



REVITALIZING THE SCHOOL LIBRARY: EMBRACING TECHNOLOGY AND INNOVATION

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ABSTRACT

This innovation revolves in the relaunching of the new library with the aid of modern technology. Installation of new library facilities such as the multimedia corner, educational board games corner and printing corner motivated learners to visit the school library that made them more excited in learning, reading and discovering things around them. This innovation was made possible through the unwavering support from various stakeholders extending their assistance by providing the financial needs of this project.

KEYWORDS: *Library, Innovation, Technology*

1. BACKGROUND

Libraries play a crucial role in revitalizing civic engagement and community cohesion, Kranich (2024). Additionally, Joing (2023) also mentioned in his article the significance of school libraries, particularly in the context of middle-school students. The study underscores the library's role as a sanctuary for marginalized youth and avid readers alike, providing refuge from the chaos of the playground and promoting student well-being. Similarly, Merga (2023) addresses the burgeoning need for health literacy skills, especially among young people facing the challenges of the digital age and the COVID-19 pandemic.

Between these perspectives, it becomes evident that libraries, both in the community and school settings, play diverse roles in promoting civic engagement, student well-being, and health literacy. By embracing evolving responsibilities and leveraging their expertise, libraries stand as invaluable resources in nurturing informed and empowered individuals within society.

This project has been brought up due to the decline of the utilization of the school library at Don Manuel Rivera Memorial Integrated National High School. The number of students visiting the school library is not so high; this is why the researcher created a plan to transform the school library into a place where students could do their learning tasks, projects, or research with an inviting ambiance – where there is a combined use of traditional and modern way of learning.

2. OBJECTIVES

This innovation aims to elevate the students' library experience through the use of multimedia in their learning. This innovation also aims to increase the number of students who visits the school library for their research and other learning tasks matter. And with the new library, as learners visit, they will be able to enjoy playing educational games while they are learning.

3. BENEFICIARIES

The beneficiaries of this innovation are the learners, teachers and other library visitors of Don Manuel Rivera Memorial Integrated National High School for a better and more inviting library experience.

4. METHODOLOGY

This research uses a design-based research where the focus is on iterative design, implementation, and evaluation of innovations in real-world contexts. This research methodology suits well the objective of this research since the aim of this research is to elevate the learners' library experience through redesigning library spaces and implementing new technologies.

Table 1. Activities

Renovation and Installation	Time Frame
Repainting of bookshelves	1 week
Repainting of study tables	1 week
Installation of multimedia corners	1 week
Installation of educational games corner	1 week

5. RESULTS

This research evidently created impact to the following:

- a. **Learners** have gained access to a wider range of resources and learning opportunities, potentially improving their academic performance and digital literacy skills.
- b. **Teachers** benefit from enhanced library resources which can help in the preparation of their teaching materials and technology integration in lessons, leading to more engaging and effective instruction.
- c. **Librarian's** role may evolve to include technology management and instruction, requiring ongoing professional development.



- d. **School Administrators** see the increased student engagement and achievement, as well as potential cost savings through digitization and streamlined library operations.
- e. **Parents and Community Members** have access to digital resources and opportunities for involvement in their children's education through online platforms and virtual events hosted by the library.

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