Would You Kindly?: Considering Video Game Collections in Academic Libraries

Janelle Zetty
Head of Cataloging
University of Louisiana at Lafayette
Figure 1. Shirley Curry. (Messner, 2016)
Figure 2. How old is too old. (2016)
Figure 3. Baby sees the iPad magic. ([Paine, 2011](#))
Figure 4. Advertising and promotion. (Lapetino, 2016)
Figure 5. ALA Members by age. (ALA Office for Research and Statistics, 2017)
Figure 5. Cover art from original DOOM. (2017)
Figure 6. John Romero. (Romero, 2015)
Figure 7. The Strong Museum of Play. (Expedia, 2017)
Figure 8. Missle Command. ([Wikipedia, 2017](https://en.wikipedia.org/wiki/Missle_Command))
Figure 9. That Dragon, Cancer. (Wikipedia, 2017)
Figure 10. Hush. (Akl, 2015)
Figure 11. Video games. (Metro News, 2015)
Figure 12. The Oregon Trail (video game). (Wikipedia, 2017)
Figure 13. Journal of Virtual Worlds Research. (edX, 2017)
Figure 14. 10 Best Schools for Gamers. (College Magazine, 2015)
Library mission statement

• “The Libraries are partners with The Claremont Colleges in learning, teaching, and research. Games create opportunities to strengthen existing partnerships and form new relationships. We are committed to fostering intellectual discovery, critical thinking, and life-long learning. Games inherently support intellectual discovery, critical thinking, and life-long learning.”
Figure 15. Cobwebs on books. (Valley, 2017)

Figure 16. Chattanooga Public Library Coffee Shop. (Pinterest, 2017)
Figure 17. College student gamers. (Flickr)
Thank You for Attending Today’s Presentation

Janelle Zetty
Janelle.zetty@Louisiana.edu
References


Nearly half of all boomers are gaming, survey shows. (2013, November 18). Retrieved from Huffington Post: [https://www.huffingtonpost.com/2013/11/18/baby-boomers-video-games_n_4297675.html]


