



Gamers. in the Library?!: The Why, What, and How of Videogame Tournaments for All Ages (Paperback)

By Eli Neiburger

American Library Association, United States, 2009. Paperback. Condition: New. Language: English . Brand New Book. Imagine: Teen and pre-teen boys, twenty-somethings, parents, and even younger kids streaming into the library. It's your library's monthly videogame tournament! Step boldly into a new arena of library programming with lifetime gamer and Ann Arbor's library technology manager, Eli Neiburger. As a leading expert on producing videogame tournaments and events, Neiburger explains why videogame programming holds huge potential for libraries. He offers the complete toolkit. Follow these practical and proven guidelines to get answers to all your questions - from convincing the skeptics to getting audience feedback through your blog. Learn how to serve this underserved audience and: gain familiarity with the basics of gaming culture, software, and hardware; understand how videogaming events fit into the library; learn what works and what doesn't from the experiences of the nation's leading expert; conduct a tournament in your library - including how to plan, set up, and run any size event; market the events, build an audience, and get feedback. Don't miss out on an entire generation of library users. With game-savvy librarians and this must-have resource, you'll soon be building a...



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Reviews

This is the finest publication we have read through right up until now. Better than never, though i am quite late in start reading this one. Its been written in an remarkably easy way in fact it is only after i finished reading through this book by which basically altered me, affect the way i think.

-- **Dr. Gabriella Hayes**

Just no phrases to describe. It typically does not price an excessive amount of. It is extremely difficult to leave it before concluding, once you begin to read the book.

-- **Felton Hessel**