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.
“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.”

Marissa Goodell
Young Adult Librarian
Romeo District Library