



Public Library Strategic Priorities Grant 2017

PURPOSE: Designed to support Councils to deliver strategic initiatives through public libraries across Queensland that:

- a) reflect one or more of the themes outlined in [The Next Horizon: Vision 2017 for Public Libraries](#): Creative community spaces; Connectors – physical and virtual; Technology trendsetters; Incubators of ideas, learning and innovation.
- b) or, that more broadly support the [OPAL Program](#) through implementation of programs to accelerate the transition to digital modes of delivery to make content, services and programs accessible to everyone. This includes addressing barriers to access including digital literacy skills.

GRANTS AWARDED: Grants totalling \$405,948 have been awarded to 15 Councils under the 2017 Public Library Strategic Priorities Grant as follows

Council	Council Type	Funding Amount	Project Description
Balonne Shire Council	RLQ	\$25,000.00	The Pop up – pop in project will 1. establish a Pop-up Library (The Popup) program throughout the region. 2. A history “corner” will be created for locals to access technology to research, record and collate their own historical stories and preserve old images. 3. Develop workshops and outreach programs which introduce experimental new technologies or concepts to disadvantage community groups.
Blackall-Tambo Regional Council	RLQ	\$4,300.00	The Blackall-Tambo Techno Heroes project will deliver a series of practical skill development workshops utilising OzobotBit and Sphero technology. Fortnightly workshops will be held at both the Blackall and Tambo Libraries between the months of June through to October 2017. Initially it is planned to hold the workshops outside of school hours but it is anticipated that the technology staff at the schools will similarly be engaged with the Ozobots and Spheros and could build sessions into their program where relevant to the school curricular. Both young and senior members of the communities will be able to access these fantastic robots at our local libraries. Even when workshops aren’t operating community members can come in and still access the robots; thereby furthering their skills in their own time.
Brisbane City Council	IND	\$25,000.00	Technology and Entrepreneurship workshops Through this project, Brisbane Libraries will provide Technology and Entrepreneurship workshops in selected libraries across Brisbane. Facilitated by FiftySix Creations, the workshops will allow children and young people aged 6-16 to participate in 2.5 hour workshops on tablet exploration, virtual reality and entrepreneurship. FiftySix Creations is a local company started by 16 year old Taj Pabari, winner of the Australian Young Innovator



			of the Year Award in 2014. The company offers build your own tablet kits to inspire children to engage with new technology through creating and building it. 12 workshops will be delivered as part of the Technology and Entrepreneurship program. This will enable up to 300 children to participate in a total of twelve workshops.
Cook Shire Council	RLQ	\$24,000.00	The Bloomfield Library Learning and Incubation Hub Bloomfield Library has identified space for a community learning/business incubation hub which will require some basic construction works to open up a new and inviting space which will incorporate four new work stations with computers, headphones and privacy screens. The hub will be used to encourage creative participation and learning through the creation of a community learning and business incubation hub through the library.
Fraser Coast Council	IND	\$25,000.00	Digital Access Needs This project will provide an opportunity for the wider community to access devices, internet, apps or hardware in a fun environment is often only available at the Libraries. The provision of innovative digital literacy classes, local history storage and digital access, in partnership with community members will be an ongoing aspect of Fraser Coast Libraries programming. The ability to provide both outreach and in-library services will be enhanced through access to new tools that proficiently manage devices and Wi-Fi access.
Ipswich City Council	IND	\$25,000.00	Through the Tech Trek - Outreach Virtual Reality Program Ipswich Libraries will take the Tech Trek portable Virtual Reality (VR) kit (based upon the Google Expeditions program) on the road to deliver Virtual Reality experiences across the Ipswich community with a particular focus on non-members, remote locations, and interested cultural, age or special need community groups. Other target groups will include schools, seniors and male groups, Council staff, and parents and carers. This project will recreate the library's spatial boundaries and bring the creative technological opportunities to their customers instead of expecting customers to come to them.
Livingstone Shire Council	IND	\$24,961.00	Relocation of the Marlborough Library This project focuses on the renovation of the Marlborough Historical Railway Station as the new location for the current Marlborough Library. The Marlborough Historical Society will work together with Council to create a new library space which will position the facility as a centre for inclusive community learning and creative collaboration. This project will enable Livingstone Shire Library to expand its offer to the Marlborough community, introducing increased access to electronic media, a functional area for children's activities and a space for the community to gather for learning and leisure.
Logan City Council	IND	\$24,951.00	The STEAM IT @ Logan project will deliver a new innovative suite of STEAM (Science, Technology, Engineering, Arts and Maths) programs called STEAM IT @ Logan for the Logan community. Working in partnership with Griffith University (GU) and Children's Discovery Museum (CDM) Logan will introduce and familiarise participants to STEAM concepts through sharing knowledge and skills with free hands-on activities. Library staff will receive training from CDM, and GU will provide specialist advice in development of a



			<p>suite STEAM programs that Logan will deliver. Staff will be upskilled during practical hands-on sessions as they work alongside science and engineering specialists from GU during STEAM school holiday workshops.</p>
Longreach Regional Council	RLQ	\$7,420.00	<p>The Virtual Reality and Robotics project at Longreach Regional Council will introduce Virtual Reality (VR) and additional resources to the current Coding and Robotics program available from Longreach Library. A creative community space will be developed in the library by supporting interactions with the new medium. Previous sessions have been delivered through an Education Queensland partnership and this will be further utilised with the implementation of VR and additional robotic workshops. With the expansion into Virtual Reality the new programs will strive for creativity, community, connection and fun.</p>
Mackay Regional Council	IND	\$16,000.00	<p>Centenary of Mackay Cyclone – 1918 The project will consist of three intersecting phases: 1. Identification and digitisation of significant library Heritage Collection items specific to the Centenary of the Mackay cyclone in 1918; as well as actively seeking to collaborate with local historical groups; societies and museums (information-sharing); 2. Development and installation of a curated ‘physical’ exhibition to showcase resources identified; 3. Development of a digital environment (subject specific webpage) that showcases collected and collated content; provides an access gateway for exploration and content sharing; and, provides a point of access to resources already available across the region in an online format.</p>
Moreton Bay Regional Council	IND	\$24,945.00	<p>Ready, Set, Robots! Community Coding and Robotics Program The aim of this project is to provide the community with a range of events and programs that support social and digital inclusion and meet their lifelong learning and information needs, including:</p> <ul style="list-style-type: none"> • programs to improve community digital inclusion outcomes, develop cybersecurity awareness and increase awareness of Science, Technology, Engineering, Art and Maths (STEAM) • research and develop an active, cost-effective promotional strategy, targeting adults and seniors, to highlight learning opportunities within the library and the development of digital literacy skills. <p>The program will be delivered at the 10 Moreton Bay Region branch libraries, located in Northern Brisbane at Albany Creek, Arana Hills, Bribie Island, Burpengary, Caboolture, Deception Bay, North Lakes, Redcliffe, Strathpine and Woodford.</p>
Murweh Shire Council	RLQ	\$24,997.00	<p>EZ Robots! Murweh Shire Council is keen for the Charleville Library to strengthen its digital literacy and learning resources and partner with local schools to promote learning strategies for engaging school-aged students in STEM activities, especially those susceptible to distraction. By introducing educational tools such as Lego Mindstorms or EZ- Robot kits to the Library we hope to provide, as a community resource, the means to:</p> <ul style="list-style-type: none"> • Engage and inspire students in the STEM subjects



			<ul style="list-style-type: none"> • Introduce computer coding and robotics to beginners and advanced grades • Promote the Shire Libraries as an innovative community resource and hubs. <p>Primarily aimed as a learning resource away from the classroom environment for Indigenous students as well as the wider community to share, it is anticipated that the outcomes for this initiative will be:</p> <ul style="list-style-type: none"> • Capacity for deeper learning through interaction with a new form of engagement • Resiliency and persistence through trial and error; • Collaborative problem solving, through sharing of learning experiences and learnt processes.
Noosa Shire Council	IND	\$24,774.00	The Cooroy Makerspace project will repurpose a traditional technology training room into an open access community makerspace, where people can gather to create, invent, tinker, explore and discover, using a variety of tools with a digital focus. The Makerspace will host a combination of open source hardware that includes robotics, 3D printers, an interactive smart table and a virtual reality kit. The space will be transformed to provide inclusive and welcoming areas for making, learning and socialising. Users will be encouraged to document and share their learnings through technology training workshops, small-style lectures, group builds and contributions to online library and maker websites.
North Burnett Regional Council	RLQ	\$19,620.00	Access, Skills and Tech This project will involve purchasing 3 iPads for each of the six public libraries across the North Burnett Region. iPads will initially be used to deliver iPad training as well as OPAC and e-Resources training to library staff. The iPads will then be used to deliver an iPad Training Roadshow, and e-Resources training to the community. iPads will also be available to use during One-on-One Tech Help Sessions and be loaned to customers who would like to access the Library's e-Resources.
Paroo Shire Council	RLQ	\$24,980.00	LEEDR Multi Touch Hub and VR This project will purchase and introduce a LEEDR Multi-touch Hub and VR Goggles for use with community school groups to improve literacy through engagement with technology. Staff will educate all community members interested in using this technology, and will implement the use of the hub to increase effectiveness of current library practices. High school STEM classes will access this facility on a weekly basis to increase student learning through the availability of the collaborative space that the LEEDR Multi-touch hub creates. The current robotic technology available will be accessible through a larger and more dynamic workspace, allowing for more people to engage with the technology at one time, increasing the possibility for classes or groups to run challenges and scenarios linking the learning area with coding technology.
Rockhampton Regional Council	IND	\$25,000.00	This project will use funding to support implementation of the 2018 CapriCon Steampunk and Pop Culture Convention in Rockhampton. The Convention will take place in the Rockhampton Library, and will include face-to-face talks and workshops as well as virtual reality headsets, 3D printing, skype interviews with



			<p>pop culture icons; a pop up green screen studio and vox pop spaces to engage with CapriCon participants – with workshops in these areas held prior and during CapriCon. A range of other complementary activities, workshops, market stalls, panels, talks and music will extend the reach of the library service outside the library walls.</p>
Scenic Rim Regional Council	IND	\$23,200.00	<p>Makeway lab This project will provide a mobile maker space which can be moved from town to town, relatively easily using already available resources. The initial start-up equipment will be cover a custom built trolley which holds a 3D printer, tools, computer and storage. It also has a computer driven lift to lower and raise the 3D printer which enables the trolley and its contents to be safely transported. Staff in each township will receive training (Beaudesert, Boonah, Tamborine Mountain, Canungra) to ensure maximum availability of the equipment across the region. This will be the first example of this technology in the region and will interest many sections - schools, artists, craft groups, tech enthusiasts. In addition it will be the only opportunity for many residents to actually see what a 3D printer is and how it works. Demonstrations and training sessions will be held in each location as the lab moves around the region.</p>
Somerset Regional Council	IND	\$16,800.00	<p>The Lowood Lab will provide a space within the library that will engage the local community to experience electronics, equipment and IT through a range of programs and workshops. It will be used for individual, collaborative group work or training sessions and will contain eight computers, two printers (one 3D), access to pre-loaded creative software packages, a scanner, tablets and other equipment such as a sewing machine and badge making equipment. The Lowood Lab will regularly host a variety of programmed and community driven events, workshops, meetings and training to explore ideas with the Somerset community</p>
Toowoomba Regional Council	IND	\$20,000.00	<p>The Carnival Time project will digitise and catalogue print and photographic material as well as objects from the Carnival Collection currently held in storage. This will make available online resources which previously relied on in-person presentation at the Toowoomba City Local History library. These digitised and catalogued collections can then be accessed physically and online, providing local and global access 24/7. A USQ facilitated PD event will ask staff to look at the relationship between our physical and digital collections, and how to create adult programs based on these while also meeting the needs of the community. The USQ Makerspace Team have offered to facilitate 3D workshops on creating a 3D lithograph using photos of the Carnival of Flowers sourced from the public, or a Litho Lamp using historical photographs from the collection. Additional adult programs that may also be run include: Garden and flower photography workshops using resources from the Carnival Collection, and Flower arranging through the ages using resources from the Carnival Collection.</p>