

Unlocking Cultural Heritage: How the Onassis Library Embraces Technology to Connect with Society

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THE ONASSIS LIBRARY

The Onassis Library, with its six collections, more than 10,000 volumes, and rich archival material, offers a haven of rare stories, sources, books, and archives.

It is the place where Homer "meets" Voltaire and Rigas Velestinlis; and C. P. Cavafy "meets" Sappho and Jane Austen;

a journey through time and unknown aspects of Greek—but not only—history.



THE ONASSIS LIBRARY

The Collections

- The Books
 - Hellenic Library
 - Travel Accounts Book Collection
 - Aristotle Onassis Personal Library
- The Archives
 - C.P. Cavafy Archive
 - Historical and Literature Archive
 - Aristotle Onassis Business Archive
- The Artworks
 - More than 60 artworks inside the Onassis Library



THE ONASSIS LIBRARY

Vision

The Onassis Library aspires to be an eminent beacon of Greek cultural heritage, *leveraging its unique collection, technology, and innovative practices* to disseminate knowledge, nurture research initiatives, and promote Greece's rich cultural legacy to the world.



WHY TECHNOLOGY?

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Librarianship isn't about to disappear as a profession. But if librarians want a steady supply of patrons, they 'll need to find ways to keep their institutions relevant in the digital age.



"The Death Of Libraries?" MIT Technology Review, https://www.technologyreview.com/2005/05/01/231135/the-death-oflibraries/. Accessed 23 April 2024.



[to unlock cultural heritage]

[to connect with society]





The elephant in the room









BUDGET



ONASSIS LIBRARY embracing technology



LIVE VIRTUAL TOURS OF THE ONASSIS LIBRARY (1/3)

"Your guide on this live virtual tour is the Onassis Library Coordinator, on hand to guide you down new paths and towards new ways of discovering surprising facts, troves of knowledge, and stories never published.

Ask about, talk about, and get lost in a world of books, exhibits, and history that will make you love libraries and rethink your relationship with the book as an art form."





LIVE VIRTUAL TOURS OF THE ONASSIS LIBRARY (2/3)

ADDRESSED TO

Primary school fifth and sixth grade students; junior and general high school students

PROGRAM DURATION

45 minutes

VENUE

Online, via a digital platform

LANGUAGE

This tour is run in Greek and English. Sign language interpretation can be arranged on request.





LIVE VIRTUAL TOURS OF THE ONASSIS LIBRARY (3/3)

RECIPE

SELFIE STICK

DIGITAL PLATFORM (ZOOM, WEBEX ETC.)



#2 LEARNING THE HISTORY OF TYPOGRAPHY IN THE WORKSHOP OF THE "LAST GUTENBERG" (1/3)

How did people read the same books without modern-day printing machines? Come live in the 15th century to discover typography anew before heading back to the here and now of modern-day digital and 3D printing. The history of typography is alive and in your hands.



#2 LEARNING THE HISTORY OF TYPOGRAPHY IN THE WORKSHOP OF THE "LAST GUTENBERG" (2/3)

ADDRESSED TO

Primary school fifth and sixth grade students, and junior high school students.

PROGRAM DURATION

45-60 minutes

VENUE Held online, via a digital platform



#2 LEARNING THE HISTORY OF TYPOGRAPHY IN THE WORKSHOP OF THE "LAST GUTENBERG" (3/3)



SELFIE STICK

DIGITAL PLATFORM (ZOOM, WEBEX ETC.)

PARTNERS / PEOPLE /CONNECTIONS



#3 TRANSFORMING TRADITIONAL WORKSHOPS WITH AR TECHNOLOGY

How did people read the same books without modern-day printing machines? Come live in the 15th century to discover typography anew before heading back to the here and now of modern-day digital and 3D printing. The history of typography is alive and in your hands.



#3 WORKSHOP: THE HISTORY OF PRINTING (2/4)

We collaborated with XR artists and with the use of an AR app we managed to give life to the printer's marks of Greek printers from Ioannina that set up their printing houses in Venice.





#3 RIGAS VELESTINLIS' CHARTA OF GREECE, VIENNA 1796-7

An augmented reality (AR) Android application, through which 15 symbols come to life on the map in a three-dimensional form.



#3 TRANSFORMING TRADITIONAL WORKSHOPS WITH AR TECHNOLOGY

RECIPE

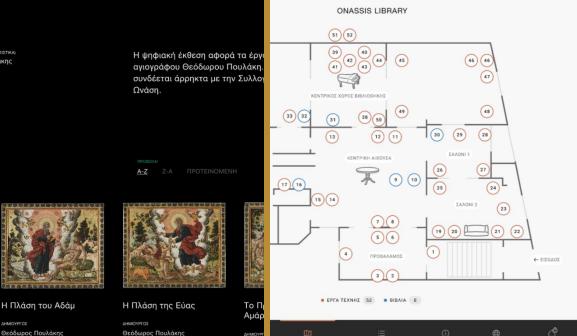
TECHNOLOGY TRENDS

PARTNERS / PEOPLE /CONNECTIONS

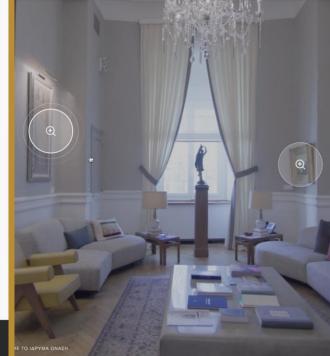
A journey...

οδωρος Πουλάκης

- VR & AR Guide
- **Digital Repository**
- **Digital Exhibitions**
 - <u>Educational</u> Programs
- **Online Competitions**
 - **Digital Timelines**



Θεόδ

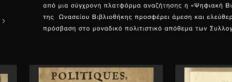




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ινική ιοθήκη



AMUSANS

Περιηγητική

ΕΙΣΟΔΟΣ ΣΤΗΝ ΨΗΦΙΑΚΗ ΒΙΒΛΙΟΘΗΚΗ

Συλλογή

Με περισσότερες από 200.000 ψηφιοποιημένες σελίδες κ

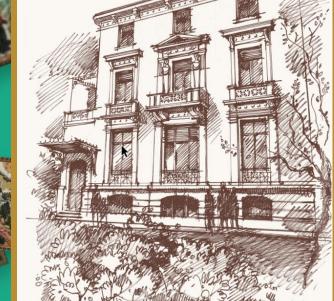


Λογοτεχν Συλλογή

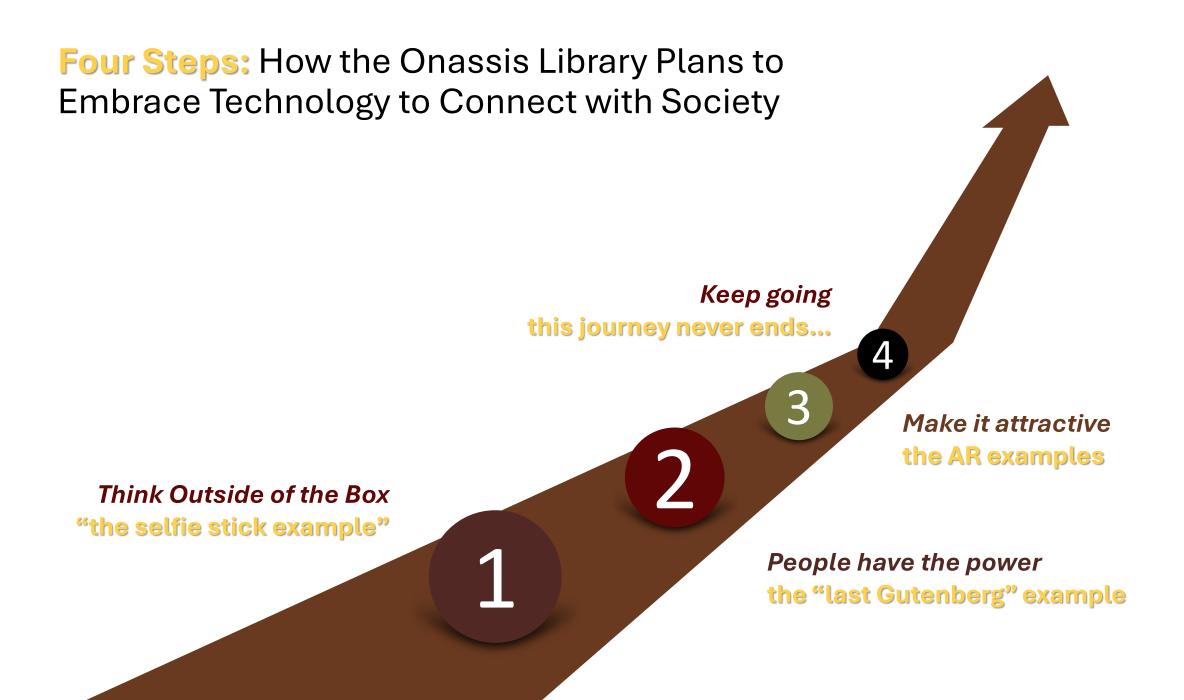
Σκηνές από την Παλαιά

Διαθήκη

ΒΑΣΤΕ ΠΕΡΙΣΣΟΤΕΡ



that never ends



OUTCOME DATA (1/2) LIVE VIRTUAL TOURS OF THE ONASSIS LIBRARY

✓ **510** primary and secondary schools

✓ More than **11,500** students and teachers



OUTCOME DATA (2/2) TRAVELLING WITH THE SYMBOLS AND THE MYTHS OF RIGAS' CHARTA

✓ 475 primary schools

✓ More than **10,000** students and teachers



OUTCOME DATA (2/2) ...WITHOUT NUMBERS

Increasing accessibility and reach

•Engaging a global audience

Modernizing the preservation of cultural heritage

Innovative strategies to extend services

•Transforming into an open cultural space "without walls"

Democratization of cultural resources



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One of the great challenges that librarians today face is determining how to enable user communities to see beyond traditional notions that library functionalities are bounded, for example, by the storage and circulation of print collections.

Carr, patrick L. "Reimagining the library as a technology: an analysis of ranganathan's five laws of library science within the social construction of technology framework." *The library quarterly: information, community, policy*, vol. 84, no. 2, 2014, pp. 152–64. *JSTOR*, https://doi.Org/10.1086/675355. Accessed 23 june 2024.

Thank you

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