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The state of gaming in Dutch libraries

A vibrant scene from the video game Super Mario Galaxy 2. In the foreground, Mario, wearing his iconic red cap with a white 'M' and blue overalls, is running towards the viewer with a determined expression. Behind him, Luigi in his green cap and blue overalls is also running. To the left, Yoshi is riding on a large, golden, bowl-shaped platform. In the background, Wario is visible, along with Princess Peach floating in the air. The environment is a golden, maze-like structure with various platforms and obstacles, including a large, yellow, star-shaped object on the left. The overall atmosphere is bright and colorful, typical of the Super Mario Galaxy series.

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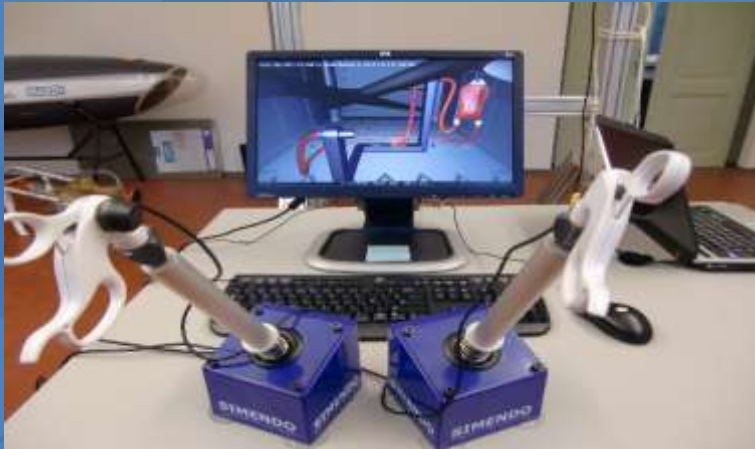


- Digital story telling
- Being part of the story
- Changing the story as you go
- The ending can change
- You can experience it with other people!





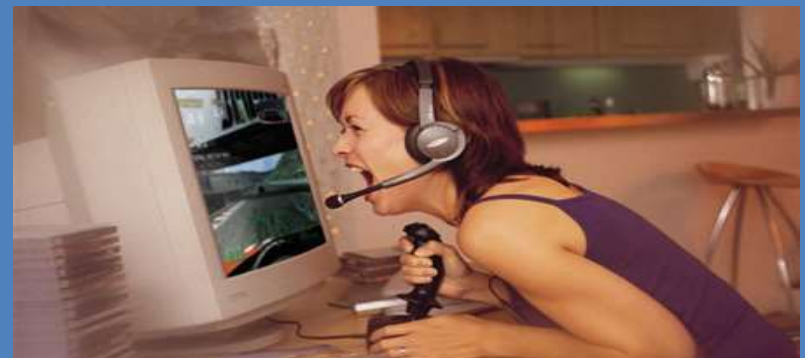
Serious games vs. entertainment games



- Not considered fun
- Has an educational component
- Is less costly
- Targeted audience is smaller



- Fun!
- Just for fun?
- Can easily cost millions
- Targeted audience is large



Gaming throughout the years



Where are we now?



Movement games!
Public gaming events
Part of every day library work



Game Collections

- Cancelled in 2006
- Renegotiated in 2009
- Standing contracts with Ubisoft, Activision, Nintendo etc.
- Different per library – 16+ games



Current initiatives

- A meet and greet with the writer
- Differences between book and game
- Debate on merits of having a game created on the basis of a book.



Gamification

Gamification is the use of game thinking and game mechanics in non-game contexts to engage users in solving problems



foursquare



“The Bet”

- 3 famous Dutch people challenge youth to read 3 books over 6 months
- If the challenge is completed you can win prizes
- We make it more interesting by implementing game theory! Short activities/tasks that create interaction!

Gamification in a course about finding information online

- Make learning fun!
- Direct rewards implemented in the course, visible and shareable!
- Respecting online privacy

ga•mi•fi•ca•tion [gay-muh-fi-kay-shuhn]
integrating game dynamics into your site,
service, community, content or campaign,
in order to drive participation.
(see Bunchball)



Schoolwise

- How can we make an existing program more engaging for children?
- How do we keep them coming back and actually use the software?



CrimeScene App

- GPS based crime scene app
- Ability to play offline
- Joint venture between archives, library, museum and schools
- Solve real historical crimes in your own town visiting relevant sites!



- Questions need to be answered during the trip around town, and pictures need to be taken of relevant sites.
- Online and offline activity are measured for the score – given by the teacher



Challenges

- Subsidies to libraries being cut
- Staff needs to have a positive attitude
- Time
- It may be considered “something extra”
- Development is constant



Gaming

