

stadt  
bibliothek  
köln

Games,  
Learning and  
Libraries

Cordula  
Nötzelmann

Education and Libraries in  
the Digital Age  
Athens, Nov 15-16, 2013





# The Library System



Karte 702 Standorte der Bibliotheken und Bücherbus-Haltestellen 2011



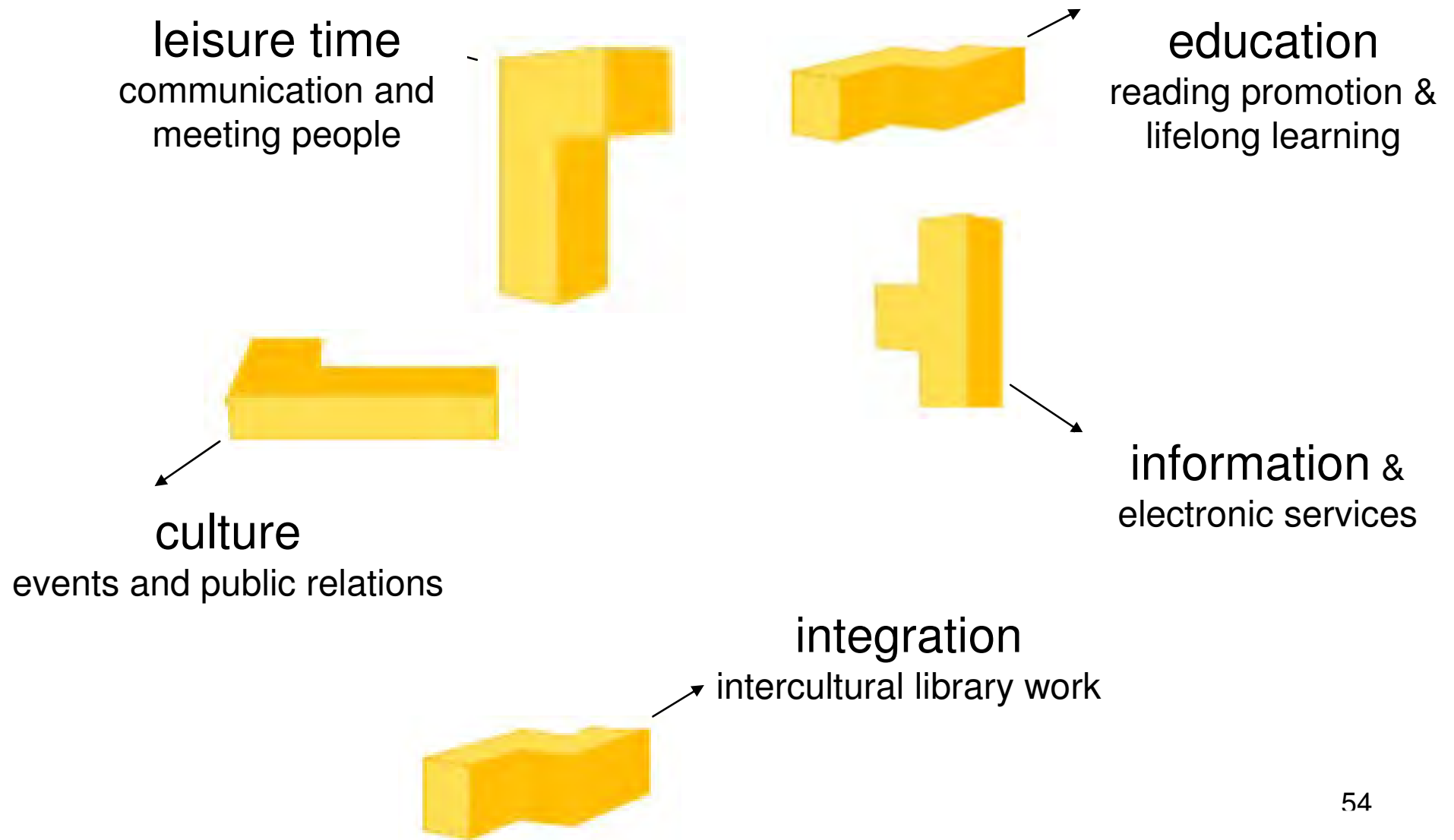
Der Oberbürgermeister



# A library is more than books...



# Areas of activity of Cologne Public Library



# Analysis I: the Debate on Games

Lively discussion in schools, sciences, politics, arts, and the media:

- Social activity vs. isolation
- Improvement of social interaction vs. increasing inclination to violence
- Addiction and crime vs. character building
- Debate about
  - The technical and aesthetical aspects of games (design, ergonomics, software development)
  - The content of games (narration, plot, pedagogical and educational capabilities, “serious games”)
- Culture of gaming, playful approaches to learning

# „Serious“ Games



- Games designed to convey skills or content
- Best serious game 2011: „Winterfest“ – a learning game developed by the *German Adult Education Association*
- Best serious game 2012: „Vom fehlenden Fisch“ a game for kids visiting the *Kunsthalle Bremen* and learning about paintings and art.
- Best serious game 2013: „Menschen auf der Flucht“ (refugees/ on the run) by *Missio*, a charity organization

# Analysis II: Gamers and gaming industry

- In Germany
  - Most gamers are older than 30
  - 1/3 of the population are gamers
  - Both male and female
  - 70% of our libraries' users grow up with video games
  - An important consumer good
  - Strongly growing economic sector – Gamescom Fair in Cologne (World's largest trade fair concerning Games)





## Eli Neiburger "Neue Spiele - Neues Lernen - Neue Bibliotheken"



# Analysis III: Games in Libraries

- GB/ USA
  - Long Tradition in public libraries: Board and Card Games, annual National Gaming Day@ the Library
  - Since launch of Wii console also programming with video games for kids and juveniles
- Germany:
  - Circulating video games is quite common
  - Main concerns:
    - how can games be integrated into the library's strategic concept, collection management and processes?
    - Can games serve to approach new patrons?
    - Youth protection issues?
    - Staff qualification?

# More and more libraries

- acknowledge the potentials of media education regarding games in terms of cultural activity.
- recognize that computer games play a major role in the everyday lives of their patrons
- realize that a library is a place you can also have fun in!
- open themselves to innovative program formats which attract different groups of people (e.g. [geeks@cologne](mailto:geeks@cologne))

# Position of Cologne Public Library

Regarding the irritating and ongoing public debate on video games, public libraries are reliable and safe places as well as trusted partners for parents and teachers when it comes to their children's and pupils' gameplay.

Gamers of all ages are very welcome at the library!

Every game, used in the right context, can be a “serious” game.





# GAMERS ... in the LIBRARY?!

The Why, What, and How of  
Videogame Tournaments  
For All Ages



 Eli Neiburger

# Gaming Roadshow



# How to establish a learning and gaming zone

- Strategic goals:
  - Library as third place, community meeting point
  - Embrace social Web tools, geek culture and community building
  - Be a place not only for education and learning, but also for leisure time and fun
- Find a partner:









# Periodicals reading room

before...



...and after









# Programs

## Games tester group

### The Game Connection

(Team Spieleratgeber NRW)

## Games-Tournaments

Kalk kickt!  
(soccer, FIFA)

Kalk rockt! (Guitar Hero,  
Street Band)

Kalk spielt! (Game of the  
week)

## Alphabetization

playful reading promotion  
for adults

## Special interest events

### Geeks@Cologne

(Geeks in Education)

## Co-operation with innovators

Gaming Roadshow  
German-American Gaming  
League

## Working with Parents

(„gameskompakt“, Institut  
Spielraum FH Köln/ Team  
Spieleratgeber NRW/ Bundes-  
prüfstelle f. jugendgefährdende  
Medien)

## Family Events

(Gaming generations; Dr.  
Ghosthacker u.a., Father-  
Son-Tournaments, Silver  
Gamer)



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# Further Information

- Gaming activities at Stadtbibliothek Köln:  
[www.stbib-koeln.de/gaming](http://www.stbib-koeln.de/gaming)
- Report (in German) about Opening of gaming zone in Library Branch Köln-Kalk:  
<http://oebib.wordpress.com/2012/07/18/spiel-und-lernzone-games4kalk-am-6-7-2012-in-der-stadtteilbibliothek-koeln-kalk-eroffnet/>
- Eli Neiburger – Games and Libraries: Talk at Stadtbibliothek Köln (in English): <http://vimeo.com/60248907>
- Games4culture facebook group:  
<https://www.facebook.com/groups/games4culture/>  
Currently ~450 members from libraries, museums, cultural institutions

# ευχαριστώ!

## Hope to see you again in the workshop!



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# Why Video Games in the Library?

- Video games and libraries belong together.
- The public debate about video games leads to irritation amongst parents and teachers.
- Libraries can enable knowledge exchange and provide parents and teachers with reliable and unbiased information about this type of
- Gaming activities in the library are a signal that libraries accept and value their patrons' and staff's habits and environment.





# games4kalk – Opening Day





# Learning Toys



www.ravensburger.de

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- Play fun for smart kids**  
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What noise does a cow make? And a rocket? Why does the music of Mozart sound like? Books for children are more fun with TING. With noises, puzzles and rhymes young readers learn a lot and older children too.
- Languages made easy**  
TING speaks every language perfectly. Touch a word and you hear it immediately with the correct pronunciation. In an educational text with phrase gaps TING is your teacher and helps you find the right answer.
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# Programs

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## Family Events

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# Testing games with a teacher: 'The game connection'





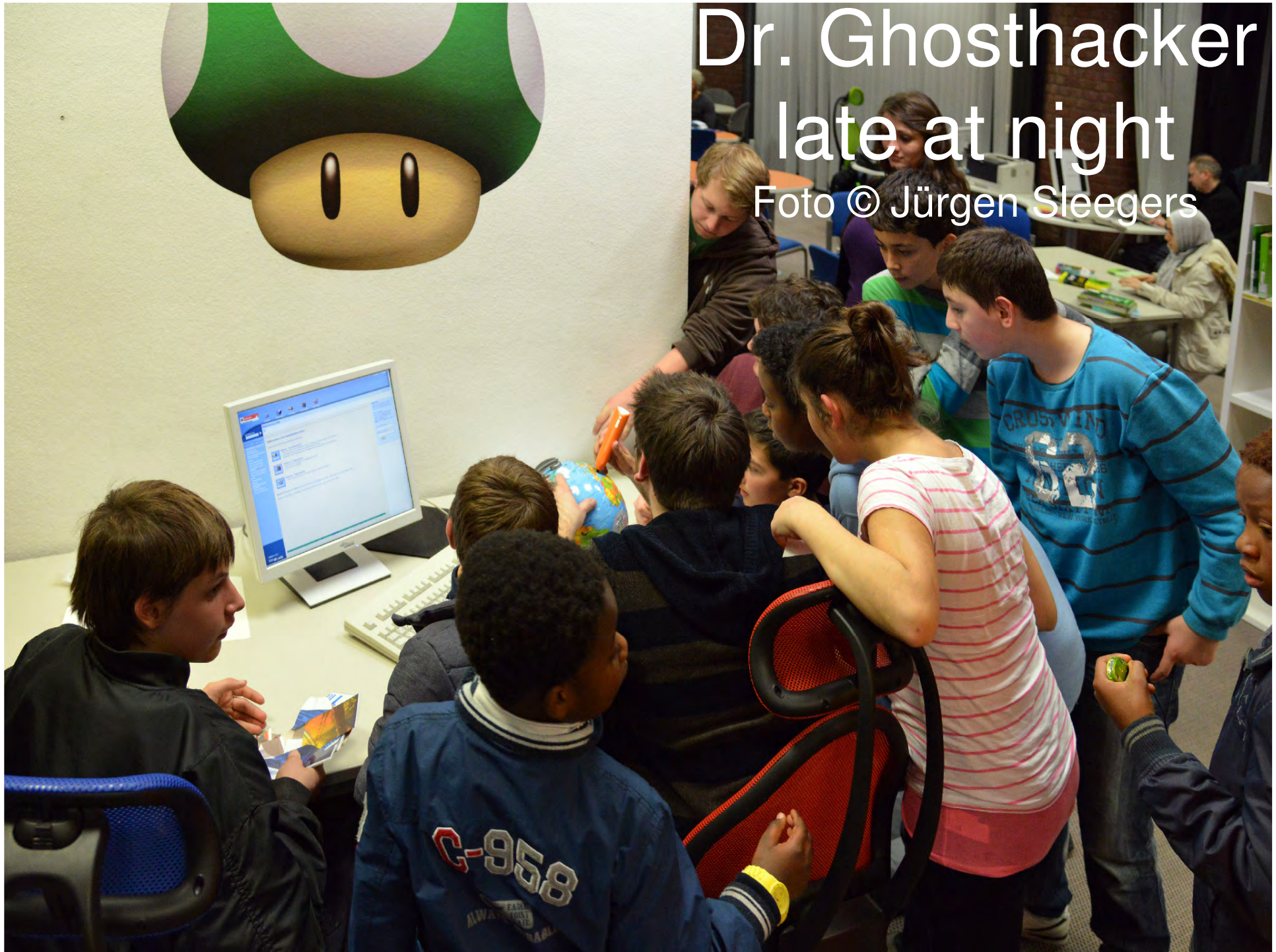
# Champions! - FIFA Tournament





# Dr. Ghosthacker late at night

Foto © Jürgen Slegers







<http://www.spieleratgeber-nrw.de/site.3392.de.1.html>

Foto © Jürgen Slegers



# Generations getting together





# Easymotion - Silver Gamers







Choose a word, build it, let the audience guess!

BibCraft

**Thema: Musik**

**Schwierigkeit: 5**

Games4Culture

BibCraft

**Thema: Märchen**

**Schwierigkeit: 7**

Games4Culture

BibCraft

**Thema: Filme**

**Schwierigkeit: 5**

Games4Culture

BibCraft

**Thema: Klassische Literatur**

**Schwierigkeit: 7**

Games4Culture

Photo/Concept: © Kelvin Autenrieth



Photo/Concept: © Kelvin Autenrieth





Photo/Concept: © Kelvin Autenrieth



# „Winterfest“- an adventure game for functional analphabets

Download: [www.lernspiel-winterfest.de](http://www.lernspiel-winterfest.de)

Gameplay:

<http://www.youtube.com/watch?v=N0xk57mcjrk>



## Lernstudio der Stadtbibliothek Köln

vhs-Lernportal zur Alphabetisierung

<http://www.ich-will-lernen.de/>



Abfrager.de: Lernportal: Teste dein Wissen

<http://abfrager.de/>



XXX - Die ABC-Zeitung

[http://abc-projekt.de/?page\\_id=38](http://abc-projekt.de/?page_id=38)



Sprachtest.de: Teste deine Sprachkenntnisse

<http://www.sprachtest.de>



Das Lernstudio Grundbildung der Stadtbibliothek Köln ist ein Vorhaben des "Kölner Bündnisses für Alphabetisierung und Grundbildung" und wird von JTI unterstützt. Das "Kölner Bündnis für Alphabetisierung und Grundbildung" wurde im Rahmen des Projektes "Pages - Projekt Alphabetisierung und Grundbildung für Erwachsene im Sozialraum" initiiert und wird vom Bundesministerium für Bildung und Forschung unterstützt.



Lernende Region  
Netzwerk Köln



- Lerner
- Die Lernbereiche
  - Lesen, Schreiben, Rechnen
  - Schulabschlüsse
  - Leben und Geld
- Kurse vor Ort
- Kursleitende

Presse  
Kontakt

Mein Name ist Marc. Ich lerne im Lernportal, weil mir das Lesen und Schreiben im Alltag oft schwerfällt.

Lesen, Schreiben und Rechnen lernen

Anmelden

Nutzen Sie das kostenlose Lernportal ich-will-lernen.de. Lernen Sie online schreiben und rechnen oder verbessern Sie Ihre Kenntnisse in Deutsch, Mathe und Englisch. Außerdem können Sie Übungen zum Thema Leben und Geld bearbeiten.

Lerner seit 2004 439.438  
Lerner online 43



# What would you like to have in your library or school?

- My library could use...

- In my school there could be...

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## Questions?

