You Can Really Dance – IoT Reinvents Multi-functional Space Management

The National Library of Public Information in Taiwan, like many others, faces challenges in operating services due to limited manpower. To address this, the library has adopted IoT (Internet of Things) technology in its So Young Hall since 2021. This technology enables the development of new services for young readers, such as board game, exhibitions, course lectures, and dance practice spaces. By integrating IoT, the library can optimize resource allocation, reduce the burden on librarians, and deliver excellent services within budgetary constraints.

國立公共資訊圖書館
NATIONAL LIBRARY of PUBLIC INFORMATION

Service Examples in the So Young Hall

Offering board games and art supplies. board game events for parent-child.

Collaborating coding education. Providing Maker tools.

好YOUNG點

Workshops and exhibitions space. Study spaces for preparing exams.

First library in Taiwan with dance spaces. Free access for student clubs.

IoT's Benefits for Library Space Management

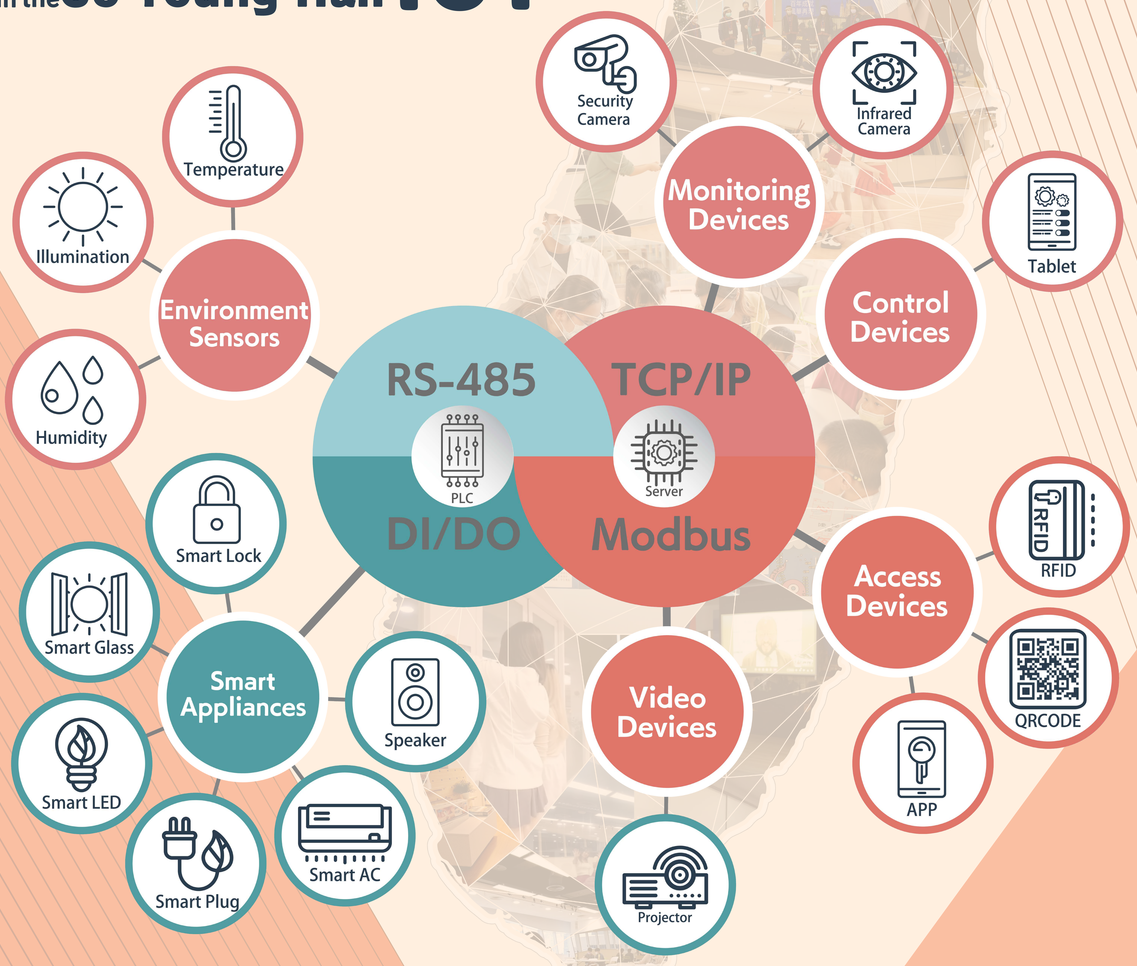
F Focusing on providing satisfactory services and diverse reading activities.

R Reducing preparation and waiting time for both users and librarians.

E Empowering users with self-service and self-education capabilities.

E Exploring possibilities and turning them into reality.

The Structure of IoT in the So Young Hall



facebook Website Youtube