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Kelly Czarnecki

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Gaming in Libraries



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Kelly Czarnecki : Gaming in Libraries (The Tech Set) before purchasing it in order to gage whether or not it would be worth my time, and all praised Gaming in Libraries (The Tech Set):

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 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. This easy-to-follow 'Tech Set' title gives you the guidance you need to satisfy current and new users with exciting and educational gaming services.

"This book does a fantastic job detailing the practical aspects of gaming as content and community activity...an impressive toolkit." --Aaron Schmidt, Digital Initiatives Librarian, District of Columbia Public Library "Sure, we know kids love to play games, but it may come as a surprise that the average age of a gamer is now 35. Moreover, libraries can leverage the activity of gaming not only for promotion but also for learning, critical thinking, and information literacy initiatives. Czarnecki (technology education librarian, ImaginOn) provides a wealth of information on this topic, including types of gaming consoles, platforms, and devices, e.g., Wii, Xbox; browser-based and handheld applications; hosting an event or match, including board games; and selecting appropriate games for various age groups. Although many programs covered will appeal largely to public libraries, success stories for an academic and a school library are described as well, so all libraries should consider purchasing. [Czarnecki is a 2007 LJ Mover Shaker.]" --Library Journal, June 2010 "This valuable resource will help any librarian seeking information on beginning to integrate games, or any librarian who is already using gaming who wants to do more or wants to evaluate what they are doing. Written for the novice, yet providing guidance sufficient for the experienced gaming librarian, this work not only focuses on the games themselves, but also on how to manage the games and the use of games both for library programming and for circulation." --ARBA Online "Gaming in Libraries...offers advice that can help you add a certain ingredient to your facility that many patrons, young and old, will appreciate--fun. Guidelines are offered to help set up a diverse array of events ranging from video game tournaments...to old fashioned car games...Effective techniques for marketing your gaming event and insights from librarians who have run successful gaming programs are also offered." --Info Today, September 2010 "Czarnecki, a technology education librarian who writes a gaming column for School Library Journal, offers a guide for librarians to setting up an innovative library gaming program for all types of users." --SciTech Book News, August 2010 "Rather than focusing only on electronic and computer games, Gaming in Libraries covers all sorts of games, from Guitar Hero to chess. In six chapters Czarnecki provides practical advice and tools to assist in organising, implementing and marketing successful gaming events for users of all ages." --The Australian Library Journal, May 2011 "Gaming in Libraries offers advice that can help you add a certain ingredient to your facility that many patrons, young and old, will appreciate--fun. Guidelines are offered to help set up a diverse array of events ranging from video game tournaments to old fashioned car games...Effective techniques for marketing your gaming event and insights from librarians who have run successful gaming programs are also offered." --Info Today, September 2010 "Gaming in Libraries provides librarians with the necessary skills to develop a successful gaming program that fosters critical thinking and literacy development, develops new avenues for socialization, and brings new people of all ages into the library...This practical, hands-on guide is an asset in academic and public libraries because it meets the gaming needs of children, adults, and librarians." --Journal of Web Librarianship, January-March 2011 "Gaming in Libraries offers advice that can help you add a certain ingredient to your facility that many patrons, young and old, will appreciate--fun. Guidelines are offered to help set up a diverse array of events ranging from video game tournaments to old fashioned car games...Effective techniques for marketing your gaming event and insights from librarians who have run successful gaming programs are also offered." --Info Today, September 2010

About the Author Kelly Nicole Czarnecki is Technology Education Librarian, ImaginOn (NC), the Public Library of Charlotte Mecklenburg County, USA.