



UNIVERSITY OF MANCHESTER

'ACTIVE' Hub

ARTISTIC COLLABORATIONS TOWARDS IMPACTFUL VISUAL ENGAGEMENT

HOLLY PARTLETT



OUR MISSION

THE VISION

Uphold the core values + principles set by the university
(Imagine 2030, Future Vision, Zero Carbon Masterplan 2038,
UN SDGs)

**Create an interactive social hub through the use of
temporary + permanent opportunities**

Engaging with and supporting local/wider communities





Imagine 2030

Research innovation
Engaged students
Valued services
Open principles + equality
Manchester collections
Creative people



OUR FOCUS

Engaged students
Creative people
Remarkable spaces



Future Vision

Our people, our values
Research and discovery
Teaching and learning
Social responsibility
Innovation
Civic engagement



OUR FOCUS

Social responsibility
Innovation
Civic engagement



Zero Carbon 2038

Circular economy
Accelerate decarbonisation activities
Support/influence others to take action
Reduce carbon emissions by 2025
Reduce/eliminate single-use plastics
Greenspace + wildlife corridors
Climate care



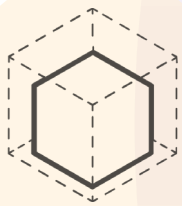
OUR FOCUS

Support others taking action
Climate care
Responsible consumption
+ fusion of the UN SDGs



IMPACT ON

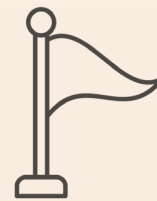
THE UNIVERSITY



Scalability
(all library sites)



Cost effective
(low cost initiatives)



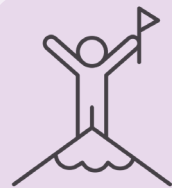
Achieving Goals
(university targets)



Understanding
user requirements



Social interaction
(communication)



Creating
opportunities



Reinforcing identity
(ethos/values)



Responsible procurement
(sustainability)



Enrichment
(civic responsibility)



IMPACT ON

STUDENTS + STAFF



CS skillsets
on display



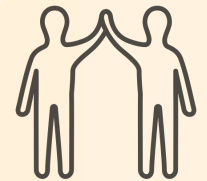
Relationship building
(remove barriers)



Social impact
(awareness/outreach)



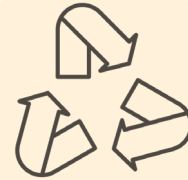
**Reduce strain on
resources**



**Community atmosphere
(lively + vibrant)**



Social media platform
(engagement)



Conscious + responsible
(staff / students)



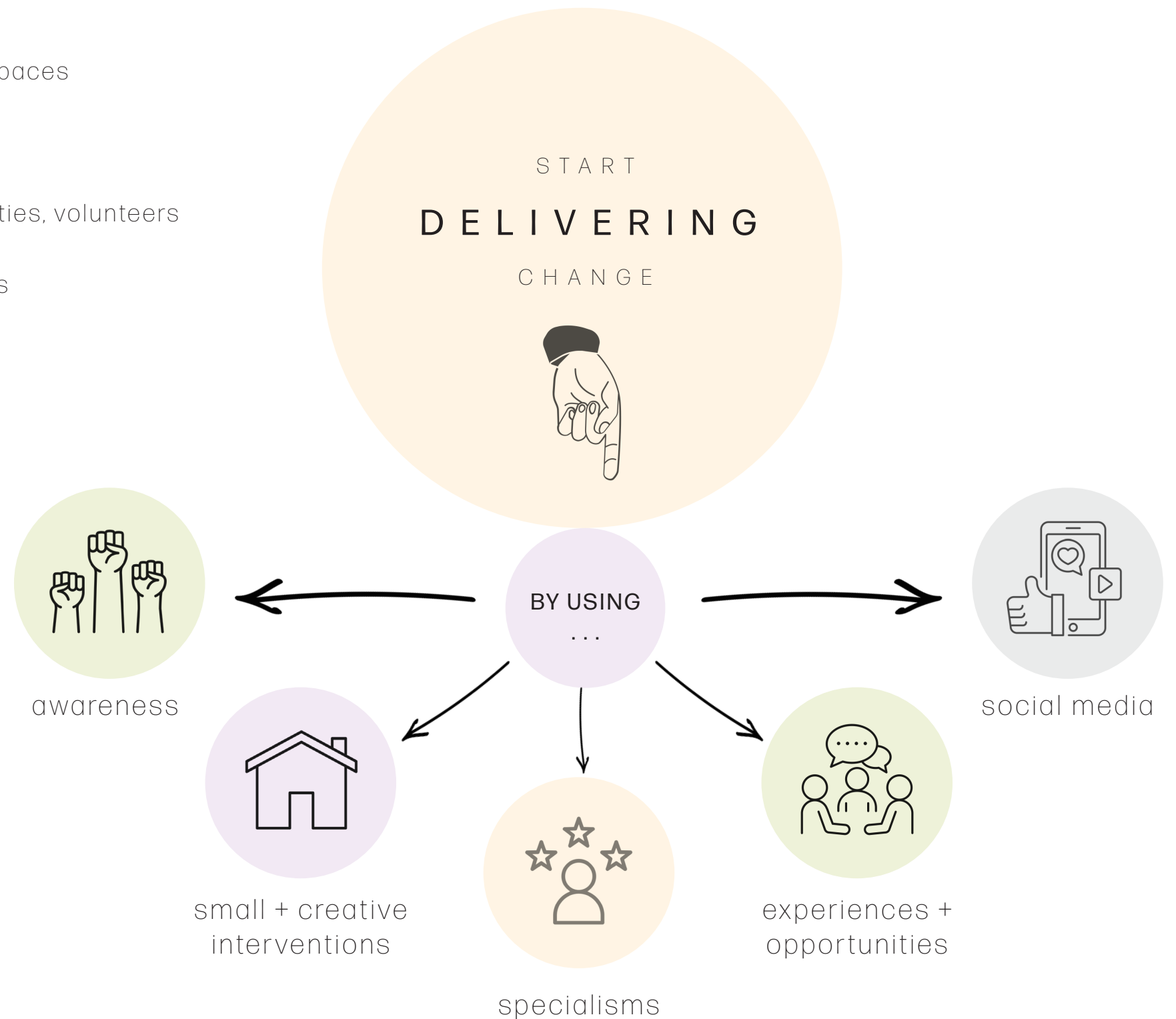
**Decision-making
(active participation)**

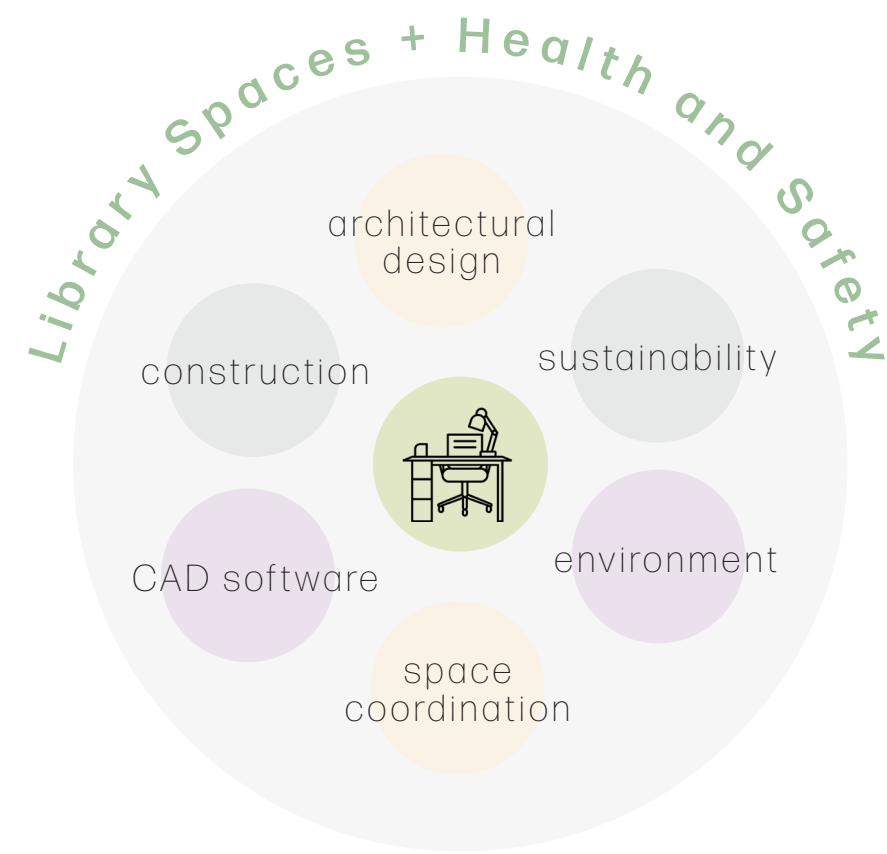


Inclusive spaces
(diversity)

HOW WE DO IT

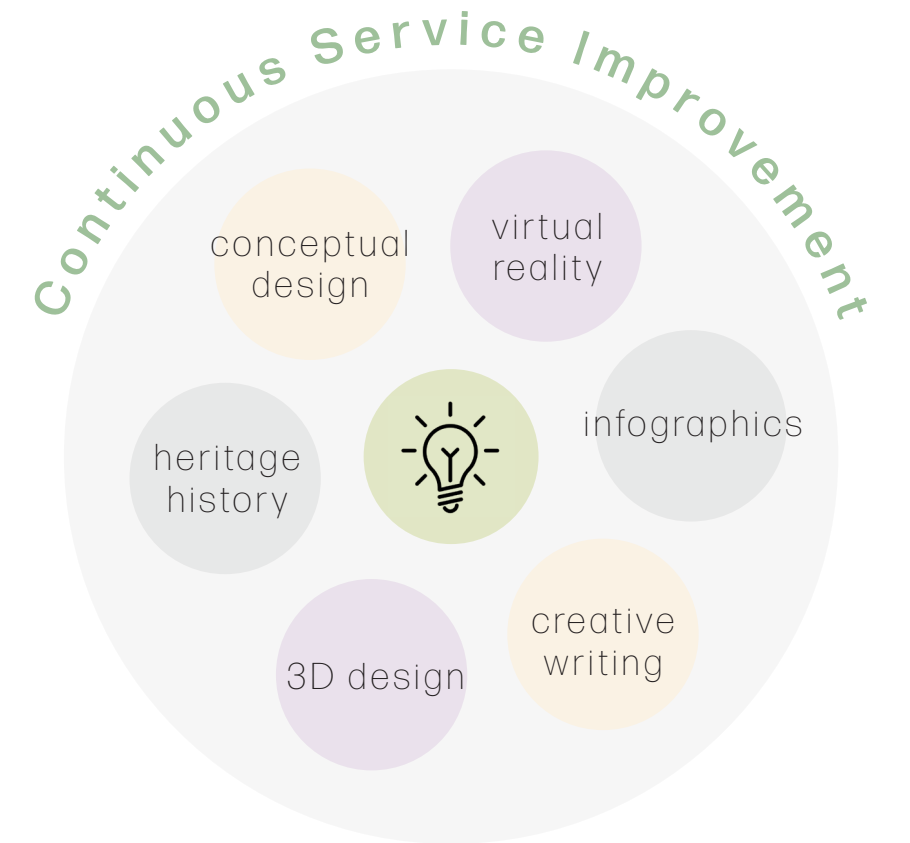
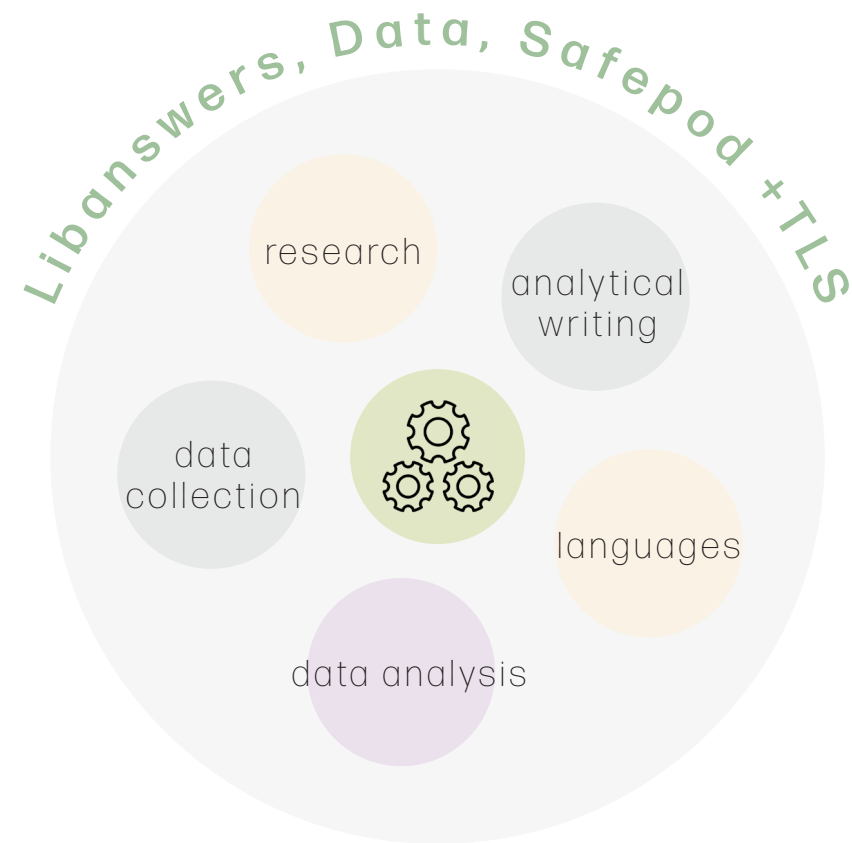
- ✓ Develop a variety of creative, educational and fun spaces
- ✓ Integrate strategic university targets
- ✓ Collaborate with local artists, designers, staff, charities, volunteers
- ✓ Engage and connect existing social media platforms

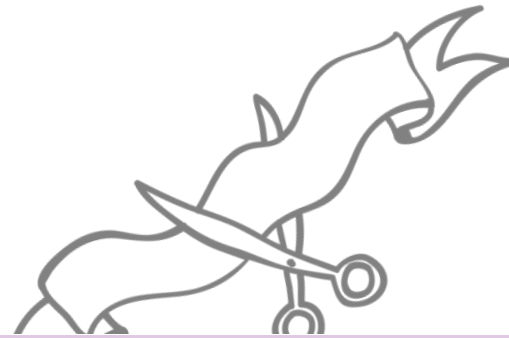




EXPERTISE

THE SPECIALISMS





PROGRAMME

THE PROJECTS

01

Pocket
Library

02

Feelings
Library

03

Social
Library

04

Discover
Library

05

Library
Chronicle

06

Living
Library

07

Community
Library



U P C O M I N G P I L O T P R O J E C T S

01

Pocket
Library

02

Feelings
Library



POCKET LIBRARY

PROJECT 01

An intimate and cosy reading space.

A place to catch up on current issues/trends in society.

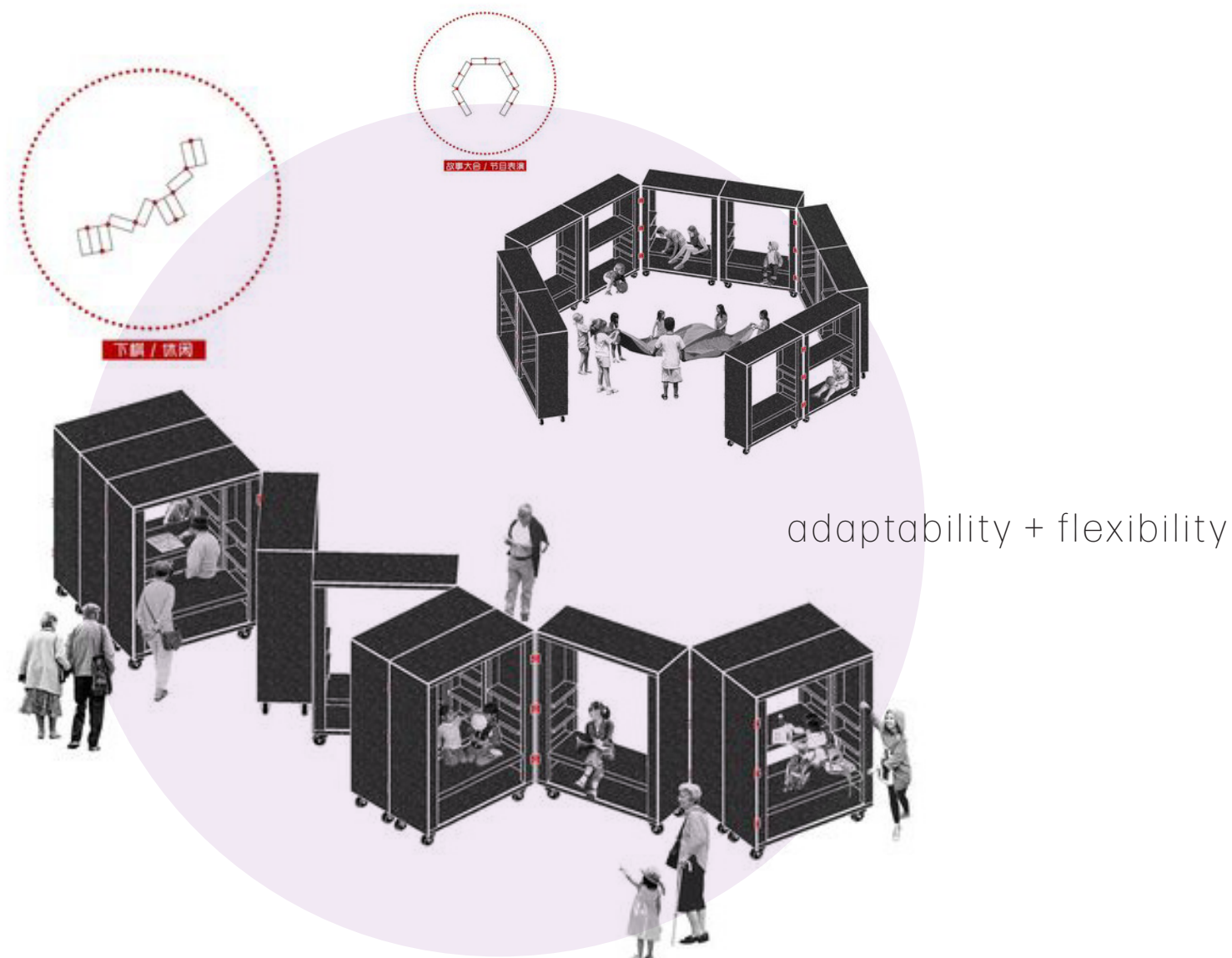
Find staff recommendations and "Today's Top Picks"

Aligned with international celebrations + awareness days.



aligns with current "Get Started" programme!





Ephemeral Neighbourhood | by Margin (London)
20 sqm footprint

personal

informative (opportunity to learn)

open communication



history of the university + library
contemporary issues / awareness

engagement





FEELINGS LIBRARY

PROJECT 02

An opportunity for self-reflection, self-awareness + self-help.

Safe, non-judgemental space to de-escalate negative thoughts/emotions

Collaborative design + construction project (innovative + sustainable)

Facilitates quality mental health/wellbeing services



*aligns with the work of **Wellbeing Champions!***



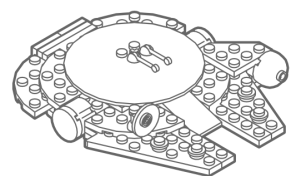


self-reflection

seasonal (exams, holidays + freshers)

free of judgement





IN A LIBRARY FAR FAR AWAY...

03

Social
Library

04

Discover
Library

05

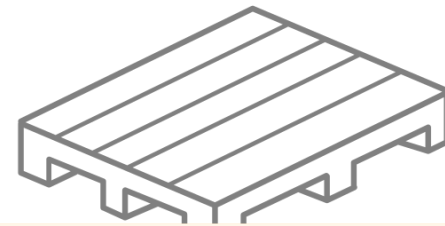
Library
Chronicle

06

Living
Library

07

Community
Library



S O C I A L L I B R A R Y

P R O J E C T 0 3

Hands-on participatory design = higher engagement (user control)

Creative platform for university goals + contemporary issues.

Promotes sustainable + ethical decisions (recycling etc.)

Encourages innovation and individuality.



topical artworks + murals



design + build competitions



multi-purpose furniture





DISCOVER LIBRARY

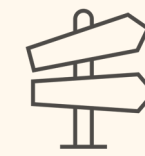
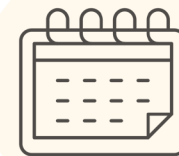
PROJECT 04

Better space engagement (use types)

Clear navigational tools for coloured library zones.

Promoting upcoming events/workshops/VR experiences/awareness days/professional development/festivals/talks etc.

Amplified library identity (distinctive + bold)



signage



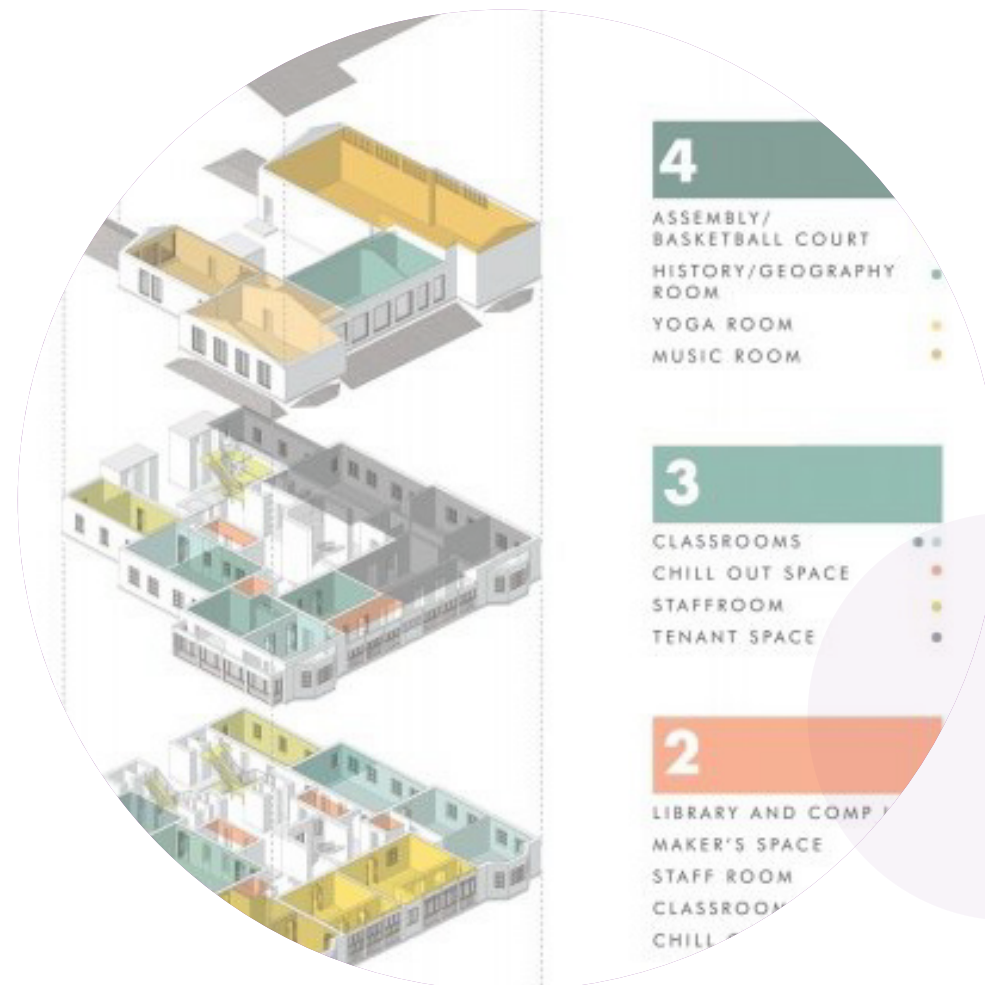
engaging + interactive
feedback



sharing ideas



wayfinding





LIBRARY CHRONICLE

PROJECT 05

Virtual + digitalised archive of collections (more accessible)

User engagement opportunities (virtual, visual, digital)

Exhibitions + events (experience the history of university/library)

Sustainable eco-friendly learning (no print-outs, tape etc.)



aligns with existing "Digilab" virtual reality team!



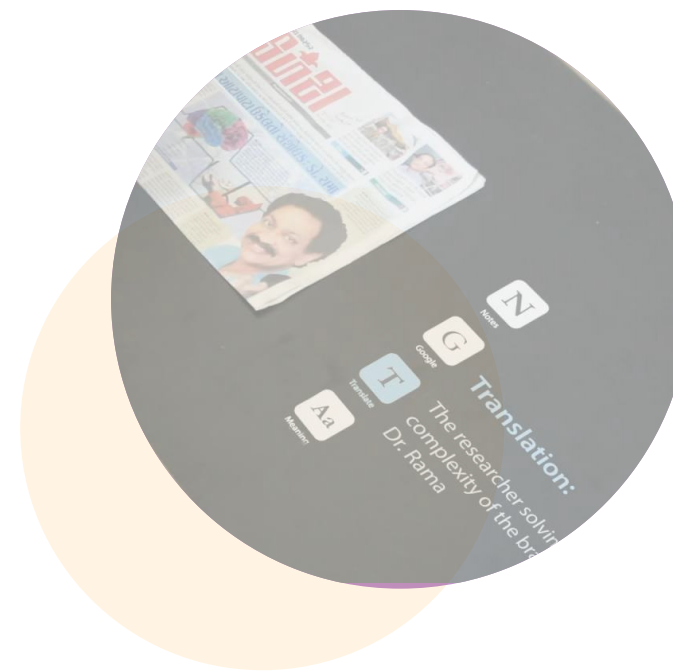
exhibitions



space viewing



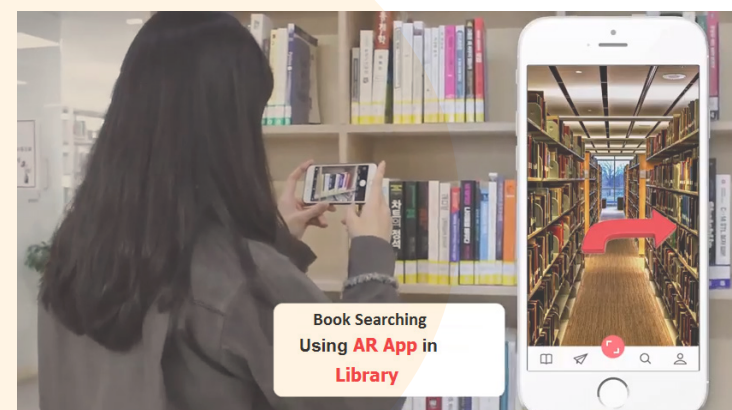
text translations



easy to read

interactive learning

accessible special collections





LIVING LIBRARY

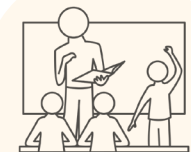
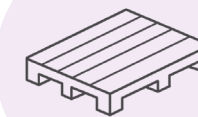
PROJECT 06

Biophilic design + connection to outdoors.

Improved cognitive function, mood and mental health/wellbeing.

Increased staff + student productivity levels when working/studying.

Cosy, natural and environmentally friendly qualities.





upcycled furniture

biodiversity
green walls

energy and waste
initiatives

competitions

clubs





COMMUNITY LIBRARY

PROJECT 07

Providing invaluable professional services (writing, CV, careers etc.)

Reducing socio-economic barriers to higher education.

Equal opportunities for surrounding neighbourhoods (shape future)

More accessible facilities (for multi-cultural, minority communities)





reduce barriers to education



professional
services

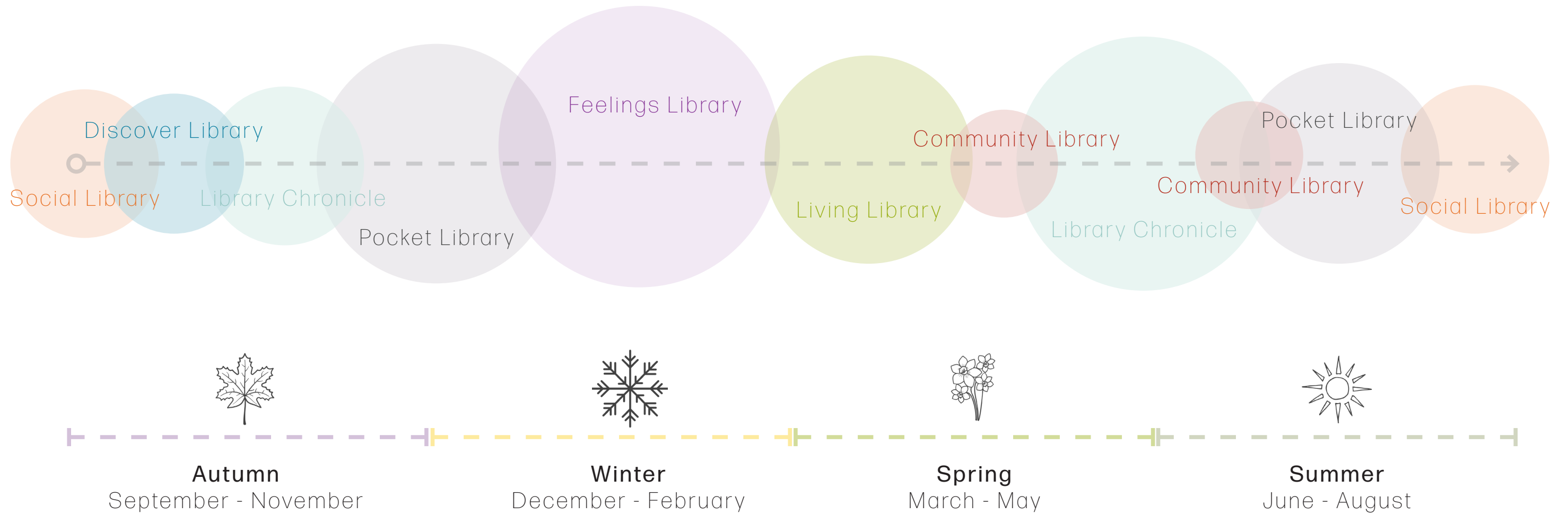


educational
talks

TIMELINE

THE SCHEDULE

- Pocket Library
- Feelings Library
- Library Chronicle
- Social Library
- Discover Library
- Living Library
- Community Library





T H A N K Y O U !

Please feel free to ask me any questions...