

SDG 9 - oriented projects

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ESTONIA

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.

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.¹

ITALY

SKYLibrary, the largest Digital Corporate Library in Italy!² (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!

¹ <https://www.ouka.fi/documents/78400/596635/Kest%C3%A4v%C3%A4+kirjasto+2030+-+tiekartan-tiivistelm%C3%A4.pdf/542f3a4b-737e-4147-b3ad-3865a96dd074>

² <https://webopac.csbno.net/home/csbno-per-l-impresa/ilprogetto-csbno-per-l-impresa>

Things to do (Cosedafare)³ (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.

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

Creation of Network of Family Digital Activity Hubs for Wellbeing and Education Support in Eastern Aukštaitija and Southern Latgale (Network-DigiHubs)⁴ (SDG 4, SDG 9, SDG 16, SDG 17)

Technological leaps bring major changes in the society. The lack of digital literacy skills is becoming a capital problem. The Organisation for Economic Co-operation and Development (OECD) has carried out several investigations which show that, even though the general competences of the population in the Baltic region are sufficient, problem-solving skills invoking technologies are less than average.

With a purpose to reduce this problem, 4 libraries from Utena, Zarasai, Daugavpils and Preili joined forces for a project (the project is funded by Interreg V-A Latvia-Lithuania Programme 2014-2020). Its objective is to adapt different library practices and use those as a base to create a new public service – Family Digital Activity Hubs (DigiHubs). DigiHubs would serve as technology cognition centres to people of various age, gender and social status. The project was implemented in the period 2017-2019.

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.

³ <https://csbno.cosedafare.net>

⁴ <https://latlit.eu/creation-of-network-of-family-digitalactivity-hubs-for-wellbeing-and-education-support-ineastern-aukstaitija-and-southern-latgale>

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.

Alojas novada uzņēmējdarbības atbalsta centrsbibliotēka / Aloja district business support center-library (SDGs 8, 9, 13)

With the opening of the Aloja County Business Support Center-Library SALA on October 28, 2016, a business support infrastructure was created in the county, which will be used for the development of existing and new companies, activation of the local community and organisation of public events. The building houses a modern library, seminar rooms, remote workplaces and a spacious conference hall with a great view of the lake. Aloja municipality is one of the first in Latvia to implement the construction of low energy buildings and use wood as a basic construction material in the construction of public buildings.

In 2018, the building won the 1st place in the competition "The most sustainable building in 2018", in the category "Public buildings". The project is implemented within the framework of the European Economic Area Financial Instrument 2009-2014 program "National Climate Policy" project application open tender "Development of sustainable buildings, renewable energy technologies and innovative emission reduction technologies".

LITHUANIA

Modernisation of the Cultural Education System⁵ (SDG4, SDG9)

A common system of cultural education will be developed, which would combine formal and non-formal education and cover the entire territory of Lithuania. The National Library, together with representatives of the Ministry of Culture and the Ministry of Education, Science and Sports, has developed a common concept "Creating a Cultural Education Administration Platform and a Network of Cultural Educators to Ensure High-Quality and Diverse Cultural Education and Coordinated Coordination". According to the authors of the concept, the synergy of the fields of culture and education will allow to improve the process of formal education, integrate with cultural activities, and increase its attractiveness to students. This project is an investment in the youth and future. Numerous international studies make it clear that innovation and readiness to tackle complex programs are directly related to the ability to think critically and creatively. Such competencies necessary for the future are formed by cultural and creative skills, and in order to have consistent and systematic conditions of cultural education, they need adapted measures that meet the needs of modern society and the education system.

Development of a virtual cultural space for the needs of society⁶ (SDG4, SDG9)

The project aims to modernise the Virtual Cultural Heritage Information System and to create services that facilitate the search, accumulation, management and use of digitised cultural content for educational, research and other purposes of the portal epaveldas.lt.

SWEDEN

Library's Digital Centre closes the digital gap for elderly citizens⁷ (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.

⁵ <https://www.lnb.lt/en/about-library/maininformation/program-and-projects?view=article&id=6451:modernisation-of-the-culturaleducation-system&catid=26:lnb-en>

⁶ <https://www.epaveldas.lt/en/home>

⁷ <https://librarymap.ifla.org/stories/sdg/0/Country/Sweden>.

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."

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.