



Introducing RL:EU in Europe

RL:EU in Italy (Valentina Bondesan's Speech)

Thank you for being here and having the opportunity to tell you what is happening in Italy.

Thanks to the "Resourcing Libraries" project we have been able to organize a workshop at the end of March in Milan within the framework of our national conference on libraries.

40 people, librarians and public library networks coordinators, attended the event expressing a strong need for more in-depth knowledge and understanding about European funds and application procedures.

We have created a great expectation for a further and ongoing training actions and now we must not betray this expectation.

We are living through an European season that is "miraculous" if we think about the amount of resources available for libraries. We need to be very aware of this.

I really don't know if we will ever have so much money from EU.

Cooperation and preparation will be the key to accessing resources.

EBLIDA and PL2030 have joined forces to facilitate these processes and Italian libraries will be able to attract fundings only if they will implement their competencies and AIB - Italian Library Association will strive for that.

In the Italian workshop we used the same method that we will use here right today: a method combined with a game. Gaming and gamification are new learning tools very much appreciated by librarians with many possibilities of contamination.

With Giuseppe Vitiello, Eblida Director, we are thinking of creating a format that brings together different events specifically designed to raise awareness of the different EU programmes and ESIF 21-27 in the professional community.

We will employ the next few months for this purpose and will keep high the attention for grants for our libraries.