



Designing Libraries

INSPIRE INFORM INTERACT

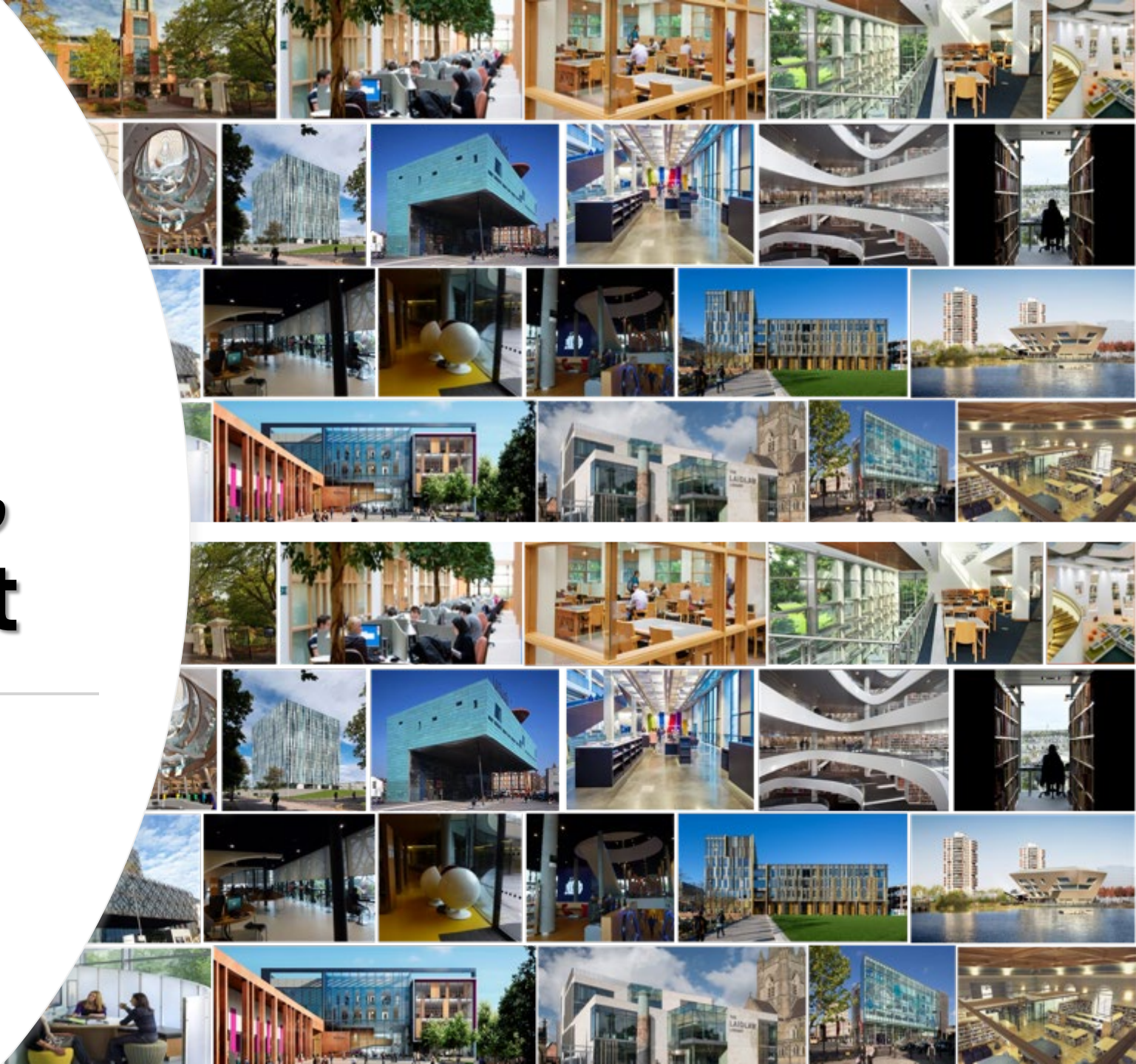
DESIGNING LIBRARIES

I not AI

KAREN LATIMER

Chair Designing Libraries Advisory Board

Four Is Inspire, Inform, Interact Impact



What, Where, When, Who How and Why? The 6 Fundamental Questions

What?

- **A Community Interest Company not for profit**

Where and when?

- **Freely available at: www.designinglibraries.uk.org**

Who?

- **Director Ayub Khan Head of Libraries & Cultural Services Warwickshire**
- **Supported by an Advisory Group of stakeholders and experts from all library sectors and chaired by Library Design Consultant Karen Latimer**
- **Partners with LIBER LAG, IFLA Library Design SC, CILIP, SCONUL, Arts Council, Libraries Connected, Schools Library Association**



Designing Libraries Advisory Board Members

How and Why?

How?

Gather information

Disseminate information

Collaborate

Confer

But most importantly

Why? Inspire Inform Interact Impact

WHY? INSPIRE



Share best practice and experience in order to raise standards of design and support library planners and designers



Learn from others



Libraries section: inspiring library projects from around the world



Case Studies sections : transforming spaces - interiors



RCSI Library, Dublin





- **Glucksman Library,
University of Limerick**



Università Luigi Bocconi in Milan

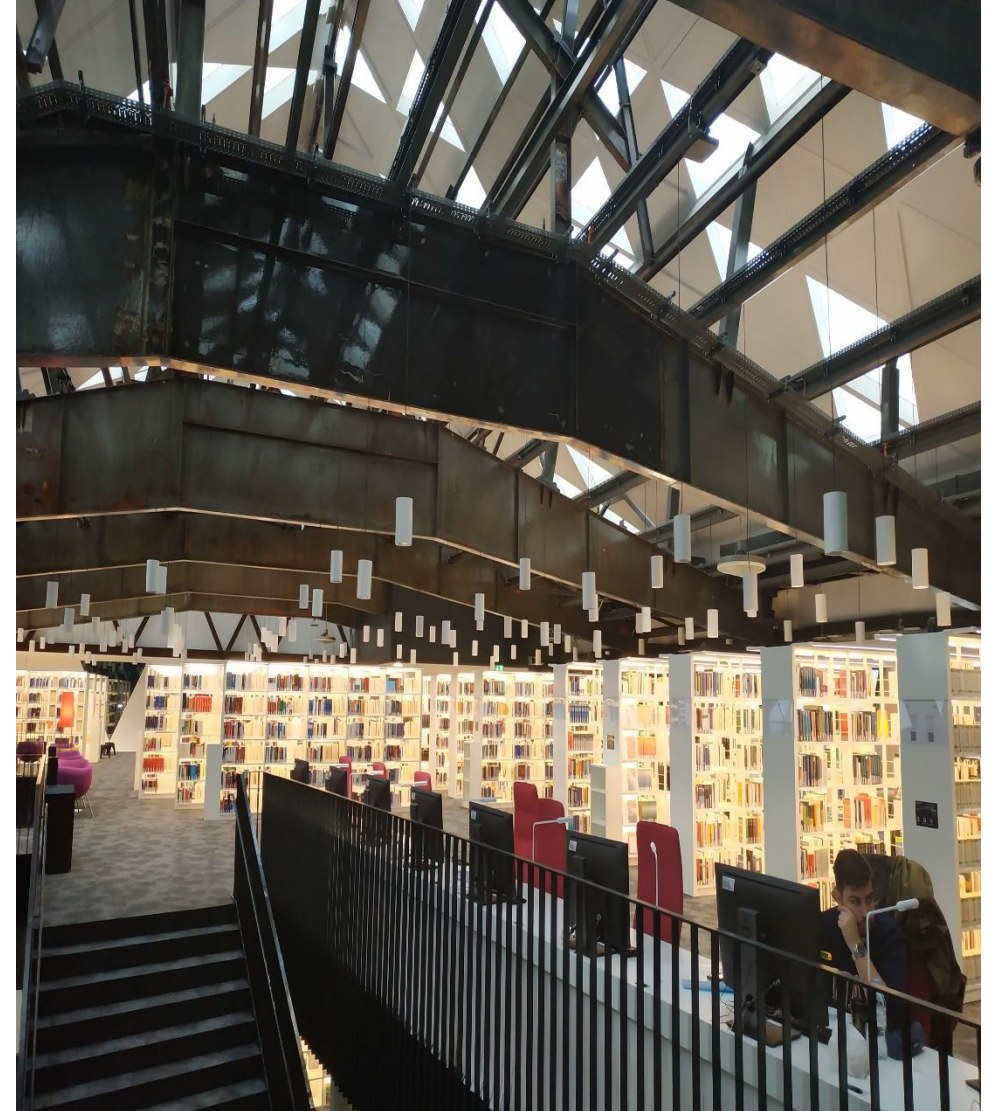
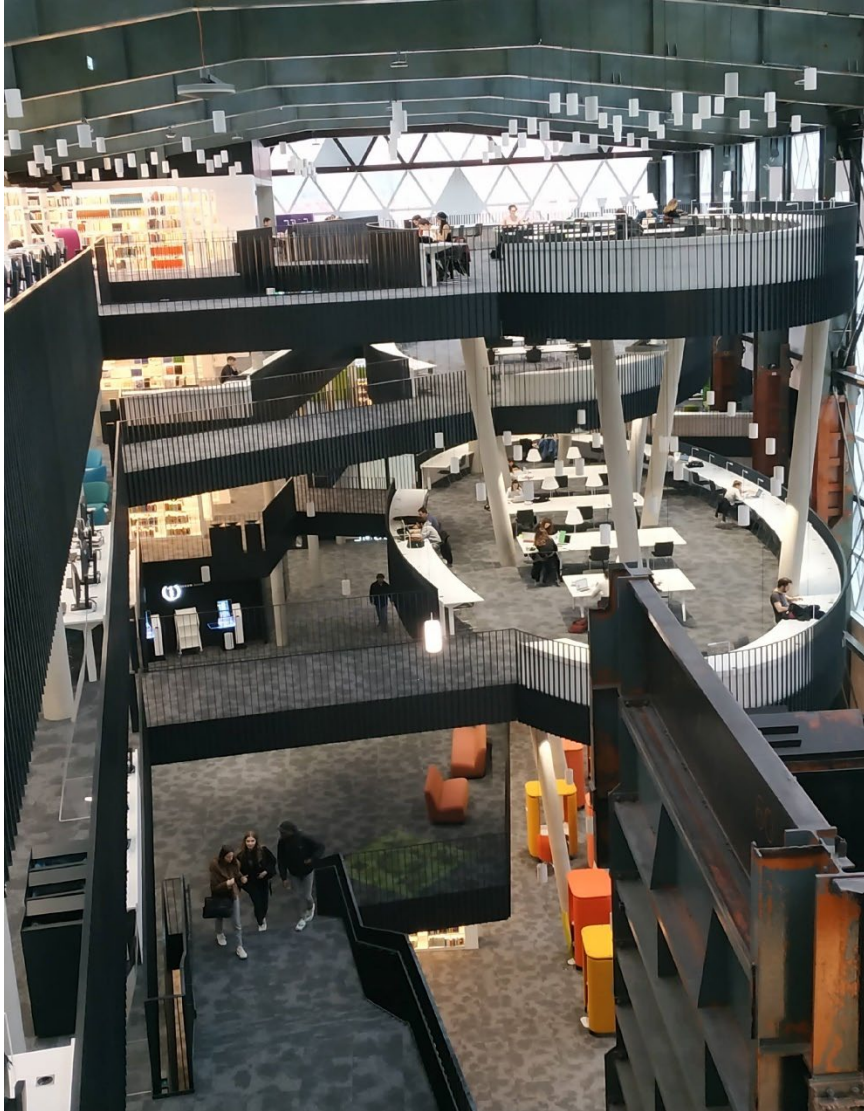
Magdalene Cambridge Library



Town House, Kingston University Library Courtyard

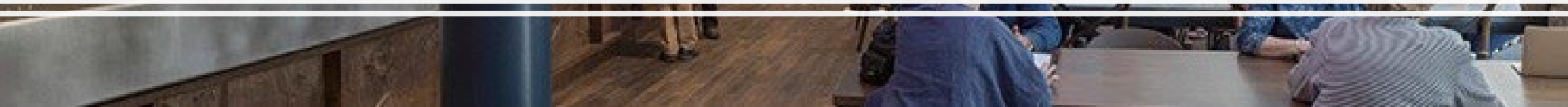


University of Luxembourg





Storyhouse, Chester



The Word, South Shields



WHY? INFORM



Keep up to date with issues and trends



Perspectives on library design from architects and librarians



Resources: web links, sources of information on all aspects of library buildings, design, technology and innovation



Marketplace: sponsored directory of library designers and suppliers



News : conferences , awards, meetings, libraries in the news



The modern library:
technology-enhanced library spaces

Information Professional

Winter Digital 2025



The magazine of CILIP – the library and information association

DESIGNING LIBRARIES

Designing
Libraries

Trends in library design and technology

Not so many years ago, digital and physical libraries were seen as two separate services. Nowadays they are two parts of the same whole, fully integrated and interdependent, offering customers enhanced experiences and more choice, says Designing Libraries Director Ayub Khan.

OVER the past decade or so, new libraries have featured in cultural regeneration projects worldwide. Think the bold architectural statement of the new Library of Birmingham or the waterfront Dokki in Denmark, with its own automated, driverless car park.

The COVID pandemic accelerated the take-up of digital library services and they haven't looked back. The digital offer – and usage figures – continue to grow. However, the virtual library is not the only story.

Tech, in many forms, now pervades every aspect of library provision, eroding any remaining demarcations between online and physical services and blending tradition with innovation to meet the needs of modern-day users. Current trends suggest technology will continue to shape the bricks-and-mortar offer. This applies not only to shiny new libraries but also to sensitively refurbished older buildings.

Techno trends

Technology is not only exciting – it is a cost-effective, problem-solving tool. Smart lockers and automated kiosks, for example, can give members access to library resources long after the staff have gone home. Extending opening hours would otherwise be too expensive to contemplate. The floors of the Dokki Library in Aarhus, Denmark, incorporate raised

systems for rewiring – future-proofing the building in anticipation of further tech upgrades. The library also has an automated, driverless car park for customer convenience.

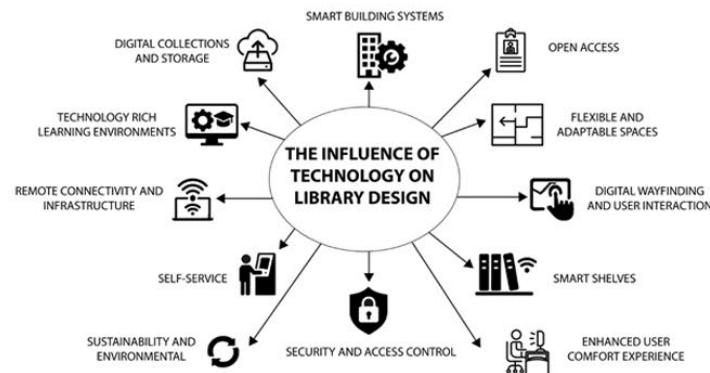
AI-driven tools offer customers personalised recommendations and help backroom operations with tasks like predictive space planning. Virtual Reality and Augmented Reality are creating interactive learning environments, particularly in academic libraries.

Maker-spaces and Digital Labs – equipped with 3D printers, green screens, and media tools – foster creativity and digital literacy in libraries, allow users of all ages to try out the latest techno-kit and software free of charge. Meanwhile mobile apps and cloud-based systems let library members borrow ebooks, audiobooks, and multimedia resources 24/7 – from anywhere they happen to be.

Design essentials

There are many reasons why libraries lend themselves to cultural regeneration. First, they are valued by people who use them and people who don't as key facilities that are part of the social fabric of local society.

All this inevitably has an impact on library layouts. Former Carnegie Reading Rooms have been replaced by quiet study zones where users can connect – and charge – their



Robot book fetcher at the University of Utah.



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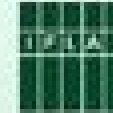
*Karen Latimer,
Dorothea Sommer (Eds.)*

POST-OCCUPANCY EVALUATION OF LIBRARY BUILDINGS



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NEW LIBRARIES IN OLD BUILDINGS

CREATIVE REUSE

Edited by Petra Hauke, Karen Latimer and Robert Nisenz

IFLA PUBLICATIONS 180



WHY? IDENTIFY TRENDS

Co-location

Open libraries /Accessibility and inclusivity

Well-being and indoor/outdoor connections

Community spaces/creativity and collaboration

Flexibility

Revenue streams and efficiency gains

Engagement and evaluation

Sustainability

The Hive, Worcester



Savannakhet, Laos



WHY? INTERACT

1

**Contact us
with news
from your
country**

2

**Submit case
studies of
exciting
libraries**

3

**Contribute
articles on key
issues**

4

**Sign up to the
Newsletter**

THE LIBRARY COMMUNITY :Your Role



**PICK YOUR BRAINS AS
EXPERTS, STAKEHOLDERS,
CONTRIBUTORS,
FOLLOWERS**



**WHAT DO LIBRARY
PLANNERS AND DESIGNERS
NEED FROM DL?**



WHAT KIND OF CONTENT



WEBSITE FUNCTIONALITY



FUNDING

WHY? IMPACT

- **Good design = good service**
- **Good design supports wellbeing**
- **Good design results in well-used community spaces**
- **Good design enables collaboration and creativity**





Designing Libraries

**Thank you for listening
Questions?**

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