

# Creative Circulating Collections

## Washington State Library Conference 2015



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## Circulating Collections highlighted:

### Kill a Watt: Energy Efficiency Kits ~Spokane County Library District and Spokane Public Library



The Kill A Watt™ displays a bevy of information such as kWhs used, plug-in time, voltage, current, watts and more.

How Many Kilowatts Does it Take to Read a Book?

Have you ever wondered how many kilowatts were being used by your toaster? Or your favorite reading lamp? Now you can find out which are the greediest appliances in your home. The library has partnered with Avista to provide Kill A Watt™ Electricity Usage Monitors to borrow. Try measuring the difference on a lamp with an incandescent light bulb vs a compact fluorescent light bulb of the same light output to see where you might save some money. You already save money by borrowing books, music and movies from the library instead of buying them and now you can learn how to increase savings with energy monitoring.

# Kansas City Public Library Software Lending

Coming Soon!



## Museum passes from Seattle Public Library

SPL patrons can select a date, up to 30 days in advance, when they want to visit a museum. Enter their library card numbers and print a pass for admission into that museum.

### Participating museums

- The Burke Museum
- The Center for Wooden Boats
- EMP Museum
- Henry Art Gallery
- The Living Computer Museum
- The Log House Museum
- Museum of Flight
- Museum History & Industry
- Nordic Heritage Museum
- Northwest African American Museum
- Seattle Art Museum
- Seattle Asian Art Museum
- Seattle Aquarium
- Wing Luke Museum

<http://www.spl.org/library-collection/museum-pass>



## STEAM Kits

Skokie, IL

- Take-Apart Human Body
- LEGO WeDo Robotics
- Cardboard Construction
- Jumbie Jam Steel Drum Musical Instrument



## Make It, Take It Kits

Meridian, Idaho

### Maker Activities & DIY Projects

- Crochet
- MaKey MaKey
- Ukulele



- Combines traditional library resources with online resources and physical objects

## Other Inspirational Collections

- Vinyl Library  
in London, England



Mission: To raise the consciousness of the listener through the raw vinyl form and to preserve the heritage of songs and good times whilst maintaining the two elements, tradition and modernity in balance.



## • Fishing Rod Loan Program

Kenai Community Library and the  
Soldotna Public Library, Alaska



Checking out a fishing rod.  
Photo Credit: USFWS Emily Smith

"Our goal is to make it easy for any child ages 15 and under to begin fishing! Encouraging children to take an interest in outdoor hobbies like fishing, allows them to experience the wonder of nature at an early age while introducing them to a lifelong hobby dependent upon the conservation of fish and their habitats!"

<http://www.fws.gov/alaska/fisheries/fieldoffice/kenai/outreach.htm>

[http://peninsulaclarion.com/stories/052308/out\\_211625070.shtml](http://peninsulaclarion.com/stories/052308/out_211625070.shtml)

## • Ready 2 Read Goes Wild!

Montana State Library and Montana Fish, Wildlife and Parks,  
Helena Montana



Mission: Ready 2 Read Goes Wild! uses nature and Montana animals to spark kids' interest in language and literacy, math and science, and the natural world that surrounds them.

- **American Girl Dolls Lending Program**



- Arlington Public Library (and other libraries throughout the country including Port Townsend) <http://library.arlingtonva.us/american-girl/>
- *"Borrow a Doll, and a Piece of History"*
- ***The new American Girl Doll lending program brings American history closer to your child:***
  - *Each doll kit comes with the doll's first book, a [guide depicting life in Arlington](#) during her era (created by the Library's [Center for Local History](#)), and a journal to record her ongoing adventures.*

- **Mobile Hotspot Lending**  
**"Internet to Go" & "Check Out the Internet"**

- Chicago Public Library and New York Public Library  
<http://www.techsoupforlibraries.org/blog/mobile-hotspot-lending-finally-gets-national-press>
- *"enriching the Internet with outlets for free expression."*



- Art to Take Home



- Libraries across the country lend 2D and 3D pieces of art to check out and display in your home.
- Braddock Carnegie Library <http://ci13.cmoa.org/artwork/0701>
  - “In partnership with the Braddock Carnegie Library—the first public library built by industrialist and philanthropist Andrew Carnegie in the world—**Transformazium** has created an Art Lending Collection (ALC) intended as an alternative model for experiencing art, one that fosters a sense of community around intellectual and creative engagement.”





# Kitsap Regional Library

## PROJECT REQUEST FORM

<b>PROJECT NAME:</b>	Pilot Video Game Collection	<b>DATE:</b>	12-10-12
<b>NAME:</b>	Melody Sky Eisler	<b>PHONE:</b>	692-2779
<b>STRATEGIC PLAN: VISION 2015 INITIATIVE AND GOAL</b>	Initiative 1: Expand KRL programs that serve young people		

<b>PROJECT TIMELINE:</b>	Start: January 2013	Finish: December 2013
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<b>PROJECT DEFINITION:</b>	Provide detailed description of this project, including relevant history and the business problem this project will solve.
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Introduction: "In the 21st century, libraries are about much more than books! In fact, libraries work very hard to provide patrons of all ages with a rich and current menu of CDs and DVDs, as well as electronic and online resources. Video game resources and programs at the library actually complement these existing services. Featuring this new gaming media helps the library expand its reach while meeting community expectations" (<http://www.ilovelibraries.org/getinformed/gaming> ).

Video Games and Literacy: "Video games give kids a chance to practice reading, writing, and computing in the library's safe environment. Popular video games, the ones that kids really like to play, are immediately engaging and make them work hard to succeed and "level up." While playing these games, kids are constantly developing new strategies, predicting possible outcomes, managing multiple resources, reading and deciphering maps, tracking complex statistics, and adapting to increasingly difficult levels within the game. They learn a range of media literacies beyond basic reading that give them models for navigating our information-rich world. " (<http://www.ilovelibraries.org/getinformed/gaming> ).

Project Identification: This pilot project will take place at the Silverdale Library and all items in this proposal refer specifically to the Silverdale Branch only, including housing the pilot collection and offering supporting programming to highlight the collection. This pilot video game collection will be a one year prototyping period to see how a video game collection for children will impact our community. The starting budget of \$3000 will be a seed collection to establish a basic collection in the two most popular systems: Nintendo Wii, Xbox Kinetic. The collection will be housed behind the circulation desk (due to the cost of the games and the high theft risk) at the Silverdale Library. Video game programming for children will be increased to support the collection at Silverdale.

Supporting websites:

- <http://www.joystiq.com/2009/03/05/american-library-association-goes-gaming/>
- <http://www.librarygamingtoolkit.org/>
- <http://www.ilovelibraries.org/getinformed/gaming>
- [http://www.esrb.org/ratings/ratings\\_guide.jsp](http://www.esrb.org/ratings/ratings_guide.jsp)

Is this project new or an update of an existing process or system? Are there charges or additions to physical workspace?

This is a new project to prototype an innovative collection and format at KRL. KRL does own video games as part of our programming supplies in the Young Peoples collection, but they do not circulate. This would be the first circulating video collection for KRL. The collection would start at the Silverdale Library and stay at Silverdale for one year. After the one year period the project would be evaluated to see if video games should be a line item on the collection management budget for the system, and if the library should also begin collecting games for teens and eventually for adults.

Describe this project in detail when it is complete. Include SMART objectives. (S-Specific, M-Measurable, A-Achievable, R-Realistic, T-Timeframe)

This project is to ensure that KRL keeps up with technology trends that meet our community's growing needs. The continued and sustained popularity of video games in libraries makes them an excellent new format to consider for our library. The video game collection will be focused on school age children to support our efforts to bring technology to this age group and also to help reluctant readers and library users become more engaged in their library by reaching out to them with the formats that they enjoy. Playing video games can be a solitary endeavor and having games at the library helps bring children together in the community. This approach is also designed to slowly build staff and community support and buy-in for a new collection and format at KRL. This approach was done successfully at Boise Public Library (BPL) when I was there, and after the success of children's games, teen, and then adult games were added. To this day, BPL has not had any challenges to their video game collection. In fact, it is one of their highest circulating collections. The selector for the collection will only collect games rated C through E+10 as these ratings are designed for young children through tween age [http://www.esrb.org/ratings/ratings\\_guide.jsp](http://www.esrb.org/ratings/ratings_guide.jsp).

The statistics on the circulation of the games will be closely monitored and PR materials will be created to help promote the new collection. In addition programming at the Silverdale Branch for school age children will be implemented to support this new collection and used to promote literacy skills. National Gaming Day will be an important program at Silverdale in November 2013.

After a year the Collection Management Team, including the Branch Managers, can evaluate the success of the pilot program, decide if more funds should be allocated to this collection, and if the collection will be system wide, possibly float like other AV items. In addition, a more informal and anecdotal evaluation will be done to collect feedback and quotes from parents and children using the collection and attending any gaming

programming at Silverdale. There is a plan in place to support the sustainability of this collection and to support it going system wide in 2014.

Describe any changes to manual or automated procedures or workflows, including any interfaces to other processes or systems. Include practices or technical systems that will not be necessary when project is complete.

The new collection would have to be catalogued and processed by Technical Services. The collection will be housed at the Silverdale Library for a year and the collection will be kept behind the desk, since it can be a high theft item and the library does not have security. The collection will not float. The collection will be available for holds.

Describe what this project does not entail. In other words, what tasks are outside the boundaries of this project?

This is a pilot project at Silverdale for 2013. This is not a system wide project for the next year- that is to be determined at the end of next year during the Collection Management evaluation of the collection and budget cycle.

**PROJECT SCOPE:**

Describe the business gain, efficiency improvement and/or financial impact of this project, including the ROI (Return on Investment.) Who will be doing which tasks? How will this change be communicated?

The project will have a minimal impact on the Collection Management budget as it is such a small startup collection. The return on investment would be to see more kids, especially reluctant readers using the library to check out video games and hopefully books too, and attending video game programs.

I will work with PR to get promotional materials made. Whitney and I will work with TS on how to process the video games, and work with Silverdale Library about how to display and safely keep the games. I did meet with Anne Ross on 11-29-12 to discuss all of the cataloging decisions that will need to be made about the video games collection and I will work with Whitney Chamberlin and Sharon Grant on how to pick the proper terminology for the collection to make it easy to search for in the catalog.

Greta Bergquist and I will work on designing a program or series of program to support and market the pilot video game collection. National Gaming Day will be a program at Silverdale in November 2013.

Whitney Chamberlin will be the YS librarian responsible for the collection development of this new collection for the piloting year of 2013. Whitney currently does not have a collection development area to collect for and this would give her an opportunity to have one.

Also, for collecting games we might follow the summer reading model and buy multiple copies of a few successful titles instead of a lot of singular titles. Also, it has been suggested that we purchase high quality used games like we do with DVDs to save on costs.

**BUDGET & FUNDING:**

Summarize the initial costs as well as any ongoing maintenance costs of this project, and indicate any intended funding sources or budget lines.\*

The budget will need \$3000 to start a pilot collection of children's educational and entertaining video games. This came from reallocating the collection budget at the November Collection Management meeting. After a year if it is decided to continue and or expand this project the Collection Management Team and Branch Managers will decide if it is to go system wide for 2014. On 11-29-12 I met with Carol Schuyler, John Fossett, Ruth Bond and Shannon Peterson to come up with a plan to reallocate line items in the 2014 budget. This meeting was successful and \$10,000 was allocated to support a video game collection for children system wide in 2014.

The budget does not include the cost for replacement copies. As this is only a pilot project and may not be an integral part of the KRL collection for the next few years. If the pilot project is successful and the branches decide to have a system wide gaming collection then a need for replacement costs will be addressed.

***\*If you plan to seek outside funds to initiate or maintain this project, please complete grants and special funding section below.***

Please list any individuals, groups, organizations, and/or grants that will be targeted for funding in association with this project. Include names of responsible for soliciting funds or writing grants; an estimate the time spent for preparing the proposal or grant as well as any ongoing and/or summary reporting requirements; and attach related documents.

I also may ask the Silverdale Friends to buy an Xbox for the Silverdale branch to support programming as YP only has Wiis.

<b>DELIVERABLES:</b>		Provide enough explanation and detail so that the reader understands the specifics of what is being produced, as well as the detailed functionality.
1	Purchase a startup video game collection in the two major systems for children	
2	Track the progress of circulation of said video games	
3	Offer programming for children that supports the new collection	
4		

<b>STAKEHOLDERS:</b>		Check all those that will be impacted.		
<input checked="" type="checkbox"/> Staff	<input type="checkbox"/> Manchester	<input checked="" type="checkbox"/> Young People	<input checked="" type="checkbox"/> Other: (list)	
<input checked="" type="checkbox"/> Public	<input type="checkbox"/> Port Orchard	<input type="checkbox"/> HR – Training	Silverdale	
<input type="checkbox"/> All Branches	<input type="checkbox"/> Poulsbo	<input type="checkbox"/> Facilities	Friends	
<input type="checkbox"/> Bookmobile/Outreach	<input checked="" type="checkbox"/> Silverdale	<input type="checkbox"/> Finance-Payroll		
<input type="checkbox"/> Bainbridge Island	<input type="checkbox"/> Sylvan Way	<input type="checkbox"/> IT		
<input type="checkbox"/> Downtown Bremerton	<input type="checkbox"/> Administration	<input checked="" type="checkbox"/> Public Relations		
<input checked="" type="checkbox"/> Kingston	<input checked="" type="checkbox"/> Collection Management	<input checked="" type="checkbox"/> Technical Services		
<input checked="" type="checkbox"/> Little Boston	<input type="checkbox"/> Extension	<input type="checkbox"/> Reference		

<b>SIGNATURES:</b>				
			Approved	Declined
_____	_____	_____	<input type="checkbox"/>	<input type="checkbox"/>
Manager/Supervisor	Date			
_____	_____	_____	<input type="checkbox"/>	<input type="checkbox"/>
Director	Date			

# Circulating Juvenile Games Collection FAQs\*

**\*This document was shared with all staff members via email before the collection began, and also Melody and Whitney went over it in-person at the libraries where the collection would be housed**

## 1. Why would KRL collect video games?

KRL's mission is to be "a center of life-long learning and steward of access to knowledge, information, and stories" and in our Strategic Vision 2015 Plan, Initiative 1, we want to "expand collections to further support early literacy and future growth." Video games are great learning tools and help promote literacy. They are also fantastic interactive stories—one of the key things in attracting players to games. We want our collections to be able to keep up with the communities' needs and growing technology trends. The collection for this year will be focused on children.

"Video games give kids a chance to practice reading, writing, and computing in the library's safe environment. Popular video games, the ones that kids really like to play, are immediately engaging and make them work hard to succeed and "level up." ...They learn a range of media literacies beyond basic reading that give them models for navigating our information-rich world. "

<http://www.ilovelibraries.org/getinformed/gaming>).

## 2. What systems are we collecting games for?

Wii and Xbox Kinect—both "thumb only" and body-sensor controlled games

## 3. Where will the games be located?

At the Silverdale Library in 2013 and expanded to Port Orchard and Poulsbo in Winter of 2014, Sylvan Way Fall of 2014.

The empty cases will be on the shelves and the discs will be kept behind the Circulation counter.

## 4. Can you place the games on hold?

Yes- the games do not float but can be placed on hold to be picked up at any of the library locations.

## 5. When the games come in for holds should we do anything special?



No, for now they will be placed on the holds shelf like any other item. We will explore another hold method if theft becomes an issue (possibly keeping them behind the desk as we would for Interlibrary loans) but so far this has not been a problem.

#### **6. Can you search the games in the catalog?**

Yes- their format is "electronic resource" and a good keyword search would be "system: Wii, Xbox, Kinect, by title (e.g. "Lego Star Wars", or format "electronic resource")

In Polaris you can also view the entire collection by selecting the "J Games" Collection.

#### **7. How long will they checkout, and can they be renewed?**

7 days like DVDs less than 240 minutes, and they can be renewed like any other item without holds and up to 3 times

#### **8. When will the collection be available?**

Tentatively, we are hoping to launch the collection around the beginning of January 2014- stay tuned...

#### **9. Will there be any publicity?**

Yes, once the collections and branches are ready to go, there will be more posters to put up and quarter sheet fliers to hand out. You can and should tell patrons about the collection too!

#### **10. Why don't we have games for teens or adults? (Rated "T" for Teen, or "M" for Mature)**

This year we are starting the collection with children's games, rated EC (Early Childhood), E (Everyone) to E-10+ (Everyone ages 10 and up). The rating system is a way to help people determine the content level of the games and here is the rating website [http://www.esrb.org/ratings/ratings\\_guide.jsp](http://www.esrb.org/ratings/ratings_guide.jsp)

We are gradually building up the collection. After a couple of years we may collect teen and adult games, however, our focus is on kids and eventually teens for the first years of this new collection. Also, the games we are collecting will have a broad appeal for all ages.

#### **11. Who buys the video games and can I make a suggestion?**

YS Librarian Whitney Chamberlin is the selector. She is buying multiple copies of popular title games for children this year. We welcome suggestions through the online purchase suggestion form or emails to Whitney Chamberlin [wchamberlin@krl.org](mailto:wchamberlin@krl.org)

## **12. What about books on gaming?**

We are hoping to add more fiction books that feature video game characters for kids. The how-to gaming guides don't tend to be popular, but books that feature the characters are, for example, the Lego books.

## **13. Will there be any special programs to promote the collection?**

Yes, Silverdale will celebrate National Gaming Day in November and have a program to promote gaming for children and families.

## **14. How will lost or damaged games be treated?**

Lost or damaged games will be handled in the same way that other lost or damaged materials are handled.

## **15. If I have questions who should I contact?**

Melody Eisler at Silverdale or Whitney Chamberlin at Little Boston/Kingston