

Available now in German and French:
**Online game «Lilu's Library» and new
 guidebook with best practice examples
 of sustainability projects in libraries**

Biblio2030, the commission for sustainability at
 Bibliosuisse, proudly presents two new tools (both
 available in German and French) for informing
 librarians and library staff on projects and practical
 measures to promote sustainability in libraries and
 work towards the goals of the 2030 Agenda.

SUSTAINABILITY – HANDS ON



**Lilu's Library – Illuminate the library
 sustainably**

www.liluslibrary.ch

Introducing: Lilu's Library, the sustainability game for librarians! Explore the library at night and discover how you can make your library even more sustainable. Lilu the firefly is at your side to keep you company. The more sustainable the library becomes, the brighter it shines.

The aim of the game is to provide library employees from all areas with practical knowledge about sustainability in a fun way. It also aims to reinforce library staff in the knowledge that they can implement numerous measures in their library – whether large or small – to contribute to achieving the sustainability goals of the 2030 Agenda.

Playfully test your knowledge of sustainability in libraries – explore Lilu's Library!

Guidebook with best practice examples of sustainability projects in libraries

Making library services sustainable can be challenging. A comparison of existing practical examples can help. The commission Biblio2030 has published a guidebook with best practice examples on sustainability, which presents interesting projects and measures in libraries. Aspects such as time required, financial outlay, staff involved and coverage of SDGs are compared, making it easier to find target-oriented actions to promote sustainability in one's own library. The guidebook (in German or French) is available free of charge via download (please use QR-Codes)



Download
 Guidebook
 (German)



Download
 Guidebook
 (French)