

05 Mobile Cooperative Toy Library

“Coop’Osons” is a **mobile cooperative toy library** that brings the joy of **cooperative play** directly into communities. Originally a fixed ludothèque in a rural village with limited access, it transformed into a mobile unit after COVID-19, making games more accessible and helping to **reduce isolation**, especially among families who would not typically visit a traditional toy library.

This project emphasizes **inclusion, social connection**, and the **rediscovery of play** for all age groups and abilities.

Location Type:

Small urban area

Target Group:

Open to **all families**, including **people with disabilities**

Contact Organisation:

De Bouche à Oreille

Goals and Benefits

- Encourage the **rediscovery of cooperative games**
- Promote the **joy of playing together**
- Create **social bonds** and **reduce isolation**
- Reach **underserved communities and families**

Implementation tips

1. **Announcement of presence** via Facebook, email, and local partners
 2. **Arrival ahead of time** to set up games and tables
 3. **Games are displayed** according to age categories
 4. Activity typically lasts **2 hours** and is open to **free public access**
 5. Visitors:
 - Return borrowed games and pick new ones
 - Can **sign up on-site** if new
 - Receive guidance and advice on game selection
 6. All returned games are **checked for completeness and condition**
 - Repaired if necessary before being lent out again
- At the end, games and materials are packed back into the caravan and returned to base

Materials Used

- Mobile **caravan** fully stocked with games
- Tables for organizing games by **age group**
- Easy access space for caravan **maneuvering and safe participation**
- Shelter from rain is ideal but not mandatory

Media & Consent

Participant data is never shared and is used **exclusively for internal communication** about the toy library’s activities.

Reflection and Evaluation

- The shift to a mobile format was prompted by the **limited reach** of the fixed ludothèque.
- The initiative **successfully expanded reach**, bringing play into homes that otherwise might not have participated.
- Some **families reintroduced games into their daily lives** thanks to the service.
- However, the project is **resource-intensive**, and there's a **need for more volunteers**.