

Collections

- Oxford College Library at Emory University
 - <http://guides.oxford.library.emory.edu/games>
 - 3 day check-outs, renewable, no fines
 - Games Night: <https://scholarblogs.emory.edu/oxford/events/game-night/>
 - Article about the collection by a former student employee:
<https://web.library.emory.edu/news-events/news/archives/2018/oxford-library-game-collection.html>
 - “We've had the collection since fall 2017 and it's very popular among our students. We don't have a formal collection development policy; after forming the collection, we're mostly collecting games upon request.” Courtney Baron, Head of Library Teaching and Outreach Services
- Grand Canyon University Library
 - <http://libguides.gcu.edu/games>
 - 7 day check-outs with renewals, able to be placed on hold
 - Purchase suggestions submitted through normal library purchase suggestion from that is linked to from the libguide
- HT Coutts Library at the University of Alberta
 - <https://guides.library.ualberta.ca/teaching-with-games>
 - Collection developed in conjunction with Education Faculty
 - Faculty tell which games to purchase and where they fall in STEM/STEAM
 - Check out for a term but recalled if hold is placed
 - Started a monthly board game night
- University Library at University of Illinois at Urbana-Champaign
 - <https://www.library.illinois.edu/ugl/gaming/>
 - Loan periods the same as media collection (1 week with 3 renewals):
<https://www.library.illinois.edu/ugl/media/#Loan>
- La Roche College
 - 25 table top and Xbox 1 games
 - 1 week checkouts
 - Thinking of adding RPG (ie. Dungeon and Dragons manuals)
 - “host bi-weekly "Strategy Game Sundays," during which students, faculty and staff can play RPGs, tabletop games or both. It's a very new program, but the participants are extremely enthusiastic, so I'm hoping it will continue to be at the library for a long time to come”
- Raugust Library at the University of Jamestown
 - 45 board and card games
 - “They really circulate very little, although the students always seem pleased with the idea that they MIGHT play them” Phyllis Ann Bratton, Director
 - Exception is the chess set which they purchased another due to demand

- Thinking about doing a game night next semester to highlight selection
- University of Michigan Library
 - 200 board games and 100 RPG Books that are part of their Computer and Video Game Archive
 - <https://www.lib.umich.edu/computer-video-game-archive>
 - Board games: in-library use, RPG books: 3 day checkout
 - Recommended to reach out to Val Waldron (Archives Manager, vwaldron@umich.edu) or Dave Carter (Archivist of the Collection, superman@umich.edu)
- Florida State College at Jacksonville
 - <http://guides.fscj.edu/games>
 - Week circ period, max 2 at a time
 - Handout about starting a collection: http://guides.fscj.edu/ld.php?content_id=32135912
- Burritt Library at Central Connecticut State University
 - <https://libguides.ccsu.edu/games>
 - 3 day circulation with 1 renewal
 - Hosts game night: <https://library.ccsu.edu/wp/2018/10/16/get-on-board/>
- Center for Games and Learning
 - <https://www.mnu.edu/learning-commons/center-for-games-and-learning>
- College of Idaho
 - <https://collegeofidaho.on.worldcat.org/search?sortKey=LIBRARY&databaseList=&queryString=games&changedFacet=format&scope=&format=Game&database=all&author=all&year=all&yearFrom=&yearTo=&language=all&topic=all>
 - In-library use only
 - Currently cataloged as reserves but eventual plans to change to 1 day check-outs
 - Note about their process
 - We made back-up scans of all of the instructions so if we lose them, they won't be gone forever. We used lots of little baggies and/or rubber bands and, in some cases, small plastic tubs, so we could keep everything contained. We chose not to add a handful of games because they had so many different pieces and parts we couldn't imagine how it would work (for example, Dead of Winter: fun game, too many little parts). We have labels on the games asking students to put everything back as they found it. We have only had a handful of problems (things stuffed back in the box) and no missing pieces.
- Upper Darby Township and Sellers Memorial Free Public Library
 - Not an academic library but they put together a Proposal for their collection
 - Included: Community Survey, User Needs Assessment, Collection Objectives, Selection Criteria, References, Approved Publisher List, Game Mechanics
 - <https://docs.google.com/document/d/12hjhF8MRBRHJ1Rxk2FLjhAvAErQ7Em3IjmMcEMWwS2c/edit?usp=sharing>
- University of Idaho

- <https://libguides.uidaho.edu/games>
- 3 day check-outs with 1 renewal, up to 2 games at a time
- MidAmerica Nazarene Univeristy
 - <https://mnu.edu/learning-commons/center-for-games-and-learning>
- The Chester Fritz Library at the University of North Dakota
 - Collection: http://odin-aleph.hosted.exlibrisgroup.com/F/G2JHA6MMHY4IYBE3K3F2DPAL5B4GKCYB/AV3THNBXT2T7MP4K3I-26536?func=find-a&find_code=WRD&request=game&request_op=AND&find_code=WRD&request=&request_op=AND&find_code=WRD&request=&request_op=AND&find_code=WRD&request=&request_op=AND&find_code=WRD&request=&x=42&y=10&filter_code_1=WLA&filter_request_1=&filter_code_2=WYR&filter_request_2=&filter_code_3=WYR&filter_request_3=&filter_code_4=WTP&filter_request_4=Game&filter_code_5=OWN&filter_request_5=
 - Game Nights: <http://blogs.und.edu/uletter/2018/08/sept-5-oct-3-nov-7-dec-5-game-nights-at-the-chester-fritz-library/>
- Johnson & Wales University Library, Denver Campus
 - <https://jwuden.on.worldcat.org/courseReserves/course/id/11022650>
 - 7 day check-outs, 2 renewals
 - See Advice below
- Penrose Library of the Pikes Peak Public Library District
 - 2 games per card, 1 week check-outs
 - Not listed in catalog because they are not part of the floating collection for the district.
 - This might change
 - List of games made available to patrons in a binder kept at front desk.
 - Each game has a game sheet
 - Photo, description, game category, game mechanisms, [21st Century Skills](#)
 - List of all games

Advice

- “I'd say get the Faculty involved in coming up with a wish list! Are there any courses that have gaming/gamification in their syllabi? Start with the Education folks/curriculum & instruction in science, math, etc.” Debbie Feisst, Public Services Librarian, HT Coutts Library
- “It's a good idea to ask your work/study what games are popular and to go with those. We don't put any restrictions on the games, although we do have a small stash of generic replacement parts. It's cheaper to replace games than many of the books, so we have opted not to worry about them.” Phyllis Ann Bratton, University of Jamestown

- “We did try weighing them at first at check in/out but found even when all items were returned the weight could be different. We stopped after about a year since it was a dissatisfier for the students. We do an inventory of the games every summer just to make sure and sometimes must replace one or two. Of course, if all the pieces aren't there during the school year the student checking out the game will let us know!”
“When we started we took suggestions from our work studies and still will take suggestions for the general population. We looked at different popular game lists, Amazon and Board Game Geek have good ones... The one thing I have learned is board game boxes really don't hold up too well under circulation. We tape boxes together and are thinking about other alternatives for some of the most popular card games. I bought the Big Box for Cards Against Humanity and that is doing well.” Merrie Valliant, Technical Services Librarian, Johnson & Wales University, Denver Campus Library
- “A good mix of classic, party, and strategy games seems to work really well. Faculty have requested some titles, such as Cytosis which is used in Biology classes, but our collection is very student-focused.” Courtney Baron, Head of Library Teaching and Outreach Services, Oxford College Library
- “If you're interested in going that route [publisher donations], a fabulous resource is the files Publisher Donation Contacts in the League of Librarian Gamers Facebook group. Many publishers are willing to donate games – our collection is 30 games. Costs were minimal – the only cost from a publisher was \$20 shipping to Steve Jackson (who gave us 8 games).” Cathy Wood, Library Associate, Penrose Public Library