Engaging Across Generations of Library Users: Designing for Learners of All Ages

June 3, 2020
Introduction | Agenda

Part I (Birth to Age 12)
- Major Trends
- Age Specific Trends
- Unique Programs at Glastonbury Library
- Space Planning Considerations
- Q & A

Part II (Teen to Adult)
- Major Trends (recap)
- Age Specific Trends
- Unique Programs at Hartford Libraries
- Space Planning Considerations
- Q & A
TSKP STUDIO is a partnership of collaborative architects and interior designers.

We are dedicated to bringing design excellence to libraries with inspiring, functional, and healthy environments that attract users of all ages.

We recognize that libraries are the heart of every community. They create educated citizens by providing education, enlightenment and community building.
Introduction | Design Elements – Flexible Furnishings
Introduction | Design Elements – Transparent
Introduction | Design Elements – Innovative

Drive-Up Window

Self-Check Out

Self-Service Kiosk
Introduction | Design Elements – Connecting Outdoors

Biophilia
Day Lighting
Event Space
Introduction | Design Elements – Envisioning The Future

Pedestrian Friendly
Market Place
Sharing Culture
Performing Arts
Career Planning
Economic Driver
DMV / Passport Support
Co-working
Touchless Transactions
Introduction | Overall Current Trends

Flexibility
New Media
Technology
Transparency / Security
Check-out / Returns
Biophilia
Books
Makerspace
Co-Working
Café Food / Drink
Art / History
Sustainability

Distancing & Safety Measures
Part I (Birth to Age 12) | Designing for Children

Flexibility
New Media
Technology
Transparency / Security
Part I (Birth to Age 12) | Designing for Birth to Age 5

Play-Based Learning
Spaces for Caregivers

TSKP STUDIO
Part I (Birth to Age 12) | Designing for Age 6 to Age 12

Reading

Study

Computers / Tech

Project Areas
Part I (Birth to Age 12) | Welles-Turner Trends

Early Childhood Literacy

• 6 Early Childhood Literacy Skills
• Pre-school Storytime

Digital Literacy

STEAM

Co-working

Community Outreach
Part I (Birth to Age 12)  |  Welles-Turner Trends

Early Childhood Literacy

Digital Literacy

- Coding Programs
- AWE Learning Stations

STEAM

Co-working

Community Outreach
Part I (Birth to Age 12) | Welles-Turner Trends

Early Childhood Literacy

Digital Literacy

STEAM

• Tinkerlabs
• Smart Start Storytimes
• Mad Science Mondays’, Tech Tuesdays’
• Wee Rock

Co-working

Community Outreach
Part I (Birth to Age 12) | Welles-Turner Trends

Early Childhood Literacy

Digital Literacy

STEAM

Co-working
  • Collaborative Projects
  • Discovery Areas

Community Outreach
Part I (Birth to Age 12) | Welles-Turner Trends

Early Childhood Literacy

Digital Literacy

STEAM

Co-working

Community Outreach
  - Pre-school / Daycare Visits
  - Community Partnerships
Part I (Birth to Age 12) | Welles-Turner Trends

Early Childhood Literacy

Digital Literacy

STEAM

Co-working

Community Outreach

- Pre-school / Daycare Visits
- Community Partnerships

Kidding Around the Center (Town Center Initiative)

Halloween Story Stroll (Parks & Recreation)

Town Schools
- Visits
- Summer Reading
- Fountas-Pinnells
Part I (Birth to Age 12) | Welles-Turner Evolution
## Welles-Turner Case Study

<table>
<thead>
<tr>
<th>Demographics</th>
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<tr>
<td>Currently</td>
<td>2300 SF</td>
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<tr>
<td></td>
<td>50,000 Volumes</td>
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<td>Separate Storytime Room</td>
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<td>Proposed</td>
<td>Collection Growth Opportunity</td>
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<td>Lower Shelving</td>
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<td>Flexible Furniture</td>
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<td>Activity Areas</td>
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<td>Natural Lighting</td>
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<td>Children’s Terrace</td>
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<td>Makerspace</td>
<td>Move STEAM here</td>
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<td>Learn by Doing</td>
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Part I (Birth to Age 12) | WTML Contextual Design

2027 Main Street

2146 Main Street

2195 Main Street

2205 Main Street
Part I (Birth to Age 12) | WTML Contextual Design

- Hobby, Craft and Making
- Rural Heritage of Glastonbury
- Study, Research Space
- Contemporary / Modern

980 Main Street

Rustic / Modern

2407 Main Street
Part I (Birth to Age 12) | WTML Conceptual Design
Part I (Birth to Age 12) | WTML Conceptual Design
Part I (Birth to Age 12) | WTML Conceptual Design
Part I (Birth to Age 12) | WTML Conceptual Design
Part I (Birth to Age 12) | WTML Conceptual Design
Part I (Birth to Age 12) | WTML Conceptual Design
Part I (Birth to Age 12) | Q & A
Introduction (recap) | Presenters

Barbara Bailey
Library Director
Welles-Turner Library

Bridget Quinn-Carey
President & CEO
Hartford Public Library

Whit Iglehart, AIA
Managing Partner
TSKP Studio

Jeannette O’Connell, NCIDQ, ASID
Director of Interiors
TSKP Studio

Susan Pinckney, NCIDQ
Interior Designer
TSKP Studio

Kara Gruss
Director of BD
TSKP Studio
Part I (Birth to Age 12)
- Major Trends
- Age Specific Trends
- Unique to Glastonbury Library
- Space Planning Considerations
- Q & A

Part II (Teen to Adult)
- Major Trends (recap)
- Age Specific Trends
- Unique to Hartford Libraries
- Space Planning Considerations
- Q & A
Introduction (recap) | Overall Current Trends

- Flexibility
- New Media
- Technology
- Transparency / Security
- Check-out / Returns
- Biophilia
- Books
- Makerspace
- Co-Working
- Café Food / Drink
- Art / History
- Sustainability

Distancing & Safety Measures
Introduction | Technology Design for ALL Ages
Introduction | Makerspace Design for ALL Ages
Part II (Teen to Adult) | Current Trends

Flexibility
Technology
Sharing Culture
Multi-function Community Spaces
Art/History
Part II (Teen to Adult) | Designing for Teens

Seating
Computers
Gaming
Projects
Performance
Study
Part II (Teen to Adult) | Designing for College Students

Access/Culture/Convenience

Hours of Operation

Quiet Space

Projects Rooms

Digitization Lab & Library

Technology
Part II (Teen to Adult) | Designing for Adult

Books & Materials | Computer/Technical for Digital Learners
Immigrants: Creating Paths to Citizenship | Collaborative Spaces
Social Work | Community Events (Jazz, dance, poetry, art)
Part II (Teen to Adult) | Hartford Public Libraries (HPL)
Contextual Design within a Network of City Public Libraries

• Multi-use Facilities
• Urban Neighborhoods
• Small to Large (size & operation)

Makerspaces

Collaboration
Part II (Teen to Adult) | HPL Contextual Design
The Dwight Branch Library is a beacon for the community. TSKP's design creates a light-filled reading room that projects outward into the park. The glass reflect the scale of houses and storefronts in the neighborhood.

Renovation included dedicated spaces for:

- Children
- Media
- Library Function

The community room is shared with **The Senior Center** and **Parkville Elementary School**.
Part II (Teen to Adult) | HPL Park Branch Context

The new two-story, two volume 13,000 sq.ft. building will become the largest branch library in the City of Hartford, providing much needed community resources to an already vibrant retail and residential neighborhood.

- 150-seat community room
- smaller meeting rooms
- learning lab
- a café
- exhibit space
- designated adult, teen and children’s areas
- a protected courtyard

The design incorporated elements of the former Lyric Theater including a mural of the exterior art.
Part II (Teen to Adult) | Hartford Public Libraries (HPL)

Contextual Design within a Network of City Public Libraries

Makerspaces

• More than just 3D printing

Collaboration
Part II (Teen to Adult) | HPL YouMedia

Group Learning
Young Adult Room
Lounge Area
Part II (Teen to Adult) | HPL YouMedia Downtown

**Makerspaces** and digital learning created just for teens, to “**hangout**”, “**mess around**” and “**geek out**”!

- Recording Booth
- Gaming
- “Making”

Sewing Machines | Visual Arts
Plants | Screen Printing | Kitchen
Part II (Teen to Adult) | Hartford Public Library (HPL)

Contextual Design within a Network of City Public Libraries

Makerspaces

Collaboration
- Instructional Support
- Career Ready
- Community
- Design

Hartford Public Schools
Community Groups
UCCONN Hartford
Part II (Teen to Adult) | HPL Master Planning
As part of UCONN Hartford’s campus, TSKP STUDIO designed shared and dedicated spaces within the Main Branch to accommodate students and faculty.

- Classrooms
- Study Areas
- Educational Center
- Student Lounge
- Computer Lab
- Campus Library

The library remained in full operation.
Part II (Teen to Adult) | HPL Collaborative Design

Existing Building, Design & Standards

Sensitive to Surrounding Spaces

Respectful Cohesion
Part II (Teen to Adult) | Q & A
Conclusion | The Possibilities Are Endless