

Feature Articles

Games @ the Library 2018 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 2018 edition of the event was held from Sunday, October 21 through to Saturday, October 27 inclusively. These dates were chosen so that APLA's Games @ the Library could be aligned with Canadian Library Month to celebrate.

All participants during Games @ the Library week were eligible to enter their names in the grand prize draw which took place November 21, 2018. 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 for participation. This year, there were 460 ballots submitted for the grand prize draw.

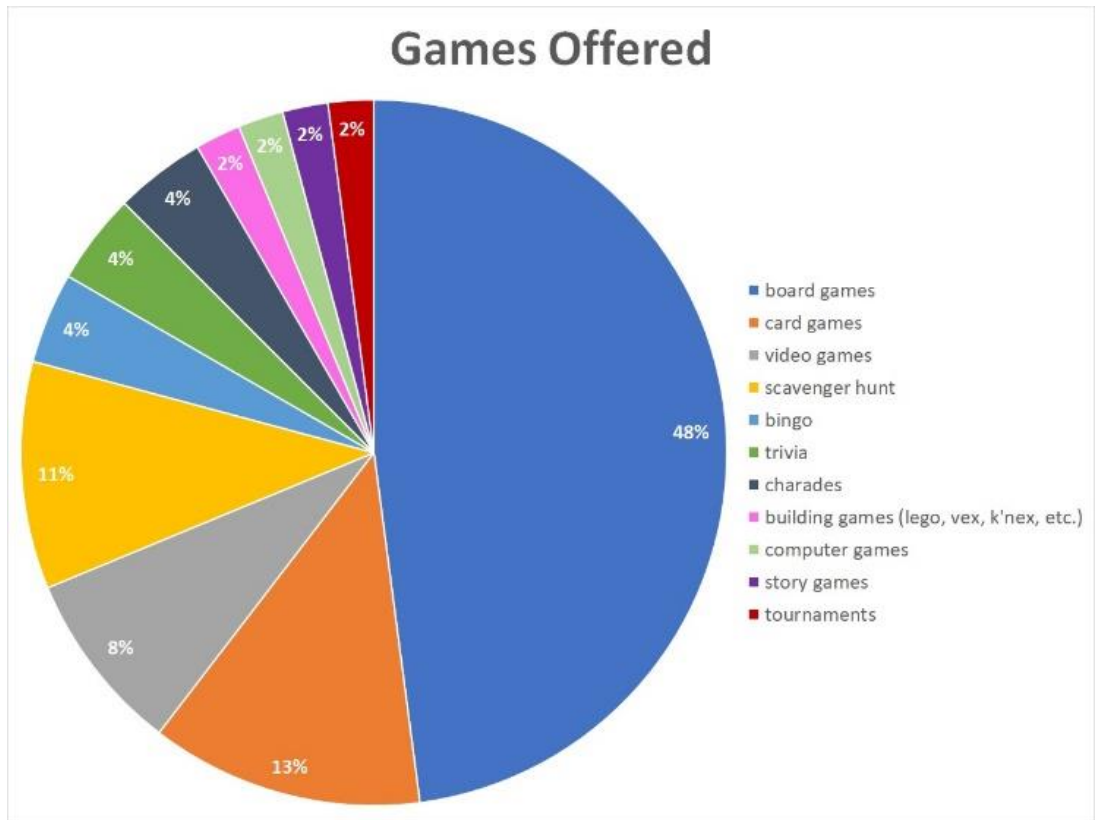
Another method of measurement of participation is to count the number of participating libraries. The tally sheet gave libraries an opportunity to provide further information about the event, such as contact information and library type. A total of 31 libraries sent in ballots and tally sheets in 2018. This rate of participation was similar to Games @ the Library 2017 when 33 libraries submitted ballots.

Overall, in 2018, there were nearly as many participating libraries as last year and many ballots were received from participants of games. One reason for the decline in 2018, could include the postal strike discouraging libraries from activities that included sending or receiving mail. In addition to counting the number of ballots, the tally sheets were used to categorize the participating libraries by type.

Table of Types of Participating Libraries

Type of Library	2017	2018
Public Library	25	23
Academic Library	4	3
School Library	3	0
Special Library <i>ex: government library</i>	0	0
Other (<i>ex: Public & school libraries</i>)	1	5
Grand total	33	31

Libraries offered board games (including chess, Scrabble, Monopoly, Clue, etc.), card games, video games, scavenger hunts, bingo, trivia, charades, building games (i.e.: LEGO), computer games, story games, and tournaments. The most popular activities this year were board games and card games. Games included practicing math, science, literacy, creativity, memory, strategic thinking, problem solving, spatial analysis, nonverbal reasoning, and motor skills. Many of the libraries offered more than one type of activity, so it is difficult to make a graphic to illustrate the division of gaming events offered by the libraries.



Sady MacKinnon was a participant in a Games @ the Library event held at *La Médiathèque Père-Louis-Lamontagne* in New Brunswick and she is the Games @ the Library 2018 Grand Prize Draw winner, she won a Samsung Galaxy Tab E Lite! There was one grand prize for 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 2018 grand prize winner is courtesy of *La Médiathèque Père-Louis-Lamontagne* staff in New Brunswick.

Grand Prize Winner: Sady MacKinnon

Many thanks to Geneviève Thériault McGraw at *La Médiathèque Père-Louis-Lamontagne* in New Brunswick for giving the prize, submitting the photo release form, and photographing the winner. Thanks to Margaret Vail (APLA's webmaster) and Kristel-Fleuren Hunter (APLA Communications Coordinator) for disseminating the information about Games @ the Library [online via the Library](#)

[website](#) as well as APLA's Listserv and social media accounts. The Games @ the Library information was also submitted as a news story for APLA's 2018 fall bulletin, promoting the event. Thanks also to Juanita Lewis for co-coordinating and guiding the planning, promotions, participation, and evaluation of the event. And finally, a big thank you to everyone who held a Games @ the Library event this year! The goal of this initiative is to show that libraries are places where people meet, learn, and have fun. That goal was met, and libraries were celebrated through the wide range of successful activities offered by numerous Atlantic libraries during the Games @ the Library 2018.