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Introducing Gaming to the Ada Public Library

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In August 2010, the State Library of Ohio awarded the LSTA Grant "Introducing Gaming to the Library" to the Ada Public Library. The grant was designed to allow libraries without gaming equipment to purchase the console, games, and accessories needed to initiate such programming.

The [Ada Public Library](#) applied for the grant with the goal of increasing the number of teens and preteens using the library and introducing intergenerational programming. The project benefits the community by attracting non-library users who may then discover other services and materials available to them, providing additional services to current library users, encouraging understanding and cooperation between different generations, and providing mentoring experiences between adults and youth. In addition, gaming programs help keep the public library relevant in the eyes of younger generations.

The grant provided \$410 in LSTA funds which the Ada Public Library matched with \$137. The items purchased included a Wii console packaged with two games, three additional games, four remotes, and four Nunchuks.

So far the Ada Public Library has used the equipment to offer monthly free play sessions with related book offerings for teens and preteens. We have also held gaming events for a local mentoring group called The Ada Friends which pairs college student mentors with area children ranging in age from kindergarten through eighth grade. In addition, the Ada Friends have made arrangements to reserve our meeting room and gaming equipment on a weekly basis as a place for children and their mentors to meet and have fun.

In the near future, the library will be contacting the Ada Senior Citizens with the hope of arranging monthly gaming programs for the group, as well as intergenerational programs in which seniors will be encouraged to bring their own grandchildren or to mentor another child. We also hope to have gaming tournaments for the teens and preteens.

Programs are promoted through a variety of means, including: articles in local newspapers; fliers posted at businesses, schools, and the library; and advertisements on the library's website and Facebook pages. Because Ada is a small town, word of mouth and working directly with the organizations and groups involved in the programs are strong components of advertising as well.

Records are being kept regarding the type and number of programs held and the number of participants for each. User feedback is also being collected in the form of surveys, verbal statements, and photographs. Attendance has been relatively consistent and comparable to other programs aimed at similar age groups. The library is pleased to report that many participants are becoming involved with the program with some even offering for us to borrow their personal copies of games that the library does not currently own. Overall, the LSTA "Introducing Gaming to the Library" Grant has made a positive impact on our library.

