PATH OF KNOWLEDGE - SOUTHERN BRANCH OF THE NATIONAL CENTRAL LIBRARY

書山 - 國家圖書館南部分館暨典藏中心

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PATH OF KNOWLEDGE

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九典 BaF
聯合建築師事務所
Bio architecture Formosana

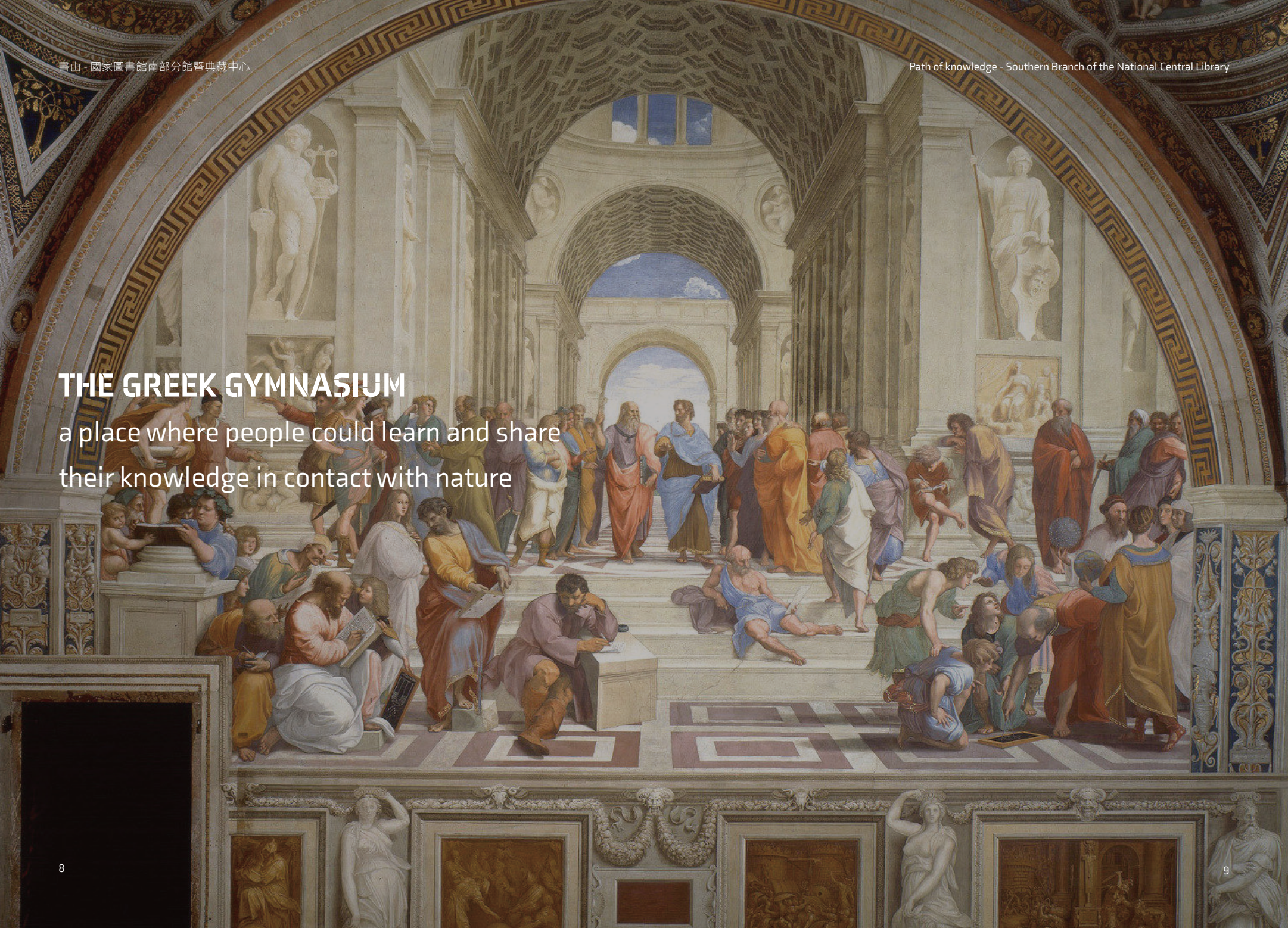
CARLO
RATTI
ASSOCIATI®

1 CONCEPT

the path of knowledge

WHY

do we still go to a Library in a world where all culture can be stored on an Ipad and where we can have immediate access to any book via Amazon?



THE GREEK GYMNASIUM

a place where people could learn and share
their knowledge in contact with nature

/

FROM THE GYMNASIUM TO THE GARDEN OF KNOWLEDGE

CONCEPT

THE PATH OF KNOWLEDGE

Pushing the generation of a contemporary Gymnasium where people, nature and culture are connected, by fostering new connections between people + books, people + people, people + nature.

THE LIBRARY OF SERENDIPITY

Fostering the pleasure of discovering something you are not searching for, simply by browsing through books on the shelves. What if the library becomes a space where you can discover things you would never discover elsewhere?

THE PATH OF KNOWLEDGE

concept 1

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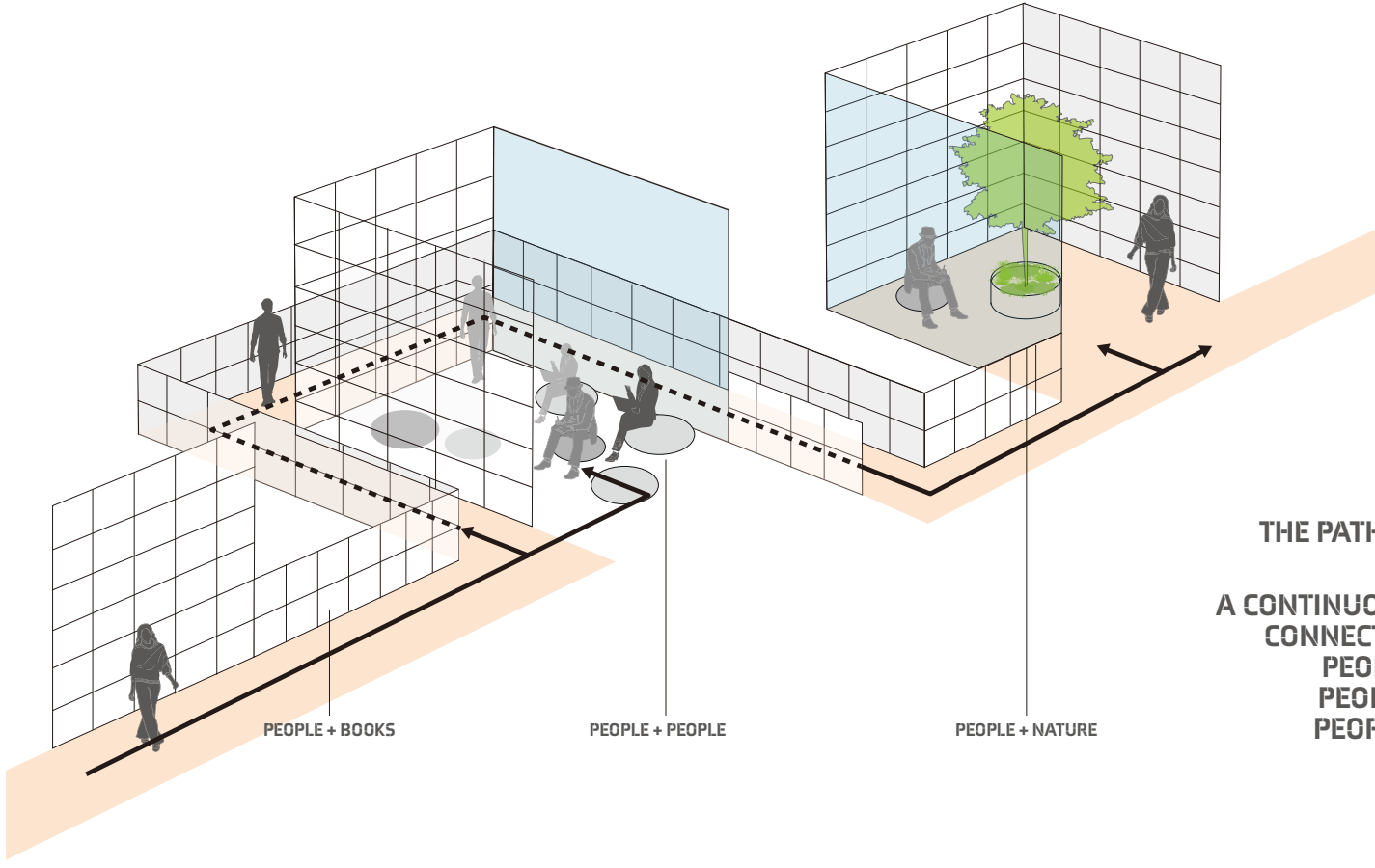
THE PATH OF KNOWLEDGE

CONCEPT 1



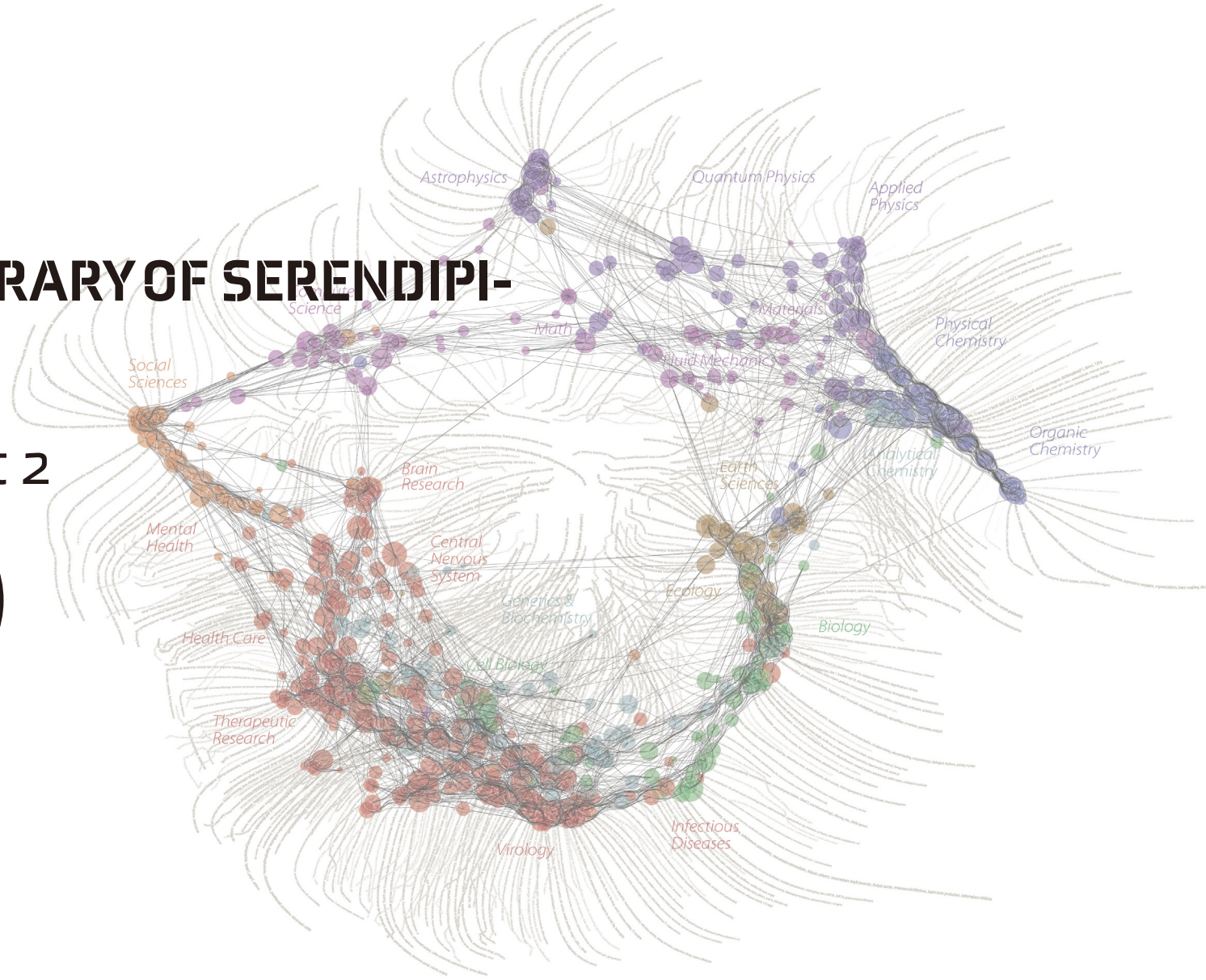
THE PATH OF KNOWLEDGE

THE PATH OF KNOWLEDGE

A CONTINUOUS PATH FOSTERING CONNECTIONS BETWEEN:
PEOPLE + BOOKS
PEOPLE + PEOPLE
PEOPLE + NATURE

THE LIBRARY OF SERENDIPITY

concept 2



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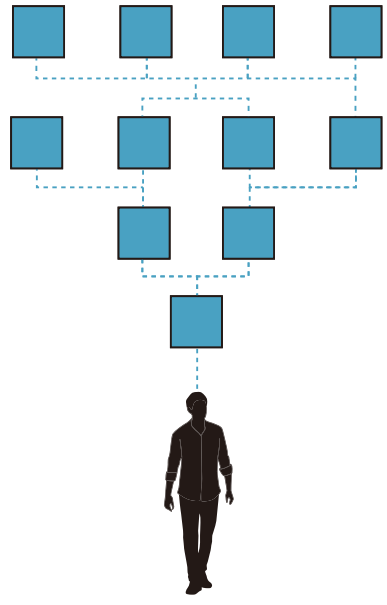
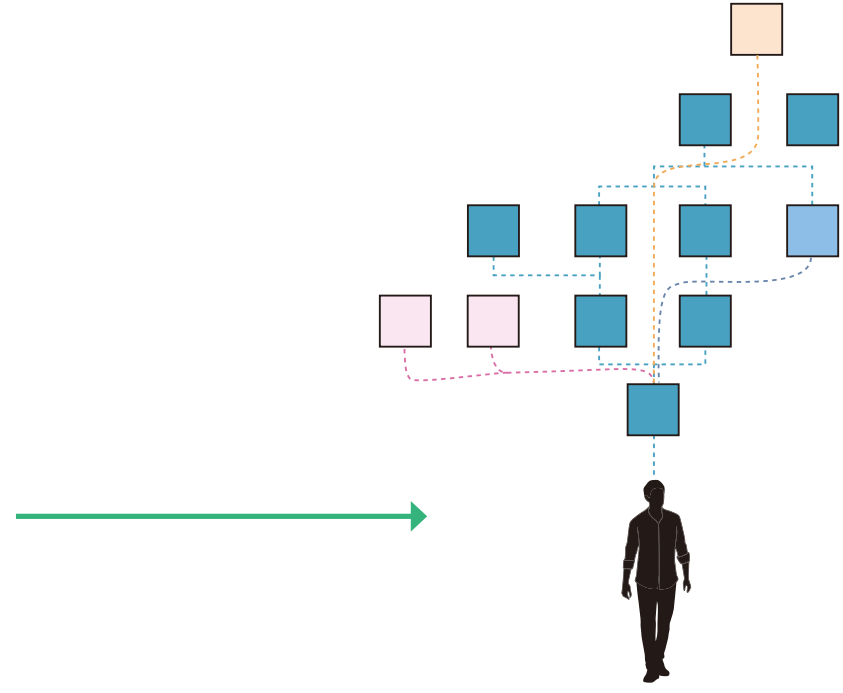
THE LIBRARY OF SERENDIPITY

CONCEPT 2



WEB SEARCH



SERENDIPITY

THE LIBRARY OF SERENDIPITY

/ FOSTERING NEW CONNECTIONS
/ FACILITATING UNEXPECTED DISCOVERIES
/ANTI-GOOGLE APPROACH

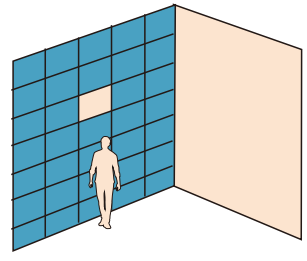
//

HOW CAN WE FOSTER THE SERENDIPITY?

PROGRAM

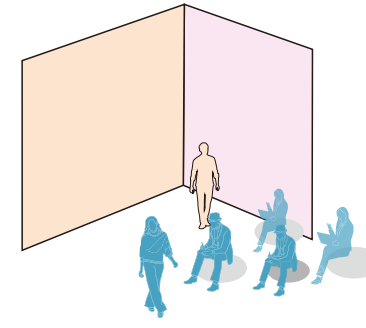
THE LIBRARY OF SERENDIPITY

The archiving strategy will explore how the arrangement of books and activities becomes a way to facilitate unexpected connections



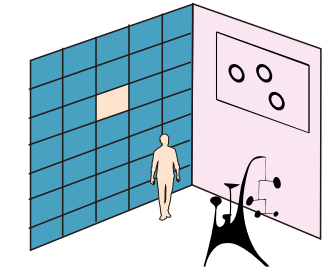
BOOK ARCHIVING FOSTERING SERENDIPITY

The archiving strategy could include alternative systems for organizing the books in the shelves: data can help in defining new kinds of connections between topics and authors. While users look for their choosen book or browse the shelves, they have the possibility of discovering something interesting and unexpected.



MIXED PROGRAM ACTIVITIES & BOOKS ARCHIVING

While searching for a book, users might stumble upon talks and small events organised in different thematic areas. This will help to facilitate cultural cross-pollination and a sharing of interests, while fostering the creation of a vibrant community of library users.



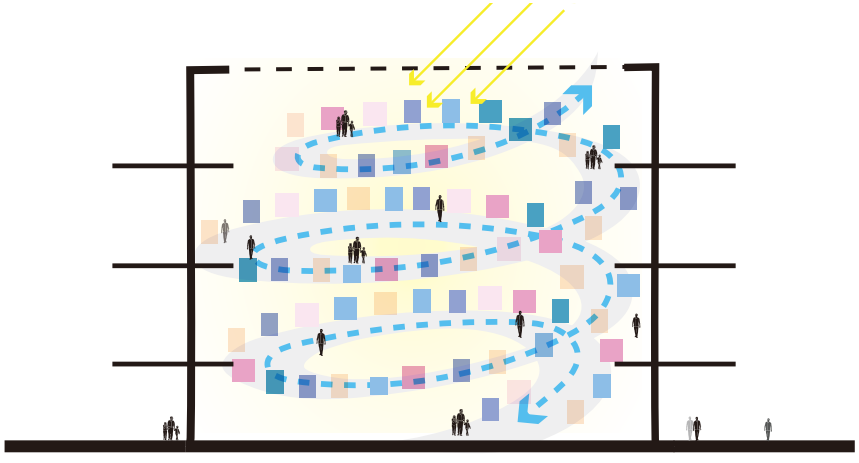
CURATION OF ART & BOOKS ARCHIVING

Some areas of the Library can be curated by different artists or researchers, in a rotating program. While users are looking for a book, they unexpectedly become visitors of an art exhibition.

2 THE PATH OF KNOWLEDGE
in the lobby

THE PATH OF KNOWLEDGE IN THE LOBBY

CONCEPT

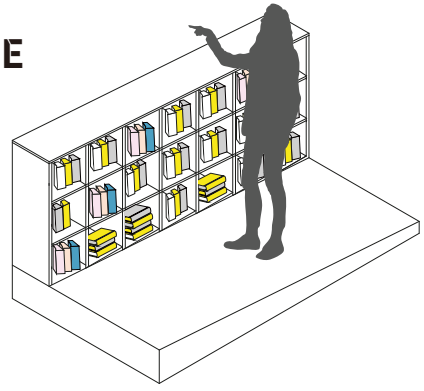


A COMPLETELY ACCESSIBLE, INTERACTIVE PATH OF KNOWLEDGE CONNECTS ALL THE FLOORS, WHILE CREATING NEW CONNECTIONS BETWEEN PEOPLE+BOOKS / PEOPLE + PEOPLE / PEOPLE + NATURE

2.1

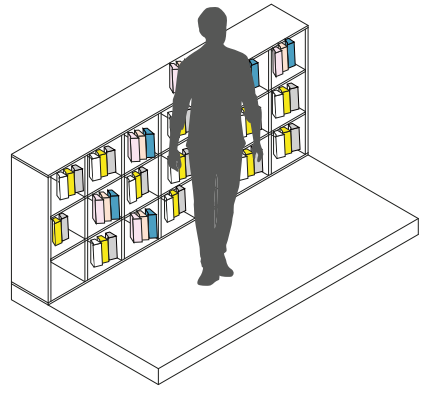
THE PATH OF KNOWLEDGE IN THE LOBBY

TAXONOMY



RAMPS

Forming a continuous ribbon connecting every level of the Atrium. The ramps are flanked by a curated ribbon of shelving highlighting recommended titles as the user passes by.



LANDINGS

Spaces to pause with integrated seating and reading areas. The landings provide moments to rest and orientate along the route.

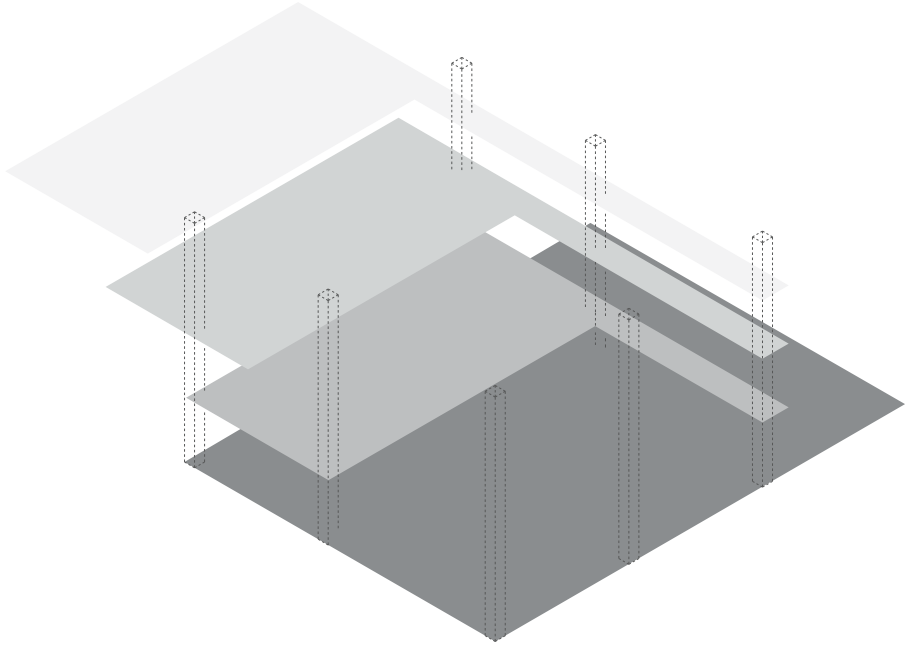
ROOMS

The larger landings become rooms, forming stepping stones along the path of knowledge. Rooms are spaces to gather and hold events. They are condensers where many topics and people can interact and cross-pollinate, and serve as engines of serendipity.

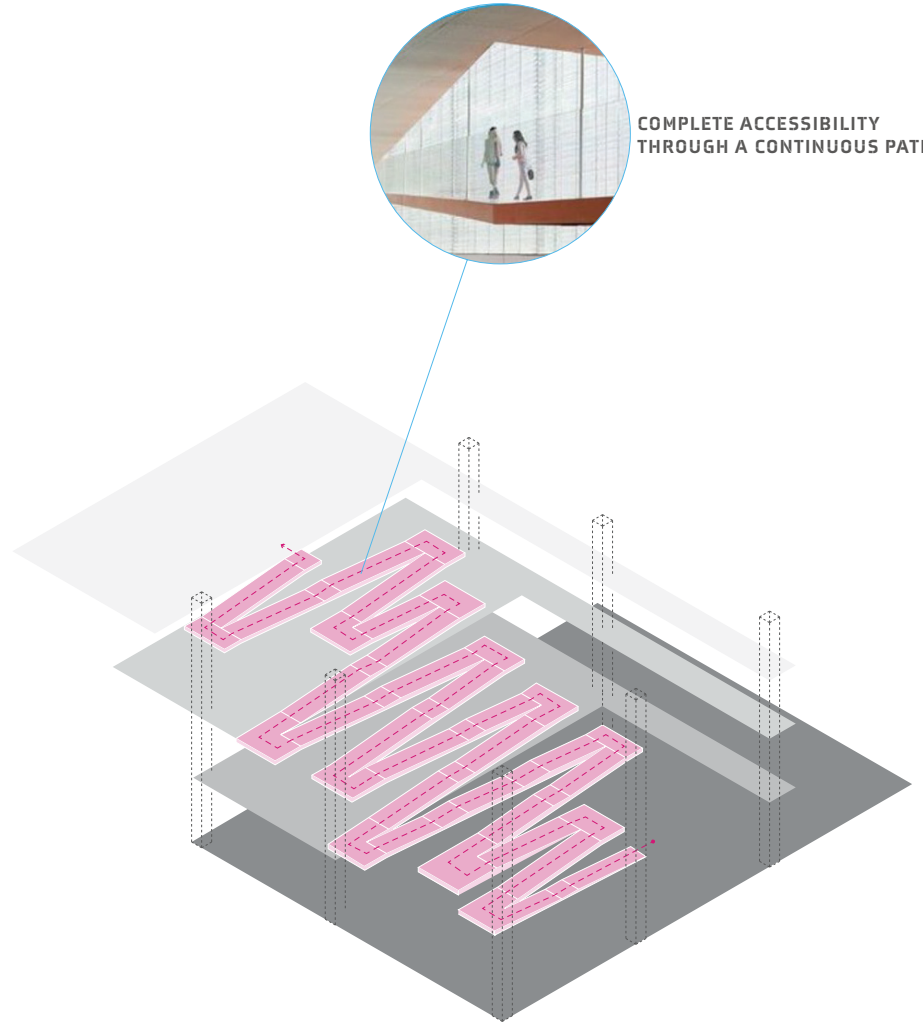
2.2

THE PATH OF KNOWLEDGE IN THE LOBBY

SHAPING



THE AREA
THE CORE OF THE LIBRARY, 4 LEVELS HIGH



COMPLETE ACCESSIBILITY
THROUGH A CONTINUOUS PATH

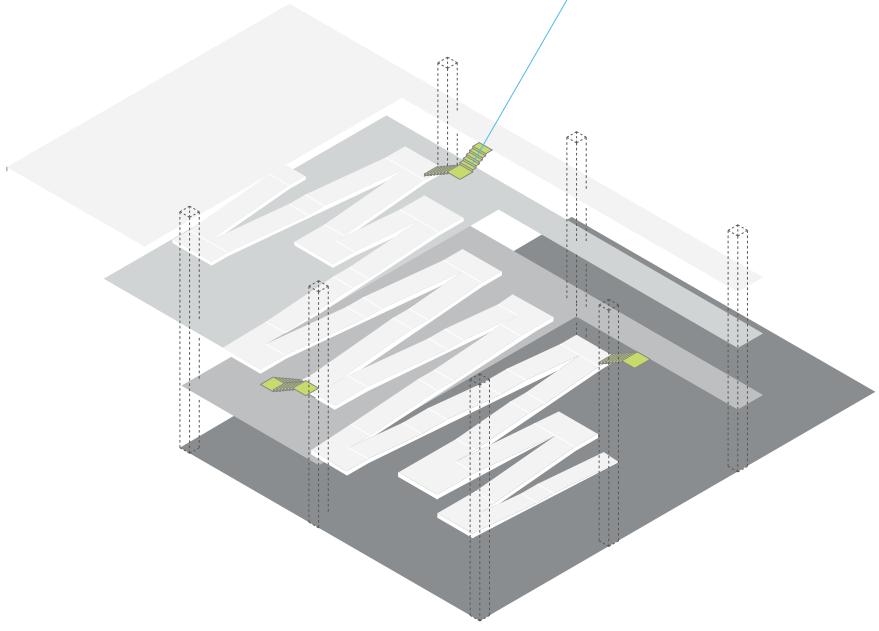
THE PATH
A CONTINUOUS PATH LINKINING ALL THE LEVELS

2.3

THE PATH OF KNOWLEDGE IN THE LOBBY

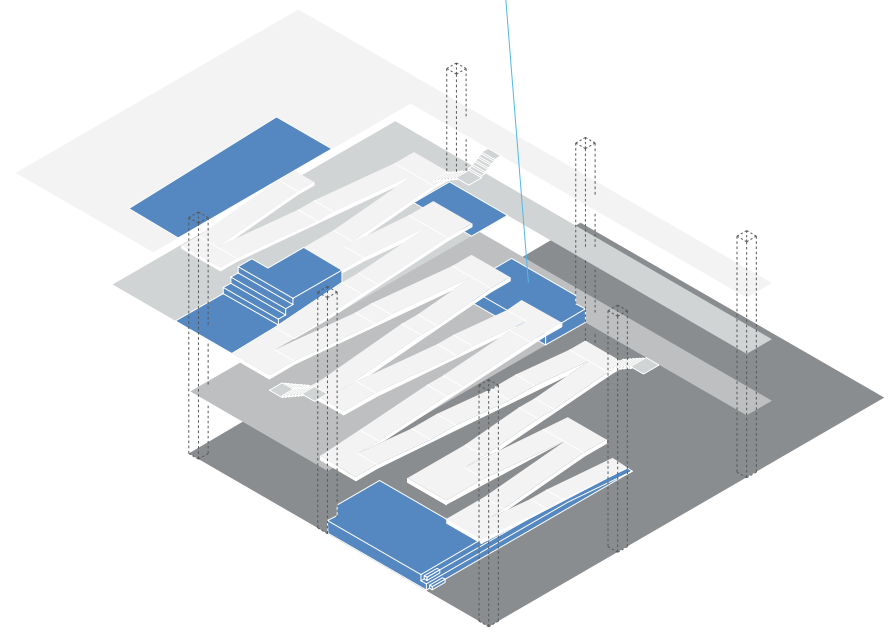
SHAPING

SHORTCUTS TO ADJACENT LEVELS VIA STAIRCASE



SHORTCUTS
WITH QUICK LINKS TO THE ADJACENT FLOORS

ROOMS OF KNOWLEDGE ARRANGED ALONG THE PATH



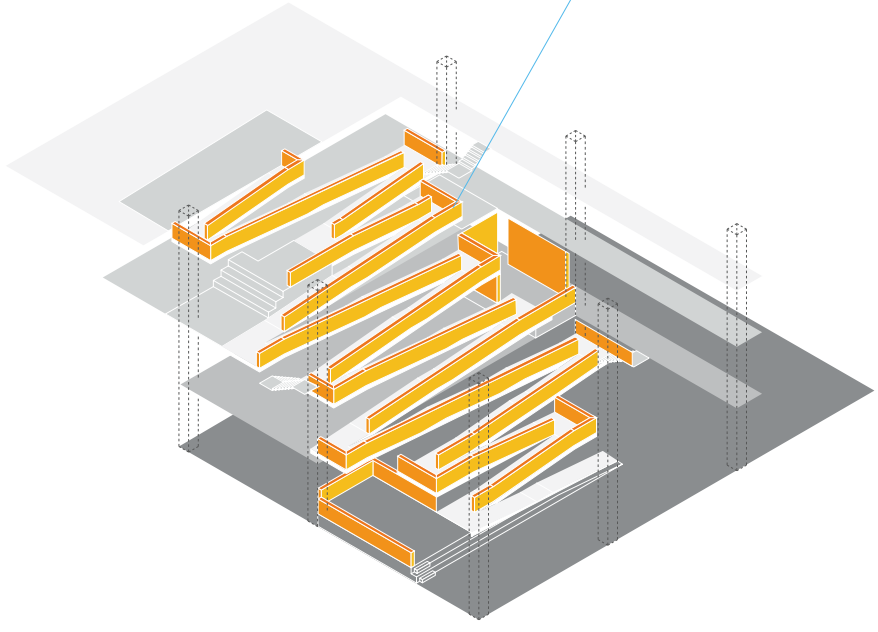
STEPPING STONES
THE RAMP LINKS A SERIES OF THEMATIC LANDINGS

2.4

THE PATH OF KNOWLEDGE IN THE LOBBY

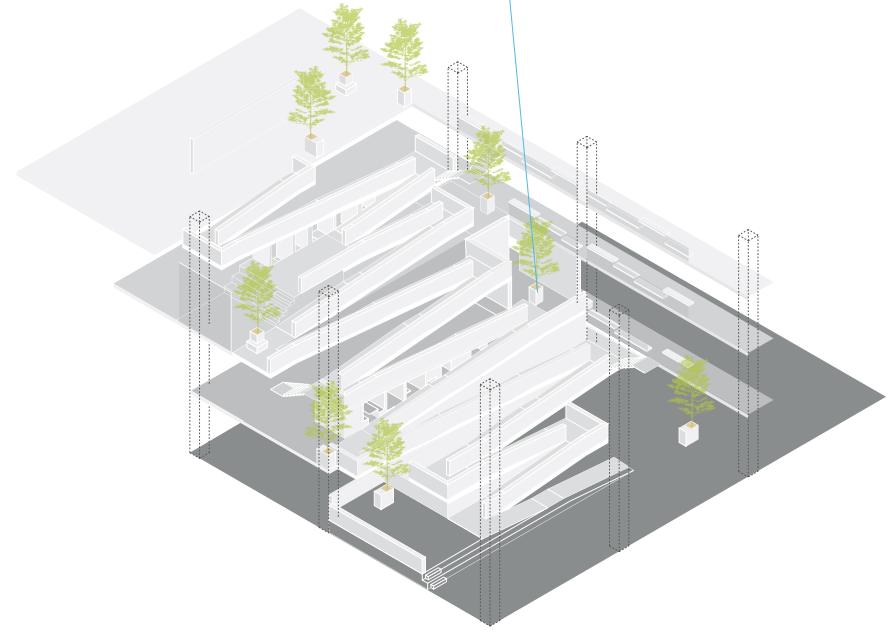
SHAPING

BOOKSHELVES FOLLOWING THE PATH



KNOWLEDGE
ALL PATHS ARE SURROUNDED BY BOOKSHELVES

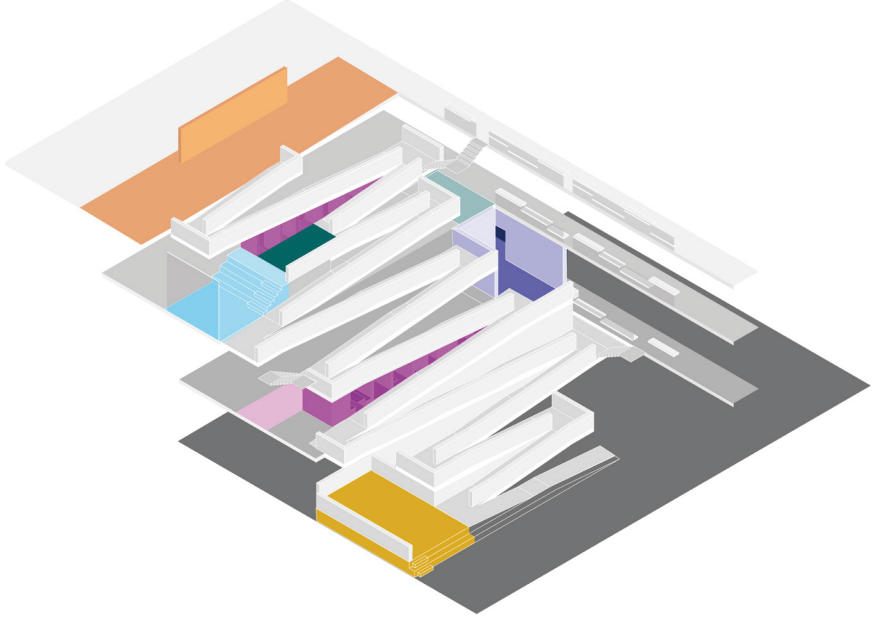
SMALL TREES POTS ON THE MAIN ROOMS OF KNOWLEDGE



NATURE
POTS WITH SMALL TREES CAN BE USED TO SIT OR AS STANDING DESKS

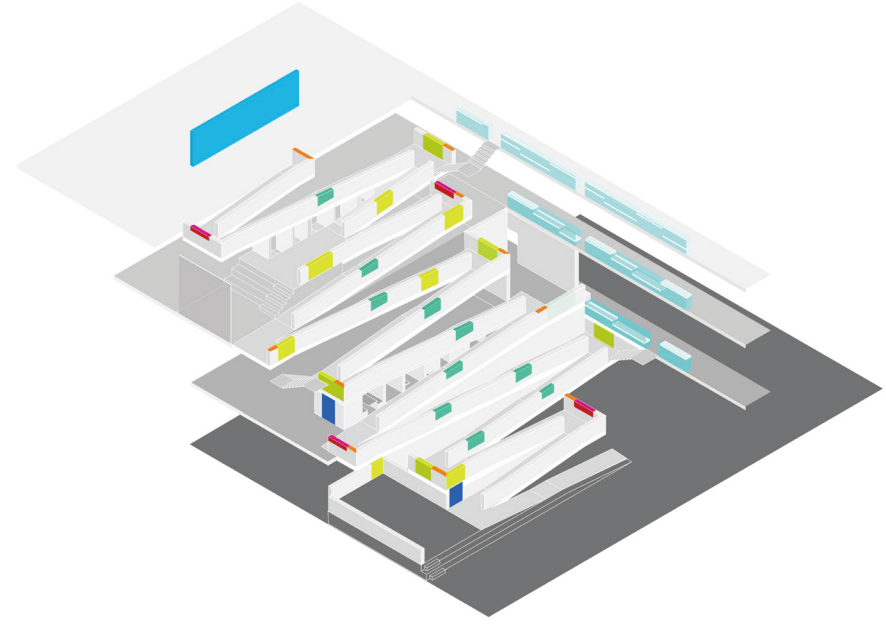
2.5
THE PATH OF KNOWLEDGE IN THE LOBBY
PROGRAM

Rooms of Knowledge
- Performance area
- Read & Play area
- Niches
- Exhibition area
- Talk area
- Newspaper Reading
- Interactive Learning
- Final Destination



ROOMS OF KNOWLEDGE
FUNCTIONAL PROGRAM

Milestones
- Interactive Totem
- Sit & Watch Window
- Resting Station
- Stamp Station
- Information Table
- Real-time Dashboard
- Balconies



MILESTONES
FUNCTIONAL PROGRAM

2.6
MATERIALS
LOBBY

SHELVING BACKED IN ELECTROCHROMATIC GLASS

WOODEN DESKS AND SEATING AT VARIOUS HEIGHTS AND GLASS PARAPET

SHELVES IN WHITE PAINTED TIMBER WITH INTEGRATED WINDOWS AND SEATING AREAS

UNDER STAIR PODS IN NATURAL BLONDE TIMBER WITH COLOURED REVEAL

WHITE METAL STAIRS WITH GLASS PARAPET

FLOORING TO ROOMS OF KNOWLEDGE IN NATURAL BLONDE TIMBER. RAMP SURFACE IN WHITE CONCRETE

PLANTING INTEGRATED IN WHITE CONCRETE POTS

3 THE PATH OF KNOWLEDGE: FOSTRING SERENDIPITY

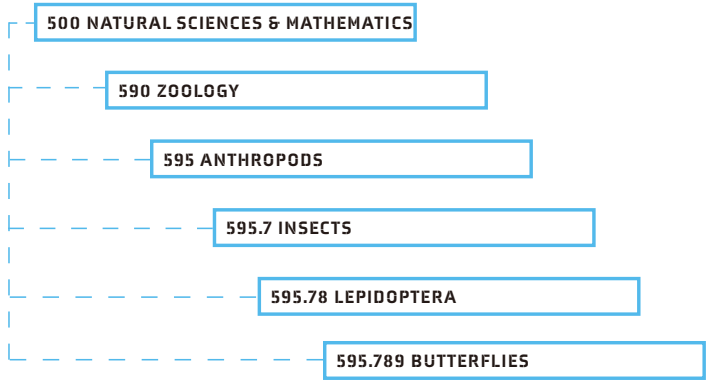
classification system

DEWEY CLASSIFICATION - HIERARCHICAL STRUCTURE
PRECISE / FAST / GOOGLE
TARGETED INFORMATION RETRIEVAL

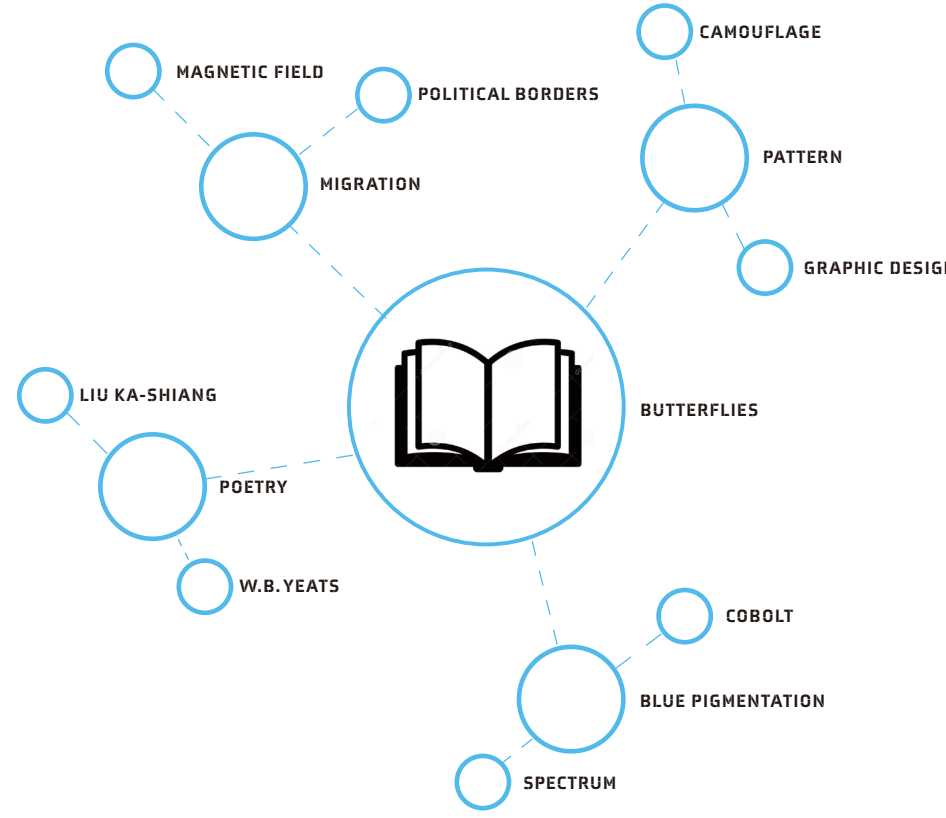
THEMATIC CLASSIFICATION - LOOSE NETWORK STRUCTURE
IMPRECISE / SLOW / ANTI-GOOGLE
BROWSING AND SERENDIPITIOUS DISCOVERY

3.1
THE PATH OF KNOWLEDGE IN THE LOBBY

CATALOGUING SYSTEM
FOSTERING SERENDIPITY



DEWEY CLASSIFICATION

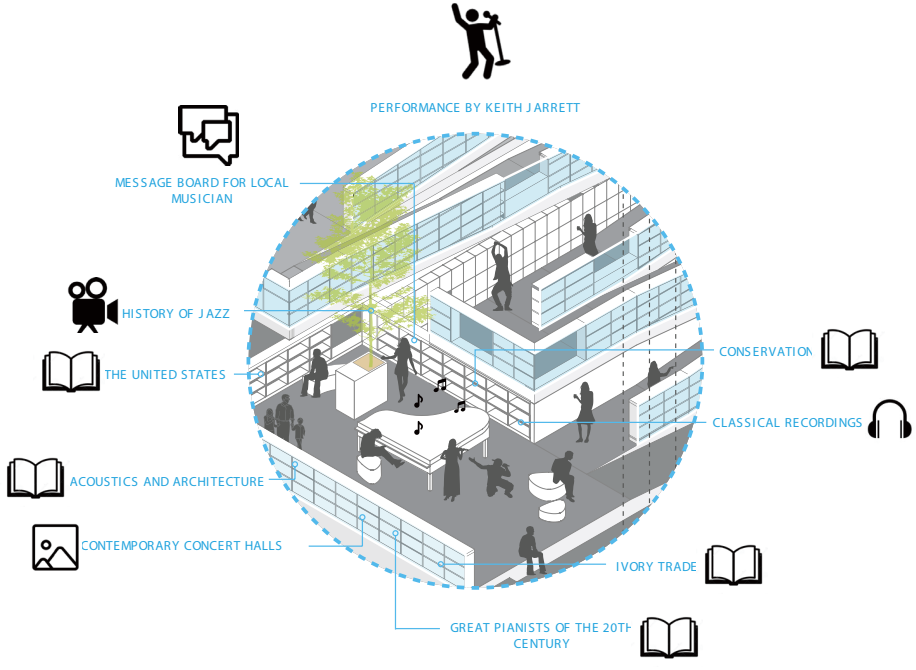


THEMATIC CLASSIFICATION

3.2

THE PATH OF KNOWLEDGE IN THE LOBBY

STEPPING STONES

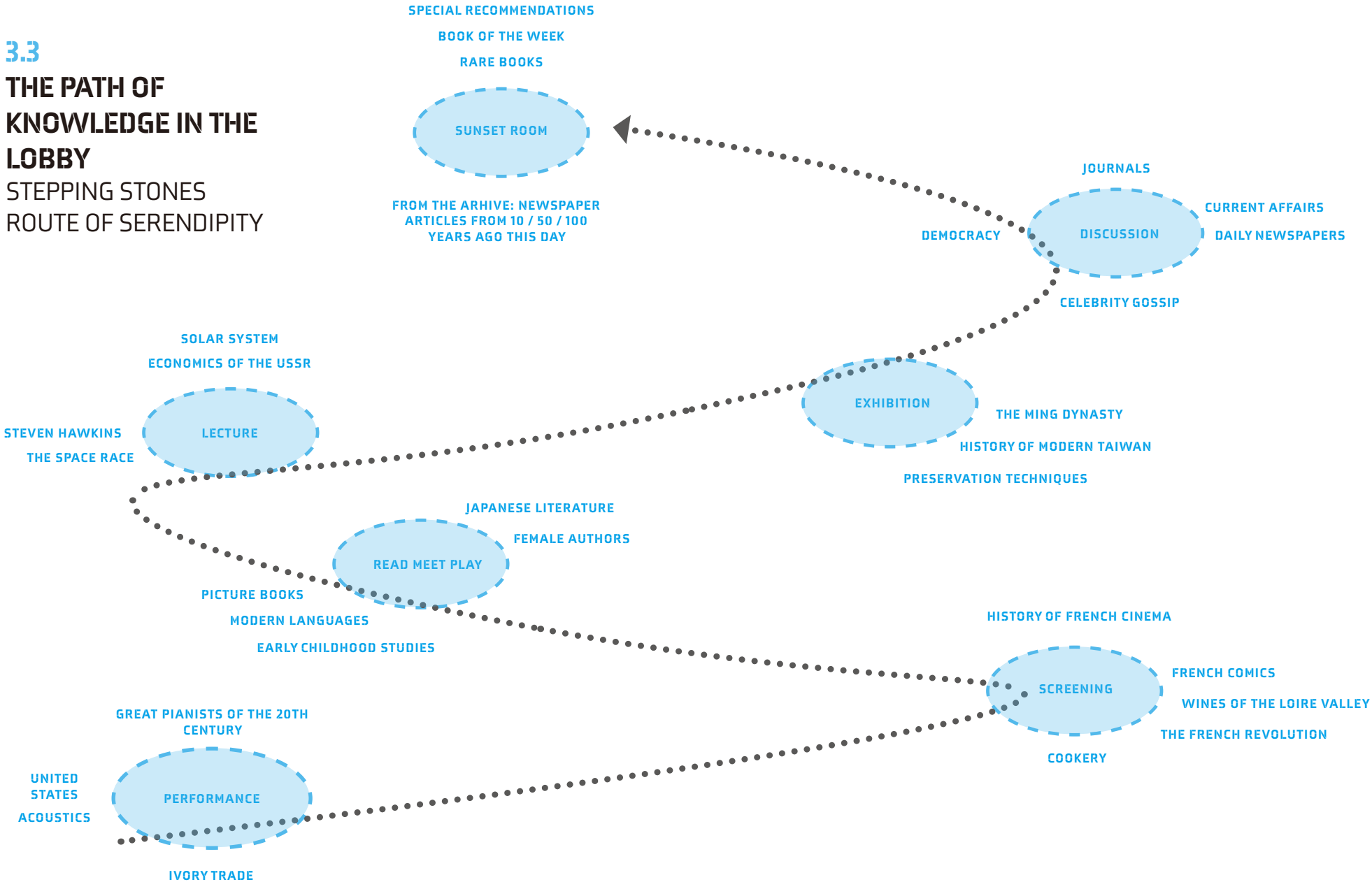


The rooms along the Path of Knowledge are curated around a topic, a film,
a performer a historical event. Books and resources from a broad range of fields are collected and condensed encouraging unexpected links and serendipitous discovery.

3.3

THE PATH OF KNOWLEDGE IN THE LOBBY

STEPPING STONES
ROUTE OF SERENDIPITY



4 THE PATH OF KNOWLEDGE: FOSTRING SERENDIPITY

user experience

4.1

THE PATH OF KNOWLEDGE IN THE LOBBY

LANDINGS

4.2

THE PATH OF KNOWLEDGE IN THE LOBBY

ROOMS OF KNOWLEDGE

4.3

TARGET GROUP
SPERSONAS

ALAN, STUDENT

Alan is a student and researcher in Music History and goes to the Library to read, study, meet with other researchers and find out new information about his field of research. He's used to technology and digital interaction.

JIM AND MARTHA, KIDS

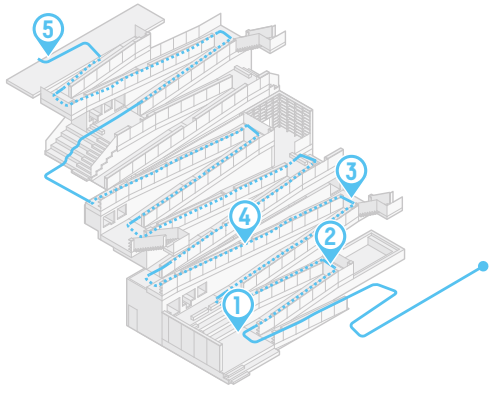
Jim and Martha go to the Library because it is a source of edutainment (education + entertainment): they can learn by having fun and there's always something to discover.

BILL, RETIRED

Bill goes to the Library to read the newspaper and to meet people. He's also interested in discovering new things about acient history and geography. Sometimes he likes to take a nap while reading.

4.4

USER EXPERIENCE
FLOWS



ALAN'S PATH OF KNOWLEDGE

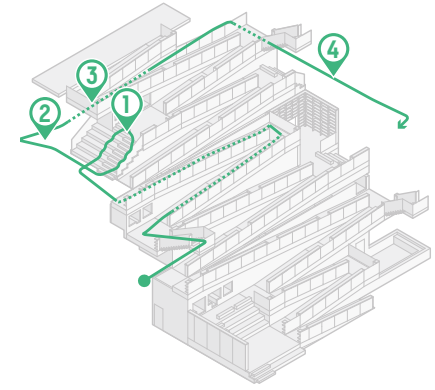
1/ WAYFINDING

2/ BOOK SUGGESTION

3/ INFORMATION VISUALIZATION

4/ READING POCKET

5/ REAL TIME DASHBOARD



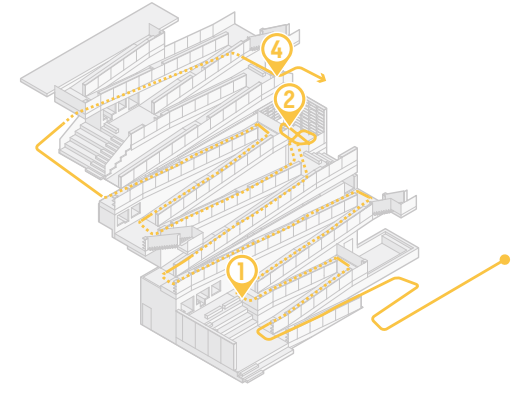
JIM AND MARTHA'S PATH OF KNOWLEDGE

1/ INTERACTIVE LEARNING

2/ PLAYING & READING AREA

3/ EVENTS & PUPPET SHOW

4/ BALCONY DESKS & SEATING



BILL'S PATH OF KNOWLEDGE

1/ STAMP COLLECTION

2/ RARE BOOKS EXHIBITION

3/ REST AREA & COMMUNITY MEETING

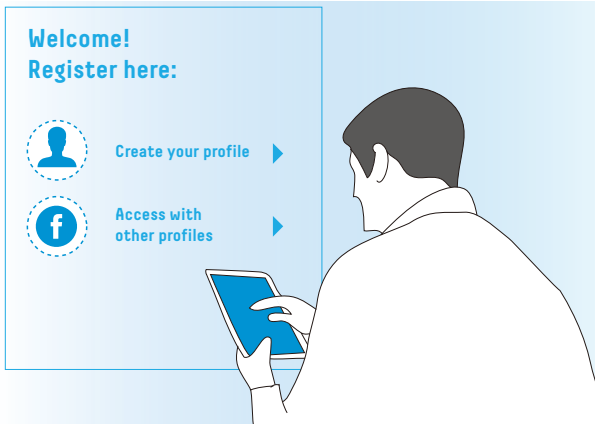
4/ NEWSPAPER READING

4.5

ALAN'S PATH OF KNOWLEDGE

USER EXPERIENCE / STUDENT

ALAN, STUDENT

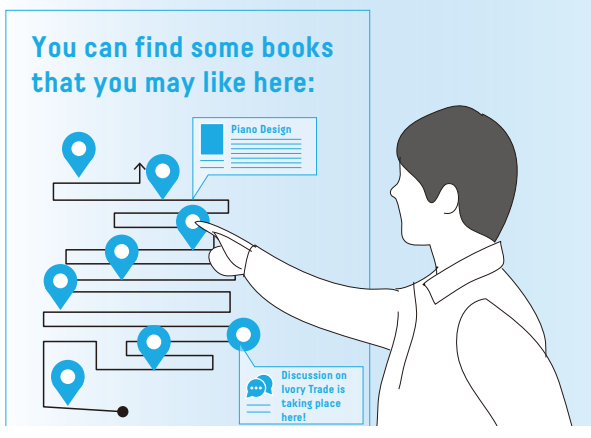


1/ REGISTRATION - 1ST VISIT

During his first visit Alan decides to take part in the interactive Library and creates a personal profile on the system.

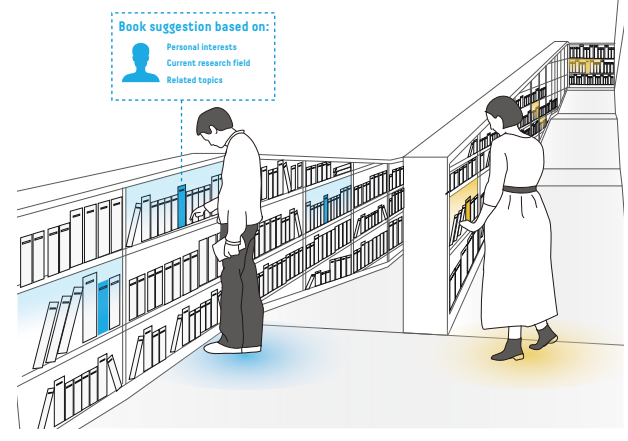
2/ RECOGNITION (FROM THE 2ND VISIT)

On Alan's subsequent visits, the Library recognizes him and automatically sets his preferences on the Path of Knowledge.



3/ WAYFINDING

The journey along the path of knowledge becomes a treasure hunt: at each decision point there is an interactive map. Personalised signage is displayed for easy wayfinding.



4/ BOOK SUGGESTION

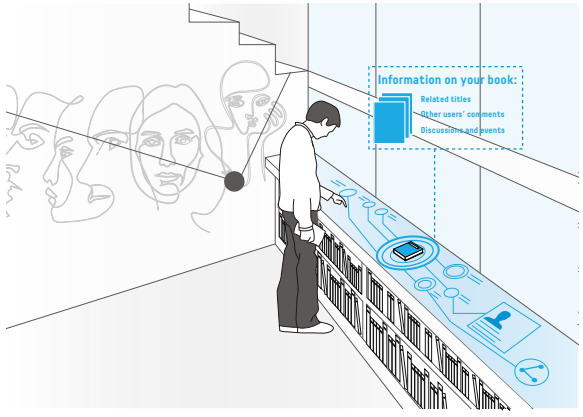
The Library tracks Alan through the Path of Knowledge, and suggests titles based on his interests and reading history. The system records when he picks up or checks out a book, and automatically saves this information in his browsing history.

4.6

ALAN'S PATH OF KNOWLEDGE

USER EXPERIENCE / STUDENT

ALAN, STUDENT

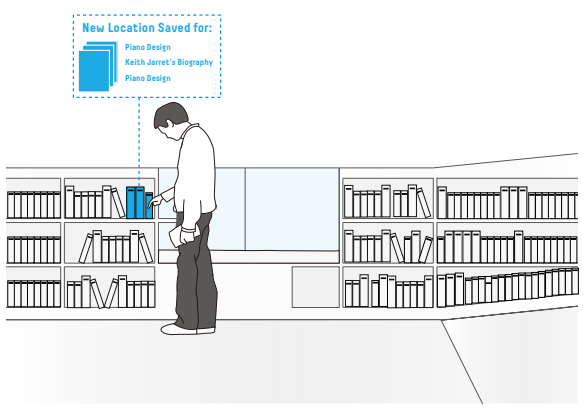


5/ INFORMATION VISUALIZATION

Each book has a "digital shadow" with information related to the topic, to previous readers and to related titles. This information can be visualized on interactive tables along the path. Alan can also share the book online or through social media, or leave a comment for future readers.

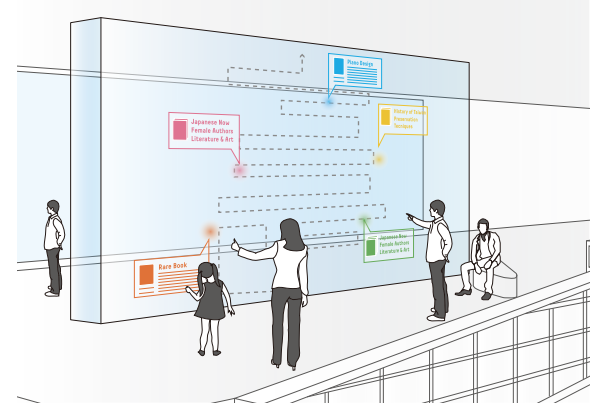
6/ READING POCKETS

Alan stops in one of the pause points and niches along the path of knowledge for a quick consultation of the books he has found.



7/ RESHELVING & REAL TIME ARCHIVING

The position of each book on the shelves is tracked and the Library Management System updates the catalogue in real-time. The user can replace their books anywhere on the path of knowledge creating a continuously evolving user-curated serendipity.



8/ REAL-TIME DASHBOARD

In the final destination it is possible to explore the Library's dynamics in real-time: where the users are and which books they are reading, or also how much energy is used & saved in comparison with other days, or what is the temperature at this moment on the terraces compared to street level.

4.7

JIM & MARTHA'S PATH OF KNOWLEDGE

USER EXPERIENCE / KIDS

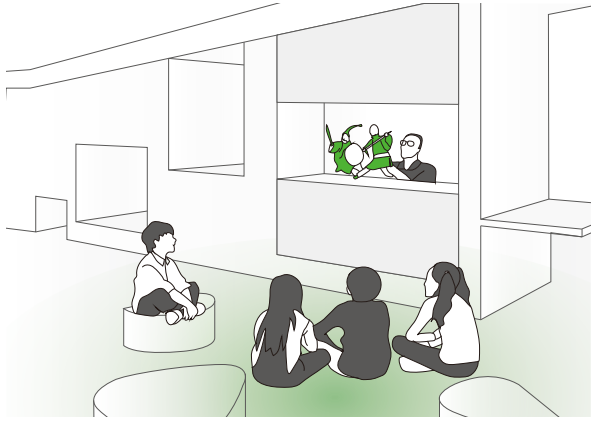
JIM AND MARTHA, KIDS

1/ INTERACTIVE LEARNING

The Path of Knowledge contains many opportunities for games and interactive learning, with many spaces designed specifically for kids. Spaces are informal, and encourage a playful interaction with information and learning.

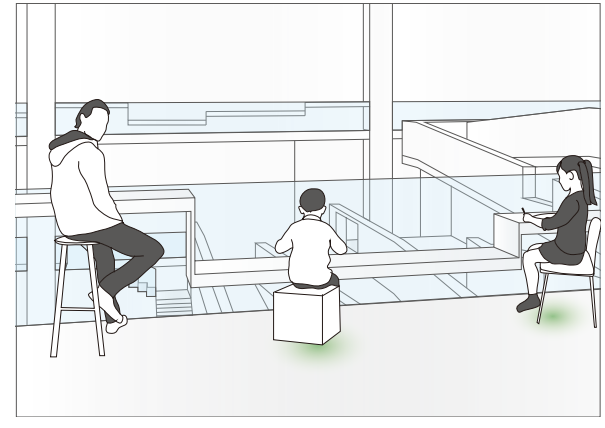
2/ INTERACTIVE GAMES, READING AREAS & KID STAMPS COLLECTION

In the play and reading area there are small niches for kids to explore with opportunities for interactive learning, and stamp stations to encourage exploration along the route.



3/ EVENTS & PUPPET SHOWS

The Rooms of Knowledge offer locations for small group activities such as discussions, workshops, reading clubs and puppet show. Flexible spaces encourage innovative uses, and the public location encourages spontaneous engagement.



4/ BALCONY DESKS & SEATING

The balconies are lined with desks and seating areas at different heights for adults and children.

4.8
BILL'S PATH OF KNOWLEDGE
USER EXPERIENCE / RETIRED

BILL, RETIRED

1/ STAMP COLLECTION

Every turn in the ramp has a window and a display area for rare stamps to encourage users to progress up the ramp and make a new discovery around each corner.

2/ RARE BOOKS EXHIBITION

The exhibition area contains a variety of reconfigurable display cases for temporary exhibitions and display of items from the library archives.

3/ RESTING ALONG THE RAMP + MEETING COMMUNITY

At regular spaces along the ramp there are small comfortable rest areas to sit and read a book from the shelves, or meet with a friend and chat.

4/ NEWSPAPER READING + NAP

Larger spaces contain informal reading and rest areas tucked away from the main activity on the ramp. Users can sit and read the newspaper and observe the life of the library, or have a short nap.

書山 - 國家圖書館南部分館暨典藏中心

Path of knowledge - Southern Branch of the National Central Library

This approach invites visitors to engage with the collection in a more personalized way, encouraging exploration and serendipitous discoveries, fostering a dynamic and flexible interaction with knowledge where users can curate their own paths, leading to an evolving, interactive library environment.

path of knowledge　#書山
#serendipity　#偶發性
#smart bookshelf　#智慧書架
#Knowledge exchange　#知識交流
#Public Space　#公共空間