

18th IFLA Interlending and Document Supply Conference

Global to Local: Diversity and Inclusiveness in Resource Sharing

December 2-4, 2024 / ADA University

ULSIT Projects and Practices in Diversity and Inclusiveness in Resource Sharing

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University of Library Studies and Information Technologies,
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18th IFLA Interlending and Document Supply Conference

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University of Library Studies and Information Technologies

Founded in 1949, the University of Library Studies and Information Technologies (ULSIT) has always been at the forefront of information changes in the preparation of its graduates and consulting specialists from the library sector in Bulgaria. Contrary to the theory that the library system was relatively stable and conservative until the implementation of the Internet, in the second half of the 20th century, library education in Bulgaria integrated new standards and rules for cataloging, microfilming, and library automatization into its programs. In this context, ULSIT reflects the changes of the last ten years, striving to work precisely under the motto of the conference 'Diversity and Inclusiveness in Resource Sharing'.

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Bibliography of the Bulgarian Revival Books (1801–1878)



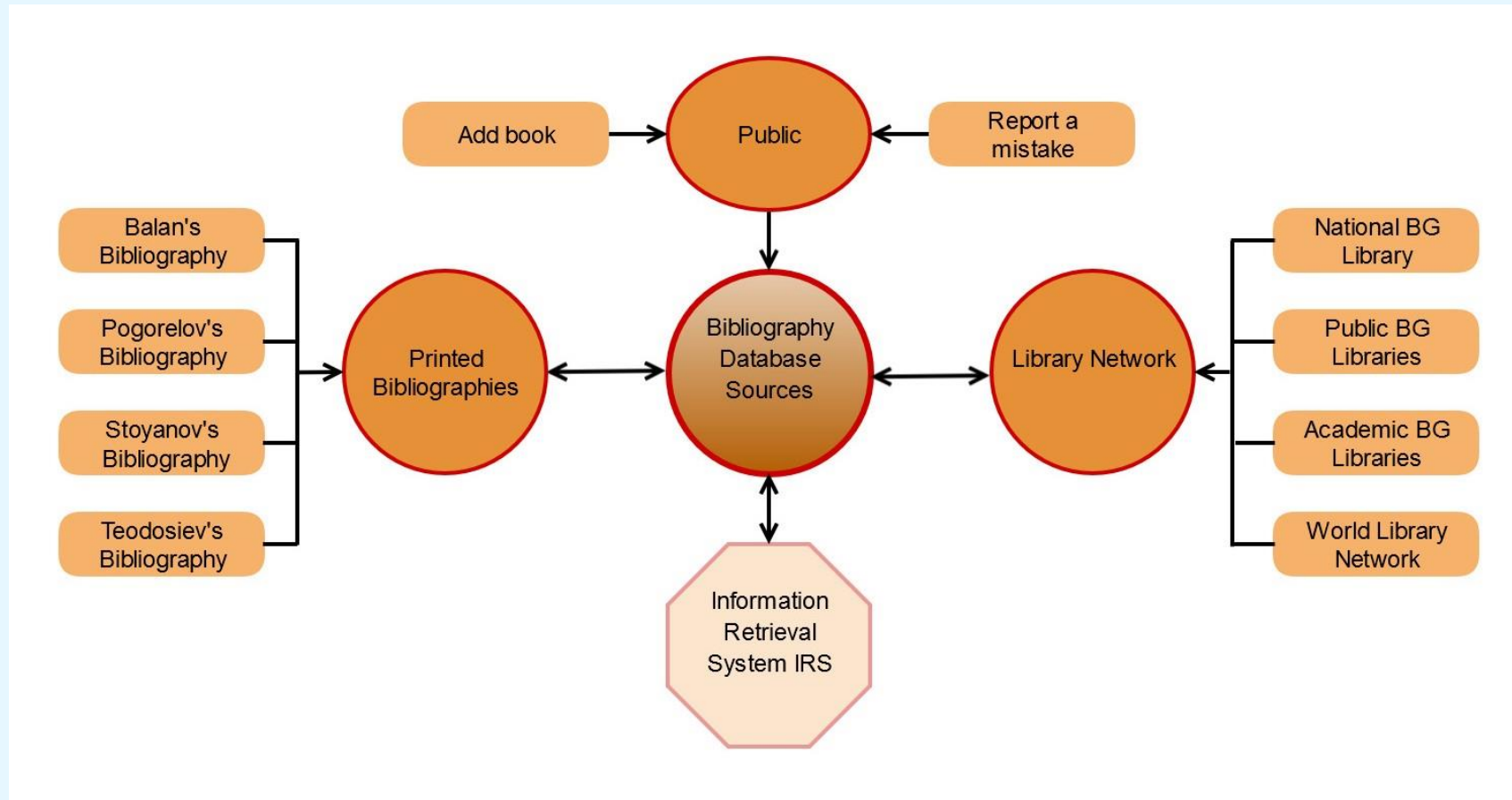
VS



VS



BIBLIOGRAPHICAL DATABASE MODEL



Information Retrieval System (IRS)

The screenshot displays a search interface for historical documents. At the top, there is a search bar with the placeholder text "Enter a keyword" and an "Advance search" button. Below the search bar, the results are displayed in a list format. The first two results are for the book "История славенно-болгарского народа" (History of the Slavo-Bulgarian People) by Atanasij Neskovich, published in 1801 in Budim Grad. The third result is for "ΕΙΣΑΓΩΓΙΚΗ ΔΙΔΑΣΚΑΛΙΑ" (Introductory Didactic) by a Greek author, published in 1801 in Budim Grad. The interface includes a sidebar with filters for Year, Author, and Printing place, and a main area with pagination and sorting options.

Clear

Year

1801 1878

Author

- Slavejkov, Petko Račov 83
- Gruev, Joakim 76
- Mančov, Dragan Vasilev 54
- Danov, Hristo Gruev 49
- Joanovič, hadži Najden 43

show all

Printing place

- Istanbul 653
- Vienna 331
- Bucharest 207
- Ruse 154

1 2 3 4 5 > from 83 pages | 2066 results

Sort by relevance Show 25

Атанасий Нескович
История славенно-болгарского народа [А]
1801 , в Будиме граде , 243 p. 1/2066

Атанасий Нескович
История славенно-болгарского народа [Б]
1801 , в Будиме граде , 243 p. 2/2066

συνθεῖσα παρὰ τοῦ αἰδεσιμωτάτου καὶ λογιωτάτου διδασκάλου, οἰκονόμου καὶ ἱεροκήρυκος κυρίου Δανιηλ τοῦ ἐκ Μοσχολέως
ΕΙΣΑΓΩΓΙΚΗ ΔΙΔΑΣΚΑΛΙΑ

Advance Search


The screenshot shows an advanced search interface with three search criteria: "Autorship", "Title", and "Publisher". Each criterion has a dropdown menu and a search box containing the text "Searches the selected data". To the right of each search box is a connector dropdown menu with options "and" and "or". Below the search criteria is an "Add filter" button. At the bottom left, there is a pagination indicator showing "1" selected, "2", "3", "4", "5", and a right arrow, followed by "from 83 pages | 2066". A keyboard overlay is visible in the center, showing a Greek keyboard layout. A language selection dropdown is open on the right, showing options: "Bulgarian (Cyrillic)", "Greek", and "Latin".

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Book Description

 **BIBLIOGRAPHY**
of the Bulgarian Revival Books (1801-1878)


[Go to site](#) [Methodology](#) [Help](#) [Terms & Conditions](#) [About](#)

 Български



< Search

Main preview ISBD **MARC 21**



044 \$ a	bul, srp
245 \$ a	История славенно-болгарског народа [A]
245 \$ b	из Г. Раича историе и неких историческим книг составленна и простим языком списана за синове отечества Афанасием Несковичем
245 \$ c	Атанасий Нескович
260 \$ a	[в Будиме граде]
260 \$ c	1801
260 \$ e	Писмени Кралевског Университета
300 \$ a	[12], 229, [2] р.
300 \$ c	17,0 см , 8°
500 \$ a	Същото издание се среща с вариация на посвещението след заглавната страница. Вариант А: с посвещение на Афанасию Пульевичу, купцу Пещанскому. Вариант Б: с посвещение на Николаю Черноевичу, купцу болгарскому. В повечето екземпляри на титулната страница думата "историческим" е поправена ръкописно на "исторических". Пагинацията на колите е с латински букви
500 \$ a	1
500 \$ a	48 кр.[ойцера] без подвързията
546 \$ a	Bulgarian, serbian
546 \$ b	Church slavonic font, latin font
581 \$ a	Балан, 0
581 \$ a	Погорелов, 0

Innovations

- Visualization of bibliographic information through GIS;
- The possibility of cross-checking bibliographic data with visual material/digital copies;
- Linking printed bibliographies with the e-version;
- The ability for users to supplement and correct the database;
- The possibility of planning digital collections using information on available digital copies.

Challenges

- Difficulties in communication between IT and library specialists during the working process;
- Lack of resources to support the project after its funding period ends;
- The dynamics of the web environment—what was innovative four years ago may become an anachronism tomorrow.

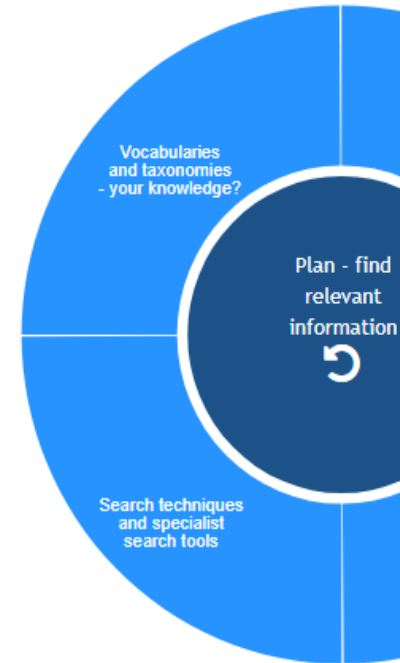
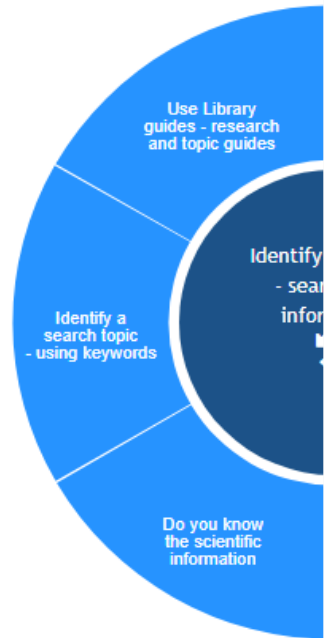
NAVIGATE project

NAVIGATE (<https://www.navigateproject.eu/>) aims to increase the competencies of students, librarians and library users in recognizing fake content.

Objectives of the project:

- Development of a game model for information literacy training consisting of a curriculum based on a competency tree;
- Development of learning material in the form of games included in the curriculum, work modules with specific game tasks, learning activities based on games.

Co-funded by the
Erasmus+ Programme
of the European Union

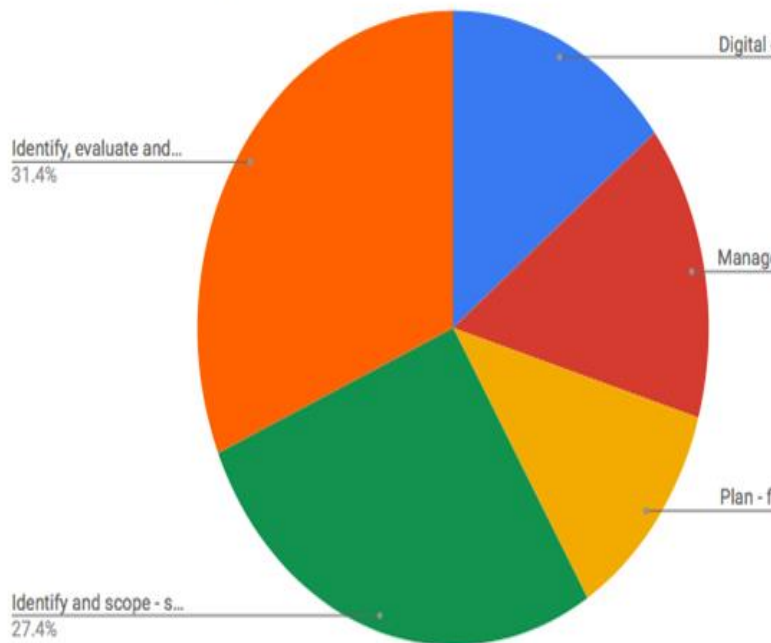


Co-funded by the Erasmus+ Programme of the European Union



The path to the development of original information literacy games within the NAVIGATE project: NaviGAMESearcher (https://www.navigateproject.eu/navigamesearch-tool/)

Totals / Category (Line 6)



The screenshot displays the NaviGAMESearcher website. At the top, there is a navigation menu with options: PROJECT, PARTNERS, OUTPUTS, CONTRIBUTIONS, and EVENTS. The main content area shows search results for two games: 'Bioactive' and 'Quarantined'. Each game entry includes a title, a brief description, and a set of performance metrics (e.g., Fake Content, Management, Plan, Identify & Scope, Evaluate) with corresponding progress bars. Below the game listings, there is a 'Digital IQ' badge showing a score of 45 and the text 'I used This Game and it works'. To the right of the badge, there is a detailed description of the 'Digital IQ' test, including its purpose, available platforms, and date of production.

Co-funded by the Erasmus+ Programme of the European Union



INFORMATION TRAP



Player name

player

BOBO

BOBO

0

13:42



STATUS:



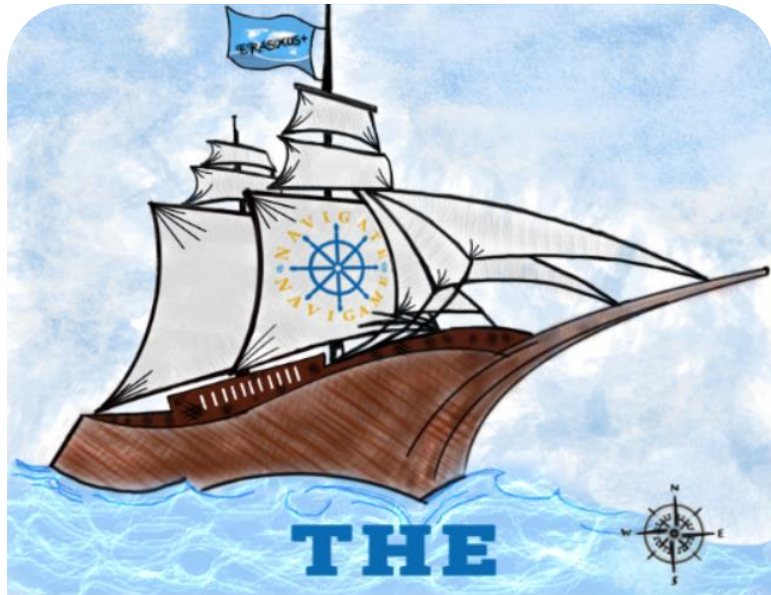
GAME1



GAME1

GAME1

Co-funded by the Erasmus+ Programme of the European Union



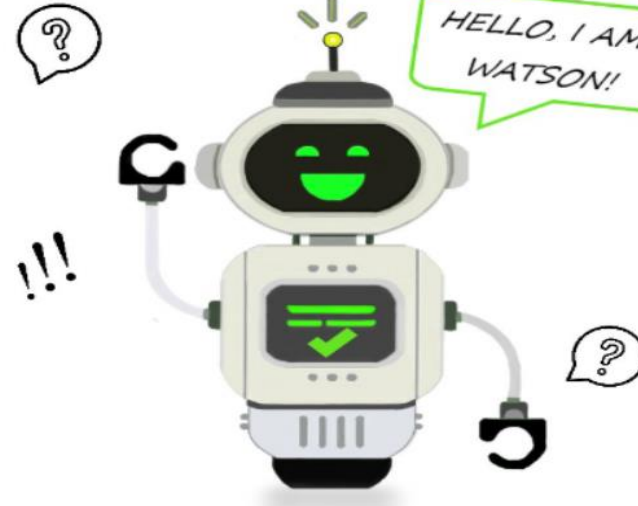
THE NAVIGATOR

THROUGH THE DANGERS OF THE INFORMATION OCEAN

English

START

RESTART THE GAME



My name is Watson and I am your virtual assistant. Let's play together!

BACK

START



Проект TLIT4U (<https://translit-eu.unibit.bg/>): project results

PR 1

A Conceptual Model Based on an Adapted STEM Model for a Game-Based Transliteracy Training for Students and Library Users and a Teaching Program

PR 2

Didactic Interactive Learning Tool (Online Guide)

PR 3

Design of game scenario and learning analytics tools

PR 4

Developing a game for teaching transliteracy



We've selected Educational Games for you



[So you don't have to]



TLIT4U Serious Games

<https://translit-eu.unibit.bg/gamesearch/>



Co-funded by the
Erasmus+ Programme
of the European Union



The final shape of the tool



PLAY YOUR WAY TO TRANSLITERACY



Cat Park



Checkology



Cranky Uncle



DataK



Fake it to Make it



Bad News

PREFERENCES

Full-text search

Language

- English (14) French (2)
- Italian (5)
- Multilanguage (8)
- Spanish (1)

Resource type

- Animation (11) Game (18)
- Guidelines (11) Video (5)

General objective

- Entertainment (17)
- Ethical (12) Learning (19)
- Other (6)

Information Literacy competencies

- Collaboration (15)
- Creativity (15)
- Critical Thinking (19)
- ICT/digital skills (15)
- Information skills (19)

STEAM competencies

- Creative Thinking (15)
- Critical Thinking (20)
- Mathematical Thinking (13)
- Scientific Thinking (12)

Class management

- Individual work (19)
- Team work (11)
- Whole group (7)

Time management

- Long activity (2)
- Medium activity (8)
- Short activity (14)

FILTER GAMES

PREFERENCES

Full-text search

Language

- English (14) French (2)
- Italian (5)
- Multilanguage (8)
- Spanish (1)

Resource type

- Animation (11) Game (18)
- Guidelines (11) Video (5)

General objective

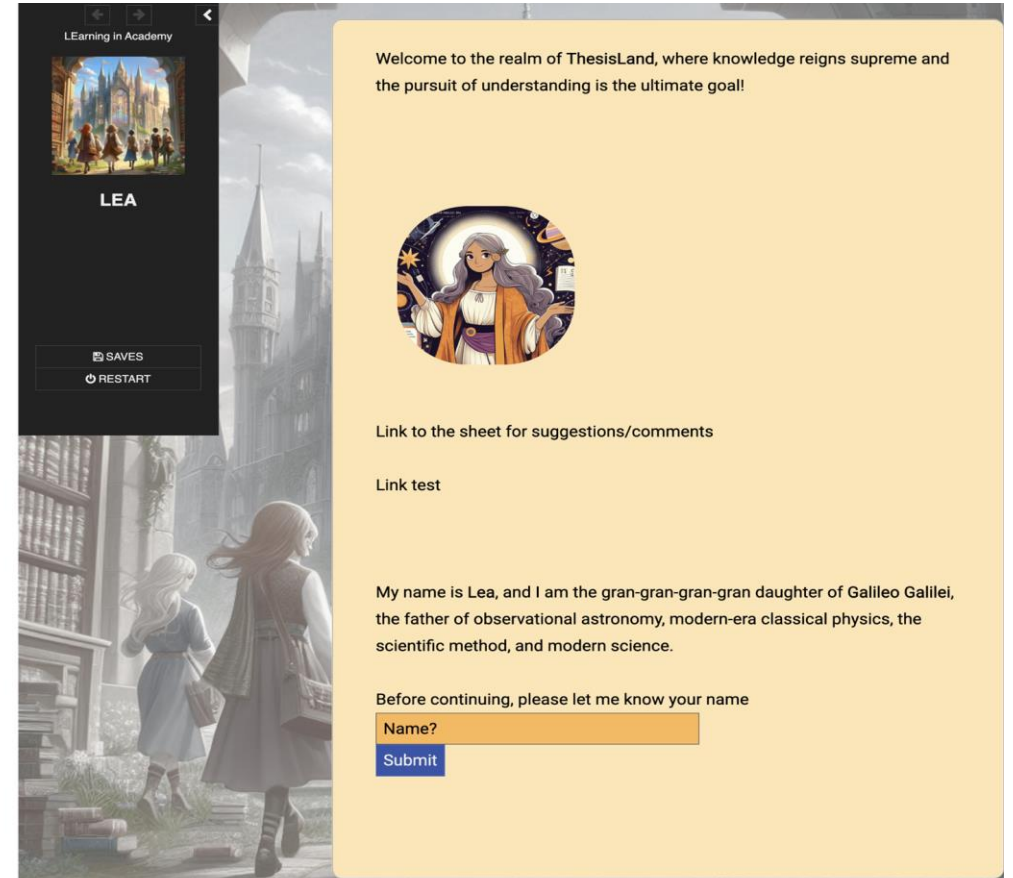
- Entertainment (17)
- Ethical (12) Learning (19)
- Other (6)

Information Literacy competencies

- Collaboration (15)
- Creativity (15)
- Critical Thinking (19)
- ICT/digital skills (15)

PR 4: Game Development

Project result 4 refers to the development of an educational tool - a game to be used by students, teachers and librarians for the formation and upgrading of skills related to transliteracy - digital, information, media, visual literacy; data management literacy, etc. The created product is directly related to the quality of teaching in universities and non-formal educational centers - libraries

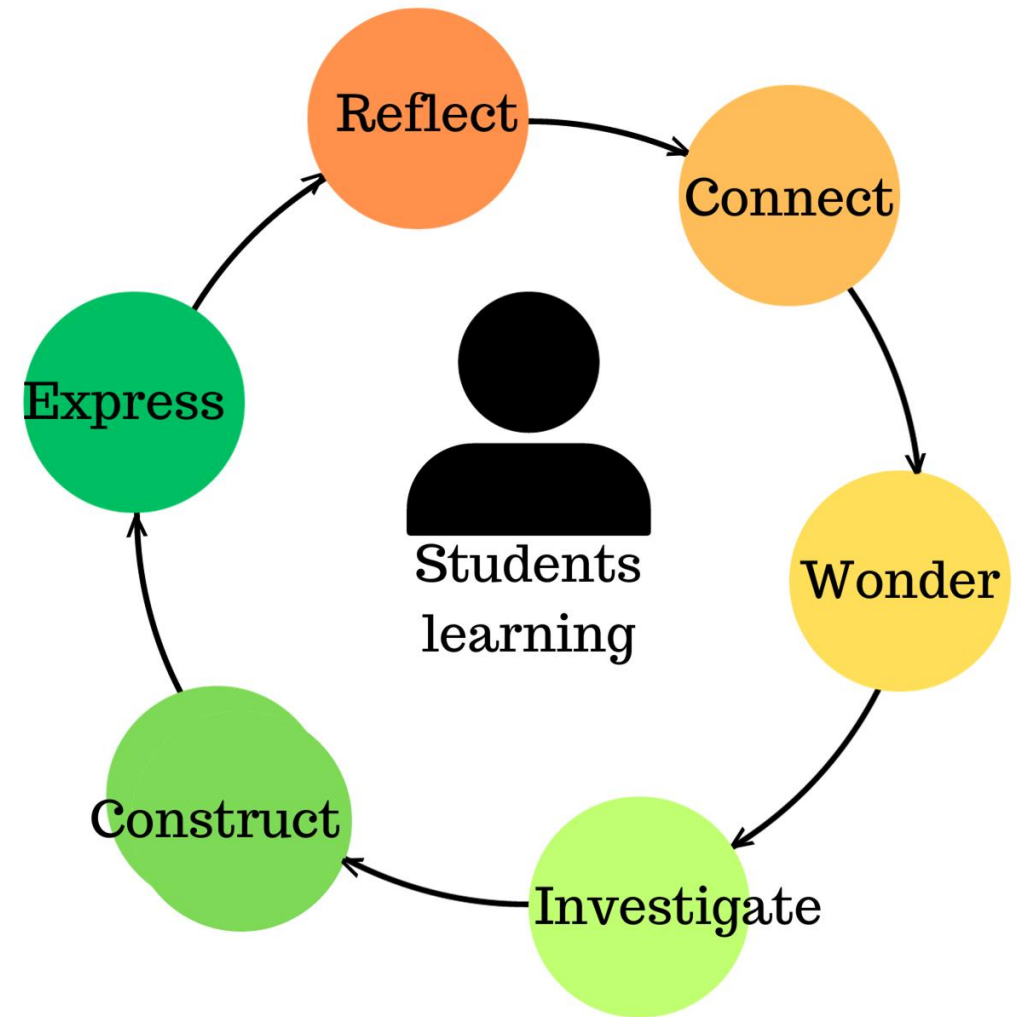


LEA: the concept

LEA - LEarning in Academia is a **learner-center environment**.

It is **narrative adventure** that, chapter by chapter, explores **the circle of research**, guiding students through the 6 phases of research.

Research, **Re+search** means, in a manner of speaking, searching again and again, in a **circular process**.



LEA: Goals

★ **Explicit**
(game objectives)

★ **Implicit**

The goals of the game are:

1. To go through a literature review process by applying **scientific inquiry process**.
1. To learn the **research cycle strategy**:

Goal-oriented



Connect, Wonder, Investigate, Construct, Express, Reflect

THE LEA GAME AIMS TO PROMOTE...

Transliteracy skills

A set of knowledge and skills, including personal abilities, attitudes and values

STEAM

Critical thinking

Creativity and Innovation

Communication

Inquiry-based learning

Playful learning

Active participation

Problem-solving



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↑ ↑ ↑ ↑ ↑ ↑
Connect, Wonder, Investigate, Construct, Express, Reflect

About the project



nedlib.unibit.bg

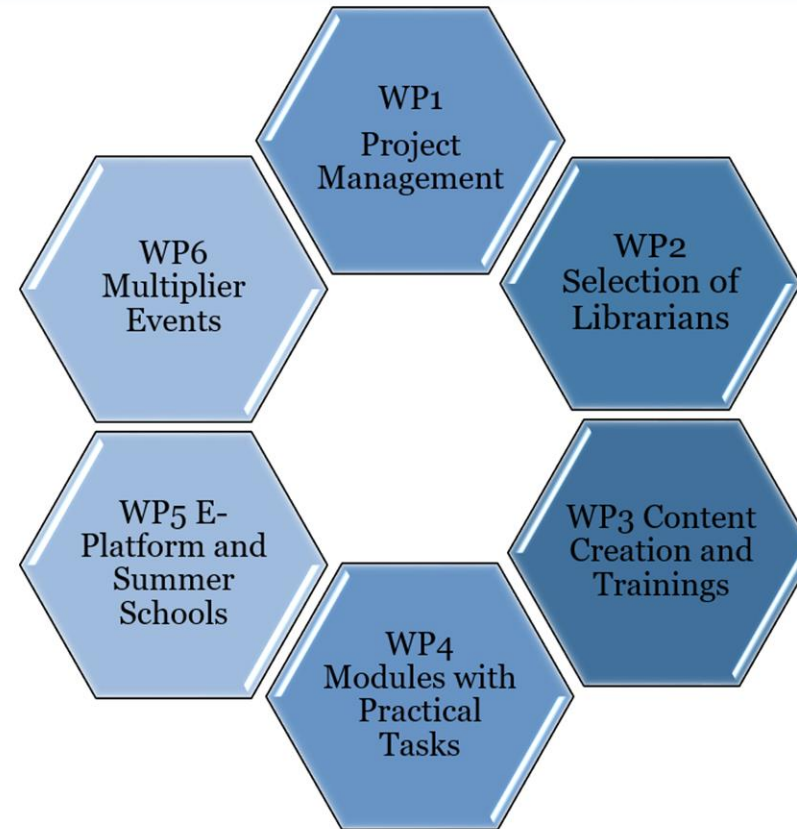
- NEDLib is an Erasmus+ project
- Implemented since Sept. 2023
- Focus on digital competences of public librarians
- Aims to improve information and media literacy of library professionals
- Strengthens the connection between educational and library sector
- Promotes gamification in libraries
- Provides training activities for a wide group of librarians



NEDLib General Overview

The goal of the project is to develop an educational tool (in two parts: theoretical and practical) that can be applied by library professionals and university teachers in their daily work.

The final outcome of our partnership will be a free educational content that might be used by a wide range of stakeholders: teachers, librarians, students, library users, journalists and media specialists.



Work package n°2: Selection of Librarians

Period: **September 2023 – February 29, 2024**

Purpose: to pick out in partner countries:

- ✓ the first-level trainers and researchers who will be engaged with theoretical content creation (ULSIT and IHU);
- ✓ the key trainers (librarians and other staff from public libraries in Bulgaria, Greece, Latvia, Portugal and Romania);
- ✓ the centers (libraries and library branches in the five countries).

Results: Formation of work teams (university teachers and key librarians) to carry out the training activities envisaged in the project and the development of the intellectual products. Selection of public libraries to serve as regional training centers.

Work package n°3: Content Creation and Trainings

Period: February 2024 – February 2025

Main activities:

- Learning/teaching materials development in the following areas: Information and Media Literacy, Fake News and Disinformation, Gamification;
- Parallel trainings for key librarians (November 2024 Bulgaria and January 2025 Greece).

Specific tasks:

- ULSIT and IHU create content in the selected areas;
- NLL, GLB, ANBPR, DGLAB, IHU organize the work of the staff and key librarians related to the evaluation and optimization of the presented materials;
- ULSIT and IHU hosts two trainings for key librarians.

Results: 1. primary theoretical content elaboration and 2. trained transnational staff (two groups of 30 librarians).



Conclusion

The work on the projects at ULSIT, alongside the obvious benefits, raises reflections on several concerning issues:

- The question of copyright and licensing agreements for information use increasingly resembles a battleground where the armies of large corporations maneuver against open-access portals.
- The digitization and sharing of information are costly and asymmetrically developed.
- Issues of project funding, combined with the diversity of formats, software solutions, and their obsolescence, create challenges regarding the relevance, visibility, and accessibility of specific resources.

These are problems of dynamics and rapid growth that need to be more actively discussed by professionals in the library and information field.

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References:

1. Zagorov, Vasil, Encheva, Marina. 2022. Information Retrieval System of Bulgarian Revival Books in the Service of Libraries. – In: *The International Information & Library Review*, Volume 54 (3), p. 290-297.
2. Encheva, Marina, Kruger, Nicole, Zlatkova, Plamena. 2023. Playability of Serious Games in Information Literacy: The Findings of the European Project NAVIGATE . – In: *The International Information & Library Review*, Volume 55 (2), p. 176-184.
3. Encheva, Marina et. al. 2024. Towards a STEAM Model for Digital Fluency Skills: Perceptions of Students and Teachers. – In: *IFLA Journal*, Volume 50 (1).