Board game palooza!

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Carleton University Library

OLA Superconference 2016
Thursday January 28, 2016

We ❤ board games

- Teaching and learning at Carleton University
- Best places to buy board games
- Cataloguing board games with RDA
- Processing, labeling, shelving
- Marketing including board games club

Teaching + learning

Originally purchased to support game development courses in the School of Computer Science

→now a large collection of over 150 games used in a variety of disciplines across campus.

Where to buy board games

Amazon.ca www.amazon.ca

Boardgames4us www.boardgames4us.ca

Starlit citadel
www.starlitcitadel.com/games

Board game bliss
www.boardgamebliss.com

Where to buy board games

Braille superstore

www.braillebookstore.com/Board-Games

http://www.mypab.org.uk/supporting-you/aids-equipment/

RDA Cataloguing

RESOURCE DESCRIPTION & ACCESS

Z39.50 access to our Library catalogue
We have MARC records for over 150 games

RDA cataloguing template for board games

336 content
|a three-dimensional form |b tdf |2 rdacontent
337 media **|a unmediated |b n |2 rdamedia**
338 carrier **|a object |b nr |2 rdacarrier**

YOUR LIBRARY NAME HERE

4 0001 00005700 0

Processing + labeling

CARLETON UNIVERSITY
Library

Board game

Please look after this game and return it in the same condition you found it.

This game has lots of little pieces. Make sure they are all in the box when you are finished.

Please keep this game clean – it should not be used with food.
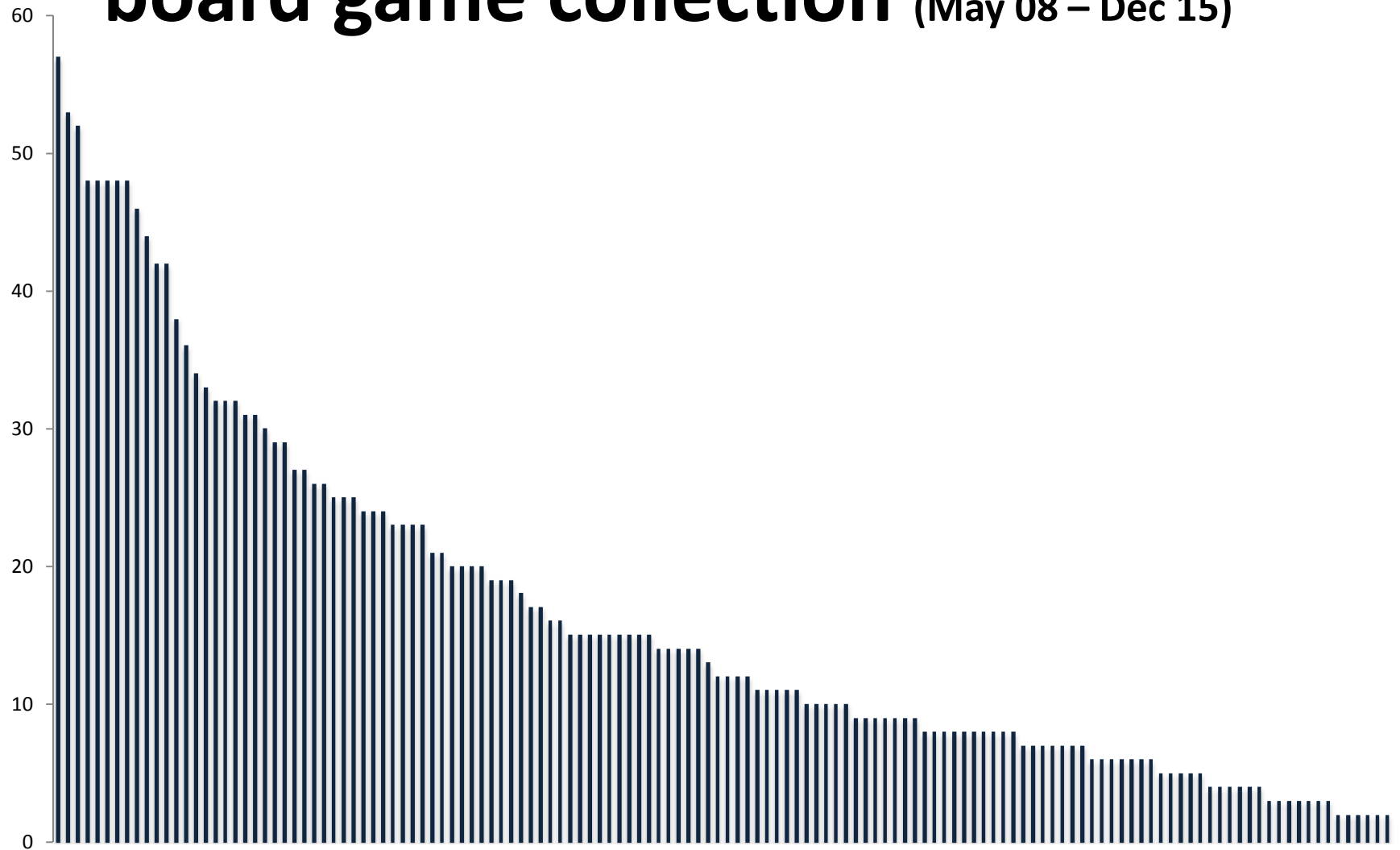
Shelving

Shelving

Image from https://myhiddentoronto.wordpress.com/tag/board-games/

Distributed circulation of board game collection (May 08 – Dec 15)

Marketing with board games

International games day @ your library

http://igd.ala.org

It would be great to see more Canadian libraries participate!

Resources available include:

- Library press kit including logo files, posters and sample promotional text
- Tips for hosting an IGD event at your library
- Chance to win free games when you register
- Check the website to see when registration for IGD 2016 opens

Board game tutorials

Board Game Geek
boardgamegeek.com

Geek and sundry
See Tabletop Games run by Will Wheaton
geekandsundry.com

YouTube
Has board game tutorials for most games
www.youtube.com

Purpose of Library gaming club

- Introduce colleagues to the games in our collection

- Increase their working knowledge of modern gaming.

- Allow them to communicate with our faculty and students about our collection in a meaningful way.

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Criteria for running a gaming club

Our mandate: to teach one new game per session

There are 5 criteria that you must consider when setting up a gaming club. It is safe to say this applies whether or not you are setting up a relatively closed club like we have or a more general club that is open to the public.

A. Governing executive

B. Club rules

C. Club theme / types of games to be played

D. Membership

E. Venue

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A. Governing body

- The Club will need an individual or group who are familiar with modern and traditional gaming.

- Create lists of moderators and the games that are being taught.

- Respond to questions from Club members and the general public

- Managing money if fees are being collected.

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B. Club rules

My advice would be to keep it simple

1. **It is important to consider a code of conduct**.

 The Library already has a policy in place but when considering gaming with any group "Good Winning and Losing" is important.

This is supposed to be a healthy learning experience not one where we allow aggressive play to spoil the experience.

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B. Club rules

2. **Respecting the games**.

Proper treatment in setting up and putting away as some games have more than 1000 pieces and there is nothing more discouraging then opening a box to find all the pieces loose and mashed in together. Even worse is to find multiples games mixed together.

3. If replacement costs are an issue you could also consider a small cover fee per session.

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C. Club theme or types of games to be played

- RPG's

- Miniatures (e.g. War Hammer, Napoleonic's)

- CCG's (Magic)

- Board games: Cooperative and/or Competitive

- Traditional games (e.g. Chess, Checkers, Scrabble)

There are pro's and con's for all of these types of games and certainly if you were creating an open gaming club you could allow gameplay of all these genres.

We decided to stick to games that fell within our collection guidelines. In our case this was board games, traditional and modern both competitive and cooperative.

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D. Membership

- Who are your target members?

- How many people do we want showing up for gaming sessions?

- Where can we recruit members?

    Some groups we considered were:

    - Staff

    - Faculty

    - Students

    - Existing clubs and organizations

 In our case we started with the 150 staff and students who work in the Library.

We were also curious to find out if we had any experienced gamers who were fluent with the language of gaming and could help teach new games.

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E. Venue

- Conveniently located

- Easy to find

- Visible in a high traffic area

- Available table and chairs

- Parking

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Impediments to consider

- Noise tolerance

- Hours of availability

- Competing users

- Competing events and or activities

- Food and drink

- Game storage-secure location

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Moderator's event night checklist:

❑ Arrive early

❑ Set up game(s) if playing something specific

❑ Make sure location is accessible

❑ Set up table and chairs

❑ Prepare a sign in sheet for member tracking and to have first time members provide contact information

❑ Depending on the age I would post the Code of Conduct

❑ Make sure to have general supplies on hand to keep game pieces together (tape, zip lock bags, rubber bands etc.)

❑ Depending on the size of your group name tags are very helpful

❑ Leave ample time to put away the games and restore the room to its original state.

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Outreach

- Creating the Library gaming club has led to our involvement in many other events.

- OLA—Where we have run sessions on gaming, presented posters, and ran the Board Game Zone at OLASC 2015.

- Carleton University Spring Conference

- Game Zone at our Employee Appreciation Day

- Taught an Enrichment Mini Course for high school students about gaming in the academic setting.

- Taken part in International Gaming Day

- Designed a game to teach a first year class about the different types of reference materials needed to complete their assignments

Conclusion

- Our intent was to share our knowledge of gaming and of tactical and strategic competition through the use of modern board games.

- We also wanted to foster a feeling of community, a place to socialize and play, to work on relationships with like-minded people in the library and ultimately across campus.

- I believe that so far we have been successful.

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QUESTIONS