

# **Gaming in the Library**

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# Types of Games to Play

- Board or party games
- Video games
- DDR
- Guitar Hero
- Dungeons and Dragons

# Why Gaming?

- Gaming brings teens to the library
- Gaming provides a positive library experience
- Gaming encourages social interaction

- **Gaming is mentally and/or physically stimulating**
- **Gaming is mentally and/or physically challenging**
- **We incorporate finger plays, music, and dance into our preschool programs, so why not add zing to our programs for young adults**

# Challenges:

- Obtaining the equipment
- Selecting an appropriate location to hold the program
- Finding a time that best suits a teen's busy schedule
- Getting the teens to initially show up

- **Setting and enforcing a target age group**
- **Managing a large group of excited teens especially when there may be a long wait to play**
- **Hanging in there even if the program at first does not succeed**

# First Steps:

- Talk with the teens in your community to find out what types of games they want to play.
- Determine equipment requirements and costs . If it is not financially feasible, can you partner with a community group to share expenses?
- Figure out how and where you will store the equipment.

- **Select an appropriate location for the program considering both space requirements and noise issues.**
- **Solicit teen volunteers to help promote, introduce, or even lead the game. Especially if you are lousy at video games, aren't interested in learning to be a dungeon master, and don't want to demonstrate DDR or Guitar Hero.**

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*“Good luck promoting your program to get the people in the door. You’ll hook them once you have them there, but getting them to attend is the hardest part.”*

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Marissa Goodell  
Young Adult Librarian  
Romeo District Library