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!
Gaming in the Library

March 13, 2007
Jenny Levine
Internet Development Specialist & Strategy Guide,
American Library Association

Slide 1
Further Reading

- “Meet the Gamers” – http://www.libraryjournal.com/article/CA51633.html
- What Video Games Have to Teach Us about Learning and Literacy – James Paul Gee
- Eli Neiburger’s book = June 2007, ALA Editions

Further Reading
Further Resources

- LibGaming Google group - http://groups.google.com/group/LibGaming/

Two URLs for free games
- http://goodexperience.com/games/
What We Have Purchased...

- Purchases

![Image of PlayStation 2 console and game cases]
Future Purchases

- **Wii**

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](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