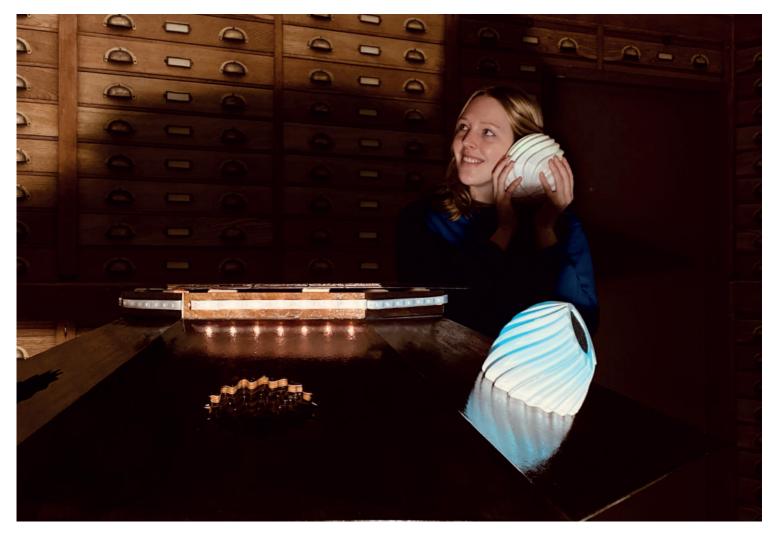# MEMO

For some, the idea of a library opens up a vast fantasy of books long forgotten and waiting to be discovered again, while for others it is just a place collecting dust. The National Library wants to make its library a place for everyone by creating a 'Living Library'. In collaboration with the National Library, Era Uma Vez designed an interactive environment with as goal to connect people with the library and inspire them through personal stories of past visitors. In this way, the environment encourages people to discover the library and to find a connection with the library themselves.

"What is it that they are passionate about? How did they get to know the library? Where does their pursuit for knowledge lead them to?"

With the stories from past visitors out of different cultural backgrounds and different age categories, the environment makes the National Library more relatable for people and tries to attract new people. The environment gives the National Library multiple faces and in that way truly makes it a 'Living Library'.

Meet Memo, Start Your Journey

Memo consists out of multiple light pulsing carriers stored in a station. When a user walks closer to the station, a LED strip above the carriers in the station will light up to invite the user to pick up the carriers. When picked up, the carrier changes colour and makes a greeting sound. Next, a personal story from a visitor of the national library will be played. Through the action of the user having to place the carrier close by their ear, the design team tries to create an intimate experience.

At the end of each story, a hint is given to the user that they can walk through the library to be able to hear other stories. Once they enter a new listening zone, the carrier makes a purple light pulse and plays a confirmation sound. Next, a new story will be played. After wandering through the library and listening to different stories, the user can put the carrier down or put it back in a station.

Figure 1; First contact with Memo

The carrier is a 3D printed shape with soft ridges to provide for a firm grip. The top has a tilted opening with smooth edges and foam inside where sound can come out of. The shape is designed in Rhino using Grasshopper. Conductive wires are attached to the outside of the carrier and connected to a capacitive touch sensor, microboard, speaker, dfplayer, and LED ring inside the carrier. Once touched they will provide a trigger for changing the light colour and playing the sounds.

Figure 2; Inside view of the carrier

Wifi zones are used to specify different areas in the library. When the user changes from wifi zone a new story linked to that zone will be played. The station that the carriers reside in, is made out of a hexagonal wooden shape cut by a laser cutter, wooden cutouts for the carriers and multiple LED strips connected to a seeeduino and a time of flight sensor.

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