

# Exploring the opportunity space for a Collection Wall

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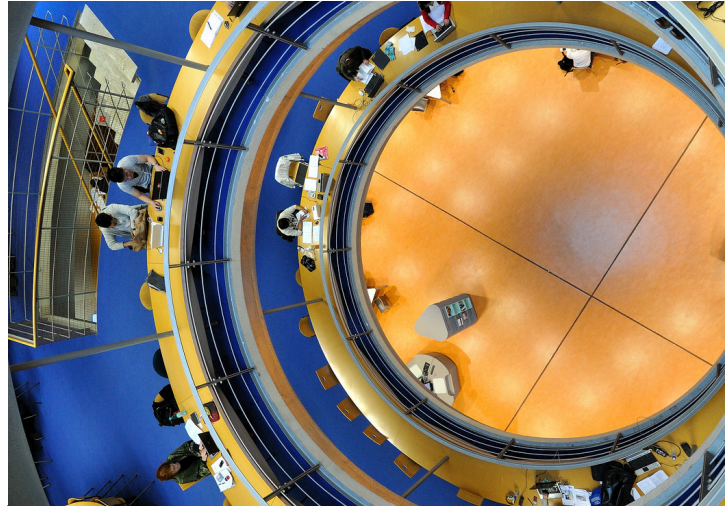




# TU Delft Library



Largest technical scientific library in the Netherlands  
Built in 1997, designed by Mecanoo



15,000 m<sup>2</sup> | 1250 study places  
8,000-10,000 weekly visitors



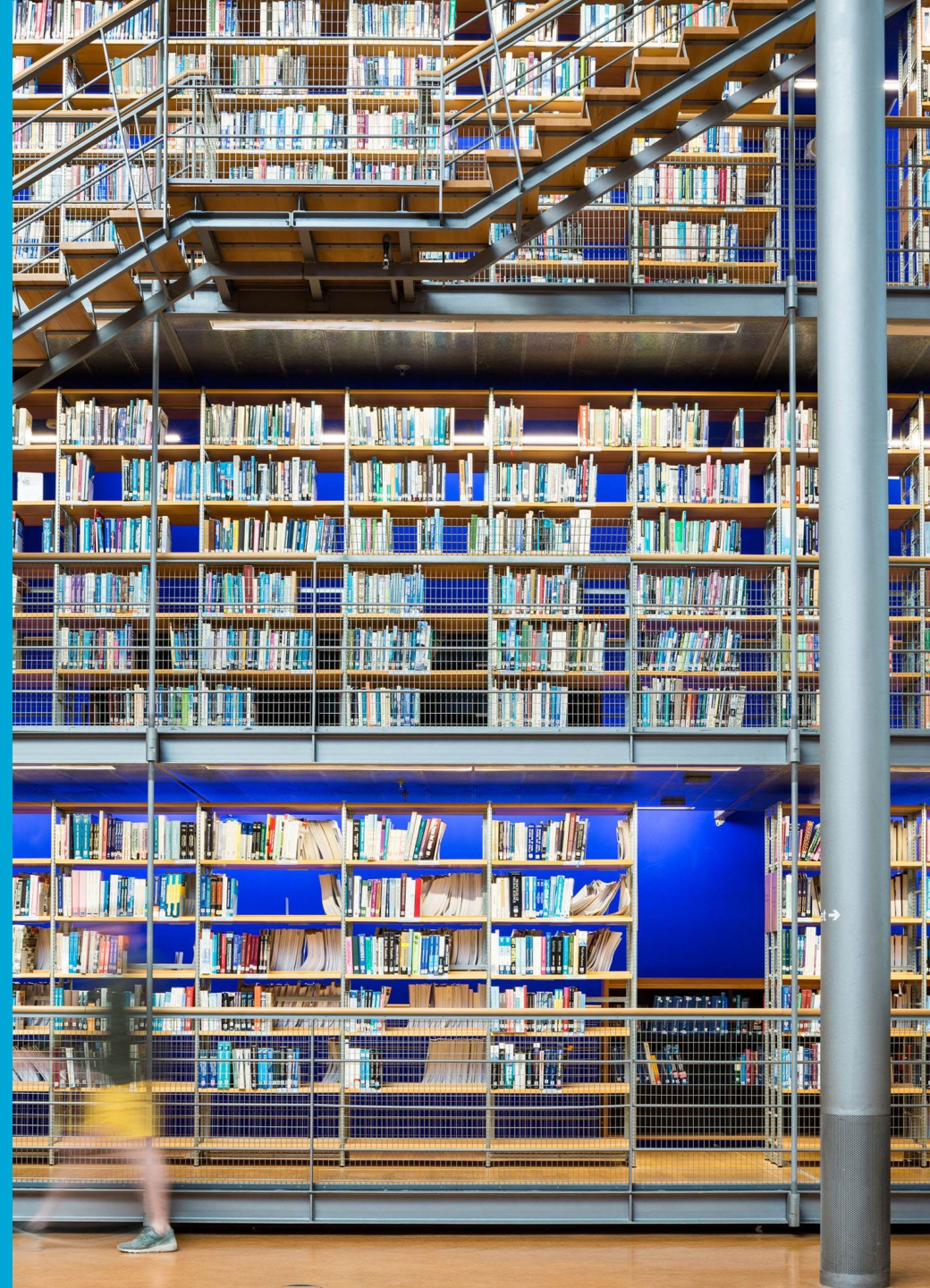
1. Open Science
2. Visibility & Impact
3. Inspiring learning environment

# Mission

Ignite individual growth and societal impact,  
by providing access to diverse knowledge  
resources, fostering critical thinking and  
supporting lifelong learning.



# What is a library without books?







**Collection Wall project**  
Exploring the opportunity space





# Collection Wall

## Experience goals

**Bring visibility  
to collections  
beyond  
physical books**

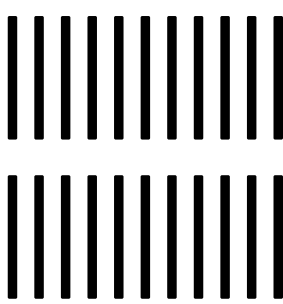
Users become more aware of TU Delft's rich and vast collections.

**Inspire  
exploration,  
enquiry and  
serendipity**

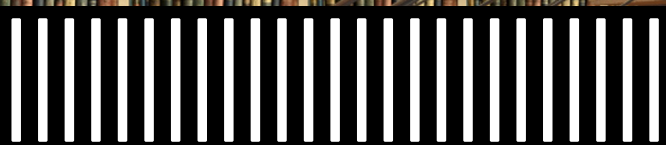
Users make new connections within the realm of their studies and research.

**Enable  
collaboration,  
interaction,  
contribution**

Users activate collections, create narratives and become part of the discourse.







**Collection Wall**

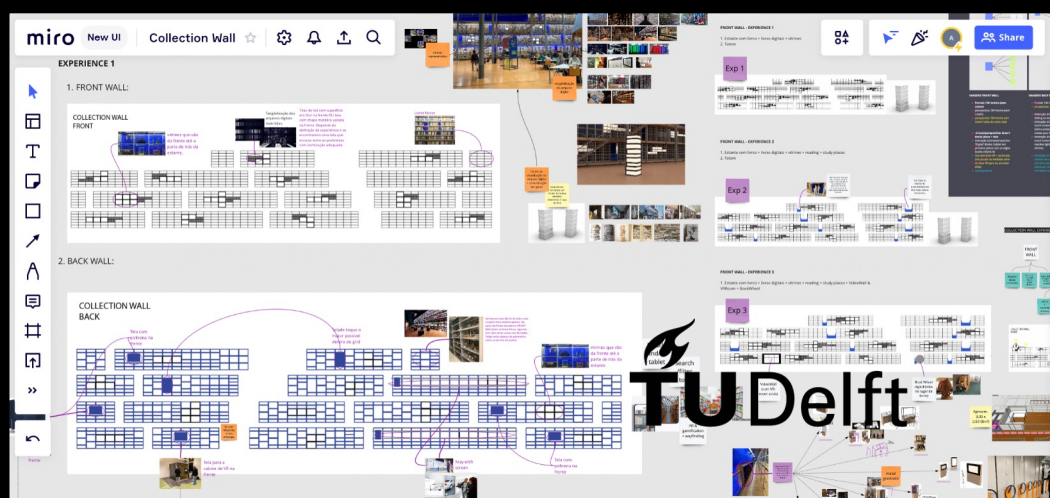
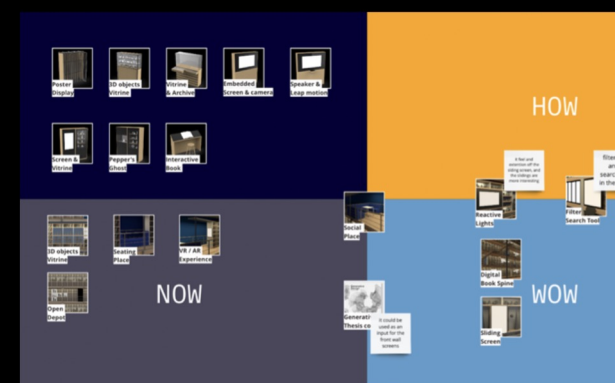
Experience





# Collection Wall process

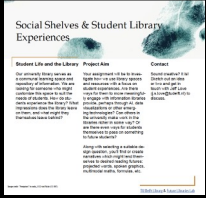
	STRONG POINTS	BARRIERS	SEATING PLACES
1 EXHIBITION			
2 INHABIT			
3 OPEN DEPOT			



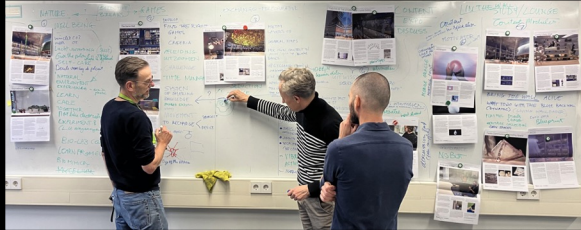




Jeff Love



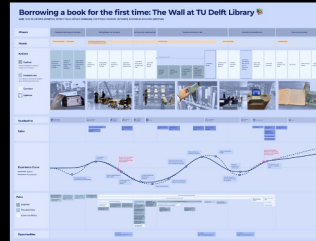
## Future Libraries Lab (IDE)



## Interactive Environments Minor



Aadjan van der Helm

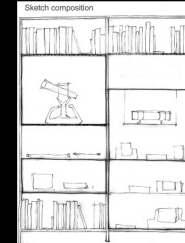
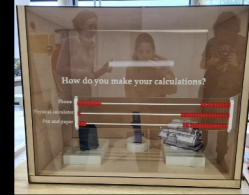


## Service

## Design (IDE)



Dirk Snelders



## Advanced Prototyping Minor

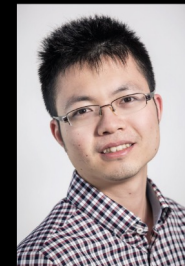


Willemijn Elkhuizen

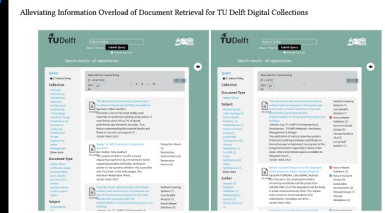
## Natural Language Processing (EWI)



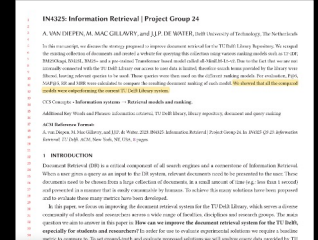
Sole Pera



Jie Yang



## Information Retrieval (EWI)



# Education Collab network





# CW Prototype Students' work

Advanced  
Prototyping  
Minor

Students of the Advanced Prototyping Minor (APM) took up the challenge to design a 2nd-century piece of student. After experiencing the history of the design, they presented a collection of student work in the display of the APM. The collection includes a collection of student work in the display of the APM. The collection includes a collection of student work in the display of the APM.

DELFT  
DESIGN  
GUIDE

PERSPECTIVES - MODELS - APPROACHES - METHODS

CHESS  
HOLOGRAM  
INSIDE

LOST?

24/11/1964 - Basic Principle

① Place theodolite on point X

② Place a vertical line to measure the distance

Level instrument  
Wild type K3, 1960  
Produced by Wild Heerbrugg AG. Optical instrument used to measure angles between points in the horizontal plane and measure height differences.

Theodolite  
Wild type T2, 1962  
Produced by Wild Heerbrugg AG. Optical instrument used to measure angles between points in the horizontal and vertical planes for land surveying.

Live Cell Imaging

NANOPLATFORM-BASED  
MOLECULAR IMAGING

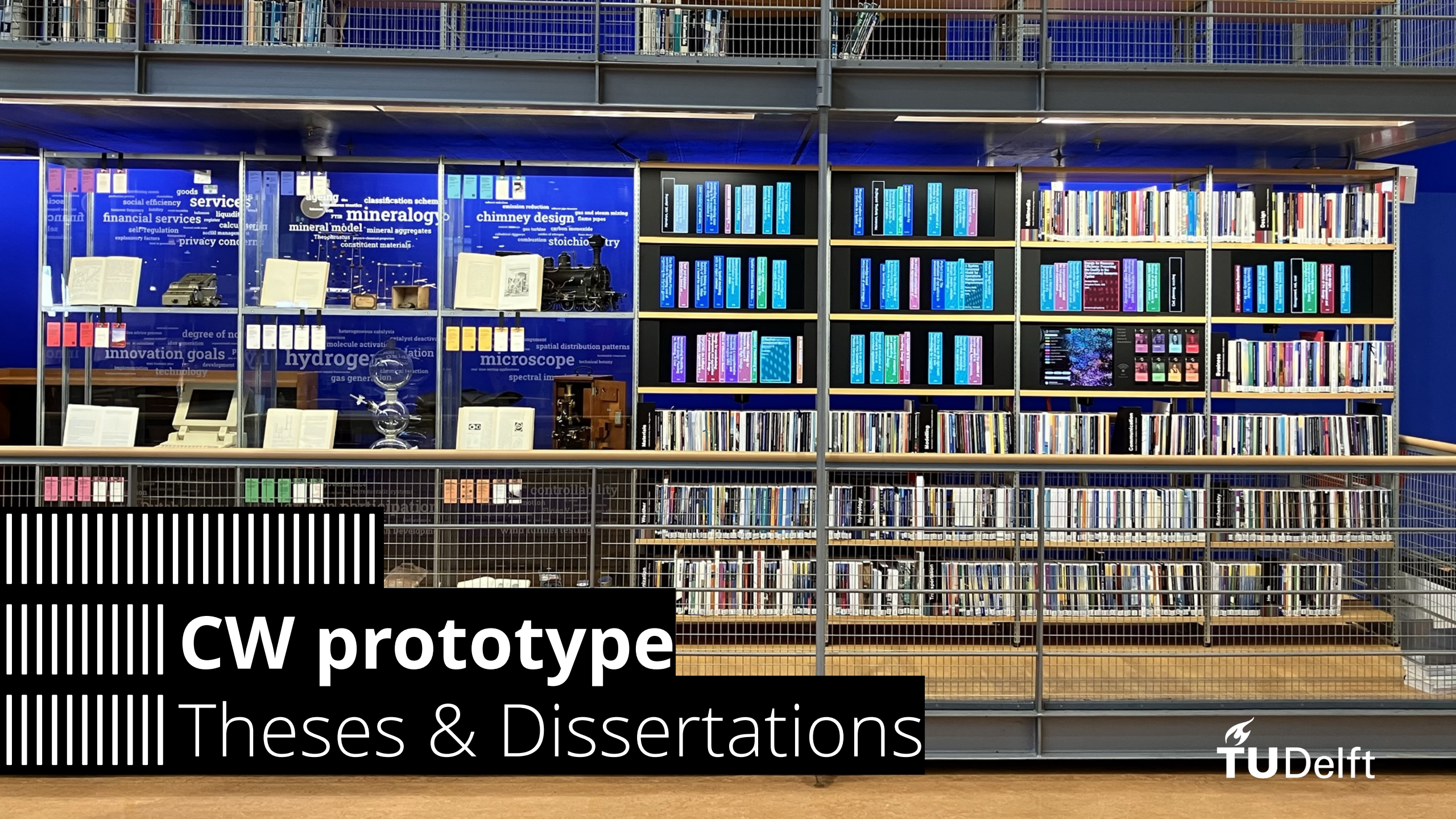
BIOMATERIALS SCIENCE





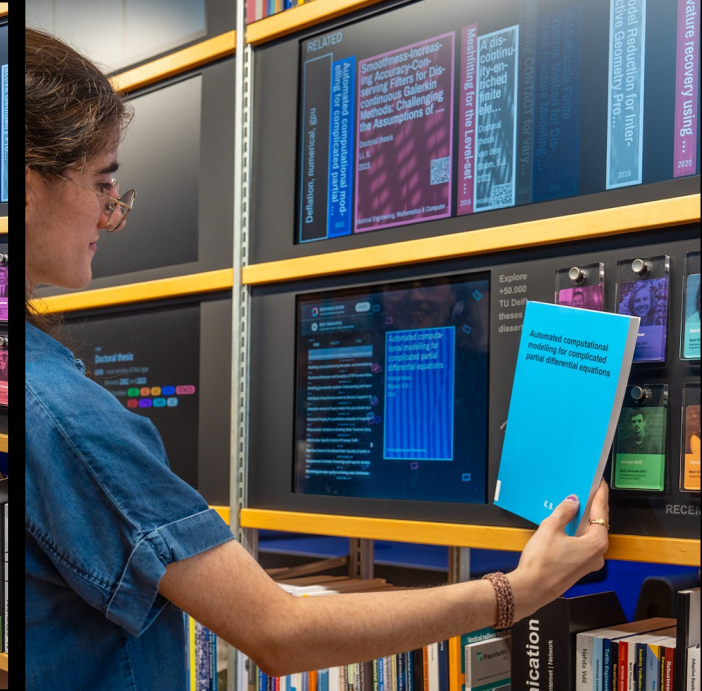
and interactive makes me feel more connected.





# CW prototype Theses & Dissertations







# Key insights & future directions

## Social and playful

- People behind the knowledge at the center of the experience
- Personalized experience: “Find yourself/your connections” in the wall
- Community wall, sense of belonging “Leave your mark”
- Light, inspiring and playful experiences

## A place of encounters

- Where past, present and future knowledge collide
- Where contributions from diverse faculties and disciplines come together

## Future directions

- Collection Wall as a platform
- Multiple entry points, varied service/experience offers
- Co-curation with educators, alumni, artists, etc.



# Thank you for listening.

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