Grown-Up Gaming

Cherry Hill Public Library

Adults

Grown-Up Gaming

Aug 31, 2015

$1-50

$

Byline

Deena Caswell, Outreach Librarian, Cherry Hill (N.J.) Public Library

Grown-Up Gaming is a monthly board game program open to ages 18 and older, which features games like Ticket to Ride, King of Tokyo and Munchkin.

Advanced Planning

Knowing that we wanted to launch an adult gaming program, we looked to Meetup to see what gamers were already doing in our area. Through the site, we found the Gamers of the Cherry Hill Area (GOTCHA) group. We then reached out to the group to propose a partnership for a series of open board games days, which would be similar to events they were running at local restaurants and cafés, but hosted in the library. The GOTCHA group leaders were receptive to the idea, so we began to put a monthly date for the program on our calendar.

Marketing

The event was publicized through the library's website and events page, in-house fliers, social media and the GOTCHA Meetup page.

Budgeting

Cost associated with this program is minimal. The library already had a selection of interesting board games and the GOTCHA group often brings their own. So the only cost is for refreshments, which the Friend of the Cherry Hill Public Library generously donated money for. In the past, the refreshments were purchased at a local supermarket; however, going forward we will be utilizing a bulk store membership to save on costs.

Day-of-event Activity

Set-up involved tables for board game display and refreshments, as well as tables for gaming. For the room's layout, we did a mix of round and rectangular tables with approximately six chairs at each.

Depending on staffing for the day, events were run by either a staff member or GOTCHA leader. On days when the program was GOTCHA-led, a cart with library board games and refreshments was prepared for them to pick up.

Program Execution

This is a monthly event held without registration on our end, as GOTCHA takes care of this for their group. We typically get between 12 and 20 attendees. At the event, people tend to informally suggest which board games they are interested in playing, and then form their own groups. Our GOTCHA partners are great at teaching people how to play unfamiliar games and help create a welcoming environment for newcomers. There are usually enough attendees to have two or three games played

concurrently. Since the program runs for four hours, people can show up late or leave early, if needed. If they are not able to join a game in progress, they usually don't have to wait very long before one game ends and a new one begins.

Advice

There are probably already groups of gamers in your community; find and reach out to them! The library is a great space for them to gather. This is also an effective program for the elusive 18-to-40 age group.

For open gaming, we found that a four-hour program gives people enough time to play at least one longer game or multiple short games.

Did you try this program at your library? Share your experience using this form.

Supporting Materials

Document
grown_up_gaming_flyer_fall_15.pdf
Document
grown_up_gaming_flyer_2.pdf
Download this Program as a PDF

- Programming Librarian Facebook Group

Slideshow Images





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Children (9 and under)+ | $$
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Game Night at the Library

Audiences:

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Adults (21 and up)
Mar 19, 2015
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Life-Sized Candy Land

Audiences:

Children (9 and under)