CULTURE, KNOWLEDGE AND COMMUNITY: INTERNATIONAL MEETING OF LIBRARIES

Good practices workshop

1 Entity data

• Library name: Project of Barcelona Provincial Council's Library Service Management Office in collaboration with the researcher in digital literature and fiction for children and young people, Lucas Ramada Prieto.
• Full address: Library Services Management Office C/ Comte d'Urgell, 187. Recinte Escola Industrial, Edifici Annex al Vagó 08036 Barcelona
• Territorial sector, thematic area and population: Various libraries from Barcelona Provincial Council's Municipal Library Network (Xarxa de Biblioteques Municipals, hereinafter XBM). This project aims to introduce video games into the general dynamic of activities of the XBM, training its staff to become mediators in Digital Fiction.
• Name of the responsible person and position: Montserrat Alvarez Massó. Head of Library Cooperation. Library Services Management Office Lucas Ramada Prieto. PhD in didactics of language and literature from the Autonomous University of Barcelona, specialising in digital fiction for children and young people Cristina Mier Vega. Librarian specialising in children and young people. Unit for Promotion and Services. Library Services Management Office
• Contact details of the person responsible. Email, phone and website: Montserrat Alvarez Massó: alvarezmm@diba.cat / 648 685 042 https://www.diba.cat/web/biblioteques/qui-som

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2 Type of presentation

• Oral presentation X
• Digital presentation

3 Good practices project

• Title of the project

Ficció en JOC: mediació cultural i club de(vídeo)joc (Fiction in PLAY: Cultural mediation and (video) game club)

• General description (300 words)

Ficció en JOC represents a commitment from Barcelona Provincial Council's Library Service Management Office to build a system of cultural mediation around digital fiction in public libraries.

Its main purpose is to provide knowledge, skills, and experiences to library staff with the aim of helping them develop their autonomy to design a regular programme centred around digital fiction at their facility.

Ficció en JOC was launched in 2022 as a response to the results derived from a previous pilot project called *Laboratori de Ficció Digital Infantil i Juvenil* (Laboratory of Digital Fiction for Children and Young People), which took place in 2020 and involved 13 librarians under the direction of Dr Lucas Ramada Prieto. Its initial focus was to investigate how public libraries could integrate digital fiction into their standard programming, allowing them to include a form of contemporary cultural work – the video game – that a large percentage of both children and adults regularly engage with. The working group concluded that there was a need to expand the focus on high-quality works that represent genres and forms of expression distinct from the most popular and widely recognised in this cultural product, as well as to ensure awareness and access to the diversity of existing productions. All the results can be found in the publication titled *Ficció digital a les biblioteques* (Digital fiction in libraries).

Note: We understand *digital fiction* as a form of artistic expression that takes advantage of the multimodality offered by the digital environment to create its works so they can be enjoyed, explored, or analysed.

• Recipients:

Staff from the libraries of the XBM and their users.

• Location and coverage (neighbourhood, district, city, town, country):

Currently, 29 libraries from 27 municipalities and 1 mobile library (which serves small municipalities) are part of the Ficció en-Joc Lab expert community, and 7 more libraries and 1 mobile library have recently joined in the training phase. You can consult the information at this link.

• Activities and tasks:

The programme is implemented in three distinct yet related phases that address the proposed objectives

> **Phase 1:** Preparation of concepts and skills for library staff participating in the project during each edition (3 months: October-December)
>
> > Through monthly in-person or virtual sessions, new participants acquire knowledge about the various languages involved in video games and the different relationships that can be established among them. They also develop skills for selecting and acquiring high-quality video games.
>
> **Phase 2:** Period during which the acquired knowledge is put into practice in the library (6 months: January-June)
>
> > The new participants of the edition prepare the first practical sessions they will conduct in their libraries. They analyse the technological infrastructure of their facility to determine the materials that will be used for the practical sessions. They select a specific type of audience (children or young people) and the video games they will use for mediation. Subsequently, they share their experiences with the other participants and reflect on them, discussing aspects that need to be improved.

Phase 3: *Ficció en JOC-Lab*. Workshop for reflection and the design of new proposals and methods for mediation and promotion of digital fiction in libraries.

The staff who have completed phases 1 and 2 form a group with the shared goal of creating further resources that can help generalise the established framework and also contribute to implementing a horizontal training system among XBM employees. They meet and communicate through the Library Services Management Office virtual platform *ComunidadXBM*.

• **Resources (human, material, infrastructure, economic):**

Human resources:

- **Address**
- **Project coordination:** Coordination between libraries, participants and instructors for administrative and logistical management.

- **External expert, specialising in mediation in digital fiction**: Programme director. Design and deliver initial and ongoing training, lead the sessions, and guide participants in developing a personal *Ficció en JOC* project within their library.

- **Library/mobile library staff**: Planning, coordination, and execution of video game sessions at the library/mobile library through video game clubs aimed at target audiences (children, young people, senior citizens), along with organisational and logistical management, promotion, and assessment. The preparation and outcomes of these sessions are shared with the other project participants.

Infrastructure

- **Library rooms**: Set up for the (video) game club sessions. They must have sufficient capacity for the participants as well as IT equipment (computers, tablets) and supporting audiovisual materials.

- **Digital platforms**: For publishing reviews (such as the Virtual Library) and selecting and purchasing the video games.

Materials

- **Video games**: Digital licence for the selected video games.
- **Audiovisual equipment**: Projectors, screens and computers or tablets to provide the gaming experience for participants, facilitate mediation and encourage discussion during the sessions.

- **ComunitatXBM:** Communication platform exclusively for library staff participating in the project. Facilitates the exchange of experiences, information and materials related to (video) game club sessions.

Publishing platforms

- **Web portal (Virtual Library)**: to give the project visibility.
- **Websites of the participating libraries**: To inform users about the schedule of the sessions and other related information (recommendation guides).

Dissemination and promotion

- **Communication campaign**: To attract participants, through library websites, social media (hashtag "#FiccióenJoc"), posters, and e-newsletters.
- **Promotional materials**: Posters, leaflets or graphic materials to advertise the project in libraries and in the community.

Budget

- Professional expert fees.
- Audiovisual resources and materials.
- Promotional material.

• **Scope**

       Sustainability

       Reading X

       Democracy

• **Insert QR code (with the website and links to videos or photos)**

Virtual Library https://bibliotecavirtual.diba.cat/es/ficcio-en-joc

Ramada Prieto, Lucas**. *Ficció Digital a les biblioteques***. Barcelona: Barcelona Provincial Council, 2021. Link to the electronic version in Catalan and Spanish

Publication that details the experiences of the ***Laboratori de ficció digital*** community of librarians during the year 2020-21, in which they discussed how to build a system of cultural mediation around digital fiction in libraries. The result is a handbook focusing on the conceptualisation of the project and bringing together the librarians' experiences in the video game sessions. It includes a brief guide on how to create a script for a "literary conversation" featuring digital fiction.

Mediació literària II. Ficció en joc: més enllà de l'entreteniment. comunitatXBM
PODCAST. Library Services Management Office, Barcelona Provincial Council, 2023.
[Access to the material](#)

>Podcast which describes the Ficció en JOC project through the voices of some of its key figures: Lucas Ramada Prieto (director and facilitator) explains why it is important for video games to be part of the offer of libraries, advocating for video games to be taught to be played in a different way – with a critical and conscious perspective – while also providing a selection of high-quality video games created by small developers, both national and international.
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>Joan Garrigó (El Castell Library, Vacarisses), Rosa Ferrer (Zona Nord Library, Barcelona), Susanna García (Armand Cardona Torrandell Library, Vilanova i la Geltrú), and Isona Borja (District 3 Library, Terrassa) share their experiences within the library and how participating in this project has benefited them as professionals.