

Games in Libraries 101

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Two Roads Diverged

- Does your library have games? No
 - Ideas to Advocate
- Does your library have games? Yes
 - Why? How?

Why we play games?

- To practice/experience new things in a safe space
- Interact and engage with people
- Relax and have fun



ARE BOARD GAMES GOOD FOR YOUR MENTAL HEALTH?





"CREATING ENGAGING EXPERIENCES THROUGH GAMEPLAY"

 WATCH NOW





ALAANNUAL
CONFERENCE & EXHIBITION

JUNE 23-29, 2021

VIRTUAL

GAMERT DISCUSSION SESSION:

**"YOU HAVE ADVANTAGE!" - STORIES ABOUT
HOW GAMES AND GAMING CAN IMPROVE
EMPLOYABILITY AND ENRICH LIVES.**

FEATURING...

- Ed Allen
- Emma Carlson
- Melway Jones



George Bengtson
GAMERT Treasurer

MODERATOR


Resources for Advocating


- [Dealing with obstacles and challenges to bringing games into the library.](#)
(GameRT)
- [You Have Advantage! Stories about how games and gaming can improve employability and enrich lives.](#) (ALA Annual)
- [Engagement with soft skills: Using board games to at the library to engage patrons and improve career readiness.](#) (ISL Webinar)
- [Critical Hit: Using Dungeons & Dragons to gamify training and evaluation.](#)
(ISL Webinar)


NAFCPL: How successful programming has been.

- D&D - attendance at programs:
 - half year 2022 – 138
 - 8 months 2023 – 115
 - Lot of repeat patrons
- Mariokart Tournament:
 - Attendance(NAFCPL)(one time event) – 14

- Circulation:
 - XBox Controllers
 - 2021-2023: 1073 patrons
 - Only 2023: 451 patrons
 - Nintendo Switch
 - 2021-2023: 712 patrons
 - Only 2023: 311 patrons









1

SPARSE

2

WILD

3

EXCITING

4

QUIET

5

GIANT

6

JOURNEY

7

HOLLOW

8

WHOLESOME

9

DANGEROUS

10

PUSH

11

ELECTRIC

12

BROKEN

The top card is a clue for the
'yellow' word

The bottom card is a clue for both
'yellow' and 'blue'



This is my clue for the 'red' word



The top card is a clue for 'blue'

The bottom card is a clue for both
'blue' and 'yellow'



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the the

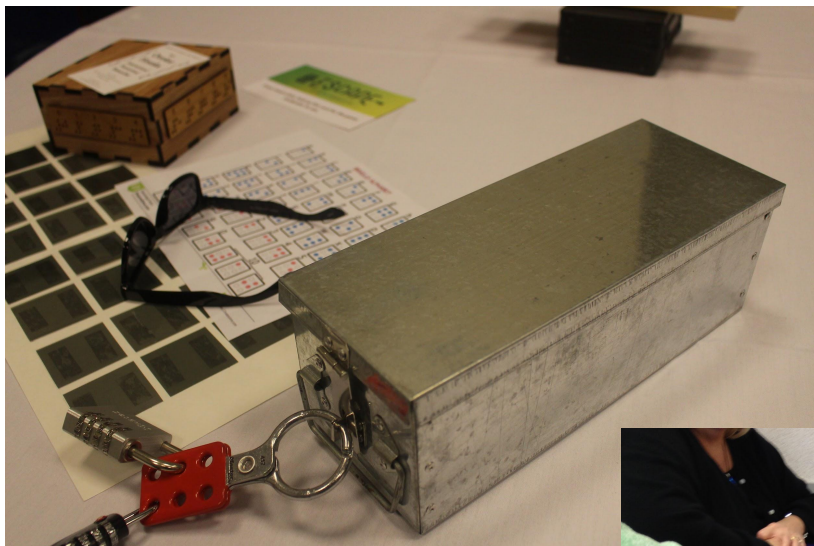


8
10
5

1	SPARSE
2	WILD
3	EXCITING
4	QUIET
5	GIANT
6	JOURNEY
7	HOLLOW
8	WHOLESOME
9	DANGEROUS
10	PUSH
11	ELECTRIC
12	BROKEN

Venn resources

- [Venn - How To Play](#) (11 minutes)
- [Venn Playthru](#) (30 minutes, cooperative)
- [VENN Board Game Playthrough on Gameplay'd with Becca, Adriana, Xander, Grant](#) (30 minutes, competitive)

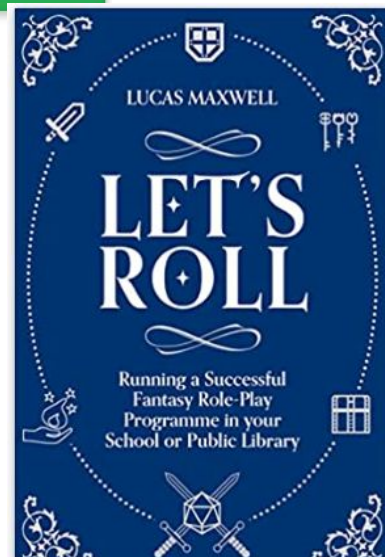
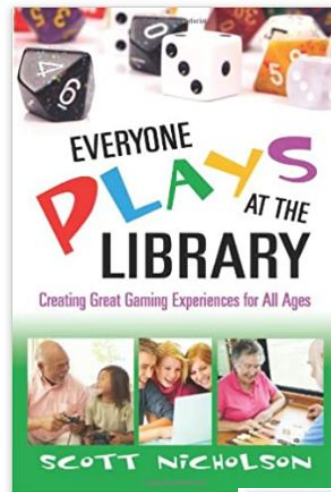




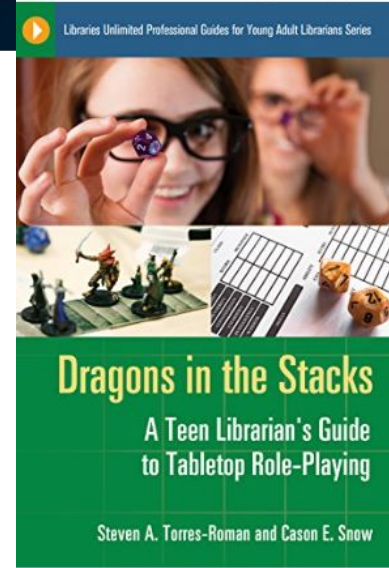
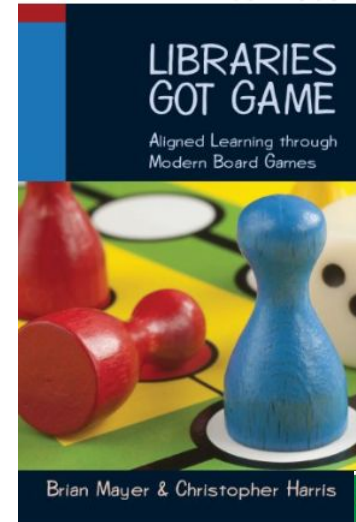
Resources

Books:

- Everyone Plays at the Library: Creating Great Gaming Experiences for All Ages
Scott Nicholson
978-1573873987
October 1, 2010
- Gaming SEL: Games as Transformational to Social and Emotional Learning
Matthew Farber
978-1433185953
March 31, 2021
- Let's Roll: A Guide to Setting up Tabletop Role-Playing Games in your School or Public Library
Lucas Maxwell
978-1783306138
February 23, 2023



- Tabletop Role-Playing Therapy: A Guide for the Clinician
Game Master
Megan A Connell
978-1324030607
March 28, 2023
- Gamify Your Classroom: A field guide to game-based learning.
Matthew Farber
978-1433126703
April 6, 2017
- Libraries got game: Aligned learning through modern board games.
Brian Mayer & Christopher Harris
978-0838910092
January 1, 2009
- Dragons in the stacks: A Teen Librarian's guide to tabletop role-playing
Steven A Torres-Roman & Cason E Snow
978-1610692618
October 17, 2014



Articles:

- Nicholson, S. (2011). Making gameplay matter: Designing modern educational tabletop games. *Knowledge Quest*, 40(1), 60-65.
- Nicholson, S., & Harris, C., (2008). Broadening our definition of gaming. *Library Technology Reports*, 44(3), 7-11.
- Pappas, J. (2013). Board in the library, parts one-six. Retrieved from <https://www.webjunction.org/news/webjunction/board-in-the-library-part-one.html>
- Treher, E. N. (2011). Learning with board games: Play for performance. *The Learning Key*, 1-10. Retrieved from https://www.thelearningkey.com/pdf/Board_Games_TLKWhitePaper_May16_2011.pdf
- Copeland, T., Henderson, B., Mayer, B., & Nicholson, S. (2013). Three different paths for tabletop gaming in school libraries. *Tabletop Gaming* 61(4), 825-835.

- [Author's Corner: Soft Skill Qualifications](#), The Hiring Librarian. April 18, 2023
- [To Play is Human](#) - Blog full of resources for all things games in children's and YA programming.
- [One Board Family](#) - reviews of board games with an emphasis on family play.
- Indiana State Library's games related webinar playlist:
https://youtube.com/playlist?list=PLolw3FNRIvdj_5sH5-s2TCQbMVMAiqKwl