



Teen Librarian Newsletter



Library Gaming Special



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Editorial

Welcome to the new-look Teen Librarian Newsletter for 2011.

This year heralds many changes for Libraries and Librarians in the UK, all around us libraries are in danger of closing and many of us are facing an uncertain future with job cuts coming with changes and reductions to our core services. Teen Librarian, the site and newsletter have not been immune to these changes, many of you may have noticed that publication has stumbled a bit lately and for that I do apologise, I have taken the executive decision to remove the "monthly" from the title as I cannot guarantee fresh issues of TL being delivered to your inboxes every month but I will try.

This is the second gaming special newsletter, the first being released in October 2008, it is still available to download at <http://teenlibrarian.co.uk/category/teen-librarian-monthly/>

I chat to colleagues and friends in library services across the UK on a regular basis, and I am always amazed at the work people are doing up and down the country. It is a great pity that so many of us do not think the work we do would be of interest to others within our field. I would like to categorically say to you – yes you, the reader of this newsletter that your work is important and you know it is valued by the people (young and old) that you serve. I would like to invite you to share your experiences with your colleagues around the country in 20 words or 2000 – let them know what you are doing and how you do it and in doing so you will let them know they are not alone! E-mail me at teenlibraryservice@gmail.com or editor@teenlibrarian.co.uk with your stories, your activities and with your ideas and I will run them in the newsletter and on the site. If you are interested I will create a log in for you on the site so you can post in your own time and in your own words.

Now on to the gaming!

This edition of Teen Librarian would not have been possible without:

- Carl Cross Children's Librarian Derbyshire County Council carl.cross@derbyshire.gov.uk
- Emily Dezurick-Badran the hidden force behind the brilliant <http://yalibraryuk.wordpress.com/>
- Paul Stringer IT consultant and prolific gamer info@libraryscience.co.uk
- Shaun Kennedy librarian & gamesmaster
- Games Workshop
- Wizards of the Coast
- Alina Pete creator of the phenomenal Weregeek webcomic
- Randall Munroe creator of XKCD a webcomic about technology, science, mathematics and relationships

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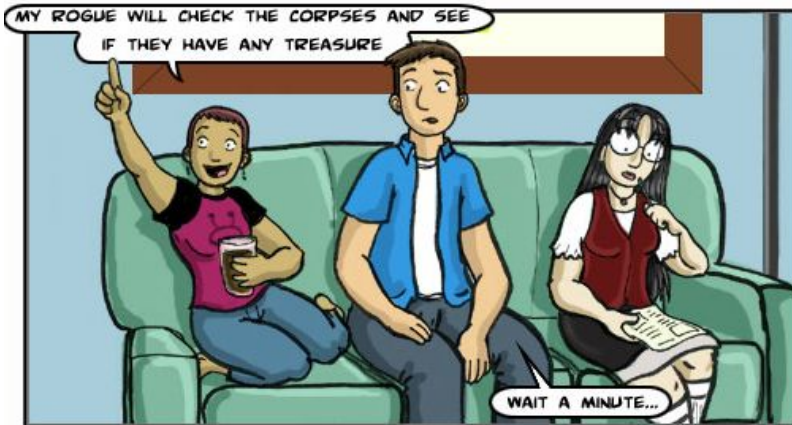
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Weregeek

by Alina Pete



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Across the Board

Gaming in Libraries and Schools. Burton Library, January 2011 *Carl Cross*

Across the Board turned out to be a course title well chosen. Firstly it described the variety of presentations we had on the day from board games to video games and from expensive capital funded projects to DIY efforts achieved with little or no money.

As we found out from our first presentation it also described the appeal of games. Who hasn't succumbed to a sneaky game of Minesweeper or taken part in a Christmas family Wii marathon? Board games of course are ever popular with families but perhaps they're stuck in a gaming rut playing Monopoly and Cluedo and need a bit of gamer-development? We had sessions on that too.

We found out that games are no longer just for teenagers (nothing wrong with that, this is Teen Librarian after all!) but also for their younger siblings, mum, dads, nans and granddads too. From 1-101.

We all like to play and libraries are the perfect place to do it since they are both free and safe. Libraries are also a great place to get your entertainment as anyone who has ever borrowed a book, CD or DVD or attended a library event knows very well. Shouldn't games be included in that offer too?

Independent researcher Sarah McNicol started the day off with a look at the current state of play in UK libraries which closely followed Scott Nicholson's 2009 US survey.

For me one of the most interesting things about Sarah's findings was the differences in how gaming is seen and supported in school and public libraries.

School libraries for instance are much more supportive of face to face games like board or card games than they are of video games and especially online games. This is likely to reflect school policies on safeguarding and appropriate use of IT equipment.

Traditional games (like chess and draughts) are nearly twice as likely to be supported in school settings than the most popular videogaming platform, the Wii. Although I expect this will change over time.

Encouragingly Sarah's research paints a healthy picture for gaming in libraries generally. Loaning console games is still popular and many libraries are setting up clubs to attract new users.

By far the most popular type of library club are those playing Games Workshop games in both school and public libraries. This reflects the groundbreaking work that company has done but there are the first signs of real diversity in gaming activities in libraries. Libraries are hosting clubs and events exploring roleplaying games with teenagers and encouraging older people to play Wii games in the library. You can see Sarah's slides from her talk here: <http://slidesha.re/fbrHME> and her full report here: <http://scr.bi/hBdIVi>

Peter Johnston is the headteacher of Kirk Ireton primary school in Derbyshire where he runs a board games club for years 4, 5 and 6.

The first half of Peter's session looked at why schools would want to set up a board games club. He identified lots of curriculum links but the main reason is simply that playing board games is a fun and social after school activity. Peter's slides can be viewed here: <http://slidesha.re/eLhoMS>.

The session ended with a chance to get hands on with some of the board games we were talking about with the help of several of the Kirk Ireton club members. Any thoughts that these

children might be intimidated by a deluge of librarians were quickly dismissed as they confidentially and professionally took us through their chosen games.

This session neatly segued into the 'Your Turn' practical session scheduled for after a short break. Many people were so engrossed that they didn't want to stop gaming and carried on through the break.

Popular games from these sessions were:

- The Resistance a game of traitors in your midst brilliantly run by Peter.
- Dixit a storytelling game with beautiful evocative art
- Pitch Car a race game where wooden discs are flicked around and often completely off the track
- Incan Gold a game of pushing your luck in ancient tombs.
- An amazing giant version of Marrakech a game with some very unusual playing pieces, Persian carpets!

You can see photos of these games and more being played at: <http://bit.ly/e8lBda> and see a full list of the games played and get more information here: <http://bit.ly/enelqX>.

In the afternoon we had a number of short 20 minutes sessions with mine being the first. "Defeat the Book Thief" was supposed to be co-delivered by school librarian Sue Raybould but sadly she was ill on the day so I did it on my own. I hope I did her half of the presentation justice.

Our session was about a project we ran with Nottingham Trent University to create a peer designed video game which we can use in library inductions.

We talked about the need to manage expectations among your design group, we were making a free to play Flash educational webgame and not a multimillion dollar entertainment product after all.

The tactics we found worked best when unlocking their creativity were often practical. We used everything from Lego to playing cards to design the final game. We found that the least productive sessions were those with pen and paper or sitting at a computer.

More information can be found in our presentation: <http://slidesha.re/e18YG0>.

Next up in this rapid fire segment was Jen Bakwell from Birmingham Libraries. Jen has been working with a team of professional virtual world builders to prototype the new Library of Birmingham in Second Life.

Both the real and virtual libraries look really exciting and it's fascinating to see how Second Life is being used to give the people of Birmingham both a sneak peek and a say in how their finished library will look and be used.

Jen did a great job of navigating but did end her session moonwalking backwards into an endless ocean. I think she did it on purpose for a big finish personally.

If you're curious about the new Library of Birmingham you can see a computer generated (but sadly not Second Life) version here: <http://bit.ly/gMQskh>.

Next up was Chris Standley from Imagination Gaming. Chris's company runs boardgame events in schools, libraries, care homes, in fact just about anywhere he is asked to and for just about any group he is asked to from very young children to adults. He mainly works around Sheffield but they are keen to expand.

Chris uses mainly abstract games that can be taught very quickly to engage new players. More information on Imagination Gaming can be found on their website:

<http://www.imaginationgaming.co.uk/>

After that Ian and Paul Stringer introduced us via video to Nicki Rapp, the voiceover artist famous for voicing Morgan Le Flay in the recent Monkey Island video games and for being one of the world's only fluent Simlish speakers.

Ian and Paul are hosting and organising Nicki's UK tour this Summer and are offering full day sessions for only £50.

You can read more about Nicki here: <http://nickirapp.com>. Contact Ian and Paul for more information on her tour: info@libraryscience.co.uk.

And just as everyone was beginning to look forward to a cup of tea it was time for my final and timely session about running gaming events on little or no budget.

I talked about how to run imaginative games events using virtual or 'print and play' options or what to splurge your cash on if you have it.

I'm a big fan of print and play games since they are also a creative craft activity and really cut down your preparation time! More information can be found here:

[\(http://printandplay.blogspot.com/\)](http://printandplay.blogspot.com/)

My full presentation is here: <http://slidesha.re/hrZ8gG>.

The final session of the day was a panel discussion for all the presenters except Peter who had to drive the children back to school.

The topics we discussed were many and varied and could have gone on far longer. We talked about how to market a gaming activity and what the word gamer meant to different people.

We also discussed how to teach a game to a group of people. Knowing your game well and having the game set up are crucial as is thinking through what you are going to say beforehand.

We also talked about finding and involving video game developers in your gaming programmes.

As the delegates filed out the (dreaded!) evaluation forms flooded in. Thanks to everyone who completed them.

I'm really excited to be able to say that lots of people who attended said they would start some sort of gaming activity in their libraries. And I know that they weren't just saying that to be kind because I caught some of them in the local games shop afterwards stocking up! Just in time for National Gaming Day UK 2011.

Finally I'd like to thank everyone who gave their time for free to present and to Burton Library for providing the wonderful venue again at no charge.

Game on!

Gaming and Literacy

Games and Teens in Your Library

Emily Dezurick-Badran

The awesome thing about games is that they designed both to be inherently fun and to challenge the mind. Teens enjoy complex games, as they pass the time while actively engaging them. Most young people don't object to sitting and concentrating something interactive, so long as they are engaged.

Most games, even simple ones like noughts-and-crosses, engage critical reasoning faculties. Board games obviously come in high-end and low-end versions of this: Snakes and Ladders is relatively simple, while Scrabble, Chess and Go can become very challenging and complex depending on the skill and interest of the players ("easy to play, hard to master"). Magic: The Gathering and similar card games are also highly strategic. War games, played with miniatures, require patience and tactical play.

Role Playing Games (RPGs) require players to verbally navigate a story, developing strategic thinking, articulation, and creativity. Again, the activity has varying levels of complexity, from Simplified Dungeons and Dragons to the challenge of spontaneous and inventive games that are, at their best, pure storytelling. Similarly, the card game Apples to Apples http://en.wikipedia.org/wiki/Apples_to_Apples (apparently popular with American teenagers) is highly inventive and can be hand-made if necessary.

The educational quality of computer, video games and MMORPGs (massively multiplayer online role-playing games) vary widely. However, most digital games have some sort of supplemental print material such as gaming manuals (for improved play) or accompanying novelisations. World of Warcraft (a highly popular and addictive MMORPG) has supplementary novels and graphic novels. There are also game-related magazines that may be worth subscribing to.

A public or school library may capitalise on the popularity of the above in three ways: by making games accessible to teens, by hosting gaming days, and making game-related materials (such as manuals and game-related fiction) available.

As teens which games they find interesting, and purchase the games or supporting materials if necessary. If you are not confident leading certain games (in particular War Games or RPGs), ask around to see if you can find a teen or colleague with expertise. This person can teach you play, or better yet, lead the game themselves. Oftentimes there are local gaming groups, so may be able to appeal to a group in your area for assistance.

Finally, it is important to purchase and promote game-related materials. This is especially critical in improving the literacy skills of War Gamers (Warhammer have a series of related novelisations) and those who play video or computer games. Make certain that the collection is gathered in one place (not scattered in different categories throughout the library!) and easy to locate. Solicit feedback from local teen and adult gamers of different stripes to find out which printed material they find useful or compelling.

Finally, publicise the collection, within and outside the library. Involve gamers by getting them to spread the word to other gaming friends. Encourage teens to bring new friends to gaming sessions. Place posters in cafes, comics, game and Warhammer shops in your town. Send out media releases about your library's involvement and encouragement of gaming for reading.

Last but not least, always consider how you are linking games to the library. Do you bring a collection of Dungeons and Dragons and fantasy books to your RPG sessions? Do you give young people playing chess material about chess strategy? Do you leave relevant magazines where teen gamers can find them? Over time interest can transform reluctant readers into voracious ones. Often video game manuals, magazines and tie-in books can lead to an interest

in related genres, either in non-fiction (strategy and history) or fiction (fantasy, science fiction, and beyond).

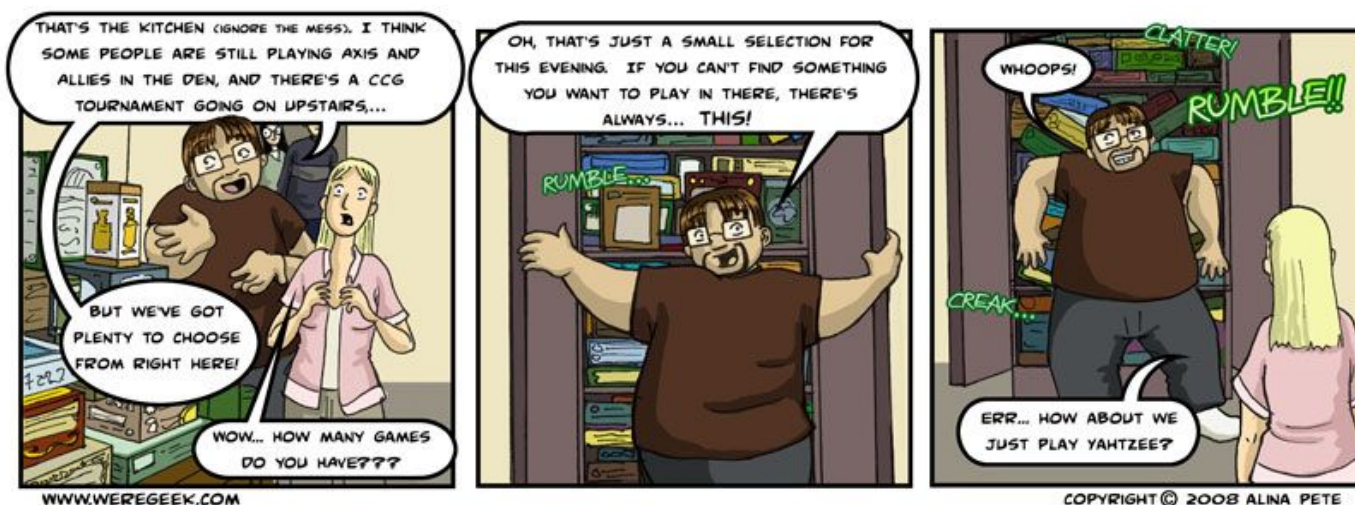
As young people use the library, either to game or to read about their favourite games, they will become more comfortable and confident spending time in the building, interacting with staff and seeking materials. And that, right there, is more than half the battle won.

Resources:

For a brief introduction to all types of gaming on a variety of budgets, take a look at Carl Cross's Slide Show, "Do Not Collect £200." <http://www.slideshare.net/carldjcross/do-not-collect-200>

For more information on the benefits of TV and PC-based gaming (primarily video games and MMORPGs), see the Reading Agency's report, Gaming for Reading. http://www.readingagency.org.uk/new-thinking/gaming_for_reading_report.pdf The report focuses on adult gamers, but the general content can also be applied to teen gamers.

For some background on Dungeons and Dragons (and a crash-course on how to play it), take a look at this article from The Believer http://www.believermag.com/issues/200609/?read=article_lafarge. However, please note that despite the male-oriented tone such games may once have taken, RPGs are for everyone!



Lib Gaming UK discussion List

Lib Gaming UK is an email discussion list for anyone interested in playing games of any kind in any sort of library in the UK.

It's a great place to find out what's happening in other libraries and to share your own experiences.

<http://groups.google.com/group/lib-gaming-uk>

If you can't beat them – join them!

Paul Stringer



Does your children's library suffer from falling book issues and falling visitor figures? The reasons are varied: lack of cash, lack of time, kids watch too much TV, play too many computer games, and so on.

Well if you can't beat them why not join them? Next summer we are playing host to one of the gaming scene's most famous voices, Nicki Rapp, from Los Angeles, California. She is the voice of many games and most famously Morgan Le Flay in the Monkey Island series. She is also a star in the very popular Sims series, playing many of the children's voices

Nicki is keen to meet her UK fans and I suggested to her that sessions in Libraries would be an ideal forum. Morgan le Flay is a fan favourite, generating much discussion on games forums. The Sims are even more popular and Nicki is one of the regular cast known in the industry for her fluent simlish.

We are offering sessions with Nicki, at £50 which would include:

- | | |
|-------|---|
| 10.00 | Introduction |
| 10.05 | Nicki gives brief biography |
| 10.10 | Short episode of one of her games shown |
| 10.15 | Nicki talks about voice acting, sharing a few 'trade secrets' and stories |
| 10.30 | Nicki goes through a specimen game |
| 10.45 | Question time. Nicki asks the kids about their gaming likes & dislikes |
| 11.00 | Library ties this into various activities in their library |
| 13.00 | Nicki goes into more depth about voice acting and auditions |
| 14.00 | Nicki introduces her UK tour facebook site |
| 15.00 | Questions/autographs |

READ, LEARN, PLAY

NATIONAL GAMING DAY

UK@ your library
Saturday November 12th

2011

<http://nationalgamingdayuk.blogspot.com/>

Saturday 12th November 2011 will be the very first National Gaming Day UK @ Your Library.

It's been running for a year in two in the US and the idea is to simply have as many people playing games in libraries on the same day.

It can be any type of game from Warhammer to Wii, from Chess to the very latest boardgame.

Right now you can go to <http://nationalgamingdayuk.blogspot.com/> to find out more and register your interest.

I'm also looking for people to help me write articles for a toolkit on running gaming events of all kinds. Email me at carl.cross@derbyshire.gov.uk if you're interested in helping.

XKCD

The Ultimate Game



How to Host a D&D AFTERNOON ADVENTURE In Your Library

By Nikol Price

Here are a few helpful tips on how to make your D&D session successful:

Planning

- Find a date and time (i.e. Wednesday the 8th from 4:30pm-8:30pm).
- Decide if you are going to require registration. If you are, set a date for registration to begin. You also need to determine the age limit at this time (i.e. 12-18 years old). Make it clear to those who will be taking registration that the age limit is firm.
- Reserve a room, or designate an area in the library.
- You need to find a space that is large enough for several boisterous teens, has good ventilation, has tables and chairs, and can contain the sound from an exciting gaming session.

Advertising

- Send press releases to your local papers.
- Create colorful flyers to hang up where teens hang out at your library.
- Make sure that the event is listed in all of your library calendars.
- Word of mouth is your best advertising. Mention it to teens using computers at your library. Try to get the word out at your local high schools. If you are lucky enough to have a local gaming store, ask them to post one of your flyers.

Preparation

- Create a document listing the benefits of DUNGEONS & DRAGONS and the positive influence the game has on teen players. If you need inspiration, take a look at the benefits listed in the Voice of Youth Advocates (VOYA) article included in this kit. Send this document to your supervisor, administrator, and library director so that they will be prepared for questions from the community and/or the press. The document needs to be in the hands of these important people at the same time your advertising goes out.
- Find an adventure module (like the one provided in the Basic Game) and familiarize yourself with it.
- Know where monsters and traps are placed in the dungeon. Pay specific attention to places where the player characters will need to interact with the environment. If you would prefer, create your own dungeon and get yourself ready to run players through it.
- Look over your registration list to see how many people will be attending your game.

Setting Up

- Find a table (or tables!) large enough to comfortably seat you and the players. Arrange chairs around three sides of the table keeping one side of the table for the sole use of

the Game Master.

- Have scratch paper and writing implements available at the table.
- Set up the Game Master area with some sort of barrier (Dungeon Master screen) that you can roll dice behind and keep notes of things the players do not yet know.
- Consider providing background music. If you would like to have music, figure out what sort of stereo equipment you will need and set it up. I personally like Midnight Syndicate, the DUNGEONS & DRAGONS official roleplaying soundtrack, and the music from the movies in the Lord of the Rings trilogy.
- Provide snacks. It is a general rule that teens will eat anything. Cookies, chips, soda, and pizza will be snapped up with great gusto. You might also consider healthy snacks such as veggies and dip or fruit along with ice tea.
- Remember that sugar sometimes adversely affects behavior. Place food somewhere that won't be disruptive to the game. Put plates, cups, and cutlery near the food. Make sure to have plenty of extra napkins to mop up any sudden spills. Decide if you will allow the teens to bring in outside food.
- Schedule at least one bathroom break so that players don't have to miss any of the action.
- PROVIDE A TRASH CAN! Remind players to throw away used wrappers and napkins several times throughout the game so that you don't spend the hour after the game cleaning up.
- If you have laminated the character sheets, provide dry erase markers for players to keep track of variable statistics like hit points and spell use. If you have not laminated the character sheets, provide sticky notes for keeping track of variable statistics.

Review

- Think about how the game session went. Make notes on what you might want to change for the next session. Also make notes on what the players did so that you will be able to build on their previous actions for the next adventure.
- Ask players to fill out a quick survey sheet. Directors appreciate it when you can say that 10 teens attended a program and that all of them gave the program an "excellent" rating. You can also get some great quotes to use in future advertising from these surveys.
- If you have circulating copies of D&D books, check to see if they are all checked out after the program. Show that the game session directly resulted in materials circulating!
- Resources

Please visit www.wizards.com/dndlibrary for a handful of additional resources that will help you host a successful D&D adventure.

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Running a LARP in a library

Shaun Kennedy

You are returning with your friends and classmates from a school trip. As the sun sets you feel the bus lurch and come to a sudden halt. The driver disembarks and examines the engine before informing the teacher that it is beyond his ability to repair and will have to call the repair service. Unfortunately everyone discovers that they are unable to get a signal on their mobile phones. Someone notices the lights further down the road and before long everyone is inside of the hotel of the nearby village. Fortunately there is a landline which the teacher uses to call the repair service, however it will be a few hours at least for them to get to the village. The teacher decides that you and the rest of the class will wait at the hotel.

This is a short introduction to the LARP I will develop in the article.

According to Wikipedia, "a live action role-playing game (LARP) is a form of role-playing game where the participants physically act out their characters' actions. The players pursue goals

within a fictional setting represented by the real world, while interacting with each other in character. The outcome of player actions may be mediated by game rules, or determined by consensus among players. Event arrangers called gamemasters decide the setting and rules to be used and facilitate play.”

Within the article I shall refer to the teenagers as PCs (Player Characters) and the librarian or whoever plans the events as the GM (Gamemaster). Anyone assisting the GM in the LARP is called the NPC (Non Player Characters).

There are three basic outlines that can be used for running a LARP in a library:

- What is commonly called “Murder Mystery Theatre.” Here the PCs are merely spectators in a series of scenes acted out by NPCs which involve a murder. Once the scenes have played out, the PCs can figure out who the murderer is and their motives are based on the clues provided in the enacted scenes. This requires no preparation for the PCs. However GM will need to script out all the scenes for the NPCs to ensure that all the necessary information for the clues are provided.
- Traditional or Free Form LARP. The GM creates the PCs, with or without the help of the teenagers, and the plot lines. The GM allocated the PCs to the players and provides an overview of what their objectives are and stands back. It is essentially a play without a script.
- The last option is a mixture of 1 and 2. The GM creates the plot and the relevant NPCs necessary for the plot line. The teenagers can then play the PCs as themselves. This only requires preparation from the GM and the NPCs as the PCs should do what they would naturally do themselves

The Setting

You can use any setting that is appropriate, whether literary or from film or even imagined. For this article I can using a basic horror concept that would be appropriate in a HP Lovecraft story, hereby allowing the librarian to recommend any books by Lovecraft or any other horror author.

Preparation

Decide on the venue for the LARP. Are you taking over the whole library, do you only have access to one room or are you going somewhere else? The size of the venue dictates how many PCs there can be as well as the scope of your plot line.

Decide on your main story or plot line. In this case it is the fact that the PCs have been involved in an fatal crash and they are currently stuck in limbo due to the region they're in. They don't know that they're dead but will soon realise that there is something is odd about where they are and the people they meet.

Pick a suitable location for the plot. I have decided to use the library as a hotel, this way I can use as many or few of the rooms the are available for the LARP. Always have a suitable reason for why they can't leave the location once they've entered. Doors bolted from the outside, severe storm, dense fog, re-entering through another door all give the PCs the idea that they are not leaving in a hurry. For this exercise we can use the last reason for being able to leave the library, sorry, hotel.

Decide on the NPCs you want in the LARP. Let's consider who you could meet in a hotel: staff include the conceirge, bell hop, cleaning staff, waiters. You can also come up with some interesting NPCs who are staying are the hotel who don't appear to know they are dead. Well, one or two could suspect something is wrong as they have been waiting to leave for a very long time. Decide on the common dominator for the deaths. It could be the way they died or even where their deaths occurred are linked.

Ask for some volunteers to assist with being the NPCs, fellow co-workers and friends, especially those who role play, should be willing to help.

Once the PCs are in the library and have had a chance to interact with the NPCs, have something strange happen. Maybe the teacher disappears after a discussion with one of the NPCs. Once the PCs have been alerted to the situation they have to find out what happened to the teacher. In the course of the investigation they could discover the hotel and surrounding areas have a disturbing history. The fact that some of the NPCs might be upset that someone left before them. Ultimately it might be they learn that they are dead or in some other place and the only way to leave is to wake up. But how do they wake up? I think I will let you decide.

Wrapping it up.

As much fun as it is to run the LARP, always remember to allow time for a debriefing afterwards. This is the time where the participants get to tell everyone else what they found out, suspected, overheard, explain some of their actions and allow you to find out what they enjoyed or not.

There is a **LOT** of preparation that goes into a LARP, however it is a great way for people to socialise. I am not exaggerating about the effort that you will put into it, however it is one of the most rewarding social activities I do as you never know how it will turn out. Each time I have run the same LARP something different has happened.

Lastly, I would also recommend keeping a copy of the LARP close for you to email to other librarians who might be interested in running your LARP at their library.



Find Your Local Games Store

As well as being a brilliant place to buy board games your local games shops often offers all sorts of other advantages over buying from non-specialist shops or over the internet. As well as good impartial advice you can often try out games, attend games nights and find local clubs.

The UK's largest board games wholesaler Esdevium Games have made it easy for you to find your local shop simply <http://www.findyourgamestore.co.uk/>.

Games Workshop Library Seminars

Games Workshop offers seminars for library staff on how to run a gaming club. These have proved to be a great success, imparting greater knowledge and understanding of what Games Workshop is and how it inspires young people.

The day is split into two sections:

- The first half of the day is spent talking about why running a club is a worthwhile activity for a library, how it can help achieve targets, and learning best practice, including how to

get maximum impact with minimum resource.

- The second half of the day is an opportunity to take part in the hobby and see for yourself the enjoyment, inspiration and creativity involved. To round the day off we discuss action plans and timelines to give you some ideas and plans for when you return to base, including ideas on how to tie the club in with promotions, for example the Reading Challenge.

How to book a seminar:

- The Reaching Out seminar is available to all libraries; the seminars can be run at our Head Office in Nottingham or at a suitable meeting room within your county. If you would us to run a seminar in your county you will need a minimum of 10 delegates. The seminar costs £100 per delegate and will include £100 of product (see below) that comes as part of the package.
- The standard package includes:
Assault on Black Reach box set
Hobby Starter set
Sanctum Imperialis (scenery)
- The contents of this package can be adjusted to suit your needs if you are sending more than one delegate, but the value of the product will always be around £100.

Seminar Aims & Objectives:

- Impart greater knowledge and understanding of what Games Workshop is and how it inspires young people. This will include a brief history of the company.
- Demonstrate through anecdotal evidence why this is a worthwhile activity for libraries and how it can help you achieve your targets.
- Learn the best practice for running clubs, how to maximise the impact of the club and minimise the resources needed.
- Take part in the hobby and see for yourself the enjoyment, inspiration and creativity involved.
- Create action plans, timelines and contacts to become part of a network of library clubs.

Seminar Learning Outcomes :

- Have the resources, knowledge and skills to start a gaming club.
- Be confident about organising and running the club.
- Create action plans and timelines for running your club.
- Understand the benefit to the library service of running the club.

For all club queries, contact Games Workshop on: 0115 900 4821

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Game Novelisations

The universes created for gaming have proved to be fertile grounds for writers to flesh out the various tales beyond the sphere of gaming. Some of the best-known books are the stories from the Warhammer universe published by the Black Library, I also learned that there are now novels in the RuneScape world. Perhaps the most prolific series are those from the many Dungeons & Dragons worlds, from the Dragon-infested world of Krynn, to the myriad Forgotten Realms peopled by humans, dwarves, elves, halflings and many other races. The most famous of the Forgotten Realms characters is the dark elf Drizzt Do'Urden, originally created as a minor character he soon eclipsed his minor role and is the hero of 18 novels – it just goes to show you can't keep a good (or bad) elf down.

Below is a small selection of some of the best novels from some of the gaming worlds. It is by no means definitive and opinions may differ.

RuneScape

Betrayal at Falador by T.S. Church
Return to Canifis by T.S. Church

Lord of the Necropolis by Gene DeWeese
Shadowborn by Carrie Bebris and William Connors

Warhammer

Legend of Sigmar Trilogy by Graham McNeill
Gotrek & Felix series by William King & Nathan Long
The Vampire Genevieve by Jack Yeovil (Kim Newman)

D&D: Forgotten Realms

Blades of the Moonsea series by Richard Baker
Brotherhood of the Griffon trilogy by Richard Lee Byers
The Cleric Quintet by R.A. Salvatore
The Dark Elf Trilogy by R.A. Salvatore
The Elminster Series by Ef Greenwood
The Harpers series – various authors
House of Serpents by Lisa Smedman
The Drizzt Dro'Urden series by R.A. Salvatore

Warhammer 40,000

Gaunt's Ghosts by Dan Abnett
Eisenhorn trilogy by Dan Abnett
The Ultramarines by Graham McNeill
The Blood Angels by James Swallow

D&D: Dragonlance

The Chronicles trilogy by Margaret Weis and Tracey Hickman
Dragonlance Legends trilogy by Margaret Weis and Tracey Hickman

World of Warcraft

Day of the Dragon by Richard A. Knaack
War of the Ancients trilogy by Richard A. Knaack
Lord of the Clans by Christie Golden
The Last Guardian by Jeff Grubb
Cycle of Hatred by Keith R. A. DeCandido

Shadowrun

Secrets of Power series by Robert Charrette
Streets of Blood by Carl Sargent
Night's Pawn by Tom Dowd
Fade to Black by Nyx Smith
Preying for Keeps by Mel Odom
Clockwork Asylum by Jak Koke

D&D: Ravenloft

Vampire of the Mists by Christie Golden
Knight of the Black Rose by James Lowder
Dance of the Dead by Christie Golden
Heart of Midnight by J. Robert King
Tapestry of Dark Souls by Elaine Bergstrom
Carnival of Fear by J. Robert King
I, Strahd: The Memoirs of a Vampire by P. N. Elrod

Halo

Halo: the fall of Reach by Eric Nylund
Halo: Contact harvest by Joseph Staten
Halo: the Flood by William C. Dietz

Links to Resources

A survey of gaming in libraries

<http://www.slideshare.net/carldjcross/sarah-mc-nicol-survey-of-gaming-in-uk-libraries>

Gaming in Libraries report

<http://www.scribd.com/doc/38404825/Gaming-in-Libraries-Report>

Board with Learning

<http://www.slideshare.net/carldjcross/peter-johnston-board-with-learning-presentation>

Across the Board photos

<http://www.flickr.com/photos/58993761@N03/sets/72157625953559362/>

Across the Board – Games played

<http://boardgamegeek.com/geeklist/63867/across-the-board-games-played>

Defeat the Bookthief – designing a library instructin video game

<http://www.slideshare.net/carldjcross/defeat-the-book-thief>

Library of Birmingham video

http://www.youtube.com/watch?v=1fNA20tl-74&feature=player_embedded

Imagination Gaming

<http://www.imaginationgaming.co.uk/>

Print and Play games

<http://printandplay.blogspot.com/>

Do not collect £200 gaming on a budget or no budget at all

<http://www.slideshare.net/carldjcross/do-not-collect-200>

Apples to apples

http://en.wikipedia.org/wiki/Apples_to_Apples

Reading Agency Report Gaming for Reading

http://www.readingagency.org.uk/new-thinking/gaming_for_reading_report.pdf

Destroy all monsters

http://www.believermag.com/issues/200609/?read=article_lafarge

Library Gaming UK e-mail discussion list National Gaming Day UK

<http://groups.google.com/group/lib-gaming-uk>

National Gaming Day UK

<http://nationalgamingdayuk.blogspot.com/>

Dungeons & Dragons Library

www.wizards.com/dndlibrary

Find your local games store

<http://www.findyourgamestore.co.uk/>

Games Workshop Library Gaming Clubs

<http://www.games-workshop.com/gws/content/article.jsp?catId=&categoryId=700001§ion=community&aid=3400057>



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Teen Librarian will return sooner than you think!

Thank you for reading