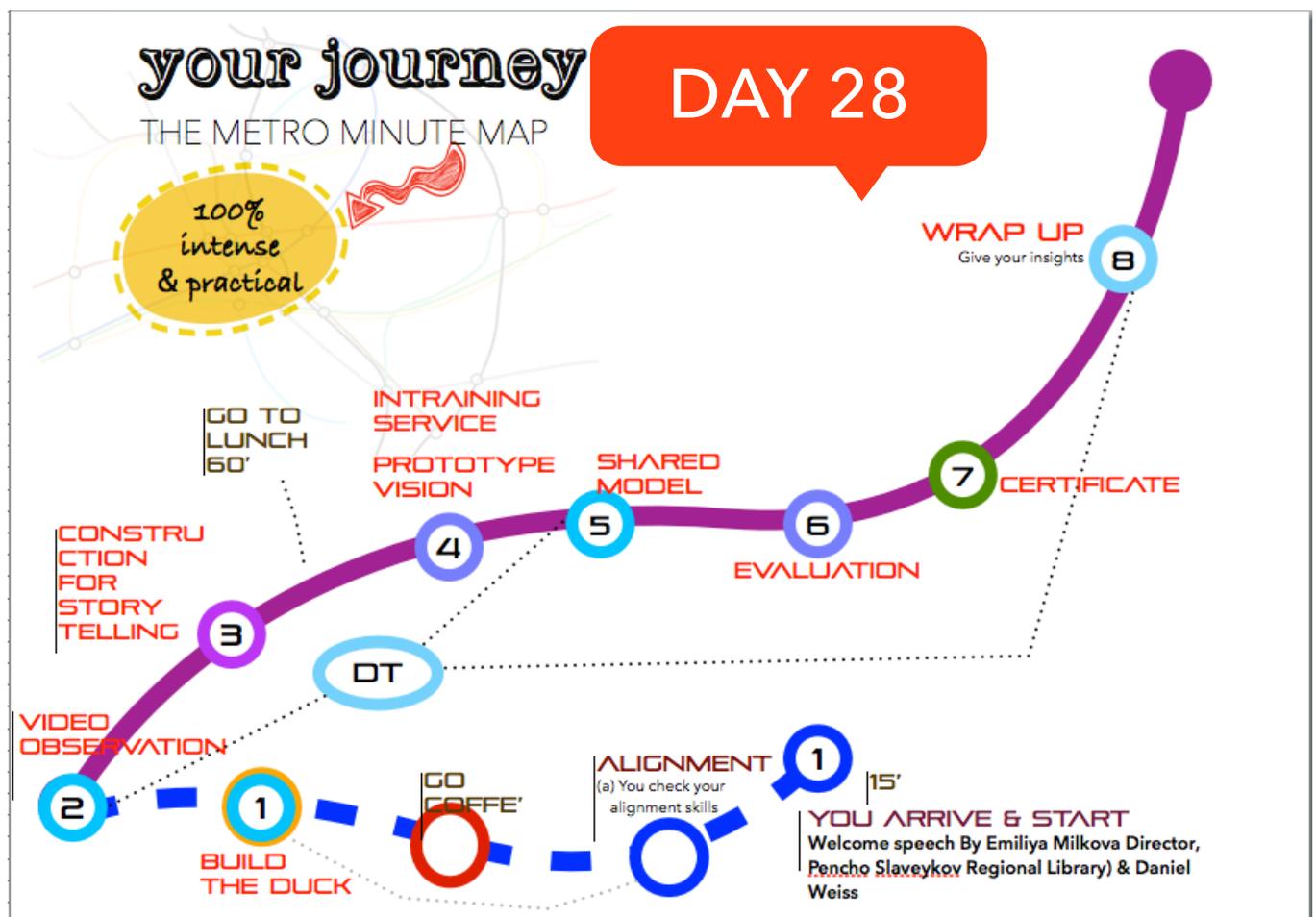


X-LIBRIS: Addressing Changes in Libraries Workshop Program

28-30 JULY 2015

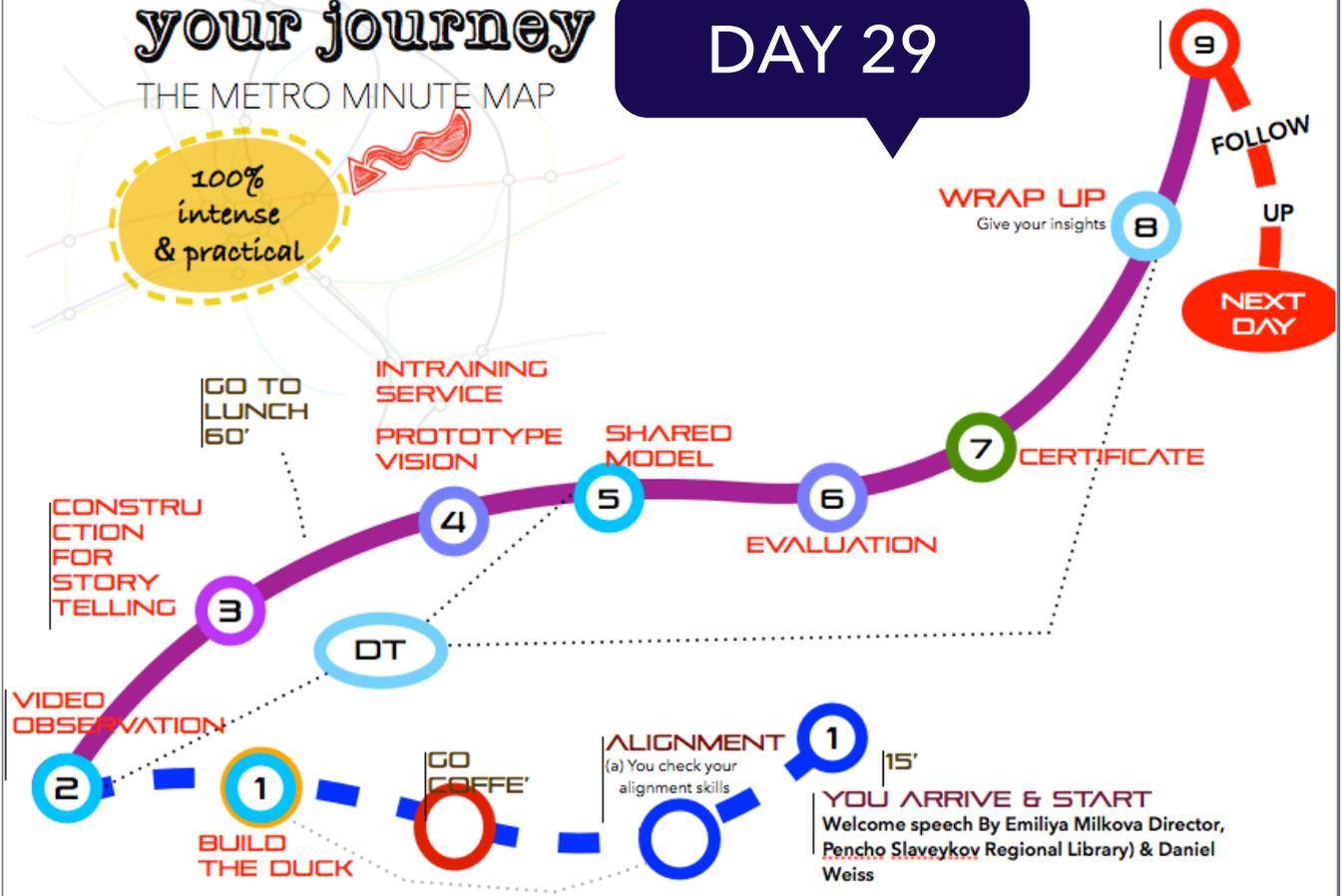
VARNA LIBRARY **BULGARIA**



your journey

THE METRO MINUTE MAP

DAY 29

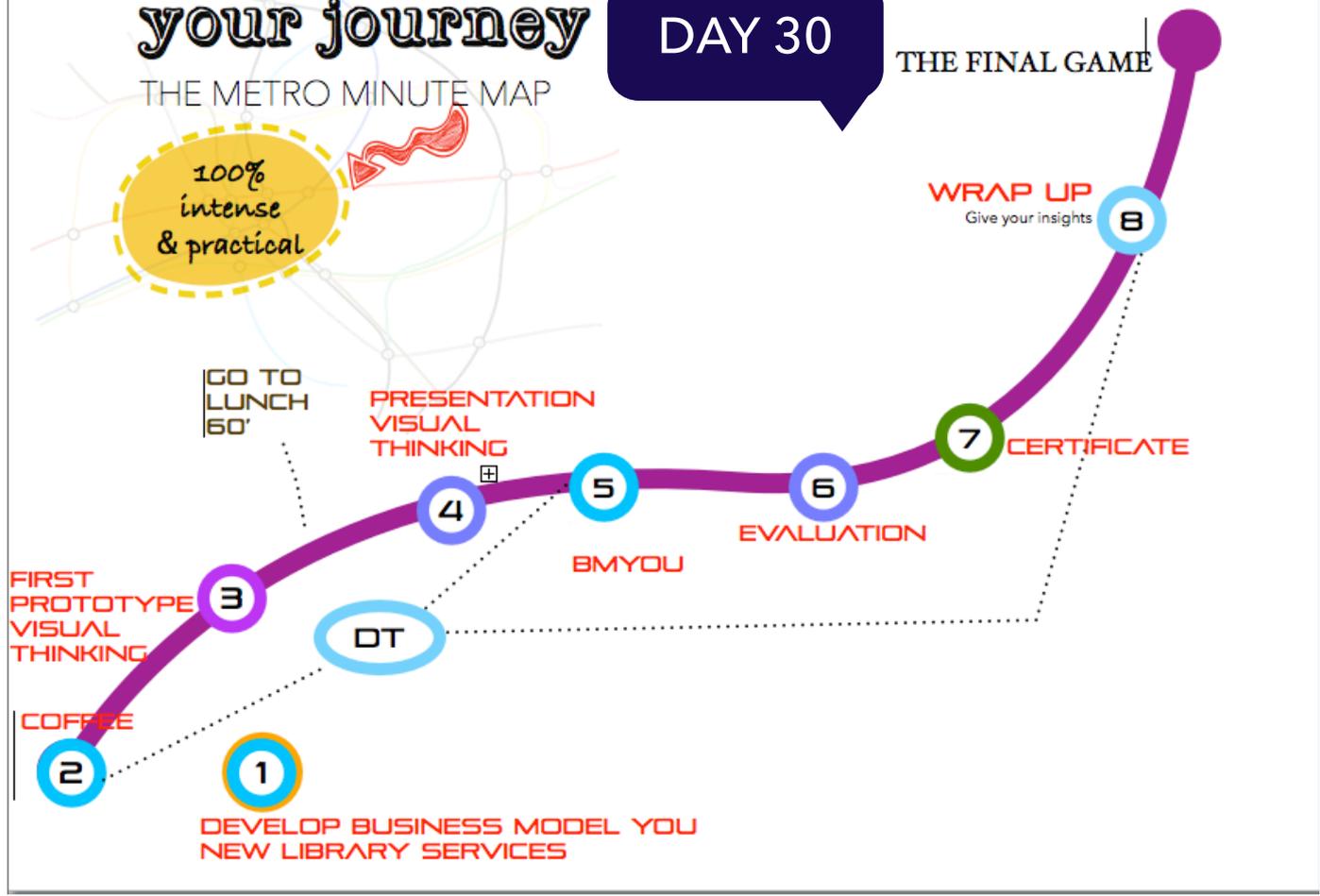


your journey

THE METRO MINUTE MAP

DAY 30

THE FINAL GAME



• THE METRO MINUTE MAP •

Depicting the idea in the sub-way fashion: This is ingenious. This is a perfect match for the illustrious John Sweller and his "Cognitive Load Theory and Instruction Design". The project idea, although complex per se is depicted with a re-presentation of a sub-way network. In this way the observer knows that the difficulties in managing new concepts (learning) will be overcome, as he/she is guided through the different stations. In addition the map is offering a good chance for roving around the concepts: one picked up at a time, does not eliminate the value of the other "stations", and more important the map is the assistance tool for orientation. So the observer/traveler feels secure, as he/she knows that he may process the map gradually. As everyone knows what a metro map is, the metaphor is 100% successful, as it lowers the extraneous load to zero, so that parallel processing of the working memory is kept at the accepted 250 millisecond. In addition the germane load (new stations, that require learning), is served by the different station boxes. Short term memory is very well addressed through the color combination and the guiding metro line. Long term memory helps reducing mental efforts as it uses prior knowledge (metro map) to master the concept map.

So instead to present the workshop in a traditional way of timing we give the participants the Metro Minute stops and explain their triple inner journey. The Metro line is in fact the Journey Map of the workshop where the participants get to:

- Knowing who they are.
- Learning new methodologies (because if you want to innovate you need to learn new things).
- Designing new services (they play the role of service designers not librarians).

Why we have to put the emphasis on service design?

We've progressed from a society of farmers to a society of factory workers to a society of knowledge workers.

Now we're progressing yet again—to a society of creators and empathizers, of pattern recognizers and meaning makers. We've moved from an economy built on people's backs to an economy built on people's left brains to what is emerging today: an economy and society built more and more on people's right brains.

