

# System Meeting Agenda

## February 21, 2014

@Pioneer Library System Office, Canandaigua

**9:00 – 9:30**     **Birds of a Feather: Bored with your collection? Jazz it up with Board games!** Chris Finger will provide an introduction to Geneva Public's new board game collection & then answer any questions attendees might have.

**9:30 – 10:00**     **Announcements & Break**

**Please note time change for Program: 10 a.m. - Noon**

### [Serious Fun: Why Every Library Should Care About Games](#)

Presenter: [Amanda Schiavulli](#), Education & Outreach Librarian, Finger Lakes Library System

#### **Most of the people you serve play games.**

The Entertainment Software Association (ESA) estimates that 58% of Americans play games regularly. 51% of US households own a dedicated game console, and those that do own an average of 2. The average age of game players is 30.

#### **It's not just fun and games!**

Sure, games are fun, but research has shown that games also: increase learning potential and collaboration in children; increase social interaction and trust among cooperative game players; improve decision making skills; increase self-confidence; and reduce negative stress and depression.

#### **What you'll learn:**

- The importance of play, the differences between books and games
- Types of games
- Types of gamers
- Developing your collection
- Where to buy games and what to buy
- Intellectual Freedom and Censorship of games
- Program Ideas

#### **Who should attend?**

Library directors, adult services staff, and youth services staff. Gamers represent a huge percentage of your communities. By engaging gamers through collections and programs, libraries have the opportunity to offer impactful and positive services with the potential to reach every age demographic.

[Following the system meeting:  
Central Library Advisory Committee](#)

**Lunch orders needed by 9:30am**