









1 March 2013 Last updated at 06:39 ET



Dice and digital - rehabilitating the board game geek

By Kevin Core You and Yours, Radio 4



Modern games are democratic and sociable, with an emphasis on collaborative problem solving rather than the military strategy and battles of games past

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Tabletop Co-op

Partnerships for Tabletop Game Programs

Moving little plastic pieces around a board and rolling dice might conjure up bad memories of a seemingly unending game of Monopoly. Within the last twenty years, however, tabletop games have developed into something modern and different from the classic roll-and-move games of the past.



An article in the British daily newspaper, the Guardian, described the recent trend as "The Golden Age of Boardgames" (Duffy), and the Green Bay Packers revealed that when the linebackers are not on the football field, they can be found playing Settlers of Catan (Clark). In metropolitan areas, more and more "tabletop cafes" are opening and reaping the economic benefits of targeting niche audiences of boardgamers. Tabletop games offer librarians a chance to develop partnerships in the local community, bring a popular hobby into their library,

nity, bring a popular hobby into their library, and bring teens into the fold. Tabletop game programs in libraries

February Voya 2016

Tabletop game programs in libraries only need two things to work: games and geople. Games cost money, however, and gaming audiences are not guaranteed to come to libraries. Public libraries are using partnerships to acquire games and draw new audiences into programs. Through partnerships with local game stores, game groups, tabletop conventions, and academic groups, public libraries are acquiring games and finding new places to promote tabletop gaming programs. These programs are creating communities of practice in libraries in which young board gamers are engaging in connected learning.

Based on interviews with potential partners, observations of tabletop programs, and my experience running tabletop programs in public libraries in and around Madison, Wisconsin, I have concluded that tabletop gaming works well in libraries. Here are ways that partnerships can help make tabletop gaming a successful program.

BENEFITS OF TABLETOP GAMING

It may feel daunting to start a tabletop gaming program. There is a steep learning curve that comes with the hobby, but the return is worth the investment. Two of the key benefits of tabletop gaming programs are 1) the development of social connections and comunities of practice, and 2) connected learning opportunities.

Tabletop games offer many opportunities to les collaboratively and to develop skills. I interviewed James, from of Madison's local game stores, who has helped at library bo game events. He reflected on his experience of using board gaz to promote interactions: "The board game is an ice breaker, a

the library is a good neutral groundit was a good social hub starter." As Jar indicates, tabletop games can be an effect way to get young adult patrons interact through a common interest and to deve a learning community. Communities practice exist when "newcomers start the periphery, but gradually occupy a mcentral role as they become 'old-times (Lave and Wenger). Communities of pract are also an opportunity for intergeneratio teaching. Teens are constantly taught lesse by adults, but games give teens a char to teach people older than them a thing two. Many tabletop games are easy to lea and can have a passionate following of a age. If a teen is an avid player of Magic: T

Gathering, for instance, this can be seen as a unique opportun for the teen to teach the game to adults and turn them into Ma; players and followers. Tabletop gaming can quickly become community of practice because the activity is open to every a A second grader may love the game Hey, That's My Fish but m lack people with whom to play. In a tabletop gaming program, the second grader could be teaching the game to people twenty, thir or more years older than him/her—and they can all have a go time.

Tabletop games can also provide a different way to prome materials. At some of the neighborhood libraries of the Madis Public Library System there are large Pokémon trading-ca game programs. "Participating teens bring their friends, at this results in more use of library materials and awareness



EXPLODING KITENS

A CARD GAME

FOR PEOPLE WHO ARE INTO KITTENS AND EXPLOSIONS

AND LASER BEAMS

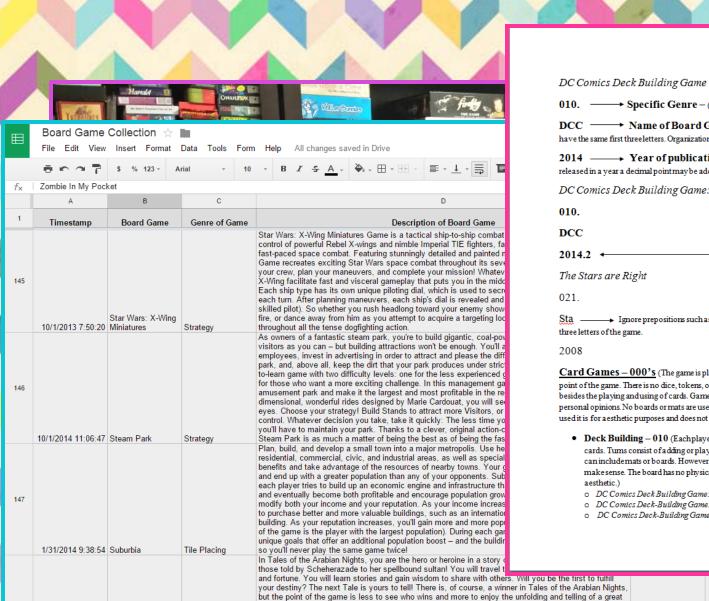
AND SOMETIMES GOATS.

CREATED BY ELAN LEE + THE OATMEAL + SHANE SMALL



So why should you include board gaming into your programming?

- •It promotes reading
- •It promotes comprehensive skills
- •It promotes team building
- •It promotes cognitive learning



148

Sheet1

story! In this new edition of the groundbreaking storytelling game, you enter the lands of the Arabian Nights alongside Sindbad, Ali Baba, and the other legendary heroes of the tales. Travel the world

encountering imprisoned princesses, powerful 'efreets, evil viziers, and such marvels as the Magnetic Mountain and the fabled Elephant's Graveyard. Choose your actions carefully and the skills you possess will reward you: become beloved, wealthy, mighty - even become sultan of a great land.

010. → Specific Genre - (000's = Card Games) (010. = Deck Building)

DCC — Name of Board Game – First three letters of title. (If multiple titles have the same first three letters. Organizations can defer to year of publication.)

2014 — Year of publication – If multiple expansions of a game have been released in a year a decimal point may be added to indicate an expansion.

DC Comics Deck Building Game: Crisis Expansion

Sta _____ Ignore prepositions such as: The, And, and A when writing down the first

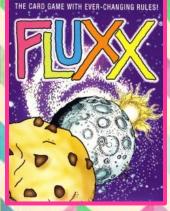
Card Games - 000's (The game is played with cards and cards are the primary focal point of the game. There is no dice, tokens, or other physical mechanic used to progress the game besides the playing and using of cards. Gameplay and winning is dependent on cards not personal opinions. No boards or mats are used that change or progress play. If boards or mats are used it is for a esthetic purposes and does not change game play.)

- Deck Building 010 (Eachplayer starts with a certain pre-described number of cards. Turns consist of adding or playing cards to grow the player's deck. Deck Builders can include mats or boards. However, the game could be played without a mat and still make sense. The board has no physical purpose in a dvancing the game and is purely
 - o DC Comics Deck Building Game: 010.DCC.2012
 - DC Comics Deck-Building Game: Heroes Unite: 010.DCC.2014
 - DC Comics Deck-Building Game: Crisis Expansion: 010.DCC.2014.2

Finding your community

https://www.facebook.com/groups/MTGLibrarians/









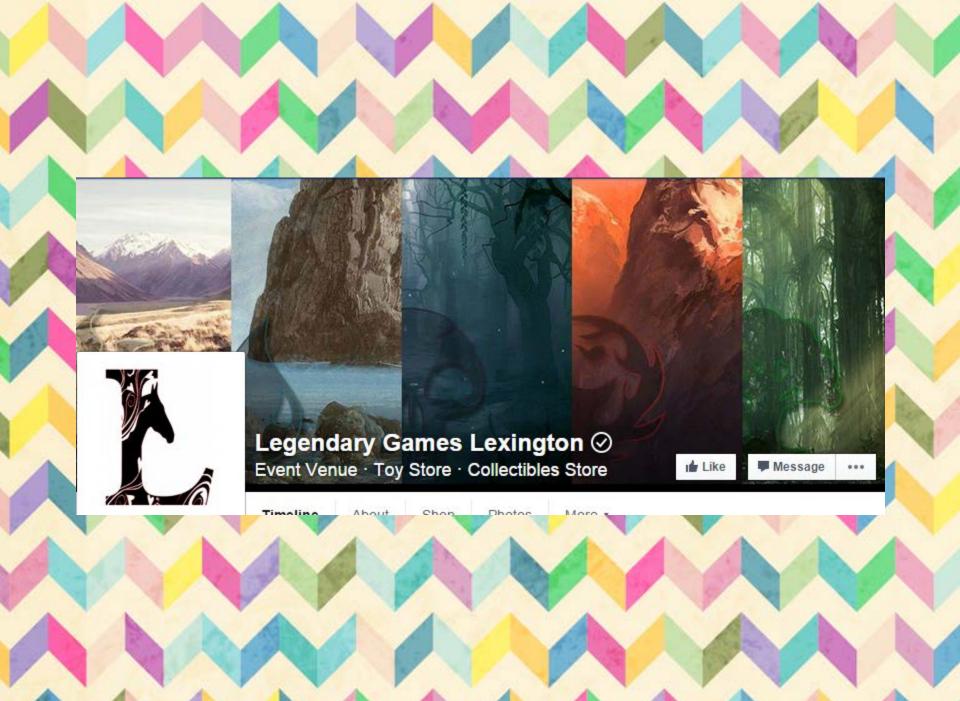
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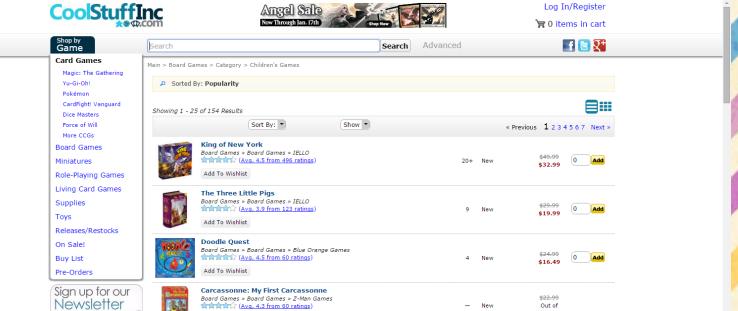
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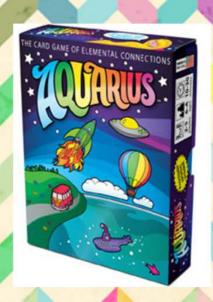
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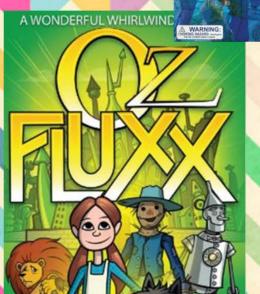
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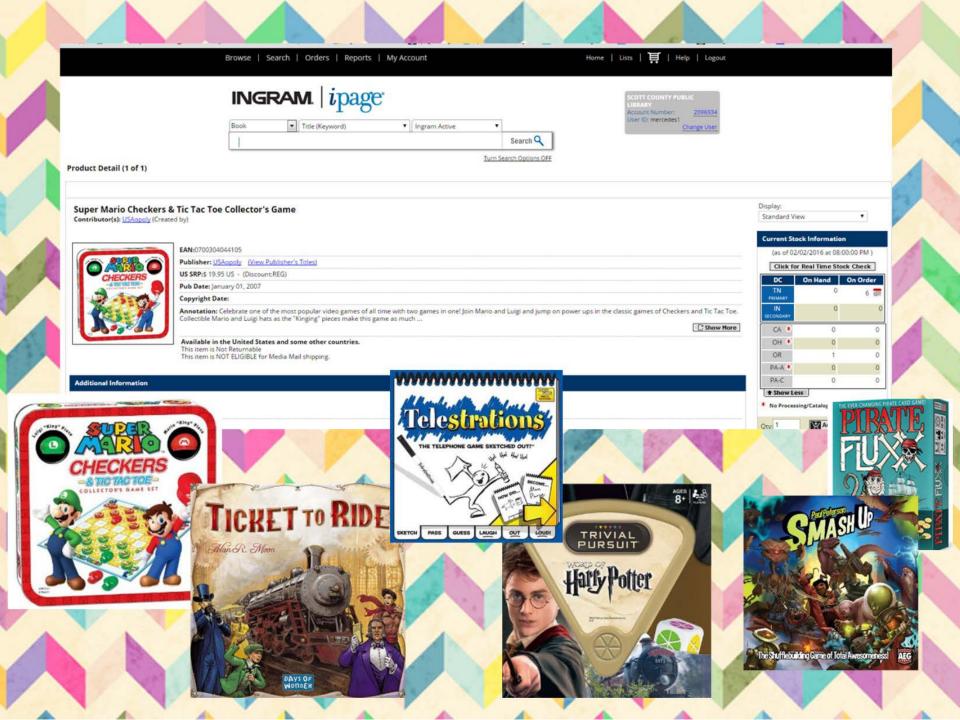














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Dead of Winter: A Crossroads Game (2014)

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Information



wrong image?

Designer Jonathan Gilmour Isaac Vega Artist **David Richards** Fernanda Suarez Peter Wocken

Publisher Plaid Hat Games Cube Factory of Ideas Edge Entertainment Filosofia Édition

Show More » **Year Published** 2014 # of Players 2 - 5

Best with 4 players User Suggested # of Players Recommended with 3, 4, 5 players (140 voters) [poll]

Mfg Suggested Ages 13 and up

Playing Time 100 minutes User Suggested Ages 12 and up (39 voters) [poll]

Language Extensive use of text - massive conversion needed to be playable (48 voters) [poll] Dependence

Honors 2014 Golden Geek Best Board Game Artwork & Presentation Nominee 2014 Golden Geek Best Innovative Board Game Nominee

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(90 voters) [vote] Category Horror 7_{ombies}

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Dead of Winter: Felicia Day Expansion Dead of Winter: Kodiak Colby

Dead of Winter: Lucky Luke Smith **Primary Name** Dead of Winter: A Crossroads Game Dead of Winter: A la croisée des chemins Alternate Names

Blogs

The Board Game Family



http://www.theboardgamefamily.com/

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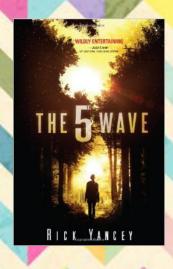


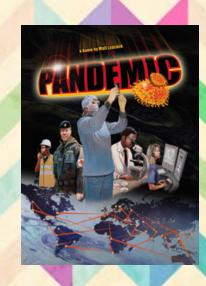


















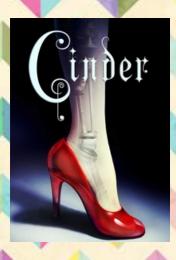




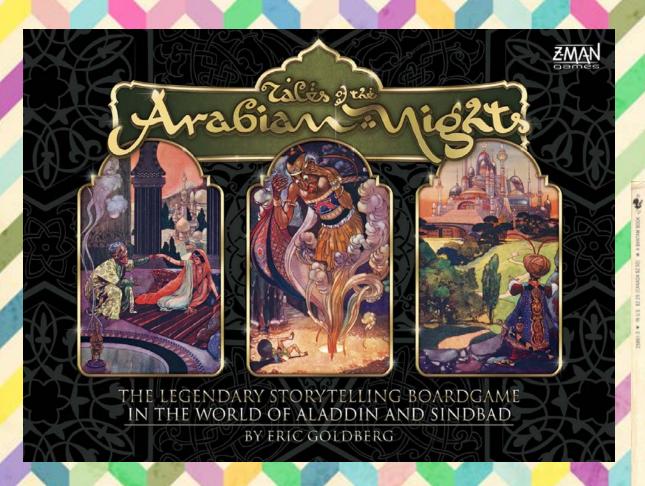






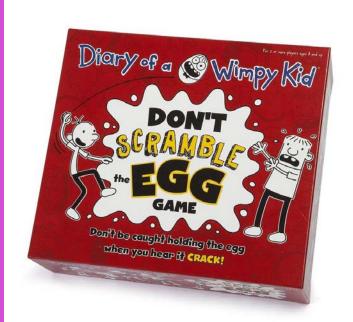




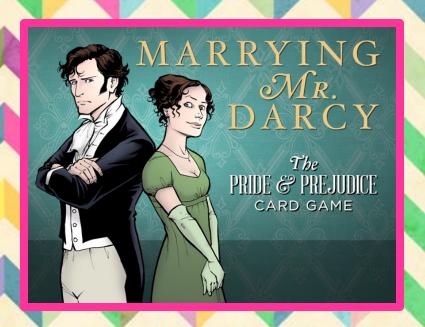


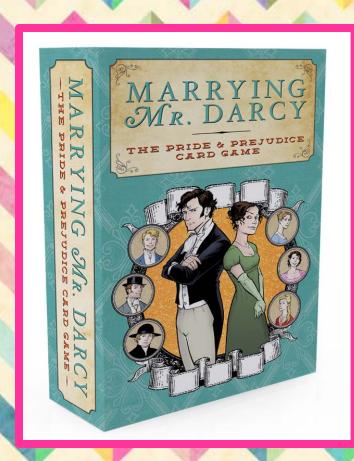


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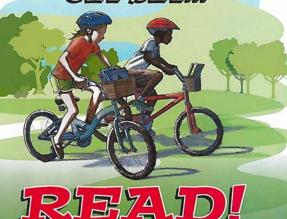






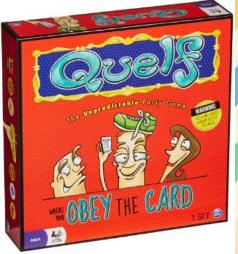
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