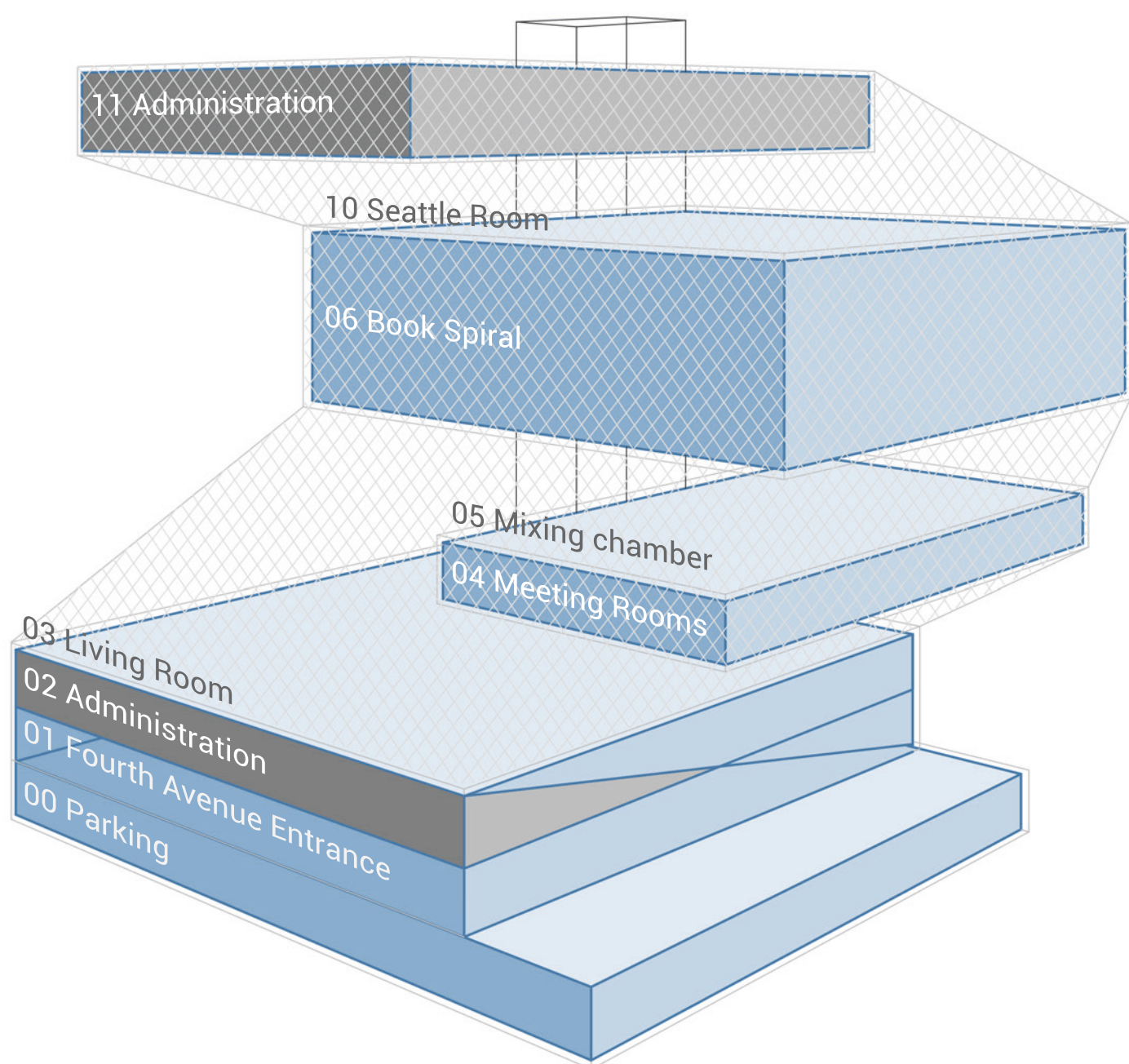


Seattle Central Library

Egle Simkute
Sophie Heck

Introduction

The missions and design of libraries have changed with the rapid development of technology as well as the importance of public space. The Seattle Public Library is clearly an outstanding contemporary example of the latest library design. The library provides space for work, meeting, inspiration, recreation, refreshment, and non-planned activities. The spaces are just not ostensibly dedicated to reading.



Past

Level 11 - Administration



- 1997 Library for all campaign by library director Deborah L. Jacobs
- 1998 "open call" participation of 25 architectural firms
- 1998 the concept was further developed together with the Library Public Library
- 2004 opening

Target audience

- Library staff and administrators
- Culture-oriented stakeholders
- Community-oriented staff/stakeholders



Level 06 -09 - Book Spiral



- Science**
- The levels were divided into genres of literature
 - Map collection
- Special features**
- Music rooms for practicing and learning
 - Color design is less conspicuous than in the other departments, the entire book stock can be found on site, uniform arrangement, richness of the collection becomes recognizable to the visitor (emphasis on books)
- Target group**
- Culture and politics oriented
 - Education-oriented (schools, students, trainees)
 - Professionally oriented (medicine, architecture, culture, science, etc.)

More

- Spiral ramp, slope of two degrees runs through levels 6 to 10



Level 03 - Living Room



- Community / meeting place**
- urban communication zone
 - Private space for everyone is possible
 - Reader Services Counter
- Special features**
- Large, wide, open, bright space designed to invite patrons to gather, sit and relax
 - Great view of the city from the middle of the building
 - Comfortable seating areas, some of which are arranged next to each other as well as facing each other (connects, connection of inside and outside, break from the futuristic architecture)
- Target group**
- Communication-oriented attendees (maintaining contacts, staying mentally agile)
 - Versatile, leisure-oriented (spontaneous desire for adventure, having fun, independent of a library visit)

More

- In the area of the reading places the angle of light incidence increases



Level 01 - Fourth Avenue Entrance



- Fourth Avenue Entrance**
- Exchange of information and development of skills
 - World Language Center
 - Children's Department and Library
 - Library Equal Access Program (assistance for persons with e.g. vision disorders)
- Special features**
- Special design of maple planks at the reception desk, is intended to stimulate the library visitor's desire for discovery
 - Colorfulness, various materials and playful elements in many different forms (arrival in Children's Center (suggestions in every corner))
 - Retreats for parents
- Target audience**
- Family oriented with children
 - Recreation-oriented (parents, children, adventure)
 - Personal assistance oriented (anyone needing special assistance)

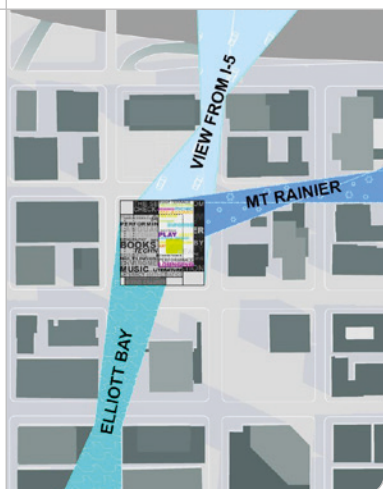
More

- Interactive displays with building information
- Peak Picks display near the pick-up area



Level 10 - Seattle Room

- From 1906 Free use of this library and its services
 - 1906 First library opened through donations from Mr. Carnegie
 - 1949 Damage to library by earthquake
 - 1960 New library opens (new library program)
 - 2004 Completion opening of the current library
 - 2001 Need for new building and space program
- Target group**
- Culture-oriented
 - People interested in history
 - Information-seeking and learning-motivated visitors
- Special features**
- Reading room with up to 400 seats
 - Seattle history collection
 - Highest public vantage point
 - Flooded with light
 - Different floor order: aluminum for movable areas, differently designed and colored carpeting for workstations (needs for privacy to community become apparent)



Level 05 - Mixing Chamber

- Exchange of information**
- The boundaries between private and public space become blurred
 - The search for information becomes a communicative event
- Special features**
- Interface tradition and technology
 - As a real place with physical structure and as a virtual place with internet presence
 - Equality of old and new media
- Target group**
- Education-oriented (schools, kindergartens, students, trainees, adults)
 - Communication-oriented attendees (maintaining contacts, staying mentally agile)
 - Information-seeking and learning-motivated visitors
 - Employees (providing assistance)
- More**
- By phone or e-mail, the librarians answer the readers' requests from all over the city
 - Aluminum floor, which weakly reflects artificial light, matches the active atmosphere within the space
 - "Club atmosphere" means that the library is open to many new forms of behavior

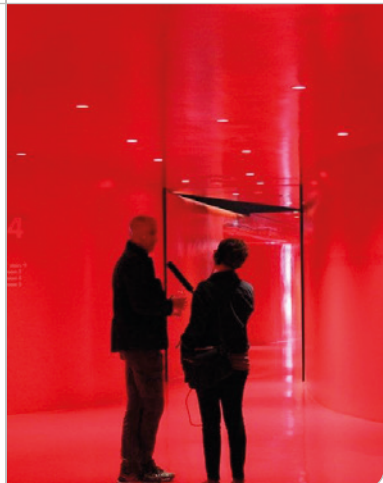


Level 04 - Meeting Rooms

- Economy Society**
- Meeting rooms and computer labs
 - Events, meetings
- Special features**
- The level appears suspended
 - 15 shades of red on walls, ceiling, floors and stairs (leave-like effect, it gives the feeling of wanting to explore the space)
 - Photo point
- Target group**
- Education-oriented (schools, kindergartens, students, trainees)
 - Occupationally oriented (companies)
 - Internal and external organizers

More

- Darkened area, little daylight



Level 02 - Administration

- Administration**
- Auditorium with space for up to 275 people for smaller performances
 - Staff area
- Special features**
- Book sorting system (per hour the system can sort up to 1,400 books and distribute them automatically)
- Target group**
- Culture-oriented visitors
 - Visitors (target: return of books)
 - Book sorting staff
 - Society-oriented staff/participants



Level 01-11 - KI System



- Climate control in the building**
- No wasted energy
 - light, electricity, water etc.
 - adapts itself e.g. to the number of persons
 - learns from behavior, not only corrects but should learn over time how to make changes in advance
 - data is made publicly available
- Research**
- AI searches out suitable books, related topics and potential, contacts for one
- Connecting computing power**
- Possibility to connect the own device to computing networks. Possibly also with external ones.

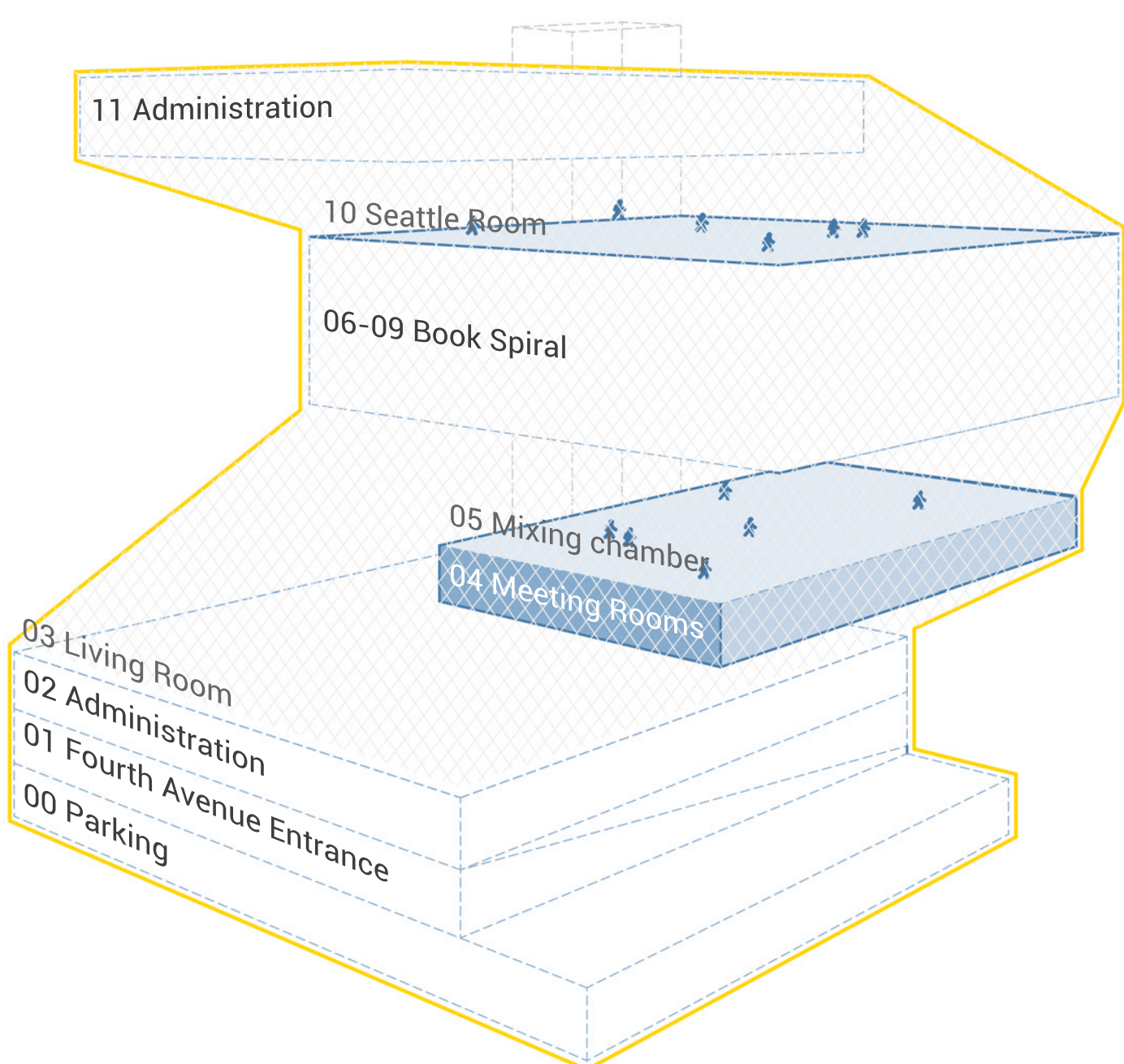
Learning methodology

- Personal learning about environment
- Support with project work, thinking approaches one does not have
- Kindergartens, schools, interdisciplinary information exchange



Target group:

- Professionally oriented (education/training of employees, targeted surfing)
- Culture-oriented (art, literature, theater)
- Leisure-oriented (socializing, adventure, games, relaxation)
- Technology-oriented (new technology)



Future

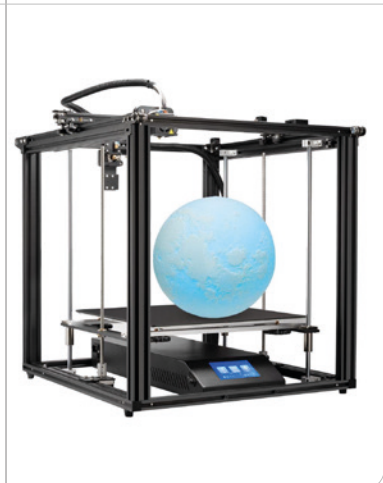
Level 04 - Meeting Rooms

- Application of the hologram tables**
- Digital contents, objects or environments are projected without using 3D glasses
 - Promotion in the classroom (new way of teaching)
 - New possibilities of presentations (creative presentation technique)
- Application of 3D walls**
- Attention-grabbing presentations/ performances
 - 360° presentation area
 - Messages and presentations should arrive and remain in the memory



Level 05 - Mixing Chamber

- Application 3D printer / 3D workshop**
- Interface between virtual and real world
 - Creation of three-dimensional objects
 - Promotion of the ideas realization by means of the 3D printer at the young age
- Varied, several fields of application such as fashion, architecture, industry, medicine**



Level 05 - Mixing Chamber

- Application of flexible workstations (tubes)**
- Flexible rooms that can be opened individually, soundproofed
 - Livestream technology, no computer or laptop is needed, the cell is a computer
 - Placement throughout the building
- Possible to work alone or in a team**



Level 10 - Seattle Room

- Technology-free space to relax**
- Opportunities for personal downtime, without noise, stress or animation to do anything
 - Quiet aura, retreat for the body and the mind
- Possible activities such as: sports, yoga, dancing**

