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01 About the 21st Century Library for CPL

About the 21st Century Library for CPL

The Hough Branch Library is already cherished by all ages and stages and as Cleveland enters the new area this library will support its rising community. With the help of Moody Nolan and Deru Landscape, MSS conducted workshops and community engagement events which apply a community-centric, user-driven, learning-outcome based methodology in this process. This aims to define how the community needs and aspirations,along with the Cleveland Public Library's mission will inform the library's goals.

The outcome of this will establish the foundational principles for the project's guidelines. This modern library will be people-centered and put the community's needs and wants at the forefront of its design. As a result, our design methodology will not only advance the library but more importantly, the Hough community.

Creating Community, Inclusion & Belonging

Our AWESOME
COMMUNITY Members

+

The VIBRANT COMMUNITY
they belong to

+

THEIR STRENGTHS, ASPIRATIONS, AND
MOTIVATIONS

+

Our INTENTION

=

CREATING EQUITY IN OUR COMMUNITIES!

It all starts with
THE
INDIVIDUALS &
THE COMMUNITY
ASSETS
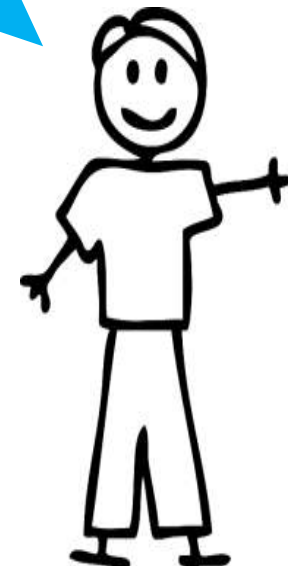
02 A Vision for the Hough Community

A Vision for the Hough Community

Building Narrative

The Hough Branch serves a population of users who are being primed for lifelong success, developing literacy and nurturing passions and talents. All ages and stages are encouraged to cultivate new skills and find their passion at the Hough Library which has ensured that all the tools and programs are ready!

The community living room is always active and is loud, vibrant, colorful and the walls are adorned with the people and accomplishments of the Hough community. It provides space for residents to relax, meet, and share ideas while digital media spaces are equipped with the latest technological advancements. Classes are offered regularly for the various media of digital equipment provided which encourage all levels of computer users to develop digital skills and find their place in the digital age.

Families love the Hough Library because of the wide range of activities for everyone in a culturally resonant and inclusive environment. The youth are given safe spaces to get homework help, play, engage in arts and tactile learning while exploring new passions and interests. The music/

sound recording studio is one such place where the kids and young adults enjoy. They are given the opportunity to make and produce their own music while having fun, honing skills and gaining confidence. Adults enjoy having a place to mingle while work force development areas and entrepreneurial hubs create a space for learning and development in a supportive environment.
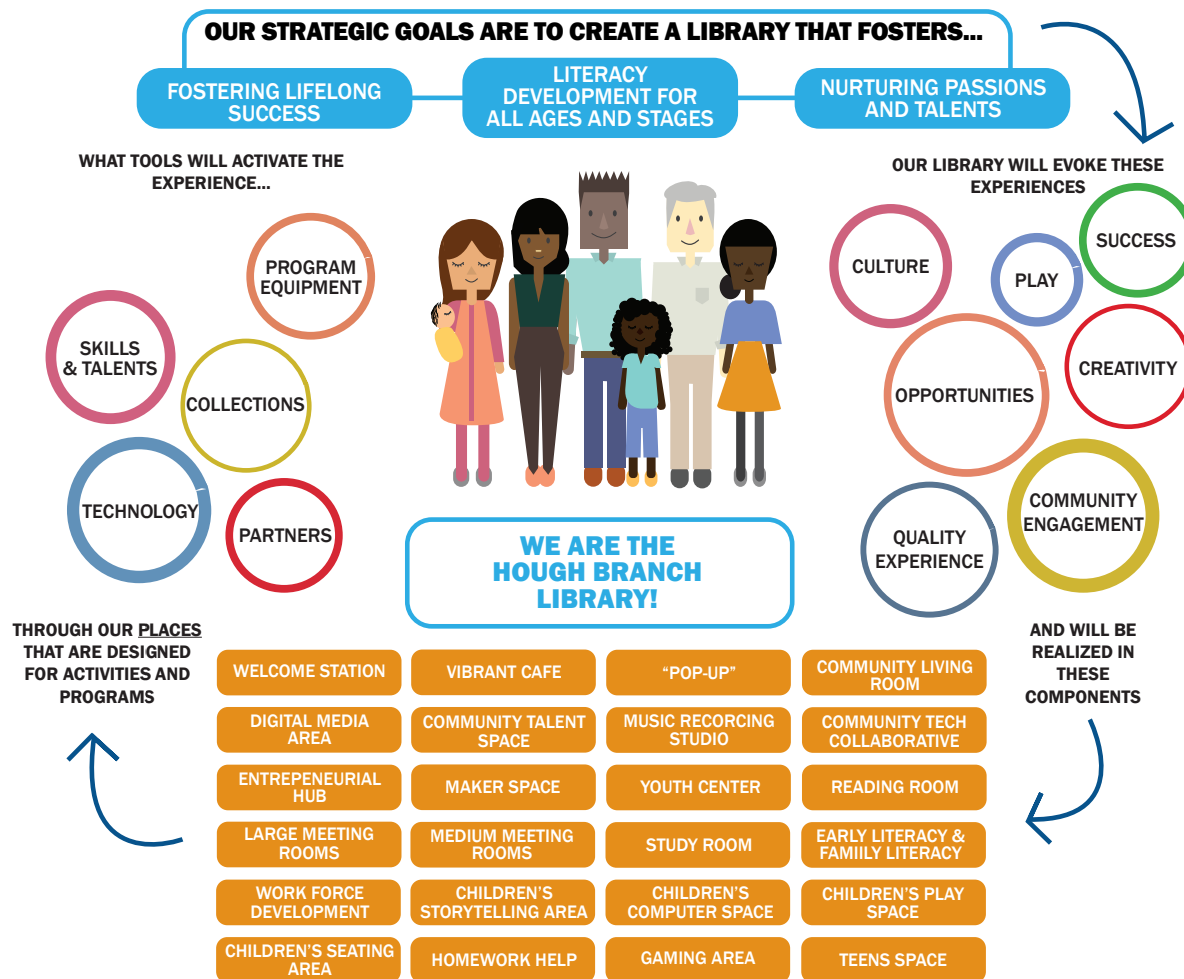
The Hough Library actively promotes positive choices with a multitude of opportunities for all. It is truly a model for digital and cultural inclusion and exhibits what the 21st century can be!

Vibrant Cafe - Richland Library North Main

Designing for Activities & Programs

OUR STRATEGIC GOALS ARE TO CREATE A LIBRARY THAT FOSTERS...

- FOSTERING LIFELONG SUCCESS
- LITERACY DEVELOPMENT FOR ALL AGES AND STAGES
- NURTURING PASSIONS AND TALENTS

WHAT TOOLS WILL ACTIVATE THE EXPERIENCE...

- PROGRAM EQUIPMENT
- SKILLS & TALENTS
- COLLECTIONS
- TECHNOLOGY
- PARTNERS

OUR LIBRARY WILL EVOKE THESE EXPERIENCES

- CULTURE
- PLAY
- SUCCESS
- CREATIVITY
- OPPORTUNITIES
- QUALITY EXPERIENCE
- COMMUNITY ENGAGEMENT

WE ARE THE HOUGH BRANCH LIBRARY!

THROUGH OUR PLACES THAT ARE DESIGNED FOR ACTIVITIES AND PROGRAMS

AND WILL BE REALIZED IN THESE COMPONENTS

WELCOME STATION	VIBRANT CAFE	"POP-UP"	COMMUNITY LIVING ROOM
DIGITAL MEDIA AREA	COMMUNITY TALENT SPACE	MUSIC RECORDING STUDIO	COMMUNITY TECH COLLABORATIVE
ENTREPENEURIAL HUB	MAKER SPACE	YOUTH CENTER	READING ROOM
LARGE MEETING ROOMS	MEDIUM MEETING ROOMS	STUDY ROOM	EARLY LITERACY & FAMIILY LITERACY
WORK FORCE DEVELOPMENT	CHILDREN'S STORYTELLING AREA	CHILDREN'S COMPUTER SPACE	CHILDREN'S PLAY SPACE
CHILDREN'S SEATING AREA	HOMEWORK HELP	GAMING AREA	TEENS SPACE

A Vision for the
Hough Community

The New Hough Library will be...

Beautiful • Cheerful • **Senior-Friendly** • Joyful • **Inspiring** • Amazing • Exciting • Comfortable • **Teen-Friendly** • Technological • Safe • **Usable** • Intuitive & Easy Imaginative & Interesting • Homey • **Kid-Friendly** • **Parent-Friendly** •

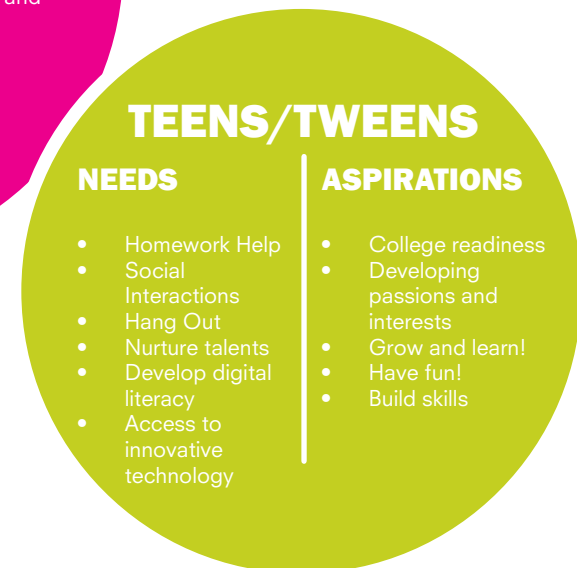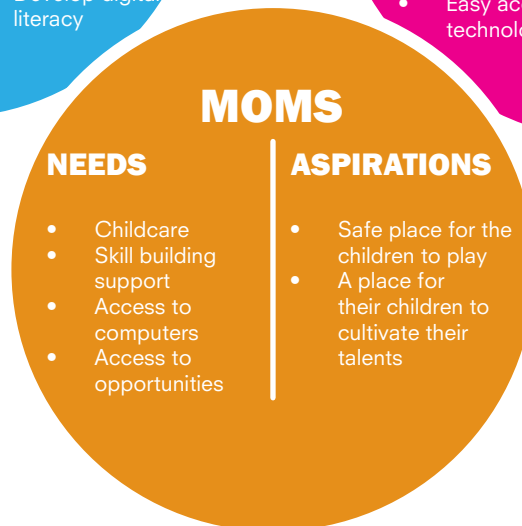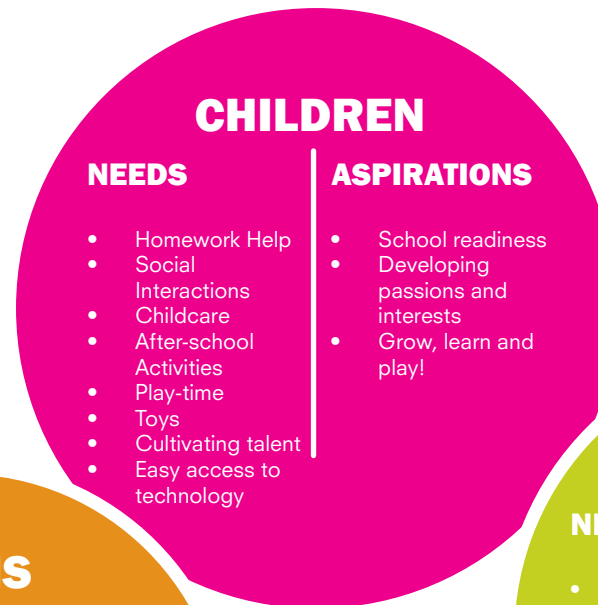# When they visit the New Library we want Our Community to say..

"WOW!" •

"I want to spend time here" •

"I feel like I belong here" •

"I love it here" •

"So much technology!" •

"This is bright" •

"Literacy is priority!" •

A Vision for the
Hough Community

Come to the New Library and participate with us!

Sound/Recording Studio • Teen Space • Play Area • Local History Research • Opportunities & Activities Always Available • **Storytime** • New Experiences & New Learning Opportunities • **Skill Building** • Programs & Activities for the Entire Family • **Technology Literacy program for Seniors** • Programs & Activities for Kids • **Loud Areas** • Programs & Activities for Adults • **Community Talent Display** • Live Music • Refreshments • **Home Economics** • Poetry

Slam • Quiet Areas • Arts & Crafts • **Youth Groups** • **3D Printing** • Cooking Classes • Gaming • **Resume Building** • • Programs for Older Elementary School Kids • **Black History Collections** • Maker Space • **New Technology & Programs** • Community Interaction • Homework Help • Entrepreneurial Hub • **Work Force Development** • Interview Practice • Mentorship • Gardening • **Exercising** •

The New Library will serve a Diverse Group of Users

SENIORS

NEEDS

- Access to technology programs and assistance

ASPIRATIONS

- Meaningful contributions to the community
- Developing passions and interests
- Develop digital literacy

CHILDREN

NEEDS

- Homework Help
- Social Interactions
- Childcare
- After-school Activities
- Play-time
- Toys
- Cultivating talent
- Easy access to technology

ASPIRATIONS

- School readiness
- Developing passions and interests
- Grow, learn and play!

MOMS

NEEDS

- Childcare
- Skill building support
- Access to computers
- Access to opportunities

ASPIRATIONS

- Safe place for the children to play
- A place for their children to cultivate their talents

TEENS/TWEENS

NEEDS

- Homework Help
- Social Interactions
- Hang Out
- Nurture talents
- Develop digital literacy
- Access to innovative technology

ASPIRATIONS

- College readiness
- Developing passions and interests
- Grow and learn!
- Have fun!
- Build skills

GRANDPARENTS & CAREGIVERS

NEEDS

- Homework Help
- Social Interactions
- Story-time
- Intergenerational Activities
- Easy access to technology

ASPIRATIONS

- Safe place for the children
- A place for their children to cultivate their talents
- A place for everyone to be engaged
- Develop digital literacy

ENTREPRENEURS

NEEDS

- Social Interactions
- Cultivating talent
- Skill building
- Access to innovative technology
- Access to opportunities
- Easy access to information
- Mentorship

ASPIRATIONS

- Space to explore passions and interests
- A place to be inspired
- A place to share ideas
- A space to build
- Be successful!

GAMERS

NEEDS

- Access to innovative technology
- Social Interaction
- Hang out

ASPIRATIONS

- Access to new technology
- Develop digital literacy
- Have fun!

MUSIC LOVERS

NEEDS

- Cultivating talent
- Easy access to innovative technology
- Access to music and video equipment
- Digital literacy program

ASPIRATIONS

- Developing passions and interests
- Develop digital literacy
- Build skills
- Have fun!
- Be successful!

About the Hough Branch!

HOUGH READS!

03 What We're Learning

What We're Learning

First Community Meeting

The first meeting with the Hough Community was held during a community meeting in the Hough Community Center. Councilman Basheer Jones set the stage for CPL, Moody Nolan, MSS and Deru Landscape Architecture to present their amazing ideas for the New Hough Library and get the whole community involved in the design!

The Moody Nolan Team engaging the community

Councilman Basheer Jones at the Hough Community Center

Deru Landscape Architects

What We're Learning

Designer Margaret Sullivan, Councilman Basheer Jones and Community Member Tammy

"I'M ALSO FROM GREENVILLE, SOUTH CAROLINA!"

- Community Member Tammy

What We're Learning

"We can develop buildings all day, but if we don't develop people, we have failed our mission."

What We're Learning

"Hough is a historic neighborhood, and it will continue to be as long as we remember that this is a community first and foremost for our residents."
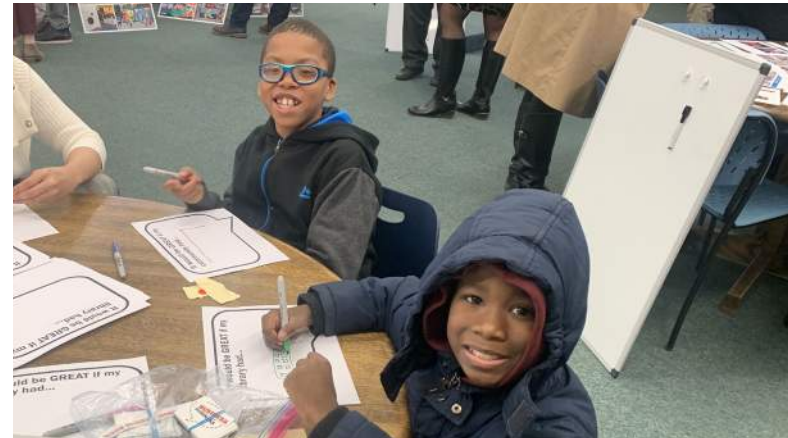
What We're Learning

Second Community Meeting

The second meeting was held in the Cleveland Public Library-Hough Branch. The Moody Nolan and MSS team engaged with the youth to learn about what they wanted in their library.

Youth Community Engagement at the Hough Library

Youth Community Engagement at the Hough Library

Youth Community Engagement at the Hough Library

What We're Learning

IN SUMMARY:
a recording studio
and circular nook
seating is a must!

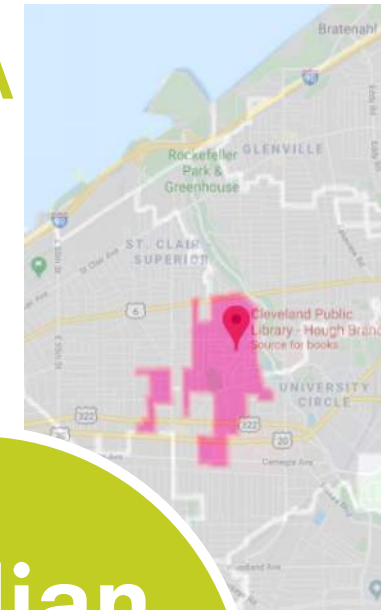Youth Community Engagement at the Hough Library

Youth Community Engagement at the Hough Library

What We're Learning

POPULATION:

11,475 (2010)
(-29.9% decrease from 2000)

SERVICE AREA POPULATION: 5,667 (per CPL records)

|	
White	2.1%
Black	96.1%
Hispanic	1%
Asian	>1%
Other	>1%

Median Income: $13,630

What We're Learning

Opportunity to strengthen community connection

- Need for "block parties" to **deepen social ties**
- Need to **connect** with local organizations and centers
- **Hub** for local students can be activated
- The library can continue to be a **modern and inviting** resource to our residents

What We're Learning

User Narrative
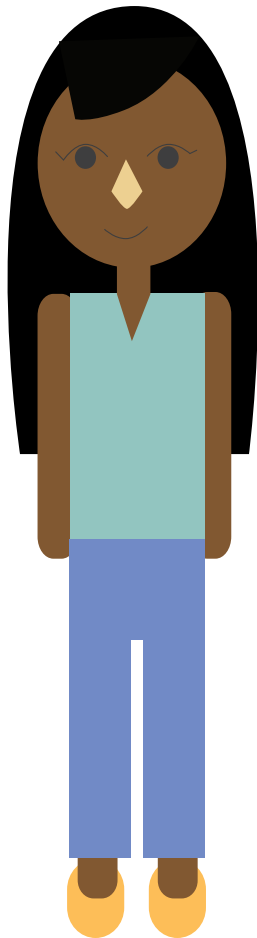
User:

Kayla, 7 yr. old

Activity:

Music Recording!

Story:

Kayla is a vibrant 7 year old. She is currently in the 2nd grade at Daniel E. Morgan K-8 School and enjoys listening to and creating music. She lives nearby and everyday she walks directly to the library after school with her friends. She hangs out in the library until her mother or sister comes to pick her up. The library is a place for her to play, do her homework and cultivate her musical talents. She grabs an after school snack from the Cool Cafe inside the library, does homework in the Homework Help Center and then heads to the music recording studio. She aspires to be a singer and a rapper and loves that the library is a place where she can explore music creation by recording and producing her own music.

In Brief:
Kayla is a 7 year old student in a nearby elementary school who loves music.

Strength:
She is a very talented singer and rapper.

Motivation:
Kayla is inspired by her favorite singer and rapper, Rihanna and Nicki Minaj, and aspires to be just as successful.

Library Connection:
Kayla lives nearby and loves that the library is a place where she can practice her musical talents by going to recording studio and producing her own music. She is also dabbling in music video creation.

The Hough Community

I see A YOUNG ADULT in this community who needs A SPACE TO CULTIVATE HIS TALENTS.

I see A CHILD in this community who needs A PLACE TO CREATE.

I see A SENIOR in this community who needs ACCESS TO TECHNOLOGY.

I see A YOUNG ADULT in this community who needs A PLACE TO HANG OUT.

I see A CHILD in this community who needs STIMULATING GROWTH ENVIRONMENT AND LEARNING OPPORTUNITIES.

I see A SENIOR in this community who needs A GROUP TO JOIN TO SHARE INTERESTS.

I see A NEW MOTHER in this community who needs A SUPPORT SYSTEM.

I see A TEEN in this community who needs A PLACE TO SPEND HIS FREE TIME AND BE HIMSELF.

What We're Learning

Community Engagement

What We're Learning

Community Interactive Activities
Purpose:

- To get the community excited about the possibilities of what this new library will be for their community.

- To garner feedback about what the community will want the library to do, be, and contain for themselves, families, and neighbors.

- To gain a deeper understanding about the challenges facing their community and where the library can fit in to support a healthier community.

Description:

Participants worked with interactive boards and engage in conversation which address the needs, wants, and opportunities. The second worksheet builds upon the same questions, but asked participants to think about ideas they would like to see at in their community or library. Following filling out the forms, small group discussions happened.

This Resulted in:

- Anecdotes that contribute to a greater understanding of the challenges our communities face, what their needs are, what they like about their community/neighborhood, and ideas on where they can see the library filling the gaps.

Cleveland Public Library-Hough Branch, Cleveland, OH

Community Engagement

Number of Dots Received

Popular Images

Our Community...

What We're Learning

It would be GREAT if my community had...

easy access to global communication

exercise classes (yoga etc.)
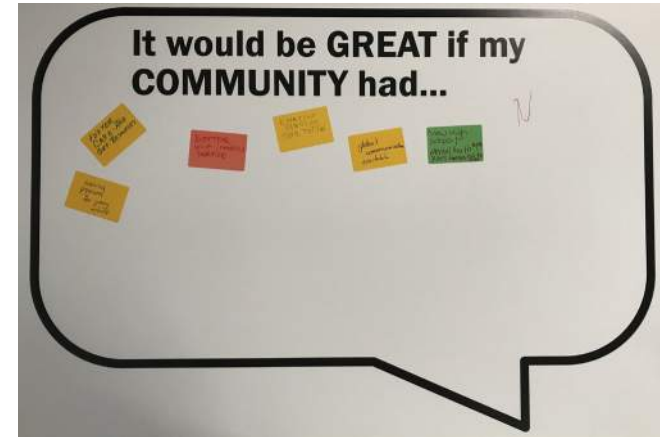
foster care-age out resources

new high school

24hr mental health help

training programs for young adults

better wifi and internet service

food for the homeless

Community Meeting at Hough, Cleveland, OH

Cleveland Public Library-Hough Branch, Cleveland, OH

Our Library...

It would be GREAT if my LIBRARY had...

- ceramic classes
- exercise classes
- healthy eating
- Large Black history section
- total technology immersion
- large computer section and training
- recording studio
- gardening
- a real african history department
- Digital literacy training for seniors
- family programs
- futuristic stuff
- more than 1 meeting room

Community Meeting at Hough, Cleveland, OH

Cleveland Public Library-Hough Branch, Cleveland, OH

What We're Learning

Design and Activate Your Ideal Library

Design and Activate Your Ideal Library
Purpose:

- To get the community excited about the activities and possibilities of what this new library will be for their community.

- To garner feedback about what the community will want the library to do, be, and contain for themselves, families, and neighbors.

Description:

For the interactive piece of the workshop, attendees divided into groups and design a future library based on the program spaces and activities. Individuals used the spaces and places envisioned for the library and create the perfect library and activities for community members and what they will do there.

This Resulted in:

- Community members identified the spaces, places and activities that will make their new library a place where they and their community will want to spend their time, and that will be useful to the community.

- Community members indicate which space adjacencies and activities will be useful to their library experience.

- Program spaces are confirmed and continue to be developed by community members.

Youth designing her own library at the Hough Branch

Examples of space adjacencies and activities and a concept diagram illustrating resulting from the activity.

What We're Learning

05 A Vision for the Library Framework

A Vision for the Library Framework

The Hough Branch Library is a gift to the community, it's a great time to galvanize energy and excitement about the future and has an opportunity to become the lifeblood for the Hough community. It is clear that the library already serves as an anchor as it is cherished by all ages and stages. However as Cleveland enters a new era, its Library will support its community by providing residents with a place to access materials and technology, foster community, facilitate healthy growth and build healthy relationships, and prepare its people for the future. What parties will you throw to empower Hough's voices, ideas and contributions?

A Vision for the
Library Framework

Role and Purpose

A PLACE FOR
EXPRESSION AND
TO BE HEARD

A PLACE TO
BE
INSPIRED

A PLACE TO
DEVELOP YOUR
SKILLS AND
REALIZE
YOUR GOALS

A PLACE FOR
FUN AND
ACTIVITY

A PLACE TO
BELONG
AND CONNECT

A PLACE TO
BE EMPOWERED

A PLACE TO
LEARN

Activity Diagrams

Below is a diagram of activities-current and future-that the new library will offer. These activities and programs activate the conceptual experiences and are realized in a combination of general spaces types and in the Hough Library's specific recipe of space types.

CONCEPTUAL EXPERIENCES	HOUGH'S ACTIVITIES & PROGRAMS	GENERAL SPACE TYPES	HOUGH'S RECIPE OF SPACE TYPES
Fostering Lifelong Success	• Resume Building • Local history research • Local talent display • Youth Group • After-school Activities • Community Meetings • Entrepreneurial Hub • Play-time	Welcome Area Community Gathering Community Meeting	WELCOME STATION "POP-UPS" VIBRANT CAFE COMMUNITY LIVING ROOM COMMUNITY TALENT SPACE WORK FORCE DEVELOPMENT AREA ENTREPRENEURIAL HUB DIGITAL MEDIA AREA
Literacy Development	• Book Club • Story-time • Book Discussion • Technology Literacy Program for Seniors • Homework Help • Poetry Slam • Interview Practice • New Experiences and New Learning Opportunities	Youth Services Tween/Teen Space Destination Feature	MUSIC RECORDING STUDIO MAKER SPACE COMMUNITY TECH COLLABORATIVE GAMING AREA LARGE MEETING ROOMS MEDIUM MEETING ROOMS READING/STUDY ROOM YOUTH CENTER
Nurturing Passions & Interests	• Arts & Crafts • Home Economics • Gardening • Mentorship • 3D Printing • Maker Spaces • Gaming • Sound/Recording Studio • Exercising	Staff Spaces Outdoor Space	EARLY LITERACY & FAMILY LITERACY SPACE CHILDREN'S PLAY SPACE CHILDREN'S SEATING AREA CHILDREN'S STORYTELLING AREA CHILDREN'S COMPUTER AREA HOMEWORK HELP AREA TEENS SPACE SPORTS RESEARCH CENTER COMMUNITY GARDEN

A Vision for the Library Framework

Preliminary +Space Diagram
Enumerated Program

Preliminary Enumerated Program

CPL PROGRAM	DESTINATION HOUGH	SQUARE FOOTAGE
Vestibule- Main Entrance		100
Vestibule- Secondary Entrance		100
Lobby - Main Entrance, Welcome area/circulation	Welcome Area	100
Material returns (exterior)	Material returns	0
Recently Returned Materials Area	Recently Returned Materials Area	50
Circulation Customer Service Desk	Circulation Customer Service Desk	160
Reserve - Self Checkout Stations & Self Pickup Shelves	Self Checkout Station Self Pickup Shelves	120
Business/Copy Center	Business/Copy Center	80
	Work Force Development Space	
	Entrepreneurial Hub	
Public Computer Workstations	Community Tech Collaborative	
	Gaming Area	
Technology Learning Center	Digital Media Area	250
	Music/Recording Studio	
	Maker Space	
Café Area	Vibrant Café	100
Multifunction - Program Room	Large Meeting Rooms	700
Conference - Meeting Rooms	Medium Meeting Rooms	900
Kitchenette		50
New Materials Area	"Pop-Ups"	80
Information Kiosk	Information Kiosk	60

Preliminary Enumerated Program

CPL NAME	DESTINATION HOUGH	SQUARE FOOTAGE
Special Collections	Destinations Feature - Sports Research Center	200
Collections Adult	Community Living Room	900
Quiet Study Rooms (2-3)	Reading/Study Rooms	200
Quiet Lounge		250
Children's: Birth - Preschool	Early Literacy & Family Literacy Space	300
Children's: Kindergarten - Fifth Grade	Children's Play Space	650
	Children's Seating & Reading Area Kindergarten - Fifth Grade	
Story/Craft	Children's Storytelling Area	100
Homework Center	Homework Help Area	300
	Children's Computer Area	
Teens Area (Sixth - Twelfth Grade)	Teen Space	650

🟡 Public
⚫ Service
🔴 Youth Center
🔵 Destination Feature

Preliminary Enumerated Program

CPL PROGRAM	DESTINATION HOUGH	SQUARE FOOTAGE
Furnishings and Equipment Storage	Furnishings and Equipment Storage	225
Public Restrooms	Public Restrooms	400
Misc. Circulation	Misc. Circulation	120
Technology Equipment and Supply Storage	Technology Equipment and Supply Storage	100
Circulation Workroom	Circulation Workroom	200
Branch Managers Office	Branch Managers Office	120
Staff Workroom	Staff Workroom	260
General Storage Area	General Storage Area	250
Staff Break Room/Kitchenette	Staff Break Room/Kitchenette	200
Staff Lockers, Mail Cubbies, Coat Rack	Staff Lockers, Mail Cubbies, Coat Rack	150
Staff Restrooms	Staff Restrooms	90
Privacy Room	Privacy Room	70
Telecommunications Room	Telecommunications Room	120
Electrical Room(s)	Electrical Room(s)	120
Mechanical Room(s)	Mechanical Room(s)	500
Custodial Services Closet/Workspace	Custodial Services Closet/Workspace	100
Delivery/Receiving	Delivery/Receiving	120
Outdoor Storage (Internal)	Outdoor Storage (Internal)	100
Misc. Circulation	Misc. Circulation	300
		9,985

100% HOUGH LIBRARY

- 5% Welcome Area
- 10% Community Gathering
- 20% Community Meeting
- 25% Staff & Support
- 10-15% Collections
- 30% Youth Center

Public Space: 7,800 sq ft

156 People Total

Total Occupancy: 50 sq ft per person
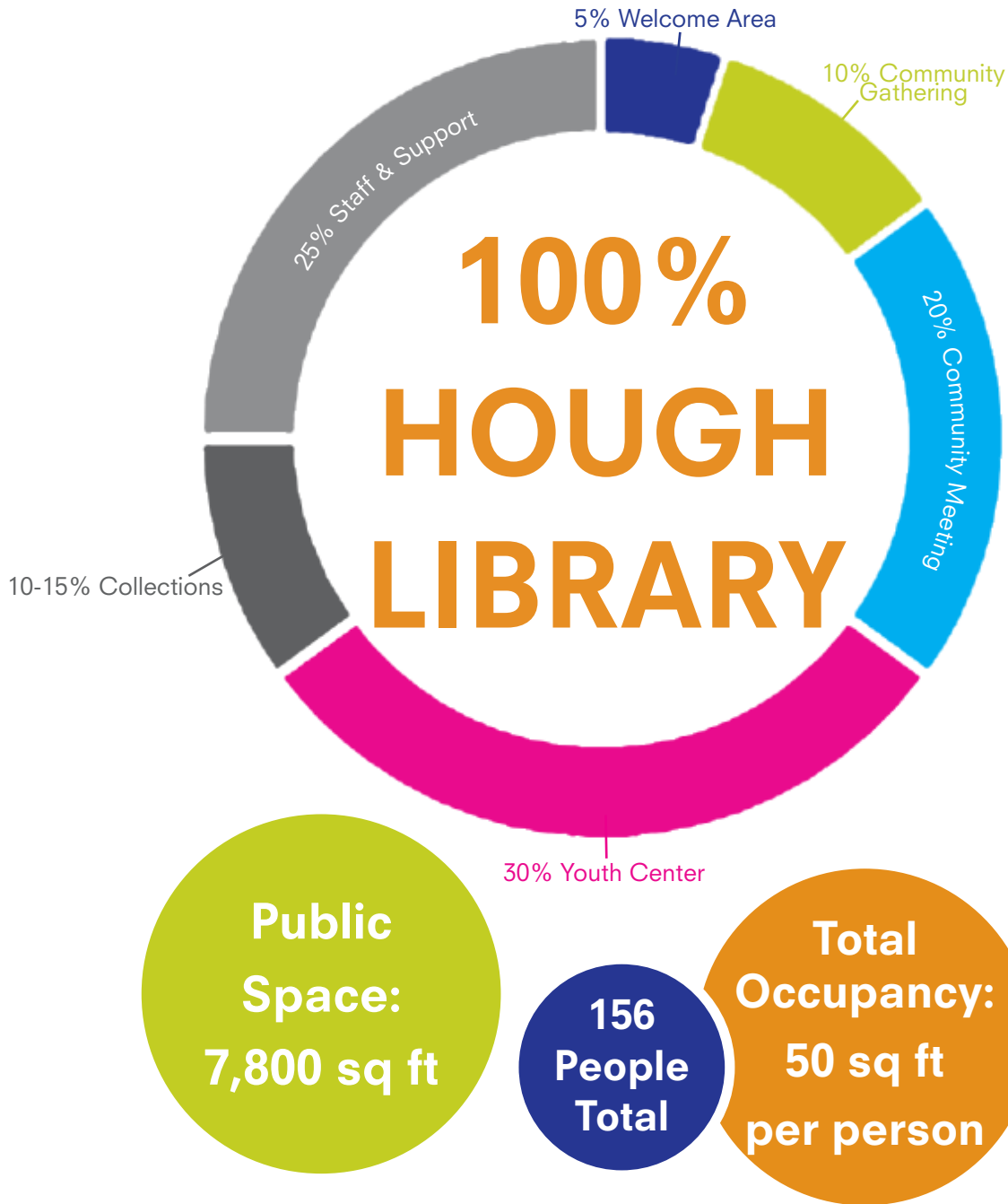
Future Program Priorities

- Early Literacy/Family Literacy
- Work Force Development
- Homework Help
- College & Career Readiness
- Tech Training
- Restorative Justice
- Art Therapy
- Gaming
- Coding
- New Media Content Creation
- Community Lunch

Quantity Breakdown

Collections 30,000 Materials

Adult	12,000
Children	13,000
Teen	2,000
Sports Research Center	3,000

Technology 188 Total

Full Service	20
Computer (Child)	8
Laptops	40
Tablets	20
Wifi Hotspots	100

Staff 10 Total

Library Manager	1
Full Time	8
Part Time	0
Pages	1

Space Types

Welcome Area

Welcome Station / Service Desk
A welcoming entrance area with a service point, displays and community information.

"Pop-Ups"
A flexible space which can facilitate a wide variety of "pop-up" programs including community games and activities, exercise classes etc.

Vibrant Cafe
A fun and vibrant space to grab a healthy snack, have lunch and catch up with friends.

Community Gathering

Community Living Room
An intergenerational community gathering space with a variety of seating for patrons to casually meet, relax and to be alone/together and may also facilitate community meetings. The space is vibrant and embellished with images of the people and accomplishments of the community.

Community Talent Space
An area and/or dedicated gallery and performance space to display local art, talents and achievements.

Work Force Development
An area dedicated to skill development which could translate themselves into job and college opportunities.

Entrepreneurial Hub
A space for creatives and intellectuals to establish themselves as small businesses and start-ups. The space is inspiring and should facilitate collaboration while providing technical training and professional development.

Digital Media Area

The Lit. Bar Cafe and Bookshop, the Bronx, NY

A Vision for the
Library Framework

An area dedicated for digital literacy equipped with audio, visual and creative tools for all in the community to explore interests and passions such as movie and music video making.

Music/Recording Studio
A space dedicated to producing and recording music. The space is fun and facilitates learning, exploring and developing musical and digital skill.

Maker Space
A space dedicated to tactile learning. It should provide access to advanced manufacturing, digital

Recording Studio at Richland Library

technology and industrial fabrication tools.

Community Tech Collaborative
A space dedicated to individual technology access, laptop use, individual or group study, and/ or instructional programming. The space should facilitate intergenerational learning including a tech literacy program for seniors.

Gaming Area
An area dedicated to game lovers. The space should facilitate video game playing, fun and hanging out.

Richland Library Main

Public Computers
An open space dedicated to individual technology access and/or instructional programming.

Community Meeting
Large Meeting Rooms
Rooms for large groups to have discussions, presentations, and meetings including town hall meetings.

Medium Meeting Rooms
Rooms for small groups to have discussions, presentations, and meetings.

Reading/Study Room
A calm space for reading and relaxing which facilitates independent study.

Youth Center
Early Literacy & Family Literacy Space
The area will be designed for safe and active engagement for babies, toddlers, and school-aged children and their adult caregivers.

Children's Play Space
The area will be designed for play and laughter and

DreamYard, the Bronx, NY

Chestnut and DreamYard - Bronx Art Festival

A Vision for the
Library Framework

will foster creativity through imaginative learning. The space will contain soft surfaces, a play house and toys.

Children's Seating and Reading Area

An area designated for relaxing and reading. The seating area will include circular nooks embedded within the wall.

Children's Storytelling Area

A dedicated area for Storytelling for children and storytellers. Designed for children of all ages and their caregivers.

Homework Help Area

A dedicated area for informal and instructional learning equipped with furnishings, tools and equipment for elementary and middle school aged students, and their families.

Children's Computer Area

A dedicated area for children's computers which has access to different technologies for entertainment and learning.

Teen Space
Teen Space

An area dedicated for teens to hang out, mess around and geek out. This area will be equipped with the latest and greatest furnishings, technology and equipment for informal and instructional learning.

Destination Feature
Sports Research Center

An area dedicated to sport to sports lovers. This includes sports collections and memorabilia.

Staff Spaces
Staff Area

A separate staff area with an office, desks for each staff member and materials processing. The staff area will contain areas for collaboration and space to relax.

Outdoor Space
Outdoor Play Area

Community Garden Space

Outdoor Food Station

Tools and Enablers

Collections

- Anime Books
- Naruto Books
- Black History Books
- Urban Fiction
- Graphic Novels

Technology

- Music Recording Equipment
- Video Equipment
- Apple Computers
- Projectors
- Printers

Places

- Meeting Rooms
- Recording Studio
- Performance Space
- Large Community Meeting Space
- Smaller Meeting Spaces
- Circular Wall Seating
- Story telling spaces
- Community Achievements Space

Skills & Talents

- Music Creation
- Video Creation
- Sewing
- Cooking
- Gardening
- Business Skills

Partnerships

- tbd

A Vision for the
Library Framework

A Vision for the Library Framework

1. Provide Access to Materials and Technology

- Library collection meets community demand
- User-focused spaces allow community to use resources and technology comfortably within building
- House a retail destination space (coffee shop, quirky accessories store, etc.)

2. Create Community

- Create a visual and sensory experience within the library
- Host diverse programs within the library that reach patrons of all ages and stages
- Increase zones of activity where patrons can interact with each other

3. Facilitate a Healthy Community

- Fill the Education Gap
- Support and Encourage Lifelong Learning
- Ensure Economic Advancement
- Provide Social and Governmental Resources

4. Prepare Our Community for its Future

- Exposure to new technologies and learning experiences
- Digital literacy instruction and guidance
- Resource/technology management for various population groups

3 Strategic Initiatives:

1
FOSTERING LIFELONG SUCCESS

2
LITERACY DEVELOPMENT

3
NURTURING PASSIONS AND INTERESTS

A Vision for the Library Framework

Fostering Lifelong Success

Hough is a thriving community that needs a place to encourage and reveal the full potential of the people. The New Hough Library will be that. The Hough Library fully commits as contributor to building and refining interests and passions which spark joy and the opportunity to translate skills into career paths as well as college and work force entry.

The Library will support small business and entrepreneurs. The library will prepare its community for the job force by offering "a place to work" for the remote worker, the college student, the career advancer, and serve as the local business meeting place. It will be the place to find job seeking assistance and resources for expand skill sets. The Hough Branch library will be an integral piece to the community's commitment to fostering vital communities.

Literacy Development

As a people-centered, community-focused organization, the library has the opportunity to partner in education and prides itself on providing residents of all ages with lifelong learning opportunities. These programs and services can include family-centered programming, computer assistance and technology help, homework help and reading programs

The library is committed to investing in the personal learning journey of all residents, and staff recognize there is room for growth in this area including opportunities to provide more after-school and out-of-school-time programming, experiential learning, 21st Century skill development programs, and interest-driven learning opportunities for all ages including adults and seniors.

Youth at the Hough Branch Library

A Vision for the Library Framework

A Vision for the Library Framework

Nurturing Passions and Interests

It will be a *the* place in this community to gather, meet, and share experiences. The library will serve as "a place to welcome" by opening up its doors and extending an intergenerational living room to the community, giving Hough a place for seniors to connect with youth, new neighbors to have chance encounters, and people in similar life stages to meet and bond. The library will take on a role as Hough's community anchor, becoming the go-to place for new people to come and learn new skills, meet and interact, and find an opportunity to contribute back to the place they call home!

Hough Youth

A Vision for the Library Framework

STRATEGIC AREAS OF FOCUS:

1 FOSTERING LIFELONG SUCCESS

2 LITERACY DEVELOPMENT

3 NURTURING PASSIONS AND INTERESTS

ACTIVITIES & PROGRAMS:

- GREETING AND WELCOMING
- INFORMATION
- POPULAR MATERIALS
- COMMUNITY CONNECTIVITY
- RECREATION SIGN-UP
- MATERIALS CHECK-OUT
- BOOK BROWSING
- GOVERNMENT INFO
- VOLUNTEERING
- VOTER REGISTRATION
- SOCIAL AWARENESS
- RECIPE SHARE
- HANDS-ON EXPLORATION
- TASTE TEST TRAVEL
- HEALTHY SNACKS
- COOKING DEMONSTRATIONS
- ESL COOKING CLASSES
- COOKING CLASSES
- INFORMAL MEETING
- INFORMAL GATHERING

- TEEN ENGAGEMENT
- RECORDING STUDIO
- BOARD GAMES
- FAMILY READINESS
- INFORMAL CONVERSATION
- MILLENNIAL ENGAGEMENT
- GAME NIGHT
- SUMMER READING
- HOMESCHOOL
- HOMEWORK HELP
- TUTORING
- YOUTUBE LEARNING
- EARLY LITERACY EDUCATION
- PRESCHOOL
- STORYTELLING
- PUPPET SHOWS
- ART MAKING
- CRAFTS
- LEGO CLUB
- INFORMAL COLLABORATION
- MUSIC
- FILMING

- GRAPHICS
- PRINTING
- COMMUNITY TINKERING
- ADULT KNITTING GROUP
- SUMMER CAMPS
- AUTHOR SIGNING
- THEATRICAL PERFORMANCES
- BIRTHDAY PARTIES
- PARENTING WORKSHOPS
- ADULTING
- FESTIVALS
- LECTURES
- POETRY SLAM
- TOWN HALL MEETINGS
- DEBATES
- JOB FAIRS
- COMMUNITY FAIRS
- MEDITATION
- TECHNOLOGY LITERACY PROGRAMS FOR SENIORS

ROLE & PURPOSE OF THE BUILDING:

- A PLACE FOR EXPRESSION & TO BE HEARD
- A PLACE TO BE INSPIRED
- A PLACE TO DEVELOP YOUR SKILLS & REALIZE YOUR GOALS
- A PLACE TO BE EMPOWERED
- A PLACE FOR FUN & ACTIVITY
- A PLACE TO LEARN
- A PLACE TO BELONG & CONNECT

A Vision for the Library Framework

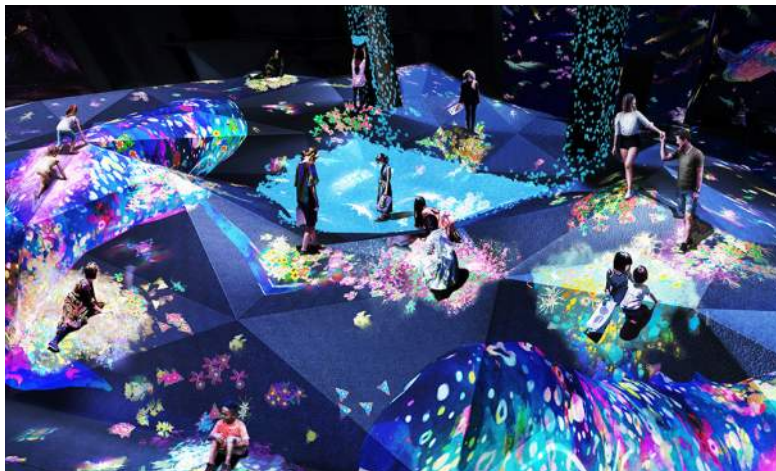# Look & Feel

A Vision for the
Library Framework

A Vision for the
Library Framework

A Day in the Life

Below is a diagram of an envisioned daily schedule for the New Hough Library Branch. The programs will be a variety of facilitated, passive, and self-directed activities, for an "on the way" library for all in the community to drop-in and find an engaging experience throughout the day. The following pages illustrate a "database" of programs, services, and activities generated by the community feedback, and through creative placemaking research. The database will be used and built upon by the library to continue to innovatively activate the new library fully for the community.

A Vision for the Library Framework

TIME	WEEKDAY				WEEKEND			
	ACTIVITY	WHO	QTY.	SPACE	ACTIVITY	WHO	QTY.	SPACE
9 AM - 11 AM	COFFEE & TEA	MOMS	15	VIBRANT CAFE	BOOK BROWSING	EVERYONE	15	WELCOME AREA
	EXPLORE & PLAY	PARENTS/ CAREGIVERS & KIDS	10	CHILDREN'S PLAY AREA	BABY STORY-TIME	BABIES & CAREGIVERS	10	CHILDREN'S STORYTELLING AREA
11 AM - 1 PM	STORY-TIME	PARENTS/ CAREGIVERS & KIDS	10	CHILDREN'S STORYTELLING AREA	READING	EVERYONE	20	READING/ STUDY ROOMS
	SENIOR TECH LITERACY	SENIORS	20	COMMUNITY TECH COLLAB.	50+ BOOK CLUB	SENIORS	15	MEDIUM MEETING ROOM
1 PM - 3 PM	BOOK CLUB	SENIORS & PARENTS	20	COMMUNITY LIVING ROOM				
	WORK FORCE TRAINING	YOUTH & PARENTS	30	WORK FORCE DEV. SPACE	HEALTHY EATING DEMO	EVERYONE	30	COMMUNITY LIVING ROOM
3 PM - 5 PM	WRITING CLUB	SENIORS & YOUTH	15	COMMUNITY LIVING ROOM	GAMING TOURNAMENT	TEENS	20	GAMING AREA
	HOMEWORK HELP	TEENS & CHILDREN	30	HOMEWORK HELP AREA	COMMUNITY TALENT SHOWCASE	EVERYONE	50	COMMUNITY TALENT SPACE
5 PM - 9 PM	IMAGINATIVE PLAY	CHILDREN	15	CHILDREN'S PLAY AREA	MUSIC RECORDING	YOUTH	10	RECORDING STUDIO
	GAMING	TEENS	20	GAMING AREA	PODCAST MAKING	YOUTH	10	DIGITAL MEDIA AREA
	PROFESSIONAL NETWORKING	ENTREPRENEURS	15	ENTREPRENEURIAL HUB	HOME ECONOMICS	EVERYONE	30	"POP-UP"
	FAMILY MOVIE NIGHT	PARENTS & CHILDREN	50	LARGE MEETING ROOM	EXERCISE CLASSES	EVERYONE	30	"POP-UP"

Time markers: 9:00, 10:00, 11:00, 12:00, 1:00, 2:00, 3:00, 4:00, 5:00, 6:00, 7:00, 8:00, 9:00

FACILITATED

PASSIVE

Vision Mad Lib

The New Library will be _an inspiring learning environment for the community to gather for interest-driven activities, …. It will flourish as a community-centric location offering programs centered on community interests, including …._

When you walk into the library, it will LOOK AND FEEL LIKE... _____ _____ **,**

you will SEE... _____ _____ **,**

and the VIBE will be... _____ _____ **.**

Its **LEARNING CULTURE** will be designed for ... all styles of learners, strengthening community connections, nurturing interests and passions and an intentional focus on digital literacy for all ages. The New Library will house resources and opportunities for play, cultivating talents, and participating in fun, accessible interactive cultural programming.

It will be a **DESTINATION** because it will... focus on community, foster lifelong success, develop literacy and nurture passions and interests. It will be a place for all people to learn and grow.

A Vision for the
Library Framework

06 Case Studies

Case Studies

Libraries throughout the country are becoming active learning institutions and platforms for increased public programming. As a result, libraries looking to other institutions for new models of service and inspiration for alternate physical space design.

The follow examples are Case Studies of organizations - both libraries and non-library learning institutions - that are demonstrating programming that align with the Strategic Focus Areas outlined in this document. The purpose of these examples is to provide new ideas and thought starters for innovations in physical space design, references for service and capacity building for the library, and to generate new ideas related to developing partnerships in the community to execute our strategic goals!

Case Studies

DREAMYARD

DREAMYARD
DreamYard collaborates with Bronx youth, families, and schools to build pathways to equity and opportunity through the arts. DreamYard believes that the arts, a social justice education, and access to digital tools are a necessary part of developing cultural, human, and economic assets to their greatest potential.

WHAT PROBLEM IS IT SOLVING?
DreamYard programs develop artistic voice, nurture young peoples' desire to make change, and cultivate the skills necessary to reach positive goals. The organization believes that young people in the Bronx need a continuous set of supports to help them towards positive outcomes as they navigate their educational pathway. Through offering sustained and meaningful support, Bronx youth develop the necessary tools to become creative and engaged citizens, life-long learners, and the leaders and innovators of the 21st century.

THE IMPACT THEY ARE MAKING
DreamYard has developed initiatives that transform students, schools, and communities in the Bronx through its arts learning pathway for young people in pre-K - 12th grade, through its DreamYard Preparatory High School (opened 2009), which has a 16% higher graduation rate than the average Bronx high school, and through its Community Art Center that serves over 300 students weekly in arts programs.

WHY IT IS IMPORTANT TO CPL
Similar to CPL, DreamYard is devoted to creating equal opportunities for families to succeed. Through encouraging youth to explore the arts, both CPL and DreamYard celebrate lifelong learning, creativity, and community engagement.

https://www.dreamyard.com/

YOUMEDIA

YOUMEDIA

YOUmedia Learning Labs are spaces which foster creativity through equity and digital inclusion and is leading the field of 21st century digital literacy in spaces such as libraries, museums, community centers etc. YOUmedia believes that the youth should express themselves though discovering and following their passions, engaging with others and applying their skills in meaningful ways. YOUmedia Learning Labs are located all over the U.S.

WHAT PROBLEM IS IT SOLVING?

YOUmedia programs provides opportunities for youth to hang out and engage within the program space while providing and encouraging a culture of inclusion, equity and youth leadership. By giving the youth access to tools, technology and people they support learning, self-expression, creativity, critical thinking and innovation.

THE IMPACT THEY ARE MAKING

YOUmedia Learning Labs serves an estimated 130,000 youth annually which allows practitioners to connect, share programs and engage in high-quality continued professional development.

WHY IT IS IMPORTANT TO CPL

YOUmedia believes that access to high-quality educational experiences is a basic right for all learners and a cornerstone of equity. Similarly to CPL, YOUmedia supports the notion of connecting all young people to information and learning opportunities

https://youmedia.org/

Case Studies

MOMA ART LAB

MOMA ART LAB

MoMA Art Lab is an interactive space which encourages children and adults to engage in the creative process by exploring new ideas, tools and techniques of art through experimentation, play and creation. The projects are constantly changing and are usually centered around a theme which involve different media.

WHAT PROBLEM IS IT SOLVING?

MoMA Art Lab encourages creativity and openness in the museum setting where touch and play are often discouraged. MoMA aspires to change the families' ideas of what a museum visit can be by encouraging tactile experiences. The Lab gives an opportunity to show the youth that a day at the museum can be more fun than they imagined.

THE IMPACT THEY ARE MAKING

MoMA is encouraging families and the youth to explore new ways of thinking while attracting them to the museum. Not only is the lab functioning as a creative space for families but it is also a gateway into exploring the other educational programs in the larger museum.

WHY IT IS IMPORTANT TO CPL

Similar to CPL, MoMA Art Lab is devoted to intergenerational learning and engagement. By encouraging families to creatively explore, CPL and MoMA Art Lab encourage learning and community engagement while having fun and attracting them to the library.

https://www.moma.org/calendar/groups/5

CLOUD 901

CLOUD901
Cloud901 acts as a creative safe-haven for teens and young adults by giving them access to resources to develop technical skills. Cloud901 believes that they have a duty to nurture and train the community's most valuable resource: the youth.

WHAT PROBLEM IS IT SOLVING?
Cloud901 uses technology and programs to teach the youth 21st century skills such as producing music, games and movies. The program also facilitates a homework zone and a "Dreamcatcher" space where teens can relax, unwind and enjoy constellations. Teens are able to nurture and cultivate skills and interests which bring enjoyment with the opportunity to translate them into career paths and college and workforce entry.

THE IMPACT THEY ARE MAKING
Cloud901 provides a state-of-the-art facility for hundreds of local teens since it has opened its doors in 2015. The program also partners with local schools, universities, and the community which encourage the youth to fulfill their potential and prepare them for the future

WHY IT IS IMPORTANT TO CPL
The Cloud901 program shares the same values as CPL - including providing free access to information and to encourage equity within and to serve the community. Similar to CPL, Cloud901 believes that a library should be as vibrant as the people it serves.

http://www.memphislibrary.org/cloud901/what-is-cloud901/

Case Studies

**SENIOR
PLANET**

SENIOR PLANET
Senior Planet is community of people aged 60+ who are empowered by technology. Senior Planet provides courses, programs and activities to help seniors develop new skills and interests, get in shape and make new friends.

WHAT PROBLEM IS IT SOLVING?
While 70% of all American adults have internet at home, only 45% of Americans 65+ do and 47% of all U.S. Seniors have never used the internet. Seniors are an under-served group who often struggle with digital literacy and finding their place in the age of technology. Senior Planet provides seniors with free access to technology, develop digital skills and help them harness the power of technology to improve their lives.

THE IMPACT THEY ARE MAKING
Senior Planet gets over 21,000 visitors a year while their digital community gets over 1,000,000 visitors a month. They help seniors to "Age with Attitude" and use technology to improve their health and wellness, finances, social life and lifestyle. Senior Planet has six ground locations in New York, Maryland, Colorado, Texas and California.

WHY IT IS IMPORTANT TO CPL
Similar to CPL, Senior Planet believes in equal opportunity and wants to extend the right of digital literacy to all people including those aged 60+.

https://seniorplanet.org/

SENIOR PLANET

Case Studies

VECTOR 90

VECTOR90
Vector90 provide spaces of cultural and intellectual hubs for creatives and entrepreneurs. Beyond spaces Vector90 hosts events and workshops and provides support and mentorship in Crenshaw, LA.

WHAT PROBLEM IS IT SOLVING?
Vector90 provides a space for small businesses and start-ups to establish themselves, learn and network. Small companies have the opportunity to access professional amenities and resources in a shared, collaborative and affordable space.

THE IMPACT THEY ARE MAKING
Vector90 serves 100+ entrepreneurs, small business owners and creatives. They offer private offices, shared work spaces, community spaces, commercial grade IT and business services while providing technical training and professional development.

WHY IT IS IMPORTANT TO CPL
Similar to CPL, Vector90 wants to provide a space for entrepreneurs and aspiring professionals to grow in a culturally resonant and inclusive environment.

https://www.vector90.com/

Case Studies

(08) Next Steps

Next Steps

This document will serve as a guiding document for the Cleveland Public Library - Hough Branch. It is intended to provide the information necessary to assist design and continued engagement with the Hough community.

Ongoing engagement will occur by implementing the following steps:

1. Implementing "pop-ups" at the various locations of the community's assets (churches, community centers, schools etc.)
2. Sharing what we're leaning with the staff, leaders, stakeholders etc. and continue relationships generated from the work.

3. Plan for continued engagement with those whom we've create relationships with during the community workshops and community meetings. This will include participation during the community meetings with the councilman, engagement with the youth after-school, and high level stakeholder meetings including Gloria Ware with Jumpstart Inc.
4. Assess at each decision and design phase that the design is incorporating the Hough community's aspirations and needs and the strategic goals of CPL.

The outcome must inspire and strengthen the framework of the Hough community while redefining the measure of success for the library and the community.