



CLEVELAND  
PUBLIC  
LIBRARY

# Cleveland Public Library

Glenville Branch Renovation + Expansion

**February 21, 2023**



# Meeting Objectives

01. **Phase I Reflections:** Share reflections and insights gleaned from Phase I Community Engagement Sessions.
02. **Process Insights:** Discuss high-level implications of engagement feedback on the schematic design process.
03. **Stakeholder Interviews:** Solicit feedback on stakeholder interview list + approach.
04. **Phase II Planning:** Identify goals + strategies for Phase II Community Engagement Sessions.

# Phase I Community Engagement

## February 2 + February 9

To date, the TSAL team has conducted two (2) community engagement sessions at the CPL Glenville branch with the goal of co-creating a holistically equitable + inclusive library—informed by, and responsive to, the vision, expertise, and desires of neighborhood residents, visitors, employees, stakeholders, and residents of surrounding neighborhoods.

Each engagement session was formatted as informal, conversational interactions guided by a detailed [questionnaire](#) and [visual aids](#) allowing the TSAL team to (1) establish a rapport with patrons and stakeholders; (2) contextualize patron insights; and (3) identify recurring themes pertinent to the development of a Digital Innovation Center that is informed by the cultural identity and community needs of Glenville residents.



# Programming Needs





# Programming Needs

## Seniors + Strivers

- **Gardening + Outdoor Activities**

Interest in utilizing + expanding the existing outdoor space to learn + hone gardening skills at the library. Seniors felt that the existing outdoor space was underutilized and uninviting.

- **Historic Preservation**

Seniors want to preserve the stories and history of the Glenville neighborhood using audio and video recording and editing tools and request a dedicated library gallery showcasing Glenville's history.

- **Social Service Support**

Seniors often use the library to access housing, healthcare, and employment resources and request social service volunteers to assist with online applications and digital resources.

- **Youth Volunteers**

Seniors requested that the library partner with local high schools and colleges to enlist volunteers to support seniors who may struggle to use technology to safely access online resources.

# Programming Needs

## Youth + Teens

- **Job Readiness**

Parents expressed that their children, specifically teens ages 15+, would benefit from job readiness programs to assist teens with resume building, job applications, email etiquette, salary negotiation, etc.

- **Digital Gaming Centers**

Teens often use the library to gather with friends and play online games. They requested a dedicated gaming center to access computer games as well as PlayStation and Xbox systems.

- **Young Learners' Center**

Parents expressed interest in educational and recreational programs specifically for younger children under the age of 13. Children also requested educational tools and toys to enhance afterschool learning.



# Digital Innovation + Workforce Development



# Digital Innovation + Workforce Development

## Seniors + Strivers

Seniors viewed a Digital Innovation Center as an opportunity to (1) improve their computer literacy and (2) develop skills to remain competitive in an increasingly digital workforce.

Technology needs include:

- Online Safety + Scam Protection
- Social Media Literacy
- Microsoft Office Literacy
- More Printing Stations
- Social Media Promotion
- Graphic Design
- Video Editing
- Website Development
- Book Publishing
- Adobe Creative Suite



# Digital Innovation + Workforce Development

## Youth + Teens

Younger patrons felt the Digital Innovations Center should primarily serve as a space to explore new hobbies and interests such as gaming, music production, and content creation and provide opportunity to socialize with friends. Technology needs include:

- Job Readiness
  - Online applications, resume building, email etiquette, etc.
- Code + Programming
- AV Production + Editing
- PS5 + Xbox Gaming Center
- Charging Stations
- Soundproof Music Production Space



# Spaces + Aesthetic



# Spaces + Aesthetic

## Seniors + Strivers

Older adult patrons felt the Glenville library should serve as a “community living room” where they were empowered to explore technology and learn on their own. Important factors include:

- Warm, Nature Toned Lounge Areas
- Sturdy, Cushioned Seating with High Back Chairs
- Proximity to Parking Lot
- Floor Length Windows and Natural Lighting
- Large Standing Shelves
- Cushioned Private Booths
- Safety + Accessibility



# Lounge Spaces

Seniors + Strivers





# Lounge Spaces

Seniors + Strivers





# Lounge Spaces

Seniors + Strivers





# Innovation Spaces

Seniors + Strivers





# Innovation Spaces

Seniors + Strivers





# Browsing Spaces

Seniors + Strivers





# Spaces + Aesthetic

## Youth + Teens

Younger patrons primarily use the library to socialize and sought gathering spaces with ample charging ports, movable furniture, and enclave spaces to congregare in smaller groups or work privately. Important factors include:

- Vibrant + Light-Filled Lounge Spaces
- Charging Stations
- Flexible + Light Furniture
- Private Booths
- Dedicated Social Hub



# Lounge Spaces

Youth + Teens





# Lounge Spaces

Youth + Teens





# Lounge Spaces

Youth + Teens





# Lounge Spaces

Youth + Teens





# Lounge Spaces

Youth + Teens





# Innovation Spaces

Youth + Teens





# Innovation Spaces

Youth + Teens





# Browsing Spaces

Youth + Teens



# Major Considerations

## Lighting + Nature

- Are there ways to incorporate nature elements and natural lighting in the space?
  - Greenery walls, plants, skylights, floor length windows, etc.
- Is there an opportunity to expand the outdoor space?

## Privacy + Safety

- How can the design improve patron and staff sense of safety and privacy?
- How will the new layout impact the line of sight for staff and patrons.

## Dedicated Spaces

- How can we maximize the space to create dedicated senior, youth, and family spaces as well as social and private learning areas?
- Is there a way to make the spaces feel distinctive yet cohesive?

## Glenville History

- What elements of the existing branch can be elevated to speak to Glenville's history?
- How can we use technology to empower patrons to support the documentation of Glenville's history?





# Next Steps





# Potential Stakeholders

Stakeholder	Organization (if applicable)	Contact Name
Cleveland Public Library Glenville Staff	Cleveland Public Library	Peter Roth
Cleveland Public Library Chief Innovation and Technology	Cleveland Public Library	John L. Malcolm IV
The Fab House	Fab House	Sonya Pryor Jones
ASC3: Digital Literacy and Technology Training Center	Ashbury Senior Computer Community Center	
Sankofa Fine Arts Plus	Sankofa Fine Arts Plus	Gary Williams + Robin Robinson
Great Lakes African American Writers Conference (GLAAWC)	Little Lumpy's Center for Educational Initiatives	Dr. Leah Lewis
Glenville Recreation Center	Glenville Recreation Center	Cindy Simpson
School (K-12)	Glenville High School	
School (K-12)	Citizens Glenville Campus   Breakthrough Public Schools	
Additional Nearby Schools	St. Aloysius + Franklin D. Roosevelt Academy	
Community Development Organization	Famicos Foundation	Royce Muskeyvalley
Community Development Organization	Famicos Foundation	Erica Burnett
Philanthropic Foundations	Mandel Foundation - Grant Officer	
Elected Officials	City Council - Ward 9	Kevin Conwell
Elected Officials	City Council - Ward 8	Michael D. Polensek

# Phase II Community Engagement

The purpose of the next two (2) community engagement sessions will be to update community members on project goals, progress, and timeline following the schematic design phase. For this meeting, TSAL's goals are to:

1. **Understand** CPL + Bialosky's goals for the sessions
2. **Confirm** dates for two Community Engagement Sessions
3. **Identify** Major Agenda Items + Speakers





# Thank You

Activating Space. Activating People.

Learn more about the Action Lab:

[3rdspaceactionlab.co](https://3rdspaceactionlab.co)

[@ThirdSpaceCLE](https://twitter.com/ThirdSpaceCLE)

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