



The Tech Set

Gaming in Libraries

Kelly Czarnecki

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Description

Whether gaming is already a crucial part of your library's core services or it's only just been introduced, this do-it-yourself new resource will give you the practical tools you need to organize, implement, and market successful gaming events for users of all ages. Author Kelly Nicole Czarnecki shows you how to host gaming events for all different types of users. You'll learn to select systems and resources best suited to your library and budget, plan programs, and develop a circulating collection. Czarnecki gives you step-by-step instruction for implementing an array of different programs, including video games, board games, magic gatherings, Guitar Hero Fests, and more. You'll also find helpful techniques and best practices for marketing your gaming program and evaluating its success, as well as examples and insight from librarians running highly successful gaming programs.

Contents

Foreword - Ellyssa Kroski 1. Introduction: Gaming Options and Ideas 2. Planning 3. Implementation 4. Marketing 5. Best Practices 6. Measures of Success 7. References and Recommended Resources.

Author

Kelly Czarnecki is a Librarian at an all youth facility in Charlotte, NC. She is a writer and speaker mostly about teens and youth using technology in the library. She is passionate about doing technology outreach with incarcerated teens. Kelly is a YALSA member. She is a Library Journal Mover and Shaker, 2007. Kelly graduated from the University of Illinois in Champaign Urbana with her MLIS and Ed.M in Educational Policy.