

## Feature Articles

### Games@thelibrary 2017 Report

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Anytime during Games@the Library week (also known as Jeux@la bibliothèque), libraries of all types in Atlantic Canada were encouraged to host a game themed event of their choice. The 2017 edition of the event was held from Sunday, October 29 to Saturday, November 4 inclusively. These dates were chosen so that APLA's Games@the Library sponsorship could be aligned with the dates of the American Library Association's first International Games Week. Organizers hoped that the alignment of the two events would inspire intercultural programming so that clients could explore games from other countries in addition to current programming ideas including board games, Lego, indoor mini sports, and video games for example. While there does not appear to have been an increase in intercultural programming, there were some innovative gaming programs offered by libraries such as STEM (Science, Technology, Engineering, and Math) experiments and ping pong.

All participants during Games@the Library week were eligible to enter their names in the grand prize draw which took place November 21, 2017. In some cases, participants chose not to complete a ballot whereas other participants had multiple ballot entries due to having participated in more than one gaming event. Therefore, the number of ballots is not an exact measure of participation. This year, there were 461 ballots submitted for the grand prize draw.

Another method of measurement of participation is to count the number of participating libraries. This year, a Grand Tally Sheet was created for libraries to complete in order to be able to submit specific information such as type of library along with the draw ballots. When the library did not submit a Grand Tally Sheet, the return address on the mailing envelope was used to categorize the library by type. This categorization process resulted in mostly public libraries having submitted ballots. A total of 33 libraries sent in ballots in 2017. This participation is similar to that of Games@the Library 2016 wherein 35 libraries submitted ballots.

**Table of Types of Participating Libraries**

Type of Library	# of libraries which sent ballots for Games@the Library 2016	# of libraries which sent ballots for Games@the Library 2017
Public Library	27	25
Academic Library	4	4
School Library	2	3
Special Library <i>ex: government library</i>	1	0
Other <i>ex: provincial library</i>	1	1
<b>Grand total</b>	<b>35</b>	<b>33</b>

Overall, in 2017, there were nearly as many participating libraries as last year and many ballots were received from participants of games. It is possible that a shortened promotions period and the choice of a Nintendo 2 DS gaming package (in 2017) as opposed to a Samsung Galaxy Tab E Lite gaming package (in 2016) for the grand prize impacted the number of participants and somewhat reduced participation by both libraries and library clients due to the difference in popularity of each gaming technology. However, all things considered, the 2017 Games@the Library Week is believed to have been successful because the aim of this event is to show that libraries are places where people meet, learn, and have fun. That goal was met through the wide range of successful activities offered by numerous Atlantic libraries during the Games@the Library 2017.

It is important to note that many of the libraries offered more than one type of activity so it is difficult to make a table to illustrate the division of gaming events offered by libraries. The most popular activities this year were board games and table-top games. A total of six libraries offered Scrabble or Bananagrams. While five libraries offered card games, two others offered Bingo, another two offered chess. Further board games were also played on an individual basis so the entire list of board games was extensive! In contrast to the many table top games offered, more active games included Twister, wii Sports, ping pong, and a scavenger hunt. A new addition this year was STEM (Science, Technology, Engineering, and Math) games which included construction experiments along the lines of block play and online Minecraft offered at two other libraries. Creative thinking was also featured via Pictionary and Win, Lose, or Draw games.



Emma Bullen was a participant in a gaming event held at the Lourdes Public Library in Newfoundland and she is the Games@the Library 2017 Grand Prize Draw winner! She won a blue Nintendo 2DS preinstalled with Mario Kart 7 and a \$50 gift card to the Nintendo eShop. There was one grand prize for all of Atlantic Canada and all participants during Games@the Library week were eligible to enter their names in the grand prize draw.

*The photo of the 2017 grand prize winner is courtesy of the Lourdes Public Library staff.*

Many thanks to Sabrina Rowsell at the Lourdes Public Library in Newfoundland for having discerned the prize and photographed the winner. Also, the assistance of Margaret Vail (APLA's webmaster) and Kristel-Fleuren Hunter (APLA Communications Coordinator) was appreciated in disseminating the information about Games@the Library online via the [Games@the Library website](#) as well as APLA's Listserv, Facebook, Twitter, and Instagram accounts. The Games@the Library information was also submitted as a news story for APLA's 2017 fall bulletin to promote the event.