

NOVEMBER 2018



Comhairle Cathrach
& Contae **Luimnigh**

Limerick City
& County Council

A NEW CENTRAL LIBRARY

A LIVING ROOM FOR LIMERICK



OUR MISSION

“Limerick City and County Council seeks to define the Limerick we all desire, to live, work, invest in & enjoy...”

(Corporate Plan 2015-2019)

A 21st Century Library forms part of the Council’s ambitious plan for the re-development and re-imagining of the Limerick City Centre landscape.

OUR CONCEPT

‘A LIVING ROOM FOR LIMERICK’

The New Central Library will be:

- A special kind of public place, a **‘third space between home and the workplace’**.
- A **vibrant destination**, one of Limerick’s most important social hubs and meeting places.
- An **adaptable space** relevant to the needs of our time and open to the evolving changes in culture, technology and media.

“A Living Room for Limerick”

OUR VISION

The new Central Library will be an iconic destination in the heart of Limerick that will serve as:

- 1** A **Central Library** for Limerick City and County serving a population of 194,899
- 2** A **powerful cultural** and **social inclusion agent**, playing a pivotal role in strengthening community identity and promoting civic participation
- 3** A pillar for the Local Authority's **economic agenda** through business and job skills support
- 4** An agent to **combat educational disadvantage** through the promotion of literacy and lifelong learning
- 5** An **open and inclusive venue**, nurturing the development of critical thinking and an informed citizenry
- 6** A space that is **dynamic, innovative** and defined by its users

"A Living Room for Limerick"

CORE GUIDING PRINCIPLES

- 1** A **21st Century design** responding to and leading the new ways in which people learn and acquire information
- 2** It will address what **good digital spaces** should look like and what kind of **new learning spaces** are needed
- 3** Provide **Optimum ICT and eServices** in order to support the knowledge economy
- 4** Commitment to providing **equality of access** and **diversity in all services** with an ethos of **social inclusion** and **customer service**
- 5** Build **relationships** and cultivate **partnerships** with the wider community

KEY CONCEPTS

- 1** A Living Room for Limerick
- 2** Learning Spaces & Social Spaces
- 3** Innovation
- 4** IT Rich
- 5** Flexibility & Adaptability
- 6** From Collections to Connections

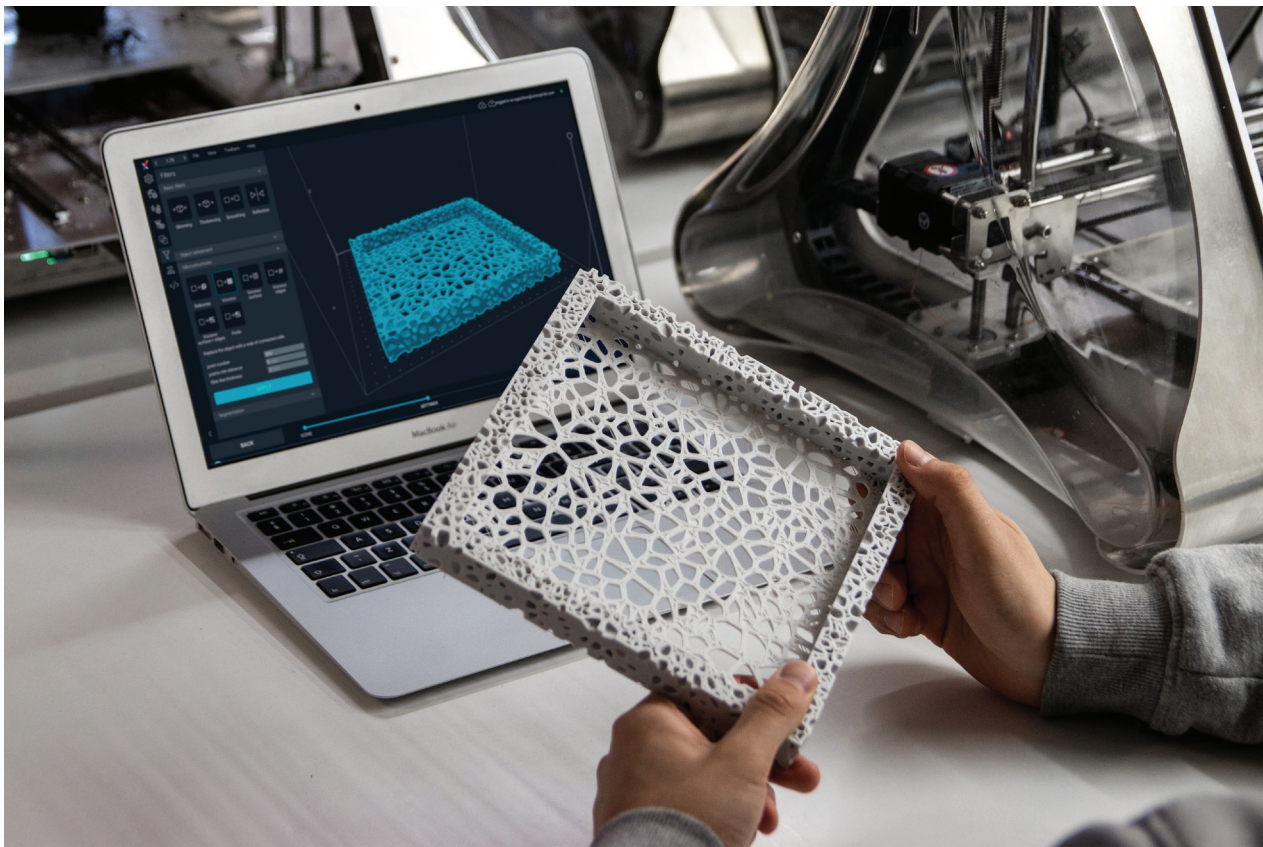
"A Living Room for Limerick"

1. A LIVING ROOM FOR LIMERICK

- A **user focused space** adaptable to the varying needs of its users and potential users
- A **mix of quiet and vibrant spaces** where individuals and groups spend time, meet, learn and enjoy
- An **accessible learning environment** that promotes democracy and a sense of community
- A place for the development of **innovative patterns of human contact** and interaction
- A place where the residents and organisations of Limerick will **shape new groups, knowledge and ideas**
- A building with **transformational spaces** and wide ranging facilities, offering a flexible, energising haven to all who seek knowledge, inspiration and personal development

2. LEARNING SPACES & SOCIAL SPACES

- Imagine, invent, create; a small-scale workshop offering **3D digital fabrication**
- **Game Lab** equipped with multi gaming systems where students can take a break from their studies
- New ways of learning through **innovative partnerships** between the local authority and other key stakeholders



"A Living Room for Limerick"

3. INNOVATION

DIGITAL STORYTELLING WALLS

- Digital storytelling is about a library that is user-centred
- It invites user participation in the creation of both the physical and virtual services they desire

MEDIA STUDIO

- Media Studio for recording video, animation and music
- It can be configured for a wide variety of teaching, learning and collaborative activities in many disciplines
- Equipment to include editing and recording software and a green screen for video digital production

4. IT RICH

- Visually rich experiences
- Video Wall with multiple digital screens
- Creating multi-sensory experiences



"A Living Room for Limerick"

5. ADAPTABILITY & FLEXIBILITY

- A meeting place both for people and ideas
- A place that is always ready to change, a dynamic and constantly evolving space
- A library of temporary spaces, meeting spaces, different places
- It will imbue in its users a sense of ownership and a sense that they, the citizens, will develop the library through the events that happen there

6. FROM COLLECTIONS TO CONNECTIONS

- New single National Library Management System has made every library “your local library with a National reach”.
- Enabled a development of the library role from managing collections to managing public spaces.
- Advanced the ongoing change in library activities from a transactional to a relational service, creating more value for the user.



Borrow, download
and enjoy here
Your library in one app.

“A Living Room for Limerick”

WHAT IS A LIBRARY IN THE 21ST CENTURY?

- A place to think, and a place to make you think
- A place for inspiring, connecting and empowering communities
- A dynamic and constantly evolving place for learning
- A signature building, spectacularly sited, that is an open and inclusive meeting place for both people and ideas
- Not a case of either/or between the Physical and the Digital. It is a sophisticated interplay between physical spaces and physical collections and the virtual space



Exterior view from
Rutland Street/Patrick Street

ELEVATION

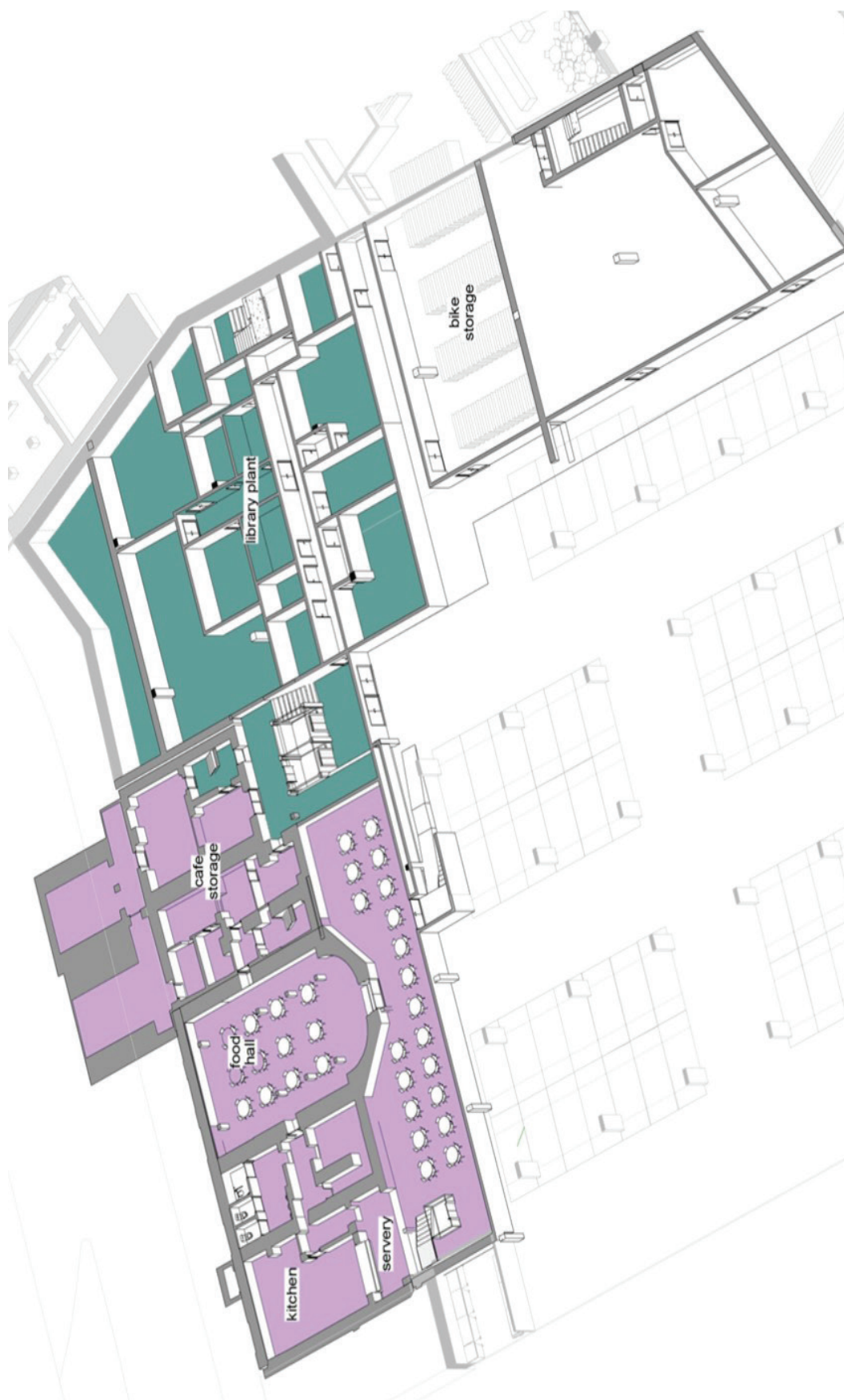
Elevation 1 - Townhall Front



Elevation 3 - Plaza



B1 BASEMENT: Café and Library Plant



GROUND FLOOR: Inspire, Connect, Empower



Area:	Functions and Services:
1 Welcome Experience	<p>Digital Zone: interactive video wall delivering visually rich, multi-sensory experience.</p> <p>Self-service Issues and returns. Print station.</p> <p>Browsing Zone: taster collections, newspapers, magazine, express e-mail, online services.</p> <p>Way-finding to include an information point, stairs, public lifts and facilities.</p>
2 Community Space	<p>Community meeting rooms; flexible, bookable rooms to support business, enterprise and innovation, community groups, book clubs, music clubs, associations, societies etc.</p> <p>Local History Service: providing access to Limerick City and County's recorded heritage in all formats, both print and digital. Research service and space for researchers, students and general users. Shelving required for 5,000 items.</p> <p>Fab Lab/Maker space: digital fabrication workshop facility.</p> <p>Street level access to promote interaction between inside and out.</p>
3 Reading Zone	<p>Fiction and literature collection - Retail-Style point of interest displays - Mix of casual and study seating throughout.</p> <p>Shelving required for 25,000 items.</p> <p>Teenage zone - Reading & gaming area. Bespoke furniture design and layout. Shelving required for 5,000 items.</p>

01 LIBRARY FIRST FLOOR: Participate, Learn, Grow



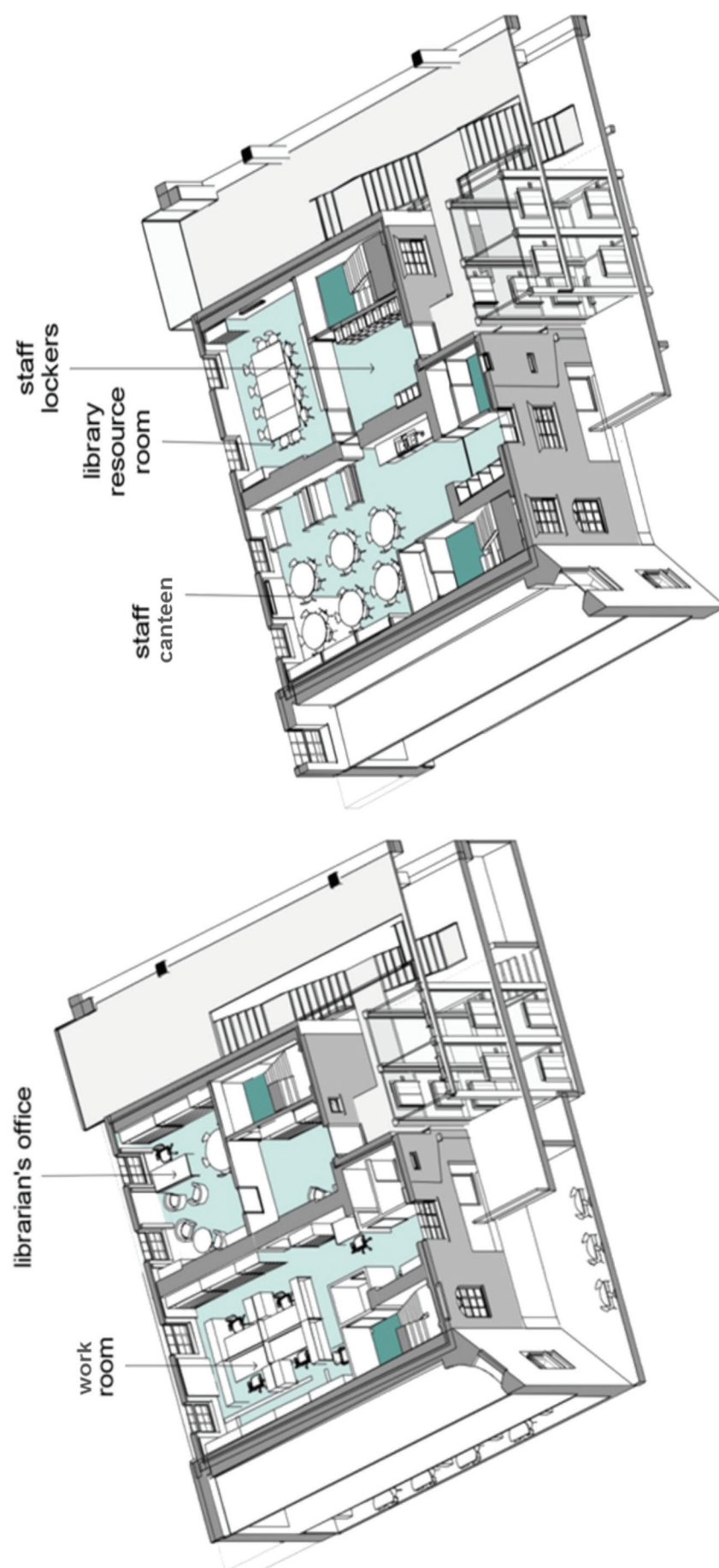
	Area:	Functions and Services:
4	Exhibition Space & Auditorium Space	<p>Multi-purpose flexible exhibition and activity space.</p> <p>Auditorium: Multi-purpose space to fit 150 people seated - Suitable for hosting a range of performances, lectures and other events.</p> <p>Green Room: supporting exhibition space and auditorium.</p>
5	Knowledge Zone	<p>Promotional Campaigns: Health and Wellbeing - Literacy and Learning - Business and Employment - Shelving required for 10,000 items.</p> <p>Public Access IT Zone.</p> <p>Non-Fiction Collection - Retail-Style Point of Interest Displays. Shelving required for 20,000 items.</p> <p>Mix of casual and study seating throughout to facilitate individual and collaborative learning.</p> <p>Concentrated Study Zone.</p>

02 LIBRARY SECOND FLOOR: Children & families



	Area:	Functions and Services:
6	Media Studios	<p>Studio facilities for recording, editing and producing video and audio content.</p> <p>Story World & STEM Learning Area: Immersive storytelling experience incorporating backdrop projections and sound effects. STEM learning exposes young people to science in creative and engaging ways.</p>
7	Supportive Learning Zone	<p>Sensory Room where children and adults of all abilities can explore and develop their senses and skills. Features may include LED light panels, which react to touch and noise, sound effects, mirrors and an interactive video floor that can be used for both learning and games.</p> <p>Literacy Resource Room: Resource Collections for teachers, children and parents.</p>
8	Family Zone	<p>Homework & Craft Zone: Size appropriate benches, tables and chairs suitable for homework and art and crafts.</p> <p>Play Zone: Interactive play and IT equipment - Wet Area - cosy corners.</p> <p>Learning Zone: Children's coding area.</p> <p>"Five Minutes Peace": Chill out area for adults accompanying children - Range of casual, comfortable seating for all generations - Browsing collection of books, newspapers and magazines.</p> <p>Children's Reading Zone: Full Children's Book Collection, shelved at children's height - Mix of appropriate casual and study seating throughout.</p> <p>Shelving capacity for 30,000 items.</p>

LIBRARY STAFF AREAS: 0.5 Half Floor & 1.5 Half Floor



Area:	Functions and Services:
Staff Canteen	Full kitchenette facilities Dining Area for lunch, breaks and evening meals as late evening opening and shift working must be accommodated
Library Resource Room	Project Room, training room, meeting room
Staff Lockers	Secure lockers for each staff member Must be adjacent to lunch room, work room and washroom

Area:	Functions and Services:
Librarian's Office	Office suitable for private meetings with staff and stakeholders Desk with work station Breakout table for small meetings (3-6 chairs) Some storage space required (locked cabinets)
Work Room	4 work stations Shelving and storage space required Project space, e.g. digitisation, etc.



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www.limerick.ie