

# So You Want To Print a Narwhal: Participatory Design of Children's Library Programming

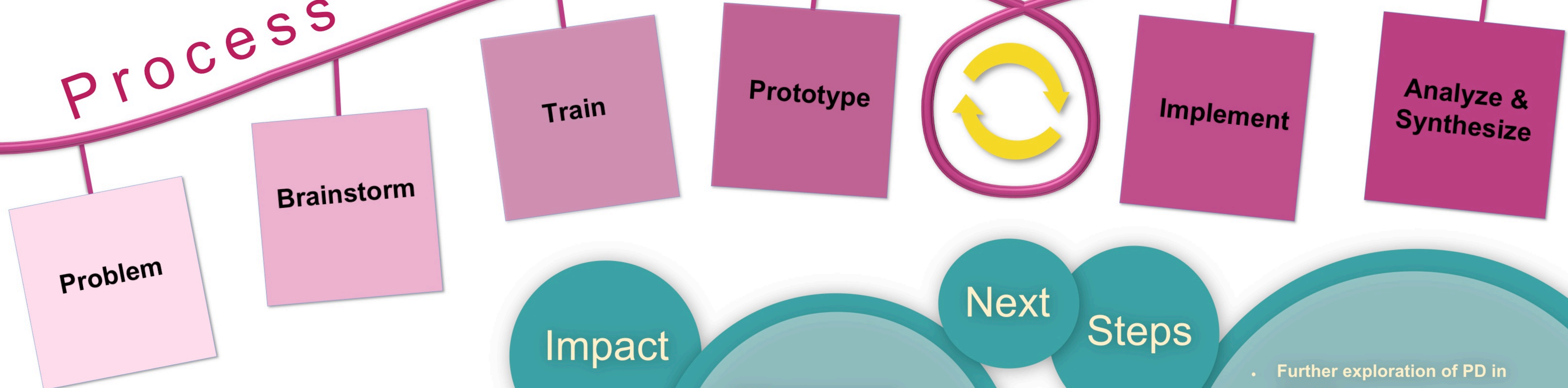
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## Summary

We used participatory design (PD) as a way to fully incorporate the voice of children in the development of children's library programming. Using KidsTeam-UW as a model, we worked for ten weeks with a group of eight 6-9 year-old children, with each week focusing on a different aspect of 3D printing. Data in the form of session notes, photos, and video recordings were analyzed to determine important elements and best practices for a printing program, as well as guidelines for librarians to incorporate the practice of PD in their own program development.

## Process



## Impact

- Child empowerment
- Understanding of children's priorities
- Relationships between the library, UW, and the community
- More effective 3D printing programming

## Next

## Steps

- Further exploration of PD in libraries
- IMLS Grant & expansion of involvement
- Continued community engagement with participants
- Deliverables
  - Guidelines for 3D Printing Program