

Public Libraries Advisory Committee
Summary of Discussion of the 53rd Meeting Held on 31 July 2025

Briefing on the Implementation of the Strategic Plan of the Hong Kong Public Libraries (2020-2025)
(PLAC 2/2025)

1. Members noted the report and made the following suggestions:
 - (a) To add distinct features in libraries for enhanced attractiveness in order to encourage members of the public to visit or explore different libraries. Nostalgic elements that reflected the style of the time period concerned could also be added to old libraries to increase their appeal.
 - (b) To place old books at reserve stacks so as to release library space for the provision of additional seats and special zones, as well as to put up unique installations to revitalise existing libraries and attract young people and the public to visit libraries.
 - (c) To produce simple yet meaningful souvenirs (such as special edition library cards, ex-libris and USB drives containing tutorials on downloading library-related apps), with a view to promoting library services.
 - (d) To set up children's play areas in libraries that combine hardware and software, providing thematic picture books promoting Chinese culture, traditional festivals and enhancing children's growth alongside with tie-in play facilities for an improved reading experience.
 - (e) To achieve synergy between the game wall of Sham Shui Po Public Library (SSPPL) and the exhibitions to be held at Hong Kong Central Library (HKCL) by incorporating exhibition-related elements before the exhibitions at the game wall to increase its attractiveness while encouraging patrons to visit the exhibitions at HKCL. Moreover, recap activities could be held after the exhibitions. Members also suggested updating the themes of the game wall on a monthly basis by making reference to the practice of the Toy Library of HKCL.
 - (f) To analyse details of participants in past activities for formulating strategies to attract new readers and people of specific age groups to take part in library activities.

- (g) To recommend new books and library activities to patrons based on their preference and include a book review section in the new Hong Kong Public Libraries (HKPL) mobile app, allow patrons to synchronise library activities to the calendar on their phones, and to make good use of the notification function to remind readers of major events.
- (h) Regarding outreaching services, apart from providing book lending services to readers, Members suggested introducing computer programmes with competitive game elements and sound effects to encourage children to learn various knowledge through interactive and fun learning materials.
- (i) To collaborate with relevant organisations by including promotion materials of the HKPL in the gift packs to be distributed during the “Man Cheong First Writing Ceremony” event and arrange library visits after the event to promote library services.
- (j) To expand the services provided to the underprivileged by continually extending the community library service to all Community Living Rooms (CLRs), so as to encourage reading among children visiting CLRs. Member also appreciated the HKPL for offering the “Community Libraries Partnership Scheme” to children’s homes, allowing children to have more reading opportunities and gain spiritual fulfilment through reading.

**Progress Report on Smart Library System
(PLAC 3/2025)**

2. Members noted the report and made the following suggestions:

- (a) To launch new functions to the new library app, including recommending new books to readers based on their borrowing records so as to optimise their reading experience; introducing a rating and reward mechanism to promote usage of the app and reading among readers; inviting readers to upload book reviews, give book ratings and share their views on social media so as to further encourage reading. Members suggested that the app could also provide the function of

signing up for events to facilitate readers' participation apart from promoting library activities. Large-scale events such as book exhibitions and extension activities could also be leveraged to encourage members of the public to download the app.

- (b) To introduce elements of virtual reality (VR), augmented reality (AR) and the internet of things (IoT) in newly-built and reprovisioned libraries so as to increase the exposure of readers (especially children, teenagers and the underprivileged) to new technologies. Members also suggested collaborating with other publishers to introduce VR-incorporated services so as to lower the cost of research and development.
- (c) To recommend good reads to parents so as to encourage them to borrow books from libraries.

Secretariat of Public Libraries Advisory Committee

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