

Feature Stories

Games at the Library Week, 2020

Jennifer Devlin, Games @ the Library Co-Convener

During the week of October 18 - 24, 2020, APLA sponsored Games at the Library Week, which is also known as La semaine des Jeux @ la Bibliothèque, in French! Anytime that week, libraries of all types in Atlantic Canada were encouraged to host a socially distanced game-themed event of their choice. Game choices in all libraries were creative and safe. APLA's goal is to show that libraries are places where people meet, learn, and have fun!

All participants during Games at the Library Week were eligible to enter their names in the grand prize draw, which took place on November 16, 2020. Denise Green Jesso participated at A.C. Hunter Public Library in St. John's, Newfoundland and won the grand prize of an online \$175 gift card for EB Games! One grand prize was awarded for all of Atlantic Canada. A total of 414 ballots were received from 15 libraries with a total of 218 participants.

A great big thank you to everyone who participated in Games @ the Library Week! Extra thanks for modifying the event procedures to filling ballots on behalf of participants, scanning and emailing the ballots and tally sheet information. We acknowledge the extra work you have put in to make this event safe and fun for everyone, the creativity you showed in your choice of games, and that you have gone out of your way to give your community an opportunity to safely relax and connect.