ATHENAEUM : ath•e•nae•um
(the future library)

In todays' societal context is the concept of
the public library as we know it today valid
for tomorrow's communities and realities?

L

BRANCH LIBRARY

BRANCH LIBRARY

CENTRAL LIBRARY

BRANCH LIBRARY

BRANCH LIBRARY

TRADITIONAL LIBRARY = INFRASTRUCTURE

- Limited public outreach capabilities
- More space allocated to physical collection than people space

95% of Americans ages 16 and older agree that the materials and resources available at public libraries play an important role in giving everyone a chance to suceed

95% of Americans say having a public library improves the quality of life in a community

PUBLIC LIBRARY (TODAY) =
HIGH CREDIBILITY

23% of those who have ever used a public library said they feel like they know all or most of the services and programs their library offers

54% of Americans ages 16 and older have used a public library in some way in the past 12 months

PUBLIC LIBRARY (TODAY) =
LOW AWARENESS

32% reduction in average general collection circulation between 1998 and 2008 among academic libraries

59% reduction in average weekly reference requests between 1998 and 2008 among academic libraries

13% average annual circulation rate from open stacks

1-2% average annual circulation rate from high-density storage

PUBLIC LIBRARY (TODAY) =
USAGE TRENDS

PRECEDENTS

- Highlighted Innovative Library of Today
  Seattle Library

- Alternative Projects
  Open Air Library

DEWEY LIBRARY

710 PHOTOGRAPHY
770 Photography
780 MUSIC
790 RECREATION
800 LITERATURE
POETRY
FICTION BY COUNTRY
FICTION BY AUTHOR
COVERS BY CHIP KIDD
900 HISTORY
GEOGRAPHY / BIOGRAPHY

730 SCULPTURE
740 DECORATIVE ARTS
741.2 Drawing
741.5 Cartooning
741.6 Graphic Design, Posters, Showcards & Labels
745 Decoration
750 PAINTING
760 GRAPHIC ARTS
749 Furniture
760 Engraving
769 Postcards, Stamps, Paper Money Bookplates & Ephemera

WHEN IN DOUBT, WANDER AROUND TO SEE WHAT'S NEARBY
600 APPLIED SCIENCES
TECHNOLOGY / MEDICINE
646 Fashion
655 Graphic Arts
676 Wallpaper
686 Design History, Book Design, Alphabets & Printer's Ornaments
700 GENERAL ARTS
710 CIVIC & LANDSCAPE ART
720 ARCHITECTURE

000 REFERENCE WORKS
ENCYCLOPEDIAS / MAGAZINES
100 PSYCHOLOGY & BEHAVIORAL
200 RELIGION
300 SOCIAL SCIENCES
LAW / EDUCATION
400 LANGUAGES
500 BASIC SCIENCES
MATHEMATICS / CHEMISTRY
THE KID'S SECTION USUALLY HAS PICTURE BOOKS IN ALL THESE SUBJECTS

CONVERTING BETWEEN THESE CLASSIFICATION SYSTEMS IS TRICKY • DON'T TRY THIS AT HOME • CONSULT THE PROFESSIONALS! •

LIBRARY OF CONGRESS

P LANGUAGES / LITERATURE
SPEECH / DRAMA
Q R SCIENCE / MEDICINE
COMPUTER SCIENCE
S AGRICULTURE
T TECHNOLOGY
A PHOTOGRAPHY
COMPUTER SOFTWARE
TR624 Photography
TRY THE FILMS, DVDs, BOOKS ON TAPE & MUSIC CDs, ESPECIALLY THE OLDER STUFF
Z LIBRARY SCIENCE
U V W X Y MILITARY SCIENCE

ND PAINTING
NE PRINT MEDIA
ILLUSTRATION
NK1150 Decoration & Ornament
NK1775 Design History
NK1700 Interior Design
NK2200 Furniture
NK3375 Wallpaper
REFERENCE BOOKS CAN'T BE CHECKED OUT, SO FIND A QUIET PLACE AND SETTLE IN FOR THE AFTERNOON
NK DECORATIVE ARTS
NX ARTS IN GENERAL

J K POLITICS / LAW
L EDUCATION
M MUSIC
N VISUAL ARTS
NA ARCHITECTURE
NB SCULPTURE
NC DRAWING
DESIGN
NC950 Drawing & Illustration
NC997 Advertising & Commercial Art
NC1280 Ephemera
NC1800 Posters
NC1860 Postcards & Book Jackets

A GENERAL WORKS
B PHILOSOPHY / PSYCHOLOGY
RELIGION / THEATER
C HISTORY OF CIVILIZATION
A BIOGRAPHY
D WORLD HISTORY
E F HISTORY OF THE AMERICAS
G GEOGRAPHY / ANTHROPOLOGY
SPORTS
H I SOCIAL SCIENCES / FINANCE
ACCOUNTING / CRIMINOLOGY

SOME SCHOOLS WILL GIVE CARDS TO NON-STUDENT CITY RESIDENTS

ROOF TERRACE
HEADQUARTERS
READING ROOM
BOOKS
MIXING CHAMBER
ASSEMBLY
LIVING ROOM
STAFF
KIDS PUBLIC ASSEMBLY
PARKING

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SEATTLE LIBRARY

The library represents, maybe with the prison, the last of the uncontested moral universes. The moral goodness of the library is intimately connected to the conceptual values of the book: the library is its fortress; librarians are its guardians… As new media emerge and gain currency, the library seems threatened, a fortress ready to be taken by a marauding hoard of technologies. In this fairytale, the electronic becomes barbaric. Its intangible, ominous ubiquity, its uncontrollable accessibility seems to represent a loss of order, tradition, civilization. In response, the language of the library has become moralistic and defensive. Its rhetoric proclaims a sense of superiority in mission, social responsibility, value… The last decade has revealed an accelerated erosion of the Public Domain—replaced by increasingly sophisticated and entertaining forms of the Private. The essence of the Public is that it is free. Increasingly public space has been replaced by accommodations of quasi-public substance that while suggesting an open invite, actually make you pay. The library stands exposed as outdated and moralistic at the moment that it has become the last repository of the free and the public. Our ambition is to redefine the library as an institution no longer exclusively dedicated to the book, but as an information store where all potent forms of media— new and old—are presented equally and legibly. In an age where information can be accessed anywhere, it is the simultaneity of all media and (more importantly) the curatorship of their contents that will make the library vital. Flexibility in contemporary libraries is conceived as the creation of generic floors on which almost any activity can happen. Programs are not separated, rooms or individual spaces not given unique characters. In practice, this means that bookcases define generous (though non-descript) reading areas on opening day, but, through the collection's relentless expansion, inevitably come to encroach… - See more at: http://architype.org/project/seattle-central-library/?issue_id=415#sthash.riwLeXjl.dpuf

POP-UP/PAVILION

MOBILE

POP-UP/PAVILION

BRANCH LIBRARY

POP-UP/PAVILION

POP-UP/PAVILION

BRANCH LIBRARY

POP-UP/PAVILION

ALTERNATIVE PROJECTS

- Enhanced public outreach capabilities
- Focus on access to information rather than ownership
- neighborhood anchor
- focus on people space over book space

CENTRAL LIBRARY

POP-UP/PAVILION

BRANCH LIBRARY

POP-UP/PAVILION

MOBILE

BRANCH LIBRARY

POP-UP/PAVILION

CLOUD / DIGITAL

MOBILE

Icons source: http://thenounproject.com/

OPEN AIR LIBRARY

Architects: KARO Architecten / Antje Heuer, Stefan Rettich, Bert Hafermalz, Leipzig Architektur+Netzwerk, Sabine Eling-Saalmann, Magdeburg

Location: Magdeburg, Germany

Collaborators: Christian Burkhardt, Gregor Schneider, Mandy Neuenfeld

Project Partners: Bürgerverein Salbke, Fermersleben, Westerhüsen e.V.

Structural Engineer: Michael Kurt, Leipzig

Light Conception: Jürgen Meier, architektur&medien, Leipzig

Consultant: Ruth Gierhake, Köln

Commissioner: City of Magdeburg

Funding: Ministry of infrastructure, building and city development

Project Area: 488 sqm

Budget: $325,000 Euro

Project year: 2008-2009

Photographs: Anja Schlamann

http://www.archdaily.com/39417/open-air-library-karo-architekten/

Case study of a Pavilion Library in use today.

The seven tiers of stacks in which many of the books of the New York Public Library are shelved. Elevators transfer the books to the room above as they are called for.

G. New York City - N.Y. Public Library

A SECTIONAL VIEW OF THE NEW YORK PUBLIC LIBRARY.—[See page 527.]

DESIGN OPPORTUNITIES

*What is the library's purpose and legitimacy toward developing a **culture of creating** as opposed to consuming?*

*How can the libraries' inspire to strengthen creativity and **innovation as a competition parameter** in the knowledge society?*

*How can the library better **connect and inspire** our communities?*

*What are the **programmatic possibilities** that the new library must offer the users of experiencing, discovering, participating and creating?*

ATHENAEUM
FUTURE PUBLIC LIBRARY

Currently the library is an isolating experience, an individualized experience.

Athenaeum experience is about **Community connections.** Uniting with people that have similar intellectual and knowledge desires. A place to collaborate, learn, interact. (Social media, co-working spaces, and crowd-sourcing creation are opening doors to these ideas)

DESIGN SOLUTIONS

Inspire

Innovate

Create

Engage/ Interact

Think

Collaborate

Experience

Learn

Grow

Play

Test

Exchange

ENGAGE

OMNIPRESENCE OF THE LIBRARY

LIBRARIANS AS COMMUNITY NOMADS. Librarian travels throughout the information environment - coffee houses, city halls, businesses, etc.

INTERACT

3D - IMMERSIVE ENVIRONMENT

We are looking at enriching the learning experience. Taking the book as a starting point, and develop that acquired knowledge into a more immersive experience through interactive panels such as Perceptive Pixel (www.youtube.com/watch?v=ysEVYwa-vHM) which shows the possibility of digging deeper through collaborative research in a graphically interactive way; and through virtual reality enhancing of the physical environment, as with technologies like Aurasma (www.youtube.com/watch?v=iJE1PqE6jgs&noredirect=1) which take personal mobile devices to promote a deeper level of learning experience. The highest value brought on by the explosions of new technologies lies in the power of sharing data, work, or research. The open visibility of sharing information in the public realm could intrinsically became the most important aspect of the library experience.

EXPERIENCE

PATRON FOCUSED

Customization of the library experience to each user. Libraries should ask and know: where have you been? Where are you going? Libraries should have a client management system that supports each user's goals in learning, research and interests; that suggests and feeds individuals with additional information that could be very valuable to the client, a concept that Rick Levine, Christopher Locke, Doc Searls, and David Weinberger called The Clue Train Manifesto. As part of our experience in diverse project types, we are exploring such a concept with our retail and education clients, what we call the Customer Data Mapping Process. It is a process that identifies a customer's journey before, while, and after the experience. It is applicable to all industries as it is a process, but the metrics are customized for each industry. In education, we are looking at it as a way to track a student prior, while, and after they have gone through the learning experience. Such a system would provide Libraries a way to measure their patrons needs, wants, and would also suggest innovation to both the virtual and physical environments, and programmatic offerings to transform the user experience.

GROW

SKILLS ACQUISITION

Need a skill? The public library can help you. The idea being that if you lose your job, and you need to learn something new to stay relevant, the public library will complement the community college as a place to gain new skills, but free. A place that can provide spaces for online collaborative learning, where patrons can take classes online with other patrons that have your similar interests, and where they can have a support group to review information, discuss course topics, or work on a project together. The idea would be that instead of going through courses on your own, you would have time at an equipped space for knowledge development and an inquiry support group with fellow citizens

INSPIRE

AUDITORIUM SPACE

A place to enhance the Library & community experience. Movies, lectures, kids performances, live online events could occur if such a place was available to patrons. If designed correctly it could even serve as an outdoor movie venue, or event space on the green.

COLLABORATE

LEARNING SPACE

Programmatically, we see a big need for a series of diverse learning spaces where lessons (English as a second language, search methodology classes, technology courses, software lessons, courses, entrepreneurial topics, skills, latest technology demonstrations, etc…) can be taught by the library staff or external instructors. The classrooms could be booked on an as needed basis at a low cost if applicable, again, serving as a revenue generator for libraries.

TEST

SHOWROOM FOR LATEST TECHNOLOGY

What if libraries provided a place to tinker with latest products and technologies? The library could partner with manufacturers and vendors to showcase latest products that users could review and learn about without the pressure of purchasing. As a patron you would know that if a new product comes out, you can see it at the library and tinker with it. Partnerships could be created to highlight the latest innovations on research and learning technologies and software.

CREATE

What if you could design and fabricate, for free, your own . . . .equipment, jewelry, shoes, gifts, toys, etc.

CONNECT

GATEWAY TO ENTREPRENEURSHIP

With increasing costs of education, and lowering costs of personal technology and free access to information, self-education may very well be the next frontier. When you have websites like Innocentive (innocentive.com) that will pay you for providing solution to a challenge, or websites like Ohio State University's that provide 100+ chemistry courses online for free, it's easy to speculate that at some point it may be more about your ideas than your degree. The public library will be instrumental in providing opportunities and solutions for entrepreneurship; it will be a place where patrons, from different walks of life, can collaborate, on an as needed basis, on projects or on a partnership venture. Inpromptu partnerships could be created, similar to what Grind in New York (grindspaces.com) has evolved to be: a third place workplace where potential partnerships can sprout at any moment; where entrepreneurship rises outside of the standard venues; and where it is supported by the needed infrastructure, i.e.: teleconference rooms with state of the art technologies, video recording, audio recording, printers, large scale scanners, printers, and screens, etc... in short, a pay as you go workplace. It could become a successful revenue generator for libraries regardless of size.

EXCHANGE

SOCIAL SPACE

If thought of as an Athenaeum instead of only a library, this unifying place is where people can come together, a meeting point. A place where you can share what you are reading, or researching, where you can find like-minded people. Where you can collaborate with others in an informal setting. It provokes conversation and facilitates community interactions. It supports the concept of learning anywhere and anytime. It would be a more flexible space, used for various types of events.

INTERACT

RETAILING OF THE PUBLIC LIBRARY

The social quality of the Library space could be supported by retail establishments that enhance the continued use of the library such as coffee places, light food retailers, etc. Such strategy would introduce income generating possibilities, and would also allow the 'stretching' of the library experience by encouraging patrons to linger longer. Additionally, the presentation of 'merchandising' as well as display of knowledge cold become critical features of the new user experience.

PLAY

GAMING CENTER