

Feature Articles

Games @ the Library 2019 Report

Jennifer Devlin, Games @ the Library Co-Convener, APLA

Anytime during Games @ the Library week (also known as Jeux @ la bibliothèque), libraries in Atlantic Canada were encouraged to host a game themed event of their choice. The 2019 event was held from Sunday, October 20 to Saturday, October 26 inclusively. These dates were chosen so that APLA's Games @ the Library could align with Canadian Library Month in order to celebrate.

All participants during Games @ the Library week were eligible to enter their names in the grand prize draw which took place November 15, 2019. This year, there were 1062 ballots submitted for the grand prize draw which included 1003 participants.

The tally sheet gave libraries an opportunity to provide further information about the event. A total of 45 libraries sent in ballots and tally sheets in 2019. This rate of participation was an increase from Games @ the Library 2018 when 31 libraries submitted ballots. In addition to tracking the number of ballots, the tally sheets were used to categorize the participating libraries by type and track the types of games offered.

Type of Library	2018	2019
Public Library	23	33
Academic Library	3	7
Public & school libraries	5	5
Grand total	31	45

Libraries offered many types of games including board, card, video, dice, tile, word, drawing, building, and role-playing games. Active games offered included: stick in hand, hide & seek, musical chairs, scavenger and treasure hunts, mini golf and bowling, charades, theater games, escape room, ping pong, bean bag toss, and Simon says. Other games offered included: puzzles, trivia, Bingo, and I spy (**see pie chart at the end of this article**).

Games included practicing math, science, literacy, creativity, memory, strategic thinking, problem solving, spatial analysis, nonverbal reasoning, and motor skills. Libraries held tournaments or offered

collective puzzles and ongoing games to encourage social connection. Emphasis was placed on indigenous language and games at two libraries, and multicultural games were offered at five libraries.

Library and Information Technology Program student Serena Mott participated in a Games @ the Library event held at Nova Scotia Community College (NSCC) Ivany Campus Library, she is the Games @ the Library 2019 Grand Prize Draw winner! She won an Amazon Fire HD 8 Tablet and a \$25.00 Amazon gift card.



Jennifer Devlin and Serena Mott

Many thanks to Margaret Vail (APLA Webmaster) and Courtney Pyrke (APLA Communications Coordinator) for disseminating the information about Games @ the Library online via the website and social media accounts. Thanks also to Terri Winchcombe (APLA Treasurer) for purchasing and sending the prize, and APLA President Trecia Schell for her guidance. Finally, a big thank you to everyone who held a Games @ the Library event this year! The goal of Games @ the Library 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 Atlantic libraries during the Games @ the Library 2019.

