ThinkeringSpace

Third place, networked, activity-based environments in libraries where kids explore, experiment, reflect and share in self-directed ways.
ThinkeringSpace

1 Frame Situation

2 Prototype Ideas

3 Develop Strategy
At the Intersection

**Digital Kids** are behaving differently

**Tinkering** enables kids to learn by doing

**Libraries** are being challenged

They learn, play, socialize and engage civically in more virtual ways

They can explore and experiment through hands-on activities

The internet is changing how people get information and use these institutions
Goal/Viewpoint

Interactions
Physical/Digital
Gathering
Combining
Transforming
Elaborating

Experiences
Hands-on/Heads-on
Exploring
Experimenting
Reflecting
Making

Environments
Space in a Space
Adaptable
Scalable
Systemic
Manageable
Frameworks

1 Modes of Interaction
2 Knowledge/Interest
3 Setting/Priming/Opportunity
4 Make-Do/Show-Explain
Modes of Interaction

Engaging kids in alternate activities that encourage and support self-discovery

<table>
<thead>
<tr>
<th>Engagement</th>
<th>Exploration</th>
<th>Elaboration</th>
<th>Extension</th>
</tr>
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<tbody>
<tr>
<td>enter</td>
<td>sense</td>
<td>instantiate</td>
<td>connect</td>
</tr>
<tr>
<td>orient</td>
<td>focus</td>
<td>iterate</td>
<td>explain</td>
</tr>
<tr>
<td>select</td>
<td>adjust</td>
<td>evolve</td>
<td>transport</td>
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</table>
Knowledge/Interest

Understanding how kids are different as a starting point for engaging in self-directed discovery

- Interest

+ Knowledge

Mentoring

Authoring

- Knowledge

Exploring

Experimenting
Setting/Priming/Opportunity

Creating settings that cue and enable kids doing non-directed, exploratory activities
Make-Do/Show-Explain

Engaging kids in hands-on process and enabling them to share their work with others
Prototyping Methods

1 Conceptual
2 Structural
3 Behavioral
4 Developmental
Conceptual Prototypes

Envisioning ideas to identify salient issues

Activity Spaces/Systems

Digital/Physical Interfaces

External/Internal Networks
Structural Prototypes

Building a physical environment to understand spatial needs

Stock Components

Flexible Configuration

Simple Construction
Behavioral Prototypes

Engaging kids in activities and observing their interactions.

Performing  
Imaging  
Story-making
Behavioral Prototypes

Interacting

Collaging

Creating

Encouraging kids to choose activities that capture their interests.
Developmental Prototypes

Creating criteria-based scenarios that show interactions and affordances

Large Interactive Displays

Glyph-based Manipulatives

Clustered Individual Carrels
Stream
Platform for Sharing Experiences
Create-a-Creature

Physical Interface for Combining Features
Spintale
Game for Collaborative Story Making

Jeremy is asking you to play Spintale.

Do you want to play with me?

You & Jeremy

Yes
No
Later?

Explore words

Find stories

The Frog's Bad Breath
Bubbles and Ham
Lemonade Stand
The Funny Teacher
Guidelines

ThinkeringSpaces will stimulate and facilitate hands-on, exploratory learning experiences for children, and bridge the physical and digital domains with tools and affordances, targeting development of skills necessary for their future.
What’s Next?

1 Library Needs Study
2 Design the Activity Platform
3 Fabrication & Installation
4 Behavioral Observation
5 User Manual
Current Situation

Historic Role
Embedded in Community
Deep Channel (117,000)
Rich Content
Varied Collections
Program Offerings
Existing Infrastructure
Trained Staff
<table>
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<tr>
<th>Library Analysis/CPL</th>
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<tr>
<td><strong>COLLECTIONS</strong></td>
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<td><strong>UTILITIES</strong></td>
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<td><strong>PROGRAMS</strong></td>
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<tr>
<th>Library</th>
<th>Square Footage</th>
<th>Year Built</th>
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<tr>
<td>Harold Washington Central Library</td>
<td>756,000 sq. ft.</td>
<td>1991</td>
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<tr>
<td>Sulzer Regional Library</td>
<td>65,000 sq. ft.</td>
<td>1965</td>
</tr>
<tr>
<td>Pullman Branch Library</td>
<td>11,013 sq. ft.</td>
<td>1927</td>
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<tr>
<td>Galewood Montclare Branch Library</td>
<td>3,360 sq. ft.</td>
<td>1976</td>
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Library/Space Archetypes

Hubs
- Center of It All

Avenues
- Moving/Here to There

Forks
- Making Decisions

Clearings
- Surrounded/Settled In

Nooks
- Tucked Away

Carrels
- Closed Off /World
Activity Node/Archetypes

**Working**
- Individual

**Competing**
- Diads/Triads

**Displaying**
- Small Group

**Discovering**
- Sandbox

**Immersing**
- Privacy Carrel

**Cultivating**
- Social Groups
Planning Installations

Determining the specific nature of a ThinkeringSpace installation, location, configuration, scale and affordances.
# Implementation Planning

## Roles

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<tr>
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<th>ThinkeringSpace Venture</th>
<th>Community</th>
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<tr>
<td>Library Commissioner &amp; Board</td>
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<td>Library Patrons</td>
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<td>Assess</td>
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<td>Assess needs of the library, understand where they are, and where they want to go.</td>
<td>Send out a broad data collection to provide insights on current state.</td>
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Opportunity

Libraries
Engage kids in New Ways
Expand Programs
Create New Content
Increase Awareness
Connect to Community

Digital Kids
New 3rd Place Setting
Physical/Virtual Interplay
Self-directed Discovery
Idea Creation and Sharing
Multiple Content/Domains
Access to Technologies
Challenges

Libraries

Build Networks
Develop New Content
Afford Programs Offered
Build Awareness
Foster Community Support

ThinkeringSpaces

Activity Focused
Content Variable
Domain Inclusive
Linked to Collections
Physical and Virtual
ThinkeringSpace Summary

**Special Places**
Architecturally Independent
Platform-based System
Adaptable/Scalable

**Smart Devices**
Physical/Digital Interplay
Available Technology
Manipulatives

**Personal Interactions**
Membership Networks
Personal History
Remote Access
www.thinkeringspace.org