

# GOT GAME!!!

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# Getting Started

- Created Young Adult Advisory Board (YAAB)
- Ask teens what they would like to see in the library...get their ideas!!!
- Talk to your library director (plant the seeds of change)
- Philosophy for using technology

# Getting Dollars

- Local Businesses
- Grants
- Prizes
- Fundraising
- Library/Foundation

# Resources

- Staff and Local Expertise
- City Hall/Media
- Use Equipment You Have on Hand
- Food

# Professional Resources

- Nebraska Library Commission
- American Library Association
- Library Software System-Dynix/Horizon
- Library Journals and Magazines
- Teens/Gamers-They Know It All!

Bookmarks  
Pages  
Attachments  
Comments

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## Gaming in the Library

March 13, 2007

Jenny Levine

Internet Development Specialist & Strategy Guide,  
American Library Association

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## 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/tr/gaming-and-libraries-intersection-of-services.html>
- Eli Neiburger's book – June 2007, ALA Editions



Further Reading

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http://www.sirsidynixinstitute.com/Resources/Attachments/Slides/levine\_20070313.pdf - Windows Internet Explorer

http://www.sirsidynixinstitute.com/Resources/Attachments/Slides/levine\_20070313.pdf

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## 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/>

Further Resources

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# What We Have Purchased...

- Purchases



# Future Purchases

- **Wii**

<http://wii.nintendo.com/>

To make gaming as accessible to people of all ages and all abilities, Nintendo wanted to create a controller that was as inviting as it was sophisticated. The outcome is the Wii Remote. Nintendo fused the familiarity of a remote control with the sophistication of motion-sensing technology to come up with an input device for the ages! Sporting the size of a traditional remote control, the wireless Wii Remote is a multifunctional device that is limited only by the game designer's imagination. In a tennis game, it serves as your racket you swing with your arm. In a driving game, it serves as your steering wheel. For first-person shooters, the Wii Remote acts as your weapon that you point at an enemy. The list of potential uses goes on and on.



- **Plasma tv**

- **Software**



# Gaming Program/July 07















# The Word Gets Out!

- <http://www.nebraska.tv/home/8464922.html>

# What Do Teens Get From Gaming?

- Ownership in the Library
- Literacy
- Learning
- Motivation
- Connections

# Opening Up a Can of Worms...

- Open Play
- Tournaments
- Collection Development
- Justification for Gaming

# The End!

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Please stop and visit our new library!

Located at 211 N. Washington

Grand Island NE 68801