

Stanley Strauss:PPT and handouts for today's webinar are available at: <https://infopeople.org/civicrm/event/info?reset=1&id=606>

James W:Thanks.

Tara Roberts:Thank you

Dug Miller:We have games, but they are just not in the collection

Katelyn Widener:just to clarify you mean tabletop games right

Kelsey Smith:We've got some on order right now!

Dee:same here, we don't loan them out

Lisa Schachner:Our tabletop games also do not circulate

lworden@placentialibrary.org:Hello from Placentia, Calif.

arpinee:we have games but not in collection

audra:same, games for programs but not in the collection to circ

Jennifer Rike:my games are also not in the collection they are set out for students to use

James W:Our library system has them, but no one seems to know what to do with them.

arpinee:we have programs that teens play with them

Tracy Miller:games, but not for checkout

Christina Miller:we have board games, but they don't circulate

Jennifer Caldwell:I'm looking for ideas using them for training and staff development, with the hope that people will use them for programming

Justin Martin:We have some for in library use

Tara Roberts:Have tabletop games that I purchased for the Teen Zone, but not in the general collection

lworden@placentialibrary.org:video games in our collection

Karine Luguet:games available but not part of collection

Odessa:I have them for play, but not in collection

Julie Perry:Clarifying that they are not for circulation.

Barbara Kassies:they can use them in the library only

lworden@placentalibrary.org:table top games available for staff to use for programming; not for circulation

Jess N:We don't have games in our collection but we do have some offered in our office for kids to ask about to play in house.

Kelsey Smith:Getting ready to host our first International Games Day event.

Justin Martin:Ours are in, and stay in, our early childhood room

Phyllis Moore:we use them for programming events

Pamela Pickett:games afterschool for children and families

Dove:We have a lot of jigsaw puzzles for kids, but no games

Scott Houston:We do a specific game night, but the are also available for use in the library. We also do International Games Day.

Lauren:We bring them in for specific teen programs but not out always or checkout.

George Bergstrom:Scott is great!

Jennifer Rike:Do you have a master list of games by types?

Scott Houston:nah, I'm fairly average.

Jennifer Rike:thank you

Justin Martin:D&D! lol

Dee:Do you have specific games when it comes to serving the population with special needs?

Amelia Gossman:It might be helpful to check out a game store - for example in Harford County I play tabletop games at a store that lets you try them before you buy them. Could be a great resource/ partnership!

Jess N:Amelia, are you talking about Portal?

Dee:thanks

Amelia Gossman:Jess, I'm referring to Bel Air Games, (or Critical Hit) - I haven't been to Portal!

George Bergstrom:Pandemic is good for critical thinking, collaboration, and communication

Jess N:Never heard of Bel Air, will have to check it out, I know about Board Room, Portal and Nighborhood Tabletop Shop

George Bergstrom:SHRM!

George Bergstrom:3 years running they have said new hires don't have the right 21st cne. skills

Adriana Nino:I love Dixit

Jennifer Rike:can you please share the websites you refer to

George Bergstrom:boardgamegeek.com

Adriana Nino:the new design for the board is way better than the square

Dove:yes, please give out the website addresses

Justin Martin:as this is all happening we actually have someone with special needs that came in to play 20 questions board game! :)

Lauren Hays:boardgamegeek.com

Lauren Hays:mnu.edu/games

Adriana Nino:Will Wheaton's youtube show "Tabletop" is a great way to see how a game is played before buying or playing a game yourself

Kayla Emerson:@Adriana Yes! Love TableTop!

Jess N:LOVE Wil Wheaton's Tabletop show!!

George Bergstrom:great show, just watch the language if you are sharing with your patrons...

Doug:Tabletop is great to make ou feel no matter how bad your luck, it MUST be better than Wil's =)

Hope McKune:cool!

Hope McKune:cool!

George Bergstrom:YES!

Jess N:Pandemic = so much fun!

George Bergstrom:this is a great game!!!

Adriana Nino:Pandemic!!!

Adriana Nino:I've only played once but it is a great group strategy game

Jess N:altho I'll be honest, was not all that enthralled by the new Khathulu version

George Bergstrom:the In the Lab expansion is good for Health Sci. Students

Jennifer Caldwell:Has anyone tried Pandemic Legacy? I hear it's great, although with limited replay

George Bergstrom:No replay

George Bergstrom:past the 24 max plays

George Bergstrom:it is a hybrid role-playing game

George Bergstrom:in that the game is modified after each play

George Bergstrom:so after you play Jan. (max twice) you must move on to Feb.

Jennifer Caldwell:Got it

Jess N:I really want to play Pandemic again now. Might have to get hold of some friends lol. It's been a while

Ariella M:Great Game!

Jess N:TTR, everyone i've taught has loved this game!

Jennifer Rike:what is euro style?

George Bergstrom:games that originate in Europe

George Bergstrom:mainly Germany

Jennifer Rike:what differentiates them ?

George Bergstrom:but the UK has a fairly active game industry

George Bergstrom:Agricola, Power Grid, Settlers of Catan, ...

George Bergstrom:are all examples

Jennifer Rike:thanks

Doug:less chance based, more strategic, tend to have more/better quality parts

George Bergstrom:never played... but heard it is better for younger players

Jess N:Def not just for younger payers. I've known many adults who enjoy it still

Doug:lots of fun...30 minutes if you are lucky

MegaBiteITSuperDog:Does anyone have a link to a decent Agricola rulebook?

MegaBiteITSuperDog:The game looks super fun but the rule book is somehow the worst thing I've ever encountered.

Jennifer Caldwell:I don't know of any good instructions. I've always just been told to find someone who knows how to play and learn it that way.

Justin Martin:sometimes stumbling through a game and just playing and figuring it out as you go is much better than trying to figure out poorly written rulebooks

MegaBiteITSuperDog:I've given it the ol' college try twice so far. My next option is garbage can. How can this possibly be a top-rated game?

George Bergstrom:<http://libguides.sullivan.edu/edgames/agricola>

MegaBiteITSuperDog:Thanks! I will give it another shot

Jennifer Caldwell:Have you tried Stone Age? Agricola Lite. It's a cute one, plus nicely produced.

George Bergstrom:I am still fleshing out that guide

George Bergstrom:we are trying out using games with classes

MegaBiteITSuperDog:Really what the rulebook needs is a sample game, at least a few turns through

George Bergstrom:some of the videos I have embedded show a run through

George Bergstrom:<http://libguides.sullivan.edu/edgames/pandemic>

Jennifer Rike:sad I have to leave this has been great!!

Stanley Strauss:The webinar will be archived and available later today on the Infopeople website.

Doug:Hooray for Kagan training... =)

George Bergstrom:wow, sounds interesting...how did you do that?

Gavin:can you please put the last slide up on the screen again?

George Bergstrom:yes

JENNIFER R:Do you have any favorite games for your programs?

George Bergstrom:ahhh...

Dug Miller:what kind of skills category would card games and collectible card games fall under?

George Bergstrom:yup

Chelsea Swinford-Johantges:You mentioned you have a list of games organized by the 21st century skills they support. Would you be able to share that?

Dee:Here is the link for here website: <http://www.mnu.edu/resources/center-for-games-and-learning.html>

Jennifer Caldwell:I've used Concept (basically charades with pictures) to teach staff information organization and communication skills. Great for groups.

Dee:You can find the game list under Games' List

Doug:Most CCGs would run under Critical Thinking as a result of the deck building aspect

Justin Martin:we have a regular small group of kids with special needs that come in with "workers" of one kind or another, they often come play our board and table games. I have noticed that one thing that seems to give certain ones the best replay value is being open ended. where there are no hard

right or wrong answers or solutions. just better or worse ones.

Dee:@Chelsea

Dee:<http://www.mnu.edu/resources/center-for-games-and-learning/games-list.html>

Lauren Hays:Bandu

Amelia Gossman:not a question, but a few suggestions for fun games: Rhino Hero (stacking/ tower buliding) Retro Lunacy (similar to slapjack, matching game) Sushi Go (Passing & matching), Fluxx (changing rules) and Schrodingers Cats (probablility)

Adriana Nino:Tsuro is an easy game to teach

Chelsea Swinford-Johantges:Thank you, Dee.

Dee:you are welcome

Gavin:thank you!

MegaBiteITSuperDog:I had great luck at my weekly games night with Sheriff of Nottingham. An excellent bluffing game like 'cheat' for all ages.

Dove:How do you promote game nights?

Lauren Hays:www.mnu.edu/games

Dee:We have spotlight game nights, we call it "Game On!" and we have a different edition each week. We promote it through flyers, schools, bulletin board. Or we do a drop in game and promote game nights through there

Dee:Social media is a great way too. We also at one point had a connection with a comic book shop

Dee:they promoted our game nights

Mandy Hildebrand:You briefly mentioned D&D, have you made use of tabletop RPGs before and have you noticed any special considerations different from other board games

Scott Houston:Comic and game shops are great. I've had a good partnership with mine.

Hope McKune:anyone do a murder mystery night?

Jennifer Caldwell:Penny Arcade has one coming out next summer called Thornwatch which is a card-based rpg game.

Doug:@Mandy, the single largest issue with most tabletop RPGs I have found is they tend to run over several sessions

Lisa Schachner:We did a murder mystery at our Teen lock in and the teens loved it!

Sandra B:We did a mystery night for teens, huge success!

Jennifer Caldwell:From the test play, Thornwatch should be really streamlined and quick to play. I think it'll be good for libraries.

JENNIFER RIKE:are there any list of games that correlate to core curriculum? Math, Social Studies, Science and English?

anne conway:Anne: It has been very interesting--I have to leave but it was great!

George Bergstrom:wish I had that job

George Bergstrom:playing since I was 8

Kelsey Smith:We're hosting our first International Games Day program on November 19. If you've done this before, I would love to hear any advice!

Christina Miller:My husband is doing a D&D program at one of our branches tomorrow night

MegaBiteITSuperDog:How do you deal with sore losers / people who feel 'picked on' when they lose?

Dee:thank you. Bye

Doug:I would be interestd in connecting with utilizinf D&D more effectivly as a long time DM/GM

JSilverman:Munchkin is a good alternative for younger people interested in fantasy rp games and feel DnD is too challenging.

Ariella M:Munchkin has lots of expansions toon, or there is Killer Bunnies!

Doug:Co-op games...everyone wins or loses together

Doug:Munchkin though can be a tad risque, though

Dove:did you say boardgame geek has lists of games of different types?

Justin Martin:I have been DM'ing a private group for a couple years now and have really wanted to introduce a younger generation to this game.

Ariella M:yeah, killer bunnies can be a little safer for a younger audience

JSilverman:Dough: I pick through the cards and take anything questionable out first.

George Bergstrom:Dove, yes boardgamegeek has a search feature with lots of filters

MegaBiteITSuperDog:...not to mention an excellent forum for rule interpretations, variations, etc

Mandy Hildebrand:Going to be trying to initiate tabletop RPGs at our library next year (hopefully with help from my regular gaming group)

Julie Perry:can you list again the dowloadable note pages? Thank you.

Justin Martin:Thats my plan as well Mandy, hopefully getting my regular group to kind of be the hero's passing on the resposibility of the realm lol.

Christina Miller:Just bought Schrodinger's Cats due to this.... amazon prime FTW

lworden@placentiallibrary.org:thank you very much. Very helpful and I want to look into getting some new games for our library programming!

Lisa Schachner:Do you have any tips on creating circulation collections of the games?

JENNIFER RIKE:Lauren you've been great but so have the folks chatting and sharing their knowledge

Laura:thank you...helpful information

Stanley Strauss:<https://infopeople.org/civicrm/event/info?reset=1&id=606>

Julie Perry:Thank you!

Justin Martin:also I am curious as to how many lend games out, and the success rate of getting everything back

Dove:Are you affiliated with Jane McGonigal?

MegaBiteITSuperDog:I had good success with Euchre w few weeks ago. Kids came back and wanted to play again this week. Excellent for the upcoming holiday season -- pretty much the one thing that EVERYONE in the family can play together

Michelle Bullock:Thanks so much, Lauren! I have to go.

Doug:@Justin, I had my regular players come and help with character creation and basic module running as the DM/GM and ended up with a small group that plays D&D weekly now

Kelsey Smith:Thank you! I'm still interested in hearing folks experiences with International Games Day, get in touch at ksmith@trl.org.