Open-collaborative Libraries
Libraries as generative community-centres
Case 1
Giving voice

Case 2
Democratic experiments

Case 3
Critical thinking & making

The design-librarian
Facilitator
Co-creator
Tool maker
The changing role of design

- Commodities
- Goods
- Services
- Experiences
- Transformations

Pine & Gilmore – Harvard Business Press
A brief history of participatory design

For the community

- Citizen control
- Delegated power
- Partnership
- Placation
- Consultation
- Informing
- Therapy
- Manipulation

Citizen empowerment

Tokenism

Non-participation

Adapted from S. Arnstein’s ladder of participation
Learning is a two way process

Adapted from the article ‘Transformative services and transformative design’ by Daniela Sangiorgi
CASE 1

Giving voice

Credits: DOK Lab and collaborators, NL
Agora: storyboard of my life

CITY + PEOPLE + PROFIT
= M(edia)+ M(idelen)+ M(aatschappij)+ M(ensen)
Citizen media and journalism

Credits: Aditya Pawar
Prototyping
Create the social middle-ware:
The most consistent social and transformative experiences are mediated through shared experience of artefacts, food, media …a kind of ‘social objects’.

Prototype a number of activities:
Trying out experimental activities in collaboration with the community and learning from them gives the best results.

Make experimental results public:
Making even the half baked experiments public opens up the chance to start a dialogue.
CASE 2

Democratic experiments

Credits: Design anthropology laboratory (BR), CoDesign research centre (DK)
Experiments in Copenhagen

THE MEASUREMENT BOX

Codesign Master Program 2015

A toolkit for outdoor learning

A project by students from the CoDesign research centre (DK)
Experiments in Brazil

Collaborative enquiry

- Design games
- Story telling methods

Prototyping

- Small scale prototypes (Audio + illustration book)
- Pop up library concepts

Projects by students of the Design anthropology laboratory (BR)
Enquiry and assessment and not only design work should be collaborative:
Early stages of the design process also require insight into the present condition and a healthy dose of imagination.

Do not make prototypes precious:
Making prototypes precious early in the process could mean that you fixate on them even though better variations could evolve later.

Making tools/ toolkits open-ended:
Tools should allow for re-interpretation and use in ways unimagined by the designer. Highly prescriptive tools kill the imagination!
CASE 2

Critical thinking and making

Credits: Umeå University Library (SE), Centre for urban pedagogy (USA)
Qualities of interaction that google can't provide

Google vs

Image source: A hypothetical library

Lego Serious Play Workshop to imagine alternative (collaborative) search

Role-playing ‘search’ prototypes

Credits: Aditya Pawar
Critical pedagogy

Centre for urban pedagogy collaborates with designers, educators, advocates, students, and communities to make educational tools that demystify complex policy and planning issues.

Creating provocative & pedagogic prototypes

Source: http://welcometocup.org
Reflection

**Raise larger questions of ethics:**
Question who are the ones you are NOT collaborating with and the ethics of participation itself.

**Making concerns visible:**
Visualising matters of public concerns as a way to educate and provoke change. Much of our present bureaucracy is inside a black box and one role of the library is to de-mystify it.

**Build community:**
Making concerns visible enables people to come together around it and hopefully take action. This community building is a powerful tool for critical reflection.
As a generative organisation the libraries must prototype collaboration with their community in various formats e.g.

- Facilitating dialogue & debates
- Co-creating activities
- Creating pedagogic tools that open up ways to learn together & create knowledge
Are you a cathedral or a bazar?

If you are a cathedral, make a program for a distributed, decentralised ways of working with active collaboration from the library community.
Thank you