Library Strategic Plan

Wendy McCall Library Board June 26 meeting



Thinking Broadly: Library Strategic Plan

Business	Apple's Genius Bar	Kumon Tutoring
Images	O TRUE AA	A April And April
Relevance	 Meeting place for technology and people Strong demand in the community Builds connection with the brand Focus on an experience and not a product 	 Solves a problem: gap between personalized learning needs and traditional curriculum Programmatic workbooks and programs scaled to franchisees around the world Might offer insights into school-age child engagement
Insights	 "We want to be more like a town square, where the best of Apple comes together and everyone is welcome." Focus on what the community needs and offer multiple forms of engagement – experts, classes, product recommendations, learning 	 Kumon aims to foster <u>sound</u>, <u>capable</u> individuals who are able to <u>independently</u> carve out a path Focus on teaching kids self-learning – which is also *key to libraries* Facilitate with worksheets and a self-study plan

Thinking Broadly: Library Strategic Plan

Business	Manny's SF: Community Engagement	Escape Room
Images		
Relevance	 Encourage civic engagement for all ages Strong connection between education and civic engagement Strong demand with younger citizens to learn how to get involved and connect on social issues 	 Fun and challenge-based activity Interesting to many generations – opportunity to bring people together in new ways to solve task Opportunity to collaborate/partner with local businesses Opportunity to host a special event
Insights	 Events should be powered by people – not companies We're centrally located, we offer an affordable space, we never turn anyone away for lack of funding and we were a market fit. 	 Might work well as a summer activity or seasonal Could partner with an escape room – explore using some of their "prior work" Other possibilities: scavenger hunt or Geocaching with a civic or community-based theme

Thinking Broadly: Library Strategic Plan

Business	REI Experiences	Gaming Café (Board Games or PC)
Images	JOIN US Compared Compared	
Relevance	 Adult engagement Sustainability and ecosystem protection themes Creating ways for adults to be lifetime learners Connection between education/learning and the environment Curated experiences - our instructors live for the enchantment of discovery 	 Appeals to all ages Could be a combination of board/card games and PC-based computer games (leveraging lab) Engagement: safe space for teens and adults Could build challenges or engagement "rewards system" into frequent library visits Feeder to Girls Who Code or other programs
Insights	 Older adults want to travel and life fulfillment Challenges: choosing location, logistics, gear, need to ask an expert, skills, resources When we all work toward sustainability, philanthropy and advocacy, big things get done 	 Grow café business, referred services (printing, research, coding) Might require oversight and staffing support; wear and tear on games and PCs Might require space re-configuration

Research Links

Informative articles:

- 1. Apple Customer Experience and the "Town Square" experience: https://futurestores.wbresearch.com/blog/apple-store-town-square-customer-experience
- 2. Kumon Education Method: https://www.kumon.com/about-kumon/kumon-method
- 3. We are REI: https://www.rei.com/blog/social/we-are-rei-outdoor-gear-classes-experiences
- 4. Boost Your Escape Room Customer
 Strategy: https://www.tryreason.com/blog/10-tricks-to-boost-your-escaperoom-user-acquition-strategy/
- 5. Interview with Manny Manny's mission and 2020 Stats: https://sfbaytimes.com/close-personal-manny-yekutiel-mannys/

Strategic Plans or business examples:

- Kumon: https://www.joorney.com/news/franchise-business-plan-kumon/
- REI Co-Op 2022 Results (not very focused on the Outdoor Classes but does have a Sustainability section): https://www.rei.com/newsroom/article/rei-releases-2022-impact-report-financials-distributes-323-million-back-to-community
- Generic Gaming Cafe business plan: https://senet.cloud/en/blog/gaming-lounge-business-plan-2023
- Swedish Gaming Cafe plan (good plan, not a US example): https://www.studocu.com/row/document/north-south-university/english-composition/gaming-cafe-business-plan/11034310

