Gaming Programs in Libraries

FEBRUARY 8TH, 2022

Before We Start…

❖ Recording available on Vimeo after training

❖ OPI certification available – please email Amelea Kim at akim@mt.gov

❖ MSL Certification through ASPeN

❖ Please use the chatbox, and/or your microphone!

Agenda

❖ Brief Overview of Gaming Programs in Libraries

❖ Library Sharing/Discussion Time

Library Gaming Resources

Teen Librarian Toolbox Blog

❖ Blog post with a lot of great links to explore

❖ November 12th as National Gaming Day @ Your Library (press release, kit, resources available)

❖ Focus on Video games, but also provides resources for non-tech gaming programs

❖ Life-size versions of games (Life, Candyland, etc)

❖ [Website Link](#)

Public Library Examples

❖ Utica Public Library: https://www.uticapubliclibrary.org/teens/gaming-at-the-library/
  ❖ Explains the WHY behind gaming, how it can build/develop skills

❖ Oak Creek Public Library: https://oakcreeklibrary.org/gaming-room/
  ❖ Having dedicated space for gaming/technology/etc, people can rent out the space

❖ Deerfield Public Library: https://deerfieldlibrary.org/games/

❖ San Antonio Public Library: https://guides.mysapl.org/videogames
  ❖ Information on making games, games as a creative, narrative, and storytelling piece of art

❖ Seattle Public Library: https://www.spl.org/programs-and-services/fun-and-games/gaming

Scholarly Resources

❖ https://researchguides.library.wisc.edu/c.php?g=178202&p=1168669

❖

https://digitalcommons.georgefox.edu/cgi/viewcontent.cgi?referer=&httpsredir=1&article=1157&context=tcl

Library Discussion and Sharing

Questions to Start

❖ What current gaming programs do you have at the library? What age groups do they target?

❖ Video games in libraries: Is this something that you all are exploring/doing?

❖ What questions do you have for starting a gaming –focused program?

❖ Are there other resources/information that I can help find?