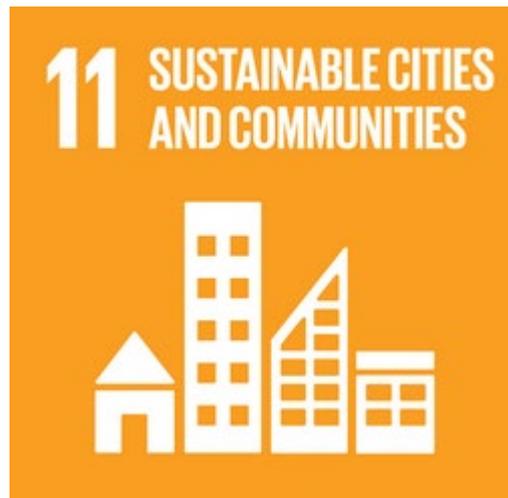


SDG 11 - oriented projects

- BULGARIA
- CZECH REPUBLIC
- DENMARK
- ESTONIA
- FINLAND
- FRANCE
- GERMANY
- ITALY
- LATVIA
- LITHUANIA
- ROMANIA
- SWEDEN



BULGARIA

"Construction and development of the Center of Excellence Heritage BG",¹ funded by OP NEIR 2014-2020, co-financed by the European Regional Development Fund (SDG 11)

The main objective of the project is to build a modern infrastructure for research and innovation in the creative and recreational industries involving integrated teams for interdisciplinary research, policies and practices (representatives of the "St. Cyril and Methodius" National Library of Bulgaria and 11 other cultural, scientific and academic institutions).

Objects of the Bulgarian cultural heritage re being studied, processed, described and catalogued in the specialised laboratories. Samples of cultural heritage are also being examined for their potential social, economic and environmental effects at regional, national and local levels. The results will be directly applicable in the practice related to the life cycle of the processes in the libraries, the educational and scientific institutions, and in the business organisations.

"The Written Treasures of Lower Danube"² (SDG 11)

The project "Written Treasures of the Lower Danube" (ROBG-290) is funded by the cross-border cooperation program INTEREG Romania - Bulgaria V-A, Priority Axis 2: "Green Region". The aim of the project is to promote the joint preservation, protection, promotion and development of the written cultural heritage of the cross-border region through diversification of tourist services and

¹ <http://www.nasledstvo.bg>

² <http://litdanube.eu>

development of literary tourism. The outcome will be a new integrated tourist product "Cross-border destination for literary tourism Lower Danube", with activities aimed at building a cross-border partnership network. Partners in the project are the Global Libraries - Bulgaria Foundation, which is also a leading beneficiary, the Alexandru and Aristya Aman District Library - Dolj (Alexandru & Aristia Aman Dolj County Library) and Lyuben Karavelov Regional Library, Ruse. The project lasts 24 months. The total value of the project is EUR 486,029.02.

CZECH REPUBLIC

Libraries lend books, but you can have fun and learn (SDG 3, 4, 11, 12, 16, 17)

Libraries offer breakfasts, leisure universities, community gardens, folklore and local traditions. Within library premises you can create, realise a project, learn how to program, play chessboard, meet new people or just sit with a book or a magazine. Through their activities, libraries develop all of the eight key competences for lifelong learning defined by the European Reference Framework.

"What the library can do" is a website offering a map of specific community and educational activities throughout the Czech Republic and all types and sizes of libraries. Originated by the programme Social Innovations in Libraries funded by the ESF for the years 2017-2020, the project was supported by the European Union under the Employment Program. Its continuation and development is funded by the Ministry of Culture of the Czech Republic under the VISK1 program for 2021 in the project Library Development Strategy: from methodology to practice (16033/2021 OULK-OLK).

Library Development Strategy 2021-2027 (with a view to 2030) – national strategic plan (adopted by the government in July 2020), prepared under the Ministry of Culture (SDGs 3, 4, 11, 12, 16, 17)

Libraries are designated as:

- pillars of civil society development and natural centres of communities,
- educational and education-based institutions,
- guardians of cultural and knowledge based wealth.

Activities for librarians consist of:

- year-round educational cycle for libraries on SDGs, officially supported by UN Information Centre Prague, Ministry of Culture, Ministry of Environment and Czech Commission for UNESCO,
- developing a knowledge base in [Trello notice board](#) and a [website](#),
- networking libraries which are interested in the SDG topic: map of libraries, [Facebook page](#) and [group](#),
- networking with other organisations and stakeholders: [KUMU map of topics, initiatives and inspiration](#),
- sharing know-how and [examples of good practice](#).

Several libraries offer breakfasts, leisure universities, community gardens, folklore and local traditions. Within library premises you can do something you like, you can realise a studio project, learn how to program, play chessboard, know new people or just sit with a book or a magazine.

DENMARK

Project Title: [DB2030 Network](#)³ (SDGs 4, 11, 16 and 17)

Content: A National 2030 Network of cross-disciplinary character including libraries, NGOs etc. is working to stimulate 2030 activities in the library environment in Danish municipalities, thus supporting 2030 initiatives at both national and local level.

Methodology: The DLA2030 Network (DB2030 Netværk) has been established since 2019 as an informal network and is now counting more than 210 members on a national scale. A number of meetings / conferences have been organised to create awareness about and/or support SDGs in the last three years; more are in the pipeline.

Outcome (expected): A strong 2030 focus in the work of the public libraries in Denmark wherever relevant also affecting the internal library organisation. Externally libraries extend their role in addressing SDGs in municipalities, local schools and other institutions as well as in local associations and individual citizens.

The World's Best Solutions Live! (Verdens Bedste Løsninger Live), Ballerup Public Libraries⁴ (SDG 4, 11 and 17, Facilitating collaboration between local citizen groups, local, national and global educational institutions and "green" NGOs).

Content: In 2019, the Ballerup Library held a two days festival on the SDG goals. The concept for the festival was inspired by Sunday Papers Live in London. Crucial was the involvement of the local high school and the Technical University of Denmark (DTU) in exploring the potential for collaboration of the two institutions in the "neutral" library setting. The library then collaborated with PLIX - Public Library Innovation Exchange at MIT- and DTU in building Cube satellite models sessions together with citizens and students from the local high school in the library makerspace. On the first day of the festival 400 students attended. On day two of the festival, 250 citizens, volunteers, staff, keynote speakers and contributors spend a day eating, talking and learning about SDG goals. (This was a fine higher attendance than ordinary library users; the project was partly funded by the Danish Agency for Culture and Palaces (in Danish: Slots- og Kulturstyrelsen).

Methodology: The festival was held in library premises, between the bookshelves, thus transforming library knowledge embedded in traditional books in a new form of learning where citizens present their different points of view and get a critical but optimistic approach to solving SDGs. The stage and surroundings were decorated with old lamps (second hand), small light balls, plates and pillows, sofas and armchairs, to make the library stage look like a homestyle relaxed environment. At the festival, students from DTU presented many products, from lunch prepared in the local organic farm to children making SDG hats, from music played by students of the local music school to local citizens which would collect rubbish outside the library. On stage, keynote speakers gave lectures inspired by the format of TED TALKs, stand-up and Sunday Papers Live. There were key people from Danish green organisations, celebrities with a green agenda, a chef who presented vegetarian food that tastes like meat and presentations about plastic in the oceans, sustainable clothes and much more. The format was deliberately flexible, so that other libraries / cultural institutions easily could copy the concept.

³ <https://www.facebook.com/groups/706609713106254>

⁴ <https://bib.ballerup.dk/nyheder/events-udstillinger/worlds-best-solutions-live>

The satellite sessions: The CubeSat program was developed by PLIX - Public Library Innovation Exchange (MIT). Their idea of working with satellite technology could provide an understanding of how we monitor the globe from space - ice melting, forest death and so on. In collaboration with PLIX, there were two sorts of sessions: one for the public and the other for high school students. Members of the Coding Pirates – the local "programming club" for children and volunteer parents - and volunteers from the library's makerspace were present. In the version for higher school students, DTU made available their special knowledge of satellites.

Outcome (expected): Ballerup Library will hold other versions of the festival - an event with speakers on the theme UN17 SDGs. This time the audience were keypersons and leaders from the Danish public libraries in Denmark, other professionals working with culture in Denmark, green NGOs and representatives from educational institutions. SDG-related knowledge and working methods will be presented and library contribution will focus on the "why" and "how". The festival showed that SDG-related activities can be organised both locally and nationally. Ballerup Library has now decided to organise the festival every year and is working to involve more citizens as volunteers. The library staff has now become aware of the relevance of SDGs into their activities. And the local community and politicians now know that the library can provide knowledge, inspire people to take action and play a role in the attainment of the 2030 Agenda.

ESTONIA

Raamatud liikuma / Books on the move⁵ (SDG 1, 4, 10, 11, 12)

The innovation project *Books on the Move* has set out to modernise the lending service and bring it into the 21st century. The project is driven by the wish to encourage better use of the physical book collections, and to render this body of knowledge relevant and conveniently accessible to the contemporary user. The idea behind the project is as simple as it is ambitious: to make the physical book collections of Estonian libraries universally available and discoverable in a one-stop search, so as to enable quick delivery of the desired book to the user.

After having found the required book, the user simply clicks "order", without having to consider the location of the book. An algorithm picks the most fitting, most expedient copy across all participating library holdings. With the help of our logistics partner, the book is then delivered to the user, either to a parcel locker, local store or directly to an address indicated. Library lending becomes conveniently integrated into the users' daily routines. Remote loans will no longer be interlibrary transactions – the physical book becomes mobile in Estonia, and the broader library network will serve as the home library for the user.

As a result of the project, we are creating a digital platform together with a mobile application for the end user, to be navigated seamlessly in its features of discovery and delivery: "find and order" books, "manage and monitor" orders, set delivery preferences, retrieve information on due dates, pay for delivery and settle overdue fines, and recommend books to friends.

The project runs from 2020 to 2022. All relevant parties to the new lending service (libraries, users, Ministry of Culture, Ministry of Education and Research, local municipalities) are included in the project through various advisory bodies. Books on the Move is funded by Enterprise Estonia and their Innovation Procurement Program in the amount of EUR 333,332.50.

⁵ <https://www.nlib.ee/en/node/8181>

MUIS2 15 (SDG 4, 9,10,11,12,16)

The National Heritage Board is developing a new information system for museum collections, the aim of which is to provide better and more user-friendly access to Estonian museum collections and to create a modern solution for museums that supports the preservation and management of museum collections.

Bürokratt / KrattAI (SDG 1, 3, 4, 8, 10, 11, 16)

#KrattAI is envisioning how digital public services should work in the age of Artificial Intelligence (AI). #KrattAI will be an interoperable network of AI applications, which enable citizens to use public services with virtual assistants through voice-based interaction. #KrattAI is not just an IT project to create an Estonian state virtual assistant, i.e. an user interface - although this may be necessary as an intermediate step. Instead, #KrattAI will, in the future, allow people to get everything they need from one device and through a virtual assistant in one communication session. #KrattAI is thus an interoperable network of public and private sector AI solutions, which from the user's point of view, acts as a single channel for public services and information.

Most of the time, people don't know which public agency to contact and they do not have an overview of their own obligations and of the opportunities offered by government.

Future benefits: People will communicate with the government 24/7; thanks to the interoperability of bots, it will be possible to have access to direct contacts efficiently between different government agencies.

#KrattAI will include the following steps:

- Analysis and PoC on the use of alternative channels,
- Classification of citizen messages: analysis and PoC,
- Analysis and PoC of eesti.ee national mobile app,
- Speech synthesis,
- Information extraction,
- Consent management platform,
- Cooperation with companies,
- Cooperation with Finland (#KrattAI and AuroraAI).

Massive digitalisation of Estonian cultural heritage, including printed material (books, newspapers etc) 16 (SDG 1, 3, 4, 9, 10, 11, 12, 16)

The Ministry of Culture prepared an action plan for the digitisation of cultural heritage. Its objective is to make one third of the cultural heritage stored in our memory institutions digitally accessible by 2023 and to upgrade the infrastructure for storing information in the memory institutions.

The action plan largely focuses on the heritage from 1900 to 1940. Documents, publications, photographs, films and objects are being digitised. The objective is to make key choices in terms of cultural heritage, and not to digitise the entire cultural heritage.

The objective of the action plan is to make the following digitally accessible by 2023: 3% of the documentary heritage, 32% of artefacts; 60% of both film and photographic heritage and 28% of printed heritage; i.e. about 33% of our entire cultural heritage. The total cost of the project is €9.02 million, of which €8.19 million will come from the planned European Union structural fund

investments. The action plan was prepared in cooperation with the Ministry of Culture, the Ministry of Economic Affairs and Communications, and the Ministry of Education and Research.

The project runs from 2019 to 2021. All relevant parties to the new lending service (libraries, users, Ministry of Culture, Ministry of Education and Research, local municipalities) are included in the project through various advisory bodies. Books on the Move is funded by Enterprise Estonia and their Innovation Procurement Program in the amount of EUR 333,332.50.

FINLAND

Sustainable Library 2030 road map (SDGs 1, 3, 4, 7, 9, 10, 11, 12, 13, 16, 17)

During the spring of 2020, the Oulu City Library prepared an action plan for sustainable development, the Sustainable Library 2030 roadmap. The plan is based on the objectives of the UN Agenda 2030 and the eco-promises prepared by the City Library in 2015. When preparing the roadmap, it was also ensured that it was in line with the objectives of the City of Oulu's environmental program, Towards a Carbon-Neutral Oulu 2026, which entered into force in autumn 2019.

The Sustainable Library 2030 roadmap recorded the most important areas for development in the near future (2020-22) and prepared a detailed implementation plan for them, as follows:

- a) Promoting environmental awareness. The aim is to increase the environmental awareness of both customers and staff through the various means of environmental communication available. The aim is also to increase library's visibility as an ecological actor by communicating externally about the library's own responsible activities;
- b) Reducing the environmental impact. The aim is to review the library's energy use, logistics, recycling and collection practices and to reduce the environmental impact of their activities, as well as to reduce the use of unnecessary plastic;
- c) Responsible construction. In order to reduce the ecological footprint of library properties, the aim is to take ecology into account in connection with renovations and new construction, in the entire construction process - from design to the building. The aim is to design and implement the most energy-efficient facilities possible and to pay attention to environmental friendliness in all solutions related to practical equipment and interior design. Responsibility in construction is also reflected in e.g. involving customers and staff in the planning of future facilities.⁶

[Vihreä kirjasto](#) (SDGs 3, 4, 10, 11, 12, 13)

The Public Libraries' Environmental Awareness for the 2020s is a platform intending to share environmental information from the entire library field and to promote environmental work in libraries project, as well as environmental tools and training materials.

SDG 3: Reading promotes well-being and library card holders live longer.

SDG 4: Libraries support the reading and lifelong learning of children, young people, and adults alike. The environmental aspects are included in all library activities, from story time to art exhibition and events.

SDG 10: Public libraries provide free of charge basic services that are available to all. Libraries do not tolerate any form of bullying or discrimination. Libraries are responsible employers.

SDG 11: Libraries follow municipal environmental guidelines and many libraries have their own environmental programme, certificate or ecological subsidy system.

⁶ <https://www.ouka.fi/documents/78400/596635/Kest%C3%A4v%C3%A4+kirjasto+2030+-+tiekartan-tiivistelm%C3%A4.pdf/542f3a4b-737e-4147-b3ad-3865a96dd074>

SDG 12: Libraries are pioneers in the circular economy and act as sharing economic platforms. Libraries offer premises and tools for sharing, reducing the need for consumption.

SDG 13: Libraries recycle and save energy. Libraries provide up-to-date and reliable information on environmental issues and help find information.

FRANCE

ENSSIB guide to implementing SDG's in libraries (SDGs 9,10, 11, 12)

The role of research, public and school libraries in the context of climate change is important, not only for the activities they can promote, but also in the advocacy they can raise with local elected officials and decision-makers. Climate change affects social, economic and ecological issues. This resource site, created by the Enssib library and the Enssib Sustainable Development working group, aims to give you access to a selection of documents on the 17 fields of global change that our societies are experiencing today, so that readers can draw on them for information and inspiration to implement their institutional sustainable development strategy.⁷

GERMANY

Treffpunkt Deutsch⁸ (SDG 11)

The Heilbronner Stadtbibliothek has set up a project on language skills of immigrants through conversation with volunteers. These services have been very helpful in providing free and open access for all, computer and internet workstations, literature for learning German, personal advice. Refugees with a temporary residence status receive a free library card and there have been around 1500 that have been delivered since summer 2015. Learning a language works better when there are more opportunities to communicate with "native speakers". The Heilbronn "Treffpunkt Deutsch" (German Meeting Point) is born to meet this need, with volunteer "mentors" reaching users through flyers and, above all, through personal contacts with "guests" in the library, every week for 90 minutes to talk and learn. More than 2200 guests have visited the meeting place since then, which is no longer a place for refugees, but for people from all over the world who want to learn German. By profession, they are bakers, hairdressers, computer scientists or philosophers and they come from 40 countries, mainly from Syria, Eritrea, Iraq and Afghanistan, but also from Peru, Nepal and Belarus.

Dialogues for Integration: Hamburg Libraries Help Refugees Find their Way (SDGs 4,8,9,10,11,17)

Since 2015, Europe has seen the arrival of an almost unprecedented number of people fleeing war and poverty. A particularly large number of them have come to Germany, with over a million registrations for asylum, and almost half a million more applications in 2015 alone. Between 2015 and 2017, the city-state of Hamburg in particular, with a population of around 1.83 million, received around 66,000 refugees. This number adds to an already diverse population, with over a third – and almost a half according to some estimates – coming from migrant backgrounds.

For these newcomers, a key priority after shelter, food and medical care is language acquisition. Yet many have no way of attending language classes as they are often expensive and not open to all refugees and migrants. This is where libraries can make the difference.

⁷ <https://enssib.libguides.com/c.php?g=682683>

⁸ <https://www.biblio2030.de/treffpunkt-deutsch-stadtbibliothek-heilbronn>

As a key part of the city's 'Refugee Help Forum', the Hamburg Public Library System, Bücherhallen Hamburg, joined forces with the as the Volkshochschule adult education centre to support refugee language acquisition. Bücherhallen Hamburg do this through their 'Dialog in Deutsch' volunteer project, which is the largest volunteer language acquisition project in Hamburg. Through 109 conversation groups across 33 libraries, refugees and migrants are able to apply and practice their German speaking skills.

The groups are open and free of charge and are currently run by around 270 volunteers; no enrolment or registration is required. The 'Dialog in Deutsch' volunteers do not give language lessons, do not hold tests but rather gives topics to discuss during a 'Dialog in Deutsch' session to enhance oral skills.

Every year around 40,000 participants, from all migrant backgrounds benefit from the 'Dialog in Deutsch' conversation groups. In order to meet the dramatic increase in demand from refugees and migrants, 25 groups especially for beginners had been added in 2016 and 2017. To support language acquisition, the library also expanded its media collection to include books for children and young adult in Arabic, boxes of games, dictionaries, board books, and other materials for learning German. In addition, the library introduced a scheme using donations to allow refugees to gain access to varied library e-media services and WiFi. This provides a key means of keeping in contact with family and friends, especially given that many accommodation facilities do not have WiFi access.

Meanwhile, 600 professionally trained and supervised volunteers work in the Bücherhallen and play a key role in integrating refugees in other areas.⁹

Two programmes that are implemented through the DBV provide funding projects that can be seen in relation to the SDGs (they were not however originally conceived with SDGs in mind):

- The emergency aid programme "Vor Ort für Alle" (On Site for All), GLA promotes contemporary library concepts in municipalities with up to 20,000 inhabitants nationwide. The aim is to strengthen libraries as "third places" also in rural areas and thus contribute to equal living conditions.¹⁰ (SDG 11)
- "Total Digital!" provides funding opportunities for the creation of digital scavenger hunts, the discovery of picture books using multimedia, programme robots or the elaboration of original stories to be filmed.¹¹ (SDG 4, 10, 11)

ITALY

Energy upgrading of the Geisser public library under PON METRO TORINO¹² (SDGs 7,10,11)

The main objective of this initiative is to reduce the energy consumption of municipal buildings, among others the Geisser library, in order to reduce the CO2 emissions through an energy upgrading of the building. Apart from energy upgrading the goal is also to improve the comfort of the final users and to promote as much as possible the acquisition of innovative solutions.

At the end of the intervention:

- energy saving will be in the order of 20% less than current thermal and electrical consumption);

⁹ <https://librarymap.ifla.org/stories/Germany/DIALOGUES-FOR-INTEGRATION:-HAMBURG-LIBRARIES-HELP-REFUGEES-FIND-THEIR-WAY/131>

¹⁰ <https://www.bibliotheksverband.de/dbv/projekte/vor-ort-fuer-alle.html>

¹¹ <https://www.bibliotheksverband.de/dbv/projekte/totaldigital.html>

¹² <http://www.comune.torino.it/ponmetro/pon-metro-torinopresentazione>

- innovative solutions will be implemented to adapt to different situations and conditions of use of the library.

PON METRO BOLOGNA¹³ (SDGs 4,5,10,11)

Within the framework of the European Structural and Investment Funds 2021-2027 several initiatives have been set in motion.

- a) City area school, which provide tailored courses where there are no teachers, but educating communities, no desks, but neighbourhoods, no pupils, but girls and boys. These schools are based on real community needs and aim at improving the well-being of citizens and combating social exclusion and educational poverty.
- b) Hamelin, a cultural association, has set up a course to train reading experts in a two-year course. The training is structured in two phases and foresees for the participants a compensation for the months in which they will be involved.
- c) Enhancement of the Salaborsa (Bologna City Library) with laboratories and multidisciplinary courses on research and experimentation in the field of reading, coding, robotics, fablab, digital literacy and information literacy courses, as well as orientation courses addressing STEM disciplines (Science, Technology, Engineering and Mathematics). Workshops are organised which offer a creative approach to digital and technology, thus encouraging original and critical paths of thought and imagination through coding and robotics.
- d) Equipping each library in the sector with RFID technology development of augmented reality software for immersive visit paths to historical buildings (Archiginnasio, Salaborsa, Casa Carducci); application of machine learning (ML) techniques for collection review and management; creation of a platform to support Customer Relationship Management (CRM), useful to improve strategies for listening and responding to users' requests and needs.
- e) Full implementation of the Faro Convention, where knowledge and use of cultural heritage are a human right and encourage the construction of a peaceful and democratic society.

DigEDUCATI¹⁴ (SDGs 4,5,10,11)

A commitment to combating educational poverty by developing actions aimed at the problem of the digital divide in the 6-13 age group, through the "DigEducati" project, selected and financed by Impresa Sociale Con i Bambini as part of the Fund for combating educational poverty among minors with a contribution of € 1,250,000 and by Fondazione Cariplo with a further contribution of € 1,250,000.

Creation of widespread workshops in the city libraries where equipment, skills, experts and tutors will be made available, offering a creative approach to digital and technology that encourages original and critical paths of thought and imagination through coding and robotics.

Sapere digitale (Digital knowledge)¹⁵ (SDGs 4,5,10,11)

The project, supported by the Piedmont Region - Libraries Sector and by the Compagnia di San Paolo, I luoghi della Cultura 2019, aims to stimulate the crucial role that libraries can play in supporting digital civic education and the spread of an increasing awareness in the proper use of digital technology, first of all for teachers in local schools and as a spin-off for the entire citizenry.

¹³ <http://www.comune.bologna.it/ponmetro/pon-metrobologna>

¹⁴ <https://www.fondazionebergamo.it/news/parte-ilprogetto-digeducati>

¹⁵ <https://www.saperedigitale.org>

It is a training course that is intended to be both an activation method and a research opportunity to take stock of the technological equipment and digital skills in the libraries (and schools) willing to be promoting an active role of libraries in digital civic education.

The libraries that apply for it adhere to the training pact and will be able to participate in the courses, which are free of charge, host a course, propose a topic or a project and start digital civic education initiatives, with the support of the project.

The project is open to all libraries in Piedmont, especially civic libraries, but school and university libraries and archives can join, too. Themes are: the stimulation of information skills in readers, Internet and the ongoing change, information education, media education, data and artificial intelligence and digital culture and creativity.

Smart-In - Community Library¹⁶ (SDGs 4,5,7,10,11)

Through the regional Smart-In strategy, the Apulia Region promotes the revival of Apulia's cultural heritage, enhancing it and improving its use. With this in mind, the Community Library issued a public bid aimed at supporting libraries of local authorities, schools and universities, projecting a positive impact on the community and expanding access to cultural resources available in Puglia. Projects for the qualification of libraries include the provision of suitable spaces and the acquisition of advanced equipment and technologies, with sustainable and innovative management models.

SKYLibrary, the largest Digital Corporate Library in Italy!¹⁷ (SDGs 4,5,8,9,10,11)

CSBNO, has created for Sky Italia the SKYLibrary, a digital library dedicated to its employees and collaborators. It is based on the MLOL platform, the first and most important public digital library. The agreement enables the company to offer a vast catalogue of e-books, over 37,000 titles, continuously updated with the latest publications, from fiction to non-fiction, to fairy tales.; a true and complete library at the click of a button; A project that has been met with widespread approval and is destined to become increasingly popular... SKYLibrary is Cultural Welfare!

The pandemic crisis has not stopped the project, indeed it has been able to continue with great satisfaction thanks to the digital services, and especially thanks to the MLOL digital library, which has generated growing attention and interest from the business world. The digital corporate libraries managed in collaboration with the CSBNO in 2020 recorded over 1,400 e-book loans and 5,300 consultations, made by 1,733 users!

Things to do (Cosedafare)¹⁸ (SDGs 4,5,8,9,10,11)

The Panizzi Library System in partnership with Fondazione Cariplo, Consorzio Sistema Bibliotecario Nord Ovest (MI), Sistema Bibliotecario del Vercatese (MB), Sistema Bibliotecario della Valle Seriana (BG) and Comunità Montana di Valle Trompia (BS) have committed themselves to realize the digital platform "Cose da fare" that allows to manage in a participatory way the educational opportunities and the cultural and leisure offers, both temporary and permanent, available in their respective territories.

¹⁶ <https://por.regione.puglia.it/-/smart-in-community-library>

¹⁷ <https://webopac.csbno.net/home/csbno-per-l-impresa/ilprogetto-csbno-per-l-impresa>

¹⁸ <https://csbno.cosedafare.net>

The information on the platform is available free of charge, accessible and organised in a website characterised by common elements for the partners, but customised locally.

Users can:

- consult a database of what is available in the reference territory concerning courses, events, museums, routes, tourist attractions;
- search for profiled and filtered information on the basis of personal interests;
- autonomously make bookings and payments;
- check the actual availability of spaces where leisure activities are carried out.

LATVIA

Cultural Capital as a Resource for Sustainable Development of Latvia / CARD (SDG4s 4, 9, 11)

The project "Cultural Capital as a Resource for Sustainable Development of Latvia" / CARD is funded by the Ministry of Culture of the Republic of Latvia in the framework of the National Research Programme "Latvian Culture – a Resource for National Development" (2020-2022). The National Research Programme is administered by the Latvian Council of Science. Project implementation period: 01.10.2020.–30.09.2022.

Objectives:

- analyse selected phenomena in the history of artistic production (in architecture, film, audiovisual, art, music, performing arts, visual arts and design) and its role in cultural capital creation;
- examine current cultural processes through the mapping and analysis of how cultural ecosystem actor groups interact, as well in of manifestations of cultural participation;
- analyse the roles and transformations of specific kinds of cultural heritage in the cultural ecosystem, and the resources of memory institutions as a driver of diversity and value creation;
- study the diversity of heritage communities and other active societal groups (especially young people) and the range of novel practices and roles in heritage management and communication;
- explore and systematise methodological approaches to artistic and digital research in arts and cultural heritage studies and tertiary education;
- develop methodologies and methods of measuring social and economic impact of cultural and creative sector activities and propose monitoring indicators workable in the Latvian context;
- develop research capacity of thematic researcher groups, increase integration of the work done in the five partner institutions;
- transfer the relevant knowledge to policy-makers, practitioners and other stakeholder groups.

Zenit stāsti¹⁹ (SDGs 10, 11)

The project ran from August 2020 to January 2021. The main aim of the project “Zenit stories” was to encourage the sense of belonging of the minorities living in Latvia, especially those, who live in Daugavpils, Jelgava and Liepāja, through encouraging a dialogue and deepening an understanding between generations in minority families and in-between Latvian speaking and Russian speaking people. In practice – students from minority schools asked for photographs of the time between 1960s and 1980s with objects, events or places from their parents, grandparents or other well-known persons and interview the owner about the photography. The photos was digitised, and the students analysed the stories - what has changed and how the story makes them feel? - and share their stories during storytelling evenings in each city and encourage their parents and other elder people to attend

¹⁹ <https://www.lnb.lv/lv/projekti/projekts-zenit-stasti>

the storytelling evenings and participate as well. A more socially cohesive society has been encouraged through the connection between students, their parents or different people that they interviewed and local librarians by working together to analyse and digitise the photos and information.

Digitisation of the Cultural Heritage content (1st stage); Digitisation of the Cultural Heritage content (2nd stage)²⁰ (SDGs 4, 11)

The National Library of Latvia implements a European Regional Development Fund (ERDF) and nationally co-funded projects in the field of Latvia's digital cultural heritage, together with project partners – the National Archives of Latvia, the State Inspection for Heritage Protection of Latvia, and the Cultural Information System Centre.

The main objective of the projects is to ensure the wide availability of Latvian cultural heritage to society in the digital environment, which serves as a basis for strengthening national identity, developing the cultural, scientific, knowledge society and creative industries, ensuring the long-term preservation of national cultural heritage in digital form, and creating opportunities for its repeated use in new products and services, as well as its integration into a unified European and global cultural digital space.

Integrate Yourself²¹ (SDG4, SDG11)

An educational academy "Integrate yourself" was created in 2020. The academy is for teens and young persons (12–20 years old) who want to understand and comprehend the possibilities offered by the modern cultural and socio-cultural environment. There were 4 groups and 64 sessions organised in 2020 and 2021 in cooperation with institutions working with socially vulnerable groups. During the classes, lecturers are acquainted with design aesthetics, perspectives, programs and their management tools. Individual projects were created with the aim to present each participant, highlighting leisure interests, abilities, experiences with the help of graphic design.

The library is near the city park, so that the project "Integrate yourself" is accessible not only to a closed target audience, but also to all social groups of teenagers. During the summer, open seminars and open-air meetings were organised in cooperation with representatives of the creative industries. The interviews and seminars were devoted to discussions about the career opportunities of the contemporary artist, about how art changes the perception of socio-cultural space, emphasising subcultures, the problems of globalisation and the benefits for contemporary life. The established educational academy "Integrate yourself" revealed several essential aspects of the project's impact: the created socio-cultural space and touch with different artistic fields help to form the adolescent's perception of modern art created with modern technologies.

²⁰ <https://www.lnb.lv/en/projects/project-digitisation-cultural-heritage-content-1st-stage>;
<https://www.lnb.lv/en/projects/project-digitisation-cultural-heritage-content-2nd-stage>

²¹ <http://www.marvb.lt/apie-mus/veikla/projektai/integruoksave>

LITHUANIA

Turn off the smart - reveal your talent²²(SDG4, SDG11)

Today's young people are spending more and more time on smart screens and virtual communication; this takes up a significant portion of their time, depriving them of the time to communicate and stay together in the here and now. The goal of the project "Turn off the smart - reveal your talent" implemented by Šilutė Fridrich Bajoraitis Public Library is to "recover" young people from the virtual space for direct communication with each other. In addition to the youth of Šilutė, representatives of youth organisations from Šilutė district and Pagėgiai municipality participate in it. They integrate into cultural and educational activities, discover the joy of real (not virtual) communication with peers, and can reveal their abilities and creativity.

There were 5 different intellectual events organised during the project for young people:

- The musical event "African Drums". The musicians performed African melodies, accompanied by songs, introduced them to sixty different African drums, their sound, the main playing technique, and taught the participants to play African rhythm. The audience heard djembe, dunun drums, balafon, kalimba and kamelen ngon, which created a wonderful atmosphere and helped to survive their personal Africa. The event took place in the Summer Courtyard of the Library. The audience eagerly listened to the invitation of the performers and happily became participants in their performance.
- The poetry performance "Dive from the fur". It is a unique, form-breaking stage spectacle for young people, combining various arts, club music and classical poetry, provoking and raising the issue of human identity in today's populist culture. Bold and unexpected interpretations of well-known poems invited young people to rediscover classical poetry and its relevance today.
- The poetry and music program "Secrets of Romance". On the occasion of the World Music Day, the piano works of F. Chopin were played in a non-standard format, accompanied by poetry of Ch. Boder and A. Mickiewicz.
- The literary performance "Catch a Thought" involved everyone in an energetic game. During the performance, participants were introduced with various genres of literature: poetry, prose, fairy tale, fiction, slam. Everyone had the opportunity to become an actor for a short time.
- The presentation of the book "Black Waters. Created in a mystical evening environment with special light effects, the book came alive, its characters were reborn, they were embodied by the viewers themselves.

Responsible Reader²³ (SDG 11)

"Responsible Reader" is a national competition for libraries aimed to educate the population to sort electronic and battery waste properly. The organiser of the competition is the non-profit Electronic Distributors' Association (EPA), whose aim is, among others, to educate the public about the safe and proper sorting of electronic devices and batteries that have become waste. The competition is jointly run by the Lithuanian Association of Municipal Public Libraries and the Lithuanian Library Association. Small electronic waste is collected in libraries and delivered by appointment with EPA collectors and large electronics are stored in the homes of residents registered at the library waiting for collection.

²² <https://www.silutevb.lt/silute/2020/09/18/bibliotekojestartavo-projektas-jaunimui-isjunk-ismanuji-atskleisksavo-talenta>

²³ <https://www.anyksciuvb.lt/lt/naujienos/4860-kvieciamedalyvauti-projekte-atsakingas-skaitytojas>

A prize is awarded to the library collecting more waste, whether within its premises or at users' home through the service performed by the library. At the end of each phase, the two libraries with the highest collection of waste electronics and batteries will receive a donation of books worth EUR 500.

ROMANIA

Walk the Global Walk: Young people - leaders on the road to sustainability²⁴ (SDG 11 and 13)

Through Global Citizenship Education, Walk the Global Walk mobilises young people as accelerators of change, bringing SDGs to the local level. It also produces innovative educational models, able to integrate a new understanding of global issues related to migration, climate change and gender equality in formal high school curriculum. Promoted by Regione Toscana and Oxfam Italia Intercultura and co-funded by the European Union, the Walk the Global Walk project connects local and regional authorities with local communities (school communities and civil society organisations) in 11 European countries: Italy, France, Croatia, Cyprus, United Kingdom (Wales and Scotland), Portugal, Greece, Romania, Bulgaria, Bosnia and Herzegovina and Albania. It supports Sustainable Cities and Communities (SDG 11), Climate Action (SDG 13), Peace, Justice and Effective Institutions (SDG 16).

Green library for a Sustainable Community-Lib4Green"/ Biblioteca verde pentru o comunitate durabilă²⁵ Şirna Communal Library: green library for a sustainable community (SDG 6 and 11)

Since December 2020, the Şirna Communal Library in Prahova County has started implementing the European project "Green Library for a Sustainable Community - Lib4Green", an Erasmus+ mobility project in the field of adult education, submitted and won last year. With a duration of 2 years (31 December 2020 - 30 December 2022), this project is funded under the Erasmus+ programme of the European Union with project number: 2020-1-RO01-KA104-078765, receiving a grant of 20,735 Euro. Şirna Communal Library, member of the Environment, Sustainability and Libraries Section (ENSULIB) of the International Federation of Library Associations and Institutions (IFLA) is awarded and internationally recognised as a "green library" for its examples of good practice in the field of environmental education of the younger generation and also wants to get involved in the education of rural adults in the field of sustainable development, supporting the Sustainable Development Goals of the UN 2030 Agenda.

Through the project "Green Library for a Sustainable Community - Lib4Green" a job shadowing mobility activity is carried out in partnership with a large European green library in Zagreb - Croatia, as a result of which 11 participants will develop knowledge, skills, attitudes, behaviours that will contribute to the project's goal and will have key competences to achieve its objectives. Within the project, with the help of volunteers, a library support body called "Green Council" will be established, which will help to create a new library service called "Green Library" and to draft a sustainable library policy document.

The new service will run three specific training actions for 40 adults in the community using innovative methods. The results of the project can easily be transferred to other areas by volunteers from other professional backgrounds, can be adapted to other community needs and can be used to influence green practices and policies both locally in the rural community and at county, regional, national, European and international level. The project implementation strategy will stimulate sustainable community development, social cohesion and participation in the mobility action will lead to increased

²⁴ <https://walktheglobalwalk.eu/ro>

²⁵ https://ambasadasustenabilitatii.ro/biblioteca-comunalasirna-biblioteca-verde-pentru-o-comunitate-durabila/?fbclid=IwAR36UjzidDOXen3WuMIIAh_MMNMuKk_qNI3Xo3WCJ8ycWdCghgpPg34WE4

local, county, national and transnational sustainable cooperation, strengthening collaboration and cooperation with a large European library with the same concerns for sustainable development.

SWEDEN

Library's Digital Centre closes the digital gap for elderly citizens²⁶ (SDGs 4, 9, 10, 11, 17)

Digitisation is no longer a new phenomenon in Sweden and the pace of social transformation is increasing with each passing year. Since 2017, through their [Digitalisation Strategy](#), the Swedish Government has been working to become the world's leader at creating opportunities through digitisation. One of the five main pillars of the Strategy is to ensure everyone is offered the opportunity to improve [digital competencies](#).

An [annual survey of the internet habits of Swedish people](#) reveals that as many as 95% of Swedes use the Internet, 9 out of 10 own a smartphone, and more than 90% have a computer at home. Digital exclusion is diminishing but is still significant, with about a million Swedes living with limited access. Exclusion is particularly clear when analysing the use of public digital services, such as e-services in health care or tax authorities. The elderly are one of the main vulnerable groups who are at risk of digital exclusion.

Within Helsingborg, a city in the south west of Sweden, the Helsingborg Public Library is working intensively to bridge the digital divide among its 150,000 inhabitants. The library provides access to digital information and technology on site, as well as supervision and training by the library staff. In 2018, as the result of collaboration with the Helsingborg Digitalisation Department, the library opened its Digital Centre, equipped with trained staff and technology such as computers, scanners, printers, and tablets. Serving approximately 200 visitors per day, the Centre is located on the library's premises and keeps the same service hours. In collaboration with the Helsingborg Healthcare Department, the Centre's staff also works off-site to reach the elderly at senior citizens' meeting points, such as recreational facilities, pop-up events and the library's bus, among others.

The Library's staff explained what drove the Centre's creation: "Simply providing access to ICT and broadband is not sufficient to close the digital gap. Instead, citizens need access to a place where tools are located as well as hands-on training, such as using a computer and other tools, surfing the internet, and accessing online public services. Access to the Digital Centre helps increase digital literacy of this and other target groups and creates stronger civic engagement by involving citizens in the co-creation of new services. As part of the collaboration with [HBG Works Innovation Hub](#), our Centre also functions as a test site for new digital services developed by the municipality. While our primary target groups are senior citizens, those with a migrant background, children, and young adults, we are open to all groups."

Programme evaluation results show that a major portion of the Centre's users are becoming increasingly self-sufficient when it comes to the use of technology and digital services. The value of the Digital Centre's services is especially high among seniors. A 70-year-old user shared her experience: "As a senior citizen it is harder to be updated when it comes to all things digital. The Digital Centre at the Library is perfect for me and I can easily get the help I need."

²⁶ <https://librarymap.ifla.org/stories/sdg/0/Country/Sweden>

While the Library's Digital Centre did not close during the pandemic, in addition to regular services it began offering digital courses like Talk Digital, covering content on a variety of topics and skill levels. In 2020, a [national survey](#) revealed that during the COVID-19 pandemic older people in particular started using digital services more frequently than before, or tried them for the first time. Elderly people have also used digital healthcare services more during the pandemic with 7 out of 10 accessing a digital health care service.

The library's Digital Centre has contributed to an increased use of digital tools and expanded the possibilities of the internet and technical upskilling among elderly people in Helsingborg.