



Gaming @ the Library

*Workshop Agenda
Winter-Spring 2007*

Beth Gallaway
Instructor
An Infopeople Workshop

What is a Game?

- ◆ Definitions to Get You Started
Exercise #1: Try a Game...Right Now!

Benefits of Games... at the Library

- ◆ Why Games?
Exercise #2: Games Are Like Books, Part I
- ◆ What Are the Benefits of Games?
Exercise #3: Set Game
- ◆ Who Are the Gamers?
Exercise #4: Gaming by the Numbers

The Gamer-Friendly Library

- ◆ Six Things You Can Do to Serve Gamers
Exercise #5: Reader's Advisory to Gamers

Creating Game Collections

- ◆ Creating and Managing Game Collections
- ◆ What Makes a Good Game?
Exercise #6: What Makes a Good Game?

Try Some Games

- ◆ Model Gaming Programs
Exercise #7: GameCrazy
Exercise #8: Beta Project

Summary and Evaluation

There will be two 15-minute breaks and an hour for lunch.