**Switching it Up! Creating a Video Game Collection for Your Library**

**Learner Guide**

<https://www.webjunction.org/events/webjunction/video-game-collection.html>

Video games are a dynamic, modern, popular medium worthy of a place in every library, but starting a collection can feel overwhelming. You might have questions like, how much funding will it require? Are these materials more prone to theft? Is this a juvenile collection, young adult, or one for all ages? This webinar will provide you with practical solutions for all your questions. We’ll walk through the process of creating, maintaining, and promoting a new video game collection. You’ll hear lessons learned and tips for success that Billings Public Library used to create a successful collection, along with strategies from other libraries around the country. You’ll leave ready to get started creating what is sure to be one of your library’s most well-circulating collections.

Presented by: Joseph Lanning

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| **What are your goals for viewing this webinar?** | |
| **Personal Goals** |  |
| **Team Goals** |  |
| **Making the Case** | |
| Consider some of the factors below as you prepare to make the case for developing a video game collection at your library. Be thorough and realistic as you address concerns within your organization (including board/trustees) by providing additional context and information when necessary. After exploring the next steps in this guide, return to this list to add other factors and details to support your case.   * Assess circulation of other collections and how community preferences or technology shifts have changed what’s needed (e.g. dips in DVD circulation with more streaming services available) * Growing popularity of video games, but continued gap in digital divide between having internet access and ability to afford consoles and games at home. * Explore research on video game playing, and come prepared to share some of the [surprising benefits of playing video games](https://www.mentalfloss.com/article/65008/15-surprising-benefits-playing-video-games). * How will staff workloads increase as a result of the new collection? How can the circulation processes be streamlined for limited impact on staff time? | |

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| **Key Logistics** |
| Libraries face similar logistics decisions when looking to create a video game collection in their library, but the solutions are often unique. Methods and approaches that worked well at one library might provide one with useful general information, but solutions often require site-specific considerations. Consider these key logistics as you begin the process:  **Funding**  How much can you afford, and from where will you secure the funds? Are you shifting budgets, applying for a grant, and/or seeking funds from your Friends or Foundation? Who will purchase the games, e.g. you, or would you go through an acquisitions department?  **Preventing Theft**  What method will you adopt, dummy or locking cases, or something cool and new? If using dummy cases, what space do you have available for game/cartridge storage? If using locking cases, will you use an existing locking CD/DVD system, or will you have to implement that change as well?  **Cataloging the collection**  How will video games be cataloged and coded into your library’s ILS? Do different codes exclude services such as renewals or holds, or necessitate a non-negotiable checkout period? If you have a Technical Services department, get input early and often on cataloging the collection. |
| **Collection Selection** |
| Now you’re ready to consider the games you plan on purchasing initially. Once you’ve decided on the console you will purchase, head over to GameStop and/or Best Buy's website to get a feel for what games are popular, which deserve multiple copies, and what's coming soon.  **Identify below the top ten games you would purchase for the collection.**  For each game, indicate theESRB ratings, and consider whether you will be buying new copies only, or pre-owned as well. (Tip: With the exception of *Pokémon Legends: Arceus*, Pokémon games are normally released in pairs, e.g. *Pokémon Scarlet* and *Violet*, *Sword* and *Shield*, *Diamond* and *Pearl,* etc. You don't need to purchase each duo, but I would recommend picking up the *latest* duo, in this case *Scarlet* and *Violet*.)  1.  2.  3.  4.  5.  6.  7.  8.  9.  10. |
| **Promoting the Collection** |
| Brainstorm some of the ways you can promote your collection and ways to connect with community members not already using the library who might benefit.  1.  2.  3.  4.  5. |
| **Action Plan: (include next steps, when, who, etc.)** |
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