



Gaming in the Library

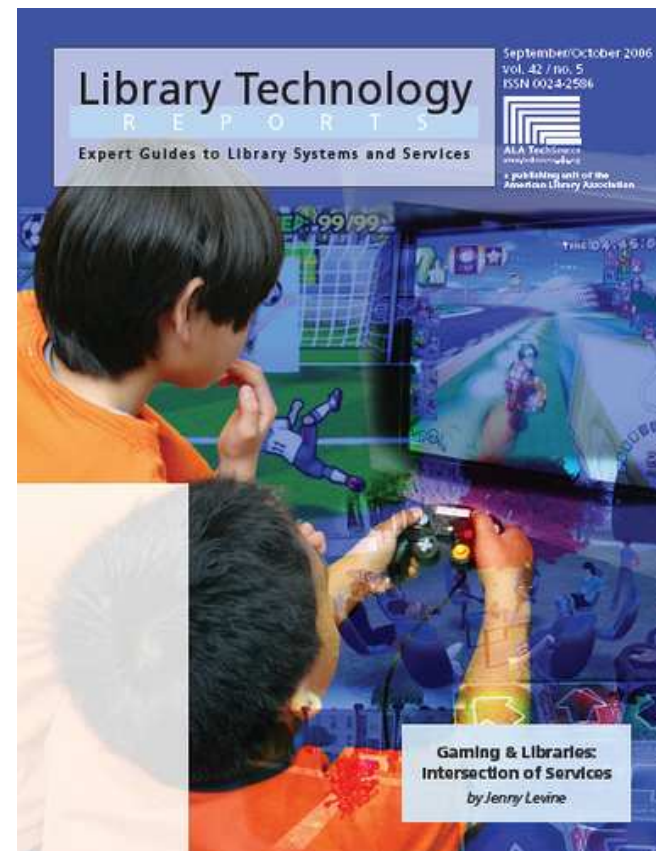
March 13, 2007

Jenny Levine

**Internet Development Specialist & Strategy Guide,
American Library Association**

What We'll Cover Today

- Why
- But
- Do
- Dollars
- Next



[Library Technology Reports,](#)
[September/October 2006](#)



Question

- How many of you are gamers?

Numbers



- Define "gaming"
- Define "gamer"
 - Teenage boys in the basement alone? No!
- There sure are a lot of young gamers
 - 90 million up to age 35
 - Boomers = 77 million
 - 2003 Pew Internet study of college students – no margin of error!
 - 33



Let's Try this Again

- How many of you are gamers?



Rockstar in the Making

A FAVE BLOG THIS ALL SIZES



We picked up Guitar Hero II for Christmas, the girl just loves to "rock this house". As for the game, it rocks hard, packed with some serious rock n' roll muscle. I won't let all of the surprises out of the bag but I was in heaven when the encore song, on the final tour stop, was Boned Up for Boned Up's "Bonobilly" (Enchanted) - See how she handles it!

Uploaded on December 25, 2006
by [usujason](#)

usujason's photostream

430 photos
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Tags

- rockstar
- ps2
- star
- guitar hero
- guitar
- christmas
- d50
- usujason
- sweetj

Additional Information

- © All rights reserved
- Taken with a [Nikon D50](#).
[More properties](#)
- Taken on [December 25, 2005](#)
- See [different sizes](#)
- 1 person calls this photo a favorite
- Viewed 72 times

This photo is public

Flag this photo as "may offend"?

A Star is Born

A FAVE BLOG THIS ALL SIZES



215 note streak, 100% accuracy.

Press Release, dated 8/4/06

GALA recording studios is pleased to announce that we have just signed a contract with

Uploaded on August 4, 2006
by [Glenn Loos-Austin](#)

Glenn Loos-Austin's photostream

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Photos and Design (Set)

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Ivy (Set)

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Photo of the Day, Year 1 (Set)

364 photos
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DSCF5379

A FAVE ADD NOTE BLOG THIS ALL SIZES



Comments

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Wii (Set)

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- [+ TOTAL Wii \(Pool\)](#)
- [+ Wii Motion \(Pool\)](#)
- [+ QT3 \(Pool\)](#)

Tags

- sister
- jeremy
- wii
- tennis

[Add a tag](#)

Hae Soon Wii Bowling

A FAVE ADD NOTE BLOG THIS ALL SIZES



Angela's mom didn't even want to play and was kind of hiding from us at first so we wouldn't make her. When we finally convinced her to try, she of course caught on right away.

The very next game we played, Angela's dad got about six strikes (including three in a row) and Angela's mom picked up an amazing split (something we have yet to be able to do). They beat us handily. This wasn't like letting them win so they'd enjoy it. It was extremely frustrating to watch someone pick up the game that we'd been playing for the past month and beat us so badly. It's also some of the most fun I've ever had playing video games.

Comments

Danh TX pro says:

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by [super-structure](#)

super-structure's photostream

1,013 photos
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Wii (Set)

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Wii Motion (Pool)

Tags

- Angela
- Joe
- Hae Soon
- Nintendo
- Wii
- Wii Motion

[Add a tag](#)

[Additional Information](#)

Mamaw, victorious

A FAVE ADD NOTE BLOG THIS ALL SIZES ORDER PRINTS



Yeah, she seriously schooled me in bowling.

Add your comment

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Rrrred's photostream
1,887 photos
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Thanksgiving 2006 (Set)
You are at the last photo
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more browse

- + Nintendo Wii (Pool)
- + Wii Motion (Pool)

Tags

- Thanksgiving2006
- Wii
- NintendoWii
- mamaw

the thrill of victory!

A FAVE ADD NOTE BLOG THIS ALL SIZES



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tm22's photostream



319 photos
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This photo also belongs to:

- + Orbs. (Pool)
- + Wii Motion (Pool)

Tags

- Thanksgiving
- 2006
- family
- wii
- bowling
- E
- play
- nintendo
- nintendo wii
- orb

Add a tag

Comments



Chyren says:

OOh! An orb! (top middle of picture)

DDR



ADD TO FAVES BLOG THIS ALL SIZES



Add your comment

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jaychiu's photostream



380 photos
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This photo also belongs to:

Christmas secret santa 12.03.06 (Set)



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Tags

- Nikon D50
- 50mm
- f1.8
- Vancouver
- Jason Chiu
- Christmas
- gift exchange
- DDR

Additional Information

Some rights reserved



Software

Wii Invades Retirement Home

Marcus Yam (Blog) - February 22, 2007 7:44 AM

Print E-mail del.icio.us Digg 46 comment(s) - last by robharvil.. on Feb 28 at 5:04 PM

Nintendo console has officially gone geriatric

Nintendo is off to an incredible start with the Wii. With continued demand and leading sales even after the holiday season, Nintendo couldn't be happier with the system's early success. The Wii's innovative controller design has opened up video gaming to a previously untapped market—non-gamers.

The marketing minds behind Nintendo looked beyond the traditional gamer mediums and advertised its innovations at targets as far from gaming as you can imagine, such as retirees. Nintendo even went against the current and took the Wii to an AARP convention. "The AARP thing was a little bit tough at first.



Wii goes where no video game has gone before - Image courtesy Chicago Tribune

Latest Headlines

- International Space Updates, March 2007**
March 12, 2007, 5:30 PM
- PlayStation Home Rollout in Three Phases, Launch in October**
March 12, 2007, 5:00 PM
- Ex-Disney CEO Launches Web Video Venture**
March 12, 2007, 3:12 PM
- Intel Releases 50-Watt Quad-core Processors**
March 12, 2007, 1:21 PM
- Samsung Samples Eight Gigabyte NAND**
March 12, 2007, 7:50 AM
- Seagate Ships Drives With Full Disk Encryption**
March 12, 2007, 7:17 AM

More Headlines



Thanksgiving Wiikend 3

A FAVE BLOG THIS ALL SIZES



Cindy, my mom's client, playing Wii Sports - Bowling.

Comments



[Crawling Chaos](#) says:

Wow! The disabled and the retarded can also wiii! What a wonderful console!
Posted 3 months ago. ([permalink](#))

[Add your comment](#)

Uploaded on November 23, 2006
by [africansk8er](#)

africansk8er's photostream



Tags

- wii
- thanksgiving

Additional Information

- © All rights reserved
- ◇ Taken with a Fujifilm FinePix A210. [More properties](#)
- ◇ Taken on January 4, 2006
- ◇ See different sizes
- ◇ 2 people call this photo a favorite
- ◇ Viewed 416 times

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Flag this photo as "may offend"?

wii 2

A FAVE ADD NOTE BLOG THIS ALL SIZES ORDER PRINTS



My little brother Stephen, who was born with cerebral palsy and is unable to walk or talk, is able to play video game baseball against his little sister with the Wii.

Comments



teabog says:

Great! God bless nintendal

Uploaded on November 20, 2006
by [mattclark79](#)

mattclark79's photostream



328 photos
View as slideshow

This photo also belongs to:

A very full weekend (Set)



You are at the first photo

30 photos
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- + Nintendo Wii (Pool)
- + Wii Motion (Pool)
- + Wii Sports Athwiites (Pool)

Tags

- wii
- nintendo



Gamers

- See themselves as a hero on a quest
- Willing to experiment and keep trying – like to fix things
- Willing to seek expertise and ask for help – also willing to share expertise and help “noobs”
- Desire to collaborate – team players
- Learn from their mistakes and can adapt quickly
- Thrive on fast decision-making – good at prioritizing
- Willing to take risks
- Very good at multitasking and continuous partial attention

Gamers

- Have an inherent distrust of “bosses”





Gamers

- Have an inherent distrust of “bosses”
- Have strong organizational skills
- Focused on feedback, improvement, constant practice – creative problem solvers
- Constantly seeking to be challenged
- Proactive rather than reactive
- Format-agnostic, experiential learners
- Don’t want to be spoon-fed – they want to do their own research and figure things out for themselves
- Are used to creating content
- Expect interaction, rewards, customization, and multiple paths



How Can I Justify Gaming?



But

- Content



[Everything Bad Is Good for You: How Today's Popular Culture Is Actually Making Us Smarter](#) by Steven Johnson

Chapter 1

This is a Library, Not an Arcade, and Other Entirely Artificial Distinctions

“WHY? For the love of dear old Melvil Dewey, why would we take our hallowed houses of learning and sully them with these vile, prurient, mind-rotting entertainments? Well, it’s a fair question, so long as you remember that they were saying exactly the same thing about *Pride and Prejudice* not that long ago. Minus the Dewey part, of course.”

-- Eli Neiburger, forthcoming book about gaming in libraries





“We learned from the great papyrus change that we shouldn’t be precious about our formats and should attempt to accommodate new ones.... We learned from adding fiction to our collections that we can have a place in our patrons’ non-educational pastimes, and we learned that if we are willing to tolerate the noise, snot, and cheerio particulates, we can provide meaningful services to children that can affect the course of their lives for the better. We’ve also learned that content is not just about text, and that media doesn’t have to be socially redeeming, or even any good, for our patrons to want to consume it....

...If we were supposed to restrict ourselves to offering materials with purely redeeming social qualities and educational value, we’d have to throw out half the collection.”

-- Eli Neiburger, forthcoming book about gaming in libraries



But

- Content
- Knitting clubs, romance novels, large print books, movies, book discussion groups
- Storytime (communal experience = added value)
 - Eli Neiburger



“You’d have to dig up the most crotchety ‘children-should-be-neither-seen-nor-heard’-espousing stick in the mud to find someone who would argue that storytime doesn’t belong in the library (even if they’d prefer that it didn’t happen when they were trying to read the paper). You’re reading books to kids, and libraries are all about books, right?”

Well, sort of... **libraries are all about content.** We circulate content by the ton, and that’s definitely our core business (for the moment), **but we all know there’s more to the library than just content delivery.** We’ve found how beneficial it can be to take this content that our users would normally consume individually, at home, and make a social event out of that consumption. **We’re adding value.** Sure, dad could check out and take home *Who Took My Hairy Toe* and read it at bedtime, and that’s great, but it’s even better when parent and kid can come to the library together and hear Shutta Crum read it her way, and laugh, smile, and be scared along with other kids. The added value is the quality of the storyteller, the experience distinct and more engrossing than that available at home, and the social interaction, both for kids, parents, and kids and parents, that solitary consumption of that content does not provide.

You see where I’m going with this, huh? **Hosting a videogame tournament at your library is just like storytime.”**

-- Eli Neiburger, forthcoming book about gaming in libraries

But

- Content
- Knitting clubs, romance novels, large print books, movies, book discussion groups
- Storytime (communal experience = added value)
 - Eli Neiburger (2007 book)
- Connections (“Eliiiiiiii”)



Signed in as [Blocked Ads] Librarian (182 new) Gifts Help Sign Out

Home You Organize Contacts Groups Explore

Search everyone's photos Search

group shot

ADD TO FAVES ADD NOTE BLOG THIS ALL SIZES



i told them to do something crazy

walkingpaper.org/267

Uploaded on November 26, 2005 by aaron schmidt

+ aaron schmidt's photostream

- DDR @ the Library (Set)



You are at the last photo

13 photos View as slideshow

Tags

- DDR
- gaming in libraries
- 60558

Add a tag

Additional Information

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- Taken with a Canon PowerShot S400. More properties
- Taken on November 25, 2005

But

- Content
- Knitting clubs, romance novels, large print books, movies, book discussion groups
- Storytime (communal experience = added value)
 - Eli Neiburger (2007 book)
- Connections (“Eliiiiiiii”)
- [Safe] Community

File Edit View Favorites Groups Options Tools Window Help

Address: <http://www.aadl.org/aadlgt>

Search Amazon

DOPA ALA del.icio.us furred Pandora Shifted Flickr TSL Make Tiny Bugmenot Furl It post to del.icio.us MW edits Post to ITTS blog

AXIS | Teens | AADL-GT



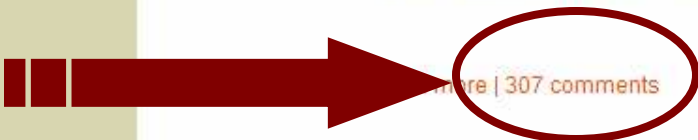
Submitted by eli on Tue, 12/05/2006 - 3:30pm.

Full Grand Championship Details!

The AADL-GT 2006 Grand Championships are just under two weeks away, and if you're thirsty for details about the event, you're in the right place. The Grand Championships will happen **Saturday, December 16th at the Downtown Library** and will consist of three events: **The Clan Cup Finals at 12:00 sharp, The Wildcard Tournament starting around 12:45, and then the Grand Championship Tournament itself beginning around 2:00-3:00** depending on wildcard turnout.

The Grand Championship Prize pool WILL contain a BRAND-NEW, HARD-TO-GET Nintendo Wii! Plus, a 2gb iPod nano, and a onyx black Nintendo DS. The champion, second and third place winners get to pick from the prizes in order. The Clan Members that emerge victorious from the Clan Cup will win the first-ever limited edition Clan Cup trophies, plus a small giftcard.

The Grand Championships will be broadcast live on CTN channel 18, so be sure to bring a signed [Release Form](#) if you haven't already. We don't yet know when the broadcast will begin, but it will likely begin during the wildcard event. Hope to see you there, and read on for full details about the tournament's new structure.



... | 307 comments

AXIS | Teens | AADL-GT



Submitted by eli on Mon, 11/20/2006 - 3:38pm.

AADL-GT Round 4 Results: Bros & Co Triumphant!

Ann Arbor, Michigan. A cold, grey, Saturday Afternoon in November. Surely, nothing could be as important to the sports fans of Michigan as watching Round 4 of AADL-GT


 Search

Register • Search • FAQ • Memberlist • Usergroups • Log in

Major League Gaming
 Got skills? Prove it by joining the world's premier pro gaming league.
www.mlgpro.com

Meet Singles Online
 Search Pics and Profiles Free Put up a Free Profile Today!
www.lovehappens.com

Scottish Ringtone
 Send this ringtone to your phone right now!
RingRingMobile.com

Car Prices
 Find the Lowest Price Possible Get the car of your dreams
carsblvd.com

Ads by Goooooogle

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AADLGT Forum Index

The time now is Mon Mar 12, 2007 10:59 pm | All times are GMT - 5 Hours [View unanswered posts](#)

Username: Password: Log me on automatically each visit: [Log in](#)

Forum News

Forum	Topics	Posts	Last Post
Forum News News for this Forum. Moderator elijah	4	4	Sun Dec 10, 2006 11:42 am Sheevman +D
Meet & Greet Post here if you're new. A place to, as the name suggests, meet and greet.	3	16	Tue Feb 27, 2007 5:07 pm Pickwick the Second +D

AADL-GT

Forum	Topics	Posts	Last Post
AADL-GT Tournament Discussion Discuss results, opinions, rulesets, or anything else. Moderator elijah	9	126	Sun Mar 04, 2007 11:36 pm lain +D
AADL-GT Clans Discuss the clans, the upcoming clan battle, and related stuff here. Moderator elijah	6	64	Sun Dec 24, 2006 2:28 pm ballooneater +D

Other Tournaments

Forum	Topics	Posts	Last Post



Question

- Add up all the comments your library has ever gotten [voluntarily] from teens. Is that number more than 307?

But

- Content
- Knitting clubs, romance novels, large print books, movies, book discussion groups
- Storytime (communal experience = added value)
 - Eli Neiburger (2007 book)
- Connections (“Eliiiiiiii”)
- [Safe] Community
- Learning



Hit **Play** to Start. Select a Difficulty Level. **Your Object:** Type the Word next to Your Enemies as Fast as You Can. Sure beats typing tutor games to make you faster! Be Fast or Die



vs.



spread firefox game! | more [games](#) | save to [delicious](#)

But

- Content
- Knitting clubs, romance novels, large print books, movies, book discussion groups
- Storytime (communal experience = added value)
 - Eli Neiburger (2007 book)
- Connections (“Eliiiiiiii”)
- [Safe] Community
- Learning
- Literacies
 - Information
 - Media

WebJunction - Maxthon Browser

File Edit View Favorites Groups Options Tools Window Help Utilities

Address <http://webjunction.org/do/DisplayContent?id=13796>

Aggregator ALA TechSource TSL Movies ALA Email BugMeNot Delicious Furl SWAN LibraryLookup Post to del.icio.us Furl It Delancey

lib... G... S... C... Q... S... bl... e... M... N... Fl... Fl... slj... Wikis... We... Teen... S G... Ti... In... Li... P... P...

More About Discussions

Fresh Features

- Weekly Tips
- I'm Curious, George

Library of the Month

Archive

- Crossroads Newsletter
- Rural & Spanish Updates
- Focuses
- Live Events
- Get Involved
- Members Directory
- Partners & Projects

WebJunction Global

GETTING STARTED

- Intro tutorial
- Newsletter
- BlogJunction
- Wiki

Carvers Bay (SC) Branch Library: Gaming the Way to Literacy (August 2006)


Description: If you thought gaming in libraries is only for the big-city systems, take a look at this library next to a corn field in rural South Carolina.

Author: Betha Gutsche
Publisher: WebJunction
Date Published: Aug 1, 2006
Date Posted: Aug 1, 2006
Copyright: OCLC 2006

A new library for a new century

Innovation happens in the most surprising places. If asked which US library is pushing the envelope on introducing interactive computer gaming in public libraries, how many would look to the most rural, poor, and isolated corner of a county in South Carolina? And if informed that this corner of the library world has a 30% illiteracy rate, a 15% unemployment rate, a poverty level exceeding 30% with up to 90% of school kids eligible for free or reduced-rate lunches, and a meager 2% rate for library card registration, what odds would you give that it can even keep its doors open?

Although the brand new Carvers Bay Branch of the Georgetown County Library System has its demographic challenges, it also has some visionary leadership, strong community support, and a bit of prodding from the primary funders. When director Dwight McInvaill approached the [Frances P. Bunnelle Foundation](#) to help build the new facility, the grantors pushed back with a request for something more than just books—something more cutting-edge; McInvaill responded rapidly with the gaming proposal. Having only opened its doors for the first time on May 13, 2006, this infant library stepped immediately into the fast lane of technology with the aim of reaching a new generation of library users. Not only is the building designed to be "a reader's haven" full of books, natural light, and comfortable chairs, it is a gamer's heaven with 10 Xbox 360s, 8 dedicated Dell Dimension 9150 gaming PCs, an auditorium with a



The new library opened its doors in May 2006. The corn field next door belies the sophistication of the technology within. Photos by Felicia Vereen of the SC State Library.

Sign In

Register

Connections

[Step-by-step Posting Primer](#)

Monthly Features

[I'm Curious, George](#)

[Library of the Month](#)

[Crossroads Newsletter](#)

[More](#)

WebJunction - Maxthon Browser

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Address <http://webjunction.org/do/DisplayContent?id=13796>

Aggregator ALA TechSource TSL Movies ALA Email BugMeNot Delicious Furl SWAN LibraryLookup Post to del.icio.us Furl It Delancey

lib... G... S... C... Q... S... bl... e... M... N... Fl... Fl... slj... Wikis... We... Teen... S G... Ti... In... Li... P... P...

Fresh Features

STUMPED?
Can't find what you're looking for? [Tell us.](#)

Where's the literacy?

Located next to the middle and high schools, the library is physically convenient for the Carvers Bay teens, but director Dwight McInvaill knows that it takes more than proximity to get the kids through the doors. Gaming is the key. The library has extended its hours until 7 PM most nights to accommodate the students' schedules. However, McInvaill intends for the new library to have an impact on the low literacy and high dropout rates, so he's applying a few rules to the video game lure, linking reading with gaming. In the spirit of the game, kids can aspire to different levels of accomplishment.

Level one: Any individual can use the games for two hours/week ("Just enough to whet the appetite" says McInvaill.)


Level two: Extra gaming time is earned by joining the Gaming Club.

- Joining requires:
 - a current library card
 - good standing (no serious misbehavior)
 - a commitment to checking out four items/month, two of which must be books

Level three: Once in the Club, points are accumulated to be eligible for additional gaming time, group gaming parties, special prizes (headphones, memory units, gift certificates), or use of the conference room with the 46" TV.

- Points are earned by doing at least one of the following:
 - writing book reports
 - attending an after-school program
 - participating in a youth service organization
 - embracing other positive, self-improvement activities

Although all funds for the gaming program come from the Bunnelle Foundation, the efforts are augmented by an exciting collaboration with the school district and the youth services



The gaming consoles are filled to capacity. The library extended its weekday hours until 8 PM in order to accommodate the teens' school schedules. Photo by staff member Beverly Smith.

But

- Content
- Knitting clubs, romance novels, large print books, movies, book discussion groups
- Storytime (communal experience = added value) – Eli Neiburger (2007 book)
- Connections (“Eliiiiiiii”)
- [Safe] Community
- Learning
- Literacies
 - Information
 - Media
- Teen developmental assets (Beth Gallaway)
- Instruction



Gaming Services in the Library





Different Types of Services

- Collection development



VG Video Games - MBMPL - Maxthon Browser

File Edit View Favorites Groups Options Tools Window Help Utilities

Address <http://www.mbmpl.org/vg/>

lib... m... i... p... e... N... V... ESA P... W... W... YouTube... M... Fr... TC... Li... E... wi... T... W... T...

MARIO BROTHERS MEMORIAL PUBLIC LIBRARY

VIDEO GAMES

RESOURCES PRESENTATIONS INTELLECTUAL FREEDOM COLLECTION POLICY COLLECTION DESCRIPTION MBM HOME SITE

GAMES

The average age of a gamer is 33. Most libraries collect resources on various topics such as knitting, golfing, and computer programing. Why should our collections related to gaming be any different.

You do not have to collect video games in order to have an up to date section. Providing resources about the development, history, art, and culture of video games are all essentail elements of an effective collection related to games. However if you collect popular DVDS I would urge you to extend you policy to incorporate game collections.

The thing to remember when collecting games is to understand the quality, popularity, and audience. Just as with selecting books. Some tools you might find useful is [Game Rankings](#) which combines professional and fan reviews of games to give an overall score.

I have written sample collection policy, intellectual freedom statements, and linked to various resources. I hope that this helps you in your endeavour to meet the needs of our future generations.

305 0 bytes 140M 39



Username: [input] Password: [input] Go



SEARCH: The Video Game Librarian Go

- Xbox 360
- Xbox
- PS3
- PS2
- PSP
- Wii
- GCN
- DS
- GBA
- PC
- NGE
- Retro

Search

All News X360 PS2 GCN DS PSP

Title [optional] The Video Game Librarian Console All Go

Currently Viewing: The Video Game Librarian sorted by Date in Descending order
 All # A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Title	Console	Date
The Video Game Librarian: The Halo Graphic Novel	MULTI	08/23/06
The Video Game Librarian: John Scalzi and the Old Man's War	MULTI	05/25/06
The Video Game Librarian: Breaking the M-Rated Barrier	PS2	04/13/06
The Video Game Librarian: It's The End of the Year As We Know It (And I Feel Fine)	PS2	01/25/06
The Video Game Librarian: A Librarian's Look at the Xbox 360 Launch	X360	11/16/05
The Video Game Librarian: The Novel Approach	MULTI	09/26/05
The Video Game Librarian: GameFest and the Bloomington Public Library	MULTI	08/26/05
The Video Game Librarian: Book 'Em	MULTI	07/20/05
The Video Game Librarian: Six Months Later	PS2	06/24/05
The Video Game Librarian	PS2	02/25/05

- We Aim to Game**
- » news
 - » reviews
 - » previews
 - » cheat codes
 - » accessories
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 - » screens/media
- Features**
- » specials
 - » interviews
 - » blogs
 - » mailbag
- Community**
- » forums
 - » reader reviews
 - » most wanted
 - » contests
- Profiles**
- » games
 - » franchises
 - » companies
 - » genres
 - » staff
- Poll**
- What system will be under your tree this year?

START THE SCIENCE REVOLUTION

BUY IT NOW!



Different Types of Services

- Collection development
- Support materials/services




PLCMC's Gaming Zone - Maxthon Browser

File Edit View Favorites Groups Options Tools Window Help Utilities

Address <http://thegamingzone.blogspot.com/>

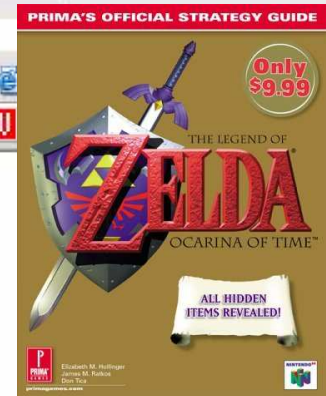
SATURDAY, AUGUST 19, 2006

Gaming Night for Families @ ImaginOn



First ever at ImaginOn for people of all ages. Over 100 showed up. Everything from Soul Calibur II, Guitar Hero in Studio i, origami in the Loft, manga reading in the Loft booths, intense chess games in Studio D, retro games on Tech Central's PC's, Madden and DDR in other rooms and board and computer games in Spangler. A lot of fun and lot of families. We'll do this again!

POSTED BY KELLY AT 9:52 AM



LoLo
Anime



Maxthon Browser window showing a PDF presentation slide. The slide title is "SEVEN THINGS YOU CAN DO TOMORROW TO MAKE YOUR LIBRARY MORE WELCOMING TO GAMERS". The slide content is a numbered list of seven items:

1. Use games to do readers advisory
2. Be a strategy guide
3. Embrace your inner technogeek
4. Be flexible
5. Plan change
6. Immerse yourself in pop culture ... especially video game culture
7. Try some games!

The browser interface includes a menu bar (File, Edit, View, Favorites, Groups, Options, Tools, Window, Help), a toolbar with navigation and utility icons, an address bar with the URL <http://gaminginlibraries.org/2005symposium/presentations/bethgallaway.pdf>, and a sidebar with sections for Bookmarks, Layers, Pages, Attachments, and Comments. The status bar at the bottom shows "2 of 26" and "0 bytes 191M 42".

GameRoom - Maxthon Browser

File Edit View Favorites Groups Options Tools Window Help Utilities

Address <http://www.stanford.edu/class/sts145/html/Gameroom.htm>

lib... m... e... N... S... A... E... P... W... W... YouTube... M... Fr... TC... Li... E... wi... T... W... T...

Source: *Software 2* (March 1983). From cover:

Instructor: Henry Lowood	Office: M 9.30-11; W 2.30-4, Green Library 321C
Send email to STS145 staff	TA: Wayan Lue . Graders: Douglas Wilson & Galen Davis
T 2.15-3.30; Th 2.15-4.05	Cummings Art Building, Art2

The Gameroom

There is a laboratory for this course, the "Game Lab," located in the [Media-Microtext Center](#) in Green Library. We are planning to have one each of the following machines available: Atari 2600 video console (this machine is a bit fragile), Vectrex Game Machine, Nintendo Entertainment System (NES) video console, Nintendo GameCube, Playstation 2, X-Box. Possibly, we will add a DOS-capable PC; a Windows-capable PC or two will also be available in the Media-Microtext Center.

The Library is building a selective collection of computer and video game titles. Several dozen titles are now available in the Media-Microtext Center. A partial [list](#) of most of the titles is available, and of course all titles held by Stanford can be found when you do searches in Socrates, the Library's on-line catalog.

The Library has acquired the Stephen M. Cabrinety Collection in the History of Microcomputing. This is a historical collection of software, and it includes several thousand game titles. The collection is housed in the Department of Special Collections. The best source of information about this collection is the archival finding aid, which can be found here: <http://oac.cdlib.org/findaid/ark:/13030/t529018f2>. Note, however, that only about 1/3 of the game software titles are listed by individual title. Most of the indexing is still at the box level, not the title level. A somewhat older [listing of game titles](#) in the collection is still available, which includes selected scans of some documentation, box covers, and other printed materials, as well as some information about the collector.

The Library is also acquiring archival collections in the history of game development. An example is Richard Bartle's papers relating to the original MUD game at the University of Essex. Information about these collections can be found either via finding aids or Socrates, as with other archival collections, as soon as processing is completed.

Of course, many other games, demonstrations, and emulations are available via the Web. Here are a few examples:

A Java simulation of the original PDP-1 version of [Spacewar](#).

[iPong](#), a Java implementation of the classic Pong game

[FreeArcade](#) (Java arcade-style games.)

Done 478 0 bytes 62M 40



Different Types of Services

- Collection development
- Support materials/services
- Reader's advisory



http://gaminginlibraries.org/2005symposium/presentations/bethgalloway.pdf - Maxthon Browser

File Edit View Favorites Groups Options Tools Window Help

Address: http://gaminginlibraries.org/2005symposium/presentations/bethgalloway.pdf


1. USE GAMES TO DO READER'S ADVISORY

INSTEAD OF:

- What authors do you like to read?
- What are the last 3 books you read and enjoyed?
- What did you like about them?

ASK:

- What movies do you like?
- What TV shows do you watch?
- What games do you play?




3 of 26

0 bytes 191M 42

Maxthon Browser window showing a presentation slide titled "10 YOUNG ADULT NOVELS WITH GAMING PLOTS". The slide lists 10 books with their authors and titles. The browser interface includes a menu bar, address bar, toolbar, and sidebar.

10 YOUNG ADULT NOVELS WITH GAMING PLOTS

1. Bloor, Edward. *Crusader*.
2. Card, Orson Scott. *Ender's Game*.
3. Horowitz, Anthony. *Eagle Strike*.
4. Lubar, David. *Wizards of the Game*.
5. Skurzynski, Gloria. *The Virtual War*.
6. Tangherlini, Arne. *Leo@fergusrules.com*.
7. Vande Velde, Vivian. *Heir Apparent*.
8. Vande Velde, Vivian. *User Unfriendly*.
9. Werlin, Nancy. *Locked Inside*.
10. Wieler, Diana. *Ran Van series*.



12 of 26

0 bytes 172M 42



Books for Teen Gamers

by Kelly Czarnocki

The year 2006 was a watershed for video games and libraries. With the release of two major systems (Microsoft's Xbox 360 and Nintendo's Wii), the launch of new gaming columns in many journals, and the publication of *Gaming and Libraries: Intersection of Services* by Jenny Levine and ALA TechSource, last year proved that gaming is an increasingly important part of serving teen library patrons. This summer ALA TechSource will further explore this topic through a gaming symposium (visit http://gaming.techsource.ala.org/index.php/Main_Page).

In celebration of YALSA's first Teen Tech Week, March 4–10, the list below links several video-game genres with related book titles that will appeal to young adults.

Next time you notice teens playing video games or reading gaming magazines, find out more about what games they like. Then suggest titles from the list below to partner with their interests. Youth titles are indicated with suggested grade levels; titles without grade designations were published as adult books. Our loose categories are meant to serve as a starting place, rather than a comprehensive list, of video-game genres. An expanded version of this article appears on *Booklist Online*.

LEAD Action Adventure Games



Action-adventure games, such as *Adys*, *New Super Mario Brothers*, and *Okami* feature suspenseful narratives and require players to solve problems as they progress through scenarios and interact with the games' characters.

Horowitz, Anthony. *Stormbreaker*. 2006. Philomel, paper, \$14.99 (0-399-24633-9). G, 4–9.

This graphic novel, adapted from Horowitz's screenplay for the *Stormbreaker* film, will grab gamers' attention. In a plot that is more fast-paced than that in Horowitz's novel of the same name, heroic Alex Rider faces his would-be killers.

Kostick, Conor. *Epic*. 2007. Viking, \$17.99 (0-670-06179-4). G, 7–10.

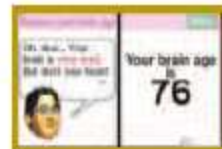
Kostick was a designer for the world's first live fantasy role-playing game in England, and his expertise is clear in this gripping first novel, set on New Earth, where violence has been banned for generations and conflicts are settled in the fantasy computer game Epic. Reviewed in this issue, p.84.

Meyer, L. A. *In the Belly of the Bloodhound: Being an Accountant of a Particularly Peculiar Adventure in the Life of Jacky Faber*. 2006. Harcourt, \$17 (0-15-205557-6). G, 8–11.

With a price on her head for piracy, 16-year-old Jacky Faber finds a haven in a Boston boarding school. Then kid nappers stow her and her classmates on a ship, and the wild, epic adventures begin.

LEAD Educational Games

Educational games, such as *Brute Age*, *Quest Atlantis*, and *Word Show*, are designed to teach people about a concept, culture, or historical event.



Green, John. *An Abundance of Katherines*. 2006. Dutton, \$16.99 (0-525-47688-1). G, 9–12.

Colin, a child prodigy who feels that he has already hit his peak, designs a mathematical theory of love that will predict the duration of a relationship.

The mathematical problems, historical references, word puzzles, and footnotes will engage gamers, as will the central friendship story.

McDonald, Janet. *Spellbound*. 2001. Famar, \$16 (0-374-37140-7). G, 7–11.

Raven's ticket out of poverty may be the scholarship she could earn by winning a local spelling bee. Try this with teens who love *Word Show*, as well as other online spelling and typing games.

LEAD Fighting Games



In these games, players fight each other or computer-controlled enemies, usually using some form of martial arts. Popular examples of the genre are *Tekken*, *Mortal Kombat*, and *Dead or Alive 4*.

Ataguan, Patrick. *The Yellow Jar: Two Tales from Japanese Tradition*, v.1. 2005. NBM, \$12.95 (1-56163-331-3).

Traditional Asian tales are often the source of video games. The beautiful visuals in this title should draw many gamers into the fairy-tale-like narrative and martial-arts-like combat.

Sakai, Sean. *Usagi Yojimbo: Glimpses of Death*, v.20. 2006. Dark Horse, paper, \$15.95 (1-59307-549-9). G, 8–11.

Once again, the vengeful samurai rabbit has new rivals he must combat through swordfights and clever clue-gathering. Teen gamers will appreciate the nonstop action as they try to solve the mystery in this graphic novel.

Sheridan, Sam. *A Fighter's Heart: One Man's Journey through the World of Fighting*. 2007. Atlantic, \$16.50 (0-87113-950-2).

Older teens drawn to combat games may enjoy Sheridan's memoir, which documents his fascination with fighting and the multiyear journey it led him through.

Wald, Mark. *Legion of Super-Heroes: Teenage Revolution*. 2005. DC Comics, paper, \$14.99 (1-4012-0482-1). G, 8–11.

This story of teens with superpowers who rebel against their parents and other ruthless characters will appeal to gamers who want to be heroes in their world.

LEAD First-Person Shooter Games



In games such as *Call of Duty*, *Battlefield II*, and *Halo 3*, the action is viewed from the viewpoint of the player's character (or First Person), who fights with handheld weapons.

Bowden, Mark. *Black Hawk Down: A Story of Modern War*. 1999. Atlantic, \$25 (0-87113-738-0).

Many teens might have seen the movie, and gamers will undoubtedly

Booklist
March 1, 2007



Different Types of Services

- Collection development
- Support materials
- Reader's advisory
- Open play





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lansinglibrary's photostream

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Gaming (Set)

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Gaming in libraries

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Additional information

Tallest vs. Shortest

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- bloomington public library (x)
 - normal public library (x)
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 - library (x)
 - libraries (x)
 - ddr (x)

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walkingpaper.org/267

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+ aaron schmidt's photostream

- DDR @ the Library (Set)




13 photos
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Tags

- DDR
- gaming in libraries
- 60558

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Additional Information

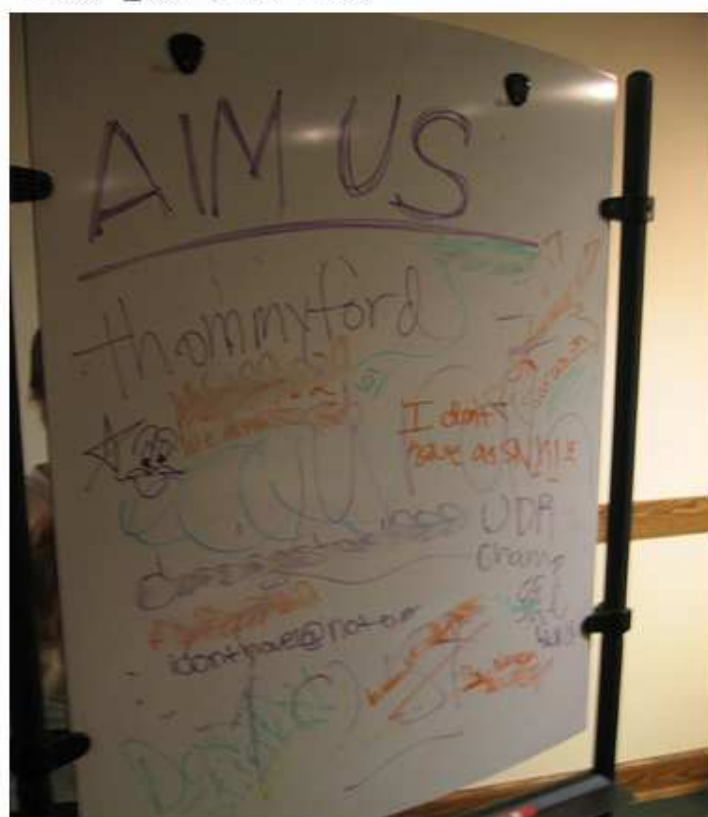
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- Taken with a Canon PowerShot S400.
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- Taken on November 25, 2005



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+ aaron schmidt's photostream

- DDR @ the Library (Set)



Tags

- DDR
- gaming in libraries
- 60558

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Different Types of Services

- Collection development
- Support materials
- Reader's advisory
- Open play
- Tournament play





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jblyberg's photostream

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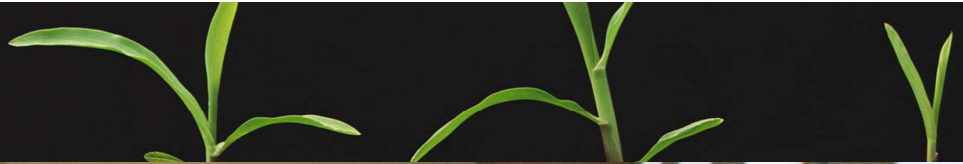
Tags

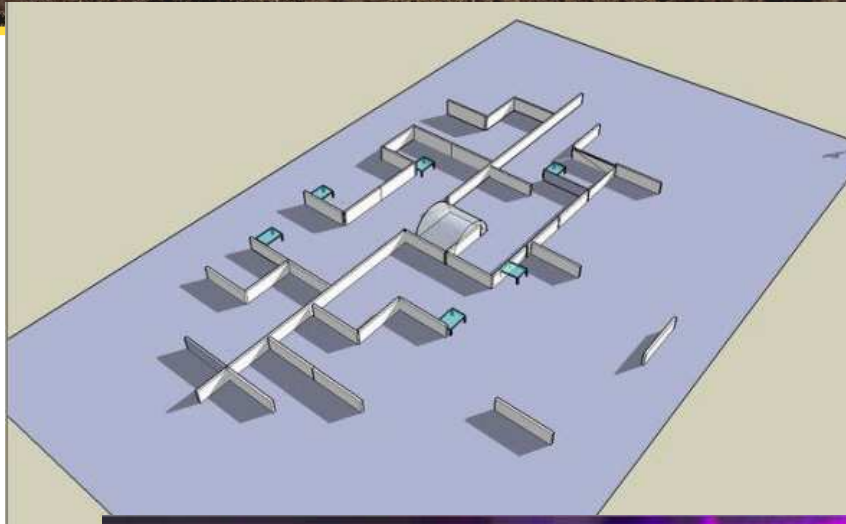
- aadl
- aadl.org
- aadlgt
- library

Additional Information

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○ Taken on November 17, 2005





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Ninja Tag Georgia Tech

Search

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Information

Event Info
Name: **Ninja Tag**
Tagline: **Tag with a twist - and ninjas!**
Host: RATS Week CeLiBration
Type: Sports - Pick-Up

Time and Place
Date: Saturday, August 19, 2006
Time: 8:00pm - 11:00pm
Venue: Georgia Tech Libraries - meet in lobby area next to sign.

Description
Think of it as a combination of capture the flag, flag football, and tag. Each 8-person team will have tags that be removed by the opposing team in a maze environment that requires stealth and cunning - thanks to strobes and black lights, not to mention obstacles. The team with the most left standing at the end of the game, or last one standing, wins movie tickets for Atlantic Station. There will be 3 shifts of 8-people teams, starting at 8, 9, and 10pm. RSVP as a group or individually - we'll place or add until we're up to 8!

We recommend dark clothes...

Photos
Displaying 3 photos. See All

Ninja Tag

Other Information
• Guests are allowed to bring friends to this event.

Other Invites
Maybe Attending
15 people might show up. See All

http://theubiquitouslibrarian.typepad.com/the_ubiquitous_librarian/2006/08/ninja_tag_the_g.html



Different Types of Services

- Collection development
- Support materials
- Reader's advisory
- Open play
- Tournament play
- Bibliographic instruction

Someone exploring religious beliefs should look in which section of the library?

A 000-100s

B 200-300s

C 100-200s

D The Multimedia Center

1,000,000
500,000
250,000
128,000
64,000
32,000
16,000
8,000
4,000
2,000

Hint

Hint

Hint

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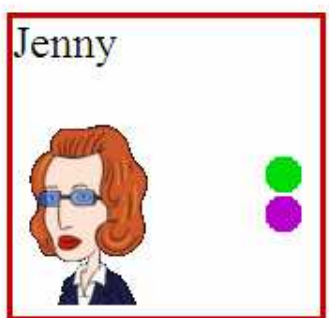
<http://www.quia.com/rr/124501.html>

 Jenny

Choose Your Resource
Choose the best place to find:

An article about Angelina Jolie's humanitarian work

1. Book
2. Website
3. Magazine
4. Scholarly Journal



XX



<http://library.uncg.edu/de/boardgame.html>

Game Project - Home - Fletcher Library - Maxthon Browser

File Edit View Favorites Groups Options Tools Window Help

Address: <http://www.west.asu.edu/libcontrib/game/website/index.cfm>

Fletcher Library Home Page | ASU at the West Campus | Contact Us

<http://www.west.asu.edu/libcontrib/game/website/>

Fletcher Library Game Project

Project Home | Welcome to the Fletcher Library Game Project

About the Project | **Goals of the Project**

- Design a paper-based game that will simulate the complex processes of selecting, using and evaluating multiple sources of information within a library setting as a prototype for a computer-based game
- Solicit feedback from stakeholders and conduct usability tests on the prototype
- Evaluate and asses board game's success and apply those concepts deemed valuable from this prototype to a computer-based game
- Design a computer game that will simulate the complex processes of selecting, using and evaluating multiple sources of information within a library setting
- Align the concepts taught within the game to the New Curriculum and the Information Skills Outcomes for First-Year Students document specifically outlined within the Fletcher Library Information Competencies (see appendix).

The Team

Presentations

Web Site Links

Bibliography

Done 0 185M 45



"Question Space"
When landing on this space, the player is asked a question. If answered correctly, the player may take another turn.

"Bookworm Hole Entrance"
When landing on this space the player is moved forward to the "Bookworm Hole Exit". The turn is then over.

"Roll an ASU"
If the player rolls an "ASU" on the dice, they must spin the "Wheel of Fate" and follow the directions.

"Bookworm Hole Exit"
These are the spaces where the player jumps to when landing on a "Bookworm Hole".





Arizona State University, West Campus

<http://www.west.asu.edu/libcontrib/game/internet-librarian/InternetLibrarian.ppt>



You need to find articles and background information in order to make a presentation. Which resources are best to use?

- a. Web sites you find using Google
- b. Books and encyclopedias
- c. A combination of library resources including journal and newspaper articles and books

Answer: c. A combination of library resources including journal and newspaper articles and books



Your instructor placed some articles on reserve for your class to read. You can:

- a. Access them online
- b. Go to the Circulation Desk to check them out
- c. Either A or B

Answer: c. Either A or B



“It was fun! I didn’t fall asleep or anything”

“Much better than just a lecture”



“I like the game!! Does Milton Bradley make that one?”



Arizona State University, West Campus

<http://www.west.asu.edu/libcontrib/game/internet-librarian/InternetLibrarian.ppt>

Quarantined:

Axl Wise and the Information Outbreak





Different Types of Services

- Collection development
- Support materials
- Reader's advisory
- Open play
- Tournament play
- Bibliographic instruction
- Participation gap

Building the Field of
Digital Media and Learning



An occasional paper on digital media and learning

Confronting the Challenges of Participatory Culture: Media Education for the 21st Century

Henry Jenkins, Director of the Comparative Media Studies Program
at the Massachusetts Institute of Technology

with

Kate Clinton
Ravi Purushotma
Alice J. Robinson
Margaret Weigel

MACARTHUR
The John D. and Catherine T. MacArthur Foundation





How Much Is this Going to Cost?





Free to No Cost

- Worth Public Library
 - Food & drinks
 - Projector/TV
 - Donated trophy
 - Staff time
 - Electricity



Middling Costs



- A single console – Playstation 2 or GameCube = \$100-\$120
- Special controllers such as dance pads or guitars = \$80-\$200
 - Plus the “free” list



http://theshiftedlibrarian.com/archives/2007/03/06/ddr_not_just_for_libraries.html



Pull-Out-All-the-Stops Costs

- Multiple consoles, multiple copies of games
- Networking equipment
- Prizes
- PR

- Player Info
- Clan Info
- Manage Registrations
- Leaderboard
- Results



[[BACK TO GT FRONT PAGE](#)]

Single Player Season Leaderboard (Updated Live)

*Qualified for Grand Championships

Place	Player Name	Total Points
1	TurtlePerson2	6600
2	shin Oroachimaru	6345
3	Mike S	5950
4	Pwnerer	5920
5	Bad driver	5420
6	Omega	5255
7	D-Rex	5145
8	FRIEDjellyWALNUT	4860
9	Dale W	4675
10	Sir Ducksalot	4645
11	Doomblaze	4540
12	Pickwick The Second	4265
13	Iain	4255
14	Iima bean	3670
15	Monkeyman	3520
16	life is viewtiful	3505
17	johninabox	3160
18	JuggleGuy	2965
19	Blue Monkey	2695
20	Snowman	2660
21	Money Maker	2625
22	swordmaster	2620
23	Tub O Lard	2590
24	Evil Bus Driver	2560
25	Hung Lo	2555
26	Chubbies	2230
27	Ben D	2210

Clan Season Leaderboard (Updated Live)

Place	Name	Total Points
1	 We Are Hard	33913
Top Members: shin Oroachimaru 6345 pts. Mike S 5950 pts. Omega 5255 pts. FRIEDjellyWALNUT 4860 pts. Other Members: JuggleGuy 2965 pts. That other guy... 1550 pts.		
Clan Bonuses: Clan Battle Champion 4000 pts. Clan Recruitment Bonus 501 pts. Clan Recruitment Bonus 501 pts. Clan Recruitment Bonus 501 pts. Clan Battle Champion 4000 pts. Clan Battle 3rd Place 2000 pts.		
2	 Bro's And Co.	28365
Top Members:		

Single Player Leaderboard

Totals For All Events

* = Qualified for

Place	Player Name	Points
1	TurtlePerson2*	6600
2	shin Oroachimaru*	6345
3	Mike S*	5950
4	Pwnerer*	5920
5	Bad driver*	5420
6	Omega*	5255
7	D-Rex*	5145
8	FRIEDjellyWALNUT*	4860
9	Dale W*	4675
10	Sir Ducksalot*	4645
11	Doomblaze*	4540
12	Pickwick The Second*	4265
13	Iain*	4255
14	Iima bean*	3670
15	Monkeyman*	3520
16	life_is_viewtiful*	3505
17	johninabox*	3160
18	JuggleGuy*	2965
19	Blue Monkey*	2695
20	Snowman*	2660
21	Money Maker*	2625
22	swordmaster*	2620
23	Tub O Lard*	2590
24	Evil Bus Driver*	2560
25	Hung Lo*	2555
26	Chubbies*	2230
27	Ben D*	2210
28	Cydian*	2200
29	Kwik-E-Mart*	2050

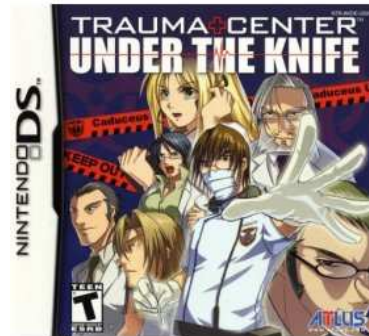
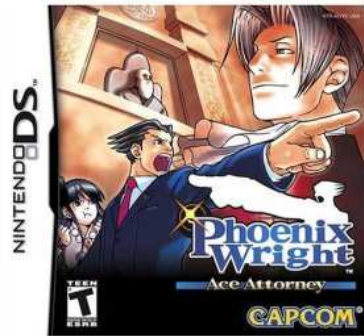
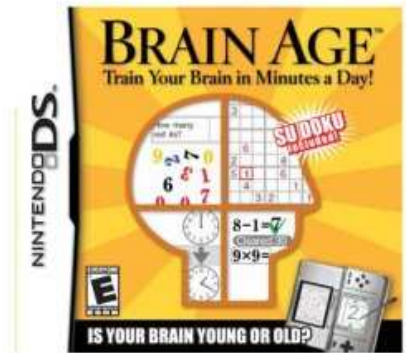
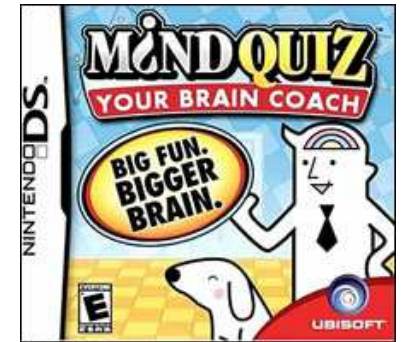


The Future





Nintendo DS





Nintendo Wii

Wii Trailer 1



Wii Trailer 1



<http://www.youtube.com/watch?v=73yDRm8KaWY>



Second Life Library Project



Library of Congress Exhibit Now Open In Second Life



The Library 2.0 has been working with the Library of Congress on a Declaration of Independence display that was officially announced and which opened yesterday on Info Island in Second Life. The exhibit includes diagrams, streamed audio, text in the form of

Uploaded on August 28, 2006
by [Pathfinder Linden](#)

Pathfinder Linden's photostream



1,139 photos
View as slideshow

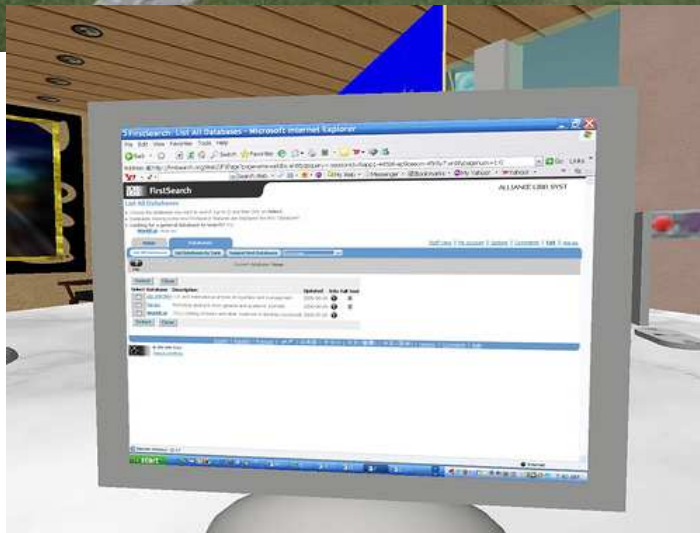
This photo also belongs to:

Library of Congress Exhibit Now Open In Second Life (Set)



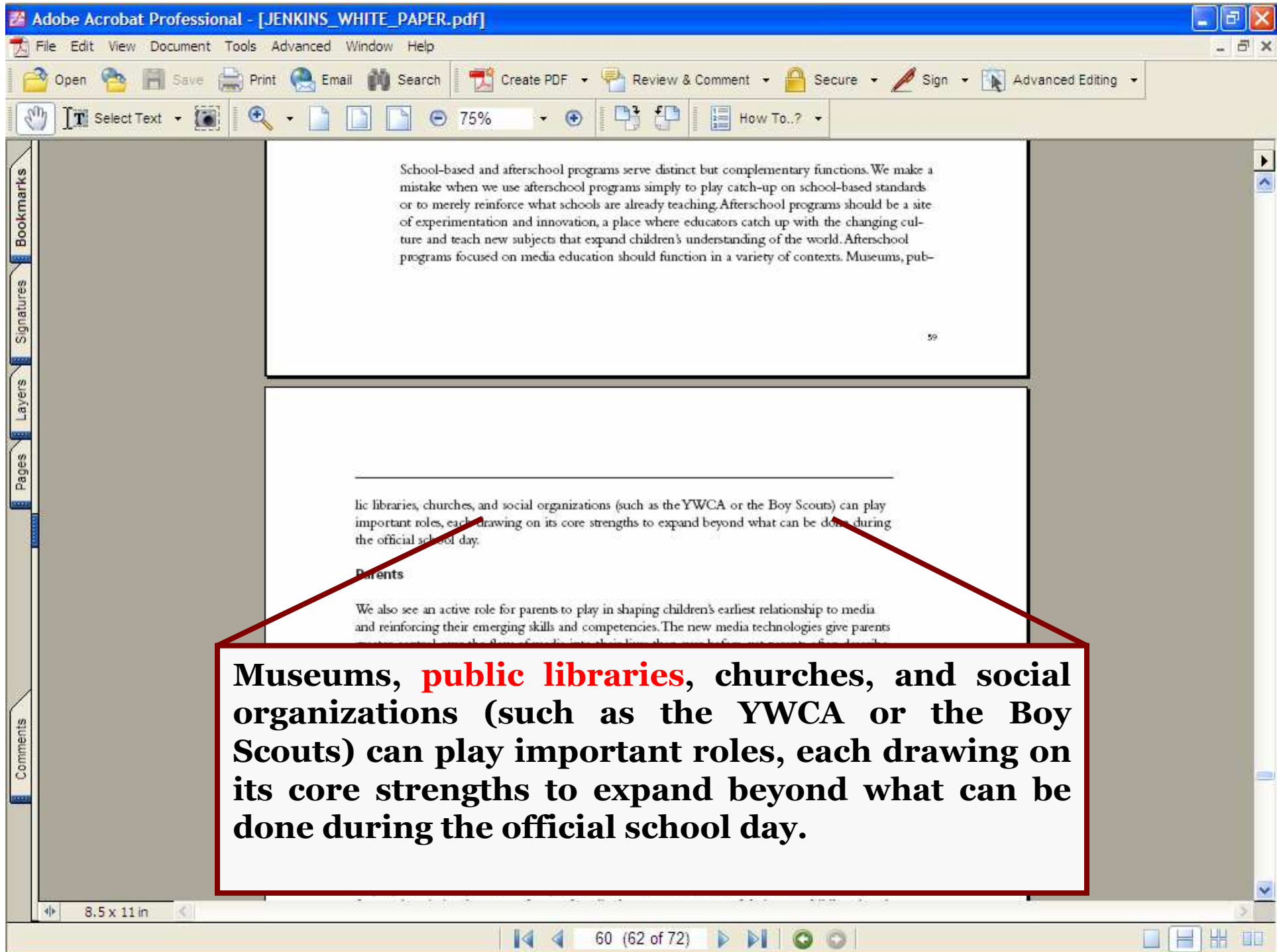
11 photos
View as slideshow

+ Second Life (Pool)



Lorelei Junot, and has about 200 members
Lorelei Junot: universities and museums

Screenshot by Sarah Houghton-Jan



School-based and afterschool programs serve distinct but complementary functions. We make a mistake when we use afterschool programs simply to play catch-up on school-based standards or to merely reinforce what schools are already teaching. Afterschool programs should be a site of experimentation and innovation, a place where educators catch up with the changing culture and teach new subjects that expand children's understanding of the world. Afterschool programs focused on media education should function in a variety of contexts. Museums, pub-

59

lic libraries, churches, and social organizations (such as the YWCA or the Boy Scouts) can play important roles, each drawing on its core strengths to expand beyond what can be done during the official school day.

Parents

We also see an active role for parents to play in shaping children's earliest relationship to media and reinforcing their emerging skills and competencies. The new media technologies give parents

Museums, public libraries, churches, and social organizations (such as the YWCA or the Boy Scouts) can play important roles, each drawing on its core strengths to expand beyond what can be done during the official school day.

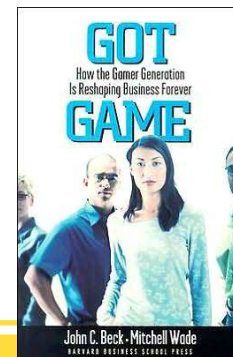
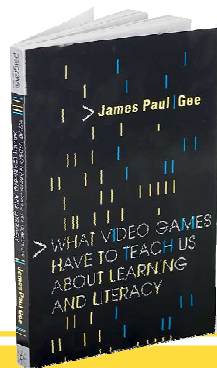
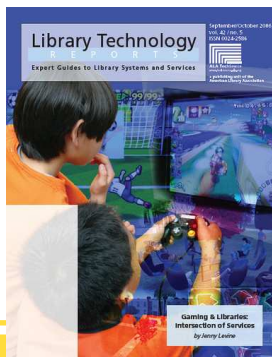


Adopt the Gamer Ethos

- Play
- Try
- Experiment
- “Good enough”
- Team-based approaches that utilize individual strengths

Further Reading

- “Meet the Gamers” –
<http://www.libraryjournal.com/article/CA516033.html&>
- *What Video Games Have to Teach Us about Learning and Literacy* – James Paul Gee
- *Got Game: How the Gamer Generation Is Reshaping Business Forever* – Beck and Wade
- *Gaming and Libraries: Intersection of Services* (me) -
<http://www.techsource.ala.org/ltr/gaming-and-libraries-intersection-of-services.html>
- Eli Neiburger’s book – June 2007, ALA Editions



Further Resources

- 2007 ALA TechSource Gaming, Learning, & Libraries Symposium (July 22-24) – <http://gaming.techsource.ala.org/>
- LibGaming Google group - <http://groups.google.com/group/LibGaming/>
- Game On: Games in Libraries - <http://libgaming.blogspot.com/>
- More at <http://www.libsuccess.org/index.php?title=Gaming>

Two URLs for free games

- <http://www.animeted.org/4librarians/video-games/Video-games-mmorpg.htm>
- <http://goodexperience.com/games/>



Questions ?



Jenny Levine

American Library Association

jlevine@ala.org

The Shifted Librarian

AIM: cybrarygal

Second Life: Cielo Paris