Reading Reinvented

Tony Tallent, Richland Library
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The LIT ROOM
The LIT ROOM: ARCHITECTURAL ROBOTICS

ECOSYSTEMS OF BITS, BYTES, AND BIOLOGY

KEITH EVAN GREEN
Architectural robotics: one space becomes many spaces.
Architectural robotics: a suite of furniture that comes to life.
Architectural robotics: a portal to elsewhere.

Transfigured
Inspiration

Richland Library’s Children’s Room
Words become worlds.

Inspirations
Doubt is a question imploded.
Forest and vines

Ocean and sky

Initial Sketches
2nd grade students show us what they’d like to see in the LIT ROOM.

Participatory Design
Kids show us how they’d use the technology to bring books to life.

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Kids show us how they’d use the technology to bring books to life.
Librarians engage in design exercises to shape the LIT ROOM features;

Participatory Design
Participatory Design

and its interface technology.

Assumption buster ALERT!
Robot Design / Functionality

Participation = Innovation

Structural & Aesthetic Design / Functionality
Implement
INNOVATION IN PROGRESS

THE LIT ROOM
is now loading...
Ask us about PARDON OUR DUST
Robotics

Multi-media Robots

Scored / Perforated Robot Panels
Interface
Evaluate
Children and librarians experienced a storytime in the LIT ROOM;

Evaluate
and also in a traditional storytime space.
Data was gathered on measures of literacy;

Evaluate
and usability.

Evaluate
Children provided feedback on the space.
Results

Increased interactivity
Results

Increased attention
Results

*Increased comprehension*
“It’s really made me excited about the technology piece [of storytime].”
New Designers
New Readers
New Audiences

Famous author in the house!
New Programs
New Programmers
New Friends
How can we export the LIT ROOM experience into other contexts?

New Innovations
The LIT KIT
MIX & MATCH!

INVOLVE!

NUDGE!

Reinvention Toolkit
Thank You