



SERN

General Assembly 2023

11-12 MAY 2023
Cervia



COMUNE
DI CERVIA

DIGITAL TRAINERS PROJECT

Showcasing our best practices



Francesca Bedogni
and Martina Zecchetti
Municipality of Cavriago (RE)

The context

Multiplo is a public library and cultural center inspired by the models and public libraries of the northern Europe. Opened 250 days a year, it offers spaces for reading, playing, studying, surfing in internet, attend training workshops, attend dance performances or concerts. It organizes stimulating activities every day for people of all ages.

It welcomes hundreds of people every day in a public structure of 2,800 square meters, beautiful, bright, modern, colorful, located within a public park of about 10,000 square meters in the center of Cavriago.

Cavriago is a small town, with 9.800 inhabitants, based in northern Italy.

On an economical point of view there are many industrial and agricultural activities, so there is very few unemployment. Instead, there is a need for constant integration because the town welcomes many migrant communities from both southern Italy and the rest of the world. The Cavriago community is rich in solidarity actions and there is a great deal of participation, thanks to the presence of many cultural, social and sports associations.



The Municipality of Cavriago is looking for a strengthening of people's transformative resilience capacity, to gain skills and ability to give a positive answer to the impacts and shocks of the contemporary life. Communities need to rediscover and strengthen bonds to promote well-being and heal wounds, forms of insecurity, vulnerability, even exclusion from cultural fruition and production. Open and welcoming places are essential to foster good interactions, fundamental territorial structures, in which build positive social relationships, in order to enrich people's lives.



Multiplo Centro Cultura as a public library, a social and cultural space for the whole community, is called to be on the front line to find answers to the new emerging needs. The staff of cultural operators listens, facilitates meetings and experiences, takes care of dissemination, guides, welcomes, involves: working with people, ideas and thoughts are shared, shared objectives are created and social and community ties are strengthened.

DIGITAL TRAINERS PROJECT Practice n.1

Europe Challenge

Fighting Fake News and promoting digital activities



Overview of the practice

The aim of the project is the involvement of people of all ages and skills in gaming activities to make people more digitally aware of misinformation and bridge the digital gap between citizens.

Facilitate the digital transition, provide access to new information technologies (personal computer loan, digital ateliers), offer training and cognitive tools to distinguish the reliability of sources and be able to distinguish fake news on the web (courses and coaching personalized), access to digital administration.

Activities: gaming activities, workshops and laboratories, meetings and a book presentation, conducted by using a captivating language and digital tools, involving users actively and not just through boring lectures.

Resources: IT equipment (laptops, tablets).

We've created a common project "prototype" with other European libraries: this project concerns a topic of general interest for all cultural institutions in Europe, in particular for those who want to create moments of encounter and dialogue between people, who have experienced a rarefaction of social relationships.



Timeframe and status of the practice

Project launched in September 2022: a year-long prototyping and co-learning programme.

From September 2023, implementation phase.

Target groups

We expect to reach the following people:

Children - the primary school (10-11 years old), : about 100

Teenagers - free users (12-16 years old): about 50

Adults - free users: about 180

Our project is for everyone, but we'll especially involve young people
(who use technology more, but have fewer skills) thanks to the
mediation of local schools and associations, and through our social media channels.



Impact

Up to now we have not yet carried out any activities because we have just finished the planning phase and we are now in the project start-up phase and in communicating the initiatives to potential users.

Up to now we have involved public schools, training schools and local associations to reach out to their students and invite them to participate in our workshops. We have also involved some citizen volunteers who will collaborate with us in carrying out the activities. Listening, during the workshops, to the needs and attitudes of our users, we will be able to direct the objectives and methods of carrying out our activities. Building a community of people interested in the topic will allow us to develop, through a democratic process, solutions to the problems that are closer to people.



Challenges

We have not yet reached the testing phase. As for the design, the challenge we had to face was the preliminary documentation and training phase that was necessary for us to acquire skills on this new topic.

It was easy to involve the schools with which we have a consolidated relationship, while it will be more difficult to involve teenagers who do not usually attend our spaces. Another difficulty will be to create intergenerational activities: it is a problem that we will approach after the experimentation phase.

We obtained a funding of 20.000 € from ECF's Europe Challenge and from the Emilia Romagna Region for the purchase of IT equipment and the realization of the project laboratories.

Our project was designed to be sustainable over time: in fact, the setting up of the digital laboratory will allow the realization of various digital activities in the future during the library's opening hours. To continue the specific activities on fake news launched with this project, additional funds will be needed to finance the working hours of the operators dedicated to the project.

Furthermore, the creation of a community of people interested in the topic who will be able to help carry out and disseminate the activities will be essential.



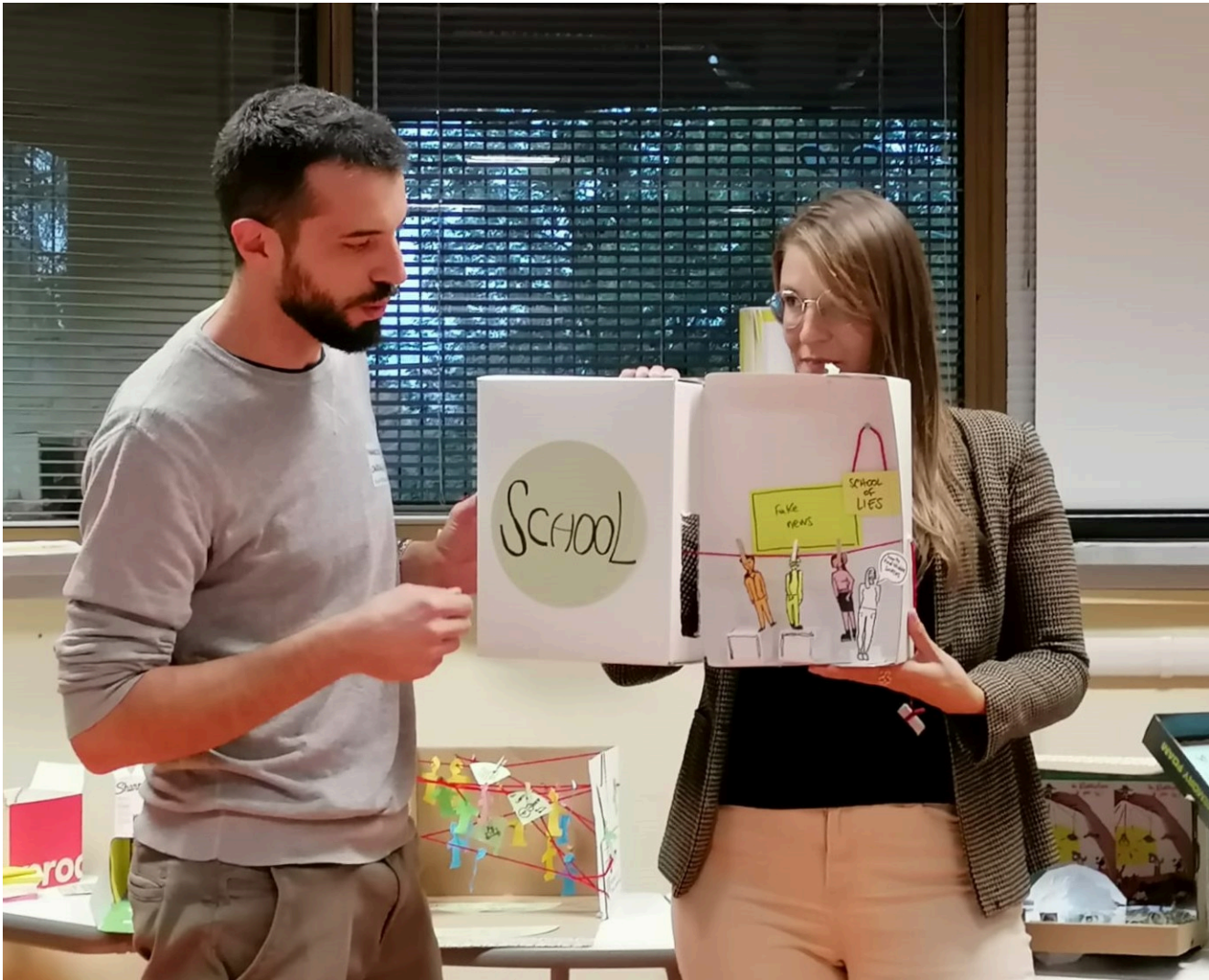
Transferability

This project concerns a topic of general interest for all cultural institutions in Italy and in Europe, in particular for those that have a more widespread digital situation. In fact, the issue of the aware use of digital tools and information is very current, especially in view of the effects of the recent pandemic, which has led to a process of forced digitization of services in very short times, but has not allowed a parallel development of the skills needed to use these resources. We also believe that all libraries in the world in this historical moment have the fundamental task of creating moments of encounter and dialogue between people, who have experienced a rarefaction of social relationships.



SERN General Assembly 2023 - 11 MAY

DIGITAL TRAINERS PROJECT



SERN General Assembly 2023 - 11 MAY

DIGITAL TRAINERS PROJECT



MULTI

centro cultura cavriago

ACCENTO

SOCIETÀ COOPERATIVA SOCIALE

LABORATORI

digitali

FALSE VERITÀ

fake news

& fact check

MERCOLEDÌ 7 E 14 DICEMBRE 2022

ORE 16-18

ISCRIZIONE OBBLIGATORIA

12/16 ANNI

FESTIVAL DELLA

CULTURA

Tecnica

2022





MULTI

centro cultura cavriago

ACCENTO

SOCIETÀ COOPERATIVA SOCIALE

LABORATORI

digitali

SCRATCH E

MAKEY MAKEY

GIOVEDÌ 17 E 24 NOVEMBRE 2022

ORE 16-18

ISCRIZIONE OBBLIGATORIA

8/12 ANNI

FESTIVAL DELLA

CULTURA

Tecnica

2022









MULTI

centro cultura cavriago

ACCENTO

SOCIETÀ COOPERATIVA SOCIALE

LABORATORI

digitali

STAMPA 3D

IMMAGINA, PROGETTA, CREA

LABORATORIO IN 2 INCONTRI

GIOVEDÌ 11 E 25 MAGGIO, ORE 16.30

12-16 ANNI

ISCRIZIONE OBBLIGATORIA





MULTI

centro cultura cavriago

ACCENTO

SOCIETÀ COOPERATIVA SOCIALE

LABORATORI

digitali

BEE-BOT

coding e robotica

MARTEDÌ 15 DICEMBRE 2022

PRIMO TURNO ORE 16-17

SECONDO TURNO ORE 17.30-18.30

ISCRIZIONE OBBLIGATORIA

4/6 ANNI

FESTIVAL DELLA

CULTURA

Tecnica

2022



DIGITAL TRAINERS PROJECT

Practice n.2

Digital SOS

Activate digital inclusion projects in libraries, to support citizens who are not autonomous in using the web to access services and opportunities



Overview of the practice

The purpose is to activate a digital inclusion project in libraries, to support citizens who are not autonomous in using the Internet to access the services and activities on the web, from filling in an online form, to searching for information or sending e-mails to distant people, etc.

A dedicated digital civil service operator is available at the Multiplo during the usual opening hours. Citizens and users ask the operator, informally and without an appointment, for help in using IT tools for accessing public administration, managing digital identity, e-mail and social operations, but also to learn how to better use devices such as smartphones and tablets; this service has been named SOS Digital.

The digital civil service operator also provides support to the Multiplo operators during digital workshops carried out within the ateliers, related to coding, robotics and 3D printing activities



Timeframe and status of the practice

Daily service implemented in December 2022 with an annual deadline.

Planned to be repeated for the following years.

Target groups

Citizens with a digital divide and the need to use IT tools, mainly elderly people



Impact

The service was immediately successful, with 25 requests for assistance in the first month of opening.

Users are much more comfortable using IT tools if they know they can count on the support of the digital civil service. The service has also had a great impact on the operator himself, who is acquiring considerable interpersonal skills and broadening the spectrum of his digital knowledge.



Challenges

Sometimes requests for assistance create waiting times; furthermore, the presence of the operator is not guaranteed for 100% of the opening hours of the service.

Sustainability is another challenge: the project is financed by Regione Emilia-Romagna.



Transferability

The Digital Civil Service project can be replicated in any other library.



SERN General Assembly 2023 - 11 MAY

DIGITAL TRAINERS PROJECT



DIGITAL TRAINERS PROJECT Practice n.3

STEAM laboratories in public spaces

Following the learning by doing methodology, culture and skills are disseminated for a critical and creative elaboration of cultural products, through the experimentation of innovative and inclusive methods to disseminate skills in scientific subjects (STEAM).



Overview of the practice

The main purpose of the project was making technologically equipped spaces available to students and citizens for the development of STEAM disciplines.

Digital laboratories were set up at the Galileo Galilei secondary school in Cavriago, equipped with 2 interactive 75" digital screens, 4 laptops, 1 video projector, 1 green screen, 1 carving plotter, 1 laser-cut printer, 3 Sphero Littlebits electronic and robotics kits, 18 Lego Education Spike kits for robotics and programming, 4 Makey Makey kits for programming, 1 kit with 6 Bee Bot robots, 1 manual digital microscope, 1 video camera for 360° filming, 1 essential oil extractor.

A Digital Atelier was also set up at the Multiplo - Centro Cultura Cavriago equipped with Beebot and Mbot robots, computers and software for programming and coding, the Makey Makey system, equipment for filming and video editing, a 3D printer and related design software.

In all labs, STEAM discipline development activities have started (and are planned for the future) for various age groups. In the workshops at the schools, training activities for teachers are planned. In the Multiplo workshop, the service is open daily for two afternoons a week, with the presence of a specialized operator.



Timeframe and status of the practice

Project implemented in November 2022 with the inauguration of the labs at the school and the library.

Target groups

Primary and secondary school students; Multiplo audience.



Impact

The workshops at Multiplo were very well attended from the start; the daily opening of the service is also well attended. The users who participated in the workshops at the library were all enthusiastic about the activities, in fact they also participated in the follow-up events and they are thinking of founding a group of young makers.

Activities at the school workshops just started but we already registered positive impacts on both students and teachers.



Challenges

The biggest challenge is to ensure the opening of the laboratories with dedicated personnel.

Sustainability is one of the difficulties of this project.



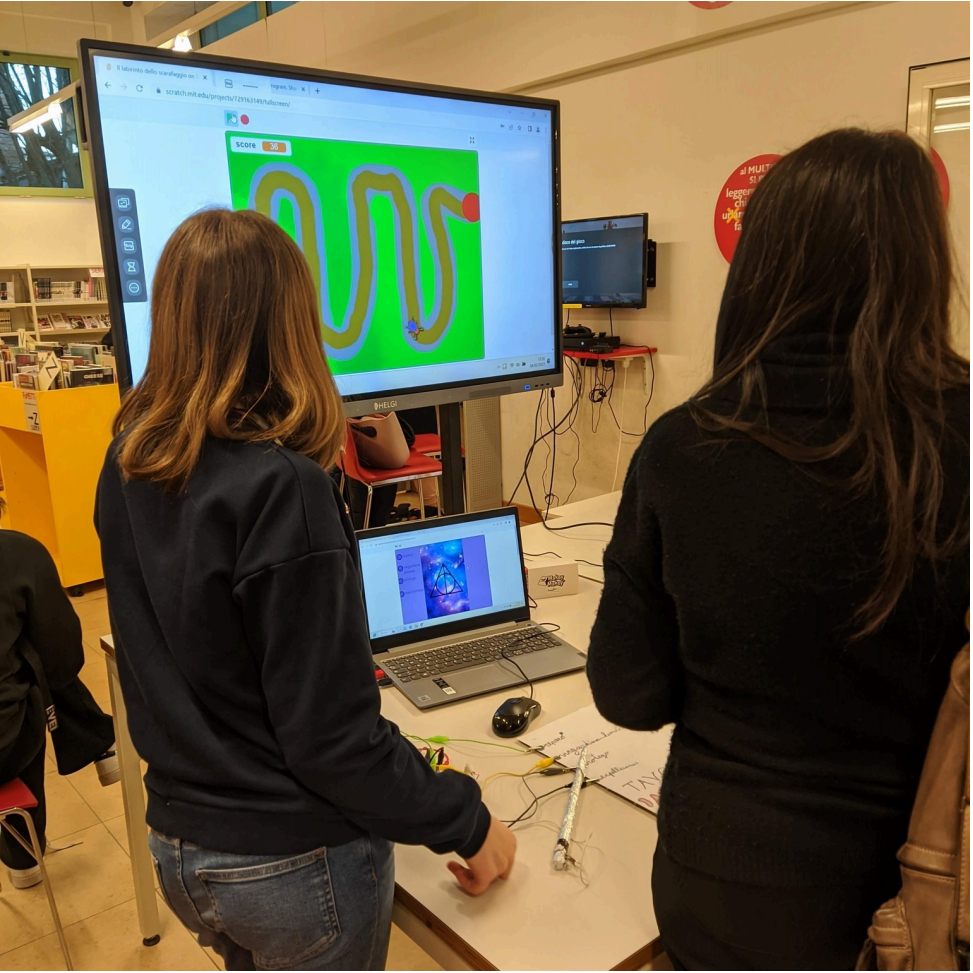
Transferability

A large part of the laboratories were realised through sponsorship or partnerships with external players; in order to transfer similar projects to other locations, it will be necessary to be able to implement these collaborations as well, otherwise the projects are not sustainable



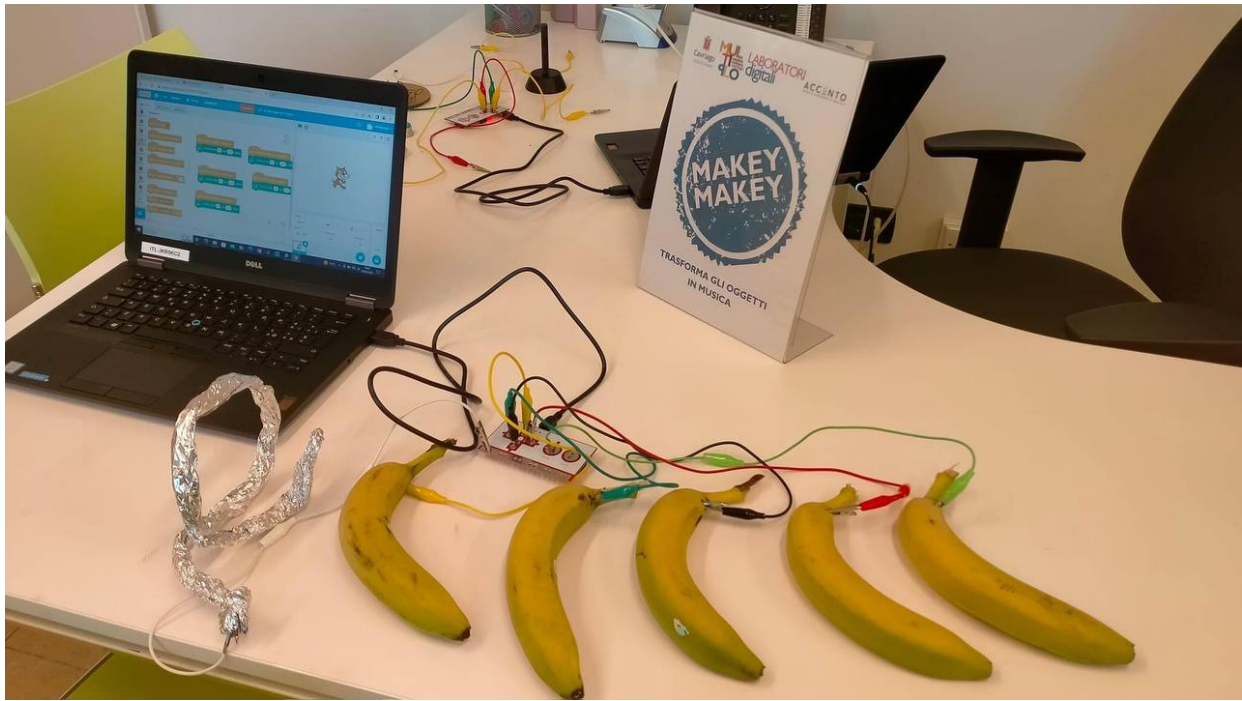
SERN General Assembly 2023 - 11 MAY

DIGITAL TRAINERS PROJECT



SERN General Assembly 2023 - 11 MAY

DIGITAL TRAINERS PROJECT



Thank you!

