

Game RT Board Meeting - November 13, 2020 | 11 AM-12 PM EST

In Attendance:

- Tina Coleman (Staff Liaison) x
- Jennifer Bartlett (Pass President) x
- Jessica Parij (President) x
- Thomas Vose (President Elect)
- Erica Ruscio (Secretary) x
- George Bergstrom (Treasurer) x
- Tricia Boucher (Member at Large)
- Jessica Spears (Member at Large) x
- Dan Major (Member at Large) x
- Rebecca Strang (Member at Large) x

Also Made an Appearance:

- Gina Marie Kromhout (ALA Councilor) x

Also, one other member was present.

These notes are broken down into two sections: discussion recap, and action items for Board Members.

Part I: Discussion Recap

1. Connect & Email Updates

- a. Jess asked all of us to begin using her gmail instead of her work email going forward for communication.
- b. Jess also shared that she has access to the GameRT board on connect but not GameRT general... Tina will fix!

2. CORE Game Night - November 18!

- a. Rebecca and Jess S shared that they have one more meeting coming up before game night!
- b. CORE's tech people will be running it officially - we will just help.
- c. Information here! <https://coreforum.learningtimesevents.org/sessions/d1s21/>
- d. Note, CORE Game Night is part of a forum that costs \$ to attend.

3. GameRT Discord Game Nights etc.

- a. We hosted a Discord game night on Oct 23 with ten people attending. Attendees expressed wanting to do it more frequently.
- b. No november game night is promised but we will put another date on the calendar soon for the next date!
- c. Also, while not an official game night, Sunday two weeks ago, Rebecca set up a discord session to show a member how to run online games.

4. International Games Week

- a. We need to replace one drawing so that we are shipping only to domestic prize winners due to COVID concerns and cost of shipping. Tina is still compiling the Loot Boxes.

5. Game Manufacturers Association

- a. Jenn and Rebecca had some exciting news - they have a mutual friend who does work for Mythic Games, who also does board work for [GAMA - the Game Manufacturers Association](#) (the ALA of board games). they are using this connection to meet with GAMA folks to begin a strong connection between the game industry and libraries and to have a more symbiotic relationship with game publishers and designers and more cohesion between us and them.
- b. Ideas were tossed around for ways a GAMA connection might be good:
 - i. sponsoring ALA memberships for people who want to be GameRT people
 - ii. possibly sponsoring a Game On grant
 - iii. maybe an IGW sponsorship
 - iv. pushing copy from us to their members so we can get more sponsors
 - v. connecting libraries with publishers and distributors
 - vi. possible memberships for librarians for gamma
- c. We also discussed an idea for publishers to put together kits for librarians to help teach people how to play games online.
- d. We also discussed the possibility of GameRT getting a booth at GAMA and GAMA getting a booth at ALA to normalize all that librarians do regarding games in libraries etc.

6. ALA Council Updates - Gina

- a. Gina was not able to attend the previous Forward Together meeting, but there will be another ALA council meeting in December. They are currently getting ready for Midwinter. Now is the time to consider resolutions etc. for the council to debate... no one from GameRT had any suggestions at this time.
- b. Gina is also now part of the working group to condemn U.S. media corporation restrictions on free speech and she shared with us notes from that session. She said this concerns the International Relations committee and the Intellectual Freedom committee and that members want ALA to take stronger stances on things. ALA cannot call out specific companies because of their status as a 501c3, but they can condemn the practice.

7. Midwinter 2021!

- a. Our Midwinter panel is Virtual Gaming Programs: Resources for Fighting Social Isolation with Gaming -- Monday January 25, 2021 -- 10:00 AM – 11:00 AM CT
- b. Erica, Dan, Rebecca, and a Game Industry Pro will be on the panel
- c. We still need to find an industry panelist - after hearing about the talks with GAMA representatives, perhaps we can have one of them join?
- d. We had an idea to do a Midwinter drawing for ALA print on demand GameRT merch to entice new members or to get newsletter sign ups.
- e. We broke up our bits into 10 minutes for each of us, 10-15 minutes for the guest presenter, and the remaining time for questions. We want to make it interactive and engaging with images and demonstrations.
- f. For presenting, we agreed on the following general topics:

- i. Dan will cover Magic the Gathering online, and also Twitch / hardware / software / other video gaming stuff
- ii. Rebecca will cover DIY digital games, Pokemon League, and a walkthrough of Board Game Arena
- iii. Erica will cover virtual Dungeons & Dragons
- g. We will also have a handout with more options for tech to use for virtual gaming as well as a recap of the tech we discussed.
- h. We discussed the possibility of ending with Kahoot trivia or having a virtual trivia after party event.

8. Member Articles, Podcasts, and More!

- a. Rebecca did an interview with booklist on general game collection stuff
- b. Rebecca published a podcast about International Games Week:
https://www.podbean.com/media/share/pb-397sp-f21c95?utm_campaign=a_share_ep&utm_medium=dlink&utm_source=a_share
- c. We had a member share a news clip on our League of Librarian Gamers facebook group after winning an award for her gaming collection:
<https://www.facebook.com/groups/LeagueOfLibrarianGamers/permalink/3708851969154377/>
- d. George shared that he is involved in Indiana University's Teach Play Learn conference
<https://tpl.iu.edu/>

Part II: To Dos

- IGW To Dos:
 - Thomas - redo one drawing for Loot Boxes
 - Jenn - draft a note for Tina to send with the Loot Boxes
 - Tina - compile Loot Boxes and share images with board members
 - Outreach Committee - work with Sarren and IGW committee to make the follow up survey and then a subsequent blog post detailing some of the cool things that happened for IGW and total participation, etc.
- Midwinter To Dos:
 - Panelists start drafting slides (4 each) and ideas in shared folder
- Other To Dos:
 - Erica and Jenn are updating the handbook (Jenn and Jess are both getting emails from the roundtable coordinating assembly concerning the standardization of the bylaws will impact the handbook - so we need to keep an eye on it and incorporate it into the updated handbook)