



NÅR BIBLIOTEKET SPILLER MED

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PROJECT SUMMARY

Gaming – When the Library Joins In is a development project on computer games and gaming culture. The project commenced in 2010 and ran until April 2012 and was carried out by Aarhus Main Library.

The project studied the field of games in relation to potential prospects for libraries' dissemination of games. The research provided a richly faceted suggestion of what today's gaming is and how it can be used. Libraries can benefit from using many of the project's ideas in broadening users' and citizens' perception of what games are, how games can be used and in order to place the gaming medium in a cultural and cross-medial context, which can contribute to equipping the users when it comes to one of the most widespread and innovative media of today.

In cooperation with Århus Stiftstidende (local newspaper) and first movers within the field of gaming in Aarhus, the project has tested dissemination of games and gaming culture to the city's citizens through workshops, network meetings, talks, articles, blogs, competitions and recommendations. Dissemination takes place inside as well as outside the library, and the gaming media and gaming culture was disseminated through physical events in the library space, network dissemination, as well as digitally and in print in the newspaper and on gaming forums on the internet.

The project has been innovative because it has included first movers and the local gaming environment. Moreover, the project included cooperation with gaming magazines, a newspaper, web editors and a national network in order to access new stages, platforms and arenas for the library's dissemination of games and gaming culture.

In future, dissemination of games will have a visible space in the Main Library in relation to dissemination within and outside the walls of the library, event strategy, networking, and competence development.

The project is subsidised by the Danish Agency for Culture. Gaming consultant Mathias Poulsen has been attached to the project.

Project Website(s):

<http://www.aakb.dk/temaer/spil>

<http://gamerlibrary.ning.com/>

<http://www.facebook.com/Gaminghovedbiblioteket>



1. OBJECTIVE OF THE PROJECT

In the project *Gaming – When the Library Joins In* (2010-2012) we have studied the possible role(s) and function of libraries in relation to the dissemination of games and how libraries can disseminate and render visible games and gaming culture. Libraries have a strong tradition of and creative strength in relation to dissemination of literature, music and, partly, films. On the other hand, there is no tradition for the dissemination of games partly because the competences among the staff are non-existing. In the project we have attempted to rethink the dissemination of games but we have also thought beyond the face-to-face dissemination from librarian to user and beyond the physical games department. Thus, we have worked according to four objectives, which have been the framework of the project:

- 1) to vitalise games and gaming culture (in cooperation with first movers and gaming enthusiasts in Aarhus),
- 2) to place the game medium into a context,
- 3) to broaden the perception of what games are,
- 4) to move the library's dissemination of games outside the traditional library space.

The project has worked with the dissemination of games in cooperation with first movers and local gaming actors in order to bring into play their knowledge, experience, and network.

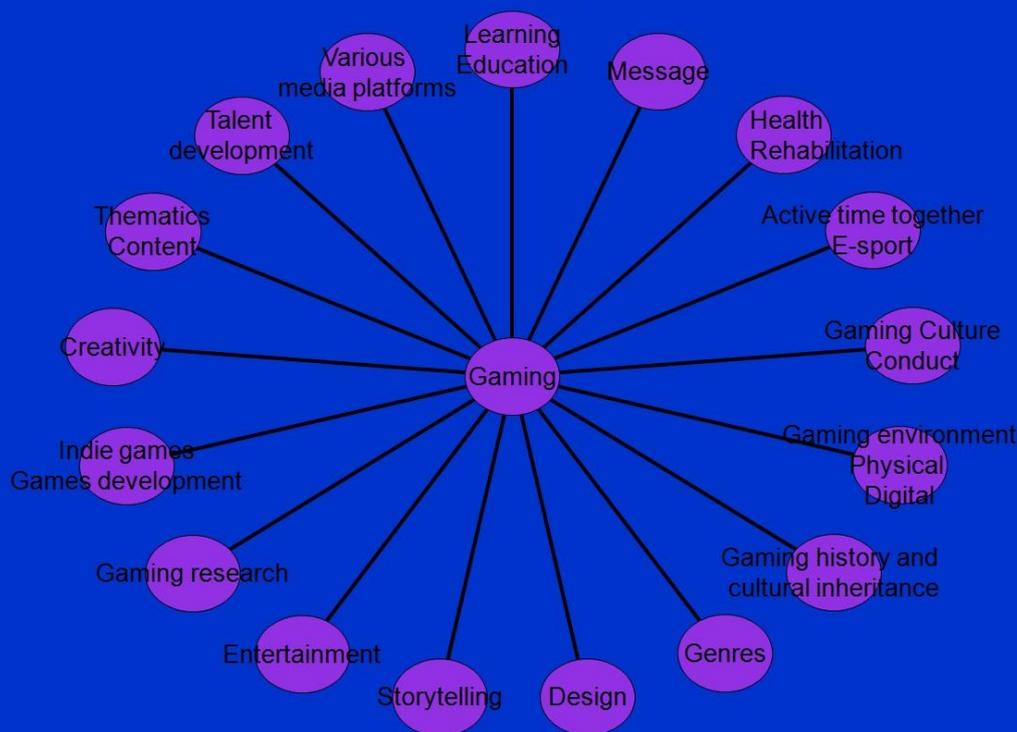
2. THE POTENTIAL OF THE FIELD

The project studied the field of games in relation to potential prospects for libraries' dissemination of games. The research provided a richly faceted suggestion of what today's gaming is and how it can be used. Libraries can benefit from using many of the project's ideas in broadening users' and citizens' perception of what games are, how games can be used and in order to place the gaming medium in a cultural and cross-medial context, which can contribute to equipping the users when it comes to one of the most widespread and innovative media of today.

Themes include for instance games and learning, game creation, game entrepreneurship, e-sport, games and religion, augmented reality, games and violence, gender, games on mobile platforms, games and education, gaming innovation, and games and politics. This is an example of the project's gaming universe:



The Gaming universe



An example of what a gaming universe can look like and how it can be used as a tool in the planning of the library's dissemination of games.

A beneficial method for setting up a gaming universe for the individual library is through a brainstorm followed by a selection of the areas on which the library wishes to focus. The advantage of setting up a comprehensive gaming universe is that the universe makes clear the number of platforms on which games work and the number of functions the medium has. Games are not just about entertainment and gun games. This is part of it, but games are much more than that. A gaming universe can make the library aware of the available fields in gaming. If a choice is made not to disseminate all the fields then this is a conscious deselection rather than an oversight.

The gaming universe offers a variety of dissemination options and the above gaming universe has, throughout the duration of the gaming project, been the springboard and debate palette for articles, blogs, debates, talks, workshops, competitions, cooperation and networking. For a list of activities see section 7.



3. CHALLENGES

The project started out with three major challenges: 1) We knew nothing about games or the gaming environment in Aarhus, 2) we did not know how to get in touch with first movers or how to make them interested in the library, and 3) we had no experience with the dissemination of games at the library in Aarhus, nor had we room for a separate gaming department.

The project sought to solve these challenges by rethinking the concept of gaming dissemination, what it looks like and how it emerges. Sections 4, 5, and 6 deal with the experiences of the project in this area.

4. GAMING DISSEMINATION

Games can be disseminated in the traditional library setting but can also be carried out where the users are. During the project, we learned that it was an advantage to bring libraries' (gaming) dissemination into new territories and platforms in order to bring into play the library's dissemination outside the library walls and to get in touch with new users.



Examples of articles in Århus Stiftstidende.

All articles can be seen at:

<http://www.aakb.dk/temaer/spil/artikler-spil-gaming> (in Danish only)

Gaming – When the Library Joins In has worked with different communication strategies for the dissemination of games. One of these strategies is carried out in cooperation with Århus Stiftstidende (local newspaper) where we disseminate games and gaming culture. For two years, the library was co-editor on a monthly article on games and gaming culture in which the library's gaming librarian wrote about game trends, news in games, and game background, often but not always with a library approach to the subject.





Permanent faktabox on the project's entries in the newspaper

Besides the articles, the gaming librarians acted as advisers on stiften.dk (Århus Stiftstidende's web-edition), where readers could seek advice in relation to games. The idea was to provide a service for readers, not least families, and it was a new method to bring into play the gaming librarians' competences outside the physical library. However, the service never became a success as too few readers visited the site. Stronger marketing and links from the newspaper's site could probably have increased awareness about the site, and it is the view of the project that the concept is good provided that it is marketed properly: to bring into play the (gaming) librarians' competences and large knowledge about games as advisers on platforms other than our own website and biblioteksvagten.dk (Danish library Q&A).

The articles in the newspaper were, however, a success. The library received many positive reactions from users, journalists, and readers, and the platform proved a good incentive for us to be active and outreaching in our work to secure people for interviews, sources etc. The people whom we involved either as sources or guest writers often returned in connection with other activities. The newspaper platform contributed to positioning the library as a central player in relation to games. Whereas the library always needed to contact people to organise gaming activities in the beginning of the project, people from the gaming environment now started contacting the library when new initiatives or events in the field of games in Aarhus were coming up.

Other than an external platform outside the physical library, the cooperation provided an opportunity for the gaming librarians to share their knowledge about games to potentially new users of the library.

Naturally, the challenge of cooperating with a newspaper is the staff resources involved in producing articles. We did, however, make use of the writings made for Århus Stiftstidende in generating blogs and competitions and for dissemination through the library's website, Facebook, Twitter, and a network site. Thus, the output was doubled through link synergy and 'recycling' on the dissemination site. The project attached a volunteer gaming communicator to the project as a further asset and resource, and guest writers with up-to-date knowledge about games were invited regularly.

In this way, all parties, i.e. the library, Århus Stiftstidende, the readers, and the users, experience resource economical and qualitatively improved gaming dissemination which spreads in ever-widening circles and actively reaches out to readers and users. The project did not sit back and wait for users to visit the library or the website.

Game Alive

The project wished to test how to produce vivid gaming dissemination, i.e. gaming dissemination where people meet people through a shared interest in a medium.



Examples of posters from Network meetings

Rather than seeing gaming dissemination as an activity starting from shelves with games or from a corner with a Wii, the project attempted to contemplate dissemination of games as a live culture. In *Gaming – When the Library Joins In* we worked to make gaming dissemination vivid and people-oriented. In dealing with 'old' media libraries are good at organising events which infuse life into the genres and media and allow people to enter into dialogue with people who work with these media. We can do the same when it comes to games. It will be advantageous for libraries to be inspired by their own successful and often creative dissemination of literature and adopt concepts and formats to their gaming dissemination. This would contribute towards enriching the experience and view of games for both libraries and users.



The project tested games clubs where people talked about games – as it is known from literary book clubs. The library can contribute to creating a space where games can be articulated and treated as a serious medium on par with other media disseminated by the library.

Furthermore, the project organised workshops for children where the children themselves became producers and let their creativity flow in their work with storytelling, dramaturgy, gaming technology, aesthetics, sound, strategy, and target group orientation. Thus, the library became a platform for children's creative development and experimenting in connection with a medium which they come into contact with on a huge number of platforms. The project also arranged gaming days, gaming themes, and Nordic Game Day. And games were made visible at the website. Not merely games on loan at the library but also all the opportunities and activities contained in the gaming culture. The project invited speakers to talk about games in order to let the people behind gaming development, gaming analysis, and gaming criticism enter into dialogue with the users of the library. Games are not merely interesting in a gaming perspective but can also be discussed in relation to religion, politics, marketing, aesthetics, dramaturgy, storytelling, entrepreneurship, innovation, exercising, gamification etc. Gaming dissemination can be made to be a social event which broadens peoples' horizons and raises awareness and knowledge about the medium.

5. GAMING DEVELOPMENT

Computer games are fun. So much fun. But they can be more than mere entertainment. They can bring about learning, develop creativity, strategy, aesthetic sense, and a stronger awareness and knowledge about the gaming medium, which has, if anything, conquered our culture in the 21st century.

Gaming development is a creative platform on par with film production, storytelling, the writing process, and the visual arts. In the project *Gaming – When the Library Joins In* we have, as mentioned above, experimented with motivating children and young people to grapple with the gaming medium, not merely as users but also as producers. When children themselves try to create the media (literature, film, or games), which they are surrounded by in their daily lives, they learn to look beyond the mechanisms and effects that make the medium in question work. In order to make a game which works it is necessary to understand why and how a game works: Why can sound effects or a strong wall of sound have one specific impact? And how can a particular graphic style have another effect? When children understand the media they use in their daily lives, they develop a natural consciousness about media in general. It is all about digital culture and supplying children with the necessary competences to be able to get on in a digital world. The libraries can play an important role in achieving this.

6. GAMING ENVIRONMENT AND NETWORK

The project soon learned that a good gaming environment is not just about having a fully equipped gaming department. A good gaming environment can also be seen as a more abstract goal, where the good gaming environment may not be visible all the time every day at the library, but is the label which users would put on the library because they know that the library is active in relation to dissemination of gaming culture to children, young people, and adults in the shape of workshops, talks, community activities, gaming days, blogging, articles etc.



Thus, the project's work with gaming environment has not just been about testing physical gaming elements in the library but has to an equal extent been about creating a good gaming environment in the shape of powerful and active gaming dissemination on numerous platforms.

Building a Community

At the beginning of the project, Aarhus Main Library did not have any contacts in the gaming environment in Aarhus. In order to become acquainted with the gaming environment we established three networks with events stretching over 18 months. In establishing a network of interest to a particular environment, the library succeeded in attracting exactly the desired target group, i.e. a group of gaming enthusiasts with various approaches and backgrounds: from gaming students, teachers, nerdy gamers, and entrepreneurs to researchers, gaming consultants, and game developers. Through the network they became aware of the library as a possible player, facilitator, and initiator in the field of gaming, and they became aware of each other. This has led to a multidisciplinary cooperation in Aarhus with the aim of establishing The Agency for Games. The long-term objectives of The Agency for Games are to make the gaming environment in Aarhus visible and to become the access point for people outside the gaming environment who wish to have contact with someone in the environment.

Through the networks, the library rendered visible the many new and interesting initiatives in Aarhus. The network is based locally but has links and contacts regionally as well as nationally.

The network provides the library with inspiration, contacts, ideas, and professionally competent volunteers who know the environment, are interested in spreading knowledge about the gaming medium and thus are willing to help the library disseminate it.

A Physical Gaming Environment

The Main Library did not have a gaming department when the project started. The objective of the project was not to establish an actual gaming department but to test various kinds of gaming environments in a library with insufficient room for a new department. During the development of various gaming environments we heard about the experiences of other libraries: noise nuisances, inappropriate behaviour, that only a minor group of users occupy the games area, and others.

In order to involve people from the gaming environment in the process, the project hired three young gaming enthusiasts for a short period of time to allow them to offer their opinions on what a good gaming environment is.





The three first movers, Andreas Jæger, Marie Møller Jepsen, and Kristian Hedeholm, were attached to the project to contribute insight, knowledge, and pulse.

A Permanent Gaming Environment

The result was a small gaming environment in the adult section of the library and a flexible event installation.

The gaming environment in the adult section of the library has been set up as an inspirational space, where handbooks on games, gaming literature, board games, computer games, gaming magazines, online dissemination via screens, and games on iPads make up the framework. Often, people do not sit in ‘the room’ to read about games or borrow games but rather to work or meet friends. However, the project is pleased to have rendered games and gaming culture visible in the library. As a platform for dissemination it works well to have gathered the gaming dissemination in one environment.



The physical gaming environment is an inspirational environment with articles, news, handbooks, games, and books for loan.



The inspirational environment



Flexible and mobile gaming environments

Flexible Gaming Environments

The idea behind flexible gaming environments arose due to lack of space in the present library. The concept of a flexible setup which can be adjusted, taken down and set up again is an excellent option for libraries with limited space. The flexible setup can consist of anything from bean bags, mobile screens with games, increased game-setups for playing (e.g. Minecraft building blocks for children and families) to dissemination of gaming history with a retro corner with games from when dad was a boy. The concept of the flexible gaming environment led the project to the idea of a game tower which could be setup in both the children's library and the adult section, and used for events as well as day-to-day gaming dissemination. Thus, the project developed a flexible, modular game tower in cooperation with Sønderborg Library and Lammhult's Library Design. The game tower was presented at the project's closing conference, where Lammhult's Library Design received feedback from the participants. Lammhult is presently redesigning the tower which will be offered for sale in the near future.

**The game tower was developed in cooperation
with Sønderborg Library and Lammhult's
Library Design**



7. ACTIVITIES AND INITIATIVES

Talks and Network Meetings



Jakob Stegelmann visits a network meeting at Aarhus Main Library

The network meetings were established to create vivid gaming dissemination and to attract citizens of Aarhus with an interest and passion for games. The meetings were communicative events with equal parts talks, debates, and networking. Each event drew 35-50 participants with one exception where almost 200 people turned up. The network meetings have used user-involvement in the sense that users have had the opportunity to influence the subjects, contribute ideas, and bring their own projects and ideas into play through the speed-presentation concept, where people have the opportunity of user-to-user dissemination and feedback. Informal networking and interchange of ideas in which the library staff participated concluded each event.



Left photo: Speed-presentation

Right photo: Martin Falch talks about Machinima

Tournaments

Games tournaments are well-known as a good and thoroughly tested activity in the world of libraries. When we in the project still thought it was worth challenging the genre, we did so primarily to try out new forms of cooperation and hybrid activities. Thus, the project entered into cooperation with the branch libraries, with our youth offer Mindspot, with a city event (The UEFA European Under-21 Football Championship) and with private partners such as Bruuns Galleri (shopping centre) and Gamestop (game shop).

The tournaments have been leisure-oriented events primarily aimed at children and young people. The number of participants depended on the type of tournament and cooperation partners.

Games Club

The aim of the games club was to transfer the successful concept of literary reading clubs to the gaming medium.

The first games club was held in cooperation with Nordisk Film, while the final games club was held in cooperation with Mindspot.

The games club had a communicative/debating form with a heightened social dimension. The club was attended by a small and regular group of young and adult users.

Nordic Game Day

The aim of involving Nordic Game Day in the project was to test various concepts.

The first time was in 2009, where Aarhus Main Library was the first to participate in the concept together with 50 Nordic libraries. We tested gaming dissemination spread over the entire library. It

required a lot of effort, but the success was limited as the comprehensive efforts were not visible in one particular area of the library.

In subsequent years, we have been part of the cooperation on Nordic Game Day while Nordic Game Programme has had the coordinating role. The number of participating libraries is approximately 100 spread over Sweden, Norway, Denmark, and Finland. In our second year of participation we placed all the activities in the library's foyer in a flexible gaming setup. This turned out to work much better than the scattered activities of the year before and the activities attracted many people of all ages.

The concept is a development of an American concept with more than 1,000 participating libraries annually.

Workshops

The objective of the games development workshop was to test whether there was an interest in such workshops and how they should be organised.

We have organised a games development workshop for the 10-15 year-olds, where the association Young Game Developers taught the art of making games. The workshop was held in connection with The City of Aarhus' 'active summer vacation'-programme and was fully booked with 20 participants.



Games development workshop

We have organised a Machinima-workshop for the 10-15 year-olds, where the participants learned how to make their own films by recording off computer games. The workshop was held in connection with The City of Aarhus' 'active summer vacation'-programme and was fully booked with 21 participants.

We have organised an open gamification-workshop, where the gamification concept was presented and ideas on how to use gamification in the library were developed.

The recipe for a successful workshop can be seen here:

<http://gamerlibrary.ning.com/profiles/blogs/spiludviklingsworkshop-erfaringer-fra-projektet/>
(in Danish only)

Competence Days / Networking Day

The objectives of competence days and networking day were to share knowledge about the field of gaming and contribute to enhancing librarians' competence level in regard to the games medium and how to disseminate games.

The project held two internal competence days (Main Library + Branch Libraries), where librarians were brought up-to-date on the games medium. The days consisted of equal parts hands-on, debate, and presentations. The two days had 21 and 13 participants, respectively. The competence days were facilitated by the project's consultant Mathias Poulsen.

The project also had a desire to create knowledge sharing among the country's gaming librarians. Thus, the networking day GAME ON! was started. It was held for the first time in Aarhus in May 2011. The topic may change from year to year; the topic of the first year was better gaming dissemination.

GAME ON!
Spilnetværkødag for bibliotekere
13. september 2011

GAME ON! er en årlig netværkødag for bibliotekere og studerende med interesse for spil og applikationer.

Formålet med netværkødagen er vidensdeling, netværk, inspiration, uddanning, samarbejder og erfaringsudveksling. I biblioteker og netværkødagene deltager alle inspireres hinanden, idødelige, lærer fra hinanden, gennemfører gode arrangementer, koncepter, tiltag og diskuterer og dele fælles problemstillinger (fx. spil og applikation i bibliotekerne).

Studerende inviteres med til denne dag for at give os alle friske udsønderingsprøvetninger og for at stifte netværk med erfarne spilbibliotekere allerede nu.

Netværkødag for netværkødagene er muligheden og næste års værter præsenterer af dette års værter: Aarhus. Værterne er 100% ansvarlige for netværkødagene det år, de er værter. Værterne kan selv bestemme form og indhold for netværkødagene og er ansvarlige for at overbevise ansvaret til en ny vært. Dog forventes det, at der til hvert netværkødag bliver diskuteret mindst en central problemstilling i forhold til spil og applikation i bibliotekerne.

Å ikke glem netværkødagene 2011!

SPILNETVÆRKØDAGEN
NÅR BIBLIOTEKET SPILLET MED

PROGRAM FOR DAGEN

PROLOG
Kaffe, rundstykker og registrering

INTRO
Velkommet med introduktion til netværket, konceptet og næste års vært

XI
GameOn præsenterer XI Send os et strek dit bud på et emne eller navn, du gerne vil høre denne dag

SPILLET VOKSNE COUNTERSTRIKET
Aage Hansen & Sonny Hansen, der står bag det erhvervsrelaterede studieprojekt "Spiller vokser Counterstriket", giver os alle konklusioner og anbefalinger i forhold til vokser generelt behov og ønsker i forhold til spil og biblioteker.

REACH OUT
Præsentation af aarhusiansk tiltag nye samarbejdspartnere og formidlingsformer

FOOD & GAMING
Prøvet = fri spil

PECHA-KUCHA-GAME-ON
Vi gør brug af speedpresenterationskonceptet "Pecha Kucha", der anvender formatet 20x20 (20 slides af 20 sekunder). Deltagere til netværkødagene skal allerede ved tilslutning oplyse, om de vil lave en speedpresenteration af et lokalt tiltag/event/ise.

FORVINDSBL SPILFORMIDLING
Spilkommentar Mathias Poulsen lægger op til workshop over emnet: Hvad er god bibliotekformidling af spil og applikation? Hvordan ser den ud? Hvordan fungerer den? Hvem er målgruppen? Hvad kan den? Hvad skal den? Hvad kunne man gøre?

OUTRO
Aftunding og på gensej!

Sted: Aarhus Hovedbibliotek, Sølen
Tid: 13. september 2011 fra 20.00-24.00
Pris: 200 kr. (inkluderer kaffe/rundstykker/frøkost)
Tilmelding: <http://www.aarbib.dk/til/13-09-11/> senest den 1. august 2011
Sponsor: Fem studerende kan få rejse og deltagegebyr betalt, hvis de bidrager til netværkødagene. Det kan være ved at lave en mobil film, skrive en artikel til Aarhus Stiftstidende eller bibliotekmagasinet, lave en speedpresenteration, blogge om dagen eller... skriv til os og fortæl, hvad du kan bidrage med og hvorfor vi skal vælge dig

The networking day is open to all librarians and student librarians with an interest in games. Students can attend for free provided they communicate their impressions of the day via video, blogs, or articles in printed media. The students are given an opportunity to get in touch with



potential future colleagues and are invited to participate in the debate on one of the present challenges for libraries.

The networking day is seen as an annual meeting of librarians with an interest in games, which provides opportunities to be brought up-to-date and discuss common issues. The aim of the networking day is to form a natural forum for knowledge sharing among librarians. Approximately 45 people participated in the event which was disseminated in *Perspektiv – del din viden* (“Perspective – Share Your Knowledge” – The Danish Union of Librarians’ independent magazine) by one of the students:

<https://www.bf.dk/sitecore/content/Bibliotekspresen/Del-Din-Viden/Artikler/2011/10/GameOn.aspx> (in Danish only)

Hosting of the networking day will change from year to year. In 2012, Gladsaxe will host the event.

Games Development Competition

The concept of a games development competition for children and young people was initiated by *Gaming – When the Library Joins In* as the project wished to expand the area of games development to a target group of children across the country. The objective was to provide children with an opportunity to grapple with games development and spar with professional elements of the field. By allowing children to work and play with the media which they see everywhere in their everyday lives, libraries can disseminate knowledge of, competences in and insight into these media.

In cooperation with the gaming editorial team of Palles Gavebod’s (Danish children’s site), the project launched a national games development competition for 10-12 year-olds. The first event was primarily carried out in order to gather experiences. It is hoped that the competition will become an annual event.



Read the article *Spiludvikling: Det’ for børn* (“Games development for children”) about the competition here:

<http://www.emu.dk/brugit/co/sprog/PallesGavebod.html> (in Danish only)

Read reviews about some of the events here:

<http://gamerlibrary.ning.com/page/tidligere-begivenheder> (in Danish only)

Complete list of activities and initiatives:

Talks and network meetings (11)

Tournaments (3)

Games Clubs (3)

Nordic Game Day (2)

Workshops (3)

Competence Days / Networking Day (3)

Games Development Competition (1)

8. RECOMMENDATIONS

- ▶ Think about gaming dissemination outside the library – reach out rather than wait for people to come to you or for people to visit the library’s website.
- ▶ Bring the gaming disseminator’s competences into play on new platforms.
- ▶ Make the library attractive to gaming enthusiasts. Provide them with something they do not have at home and give them an opportunity to become involved when they visit the library.
- ▶ Learn from the libraries’ successful and creative dissemination of literature and adopt relevant and useful formats and concepts into the gaming dissemination.
- ▶ Make the gaming strategy part of the event strategy.
- ▶ If you do not have room for a gaming department set up a flexible gaming environment which can be moved about, scaled up or down, be used by children, young people or adults. A flexible gaming environment can include for instance a game tower.
- ▶ Vivify the gaming dissemination and invite people behind the game productions, users of the games, and professionals to talk about games and gaming culture. Gaming dissemination (also) consists of meetings between people with an interest in the same medium.
- ▶ Cultivate a community through for instance attractive events and involve the target group in your future gaming dissemination.



- ▶ Consider partnerships and cooperation, including in relation to gaming activities, hybrid events, and dissemination.
- ▶ Provide children and young people with an opportunity to work and play with the gaming medium. By creating and developing games, the children and young people will gain knowledge of, competences in, and insight into a medium which they meet everywhere in their daily lives.

9. DISSEMINATION OF THE PROJECT

The project has been disseminated on the following platforms:

- ▶ Blogs, articles, and news at www.aakb.dk/spil (in Danish only)
- ▶ Blogs, articles, and news on ning:
<http://gamerlibrary.ning.com/> (in Danish only)
- ▶ Competitions, news, and calls to the network on Facebook:
<http://www.facebook.com/Gaminghovedbiblioteket> (in Danish only)
- ▶ Article in Danmarks Biblioteker ("Danish Libraries" – magazine published by the Danish Library Association)
<http://www.danmarksbiblioteker.dk/Default.aspx?ID=6515> (in Danish only)
- ▶ Contribution to Finnish book with the article *Ræk ud | Involve* ("Reach out | Involve") (2012). In the course of being published.
- ▶ *Spiludvikling: Det' for børn!* ("Gaming Development for Children"):
<http://www.emu.dk/brugit/co/sprog/PallesGavebod.html> (in Danish only)
- ▶ Speech at the Halmstad Conference 2012 about the Library as meeting place for volunteers, networks, and communities with the gaming project as case:
<http://www.regionhalland.se/PageFiles/36241/Lisbeth%20Overgaard%20Nielsen.pdf> (in Danish only)
- ▶ Presentation about the experiences of the gaming project with special focus on children's activities at Landskrona City Library, Sweden
- ▶ More than 30 articles in Århus Stiftstidende (local newspaper): www.aakb.dk/spil (in Danish only)
- ▶ Frequent coverage at Gamereactor.dk: <http://www.gamereactor.dk/> (in Danish only)
- ▶ Presentations at various management meetings in The City of Aarhus.



- ▶ Introduction in a leaflet about innovative development projects in Aarhus.
- ▶ Dissemination at the Project Bank, The Danish Agency for Culture
- ▶ Article in *Perspektiv – del din viden* (“Perspective – Share Your Knowledge” – The Danish Union of Librarians’ independent magazine)
<http://perspektiv.bf.dk/Del-Din-Viden/Artikler/2011/10/GameOn> (in Danish only)
- ▶ The networking day GAME ON!: <http://gamerlibrary.ning.com/events/game-on> (in Danish only)
- ▶ The closing conference LEVEL UP!: <http://gamerlibrary.ning.com/events/afslutningskonference> (in Danish only)

Films about the Project

- ▶ Gaming dissemination: <http://youtu.be/ZE9XgHdGajA>
- ▶ Gaming environment: <http://youtu.be/4CnN5IHkJ9Y>
- ▶ Game development: <http://youtu.be/bY-gxvgfvSQ>

Project Website(s)

- ▶ <http://www.aakb.dk/temaer/spil>
- ▶ <http://gamerlibrary.ning.com/>
- ▶ <http://www.facebook.com/Gaminghovedbiblioteket>



10. THE PROJECT'S PLANS FOR FUTURE SERVICES

Competences:

One of the prerequisites for following up on the recommendations and experiences resulting from the project is a broad competency boost. Thus, a competence development process should be put into place raising the basic level of competences among librarians.

Set up:

The project recommends a permanent inspirational environment where games are rendered visible, disseminated, and presented. In addition, a flexible installation can be set up according to requirements.

Events/Networks/Dissemination:

One of the experiences of the project is that networks are of great importance! Thus, time should be allocated to nurturing and building networks with a view to actively involving them in events, activities, and dissemination of games and gaming culture with the library as cooperation partner. The fruitful cooperation with Århus Stiftstidende has resulted in a non-binding cooperation at a lower level where the library continues to deliver articles on an ad hoc basis.

We will continue to participate in Nordic Game Day. We will use the day as a natural platform to involve families with young children and the network in an event which is focused on games and gaming culture.

We will continue the fruitful cooperation with Palles Gavebod on the *Junior Talent of the Year*-competition.

Participation in the *Game On*-network will be prioritised as a natural forum for colleague-to-colleague knowledge sharing and inspiration.

11. FINANCES

Final accounts for the project are enclosed.

