



Welcome

– Pittsburgh Chapter SLA

Donna Beck, President-elect March 28, 2008
“Gaming in Special Libraries” program

Special welcome to
students & guests!



Why games?

- Growing popularity in public libraries
 - “game” nights—community experience
 - using games to teach life skills
- Academic Libraries “liking” the idea of games that help with learning



Involvement at Carnegie Mellon

- Grant money received
 - University Libraries partner with Entertainment Technology Center
- Efforts to create a playable product
 - LIBRARY ARCADE
- Chapter in ACRL casebook



Real Life Applications

- Conflict resolution/negotiating skills
 - PeaceMaker video game
- Improving web image searching
 - ESP game
- Players learn to identify fraudulent web sites
 - Anti-Phishing Phil game

Special Libraries want to play!

Hot off the press:

March 7, 2008 SLA announcement:

“[Jill Hurst-Wahl](#), is leading a small team of SLA volunteers to create a play area in Second Life for SLA.”



SLA President Stephen Abram

“We already know that...”

...gaming skills improve the performance of surgeons, that gaming environments are showing up in R&D laboratories, that gaming is proving to have positive military, safety, educational and learning benefits.

Yes, we must evaluate all new technologies thoughtfully and in an informed way.

Let's make sure we hold this trend close to us and see how it evolves.”

- *Millennials: Deal With Them!* -- 2006 Texas Library Journal

SLA Connections – Jan. 2007

- *The Kids Are Alright: How the Gamer Generation is Changing the Workplace*

John Beck, Mike Wade;

Harvard Business School Press, 2006

- Multitask
- Solve problems creatively
- Bring unexpected leadership to the table

----review by Janice Lachance, SLA CEO



Games that matter

- Serious Games Initiative
 - Exploring management & leadership challenges facing the public sector:
 - Games for Health
 - Games for Change
- Food Force
 - Teaching about hunger
United Nations World Food Programme

More Games that matter

○ Darfur is Dying

- Simulating lives of those displaced in Sudan
Reebok Human Rights Foundation and the International Crisis Group

○ A Force More Powerful

- Teaching non-violent techniques
International Center on Nonviolent Conflict & York Zimmerman Inc.

○ World Without Oil

- Alternative reality game – how disasters can be managed
Independent Lens on PBS.org

Links to sites

- Entertainment Technology Center
<http://www.etc.cmu.edu/>
- Library Arcade
<http://www.library.cmu.edu/Libraries/etc/index.html>
- Peacemaker game
<http://peacemakergame.com/>
- ESP game
<http://www.espgame.org/>
- Anti-Phishing Phil game
http://cups.cs.cmu.edu/antiphishing_phil/

More links

- Hurst Associates, LTD
<http://www.hurstassociates.com/>
- Second Life
<http://secondlife.com/>
- Stephen's Lighthouse
<http://stephenslighthouse.sirsidynix.com/>
- SLA Connections
[http://www.sla.org/content/Shop/emailsletters/slacommunicate/
index.cfm](http://www.sla.org/content/Shop/emailsletters/slacommunicate/index.cfm)

Even more links

- Serious Games Initiative
<http://www.seriousgames.org/index2.html>
- Games for Health
<http://www.gamesforhealth.org/index3.html>
- Games for Change
<http://www.gamesforchange.org/>
- Food Force
<http://www.food-force.com/>
- Darfur is Dying
<http://www.darfurisdying.com/>
- A Force More Powerful
<http://www.aforcemorepowerful.org/game/index.php>
- World Without Oil
<http://worldwithoutoil.org/>