2018 Census: Games in Libraries

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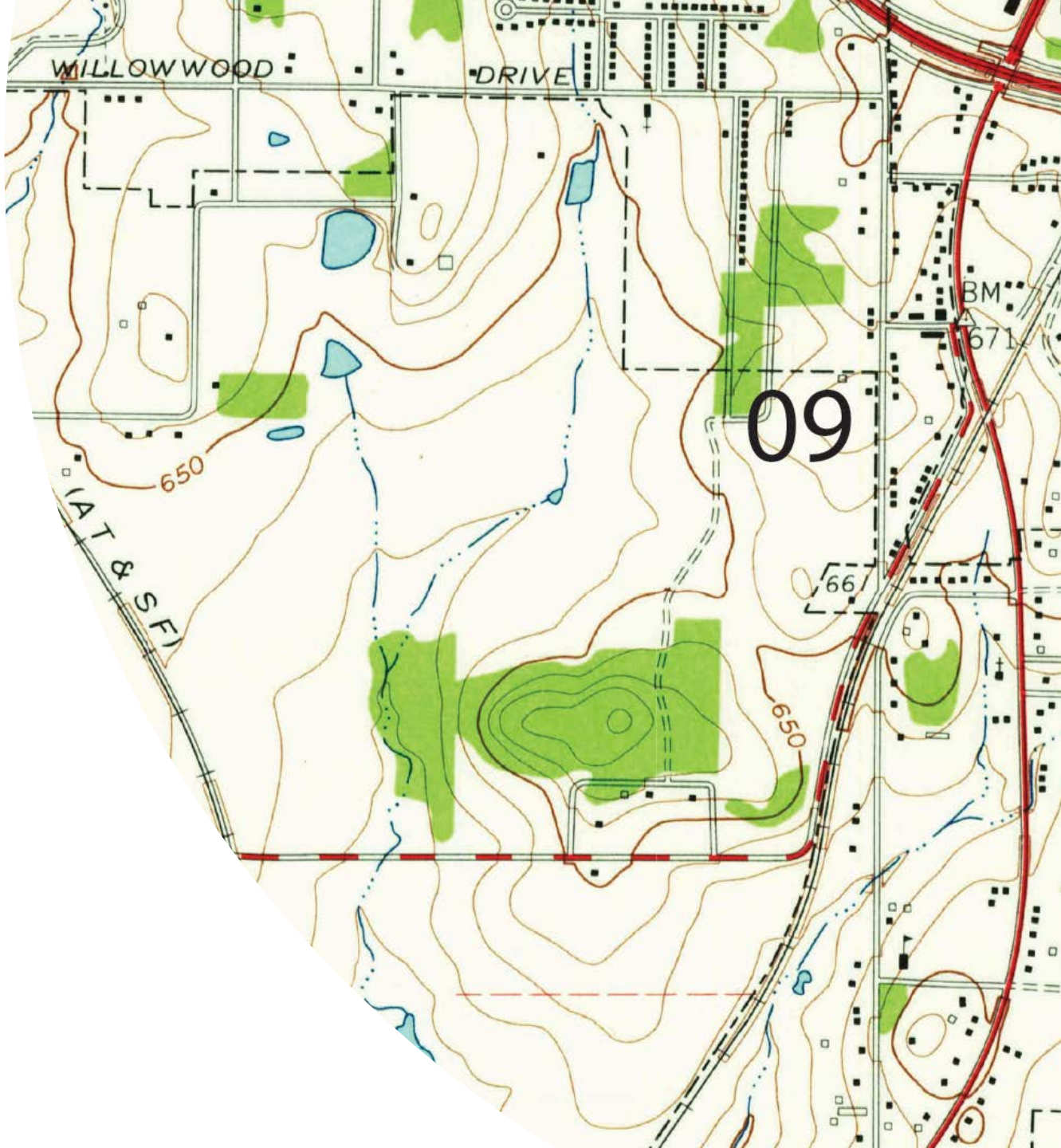
Introduction

- Background Information
- Overview of Respondents
- Types of Games & Equipment
- Online Digital Games
- Staffing & Budgets
- Events & Programming
- Survey Feedback
- Discussion



Why a census?

- Obtain a snapshot of the current state of gaming in libraries
- Accurate and up-to-date information facilitates conversations
- Give inspiration and ideas for those already doing gaming, and for those who wish to start collections

Previous Census

- Interviewed 400 public libraries

- Online survey of all types of libraries
  - 78% provided access to games
  - 43% hosted formal game programming
  - 20% circulated games (size of library not relevant)
  - 82% allowed gaming on library computers

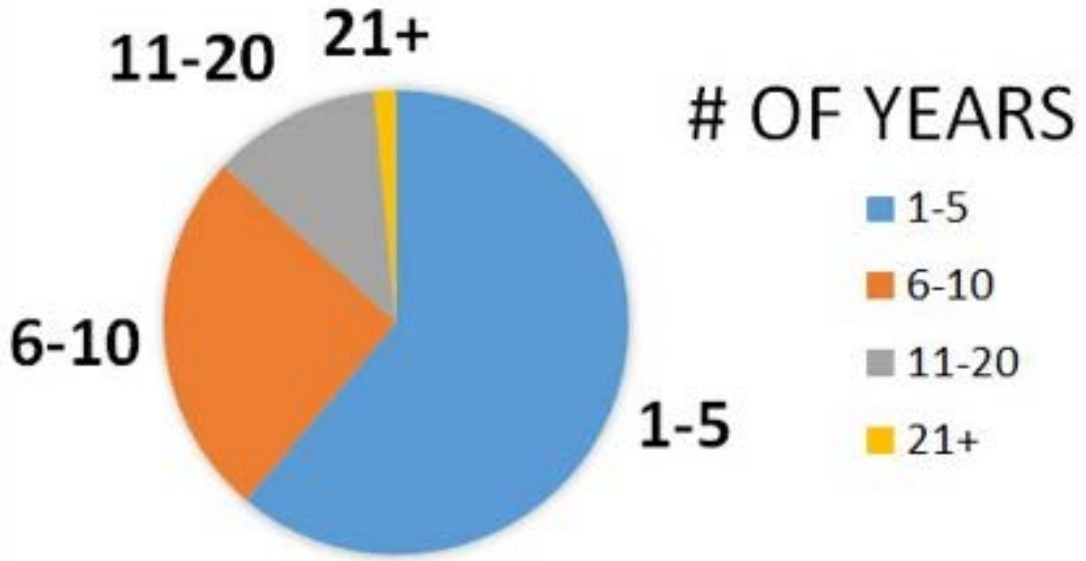
OVERVIEW OF RESPONDENTS

Libraries by Type & Size

- 385 total responses
  - 150 Academic
  - 177 Public
  - 58 School

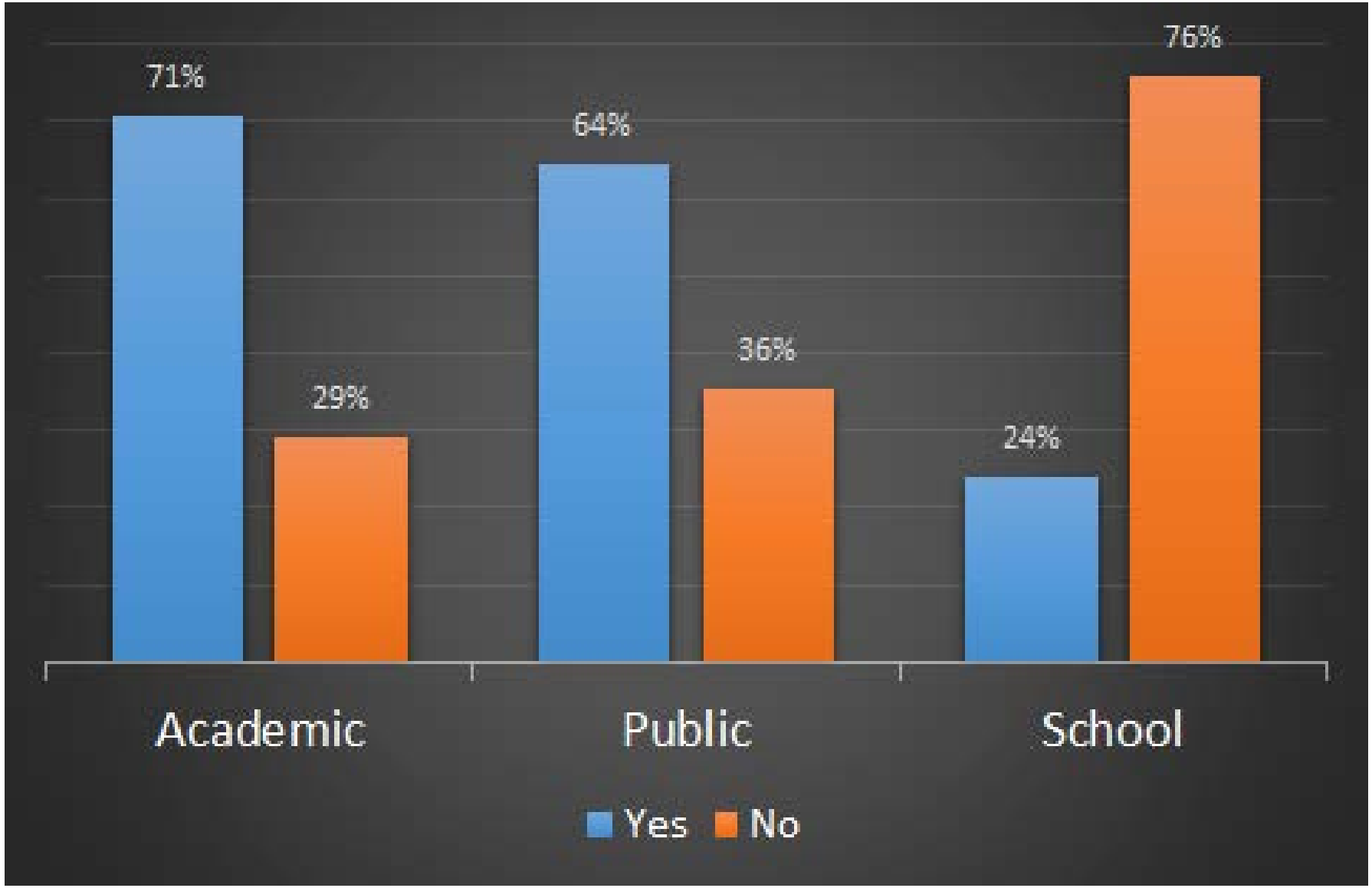
- Range of FT Employees
  - Academic: 1 – 400
  - Public: 1 – 475
  - School: 1 – 8

How long have you been offering game services?



- Most respondents are fairly new to game collections & programming
  - 18%: 1 year or less
  - 61%: 5 years or less
  - 5 libraries had collections that were more than 20 years old (school & public)
  - 50 years is the oldest collection (public)

Do games check out?

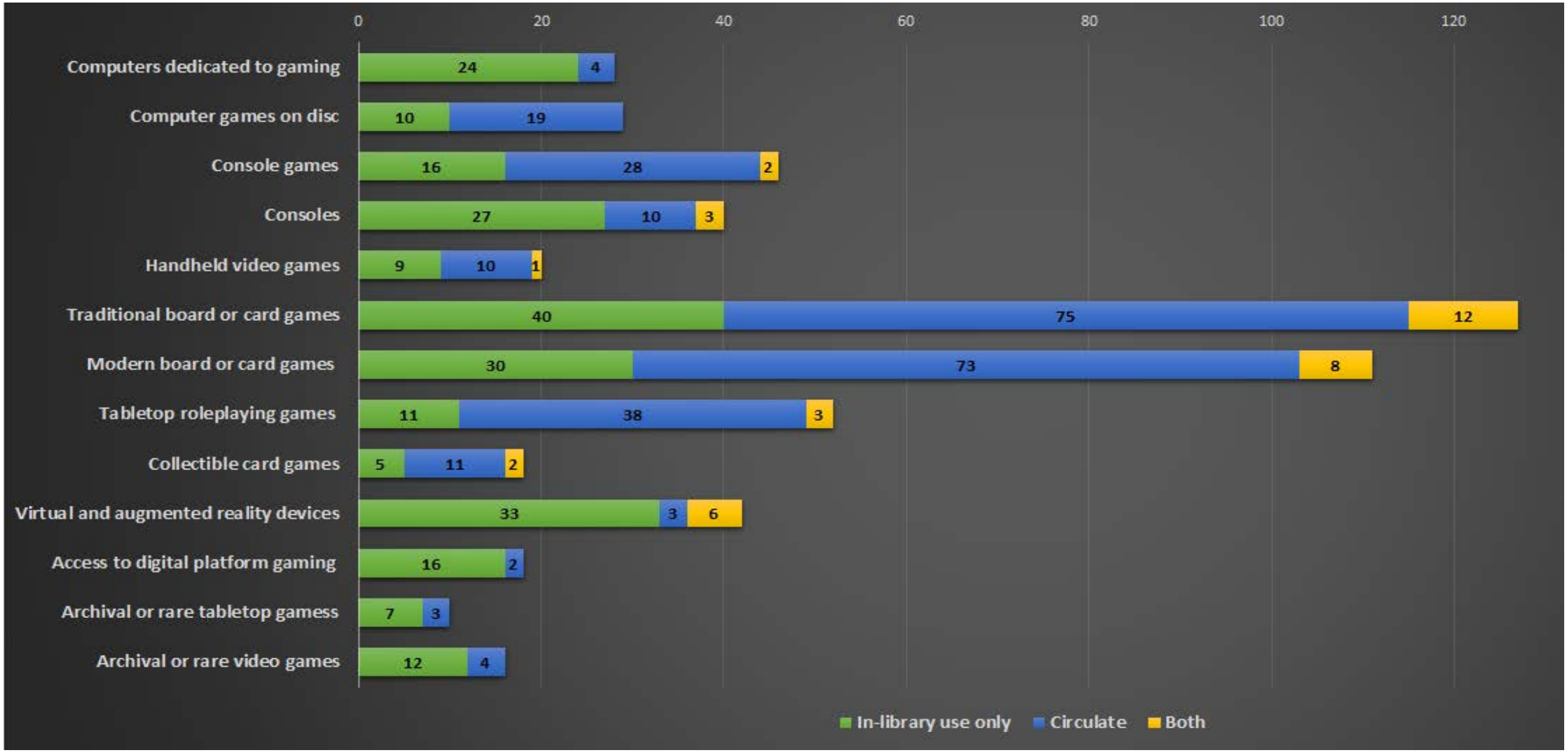


Do you have a collection development policy specifically including games/equipment?

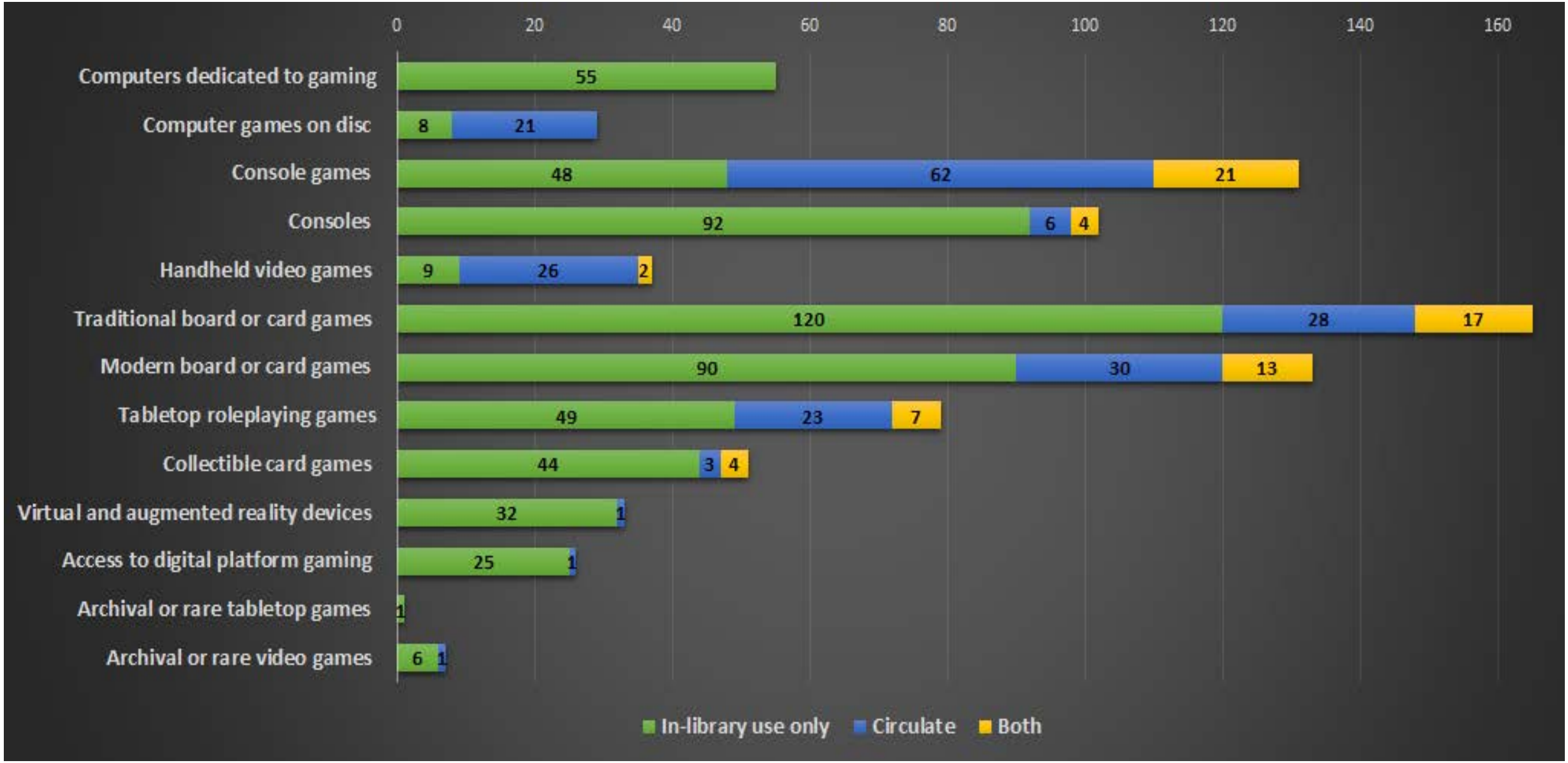
	Yes	No	I'm not sure
Academic	26	102	11
Public	20	105	29
School	1	51	3

WHAT TYPES OF GAMES OR GAMING EQUIPMENT DO YOU PROVIDE?

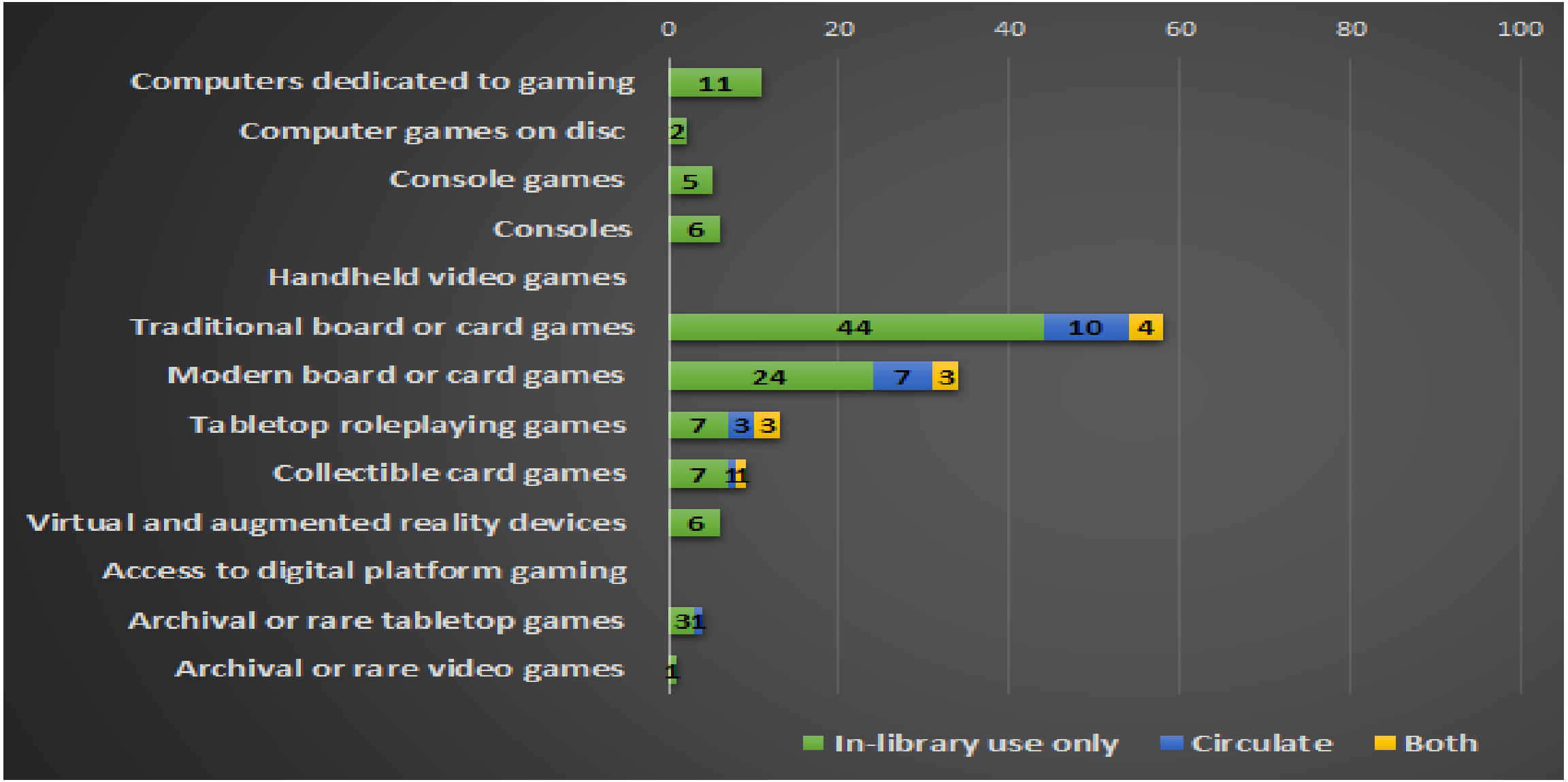
Academic


0
20
40
60
80
100
120
Computers dedicated to gaming
24
4
Computer games on disc
10
19
Console games
16
28
2
Consoles
27
10
3
Handheld video games
9
10
1
Traditional board or card games
40
75
12
Modern board or card games
30
73
8
Tabletop roleplaying games
11
38
3
Collectible card games
5
11
2
Virtual and augmented reality devices
33
3
6
Access to digital platform gaming
16
2
Archival or rare tabletop gamess
7
3
Archival or rare video games
12
4
In-library use only
Circulate
Both

Public


0
20
40
60
80
100
120
140
160
Computers dedicated to gaming
55
Computer games on disc
8
21
Console games
48
62
21
Consoles
92
6
4
Handheld video games
9
26
2
Traditional board or card games
120
28
17
Modern board or card games
90
30
13
Tabletop roleplaying games
49
23
7
Collectible card games
44
3
4
Virtual and augmented reality devices
32
1
Access to digital platform gaming
25
1
Archival or rare tabletop games
1
Archival or rare video games
6
1
In-library use only
Circulate
Both

School


0
20
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Computers dedicated to gaming
11
Computer games on disc
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Console games
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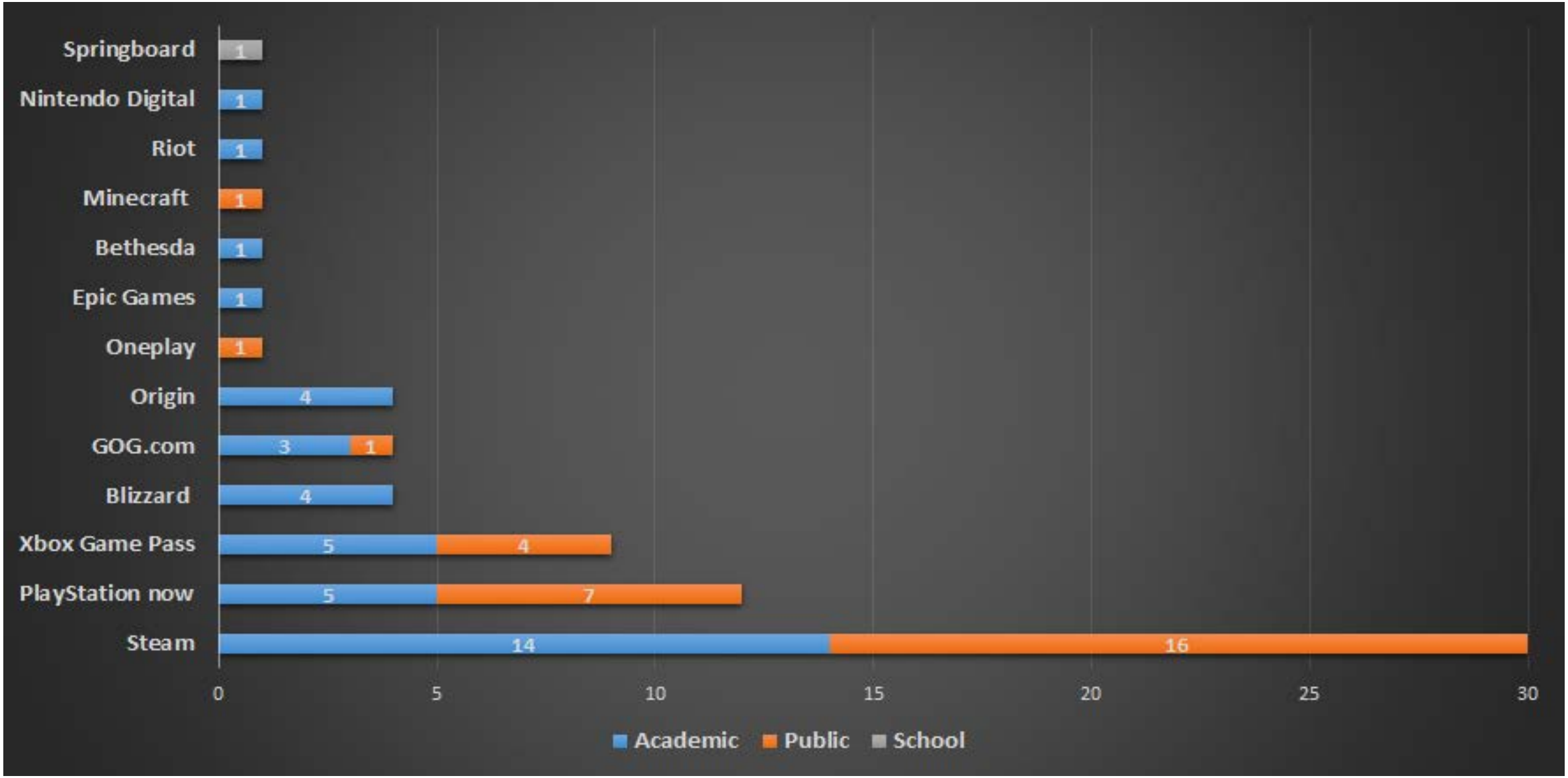
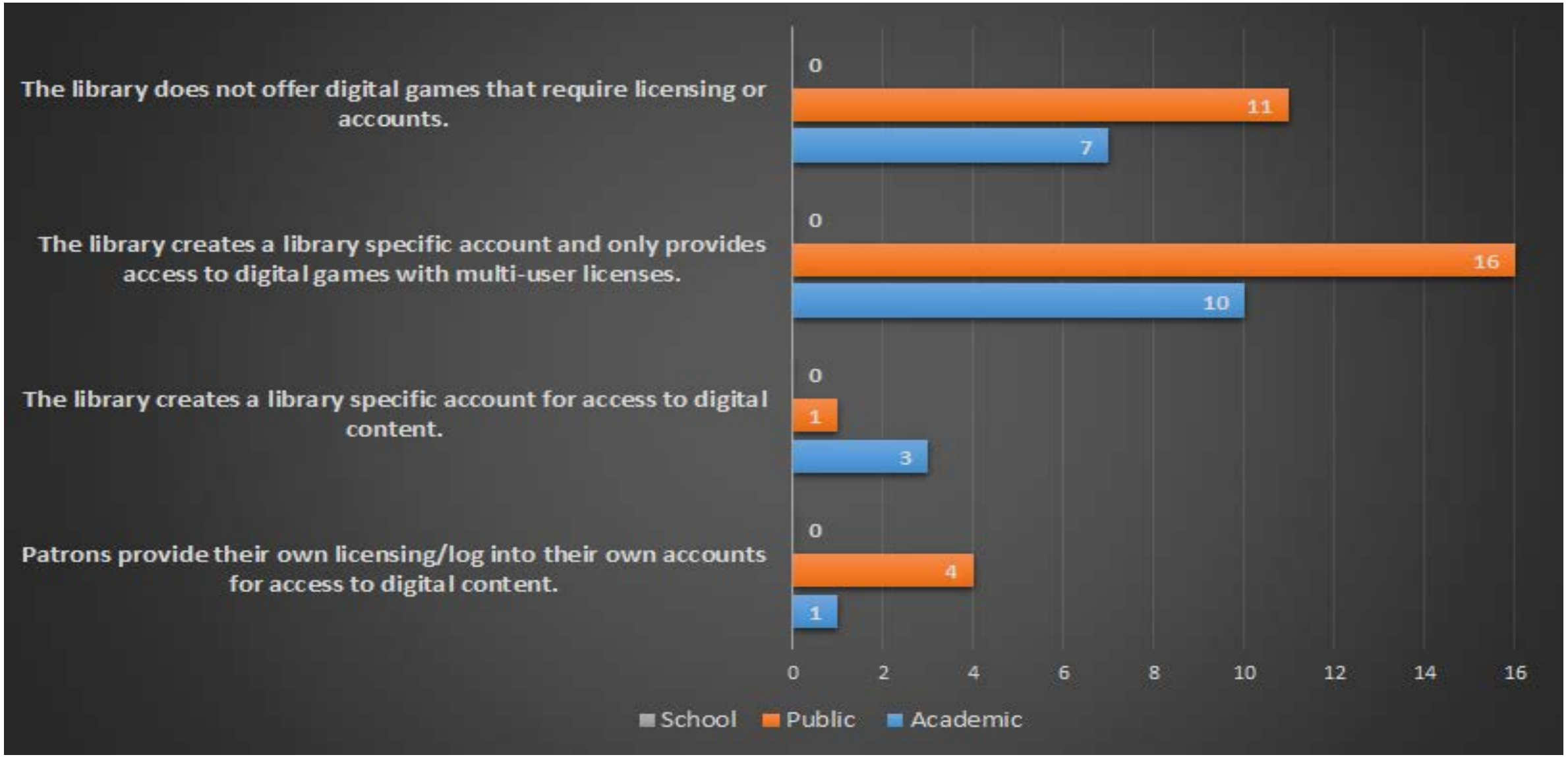
Consoles
6
Handheld video games
Traditional board or card games
44
10
4
Modern board or card games
24
7
3
Tabletop roleplaying games
7
3
3
Collectible card games
7
1
1
Virtual and augmented reality devices
6
Access to digital platform gaming
Archival or rare tabletop games
31
Archival or rare video games
1
In-library use only
Circulate
Both

ONLINE DIGITAL GAMES

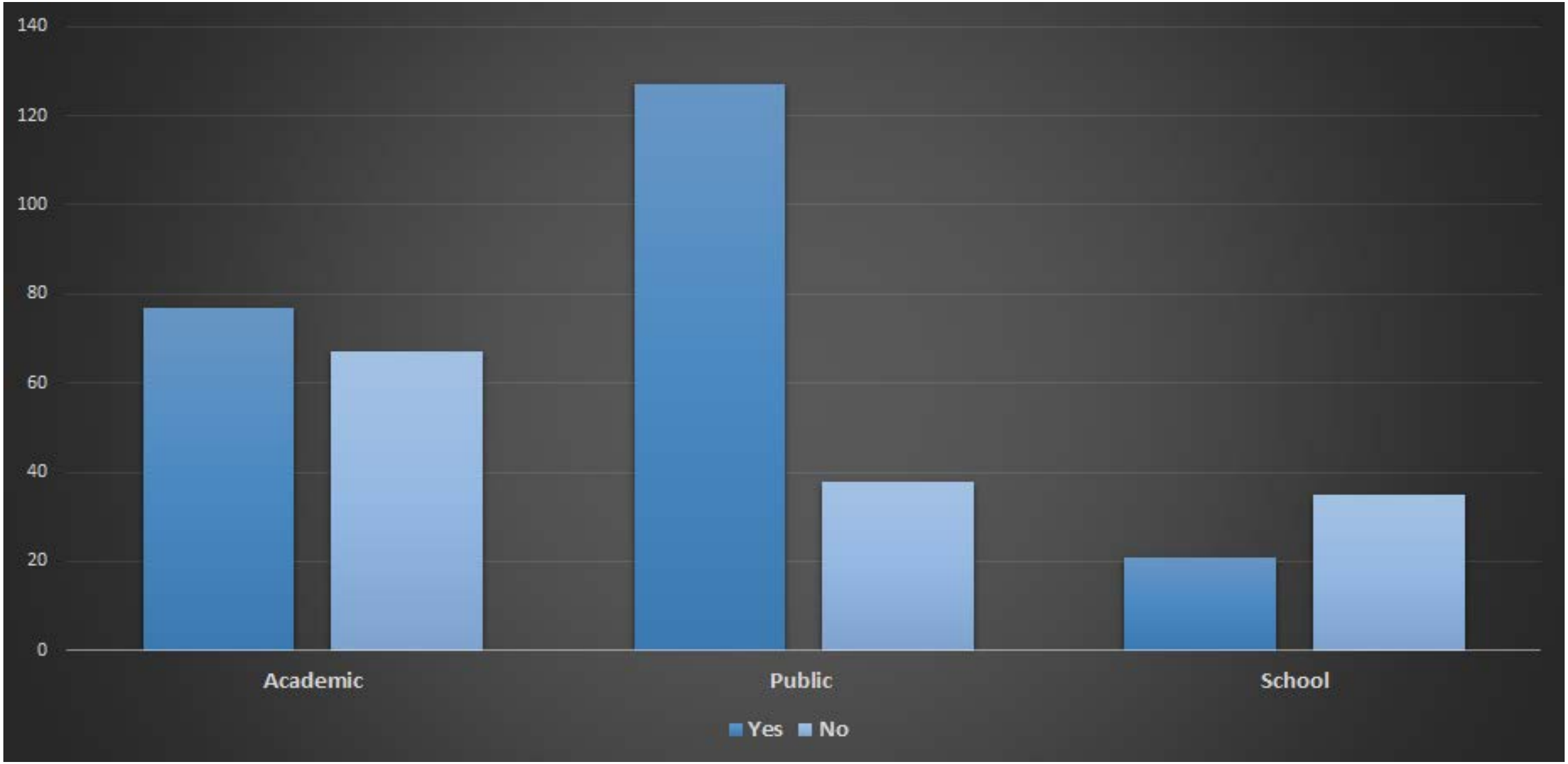
Do you provide access to digital platform gaming?



How do you manage licensing?

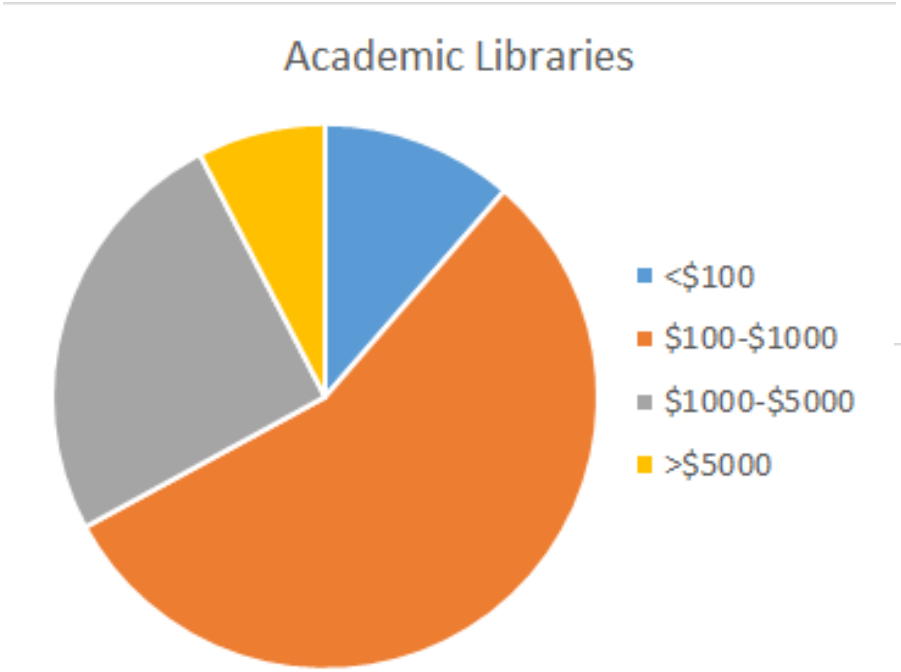


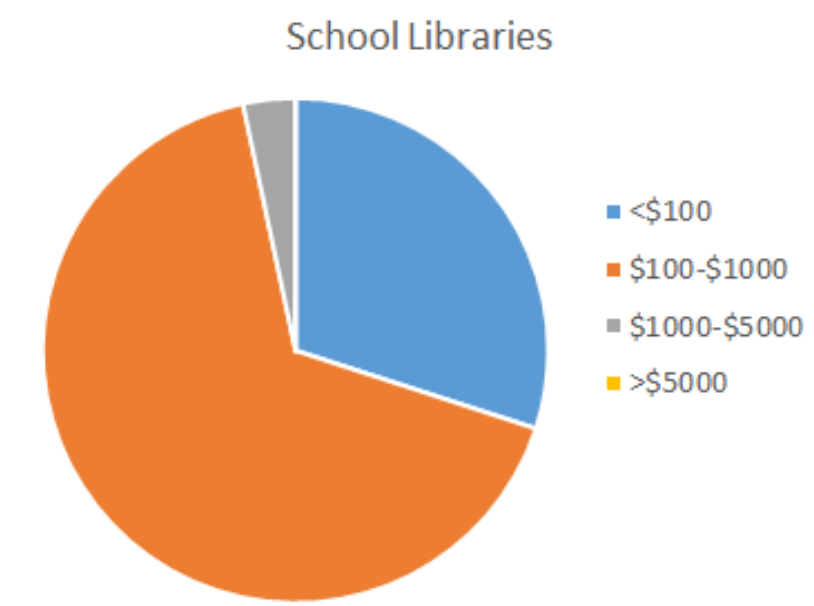
Would you consider purchasing products that allow licensing for multi-user game access?

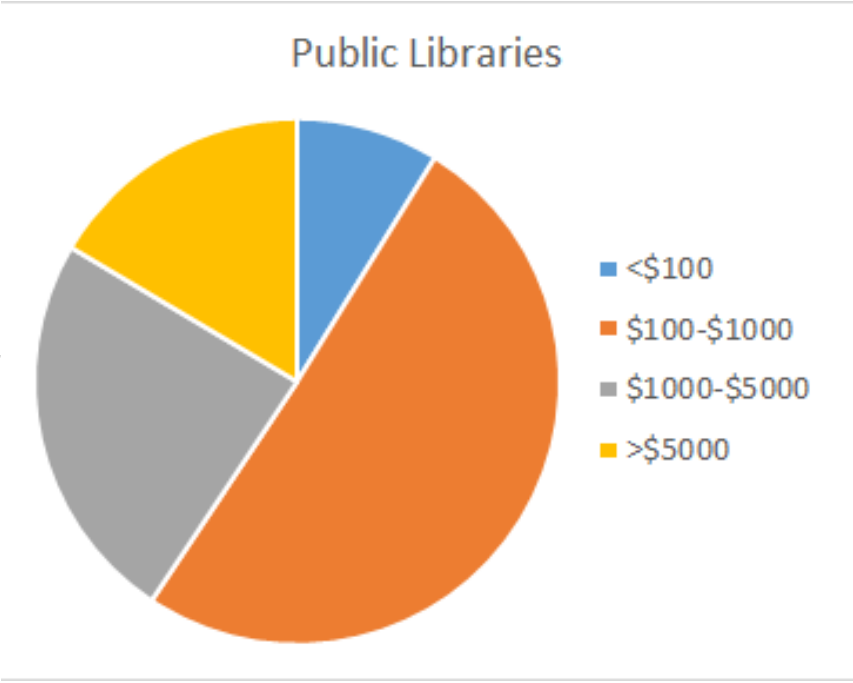


STAFFING & BUDGETS

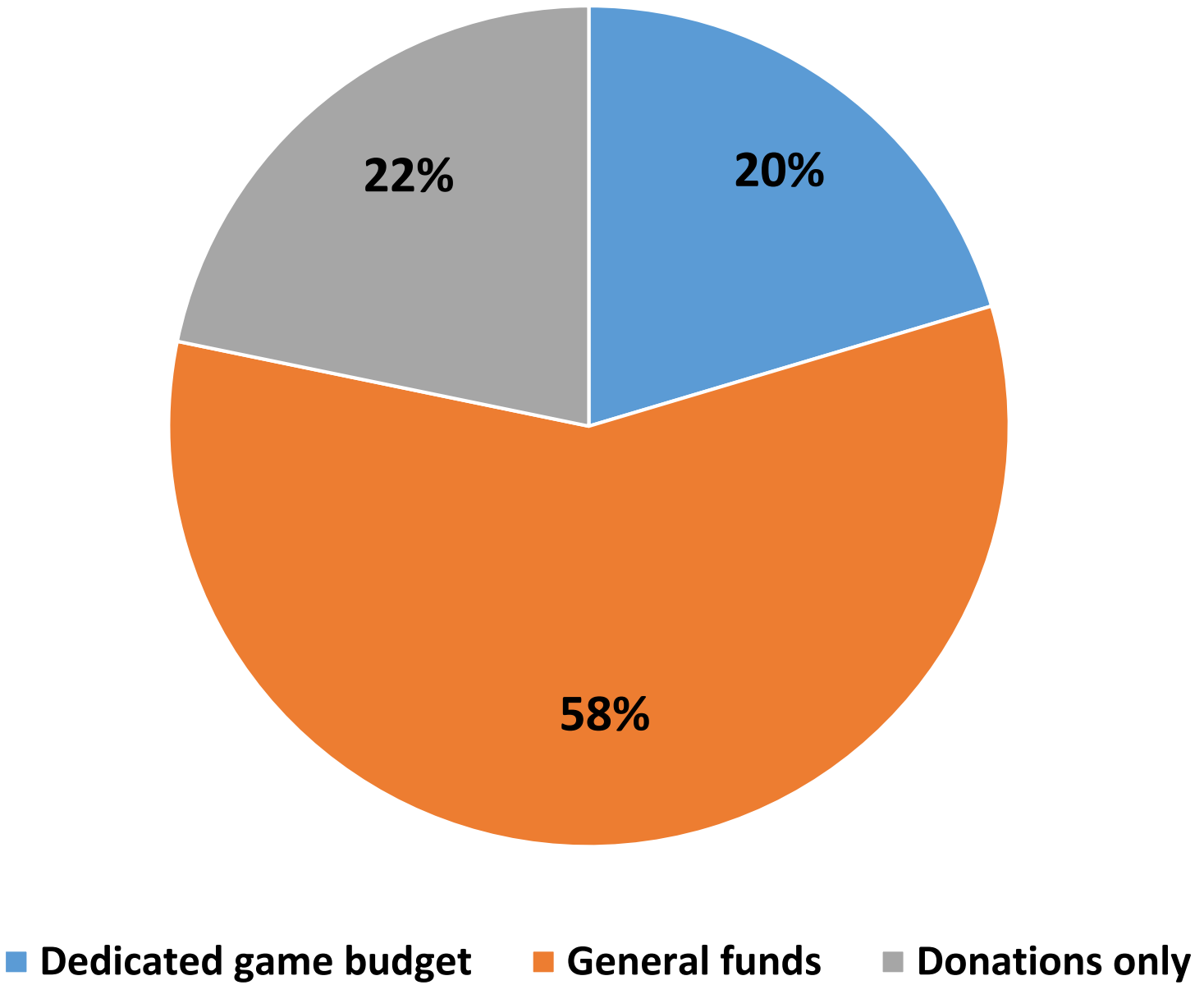
What'd you spend last year on games and gaming equipment?







How are new games funded?



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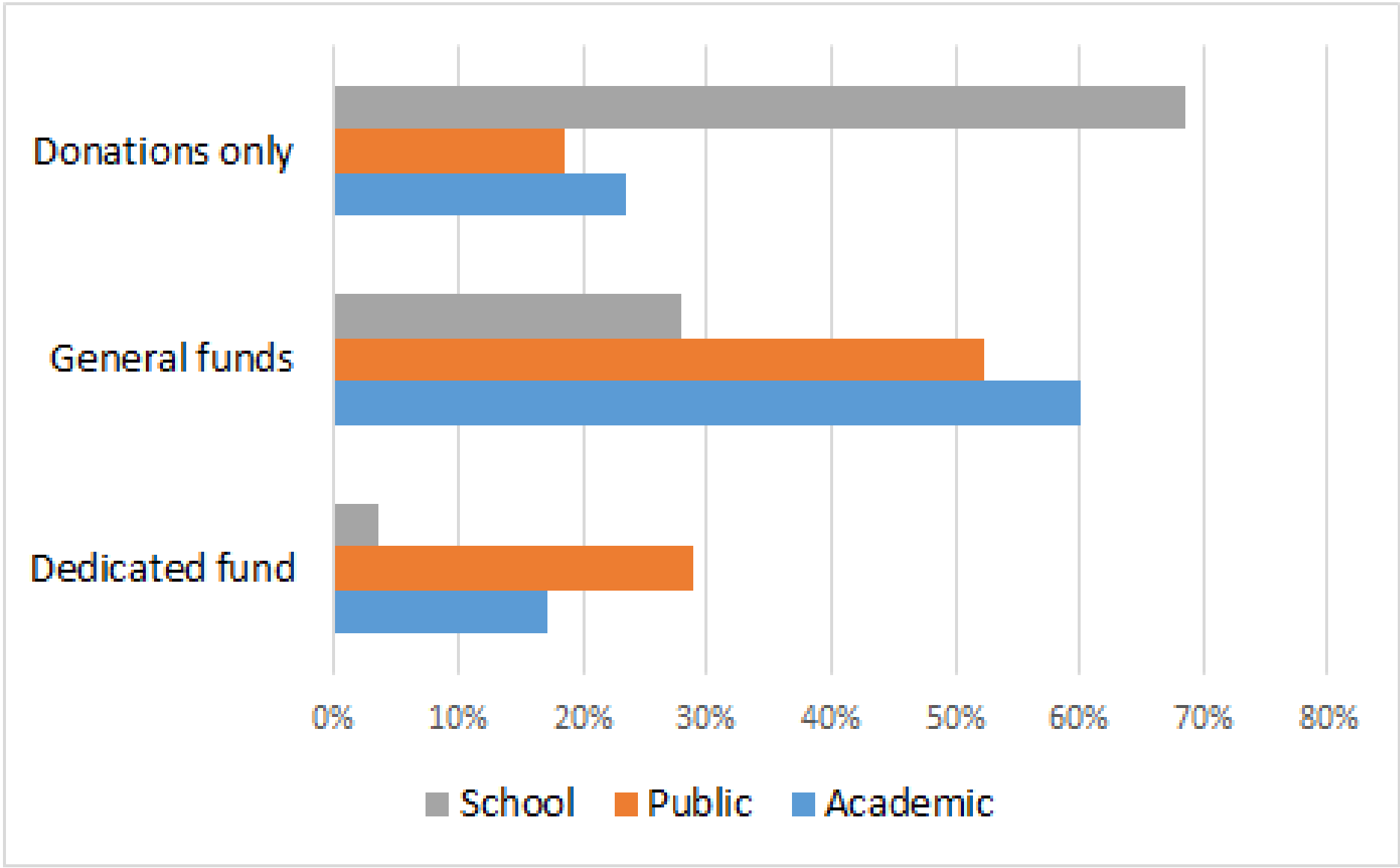
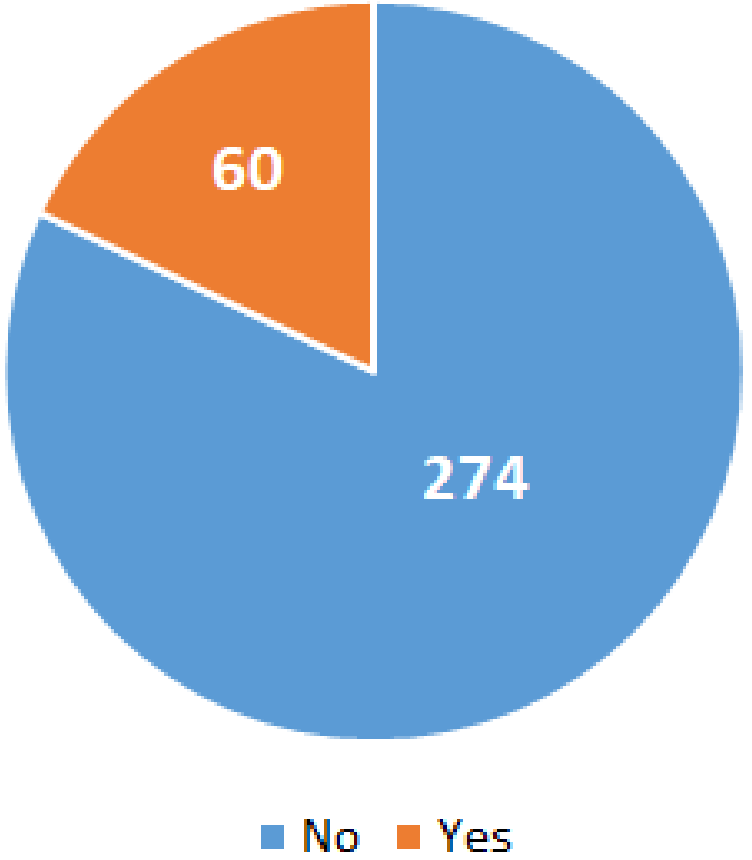
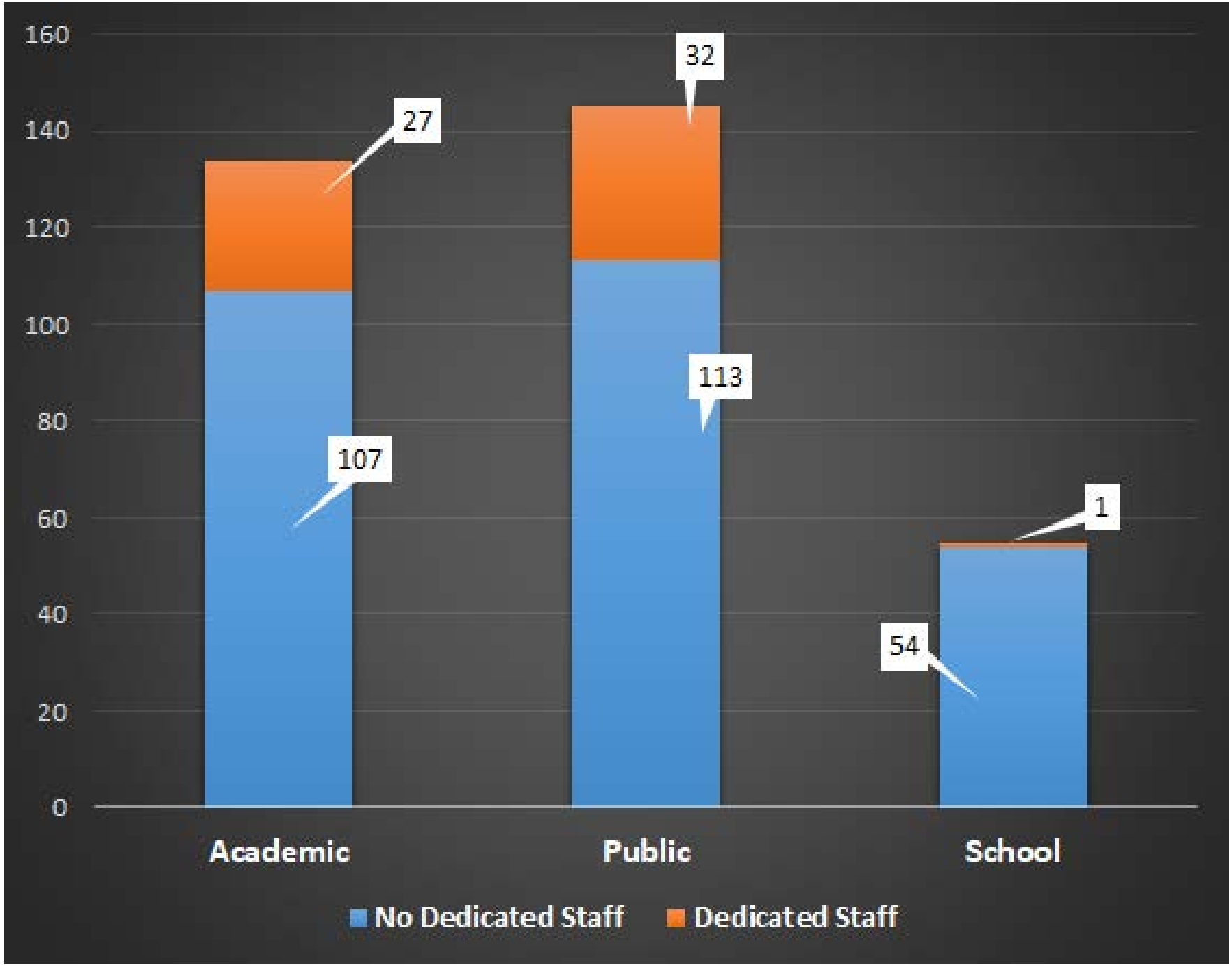


Reference to gaming in job descriptions?

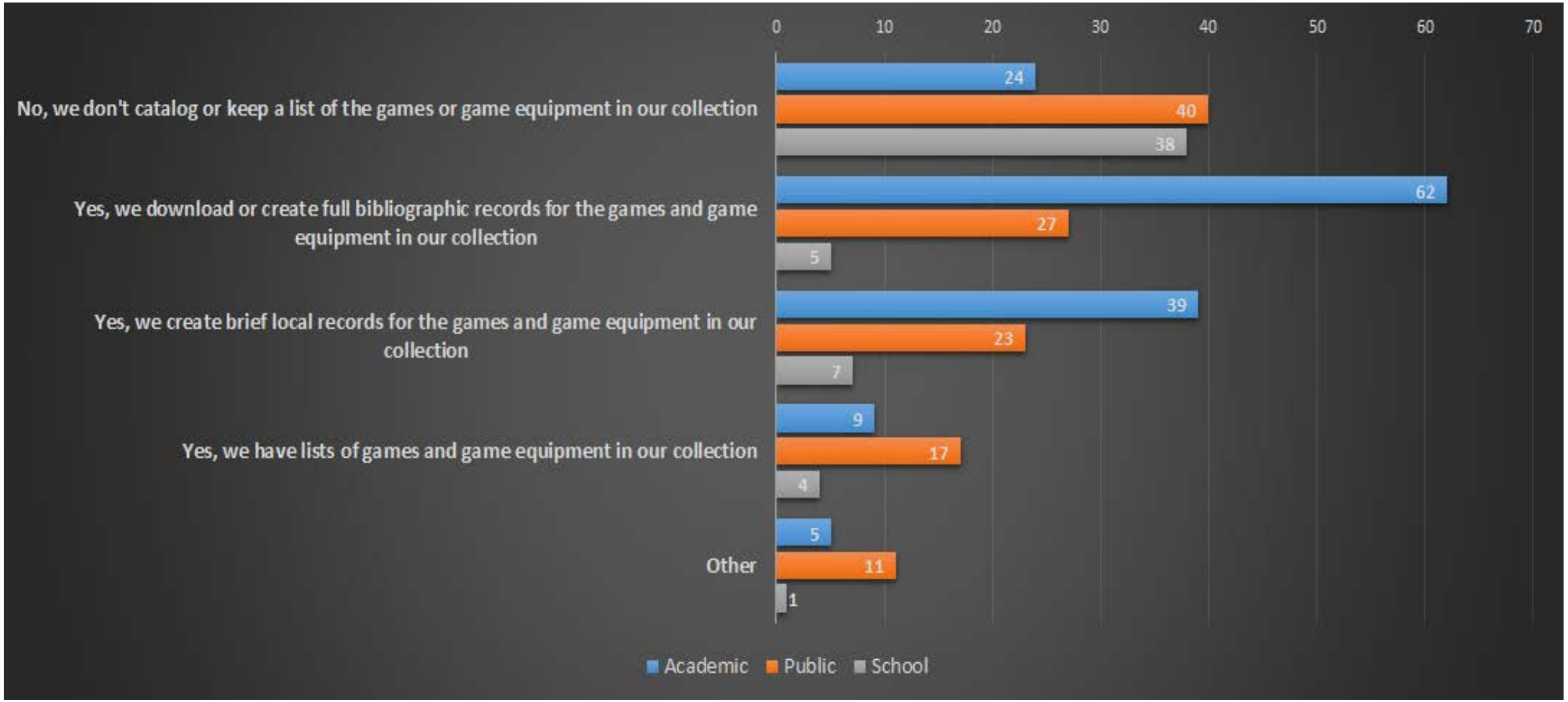


- 1 to 10 dedicated positions
- Highest number (10) - public library

Dedicated staffing

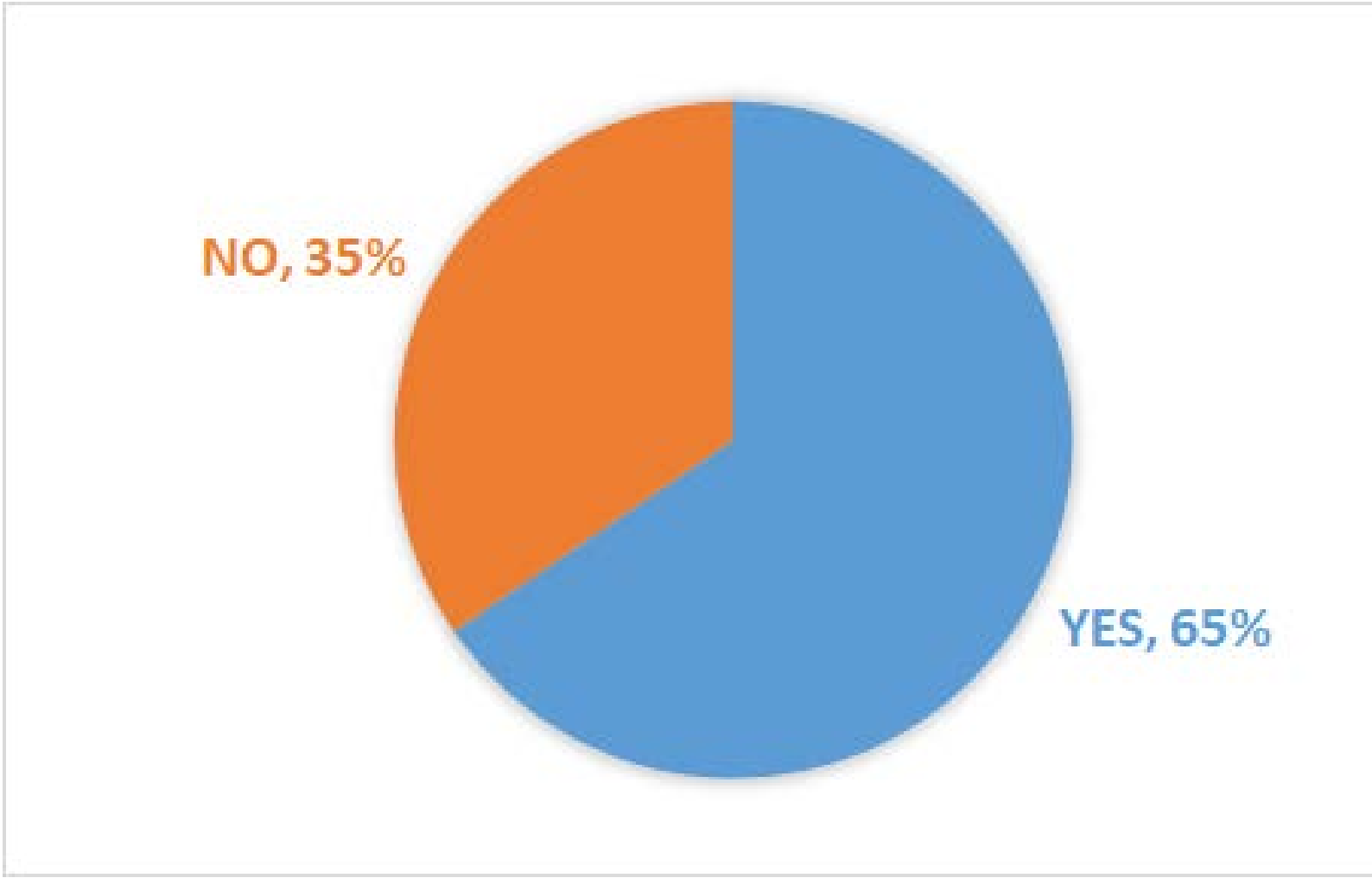


Do you catalog your game collection?



EVENTS & PROGRAMMING

Do you provide game programming?



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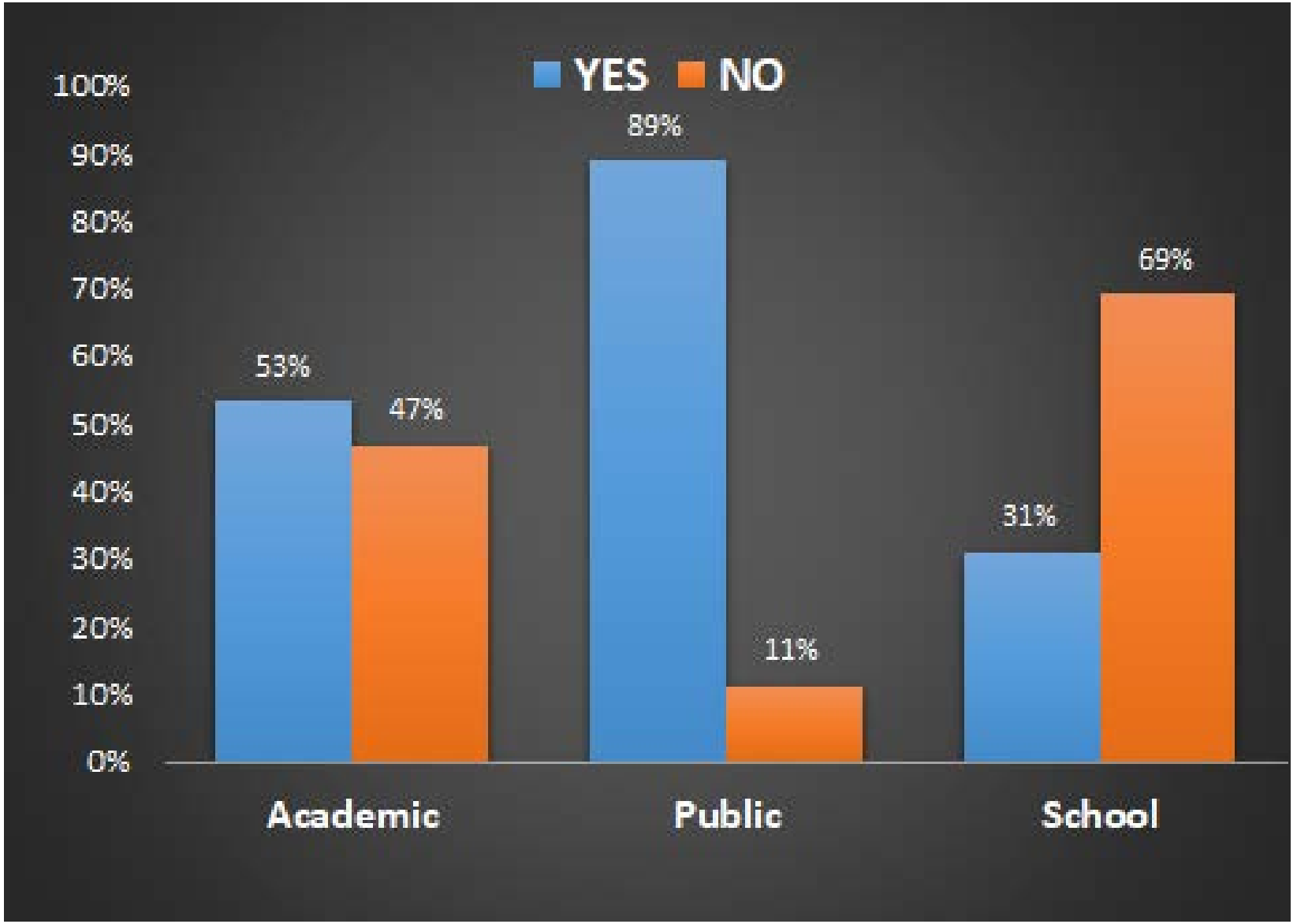
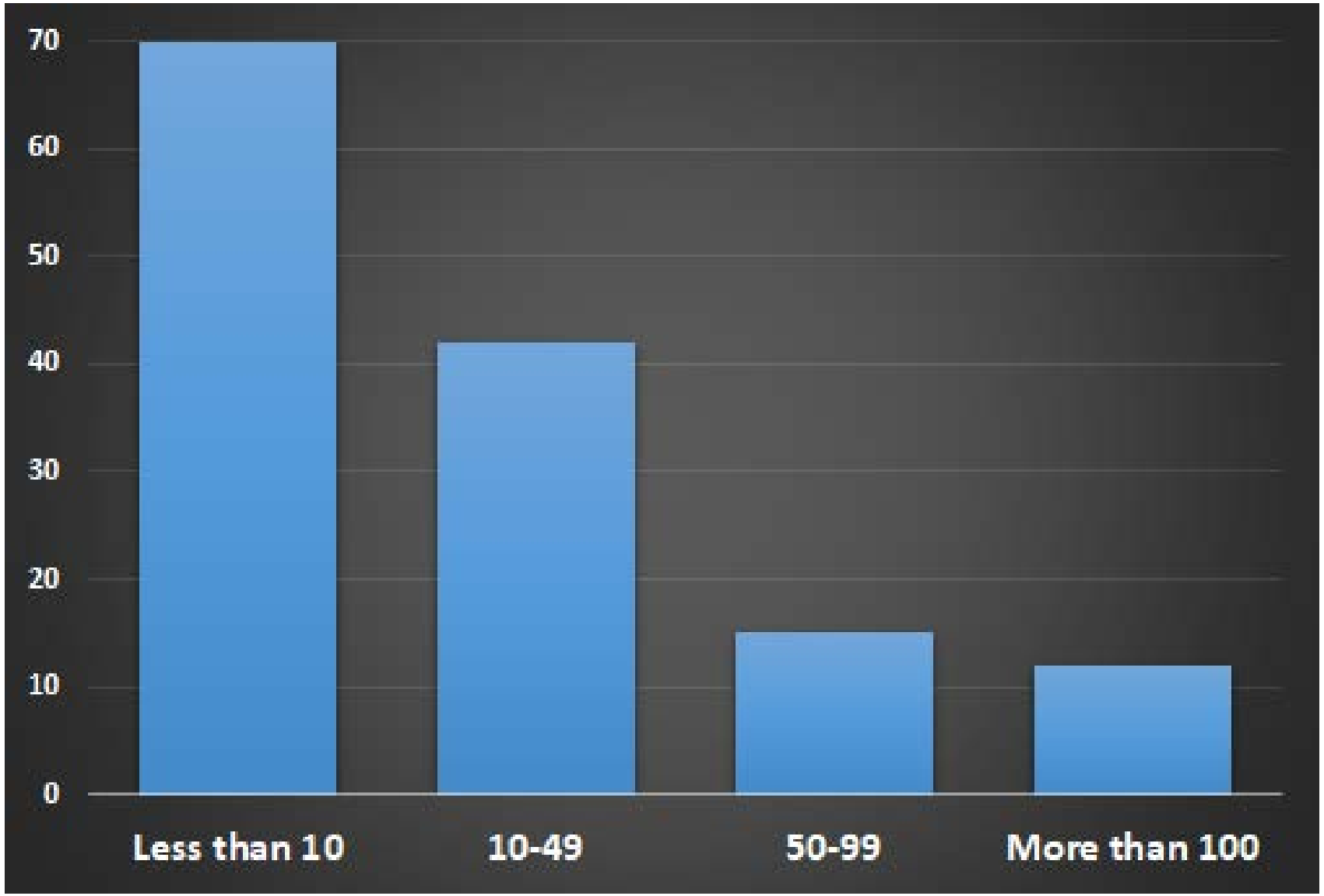


How many programs last year?



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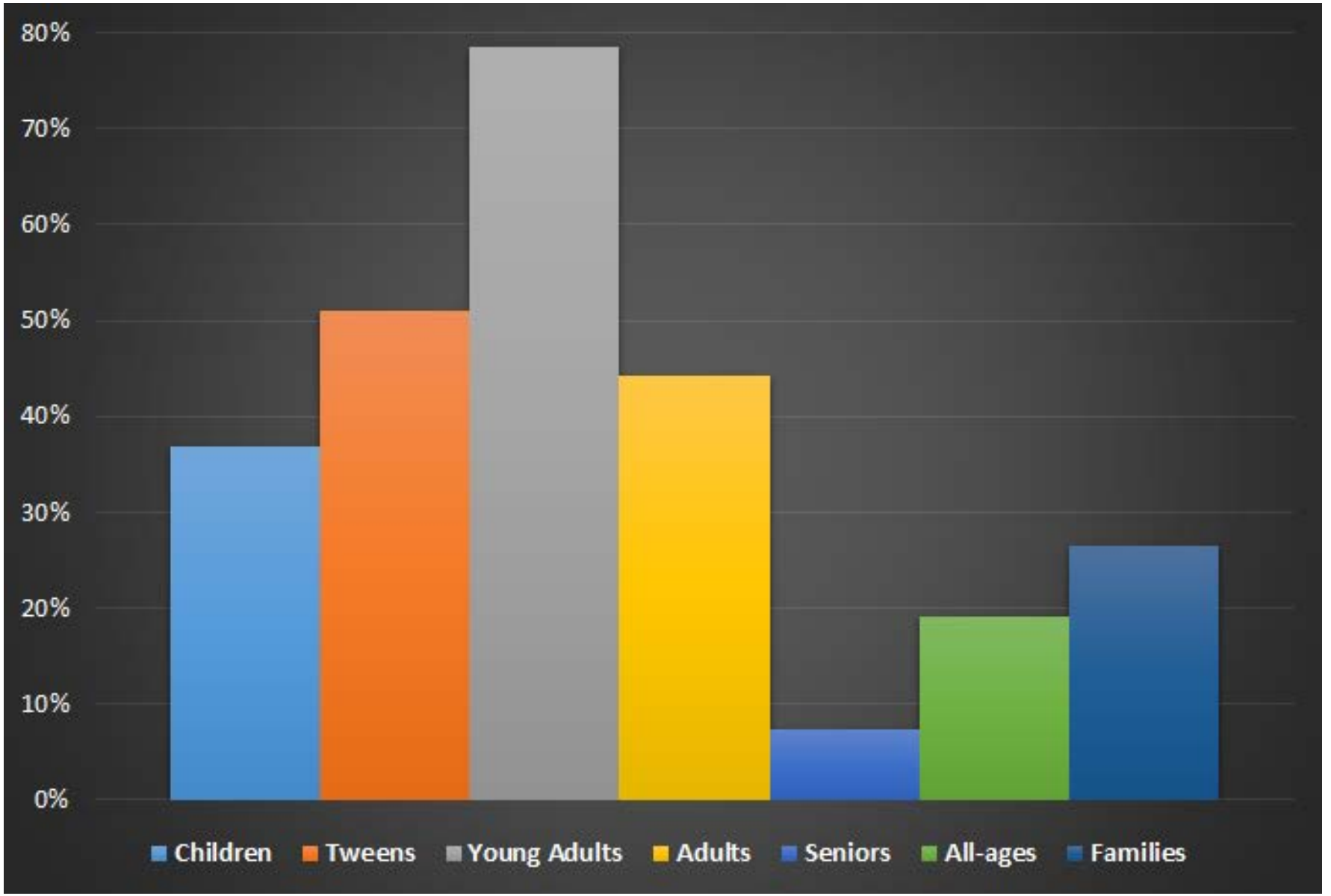

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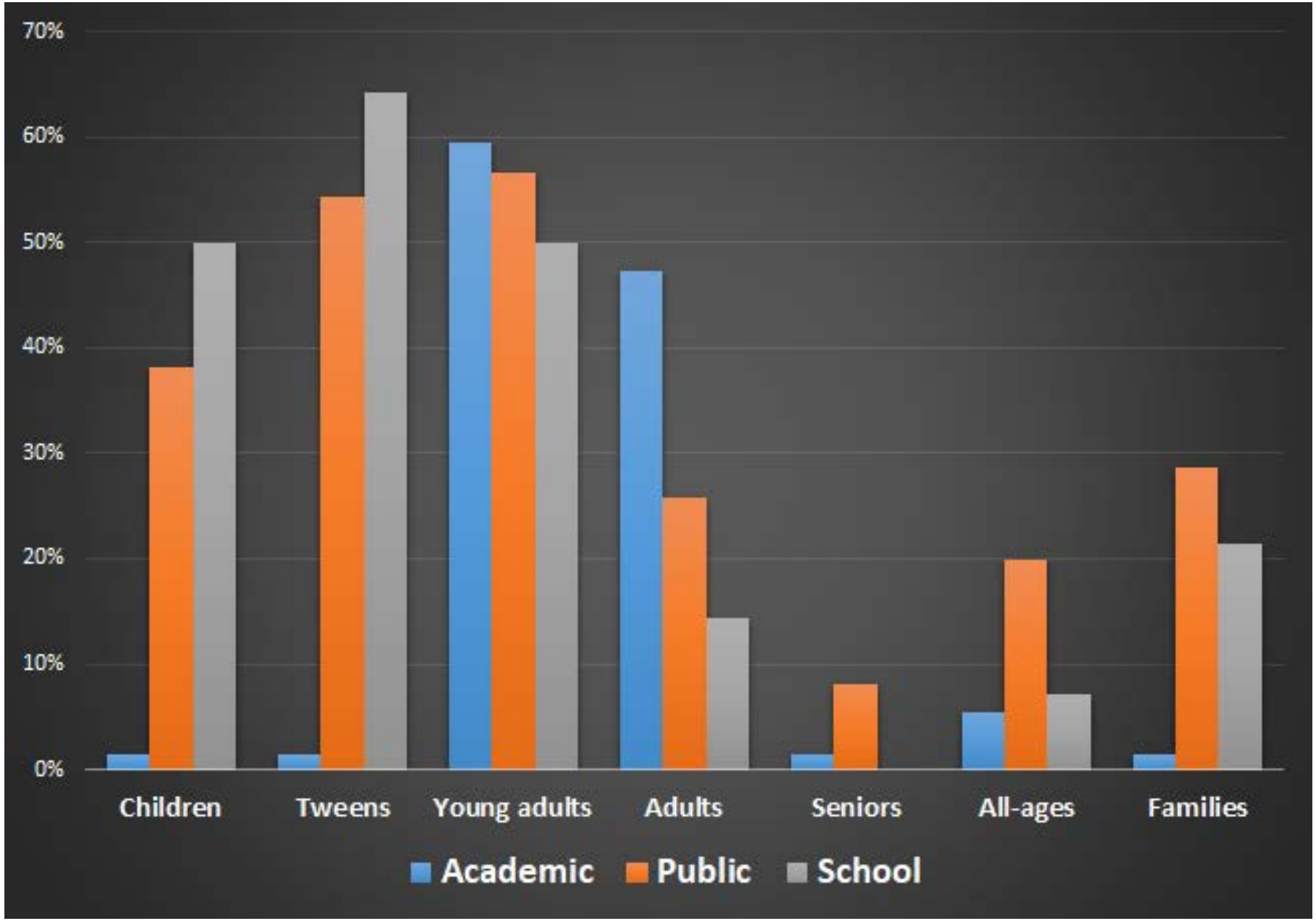

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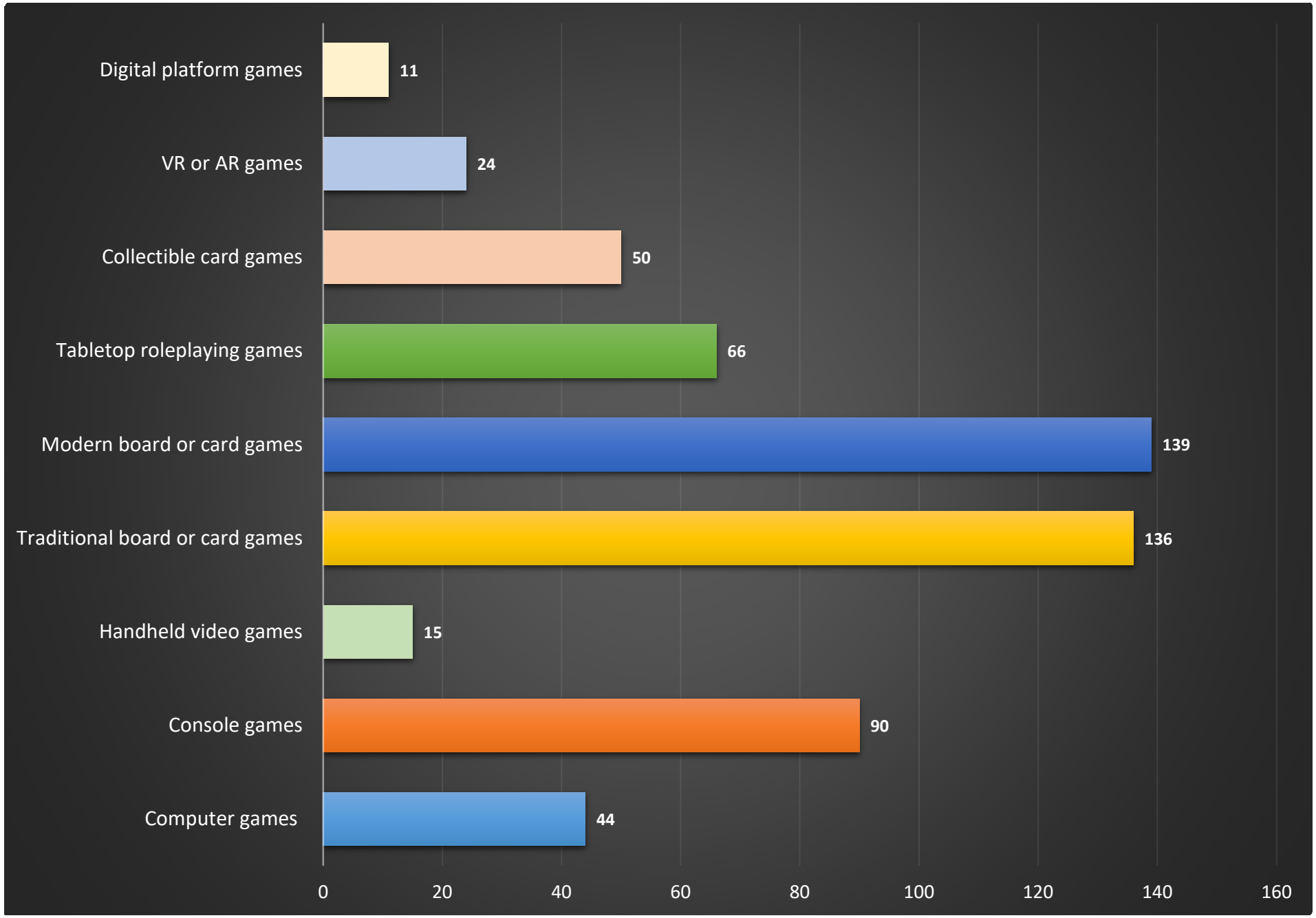

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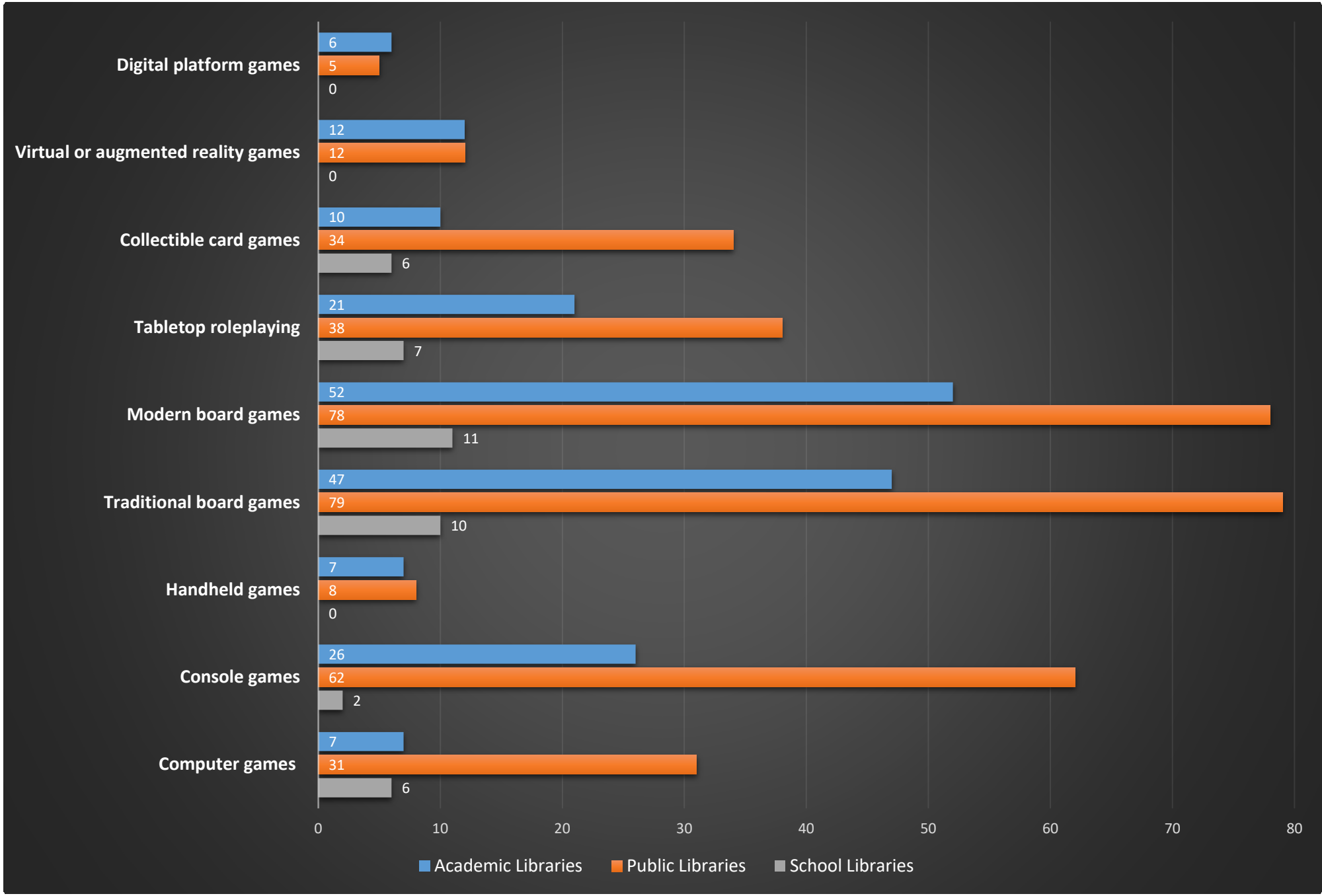

SURVEY FEEDBACK

Common Issues

- Budget
- Licensing
- IT departments
- Theft/loss/wear
- Ratings are problematic
- Cataloging and processing
- Competition with game clubs and other departments

- Workshops
- Trivia night
- Game podcast
- Brewery night!
- Shopping at Goodwill
- Game cart / Programming van
- Exercise equipment / tarot cards
- Work with video game companies and stores
- Work with current and proposed curriculum, and other departments

Inspiration

Justification

- Games are intergenerational
- Good for social and emotion development
- Good for brain development
- Gaming is not new
- It's okay to start small

What does the future bring?

- Adding Virtual/Augmented Reality Devices
- Digital content licensing will become necessary as consoles eliminate disks
- Incorporating engaged learning using escape rooms

What questions do we need answered?

Thank you!

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https://guides.library.unt.edu/GameCollection