

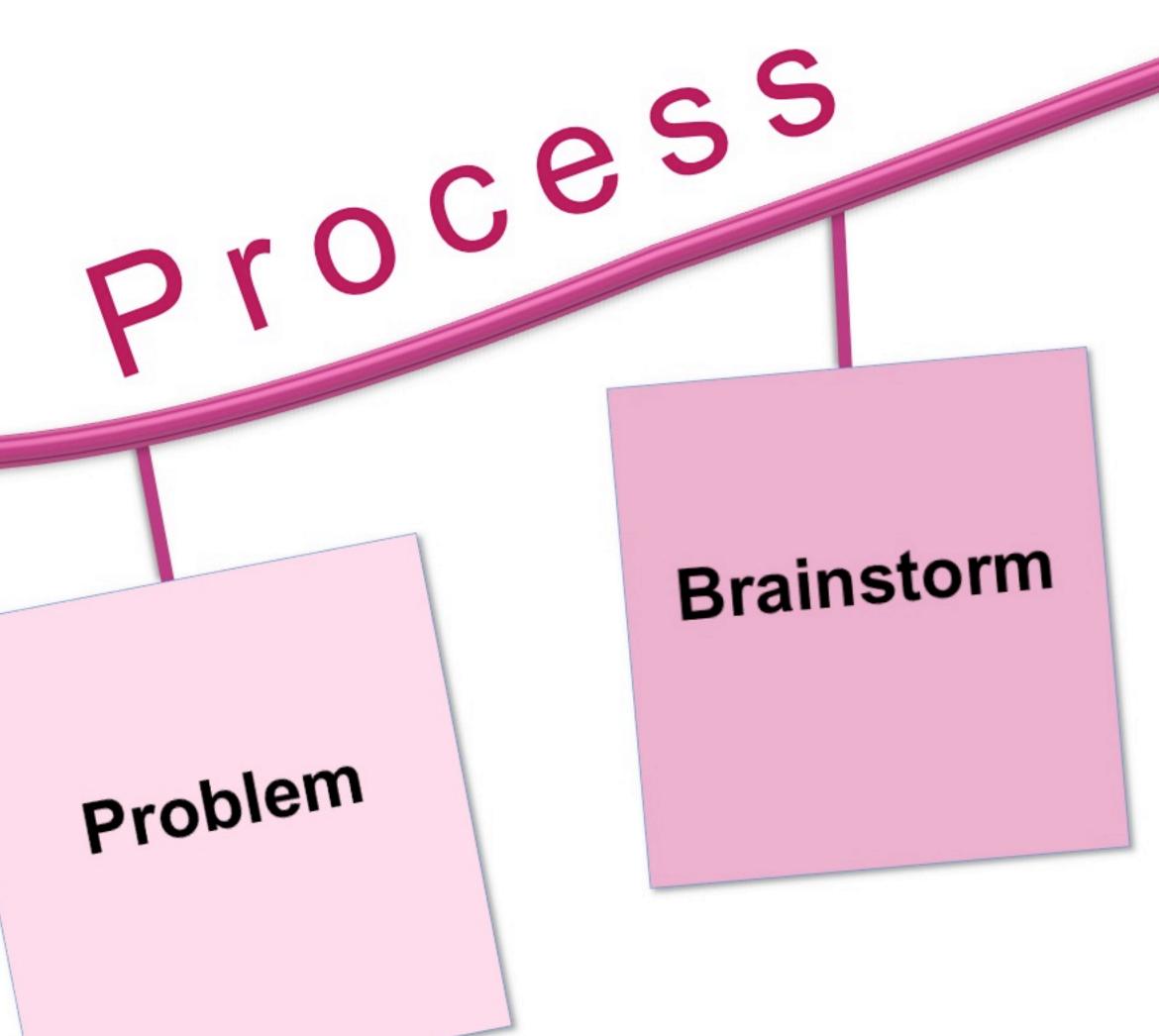
So You Want To Print a Narwhal:

Participatory Design of Children's Library Programming

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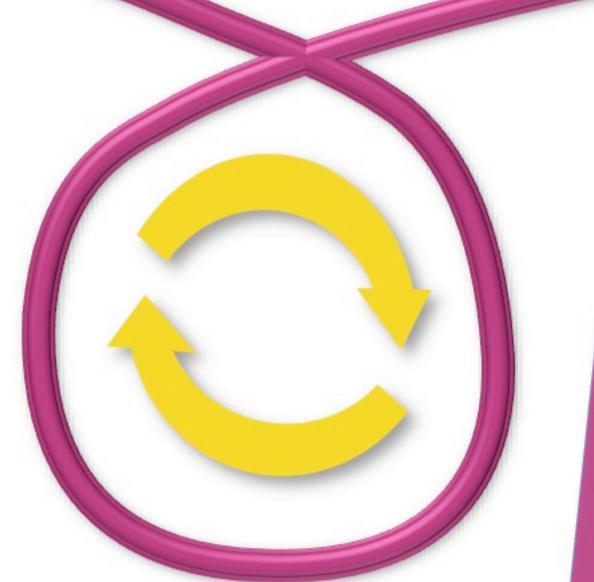
Summary

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.



Train

Prototype



Implement

Analyze & Synthesize

Impact

Next Steps

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

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



Acknowledgements:

Thanks to KidsTeam SPL children and parents, Juan Rubio, Richard Counsil, Luis Gonzales, Jason Yip, Jin Ha Lee, Kung Jin Lee, MLIS student volunteers, and our teen volunteer



Children - Created by Tomas Knopp from Noun Project Library - Created by iconomind.com from Noun Project Design - Created by Yu luk from Noun Project 3D Printer - Created by Jemis mali from Noun Project