

Les pratiques de lecture des enfants dans un monde devenu numérique – et l'évolution du rôle des bibliothèques publiques

Tænketanken Fremtidens Biblioteker (Danemark)
IFLA WLIC 2018 à Kuala Lumpur



Children's Reading Habits in a Digitized World & the Changing Role of the Public Library

Main findings

Children are spending less time on reading in their spare time
The number of children reading several times per week is decreasing from 62% in 2010 to 56% in 2017.
The decline is greatest among girls from 68% to 58% and in the 10-14 age group.
Children read in school and out of home
Children perceive reading as a school activity.
The experience of reading in school has an impact on how much children are reading outside of school.

Reading is difficult
61% of the children read daily because their parents ask them to.
Children find it difficult to read longer texts.

What do children read?
70% of all children read text messages every day on a digital device.
76% of all children were told to read.
24% read printed novels and fantasy is the top genre.

Who inspires children to read?
Children are inspired to read by their friends, parents and their teacher.
The Public Library gets the lowest rank as a source of inspiration.

Children are mostly spending time on screens
41% of the children in 7th grade use 1-3 hours daily on streaming services.
38% of the boys use animation & browsing on digital gaming.
18% of the girls use animation & browsing on social media.

Strategic Recommendations

1. It's a shared task to ensure literate generations - both schools, libraries and parents must participate.
2. Children from 7-14 still need adults actively helping them with a good reading culture - even if they are good readers.
3. The school-library partnership is essential.
4. Public libraries must support their outreach effort - all children go to school, but not all children go to the library.
5. The lack of digital reading calls for action.

A survey by the Danish National Library Research Center, 2018

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Comment organiser une compétition de e-sport en bibliothèque ?

Institut français d'Algérie à Constantine (Algérie)

IFLA WLIC 2025 à Astana

HOW TO ORGANISE
**AN ESPORTS
COMPETITION**



1. DEFINE THE OBJECTIVES

- Online or on-site?
- To build professional teams?
- To promote diversity in esports?
- To create cultural connections?



2. BUILD THE TEAM

- Committed professionals
- Enthusiastic volunteers
- Reliable partners and collaborators



3. SECURE THE INFRASTRUCTURE

- High-performance and stable PCs and monitors (processors, graphics cards)
- Fast and reliable internet connection
- Well-maintained spaces



4. SECURE FUNDING

- Competition cash prizes
- Equipment purchases
- Payment for service providers
- Support for finalists (travel, accommodation)
- Communication before and after the event



5. MANAGE LOGISTICS

- Handle registrations and schedule changes
- Organize transport, accommodation, and catering
- Inform and welcome the public
- Maintain and service the venue



6. WRAP UP THE PROJECT

- Communicate about the event
- Report to funders
- Ensure cash prizes are delivered
- Start planning the next edition!

Based on the Valorant and League of Legends competitions organized at the French Institute of Constantine, Algeria, in November 2024.

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