

(Free pdf) Crash Course in Gaming

Crash Course in Gaming

Suellen S. Adams

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Suellen S. Adams : Crash Course in Gaming before purchasing it in order to gage whether or not it would be worth my time, and all praised Crash Course in Gaming:

Video games aren't just for kids anymore. This book will describe the "why" and "how" to start or expand a video gaming program in the library, including some specific examples of how to target adult and female gamer patrons. Includes general information and tips for programs as well as specific examples of programs that have worked Discusses both programming and collection development Provides a full description of types of games, game play systems, and gamers Presents a variety of useful tips to build successful collections and programs that will be helpful even to librarians with no game experience

From School Library Journal Librarians who are considering adding a circulating video-game collection will find guidance in this volume. It provides readers with information on evaluating video games, building a strong circulating collection, creating programming for all ages around that collection, and engaging children and teens with related literature. The book focuses on building a collection for users ages 18 and under but also notes the benefits of gaming for adults and seniors, and provides tips on how libraries can offer programs to engage users of all ages. Readers will learn about the pros and cons of gaming and how games utilize complex problem-solving, decision-making, and digital-literacy skills. The detailed chapter breakdowns allow readers to target the aspects of collection development that appeal most to them, such as "Gaming Programs," "Circulation of Games," or "Cataloging Tips." Multiple appendixes provide a detailed outlook on the landscape of game-related books and films and notable games as of the book's printing. Libraries looking for guidance on building, maintaining, and growing a successful circulating collection for gamers will find this book invaluable, as will libraries with a need to overhaul their collections. Amy M. Laughlin, Darien Library, CT "A balanced reading list of professional materials and a short list of picture books are appended. The book is comprehensive, yet centered on the essential elements of this aspect of the profession." - School Library Journal "Crash Course in Gaming truly presents the reader with a comprehensive overview of how to build a gaming program into their library one that will not only be a hit with young adults but also with adults, seniors, and other special populations. . . . This text could easily be used by the inexperienced librarian starting their first gaming program and at \$35 is a great deal." - ARBA About the Author Suellen S. Adams, PhD, is an independent researcher and adjunct professor who has served in that capacity for a number of universities including the University of Rhode Island, The University of Texas at Austin, San Jose State University, and Sam Houston State University.