

ACTIVITY ONE	ACTIVITY TWO	ACTIVITY THREE		
			1.1	Affording access to digital technologies
			1.2	Affording access to creative resources
			1.3	Idea storage/archive
			1.4	Heritage, history and legacy
			1.5	Access, filter and sort information
			2.1	Exposure to ideas
			2.2	Development of user curiosity, interests, appreciation
			2.3	Culture of discovery
			2.4	Idea initiation, generation
			2.5	Risk taking and experimenting
			2.6	Repertoires of practice
			3.1	Democracy
			3.2	Participation in citizenship
			3.3	Crime reduction/rehabilitation
			3.4	Institutional trust in government due to perception of libraries
			3.5	Development of capacity
			3.6	Societal discussion
			4.1	Community ownership, strength and identity
			4.2	Cultural diversity and inclusiveness
			4.3	Social capital
			4.4	Social interaction and socialising
			4.5	Localised service provision
			4.6	Cooperation, coordination, collaboration, sharing and reciprocity
			4.7	Trust (in community)
			4.8	Self-organisation
			4.9	Resilience
			5.1	Audience
			5.2	Artist/performer/maker
			5.3	Sharing of public culture
			5.4	Emotional connection and experience
			5.5	Play and leisure
			5.6	Celebration
			5.7	Creation and dissemination
			6.1	Relaxation, entertainment and leisure
			6.2	Self-expression
			6.3	Emotional health
			6.4	Physical health
			6.5	Access to health information
			7.1	Continuous education, learning opportunities and enrichment
			7.2	Literacies
			7.3	Address disadvantage
			7.4	Provision of alternative education space
			7.5	Exposure to different types of jobs and skills
			8.1	Business innovation
			8.2	Business incubation and mentoring
			8.3	Employment levels and opportunities/skills
			8.4	Networking
			8.5	Partnership
			8.6	External resource investment (attract visitors)
			8.7	Generate spending
			8.8	Technology equipment support

ACCESS TO
RESOURCES

IDEA BUILDING

CIVIC
ENGAGEMENT

COMMUNITY
DEVELOPMENT

CULTURAL
PARTICIPATION

HEALTH AND
WELLBEING

EDUCATIONAL
ATTAINMENT

ECONOMIC
PRODUCTIVITY

TEMPLATE 1
*The Comparative Creative
Activity Assessment Form*

LIBRARY SERVICE:

NAME OF ACTIVITY	CRITERIA	IMPACT INDICATORS	AIM	RATING 0-5	AVERAGE VALUE
ACTIVITY CATEGORY	ACCESSING RESOURCES	1.1	Affording access to digital technologies		
		1.2	Affording access to creative resources		
		1.3	Idea storage/archive		
		1.4	Heritage, history and legacy		
		1.5	Access, filter and sort information		
AVERAGE ACCESSING RESOURCES					
ACTIVITY DATE	IDEA BUILDING	2.1	Exposure to ideas		
		2.2	Development of user curiosity, interests, appreciation		
		2.3	Culture of discovery		
		2.4	Idea initiation, generation		
		2.5	Risk taking and experimenting		
		2.6	Repertoires of practice		
AVERAGE IDEA BUILDING					
FREQUENCY	CIVIC ENGAGEMENT	3.1	Democracy		
		3.2	Participation in citizenship		
		3.3	Crime reduction/rehabilitation		
		3.4	Institutional trust in government due to perception of libraries		
		3.5	Development of capacity		
		3.6	Societal discussion		
AVERAGE CIVIC ENGAGEMENT					
ACTIVITY AIMS	COMMUNITY DEVELOPMENT	4.1	Community ownership, strength and identity		
		4.2	Cultural diversity and inclusiveness		
		4.3	Social capital		
		4.4	Social interaction and socialising		
		4.5	Localised service provision		
		4.6	Cooperation, coordination, collaboration, sharing and reciprocity		
		4.7	Trust (in community)		
		4.8	Self-organisation		
		4.9	Resilience		
AVERAGE COMMUNITY DEVELOPMENT					
CULTURAL PARTICIPATION	CULTURAL PARTICIPATION	5.1	Audience		
		5.2	Artist/performer/maker		
		5.3	Sharing of public culture		
		5.4	Emotional connection and experience		
		5.5	Play and leisure		
		5.6	Celebration		
		5.7	Creation and dissemination		
AVERAGE CULTURAL PARTICIPATION					
HEALTH AND WELLBEING	HEALTH AND WELLBEING	6.1	Relaxation, entertainment and leisure		
		6.2	Self-expression		
		6.3	Emotional health		
		6.4	Physical health		
		6.5	Access to health information		
AVERAGE HEALTH AND WELLBEING					
EDUCATIONAL ATTAINMENT	EDUCATIONAL ATTAINMENT	7.1	Continuous education, learning opportunities and enrichment		
		7.2	Literacies		
		7.3	Address disadvantage		
		7.4	Provision of alternative education space		
		7.5	Exposure to different types of jobs and skills		
AVERAGE EDUCATIONAL ATTAINMENT					
ECONOMIC PRODUCTIVITY	ECONOMIC PRODUCTIVITY	8.1	Business innovation		
		8.2	Business incubation and mentoring		
		8.3	Employment levels and opportunities/skills		
		8.4	Networking		
		8.5	Partnership		
		8.6	External resource investment (attract visitors)		
		8.7	Generate spending		
		8.8	Technology equipment support		
AVERAGE ECONOMIC PRODUCTIVITY					

TEMPLATE 2

Libraries as Creative Spaces - Activity Evaluation Form