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# Digital Facilitator and Digital Communicator in Expanded Endless Libraries

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Fewer and fewer people use libraries and read books in Italy

EUROSTAT Report 2018:

<https://ec.europa.eu/eurostat/web/products-eurostat-news/-/EDN-20180423-1>

ISTAT report 2019:

<https://www.istat.it/it/files//2019/12/Report-Produzione-lettura-libri-2018.pdf>



How we can improve the interaction  
between people – especially young  
people - and libraries?

### EXPERIMENTATION:

To design and enforce a prototype of  
*Expanded Endless Book (EXEBook)*,  
integrating printed text with  
interactive expansions in AR usable  
by mobile devices.

**Activity 1:** Choice of  
books and scanning  
in high-resolution  
format

**Activity 2:**  
Application of  
markers on the layout  
of chosen digital  
images

**Activity 3:**  
linking the marked  
contents to other  
digital resources  
related to chosen  
books and developing  
of AR fruition.

# METHODOLOGY:

## DIGITIZATION

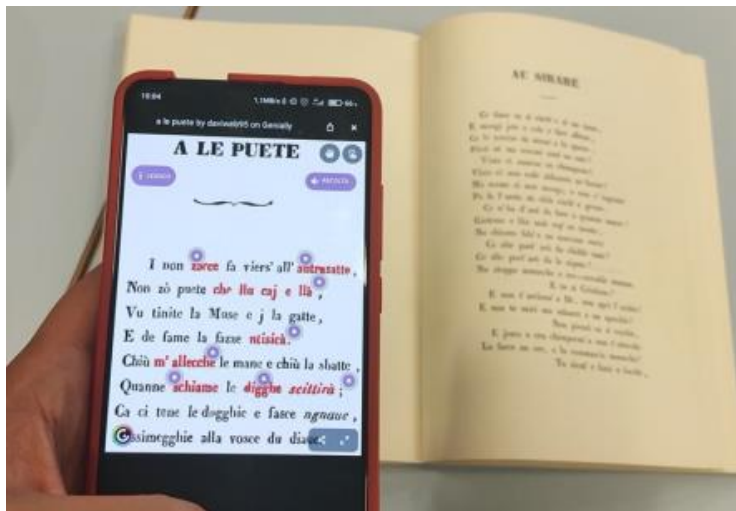


High  
definition  
scanning



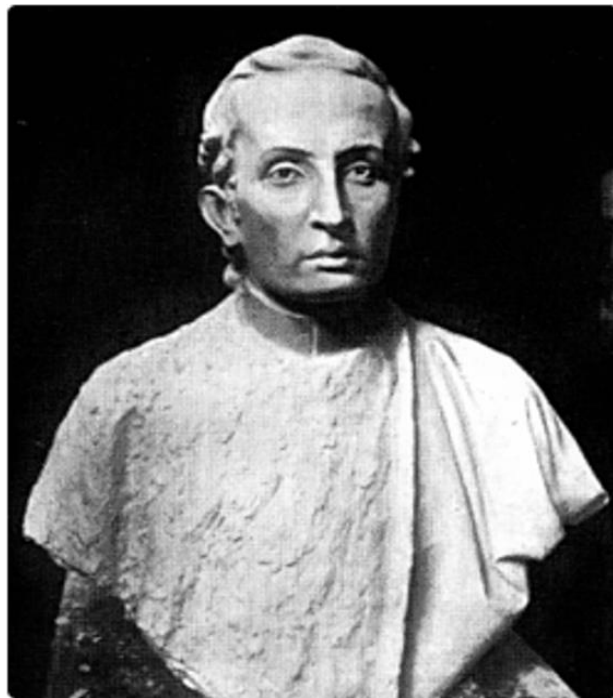
markers  
and  
content  
processing

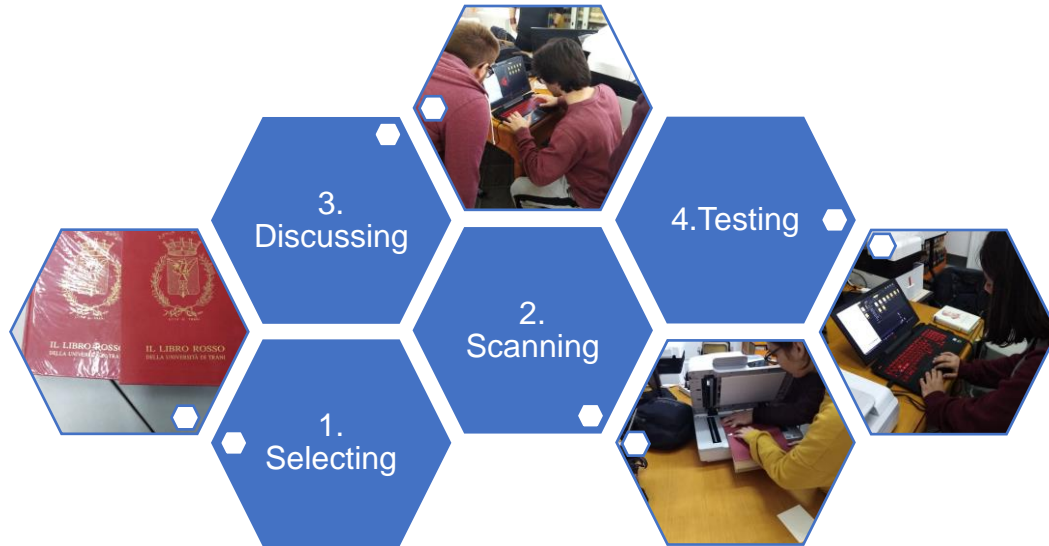




Marking and connecting the  
selected book content with other  
digital resources: text

Marking  
and  
connecting  
the selected  
book  
content with  
other digital  
resources:  
Audio  
contents  
read by an  
**AVATAR**





### TEST CASE:

High School Library of Liceo «G. De Sanctis» of Trani (near Bari, Italy).

The students selected and processed about 20 books with this innovative methodology.

They worked as **PROFESSIONAL DIGITAL LIBRARIAN** for developing new interaction between the users of their school library and the books.



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The experimentation showed how we can change the future libraries in **3D Libraries (3DL)**: Digital, Dynamic and Diachronic Libraries, highly interactive, expandable and endless.

The digital expansions can be endlessly implemented, transforming each book into a gate for accessing culture, knowledge and emotions.

The 20 books of Trani high school library are today interactive gates to access cultural contents for enhancing and improving the users' interaction with knowledge.

And the young students were the first digital librarians involved in an experimentation of innovative communication of their library: no more static place where books are silently collected, but a gate for expanding knowledge starting by the books.

Now, the **BIBLIO project** will teach how to create the new professional digital librarians for providing them with the needed skills for creating and communicating the innovative **EXEBooks** in their libraries.



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# Thanks for your attention!!!

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