

APLA's Games at the Library 2021

Jennifer Devlin, Games @ the Library Co-Convener

APLA's Games at the Library will take place from **October 17 – October 23, 2021**. We understand that due to Covid-19, hosting a game-themed event at your library is more challenging than ever before, so we have provided a list of games on the [website](#) that can be played in smaller groups while maintaining social distance. Feel free to get creative, but keep it safe by adhering to federal and provincially mandated guidelines.

We believe it is important, now more than ever, to provide opportunities to community members to practice self-care through fun experiences and to connect with community in safe ways. Self-care and connection are two important mental health practices during these unprecedented times.

Due to Covid-19, ballots will be filled out on behalf of participants by library staff in black pen. Ballots will then be scanned and sent as an email attachment to games@apla.ca. Tally sheets can be scanned and sent as an attachment to this address as well—library staff also have the option of answering all tally sheet information in the body of the email. Please ensure that all ballots are legible and scanned so that they are easy to print and cut out.

This year, the prize is a \$175 online gift card to EB Games, which is redeemable in store or on their website. The library where the winning participant played will be notified, and the online gift card will be sent directly to the winner's email address provided on the ballot.

The Nova Scotia Community College Graphic Design class of 2020 designed the new logos and editable posters for APLA's Games at the Library. All promotional items for this year's event are available only through the [website](#) due to file sizes.

There will be Games at the Library listservs and social media posts in the coming weeks!

Please contact games@apla.ca if there are any difficulties or questions.

