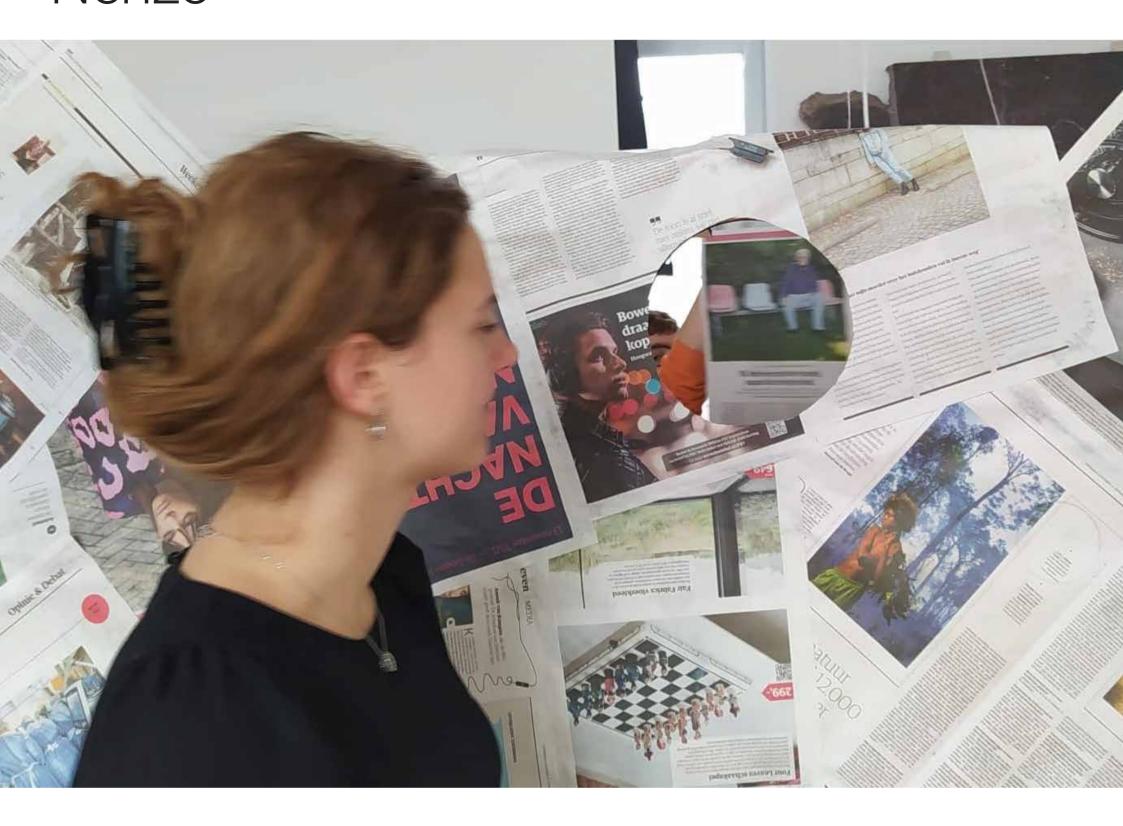
Nenzo



Nenzo is a look into the world of the library.

Passersby can look into the library through the peepholes. There are newspapers presented from that same day over the years. Visitors of the library walk through this 'shower' of papers. Thereby, they change the perspective for the people watching outside.

Many people walk past the Royal Library every day. These people are aware about the library. However, the passersby have indicated they need a push to visit the library. A reason, such as studying or searching for a source, is needed for this. Nenzo can provide this incentive.

The image inside Nenzo *plants a seed* in the viewer. This may inspire them to visit the Royal Library (physically or digitally). Thus, the instillation makes passersby *aware* of the physical and digital library.

The installation consists of two sides: inside and outside. It is positioned in front of the windows of the library. The passersby outside see a covered wall with some peepholes. These have been made inviting. The outside of the installation shows a part of the inside. As soon as they look through them, they see an inspiring scene of papers.

The visitors of the library shape this scene on the inside. This scene can be changed at any time. Both parts of the physical and digital library are exhibited here.

The concept is placed around the windows of the library. It will be composed of different parts, *inside* and outside the building.

To realise our design, it can be made of wood. The wall will be covered with foil showing snippets of papers. The peepholes are at different heights for a *playful* effect. It is possible to look through the window from both sides.

Movement sensors measure whether there is a viewer at the window. This will activate the installation. A motor turns the installation and a soundtrack is played.

This installation is deformed by visitors in the library. They are free in how they use the available parts. Their view changes when the installation starts turning thanks to the passersby.

Thus, the passersby interact with the visitors through the installation and vice versa.