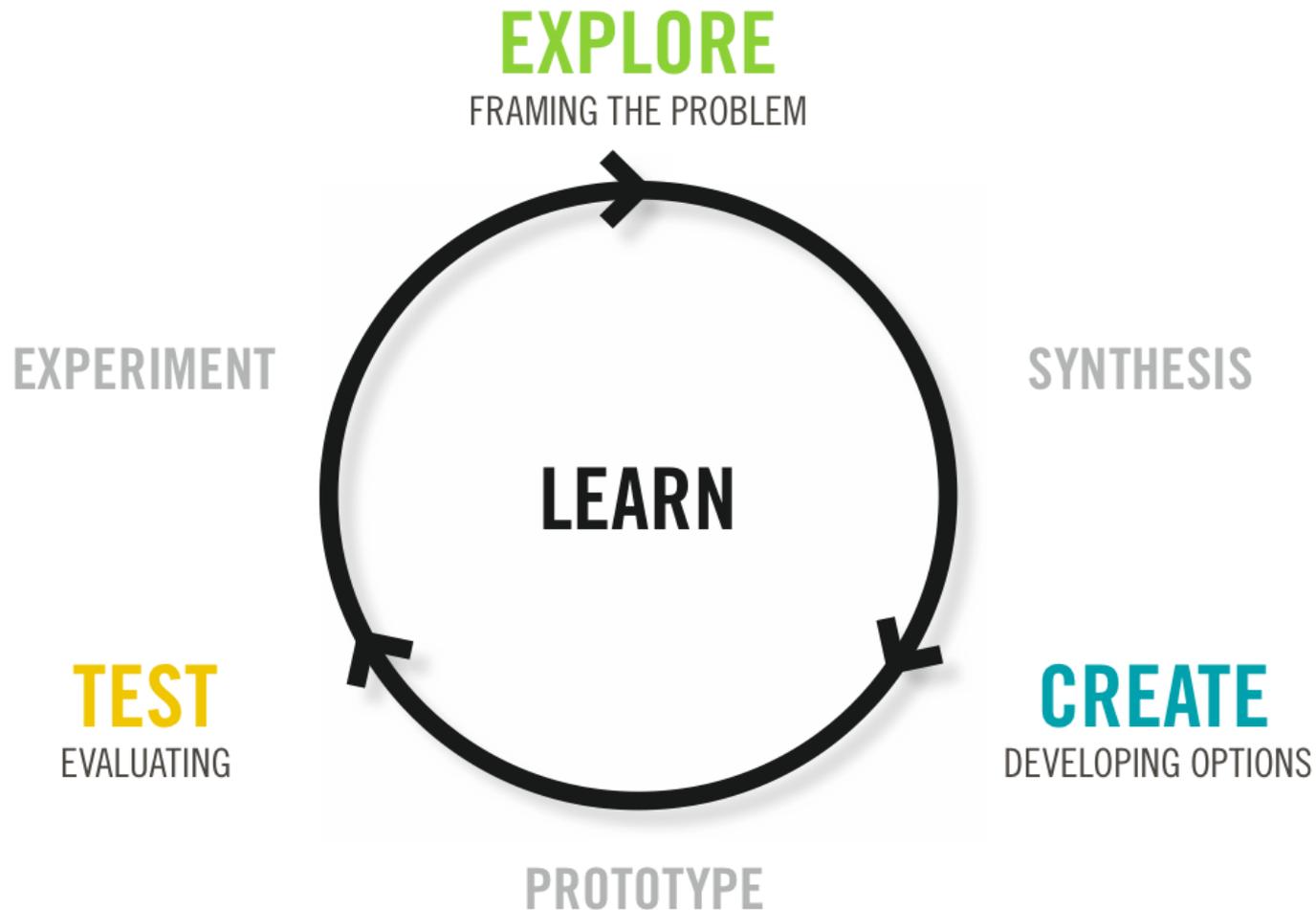
# Making and Design Thinking

A photograph showing a group of people, mostly men, standing in a line behind a tall, grey metal fence. They are wearing winter clothing like jackets and hats. In front of the fence, a row of bicycles is parked. The ground is a mix of dirt and grass. The scene appears to be outdoors, possibly at a border crossing or a public gathering.

The ability to combine

- Empathy for the context of a problem,
- Creativity in the generation of insights and solutions
- Analyzing and fit solutions to the context

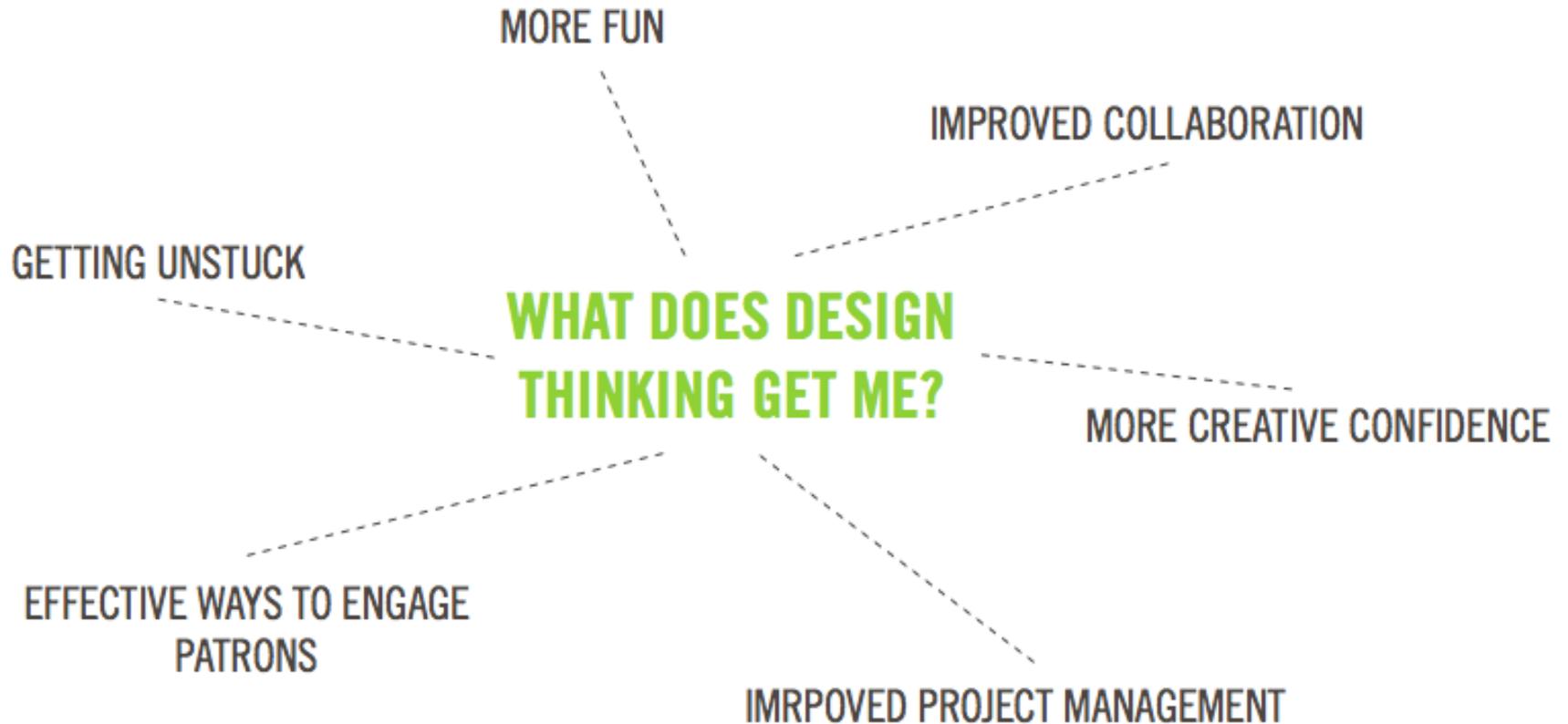
Design Thinking = a mind set and an intentional process for delivering solutions that create positive impact

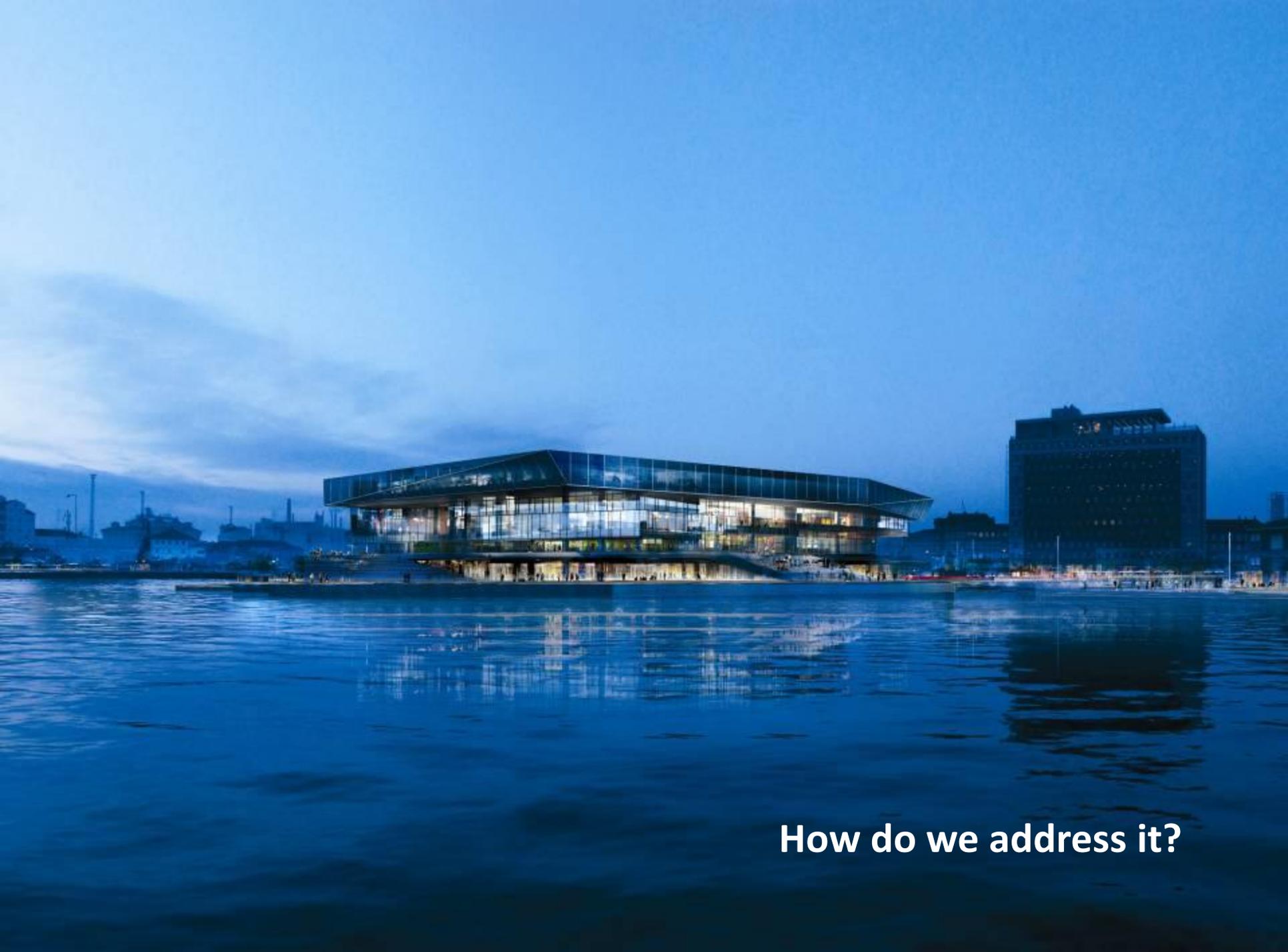




**Global Innovation Model:  
Chicago/Aarhus/ IDEO**

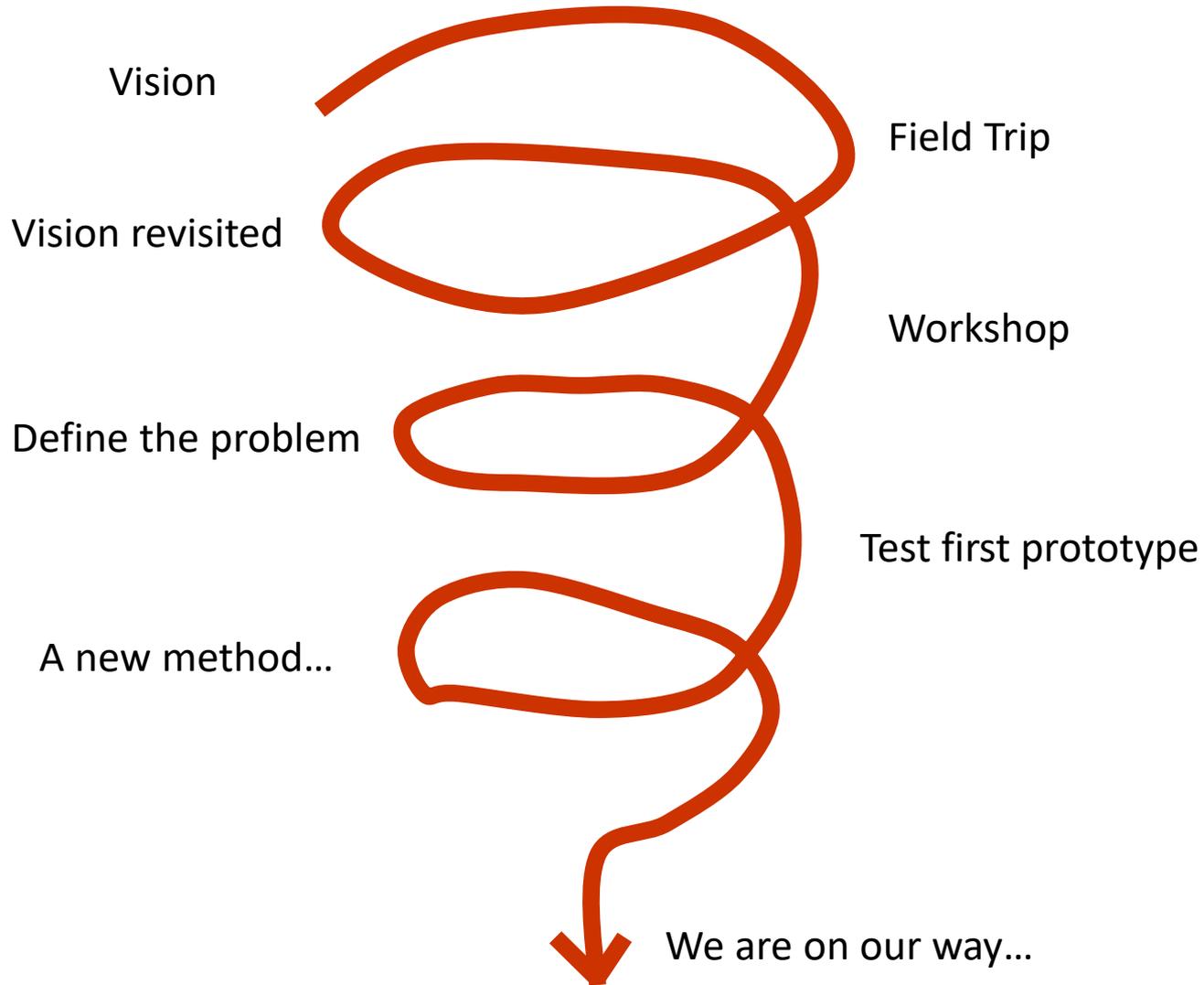
# Where will it get us?





**How do we address it?**

# The Aarhus Way



# User Involvements



bibl. bruger

ikke-bruger

besøgende på bibl

Læser

forpligtelsesaktivitet  
pligt / behov



lille socialt netværk  
selvhjælper brugere

vil/  
ikke-imp. s.d  
Sibüriem

engageret samf. bruger  
netværk



Stil  
en  
brug

# Personas

Citizens' Services and Libraries  
The Main Library, Aarhus

# Interactive Developments



# Through lead users and outside the library



# Phototyping with Staff

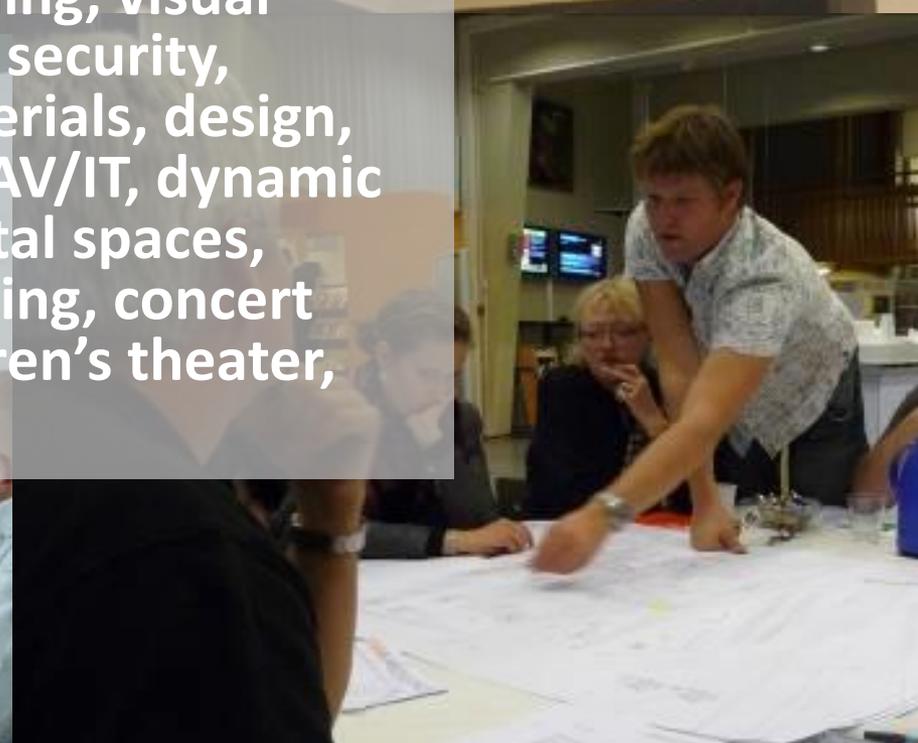


# Prototyping with Tweens

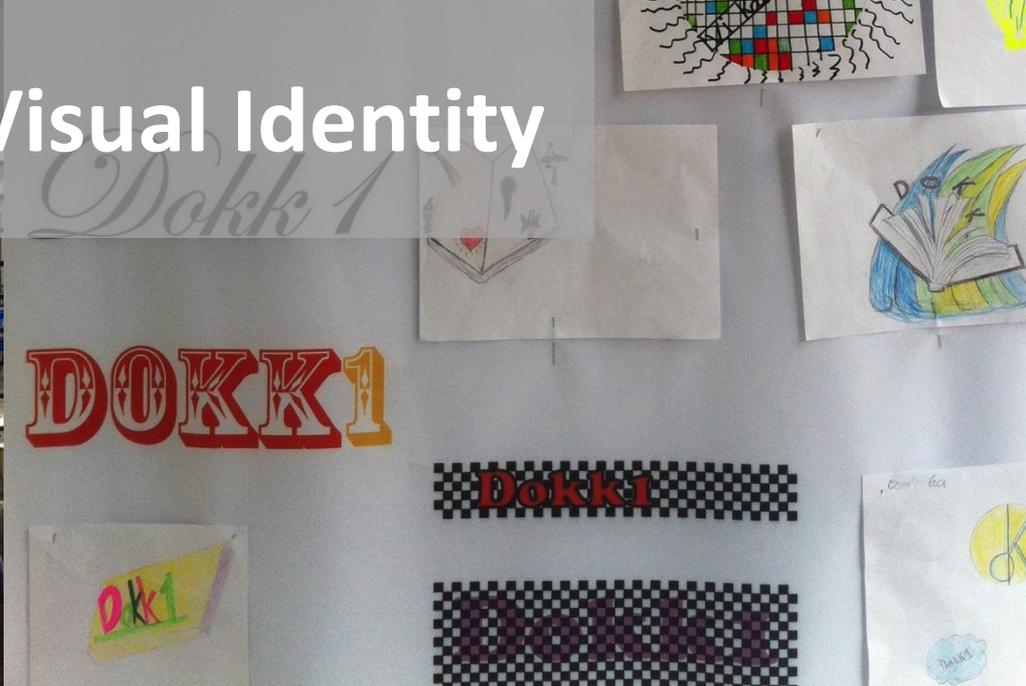




media, families, meeting facilities, citizen's services, CTS, acoustics, logistics, accessibility, indoor climate, administration, kitchen and cafe, wayfinding, visual identity, art, security, facades, materials, design, arrival area, AV/IT, dynamic surfaces, rental spaces, lighting, parking, concert spaces, children's theater, etc.

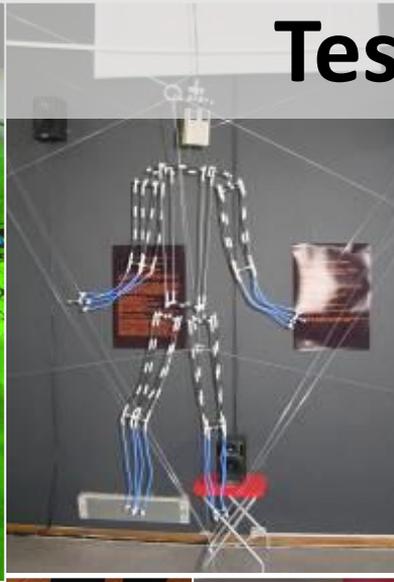


# Name and Visual Identity



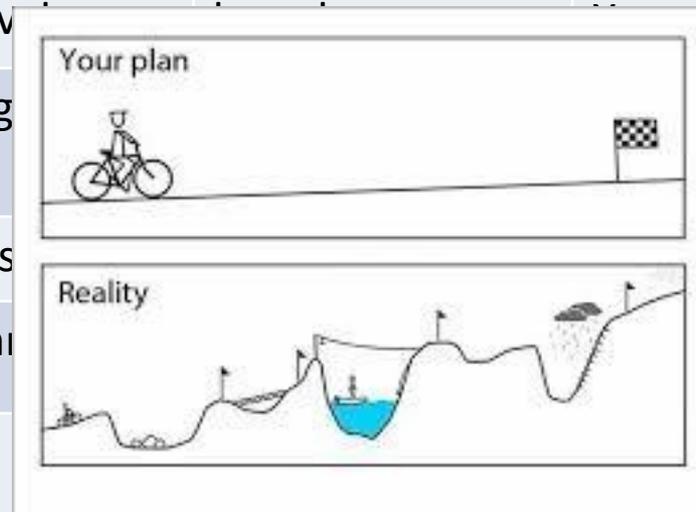


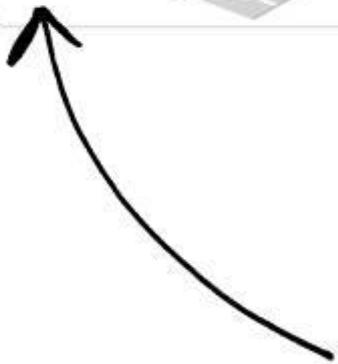
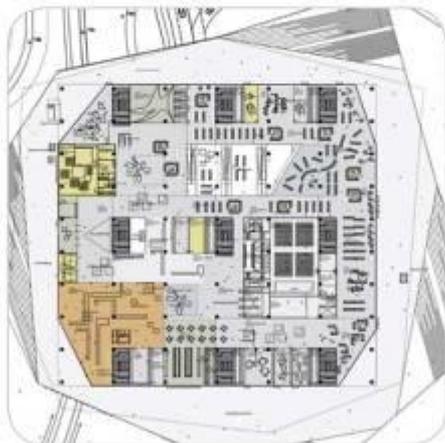
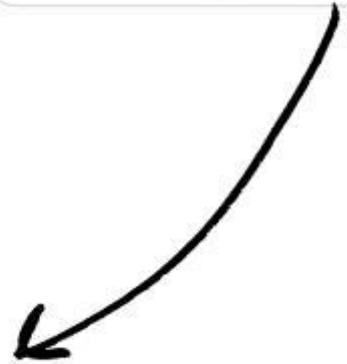
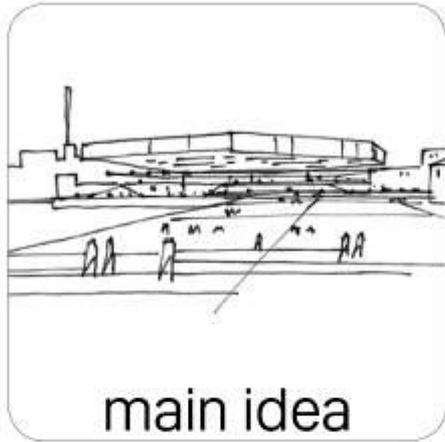
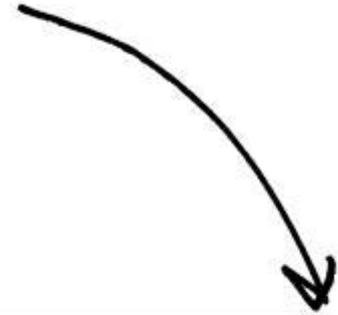
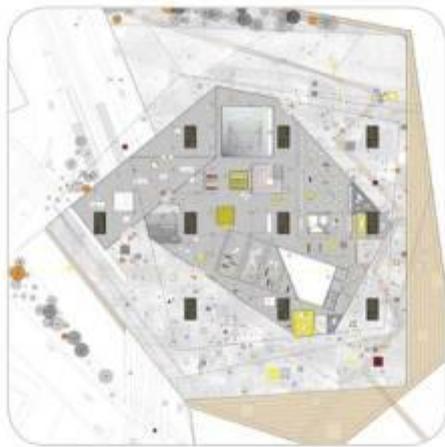
# Through Prototyping and Testing



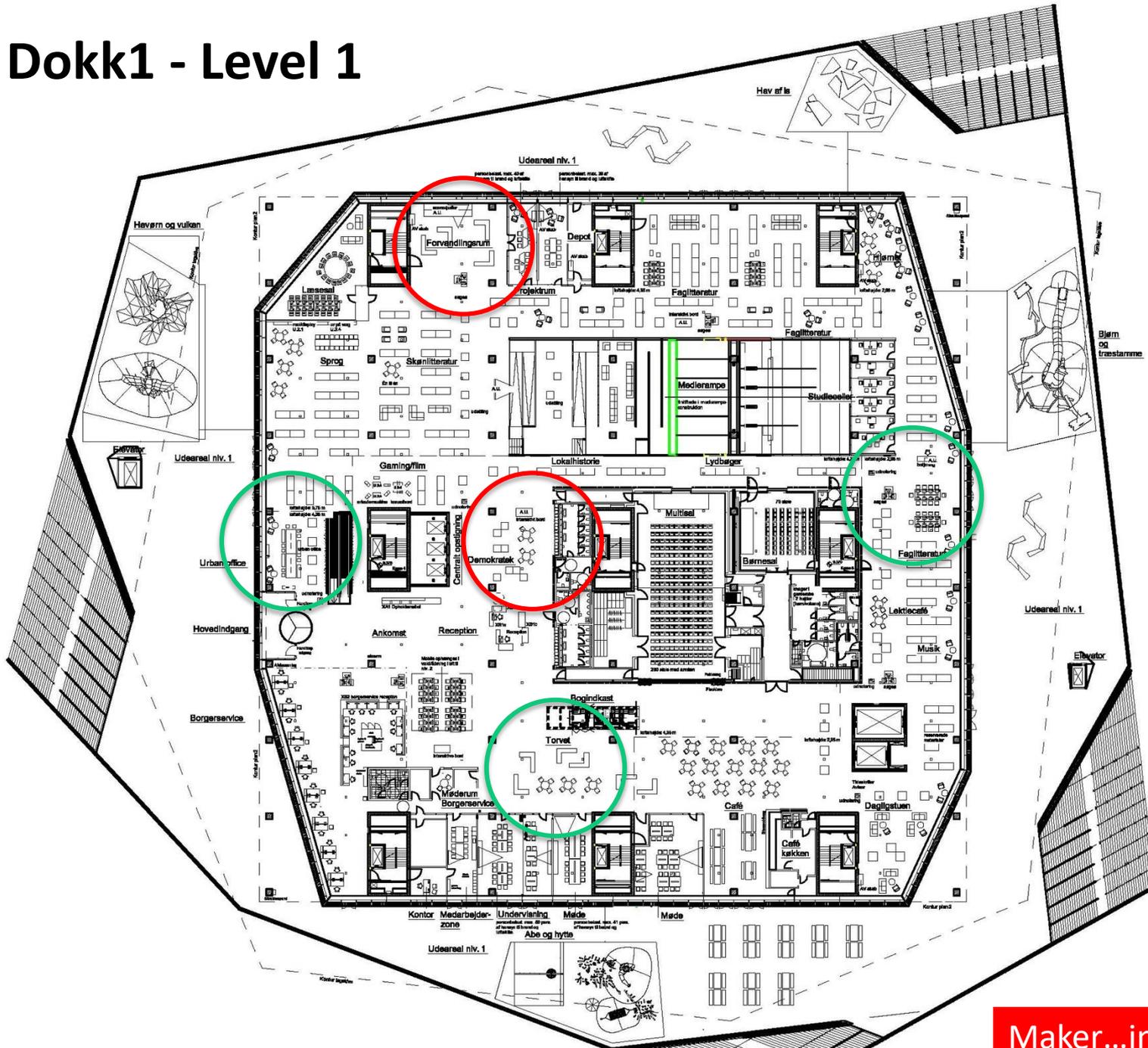
# Co-operative Design Proces

year	Activity	involvement	external	Internal
2005	Development of vision	broad	X	X
2006	Development of v			X
2007	Competition prog			X
2008	Competition phas			X
2009-10	Building program			X
2011	Project proposal			X
2012	Final project	narrow		X
<b>2013-14</b>	<b>Interior decoration and furnishing</b>	<b>broad</b>	<b>X</b>	<b>X</b>



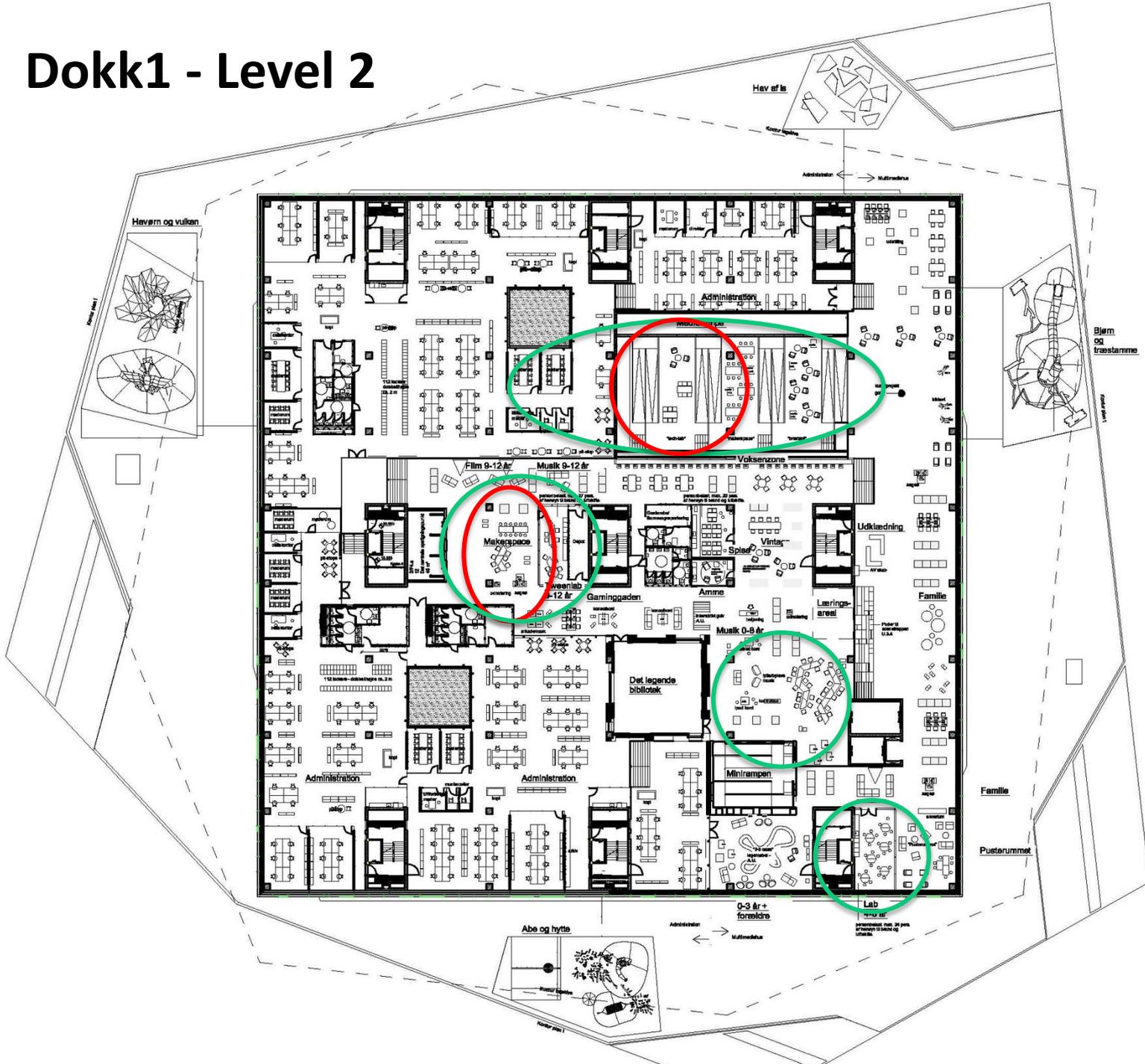


# Dokk1 - Level 1

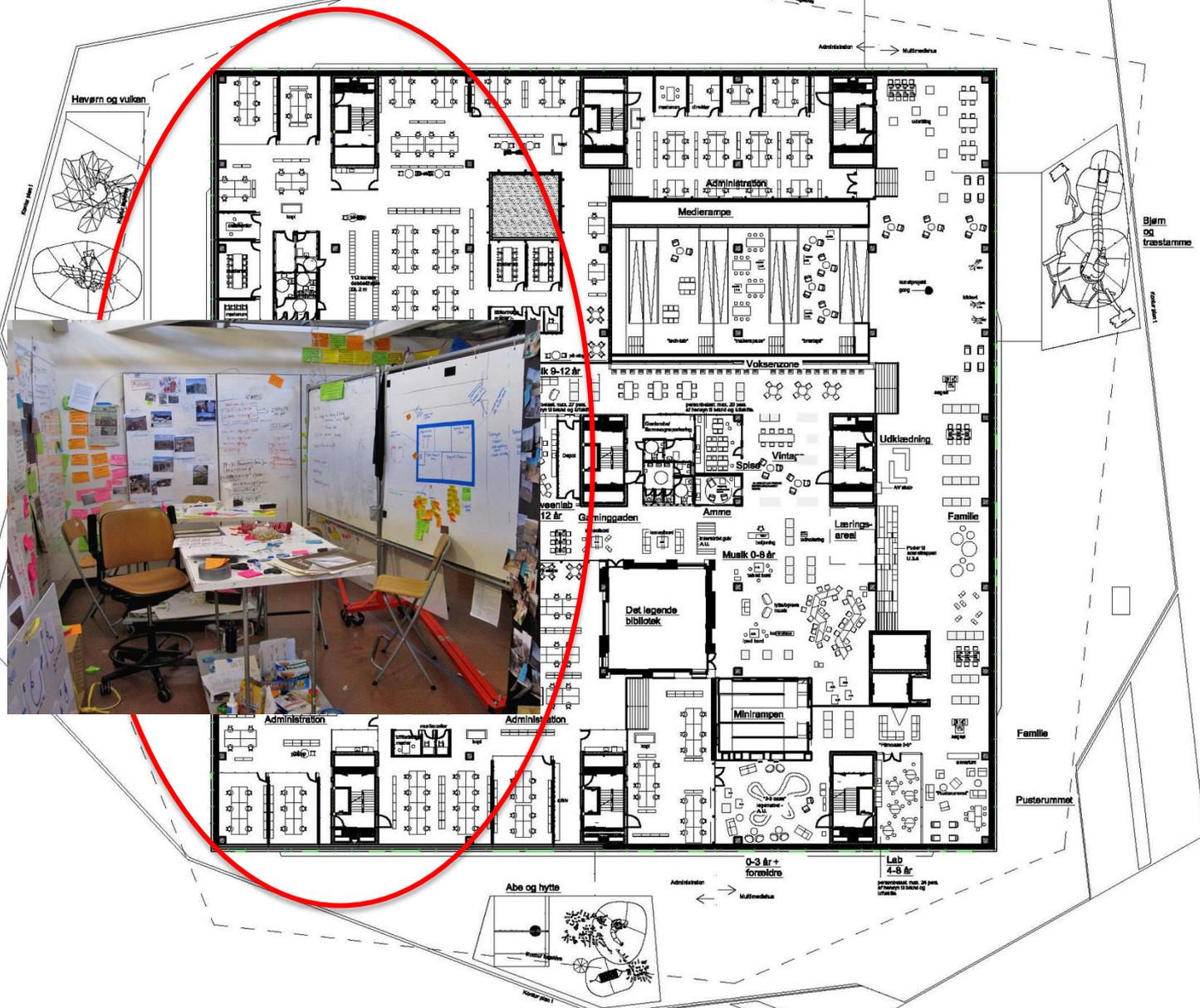


Maker...in the physical space

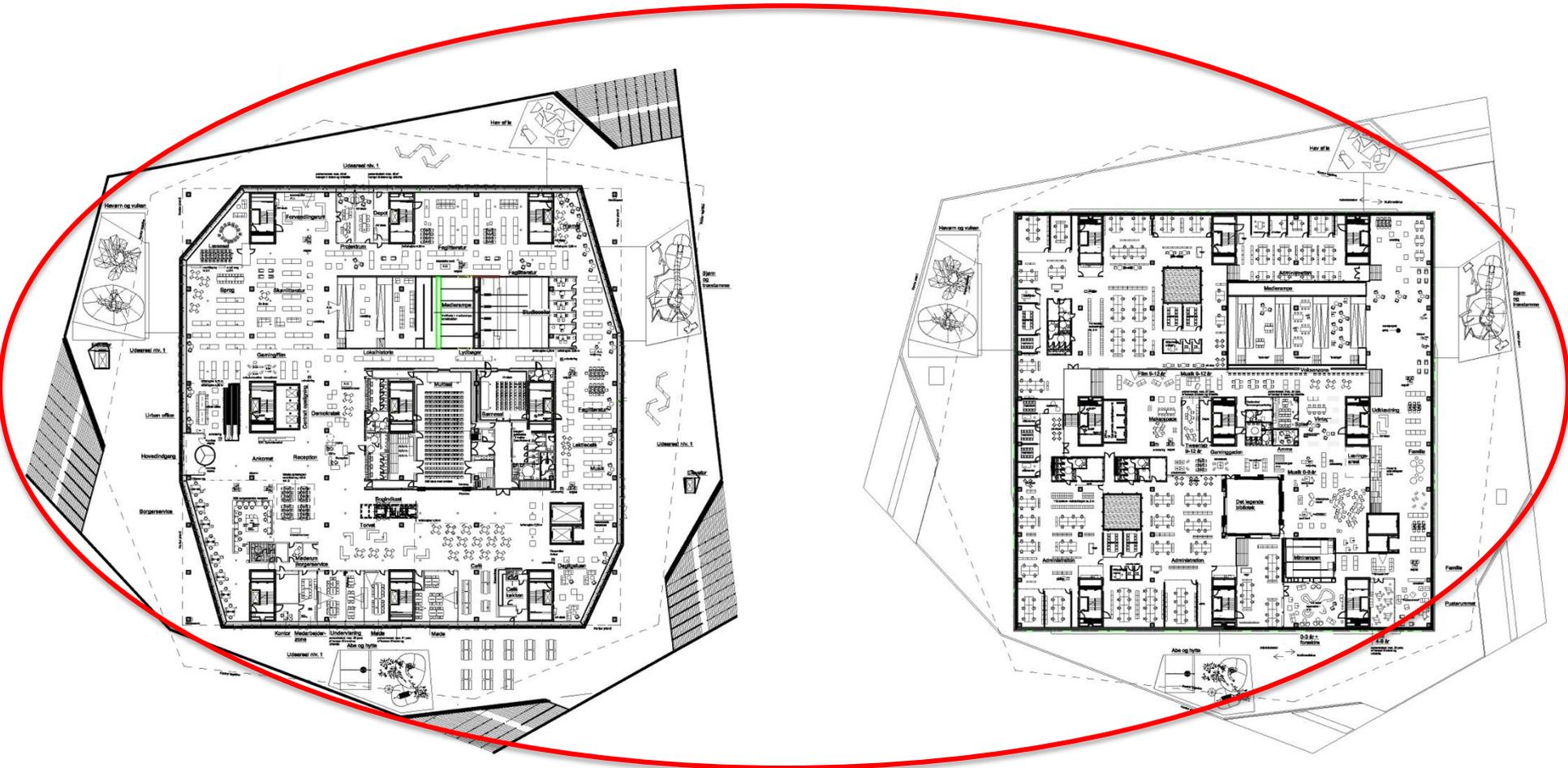
# Dokk1 - Level 2



# Dokk1 - Level 2



# Dokk1 - Design Thinking?



SHUT UP

AND HACK