**Video Games in the Library w/Christopher Knapp (cknapp@pgpl.ca)**

Chris’s Introduction and Background in Gaming

* Libraries are social spaces
* Games are social
* 10-18 yos programs
* Family gaming afternoon in partnership w/community video/gaming businesses
* Ask for if there is an
* Table top gaming night
* There is an emerging adult audience
* Intro to D&D

Attendees’ Interests

* Tournament planning; Switch programming
* Basics from no knowledge

Zero Gaming Background

* Great place to start; can be selective
	+ Talk to gaming shops
* Teens LOVE to talk about their interests and teach you about them
	+ Pride and ownership
* Nintendo (Switch) - most recognized console and learner-friendly
	+ Smash Brothers; MarioKart
	+ Be prepared for monetary investment
* Multi-Platform games offer inclusion
	+ Among US; Fortnite
* Multi-player games to build interaction
* Set up a passive gaming corner, where teens and librarians can pick up a controller and play and then build from there
* X-box offers a game pass (think Netflix for gaming), which saves money and offers variety
* Carefully consider the pros and cons of a console ecosystem

**Dungeons and Dragons**

* Great way to bring in the gamers
* D&D playbooks circulate like crazy
* Lots of free material online
* Low investment - player handbook is $40 to $50
* Pencil and paper based
* Introduction time for fundamentals and lingo and mechanics
* Creative and malleable!
* Patience and humor go a long way

Board Games

* Most of us have played at least one
* Clue; Monopoly; Life; Settlers of Catan; 5-Minute Dungeon (this one is super fun!)