



Our Story Thus Far...

The State of Gaming in Libraries

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Studies

My gaming past

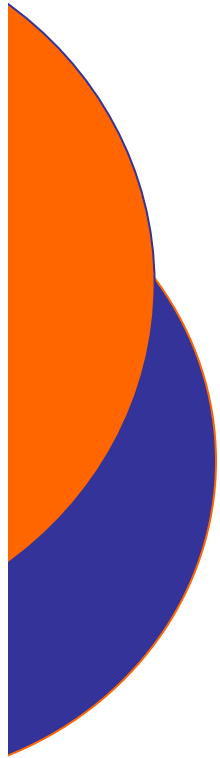


RPGs and LARPing



CCGs and MMORPGs





Boardgames

Board Games

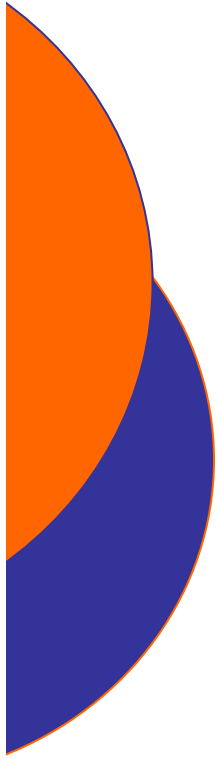


with
Scott

Boardgameswithscott.com

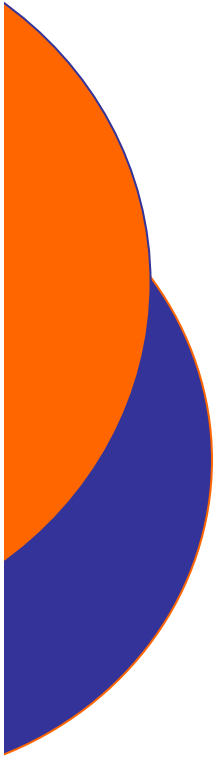


Onboardgames.net



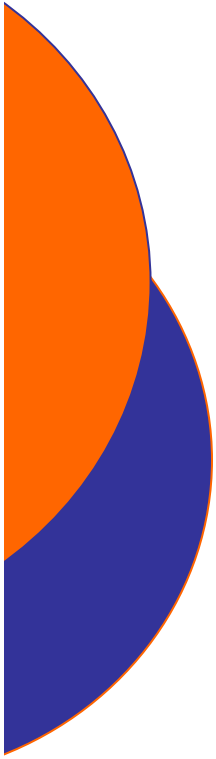
Library Game Lab:

**“Exploring the Intersection of
Gaming and Libraries”**

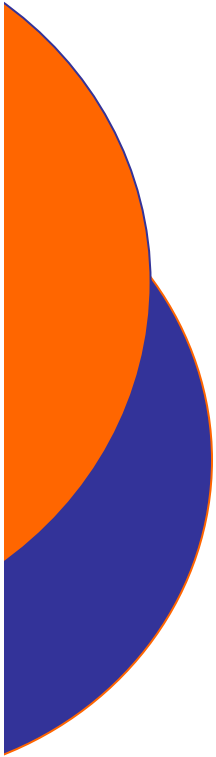


Overall Goal of the LGL

- Ludology = The study of games and play
- Focused on recreational games in libraries
 - As compared to educational
- Using science to understand phenomena
 - Advantage of research center



How do we see Gaming?





By Lis311 @ flickr



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From [sbluerock@flickr](#)

BEJEWELLED

score

1195

NEW GAME

NORMAL

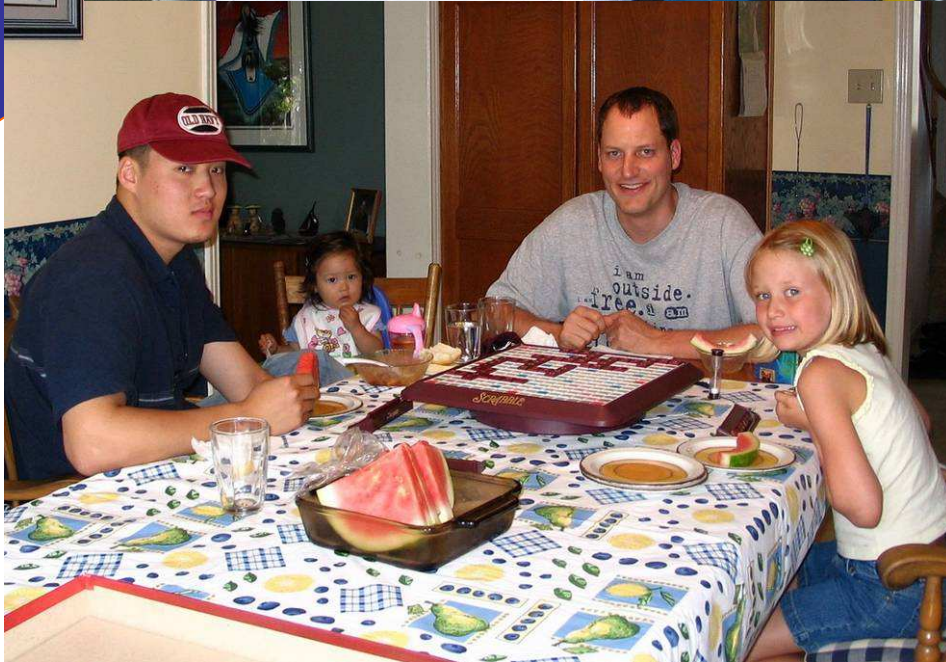
TIMETRIAL

OPTIONS

+15

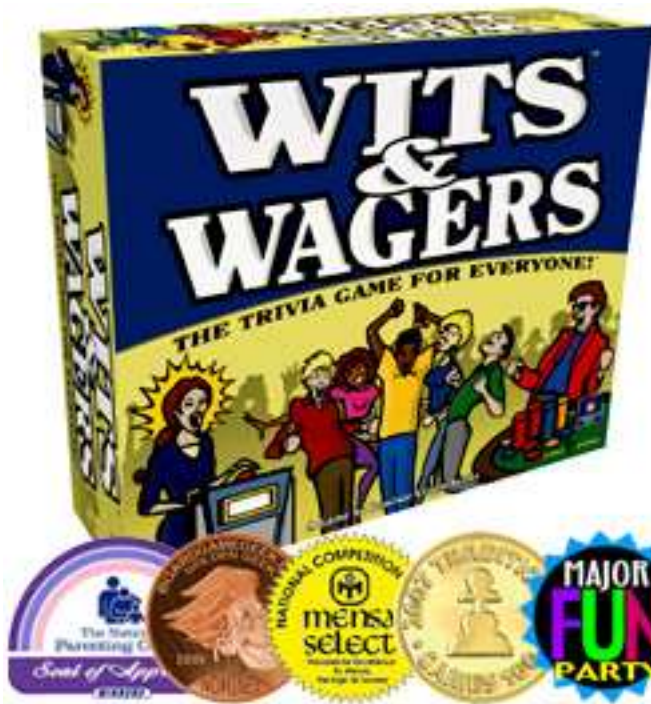
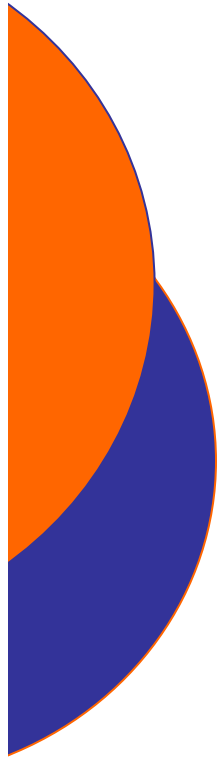
QUIT GAME





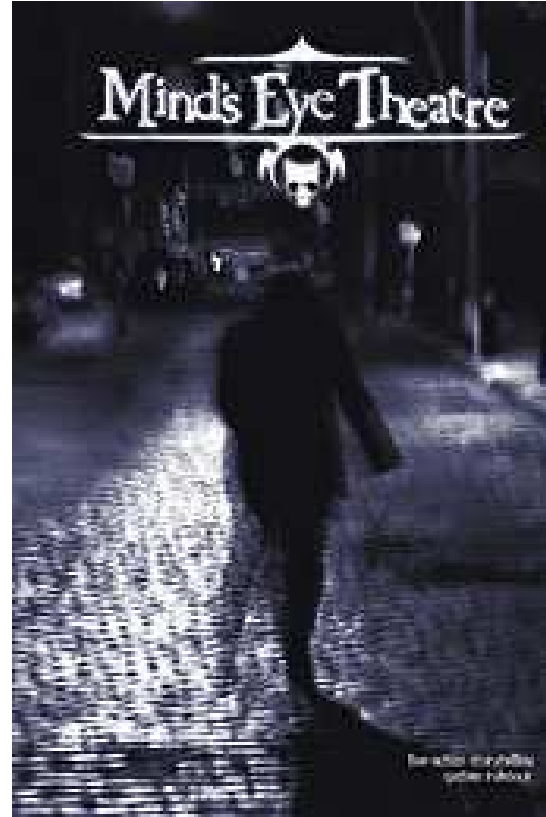
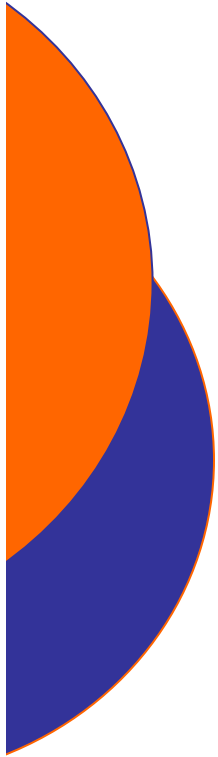
Chess by Joseph S. Huang, Scrabl by RichardBG, Bridge by Xzyzzy, all @ flickr

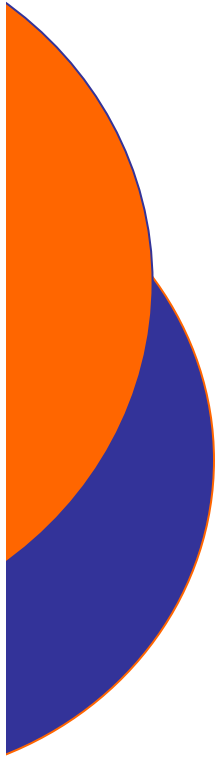




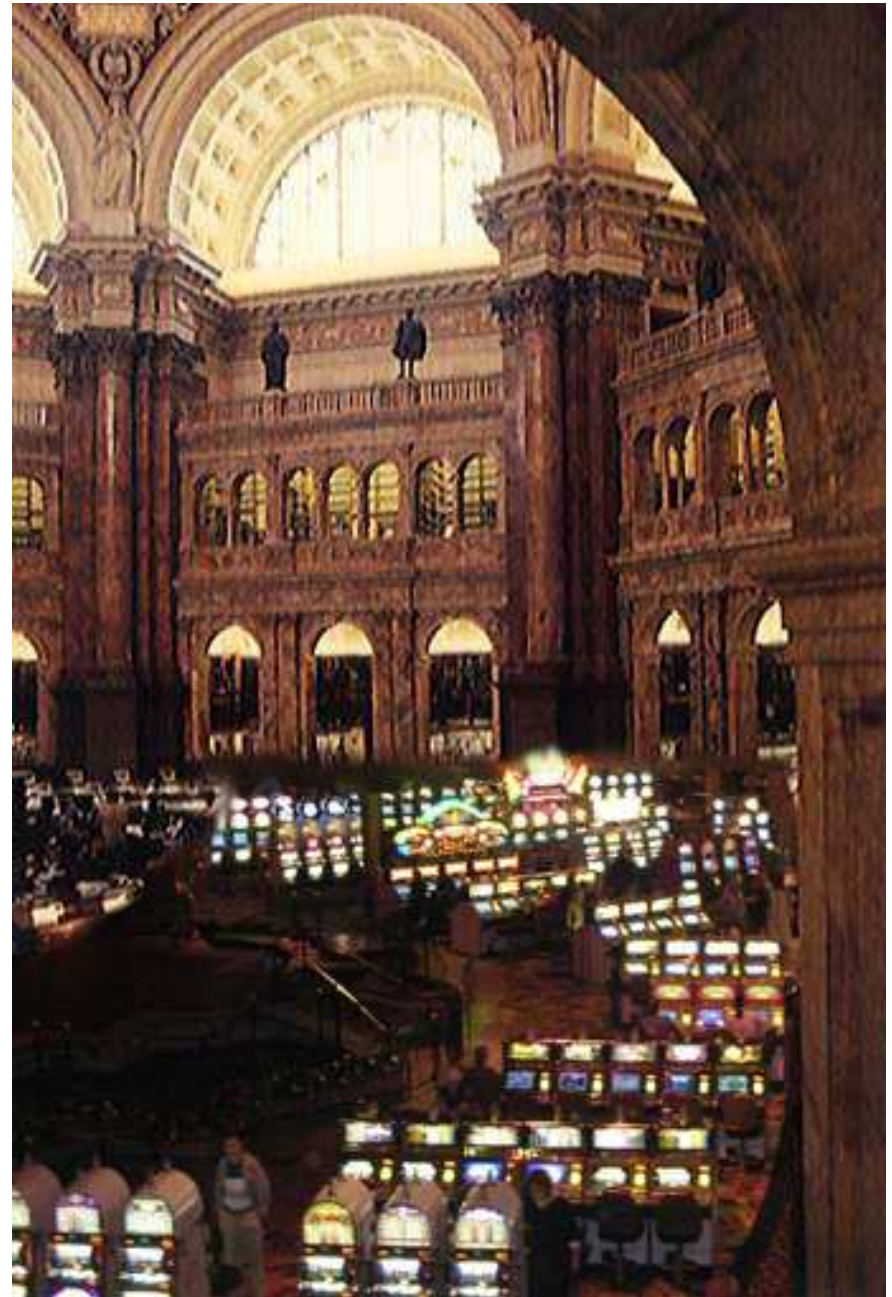
Popular Edition

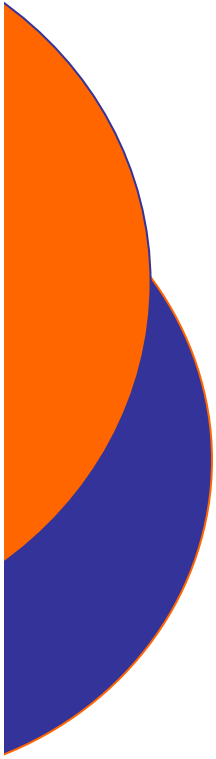






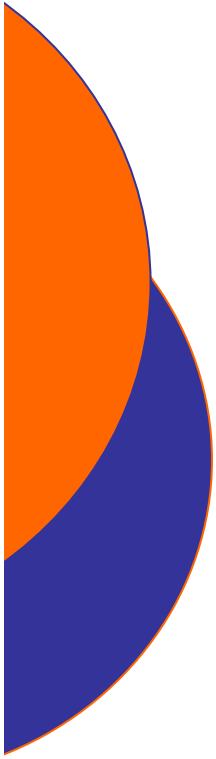
The Trump Casino & Library





Gaming is bigger than you think...

- Console games
 - Physical and Controller-based
- Computer games
 - Educational
 - Standalone
 - Web-based
 - MMORPGs
- Board & Card games
- Roleplaying games
- Historical games



Lack of Basic Research

- Best Practices
 - Focused on specific settings
 - Difficult to generalize
 - Can not develop theory
- Basic questions
 - Difficult for libraries to answer



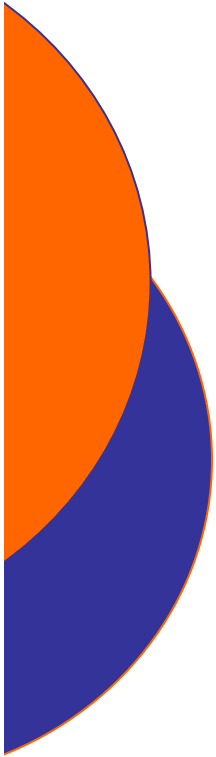
Study #1: Understanding the State of Gaming

- Survey of public libraries
 - 400 randomly selected (all but 18)
 - 9210 libraries in NCES data
 - Basic questions
 - Support gaming?
 - Gaming programs?
 - What types?
 - Policies about computer use for games?
 - Plans for future gaming.
 - Goal: Provide a baseline for how much gaming goes on in library



Study #2: Gaming census

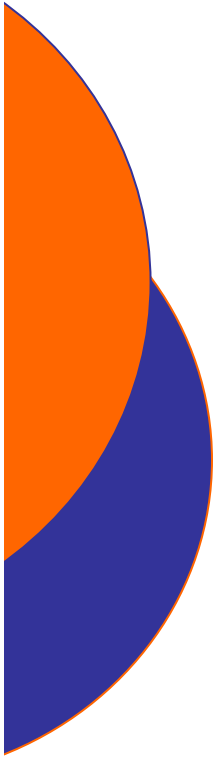
- Goal: Collect information about every gaming program from 2006
 - Reality: Gain a better systematic understanding of what was done
- Basic questions about:
 - What was done
 - Goals
 - Outcomes
- Will be a repeated study.



Study #1 - Random Phone Survey

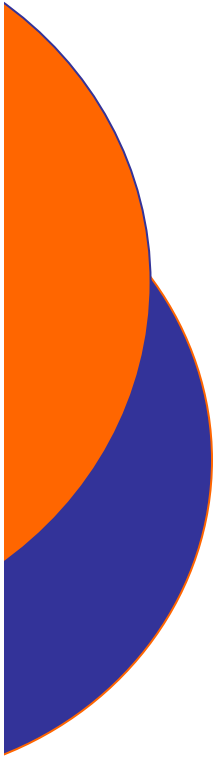
- Started with NCES listing of public libraries
- Randomly sampled 400
 - Did not stratify by size

Patrons Supported	Total
a. 1 - 3000	112
b. 3001 - 10000	121
c. 10001 - 50000	106
d. 50000 +	43
Blank	18
Grand Total	400



Handling the Blanks

- Almost all in the small group (1-3000)
 - Couldn't be reached
 - Refusal to participate
- Conservative Approach
 - Assume all Blanks do not support gaming.
- All values are +/- 5% (95%)



The Big Question

- Do you support gaming?
 - Traditional or digital
 - Circulate, programs, allow playing



And now, it's time for..

Board Games

with

Scott



WITS & WAGERS

PAYS 5^{to}1

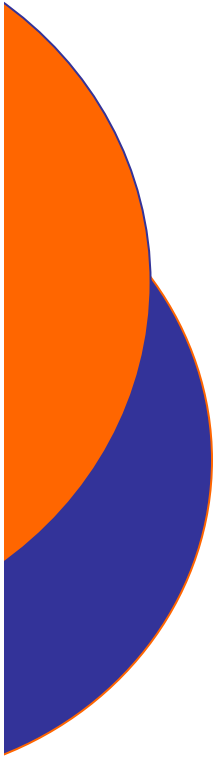
THE CORRECT ANSWER IS SMALLER THAN ALL OTHER ANSWERS

PAYS 4 ^{to} 1	PAYS 3 ^{to} 1	PAYS 2 ^{to} 1	PAYS 1 ^{to} 1	PAYS 2 ^{to} 1	PAYS 3 ^{to} 1	PAYS 4 ^{to} 1
SMALLER	←	←	MEDIAN	→	→	LARGER
12	15	45	57	65	75	90
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SMALLER	←	←	MEDIAN	→	→	LARGER
PAYS 4 ^{to} 1	PAYS 3 ^{to} 1	PAYS 2 ^{to} 1	PAYS 1 ^{to} 1	PAYS 2 ^{to} 1	PAYS 3 ^{to} 1	PAYS 4 ^{to} 1

PAYS 5^{to}1

WITS & WAGERS

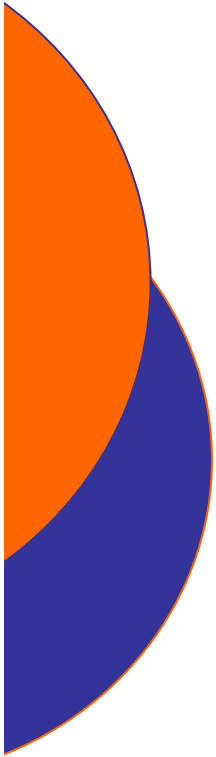




Libraries that Support Gaming

Support Gaming?	Total	Percentage
Yes	308	77%
No	74	18.5%
Blank	18	4.5%
Grand Total	400	

Values are +/- 5% (.95)



Libraries that Support Gaming

Library Size	No	Yes
a. 1 - 3000	24%	76%
b. 3001 - 10000	23%	77%
c. 10001 - 50000	13%	87%
d. 50000 +	12%	88%

This data ignores libraries who could not be contacted.



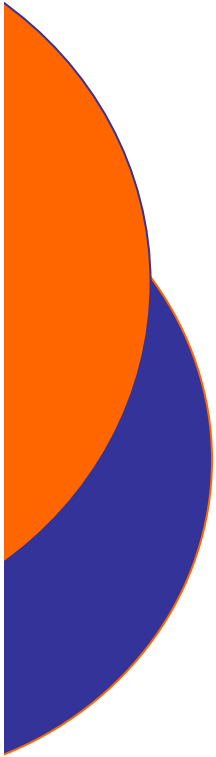
Libraries that Run Gaming Programs

Gaming Programs?	Total	Percentage
Yes	172	43%
No	210	52.5%
Blank	18	4.5%
Grand Total	400	

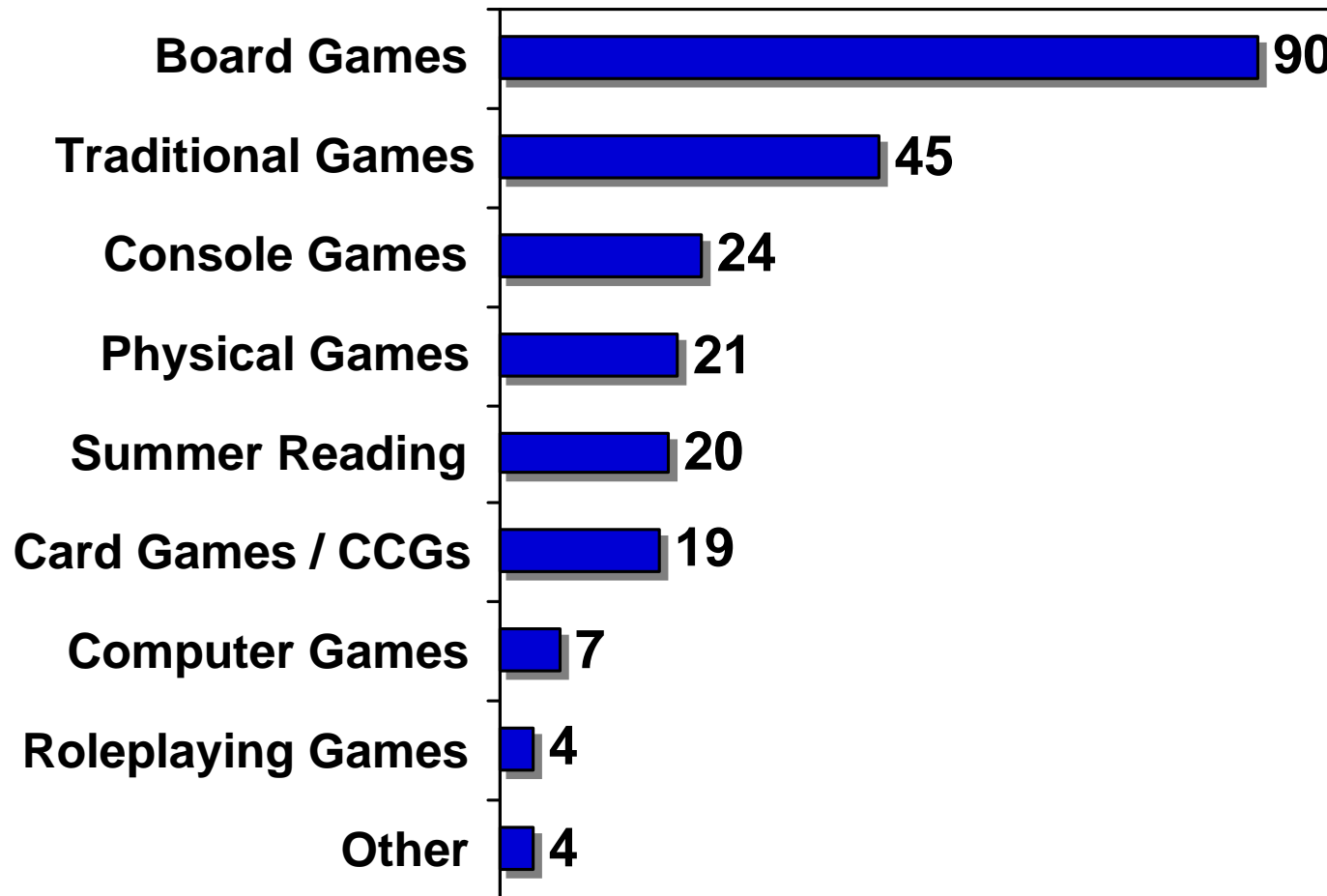


Libraries that Run Gaming Programs

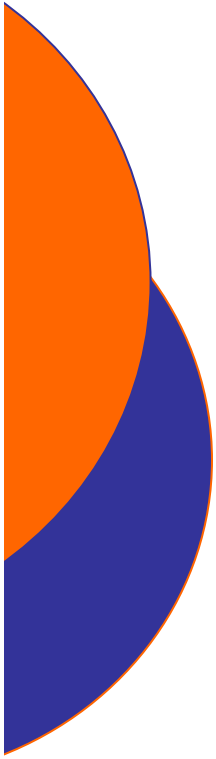
Library Size	No	Yes
a. 1 - 3000	62%	38%
b. 3001 - 10000	61%	39%
c. 10001 - 50000	50%	50%
d. 50000 +	33%	67%



Types of Gaming Programs (n=172)

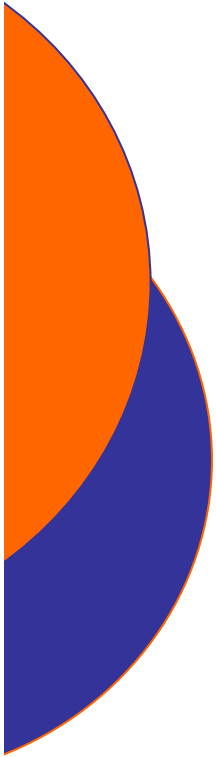


Note: Extracted from answer to open-ended question.



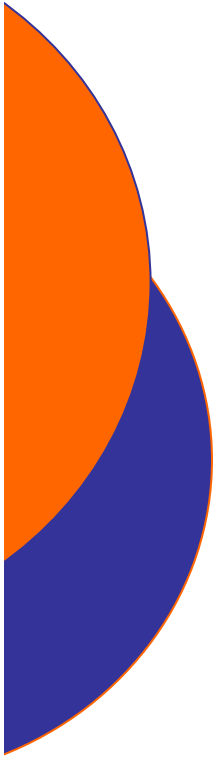
Libraries that Circulate Games

Circulate Games?	Total	Percentage
Yes	79	20%
No	303	76%
Blank	18	4.5%
Grand Total	400	

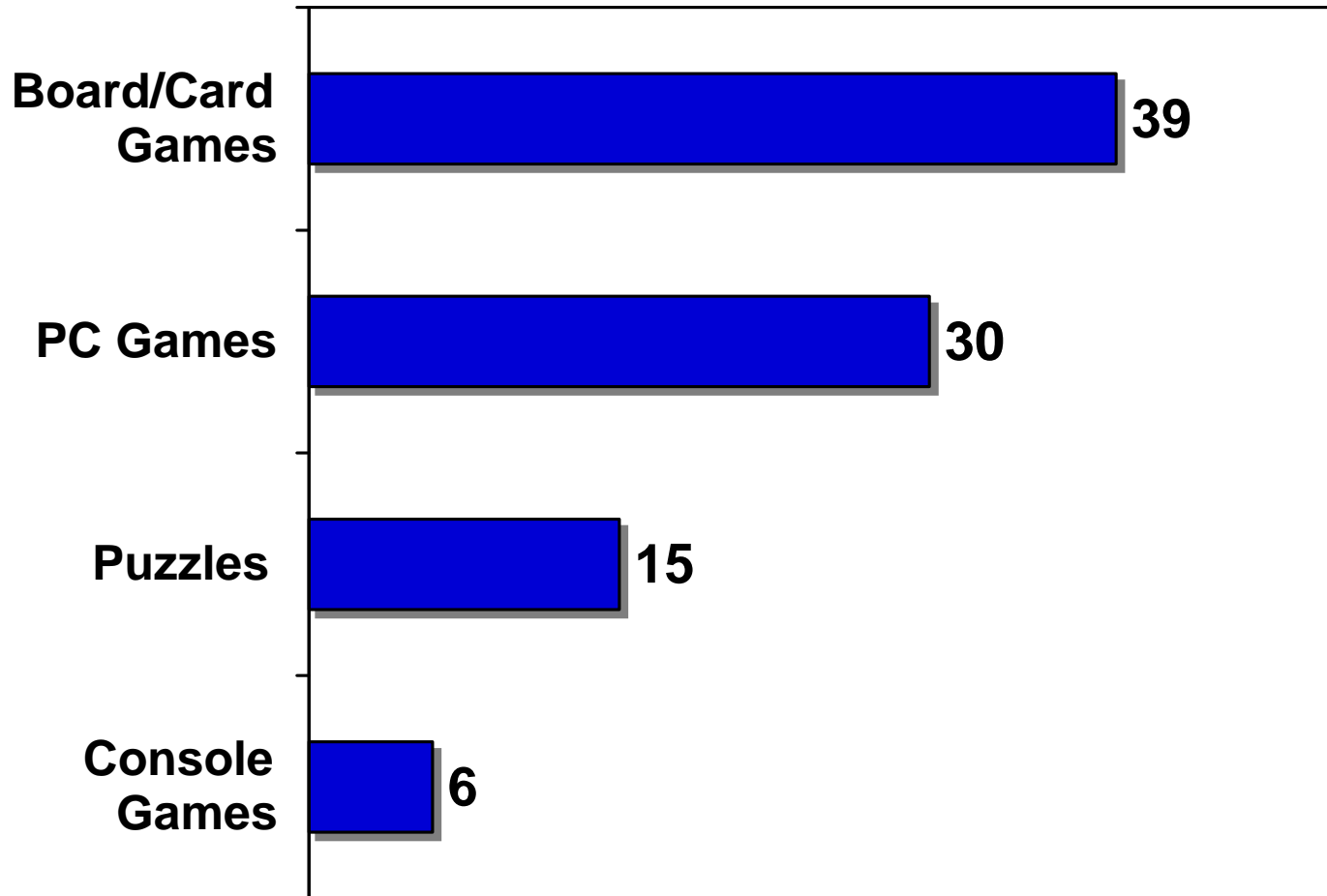


Libraries that Circulate Games

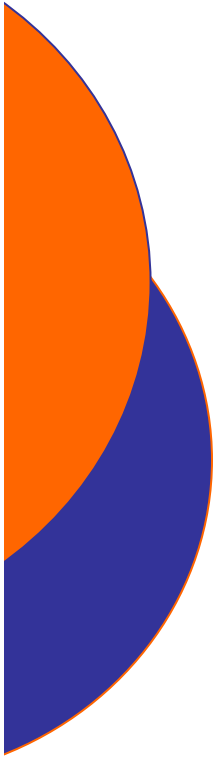
Library Size	No	Yes
a. 1 - 3000	83%	17%
b. 3001 - 10000	83%	17%
c. 10001 - 50000	73%	27%
d. 50000 +	77%	23%



Types of Circulated Games

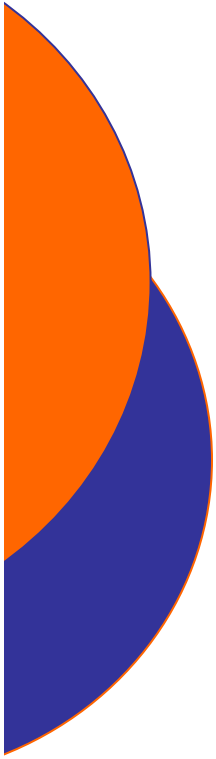


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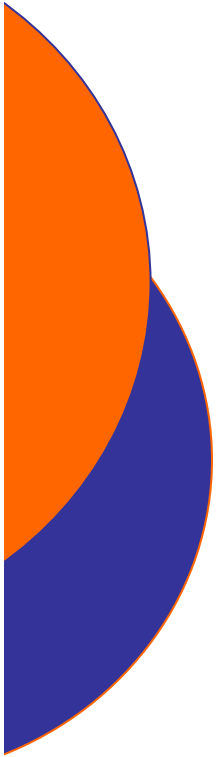
Patrons allowed to Play Games?

Play Games?	Total	Percentage
Yes	328	82%
No	54	13.5%
Blank	18	4.5%
Grand Total	400	



Patrons allowed to Play Games?

Library Size	No	Yes
a. 1-3000	20%	80%
b. 3001 - 10000	18%	82%
c. 10001-50000	8%	92%
d. 50000 +	2%	98%

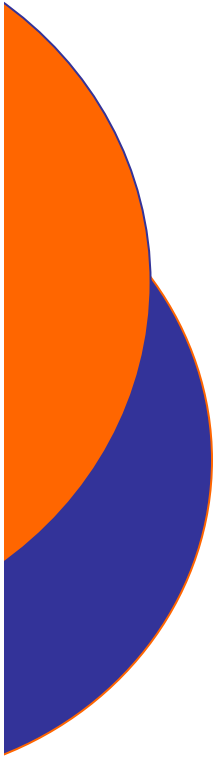


“About” Conclusions from Study #1

- About 75% of libraries support gaming
- About 80% allow patrons to play games on library computers
- About 40% run gaming programs
- About 20% circulate games

- Support is stronger for analog games in programs and circulation

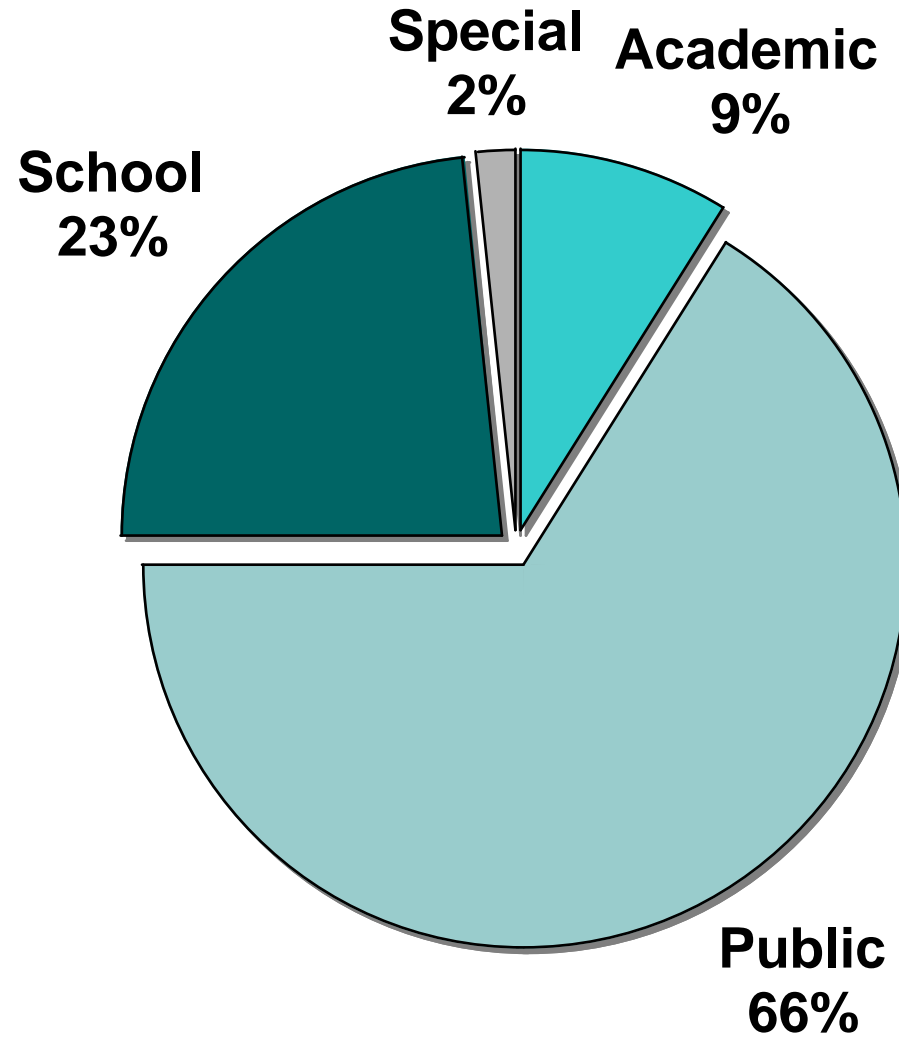
- Larger libraries are more likely to support gaming activities.



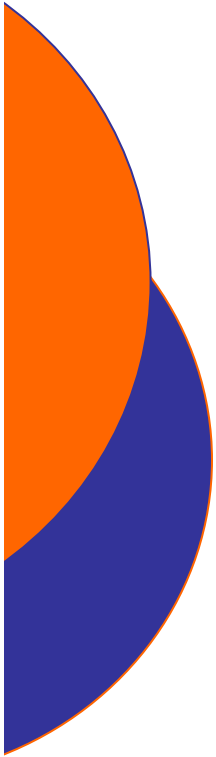
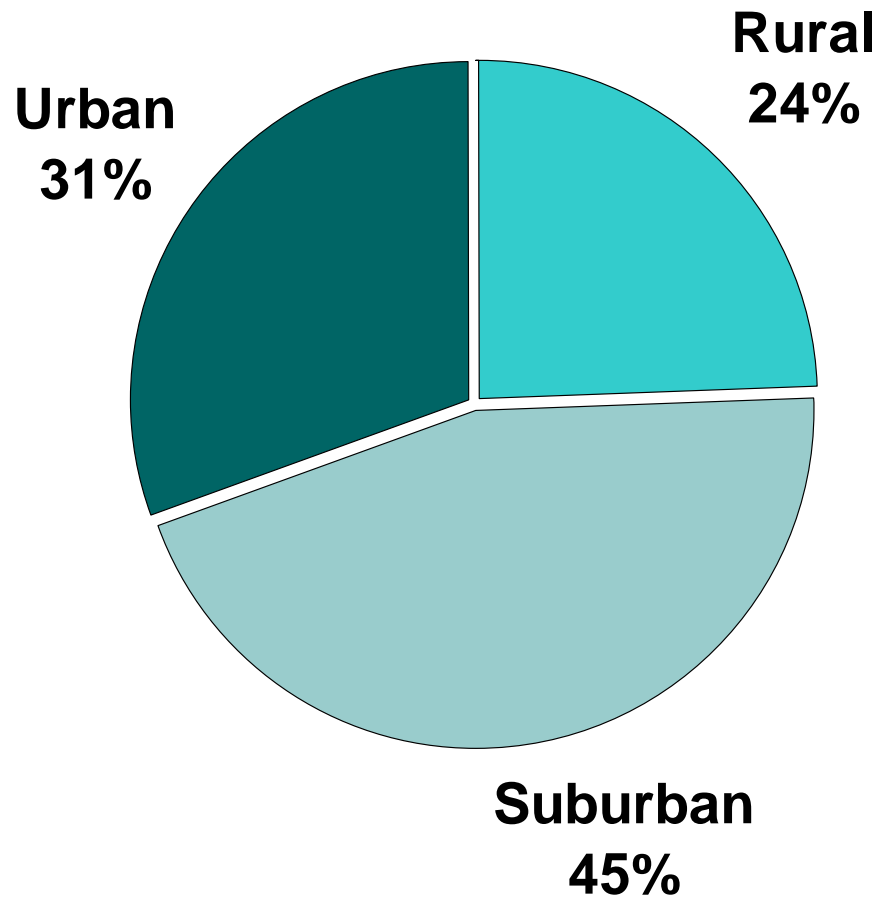
Study #2: Gaming Census

- Survey Monkey
- Contacted listservs that support public, academic, and school libraries
- Announced in AL Direct and press release
- Requested any libraries supporting gaming in 2006 to take survey

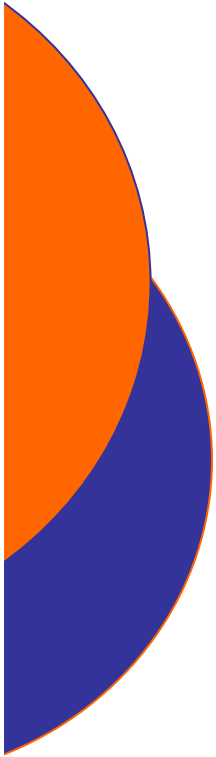
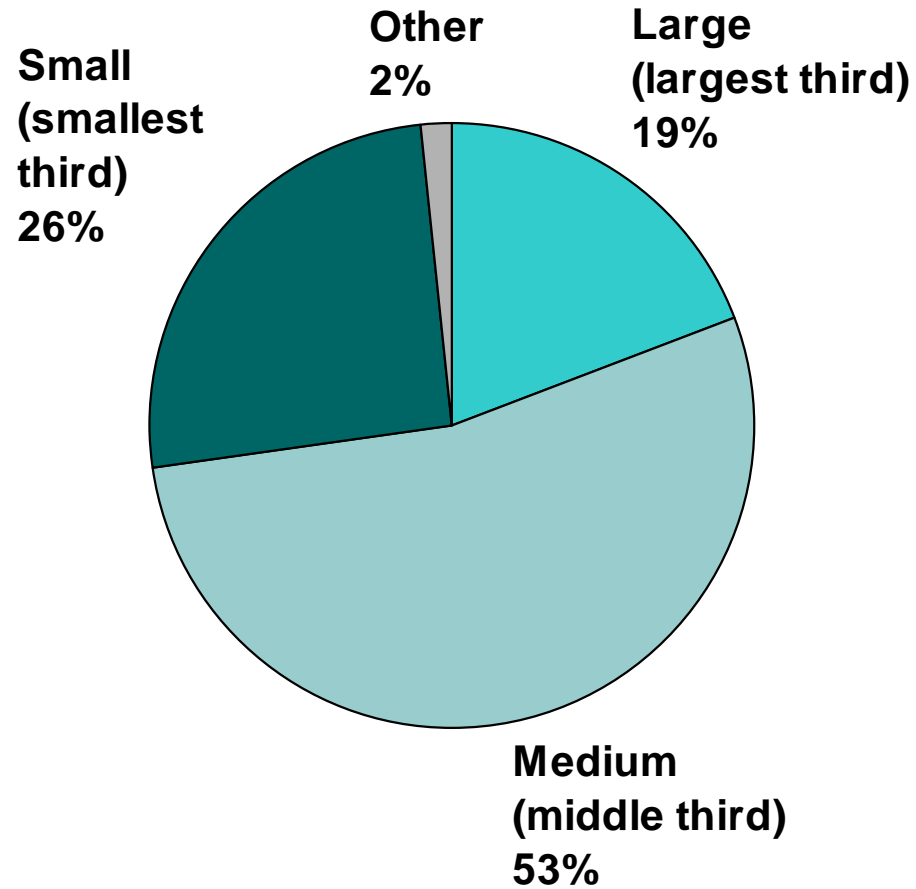
Makeup of respondents (n=313)

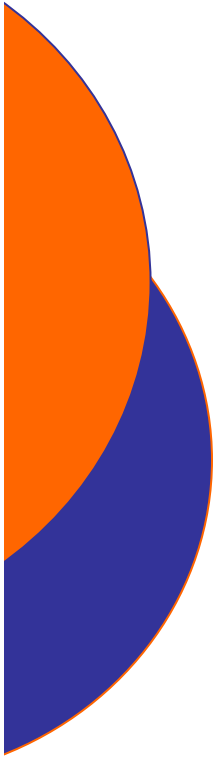


Makeup of respondents (n=313)

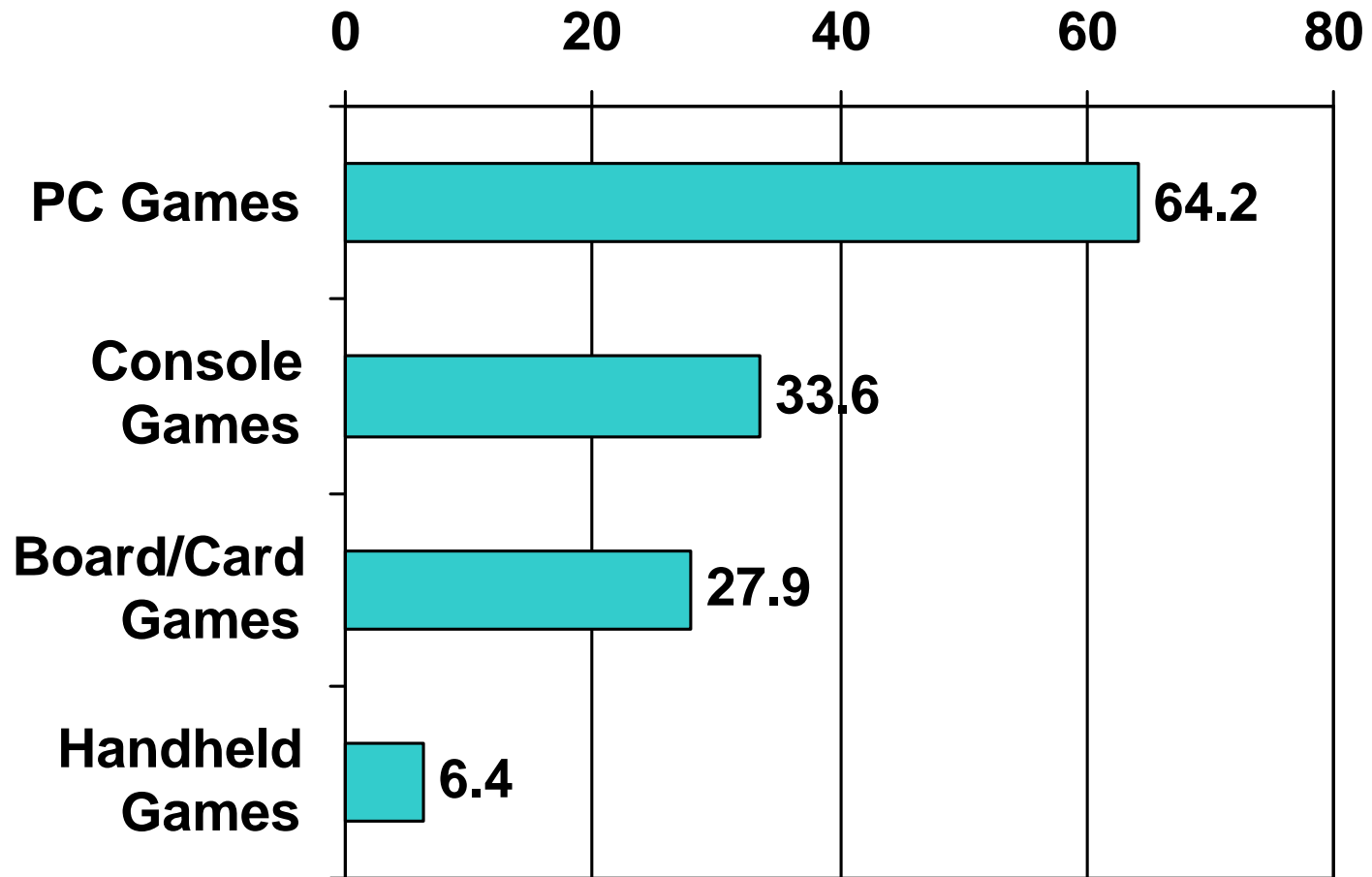


Makeup of respondents (n=313)

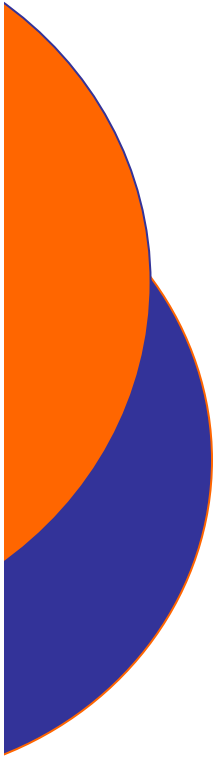




Circulation of Games (n=140, 44%)



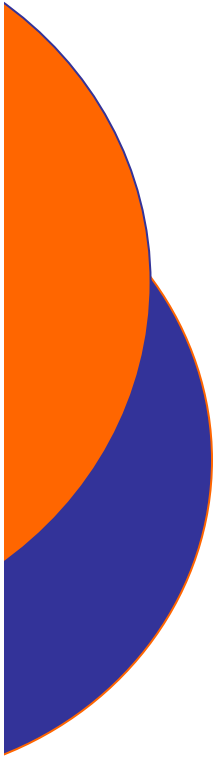
Values are the %age of library programs using that activity



Users served by gaming in libraries

Gaming programs reported for 2006:
3,473

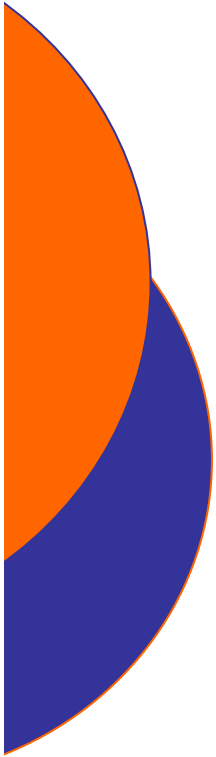
- Unique programs described: 179
- Average program frequency: 20
- Average program participation: 33
- Program participation: 90,812
 - 56,639 unique users



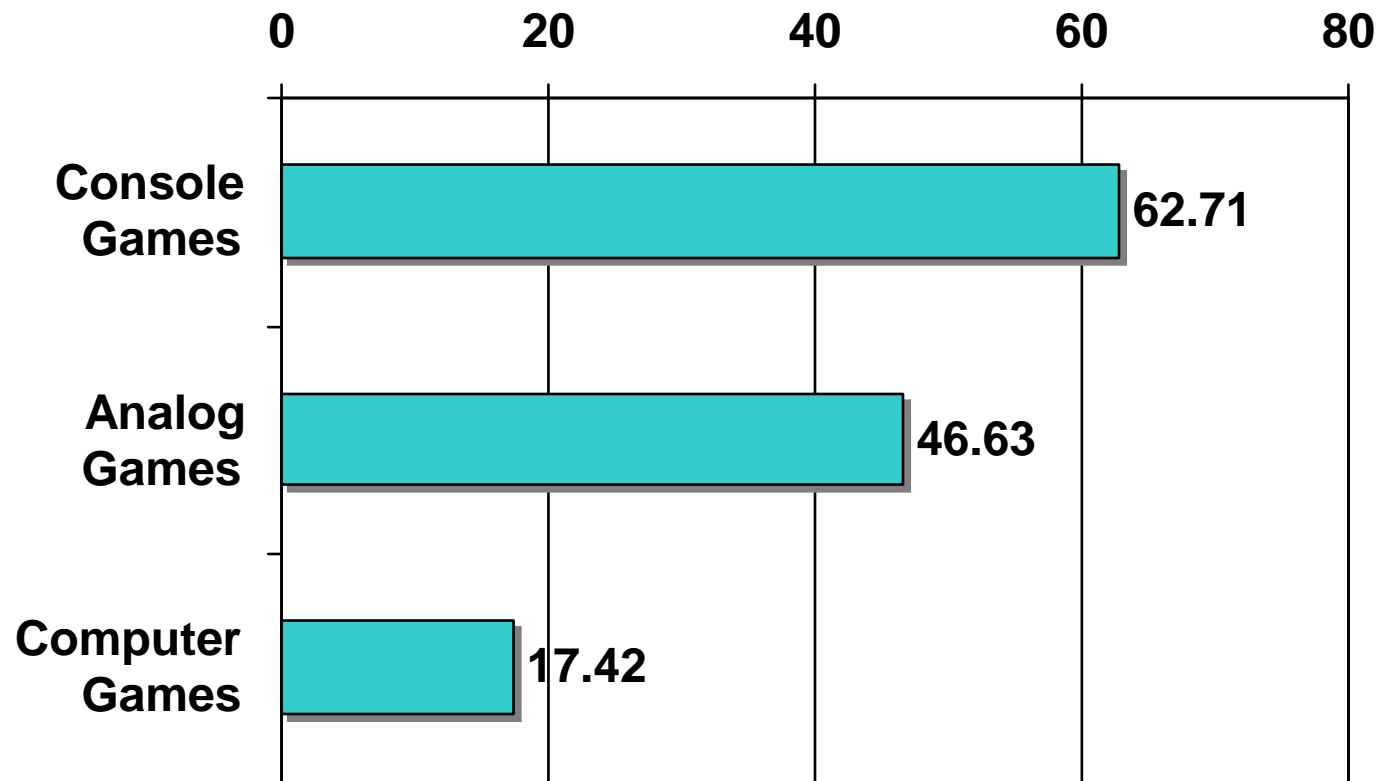
Aspects of Gaming Programs

- Educational: 10%
 - Public: 6.5%
 - Academic: 9%
 - School: 50%

- Competitive: 50%
 - Public: 48%
 - Academic: 64%
 - School: 57%

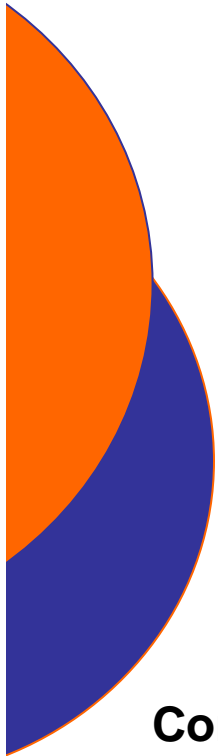
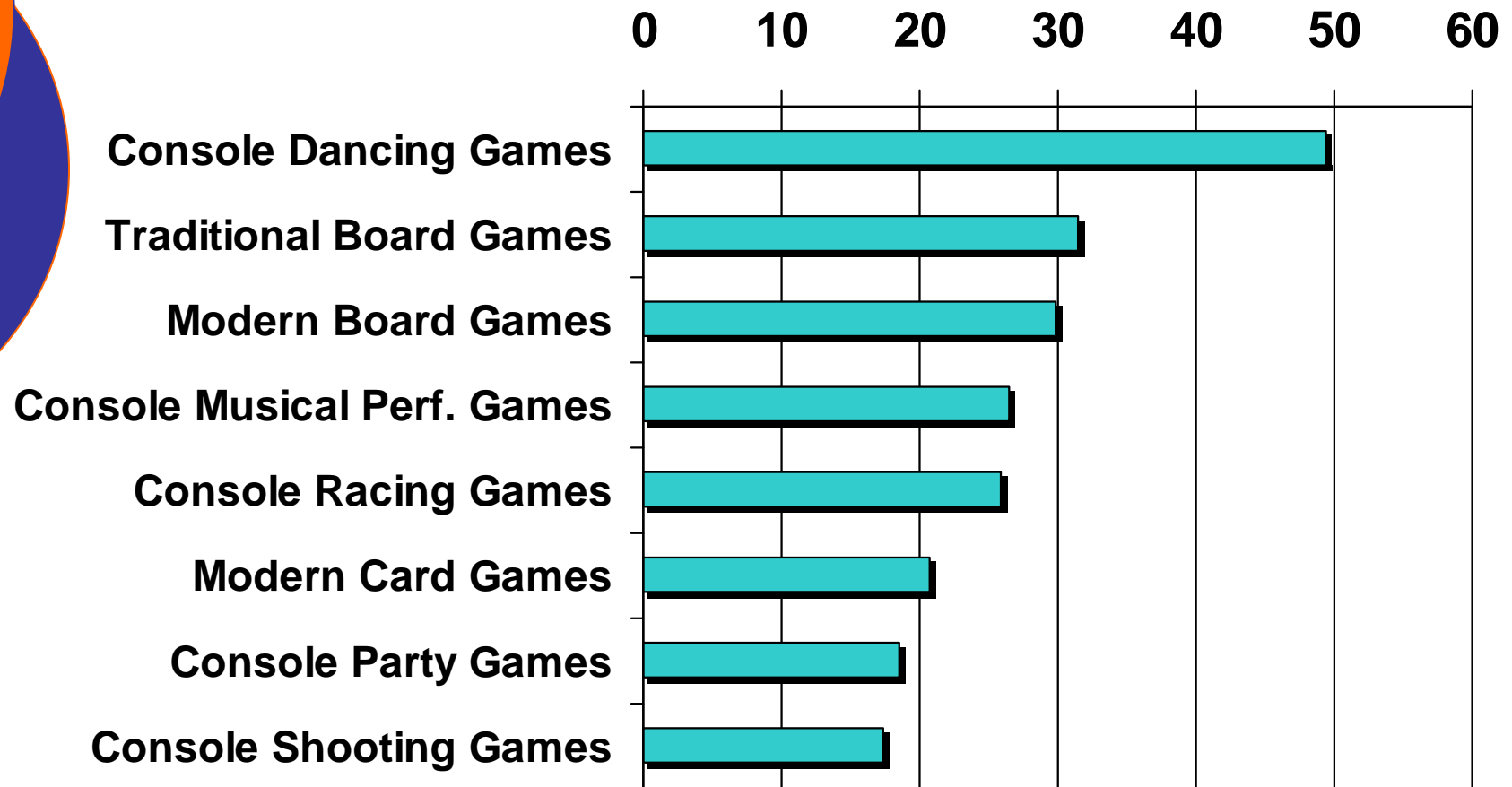


Activities from Gaming Programs



Values are the %age of library programs using that activity

Activities in Gaming Programs





Other activities

Collectable Card Games	10.67
Console-Based Fighting Games	10.11
Traditional Card Games	9.55
Tabletop Roleplaying Games	7.3
PC-Based Shooters	7.3
PC-Based Roleplaying Games	7.3
PC-Based Strategy Games	4.49
Console-Based Sports Games	4.49
PC-Based Virtual Worlds	3.93
PC-Based Puzzle Games	3.37
PC-Based Educational Software	3.37
Handheld Electronic Games	1.69
Miniatures Battle Games	1.12
Wargames	0.56



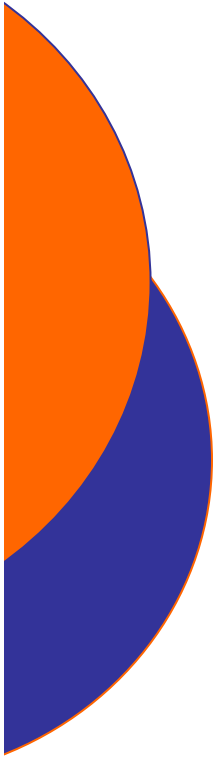
Specific Activities (n=179)

GAME PLAYED	FREQUENCY
DDR Series	79
Guitar Hero Series	39
Chess	27
Mario Kart Series	25
Madden Series	20
Super Smash Bros. Melee	19
Halo Series	16
Uno	14
Scrabble	11
Checkers	11
Wii Sports	10
Monopoly	10



Goals for Gaming Programs

To provide a source of entertainment for members of the community	80.34%
To provide an additional service for a group of active library users	79.80%
To attract an underserved group of users to the library	76.40%
To increase the library's role as a community hub	74.72%
To recognize the cultural significance of the gaming medium and to participate in it	51.12%
To introduce users to other library services	44.38%
To create publicity for the library	36.52%
To allow users to improve their skills/knowledge	29.78%
To build developmental assets	26.40%
To help develop 'new literacies'	24.16%



Single most important goal

To attract an underserved group of users to the library	34.83%
To increase the library's role as a community hub	18.54%
To provide an additional service for a group of active library users	16.85%
To provide a source of entertainment for members of the community	10.11%
To recognize the cultural significance of the gaming medium and to participate in it	6.74%
Other	5.62%
To allow users to improve their skills/knowledge	2.25%
To build developmental assets	2.25%
(blank)	1.69%
To create publicity for the library	0.56%
To help develop 'new literacies'	0.56%



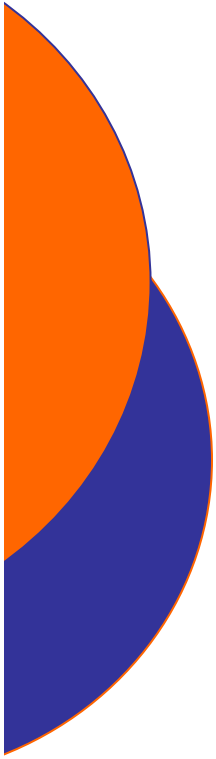
Outcomes, Part 1

The reputation of the library improved with participants.	77.97%
Users attended the gaming program and returned to the library another time for non-gaming services.	76.27%
Users attended the event with friends and improved their social connections with those friends.	73.45%
Users attended the gaming program and also used other library services while there.	68.36%
Users improved their social connections with other previously unknown members of the community.	65.54%
The library got additional publicity.	49.72%
Users request more participatory services.	41.81%



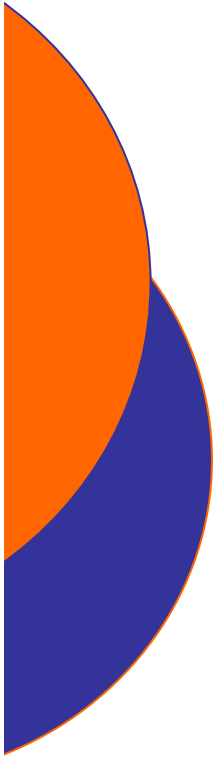
Outcomes, Part 2

Users improved their skills/knowledge.	38.98%
Users request new and changed services.	38.98%
Users develop assets to help them become involved with the library.	21.47%
The library developed community partnerships.	20.90%
Users attended the gaming program, but did not return to the library.	14.69%
Users not involved in the gaming program indicated annoyance regarding the activity.	9.60%
The reputation of the library declined with participants.	0.56%



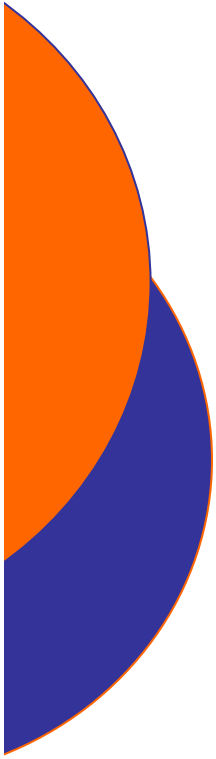
Take Home Messages

- Many users involved with gaming
 - 90,000+ from this survey!
- About half of programs are competitive and few are purely educational
- Console games and board games are popular programs
 - PC games are circulated



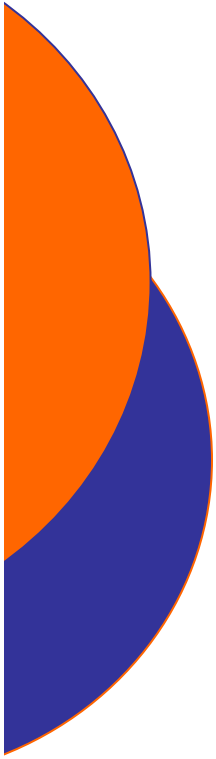
Take Home Messages

- Entertainment is important, but not primary goal
 - Primary goals are reaching the underserved, being a community hub, and providing services to active users
- Gaming programs improve reputation, encourage the use of other services, and improve social relations.



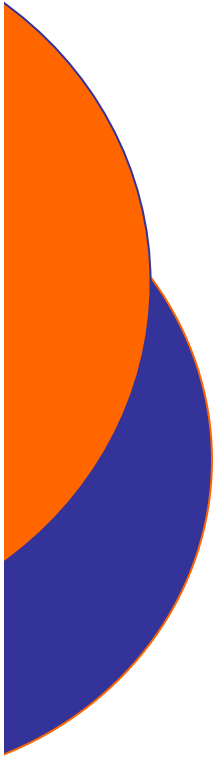
What's Next?

- Further analysis of this data
 - Comments
 - Splits by library type
- Get funding!
- Repeat random sample for other library types
- Repeat census in 2008
- Other LGL projects
 - David Dubin - Classification
 - Ian MacInnes - Public Good



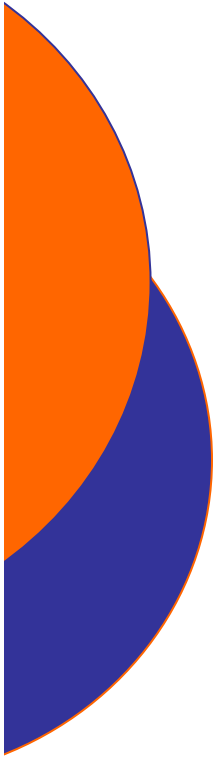
Library Game Lab Nexus

- Online portal to connect
 - Librarians
 - Researchers
 - Students
 - Gaming industry
 - Library Vendors
- Individual-focused
 - Representatives of organizations
 - Not representing an organization



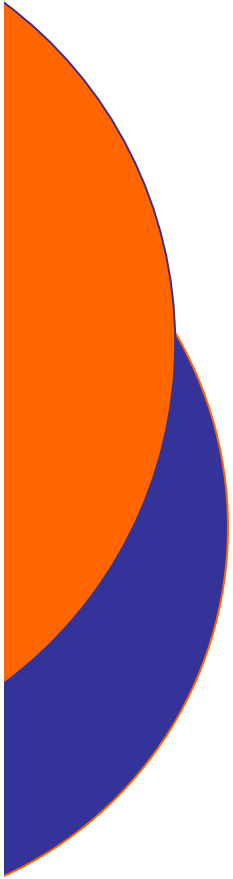
Classification structure

- David Dubin, UIUC
- Attempting to come up with a way of classifying *all* game types
- Number of systems out there for specific genres of games
- Goal – Create a thesaurus so we can talk about games systematically.



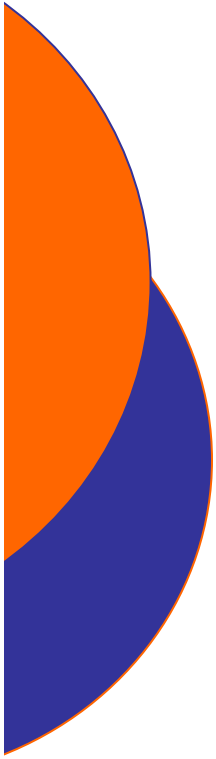
Public Good of Games in Libraries

- Ian MacInnes, Syracuse
- Economist
- Focusing on the concept of “public good”
 - Libraries are a shared resource
- Provide arguments for librarians to use in justifying services
 - Beyond “following the mission”



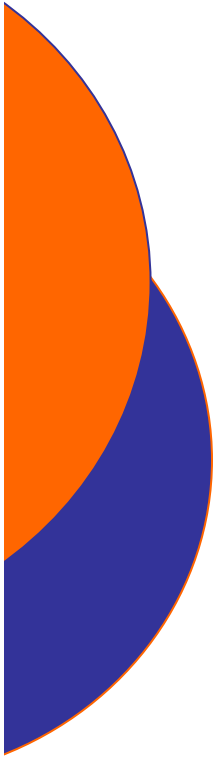
Stage 2: LGL

Systematic Explorations



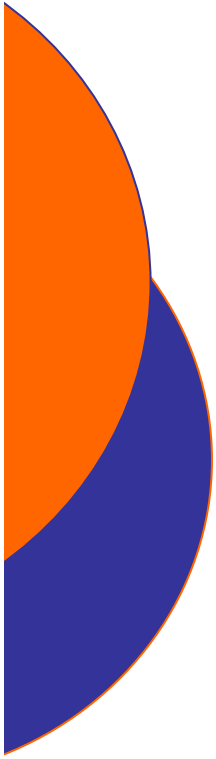
Now that we have...

- Why libraries are involved with gaming
- Different goals for gaming programs
- What types of programs are being run
- Lists of types of games



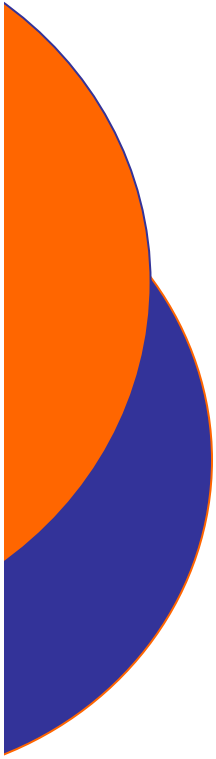
Developing the Measures

- Determine how to measure each goal
- Adapt measures from other fields
- Social interactions -> Autism research
- Prepare measures _before_ doing research



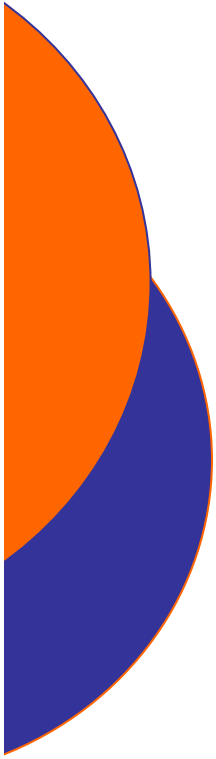
Laboratory Experiments

- Bring in a group of people
 - Same demographics
 - Mixed demographics
- Have them do a series of gaming activities
 - Board, Video, Console
 - Face to Face and Face to Screen
- Measure in different ways



Laboratory Experiments, continued

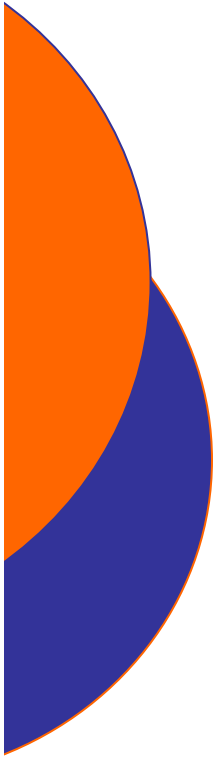
- Look at measures and map to goals
- Develop game program guides
 - Different cost levels
- Test programs “in the wild”



Dissemination

- Collection Development guides
 - Long-term sustainability
- Presentations about game types
- Hands-on workshops

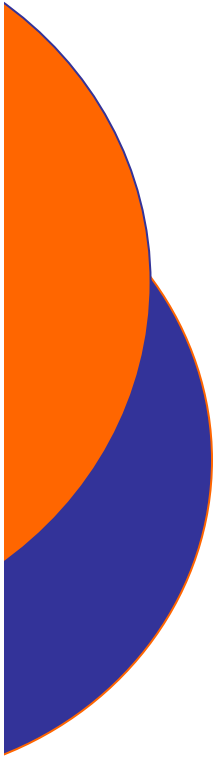
- Goal – Raise awareness of variety of choices



Results

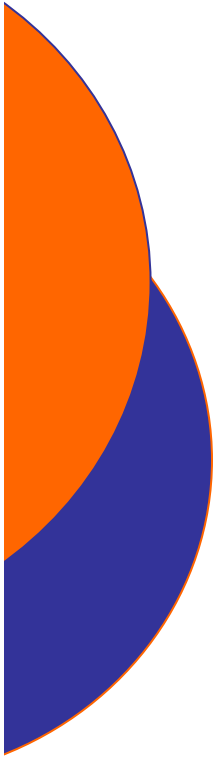
- Justification for gaming programs
- Guide to selecting most appropriate activities
- Tools to help run those activities
- Systematic understanding

- Models in which to plug in future activities



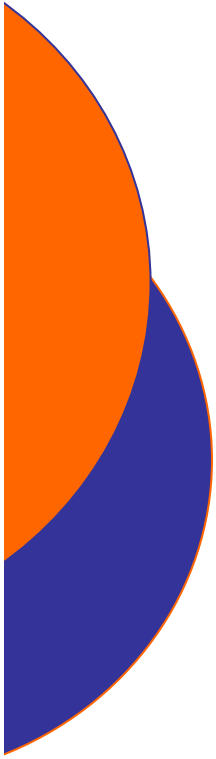
Participatory Librarianship

- Gaming falls into the model of Participatory Librarianship
- History of PL – Web 2.0 ->
 - Conversation Theory
 - Integrated library systems
- Goal – Involve patrons as active participants
 - Gaming activities force interaction
- More about PL at iis.syr.edu



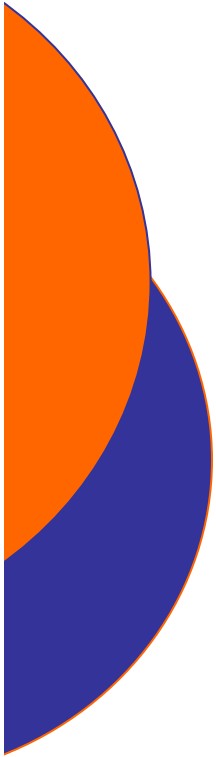
Conclusions

- Gaming is part of the mass media
 - Controversy with
 - Popular reading
 - Popular music
 - Movies and Videos
 - Next..
- Gaming groups are part of the community
 - Cross boundaries between communities



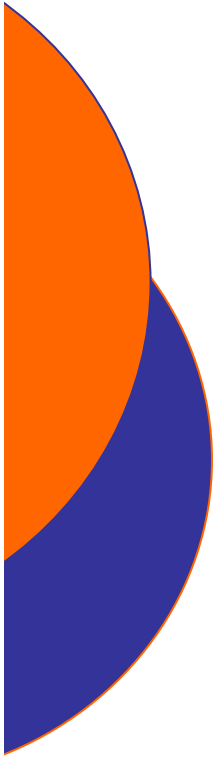
Conclusions

- Gaming can help with other goals
 - Bringing people into the library
 - Raising the social capital of the community
 - Engaging families
- But at the cost of others
 - Noise of gaming activities
 - Changing perception of library
 - Harming other entertainment venues



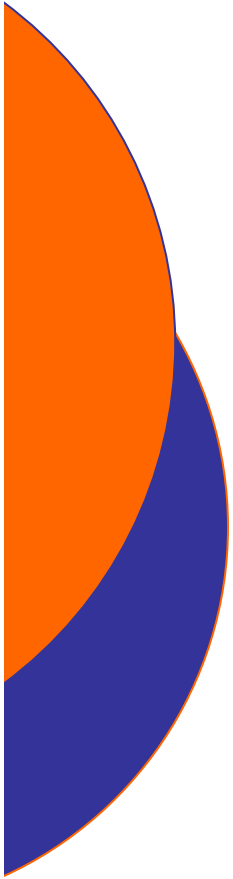
Are games appropriate?

- We don't know.
 - Research!
 - Some aspects appropriate, while others are better served by private interests.
- If so, then..
 - What's the best way to do it?
 - How do you know if it's working?
 - How do you improve?



Preparing the Future

- IST 600: Gaming for Libraries
 - 3-credit graduate course @ SU iSchool
- Meeting three weekends in Syracuse, the rest online
 - Role of games in society
 - Experience variety of games
 - Match games to users
 - Marketing programs
 - Assessing programs



If we're doing to do it..
let's do it right!

For more information:

<http://gamelab.syr.edu>