

OREGON STATE LIBRARY

Library Services and Technology Act  
Grant Activities Report

(check one)

*quarterly reports must be filed even if there is no activity in that quarter*

1st Quarter Report     3rd Quarter Report  
 2nd Quarter Report     Final Report (*send e-copy to State Library*)

Project Name: Bridging the Gap: Gaming for All Ages through the Public Library

Grant Project Number: 10-13-6p                      Date Submitted: 2/28/2010

Submitted By: Sarah Jesudason                      Phone: 503-718-2649

1. Summarize the overall purpose of the grant project:

"Bridging the Gap" emphasizes 21st century literacy and the role of the library as a community hub. The project consists of two game-themed series to be held over a period of 12 months. *Series one*: six events for boomers/seniors emphasizing stimulating, knowledge-based board games, and video games with social components and light physical activity, such as bowling and golfing simulations on the Nintendo Wii game console. Teen volunteers and teen relatives of the participants will be invited to assist and participate, making these intergenerational events. *Series two*: twelve events for teens, young adults and families introducing participants to social, strategy, narrative, knowledge and action games, including board games, role playing games, and electronic games in those genres. Librarians will promote library resources and services at these events via related booktalks, bibliographies, and book displays with themes that correspond to each particular event, thus enhancing the programs.

2. Summarize the project results to date:

Outputs Summary – please report as appropriate depending upon your grant  
*(double click Word table to enter data- table can be altered to record appropriate outputs)*

|                                                  |     |                                           |     |
|--------------------------------------------------|-----|-------------------------------------------|-----|
| Actual # of people served this quarter           | 141 | Actual # of people served to date         | 609 |
| # of programs /meetings /events                  | 3   | # of programs /meetings /events to date   | 26  |
| # of programs /meetings /events attendees        | 141 | # of programs /meetings /events attendees | 609 |
| Other ouput measure(s): <i>(please indicate)</i> |     | Other ouput measure(s) to date:           |     |

Narrative summary:

3. Report on specific project objectives to date:

|                                                                                                         |                                                                                                        |
|---------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------|
| Objective: Attendance should increase 25% in respective activity categories over the span of the grant. | % Progress / Results:<br>Successful in family and teen gaming; steady numbers in Senior/Boomer events. |
| Activity Summary: <i>(type below this table)</i>                                                        |                                                                                                        |

We offered three all-ages programs in the last quarter of this grant. Using our all-ages Family Game Fest in April as a base measurement, we saw increased attendance from 20 at the first event to attendances of 32 to 74 people at subsequent events. We found that activities with an all-ages focus and at least partial use of technology-based gaming garnered them most interest from patrons.

Teen programs saw attendance ranging from 5 to 19 in the first quarter of the grant, 8 to 34 in the second quarter, and 15 to 37 in the third quarter.

Throughout the period of the grant, we saw steady attendance in Senior/Boomer programs. Our initial program for this category had 12 attendees; participation dipped to an average of three attendees during the summer and returned to 13 to 15 attendees for the 3<sup>rd</sup> quarter. We had no Senior/Boomer-specific programs in the fourth quarter.

|                                                                                                                                              |                                                                     |
|----------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------|
| Objective: Equipment will be purchased to facilitate and implement gaming programs. Staff will be trained in the use and setup of equipment. | % Progress / Results:<br>98% of monies spent; gaming manual created |
| Activity Summary: <i>(type below this table)</i>                                                                                             |                                                                     |

At this point in the grant period, we have spent a total of \$5410.30, or 98% of the total grant monies and 98% of the equipment funds spent. We have completed a manual for setting up the equipment, reviewed the manual and had hands-on equipment demonstrations at staff meetings, and established an inventory list to allow programming librarians to have an easy way to see what games and equipment we have available.

We added the Microsoft Kinect for xBox during this quarter, along with a couple of games for this new technology. We have ordered one game for Kinect that will be released and expensed in April. We have now spent the supplies and contractual services budget lines for the grant, at 100% for both categories.

|                                                                                                                            |                                                                                                          |
|----------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------|
| Objective: Twelve programs will be held for teens, families and adults. Six programs will be held for boomers and seniors. | % Progress / Results:<br>100+% progress for teen/family/adult;<br>100+% progress for boomers and seniors |
| Activity Summary: <i>(type below this table)</i>                                                                           |                                                                                                          |

We have held twenty-two programs for teens, families and adults, and seven programs for Boomers and Seniors. We have also seen use of the gaming equipment past the timeline of the grant, including kids' programs with Wii Lego Rock Band, a screening of a documentary about Donkey Kong players paired with a Donkey Kong Country mini-tournament, and having Wii Sports set up and available for patrons to enjoy during a screening of the Super Bowl.

#### 4. Significant developments:

We feel very supported and encouraged in continuing the use of gaming equipment in Tigard Public Library, both from our evaluator's report and from Library Administration. Throughout the grant, we have been able to utilize the gaming equipment purchased through this grant in a variety of programs, and library staff members have demonstrated interest in continuing to make gaming part of our programming repertoire.

