GAMING @ YOUR LIBRARY

A look at collections, programming and best practices.

Presented by
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Finger Lakes Library System

FINGER LAKES LIBRARY SYSTEM

AGENDA:

Welcome & *Brief* Introductions. Fill out top ½ of evaluation   **10:00-10:05**
(5 minutes)

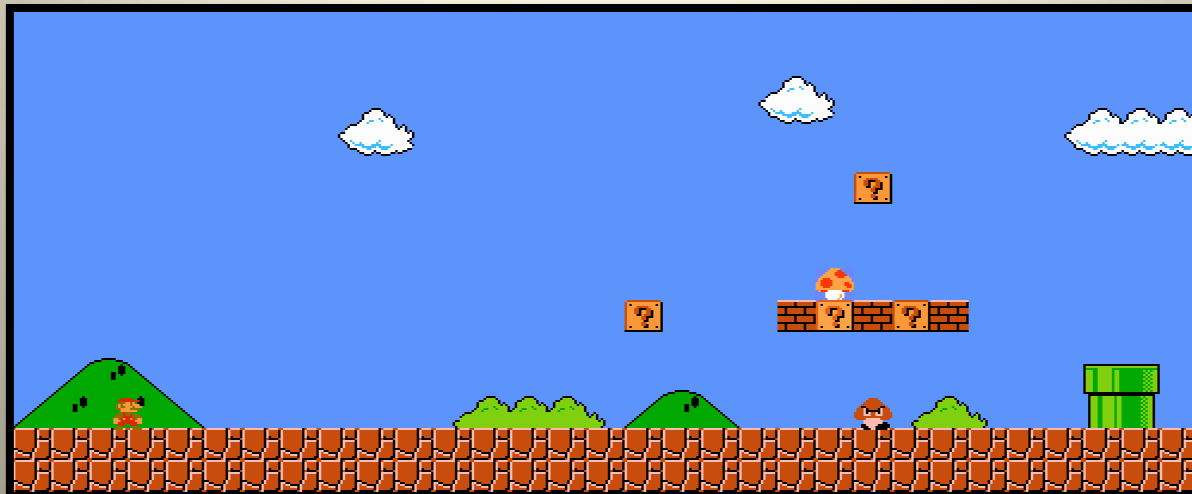**What's New in Gaming?**   **10:05– 11:30**
(90 minutes)

Demos/Questions/Fill out bottom of evaluation   **11:30 - Noon**

WHY DO WE PLAY?

- **Play is critical to human development**
  - Research proves that play:
    - Builds ability to solve problems, negotiate rules, and resolve conflicts.
    - Develops confident, flexible minds that are open to new possibilities.
    - Develops creativity, resilience, independence, and leadership;
    - Strengthens relationships.
    - Helps grow strong healthy bodies and reduces stress.

- From the International Center for the History of Electronic Games: http://www.thestrong.org/about-play Accessed November 16, 2013

"GAMES ARE JUST FOR KIDS"
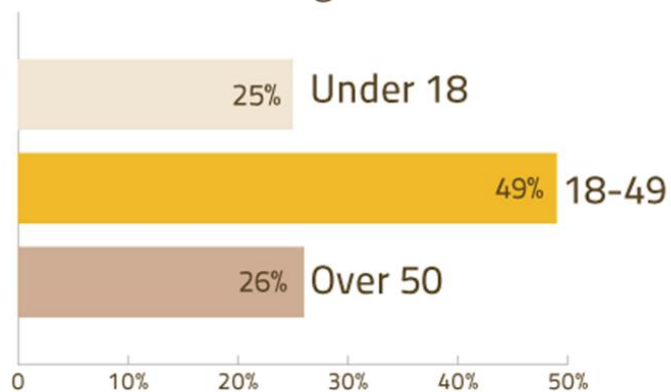
The Gamer

34YRS
The average age of a gamer[1]
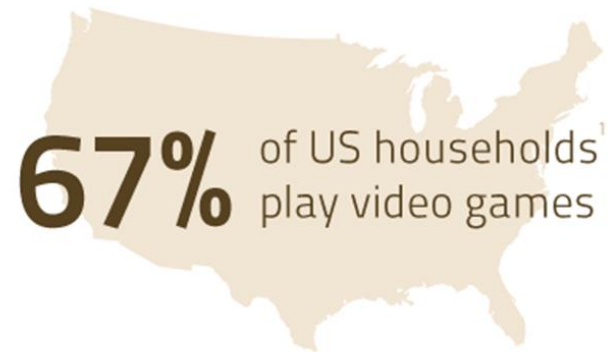
39YRS
The average age of most frequent game purchaser[2]

12YRS
Average number of years adult gamers have been playing computer/video games[1]

2010 Gamer Ages[3]

25% Under 18

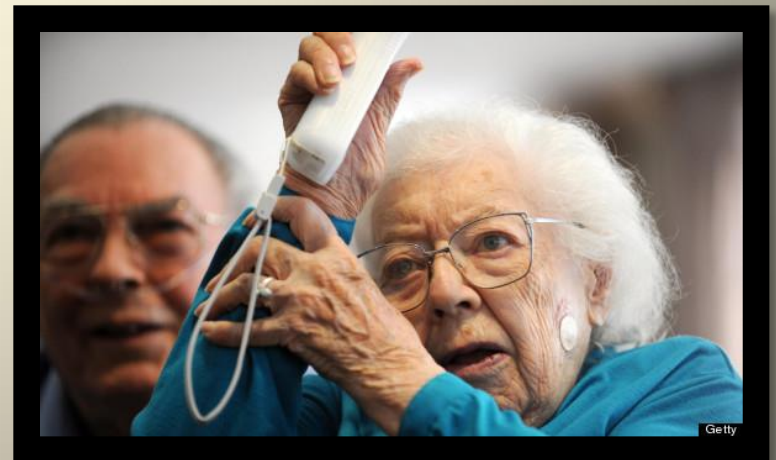49% 18-49

26% Over 50

67% of US households play video games[1]

ADULTS AND GAMES

- Videogames have been linked to
  - Countering depression
  - Preventing falls in seniors
  - Improving mental health
  - Increased socialization
  - Enhanced creativity

TEENS AND GAMES

40 Developmental Assets for Adolescents developed by the Search Institute that can be adapted to Gamers.

- **Commitment to Learning**
  - 21. Achievement Motivation
    - Young person is motivated to do well in the game.
  - 22. Learning Environment Engagement
    - Young person is actively engaged in learning how to play the game and interact with other players.

- **Social Competencies**
  - 32. Planning and decision making
    - Young person knows how to plan ahead and make choices.
  - 33. Interpersonal competence
    - Young person develops courtesy and resilience when interacting with other gamers, some of them from other parts of the world.

- **Positive Identity**
  - 37. Personal Power
    - Young person feels s/he has control over "things that happen to me" within the realm of the game.
  - 38. Self-esteem
    - Young person reports having a high self-esteem from mastering gaming skills.

http://www.search-institute.org/content/40-developmental-assets-adolescents-ages-12-18

CHILDREN AND GAMES

Children who play do better in school and become more successful adults

- Through play children learn to:
  - Question, predict, hypothesize, evaluate, and analyze.
  - Form and substantiate opinions.
  - Extend the literature experience.
    - Co-reading activities
- Entertainment and learning combined.

VIDEOGAMES AND LITERACY

- Reading levels range from 2nd-12th grade reading level
  - Lexile 230-1220
- Reading is not an activity replaced by videogames. It is an basic part of what it means to participate and play.
- More than one third of gamers regularly read game related texts:
  - Game reviews
  - Strategy websites
  - Fan fiction
  - Forum discussions
- Videogames should be considered to be a solution to rather than a cause of a lack of reading problem.
- Games are interest driven rather than required.

http://www.wcer.wisc.edu/publications/workingPapers/Working_Paper_No_2011_03.pdf

Video Games and Learning

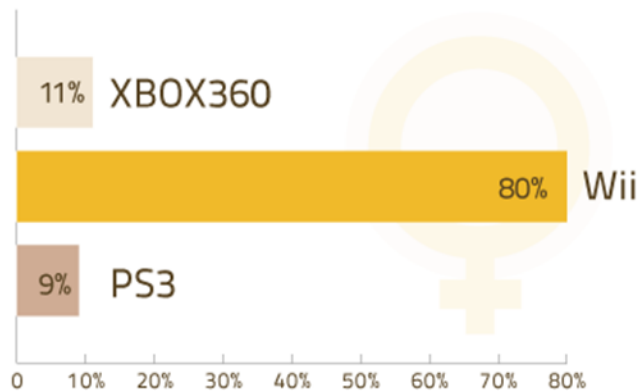| Books	Video Games
Effort and concentration	Effort and concentration
Imagination	Decision-making
Mental exercise	Mental exercise
Content	Cognitive processes
Story	Action
Following narrative threads	Long-term planning
Passive	Active
Comprehension	Exploration
Pre-determined outcome	Player's choices create outcome

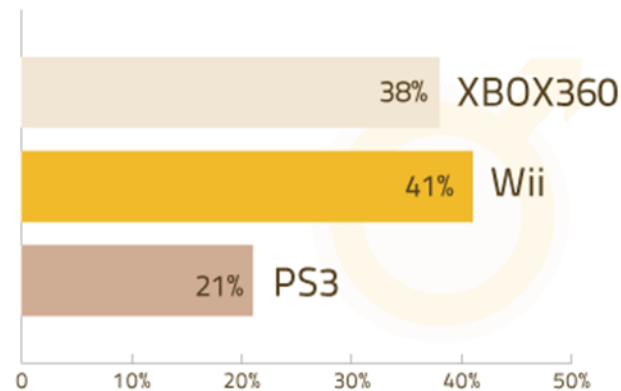*Everything Bad is Good For You* / Johnson

GENDER AND GAMES

2010 Primary Console **Female** Players[5]

11%	XBOX360
80%	Wii
9%	PS3

0 10% 20% 30% 40% 50% 60% 70% 80%

2008 Primary Console **Male** Players[6]

38%	XBOX360
41%	Wii
21%	PS3

0 10% 20% 30% 40% 50%

40% of all gamers are female[1]

http://www.esrb.org/about/images/vidGames04.png

WHAT GAMES ARE OUT THERE?

WII AND WII-U

- Cross compatible
- High Definition
- Gamepad vs Controllers
- Family Friendly
- "You"

PS3

- Blu-ray and DVD player
- More family friendly games than 360
- PlayStation Move
- PlayStation Network

XBOX360

- Mostly online gamers
- Only system with disk based Minecraft
- Kinect capabilities for programming
  - Controller-free gaming experience

USING THE KINECT

http://www.youtube.com/watch?v=r5-zZDSsgFg

NEXT GEN CONSOLES

- **XBOXONE** – Retails 499.99
- **PS4** – Retails 399.99

NINTENDO HANDHELDS

- Nintendo DS (Dual Screen)
  - DS Lite
  - DSi
  - DSi XL
  - 3DS
  - 3DS XL
  - 2DS
- Durable
- Compatible
- Streetpass

Other Handhelds

- PlayStation
  - PSP
  - PS Vita
- Leapster

GAMING PORTALS

- Skylanders

- Disney Infinity

- Combines physical with digital "Phygital" or "interaction figures"
- Ideal for programming
- Investment

PC, TABLET AND PHONE GAMING

- Trending Tablet Games
  - Candy Crush Saga
  - Angry Birds
  - Words With Friends
- Early Learning: Tablet Tales
  - Apps in Storytime
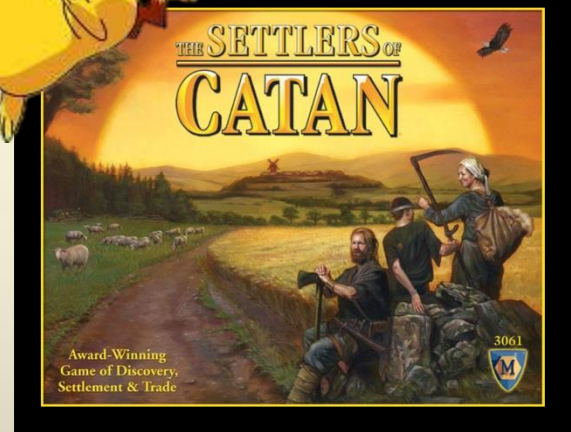- Minecraft
- SCRATCH

MINECRAFT VIDEO

https://minecraft.net/

BOARD, CARD, AND…PAPER?

- World building
- Story writing
- Imaginative play
  - Dungeons and Dragons
  - World of Darkness
  - World of Warcraft
  - Settlers of Catan
  - Magic the Gathering
  - Yu-Gi-Oh
  - Pokemon

AWE EARLY LEARNING CENTERS

AWE Rep Contact:
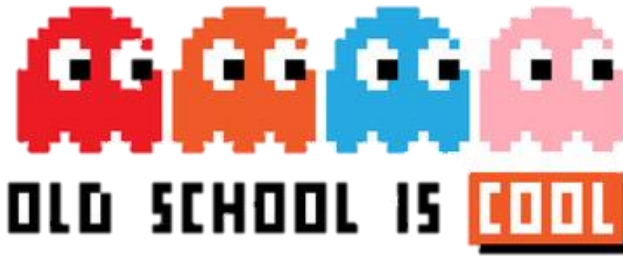
Joan C. Wicks

wicksj@awelearning.com

610-348-2200

or 609-954-9061
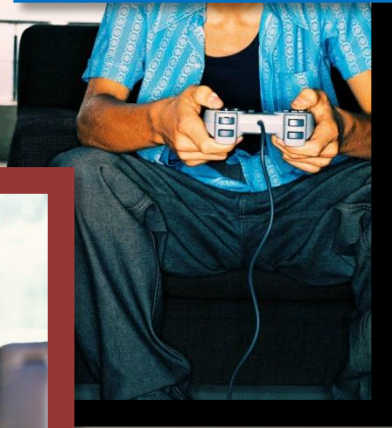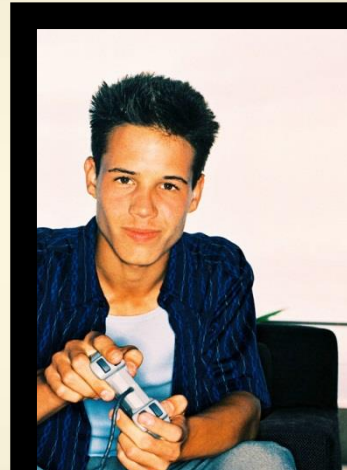
http://www.awelearning.com/en/markets/libraries/publiclibraries/

# STARTING AND MAINTAINING YOUR COLLECTION

KNOW YOUR AUDIENCE

- Casual
- Core
- Hardcore
- Pro
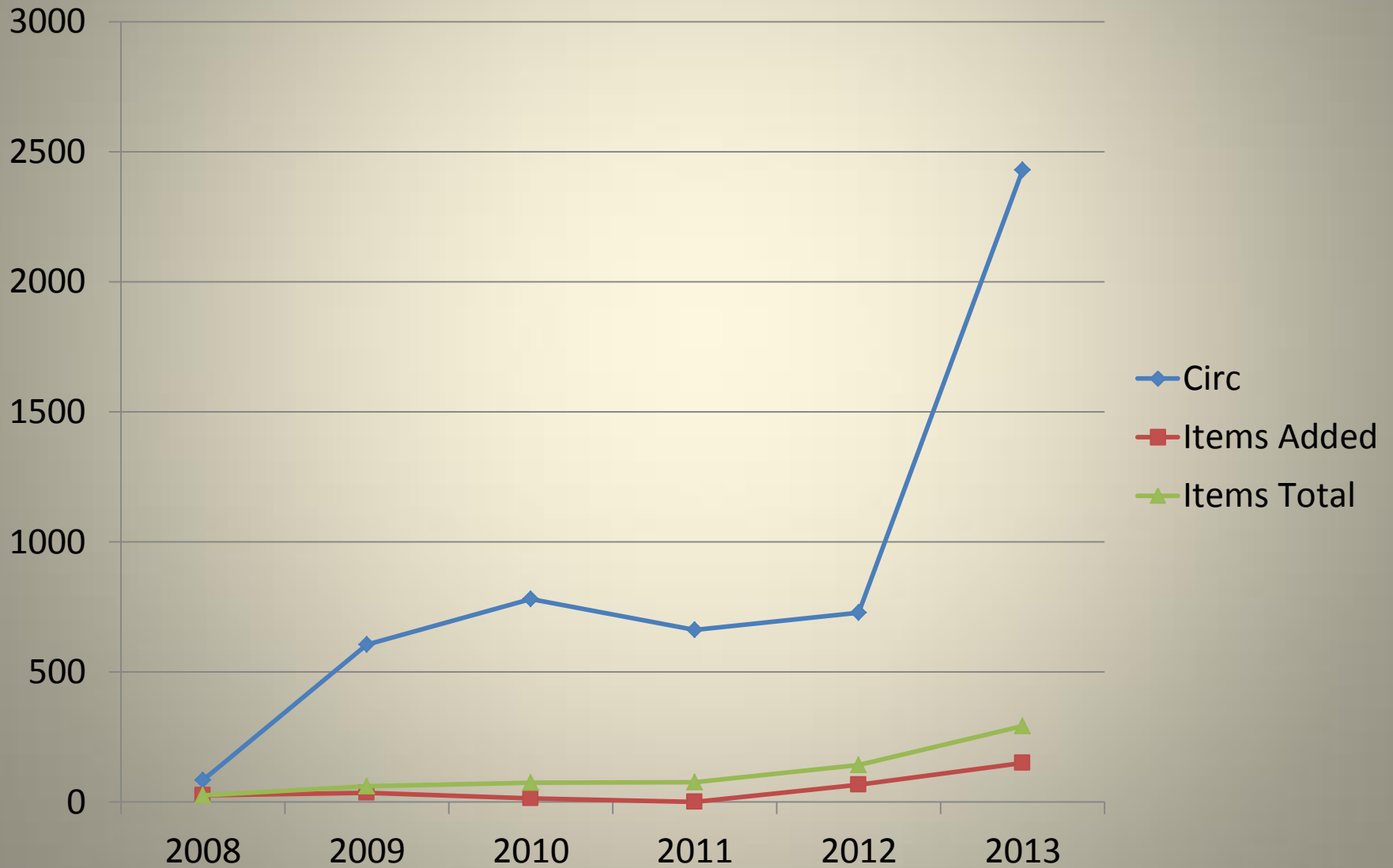- Newbie (n00b)
- Retrogamer
- Gamer Girl

FLLS CURRENT COLLECTIONS

- Systems and Accessories (for programs)
  - 3DS
  - 2DS
  - Playstaion 3
  - Wii Sports Kit
  - Wii Console
  - Rock Band
  - Wii Wheels
  - Zapper Guns

- Games (floating collections for patrons)
  - Nintendo Wii
  - PlayStation 3
  - XBOX 360
  - Nintendo DS
  - Nintendo 3DS
  - Board Games
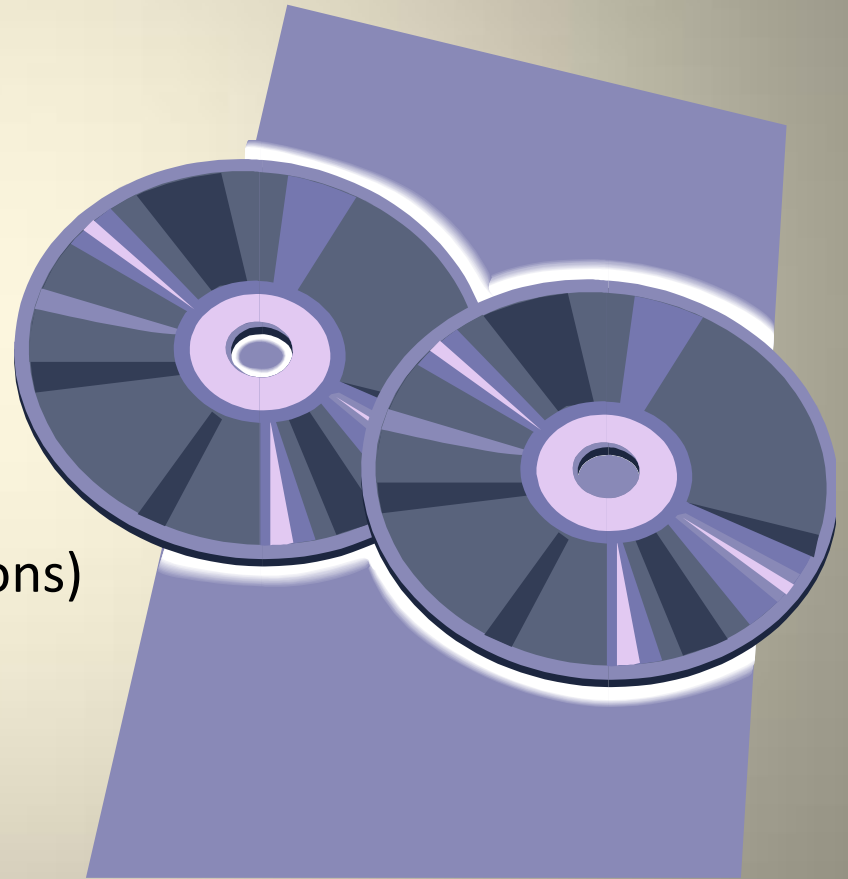
FLLS GAMING CIRCS

WHAT DO I BUY?

- Where should I look?
  – Gameinformer Magazine
  – GameFAQs Top Lists
  – http://www.flls.org/collection-development/#gaming
- How long should I loan them?
  – 7-14 days average
- Where should I order from
  – Crimson Inc (Library Vendor)
  – Amazon
  – Gamestop
    • PUR Card
    • Gameplay guarantee
    • Used games

COST

- **PS3: $179- $259.00**
  - $20-60
- **PS4 $400**
  - $60
- **XBOX360 $129-299**
  - $20-60
- **XBOXONE $500**
  - $60

- **Wii $70-120**
  - $10-$50
- **Wii- U: $250**
  - $40-60
- **3DS $200**
  - $5-40
- **2DS $129**
  - $5-40

ACCOMPANYING GAMING MATERIALS

- Players Guides
  - 200-1200 pages
  - Average of 45,000 words
- Popular Books
  - Scott Pilgrim
    - Bryan O'Malley
  - *Level Up*
    - Gene Yang
  - *Ender's Game*
    - Orson Scott Card
  - *Daniel X*
    - James Patterson
  - *For the Win*
    - *Cory Doctorow*
  - *Magic Pickle*
    - *Scott Morse*
  - *You*
    - *Austin Grossman*

WHAT IS YOUR POLICY?
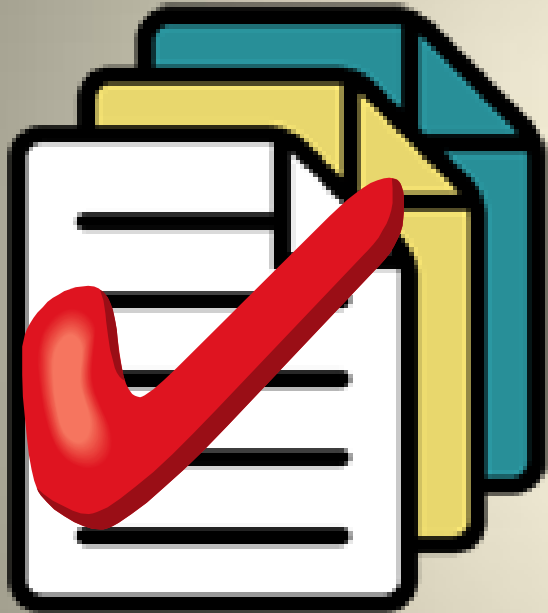
- A Good Policy Includes:
  - Clear guidelines
  - Opt-out instead of Opt-in
  - Library Bill of Rights
  - Freedom to Read
  - Challenged materials form

RATINGS VS INTELLECTUAL FREEDOM

MPAA AND ESRB

According to the Library Bill of Rights:

   Motion Picture Association of America (MPAA) movie ratings, Entertainment Software Rating Board (ESRB) game ratings, and other rating services are private advisory codes and have no legal standing. For the library to add ratings to nonprint materials if they are not already there is unacceptable. It is also unacceptable to post a list of such ratings with a collection or to use them in circulation policies or other procedures. These uses constitute labeling, "an attempt to prejudice attitudes" and are forms of censorship. The application of locally generated ratings schemes intended to provide content warnings to library users is also inconsistent with the Library Bill of Rights.

- Intellectual Freedom

  – The courts of law that have examined the legal status of video games have ruled that video games are a form of speech protected by the First Amendment. These courts have also ruled that laws restricting minors' access to video games that are violent or are rated "Mature" are a form of censorship that violates minors' First Amendment rights. (www.ftrf.org)

- Shelving considerations and ESRB
  – Children vs Adult collections
  – Know your Audience!
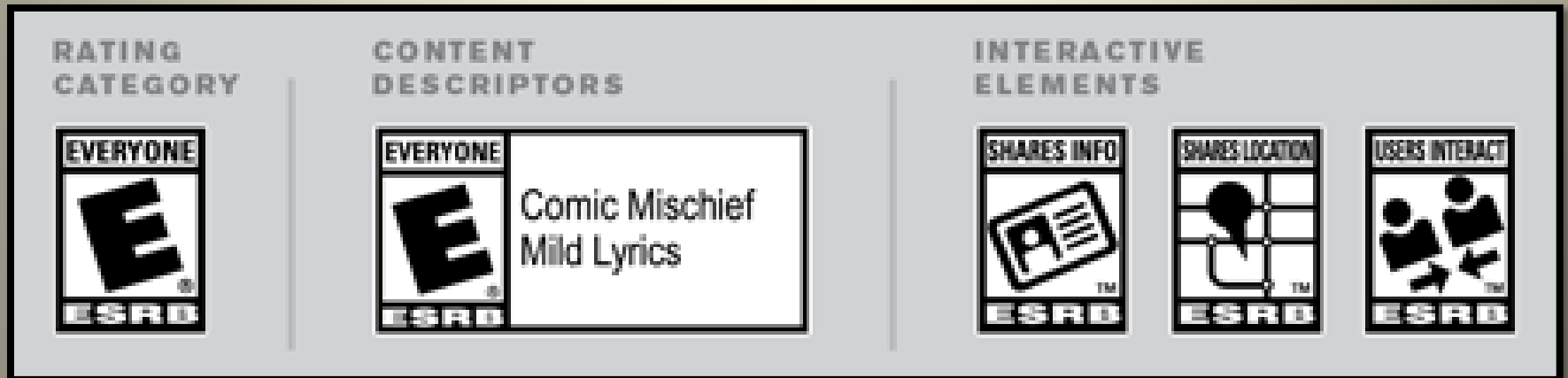
. . . The "right to use a library" includes free access to, and unrestricted use of, all the services, materials, and facilities the library has to offer. Every restriction on access to, and use of, library resources, based solely on the chronological age, educational level, literacy skills, or legal emancipation of users violates Article V.

. . . [P]arents—and only parents—have the right and responsibility to restrict access of their children—and only their children—to library resources. Parents who do not want their children to have access to certain library services, materials, or facilities should so advise their children. **Librarians and library governing bodies cannot assume the role of parents** or the functions of parental authority in the private relationship between parent and child.

Rating Categories

EARLY CHILDHOOD
Content is intended for young children.

EVERYONE
Content is generally suitable for all ages. May contain minimal cartoon, fantasy or mild violence and/or infrequent use of mild language.

EVERYONE 10+
Content is generally suitable for ages 10 and up. May contain more cartoon, fantasy or mild violence, mild language and/or minimal suggestive themes.

TEEN
Content is generally suitable for ages 13 and up. May contain violence, suggestive themes, crude humor, minimal blood, simulated gambling and/or infrequent use of strong language.

MATURE
Content is generally suitable for ages 17 and up. May contain intense violence, blood and gore, sexual content and/or strong language.

ADULTS ONLY
Content suitable only for adults ages 18 and up. May include prolonged scenes of intense violence, graphic sexual content and/or gambling with real currency.

RATING PENDING
Not yet assigned a final ESRB rating. Appears only in advertising, marketing and promotional materials related to a game that is expected to carry an ESRB rating, and should be replaced by a game's rating once it has been assigned.

PROGRAMMING IDEAS

- Teen and/or Family Game Nights
- International Games Day
  - Yearly in November
- Wii Senior Bowling
  - Outreach
- Sports Leagues
- Dungeons and Dragons
- Life-sized games
- Fan Fiction

MORE PROGRAMMING IDEAS

- Skylanders or Infinity Tournaments

- Tablet Tales

- Bored Games

- Off the Screen

- Chess Clubs

- Cosplay

- Big Game Hunting

- Minecraft
  - With and without a computer

RESOURCES

- Museum of Play:
  http://www.icheg.org/

- Minecraft in the Classroom:
  http://www.thedigitalshift.com/2012/05/k-12/minecraft-in-the-classroom-and-library/

- GameFAQs: One stop shopping for gaming needs:
  www.gamefaqs.com

- *The History of Videogames:*
  http://www.pbs.org/kcts/videogamerevolution/history/

- Violent Media and Intellectual Freedom
  http://www.ftrf.org/blogpost/852091/158707/Libraries-and-Violent-Media--an-intellectual-freedom-framework

- Freedom to Read Foundation
  http://www.ftrf.org/

- Minecraft with Teens:
  http://www.wikihow.com/Play-Minecraft

- Circulation Policies on Games:
  http://libsuccess.org/index.php?title=Libraries_Circulating_Games

- Children's Access
  http://www.ala.org/advocacy/intfreedom/librarybill/interpretations/acceschildren

- iPad and Tablet Integration
  http://www.slideshare.net/ALATechSource/integrating-ipads-and-tablets

- SCRATCH
  http://scratch.mit.edu/

- Senior Living
  http://www.holidaytouch.com/Retirement-101/senior-living-articles/activities-and-lifestyle/video-games-not-just-for-kids

- 9 Ways Videogames are good for us
  http://www.huffingtonpost.com/2013/11/07/video-games-good-for-us_n_4164723.html

- Levine, Jenny. "Broadening Our Definition of Gaming." *Library Technology Reports.* (April 2008) p. 7-11.

- Nicholson, Scott. "Finish Your Games So You Can Start Your Schoolwork: A Look at Gaming in School Libraries." *Library Media Connection.* (February 2008) p. 52-55.

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- Enis, Matt. "Saving Games" *Library Journal. (*October 15, 2013). p. 44-47.

- Gerber, Hannah. "Fostering Collaboration, Cooperation, and Independent Reading and Writing through Sports Video Games." *Voya.* (June 2013). p. 42-43.

RESOURCES AVAILABLE AT

[www.flls.org/ programming/ programming resources/](www.flls.org/programming/programmingresources/)

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