

The Jungle of Books



A library designed for kids by kids

Background

Libraries have more or less looked the same for over a century, with rows of bookshelves fully packed with books. Not really presenting the books in any other way than by the text on the spine, revealing nothing else about the book than the title and author. The Jungle of Books addresses the necessity of a more welcoming library environment for kids, after all childrens library could be a part of the library that was designed for and by kids.

Designprocess

The kids that we met while holding our workshops were all very excited when we told them that it was their thoughts and ideas that we were going to put into practice. Out of the many ideas and concepts that were born during we chose two concepts to develop further.

We named these two prototypes *The Bookbrowser* and *The Storytelling Tent*.

Concepts



The Bookbrowser

The Bookbrowser is an interactive browsing tool that helps kids to navigate through the libraries whole range of books. And it also guides them to the shelf where the book is placed. Further, when they click the “Find Book” button on the touchscreen interface, the shelf where the actual book is placed is lit in the same colour as the book visual on the screen is surrounded by.

Scenario

Jacob interacting with the Bookbrowser



The first thing Jacob sees when he faces the Bookbrowser is its first page that gives him four alternatives

Choose book by: Cover, Story, Author or Title





Jacob clicks on the cloud that says Cover



Jacob is shown all of the books that the library has to offer by their covers



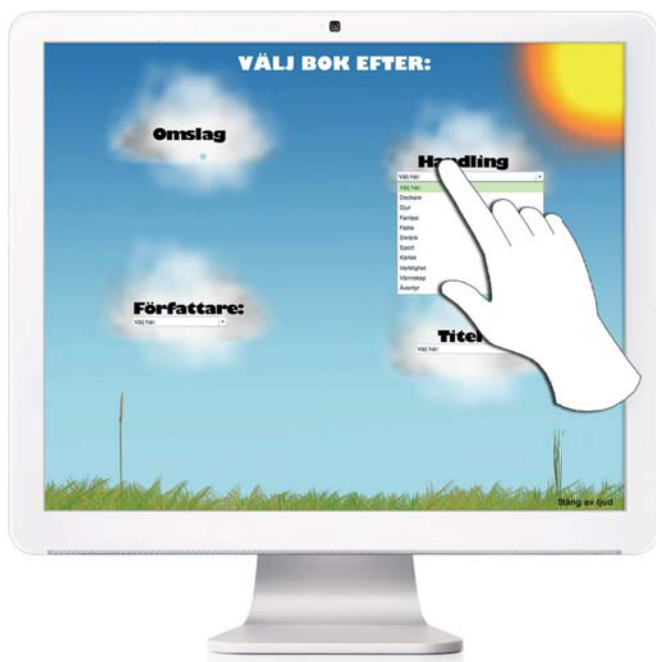
And he finds one that looks interesting, and clicks it



The Bookbrowser presents the book by an enlarged cover and a short text about the book



Jacob decides to search for a book by story content instead and clicks the back button



Jacob clicks the Story content cloud and choose Adventure in the meny



The Bookbrowser displays the books in the categorie Adventure



Jacob finds a book that he is interested in and clicks its cover



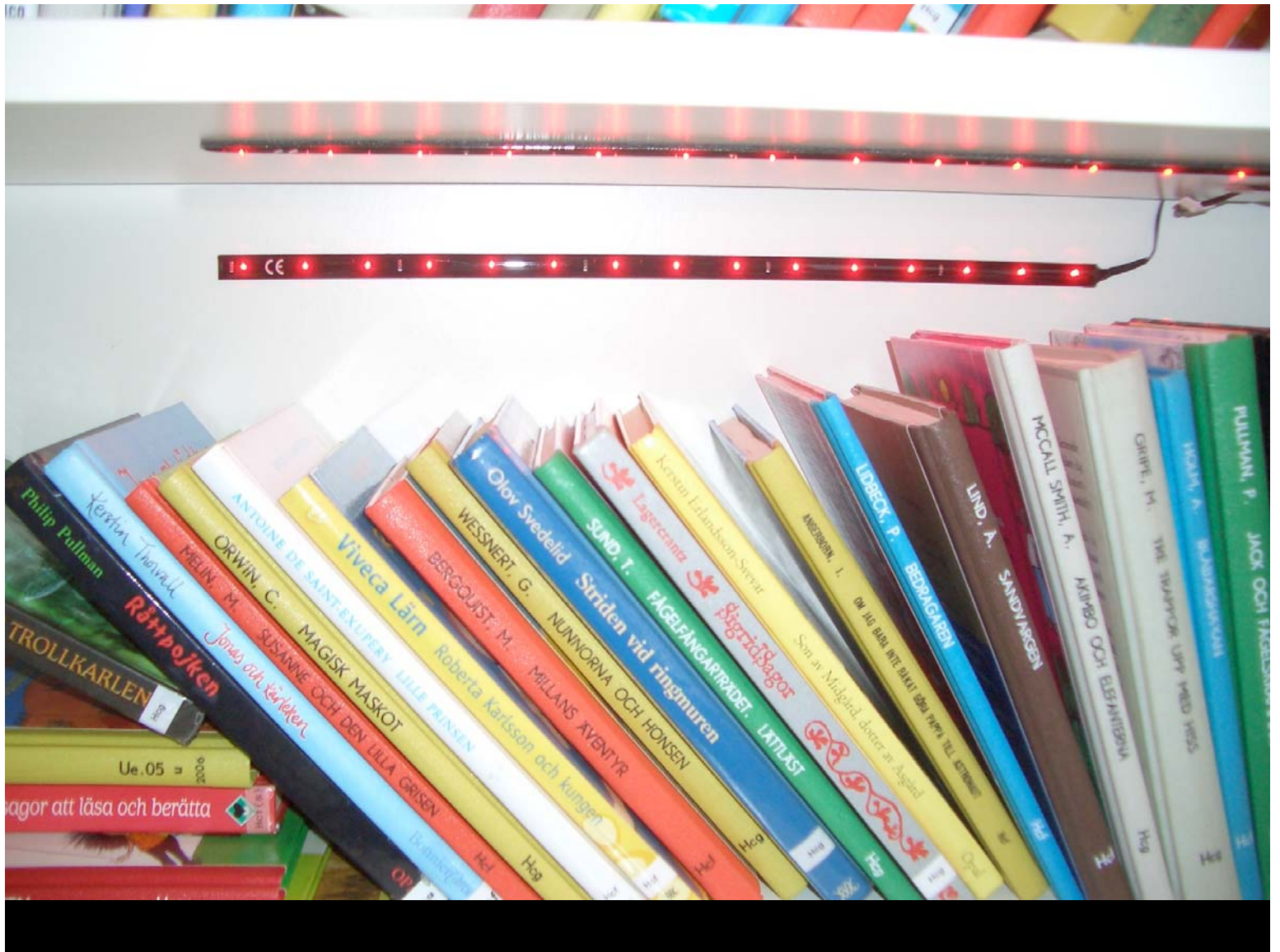
The cover of the book is displayed as well as the text



Jacob wants to bring this book home so he simply clicks the “find book” button in the interface



A red square starts to glow around the book on and a text appears on the screen to inform that the book that Jacob is looking for is in the bookshelf that just was lit in red.



The Storytelling Tent

The Storytelling Tent



The Storytelling Tent came out of an idea to in a new way introduce books to kids.

We did this by creating a pleasant tent environment where kids can go to and listen to chapters from an audiobook. These chapters are meant to work in the same way that movie trailers do today. We gave the audiobook stories some extra flavour by adding external sound- and lighteffects that where meant to work as an augmentation of the sceneries and events that the audiobooks communicates.

Scenario

Johanna & Josefin interacting with The Storytelling Tent

Välkomna till Bromölla bibliotek alla barn och ungdomar!



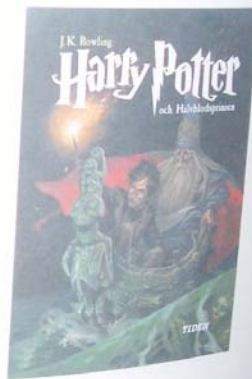
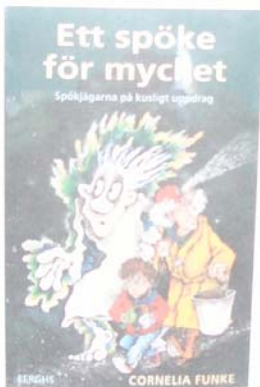
When Johanna & Josefin arrives to the library they are welcomed by a poster that shows a blueprint of the library that shows the layout of the library and shortly explains the Jungle of Books and how to find it.

Johanna & Josefin walks to the childrens library area
and finds the Storytelling Tent





They enter the tent and find a 2 meter high pillar in a corner of the tent.



The bottom part of the pillar has a meny of bookcovers and buttons.



Johanna & Josefin selects a book called Harry Potter and puts on a pair of headphones. They invite a friend that they just meet at the library and then they all lay down on the soft pillows that cover the tent floor



While the audiobook is playing the pillars upper part changes in color as Harry goes from one environment to another in the story.

When the dragon comes out of the cave and throws a broom of fire at Harry the LED lights in the pillar display a yellow -orange and red lightshow.



If Johanna & Josefin finds the chapter of the story exciting
they can easily find the book by using The Bookbrowser

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