Everybody Plays! Even Librarians!
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Gaming in the Library
• Plan a gaming program
  o What you will need:
    § Console and Game
    § Extension cords
    § Screen/wall
    § Projector
    § People

Gaming in the Library
• Have only one console? Keep registrations to a minimum.
• Make sure you know how to play/troubleshoot the game
• Have a few game options
• Don’t plan too many rules…gaming programs work well when participants are able to “take over” the program. But DO be aware of game hoggers.
• Have some board games around for the kids who are waiting to play the video games.
National Gaming Day!

- Annual Event sponsored by ALA, North Star Games, and DEMCO.
- November 12, 2011
- A great day to start your gaming programs!

Resources

I Love Libraries
http://ngd.ala.org/
User quotes, FAQs, handouts, and videos

- SLS Game Library:
http://sls.gvboces.org/gaming/

Games in Libraries - A podcast about Games, Gaming, and Gamers in Libraries
http://www.gamesinlibraries.org/

Resources available in the MLS Professional Collection

- Gamers-- in the library?! : the why, what, and how of videogame tournaments for all ages
  - Eli Neiburger

Libraries got game : aligned learning through modern board games
  - Brian Mayer

Got game : how the gamer generation is reshaping business forever
  - John C. Beck