

Training and networking workshop

EBLIDA conference, 19 April 2023 Kaja CUNK, PiNA





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ERASMUS+

EU programme for education, training, youth and sport





ERASMUS+ IS NAMED AFTER WHO?





The Erasmus+ programme is named after **Desiderius Erasmus**, a Dutch philosopher and scholar from the Renaissance period.

The programme was launched in 1987 with the aim of promoting cross-cultural understanding and cooperation among European countries.

Since its inception, over 10 million people have participated in the Erasmus+ programme, including students, teachers, and staff from educational institutions.

Erasmus+ Programme 2021-2027: Building a Stronger Europe

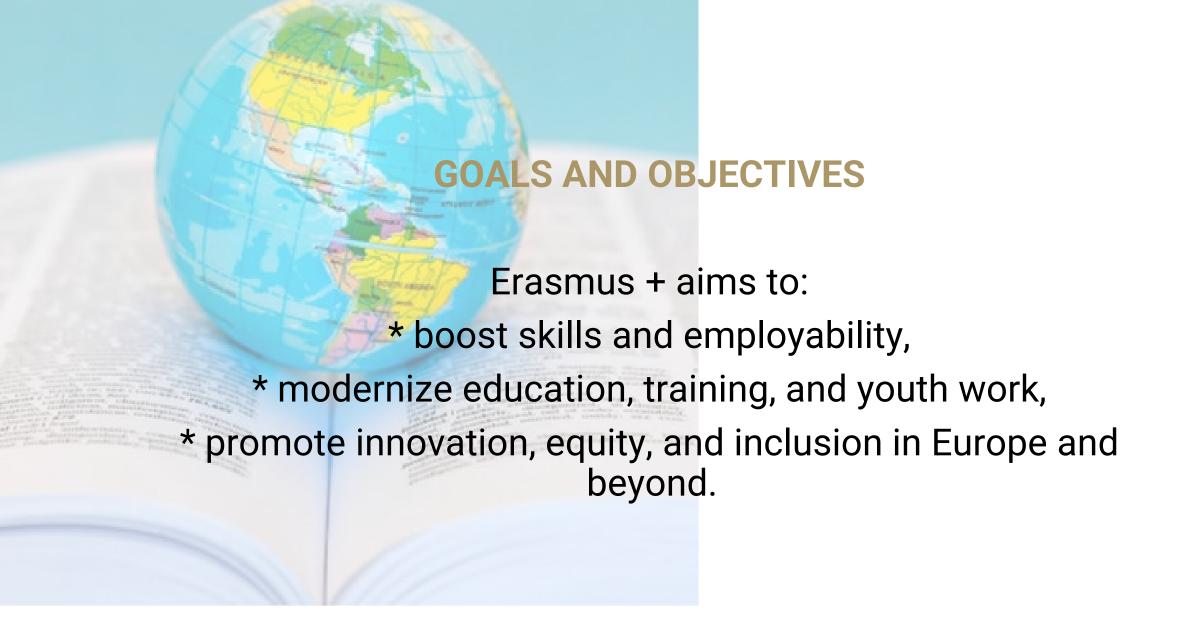
















KEY ACTIONS

Key Action 1: Learning Mobility of Individuals (mobility, youth participation, discover EU)

Key Action 2: Cooperation for Innovation and Exchange of Good Practices

(cooperation and small-scale partnerships, partnerships for innovation)

Key Action 3: Support for Policy Reform (European Youth Together)





KEY ACTION 1

MOBILITY FOR LEARNERS AND STAFF IN ADULT EDUCATION Job shadowing, Training assignments, Courses and training

ERASMUS ACCREDITATION

YOUTH PARTICIPATION ACTIVITIES







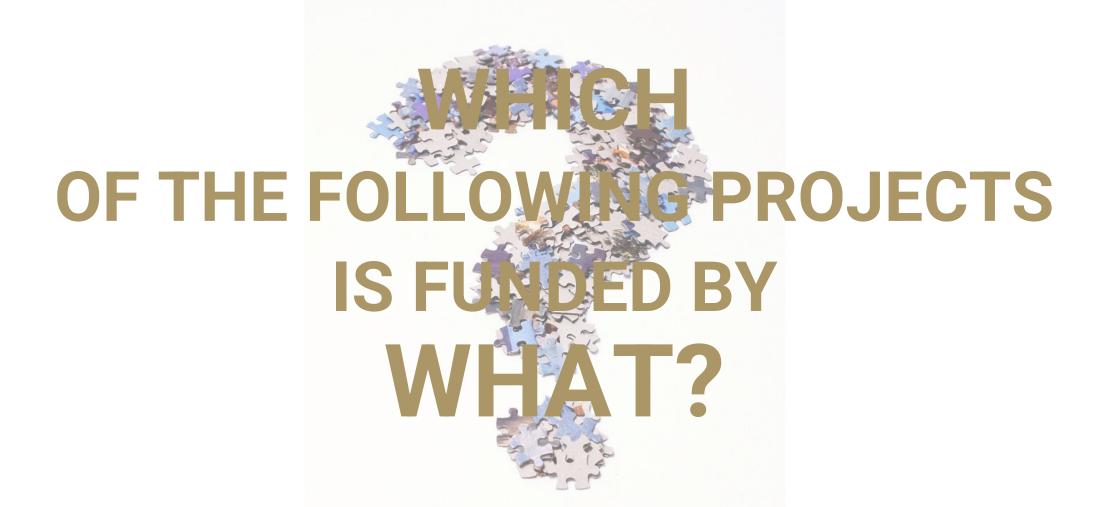
















PROJECT 1: Enhance public library services for visually impaired users through ICT tools and training

Objectives

Through the need analysis emerged 2 main issues: 1) library staff is generally poorly aware of the ICT tools for the involvement of visually impaired users and successful experiences and best practices are very little known; 2) library staff's digital competencies are usually not adequate to face this challenge.

Starting from these 2 aspects, the project focused on 3 main objectives:

- 1)Promote the exchange of best practices among the staff of different libraries on ICT tools and services for the involvement of visually impaired readers;
 - 2) Develop library staff's digital competencies through training activities on ICT tools;
- 3) Establish a network of libraries for cooperation in the involvement of visually impaired users.

Partners wanted TECH.LIBRARY to represent a concrete opportunity for EU libraries to communicate and collaborate, share common needs, improve the skills of their staff, develop innovative approaches in order to improve their services dedicated to visually impaired users.





PROJECT 2: Business analysis and service design of library services

Estonian libraries (~830 in total) currently rely on three different library systems (ILS) and three different user services portals. All these systems differ by their user experience, service provision, and their functionalities that support the day-to-day work of libraries.

The aim is to replace by the year 2026 three user services portals with a single portal and improve the ability of libraries to offer digital services.





PROJECT 3: G-Book project

Topic: Gender Identity: Child Readers and Library Collections

Countries: Bosnia & Herzegovina, Bulgaria, France, Ireland, Italy, Spain

Libraries involved: JAVNA USTANOVA BIBLIOTEKA SARAJEVA, Bosnia & Herzegovina REGIONALNA NARODNA BIBLIOTEKA PETKO P SLAVEYKOV, Bulgaria

Objectives:

support the circulation of "gender-positive children's literature" at EU level stimulate and to encourage local libraries to enrich their offer of gender-positive children's literature.- raise awareness within local communities on the importance (and benefits) of gender-positive children's literature

Methods and tools:

Creation of the first European Bibliography of Positive-Gender Children's literature, available in an online interactive catalogue in 6 European languages (g-book.eu)
Realization of 2 multilingual collections on different topics related to gender identity. These 2 collections travelled through Europe and were hosted in all the partner's countries
Setting up of Gender Identity Sections in 6 public libraries with the purchase of books from the EU

bibliography

Participation and great success at the Bologna Children's Book Fair 2018





THANK YOU.

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