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Game On! Gaming at the Library



by Beth Gallaway

Ever watched the teens and tweens in your media center sneak in an online game in the middle of their research or study session? Have students come into the public library and created a disruption while playing *RuneScape*? Have concerned parents approached you to find out more about video game ratings? Even if your library hasn't formally begun collecting, circulating, or programming with video games, you are no doubt aware of their popularity and proliferation. Now *Game On!* has the answers and approaches you need to make effective, successful choices about video gaming in your library. Learn the basics through a helpful discussion about the history and research of gaming, from computers to newer popular platforms. Here is a core collection of games, services and systems that will appeal to your tween and teen patrons, as well as suggestions for designing gaming programs in your library. Sample forms, bibliographies, and a gamer's glossary are included for reference. *Game On!* is essential to any librarian looking to develop collections and services that advance the needs and skills of the young people they serve.

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About the Author

Beth Gallaway was named a *Library Journal* Mover and Shaker in 2006 for her work in advocating for video games in libraries. In July 2007, she started her own library consulting and training business, Information Goddess Consulting, specializing in gaming, technology, and youth services. Beth delivers continuing education workshops to librarians, in person and online, speaks at conferences in the United States and Canada, and provides dynamic and interactive technology, creative writing, and gaming programs to library patrons of all ages. Her favorite game is *Rock Band*.

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