**Whose Turn Is It, Anyway? Online Board Gaming and Libraries - Learner Guide**<https://www.webjunction.org/events/webjunction/online-board-gaming-and-libraries.html>

**Event Description:** Closed buildings and social distancing doesn’t need to mean the end of engaging and fun board game groups hosted by libraries. Many libraries have worked hard to organize board game groups, while others are still considering how to get started. Using popular and free online board gaming platforms (Board Game Arena, Yucata, Tabletopia, Tabletop Simulator, and Boitejeux), communities of gamers can continue meeting safely online. This webinar will explore how to make the transition to online board gaming, moderate meetups, and facilitate discussions among participants. The session will be applicable to those looking to move online and anyone interested in starting their first gaming group.

Presented by: **John Pappas**, Head Librarian, Elkins Park Free Public Library, Cheltenham Township Library System (PA), and author of the [Board in the Library](https://www.webjunction.org/news/webjunction/board-in-the-library-part-one.html) series on WebJunction; and **Bebo**, author, photographer, video producer and founder of [Be Bold Games](https://www.beboldgames.com/)

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| **What are your goals for viewing this webinar?** |
| **Personal Goals** |  |
| **Team Goals** |  |
| **Understanding your gaming community** |
| If you have gaming events at your library, who usually shows up? What are they getting out of a night of board gaming? Are they there to win? To learn/explore something new? To socialize? Outline what your group prefers. If this is your first gaming group, then outline what you would like to get out as a player as well. |
| **Exploring the gaming space** |
| What do games have to do with books? With literacy? You may have to field this question from managers and administrators.When we’ve talked about IRL (in real life) gaming in the past, the primary issue is getting staff to explore and learn the physical games. Online board gaming makes this much easier! Check out one of the many online platforms. Play with strangers. Try to learn a new game as you go. Where are the friction points?Develop a structure. How often do you want to set up game nights? For how large a group? Which games would fit these needs?Find games you enjoy and are passionate about and teach them. It is just like doing a reader’s advisory. |
| **Online vs. IRL Gaming Groups** |
| What are the pros and cons of playing “In Real Life” vs Online? How is the experience different?**In Real Life****Pros Cons****Online****Pros Cons**Is it easier to learn a new game online? Are you more willing to dedicate 45 minutes playing something new online?We are focusing on groups of adults. How would you play with children or teens? Would you attempt it? What games would you pick?  |
| **Action Plan: (include some simple next steps, along with who, when, etc.)** |
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