

Analyses of Library

Manguiera Library Interior Design Analyses

Meeting Saturday 6 December 2003.

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Functions of the Library

- Max 20 kids at the time (there are 100 in the community)
- Paint
- Draw
- Collage
- Arts and crafts, clay, costume and mask design, etc
- Games
- Free play, dance, invent own games, etc.
- Read stories
- Look in and read books

Analyses

- Today books are presented for adults, needs to be made interesting for children to look in them. Presented as toys, or side by side with toys.
- Knowledge of library is high in the community, but not many see the importance for it
- Could be that parents are afraid of getting alienated from their children
- Library should 'develop imagination', should be like walking into a book, into a fairytale, exiting story, imaginary world, the book world
- Index system is good
- Adult books can be taken home, but no adults use the library. Maybe we need to make "adults corner" so that they do not feel childish to take out books. On the other hand we want to focus on the children.
- We want to make a close connection between learning and play
- Surprises, could be boxes on the wall that you could open, or hidden places
- Most of the functions we have can be done in the room today, although it could be bigger. Balcony, division in height?

Needs and ideas

- Needs puppet theatre "stage"/scene curtain/stage
- Place to dry paintings
- Walk into story
- Sensory interaction with room, touch, feel, smell, hear, etc. in order to connect story with real life and make the experience of story more memorable
- Changeability/mobility, to make it possible to change the room and change it back
- Curtains with different scenarios on
- Wood theme, have trees as holding shelves
- 'Children's wood cabin' as a theme, you walk into cave like space
- Blackboard hanging low with colour chalk. Blackboard reminds them of school which could be used to connect 'school and books' with 'play and fantasy'
- Sound proof ceiling to get better and 'cave like' acoustic
- Get children to do part of design
- Let them be part of or present at the installation, giving them small easy tasks
- Get parents involved in the construction process

