

## Study of the Impact of Electronic Interactive Books on Creativity, Interest and Self-Efficacy of Student Users of Public Libraries (A Case from Honar & Andisheh Library of Fouladshar)

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### Abstract

**Purpose:** The purpose of this research was to investigate the effect of studying electronic interactive books on creativity, interest and self-efficacy of primary school's students, in the range of 9-12 years old, who are users of Honar & Andisheh public library of Fouladshar, Iran. The peripheral purpose of this research is to investigate the influence of gender on the creativity, self-efficacy and interest of students.

**Methodology:** The methodology of the research was semi-experimental, based on measuring the effect of independent variable on behavior of single control group through observing student's behaviors in each session and comparing the results of pre-test and post-test. The population of the research was primary school's students who use Honar & Andisheh public library of Fouladshar in the range of 9-12 years old. Among this population, 20 male and female students were selected randomly. Researcher-made questionnaire was used for data gathering in pre and post test. A pre-test was taken from the mentioned group at the beginning of the process. Then, the group members read two electronic interactive books during ten sessions as interference. After completing 10 sessions, the post-test was taken again by questionnaire from the group.

**Findings:** Based on point of view of students presented in questionnaires, the results indicated that reading electronic interactive books cause the increasing in creation rate, reading interest and self-efficacy. Further, gender has not meaningful effect on the creativity, self-efficacy and reading interest of students.

**Originality/Value:** Value of this research is in the confirmation and emphasis on the importance of studying electronic interactive books as one of the most important information transferring media in public libraries that have significant influence on the creativity, self-efficacy, and reading interest.

**Keywords:** Public Libraries, Electronic Interactive Books, Creativity, self-efficacy, reading interest.